



OSTKRIEG

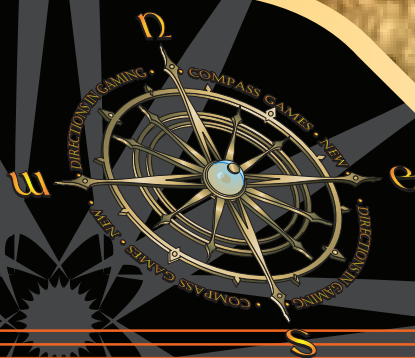
WW II Eastern Front



RULES OF PLAY



Game Design:
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Compass Games
New Directions in Gaming

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1.0 DESCRIPTION

Ostkrieg is a strategic level two-player game which represents the Russian Front in World War II. The game is five turns long, with each turn lasting one year.

2.0 VICTORY CONDITIONS

A player wins an Automatic Victory if, at the end of a year, that player controls Berlin (84), Moscow (49), Leningrad (70), and Baku (32). If no player wins an Automatic Victory, then at the end of the game the player who controls the most Victory Point areas wins a Marginal Victory. For this calculation, Baku counts as 2 VP. *Note: the (#) corresponds to the numbered space on the map to help players locate the space.*

3.0 GAME COMPONENTS

The game consists of the following:

- 1 Rulebook
- 1 map depicting the European Eastern front
- 12 dice
- One counter sheet with 228 counters
- 1 deck of 55 play cards
- 3 Player Aid cards

The counters depict units of various sizes. Units may freely split up and combine if they are of the same nationality and type.

Counters



German Infantry



German Infantry with Entrenchment



German Armor



German Land Air



Finnish Infantry



Bulgarian Infantry



Hungarian Infantry



Italian Infantry



Romanian Infantry



Soviet Infantry



Soviet Armor



Soviet partisans



Soviet Land Air



Yugoslav partisans



Axis Control marker

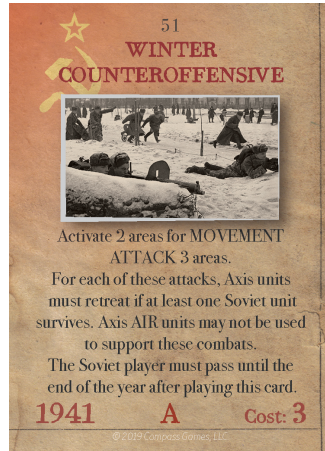


Soviet Control marker

1 deck of 55 cards



Axis Cards (1-26)



Soviet Cards (51-77)

Note: The gap in the card numbering sequence is to accommodate additional cards in subsequent games and modules.

4.0 GAME SETUP

To setup the game, do the following:

Choose a scenario. Each scenario consists of a setup, along with rules specific to that scenario.

4.1 Barbarossa Scenario Setup

The Barbarossa scenario depicts the Axis invasion of the Soviet Union.

4.1.1 Axis Setup

The Axis player sets up as follows:

Location	Units
Helsinki (76).....	2 Finnish Infantry
Narvik (78).....	1 German Infantry
Konigsberg (79).....	3 German Infantry, 2 German Armor, 2 German Land Air
Warsaw (81).....	9 German Infantry, 3 German Armor, 3 German Land Air
Krakow (82).....	3 German Infantry, 2 German Armor, 2 German Land Air
Berlin (84).....	3 German Infantry, 2 German Armor, 1 German Land Air
Cluj (90).....	2 Hungarian Infantry

Jassy (92).....2 Romanian Infantry,
1 German Infantry

Galati (93).....2 Romanian Infantry

Ploesti (95).....1 German Land Air

Sofia (100).....1 Bulgarian Infantry

Locate the Axis cards. Take all the 1941 cards and put them in the Axis player's hand. Place the rest of the cards to the side.

4.1.2 Soviet Setup

The Soviet player sets up as follows:

Location	Units
Kuybyshev (19).....	1 Soviet Infantry
Kazan (20).....	5 Soviet Infantry
Gorky (24).....	1 Soviet Infantry
Stalingrad (27).....	1 Soviet Infantry
Grozny (30).....	2 Soviet Infantry
Rostov (39).....	1 Soviet Infantry
Kalinin (48).....	1 Soviet Infantry
Moscow (49).....	5 Soviet Infantry, 1 Soviet Armor, 1 Soviet Land Air
Tula (50).....	1 Soviet Infantry
Voronezh (51).....	1 Soviet Infantry
Stalino (52).....	1 Soviet Infantry
Sevastopol (54).....	1 Soviet Infantry
Dnepropetrovsk (55).....	1 Soviet Infantry
Kharkov (56).....	1 Soviet Infantry
Smolensk (60).....	2 Soviet Infantry, 1 Soviet Armor
Kiev (62).....	1 Soviet Land Air
Odessa (63).....	3 Soviet Infantry, 1 Soviet Land Air
Rovno (64).....	2 Soviet Infantry
Lvov (65).....	2 Soviet Infantry, 1 Soviet Armor
Brest (66).....	2 Soviet Infantry, 1 Soviet Armor
Leningrad (70).....	3 Soviet Infantry, 1 Soviet Land Air
Tallin (71).....	2 Soviet Infantry
Riga (72).....	2 Soviet Infantry

Bialystok (73)2 Soviet Infantry, 1 Soviet Armor
Murmansk (75)2 Soviet Infantry

Locate the Soviet cards. Take all the 1941 cards and put them in the Soviet player's hand. Place the rest of the cards to the side.

4.1.3 Scenario Specific Rules

The Axis player plays first.

The Axis units in Cluj (90) and Jassy (92) may not be used in an attack on the first card play.

Helsinki (76)(and the two Infantry units there) cannot attack, move, or be attacked in 1941.

The Axis player sets aside the *Major Blitz!* card. This must be his/her first card play in the game.

At the start of the game the Soviet player controls all areas in the Soviet Union. The Axis player controls all other areas except those in Sweden and Turkey.

Narvik (78) is a supply source for Axis units in this scenario.

4.2 Operation Uranus Scenario Setup

The Operation Uranus scenario starts in November 1942.

4.2.1 Axis Setup

The Axis player sets up as follows:

Location	Units
Stalingrad (27).....	3 German Infantry (Entrenched)
Stavropol (36)	1 German Land Air, 2 German Armor, 1 German Infantry
Salsk (38)	4 Romanian Infantry (Entrenched)
Rostov (39)	1 German Armor, 1 German Land Air
Voroshilovgrad (40)	2 Hungarian Infantry, 1 Italian Infantry (Entrenched)
Voronezh (51)	3 German Infantry (Entrenched)
Orel (58)	3 German Infantry (Entrenched), 1 German Armor, 1 German Land Air

Smolensk (60).....	3 German Infantry (Entrenched), 1 German Armor, 1 German Land Air
Kiev (62).....	1 German Armor
Odessa (63)	1 Romanian Infantry (Entrenched)
Novgorod (69).....	3 German Infantry (Entrenched), 1 German Armor, 1 German Land Air
Tallin (71)	3 German Infantry (Entrenched), 1 German Armor, 1 German Land Air
Helsinki (76).....	3 Finnish Infantry (Entrenched)
Berlin (84).....	3 German Infantry, 2 German Armor, 1 German Land Air
Petsamo (77).....	1 German Infantry (Entrenched)
Cluj (90)	1 Hungarian Infantry
Ploesti (95)	1 Romanian Infantry
Skopje (99).....	1 Bulgarian Infantry

Locate the Axis cards. Put card #10 *Air Builds* in the Axis player's hand. Place card #11 *Tactical Reposition* in front of the Axis player. Take all the rest of the Axis 1941 and 1942 cards and put them in the Axis discard pile. Put the rest of the Axis cards to the side.

4.2.2 Soviet Setup

The Soviet player sets up as follows:

Location	Units
Engels (18).....	4 Soviet Infantry (Entrenched)
Saratov (26)	4 Soviet Infantry (Entrenched)
Elista (29)	4 Soviet Infantry (Entrenched), 2 Soviet Armor, 1 Soviet Land Air
Grozny (30)	3 Soviet Infantry (Entrenched)
Tbilisi (34).....	3 Soviet Infantry (Entrenched)
Tambov (41).....	9 Soviet Infantry (Entrenched), 3 Soviet Armor, 1 Soviet Land Air
Kalinin (48)	5 Soviet Infantry (Entrenched), 1 Soviet Armor
Moscow (49)	2 Soviet Infantry (Entrenched), 2 Soviet Land Air
Tula (50).....	5 Soviet Infantry (Entrenched), 1 Soviet Armor

Viazma (59).....5 Soviet Infantry (Entrenched),
1 Soviet Armor

Leningrad (70)6 Soviet Infantry (Entrenched)

Murmansk (75)2 Soviet Infantry (Entrenched)

Locate the Soviet cards. Put card #51 *Winter Counteroffensive* in the Soviet player's hand. Place card #54 *Leningrad Reserves* in front of the Soviet player.

Take all the rest of the Soviet 1941 and 1942 cards and put them in the Soviet discard pile. Put the rest of the Soviet cards to the side.

4.2.3 Scenario Specific Rules

The Soviet player plays first.

At the start of the game, the Axis player controls:

- All areas in Germany, Slovakia, Yugoslavia, Hungary, Romania, Bulgaria, Norway, and Finland; and
- The following areas in the Soviet Union: Tallinn, Novgorod, Riga, Pskov, Bialystok, Minsk, Smolensk, Brest, Lvov, Rovno, Bryansk, Orel, Kursk, Voronezh, Kiev, Kharkov, Voronezh, Voroshilovgrad, Salsk, Stavropol, Maikop, Rostov, Stalino, Odessa, Dnepropetrovsk, Sevastopol, Kerch, and Stalingrad.

At the start of the game, the Soviet player controls all areas in the Soviet Union that are not controlled by the Axis player.

Narvik (78) is a supply source for Axis units in this scenario.

5.0 BIDDING

To determine who will play the Axis and who will play the Soviets, players bid as follows:

Roll to see who bids first.

The first bidder chooses a side that he wishes to play, and the number of Build Points that will be subtracted from that side's production.

The other player then either accepts the bid or bids higher for the same side. Players continue to bid until one player accepts the other player's bid.

Example: Mike and Sue are bidding. Sue wins the die roll, so she bids one to play the Soviets. Mike accepts this bid. During the "Determine Production" phase, Sue will get one less Build Point with which to purchase cards.

6.0 GAME PLAY

The game consists of **five** turns, each representing one year of the war. Each turn has the following sequence of play:

Year Start – Determine first player based upon year.

Card Play – Players alternate playing cards until both pass.

Year End – Perform a Victory Check, determine country control, add cards to hand from next year, purchase cards from discard pile.

Note: There is a Game Turn Track on the map, but no Game Turn marker. Players should use a German or Soviet Control marker in its place.

7.0 YEAR START

In 1941 and 1942, the Axis player plays the first card. In 1943, 1944, and 1945, the Soviet player plays the first card.

8.0 CARD PLAY

The players alternate playing cards. Certain cards allow the player to play another card. Instead of playing a card, the player whose turn it is next may pass. If both players pass in a row, then play progresses to the year end. If a player has no cards, then that player must pass.

Whenever an Axis or Soviet card is played it goes into the corresponding discard pile.

Some cards have a "do this OR that" option. To play these cards, all the actions are performed on the card,

in order, with the exception that only one of the two-colored text boxes is performed.

A player is not required to perform all the actions listed on a card, although it is usually to his advantage to do so. For example, a player may play a card that says he can attack two areas, but if he has only one attack, he can perform it or do no attacks at all if he desires. It is only required that whatever actions are performed, are performed in the order on the card, from top to bottom.

The Blitz cards in *Ostkrieg* are *Major Blitz!*, *Blitz Hoth!*, *Blitz Guderian!*, and *Blitz v. Manstein!*. Whenever you play one of these, you may play another non-Blitz card afterwards as specified on the card.

8.1 Area Control

Area control is determined as follows:

Initially, control is specified at the start of a scenario.

During play, if a player has a ground combat unit in an area, then they control that area.

Any time a friendly ground combat unit moves into or through an area, place a friendly Control marker in that area.

Minor country areas are denoted by that country's flag on the map.

8.2 Supply

Before performing the actions on the card, the active player first determines supply for all friendly areas.

8.2.1 Tracing Supply

An area is in supply if it can trace a line through any number of friendly controlled areas back to a supply source that is friendly to that nationality. These are printed on the map.

- **Axis** units trace supply to Berlin.
- **Finnish** units are always in supply in Finland. Helsinki is a supply source for Finnish units only.
- **Soviet** units trace supply to Leningrad, Moscow, or the Eastern map edge (as shown on the map).

- **Partisan** units are always in supply.

8.2.1.1 Sea Supply

A supply line can be traced to a friendly port, then across a sea area to another friendly port, and then back to a friendly supply source.

8.2.2 Adverse Supply Effects

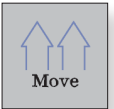
For each area that is out of supply, one friendly unit is eliminated. If all units are eliminated, the area is still a friendly controlled area.

8.2.3 Air Resupply

All air units that are in supply that are on their Moved side are flipped to their Operational side.

8.3 Move

Activating one area for movement allows any units of a side (Axis or Soviet) in that area, regardless of type, to move to any areas that they can reach by their movement allowance.



If a card has more than one move, the first move must be completed before processing the next move.

This means that Armor units may not combine from different areas to overrun. If an enemy area is left empty due to movement, place a friendly Control marker on the area.

8.3.1 Supply and Movement

Units that are out of supply may not move. Note that this is checked at the instant of movement, so a player may make a move that would allow another, previously out of supply unit, to move (such as overrunning a unit that is blocking supply).

8.3.2 Infantry unit Movement

Infantry units may move to any adjacent area(s). These areas may not contain enemy units other than air units. (**Exception:** Overrun.)

8.3.2.1 Entrenchment

Whenever an area is activated for movement, units in that area may entrench instead of move. Some units may move out of the area while others can stay and entrench.

To entrench, flip the Infantry unit over to its “entrenched” side. Only Infantry units can entrench; Armor, air, naval, and partisan units cannot entrench.

Multiple units may be entrenched in an area, but entrenchments will only ever reduce damage by one.

If an entrenched unit moves to another area it loses its entrenched status.

8.3.3 Armor unit Movement

Armor units may move two areas. The first area must be either friendly, or if enemy controlled, be empty, have only air units, or be eligible for overrun.

8.3.3.1 Overrun

Armor units may overrun an enemy-occupied space. This is only possible when three conditions are met: At least two Armor points participate, the defender has only a single defending Infantry point in the area being overrun, and the Infantry is not entrenched. Armor units which overrun an area may then participate in combat against an adjacent area when the card played allows one or more attacks after movement.

8.3.4 Air Unit Movement

Air units may move the number of areas printed in the circle on the counter. Air units may move through, but not end, their move in enemy areas.

8.3.5 Air Rebase

Air units may move up to twice the number of areas printed in the circle on the counter. Each air unit that does so is flipped to its Moved side after they move. Moved air units may not be used in combat.



8.3.6 Partisans

Partisan units cannot move.

8.3.7 Stacking Limit

The land unit stacking limit is 12 points, in any combination of Armor/Infantry units. This must always be observed.

The air unit stacking limit is four points for any Victory Point or oil area, and two points for any other area.

For example, a Victory Point area could have nine Infantry points, three Armor points (12 land unit points), and four Land Air unit points.

8.3.8 Movement Sequence

If a card specifies to move multiple areas, the movement for each area must be completed before performing the next move.

8.3.9 Forced Enemy Rebase

If friendly land units enter a land area that contains only enemy air units, the air units must move up to two areas to any other enemy area. These enemy air units are flipped to their Moved side.

8.3.10 Movement Restrictions by Nationality

Finnish units may never move further than two areas away from a Finnish area.

Hungarian units and Romanian units may never stack in the same area. Hungarian units may never enter Romania, and Romanian units may never enter Hungary.

Bulgarian units may only enter areas in Greece, Bulgaria, and Yugoslavia.

8.4 Attack

8.4.1 Types of Attacks

Whenever the word "Attack" appears on a card, it allows for a Land Attack where units attack one enemy area from any number of adjacent areas.

8.4.2 Land Attack

A Land Attack allows all units in one enemy area to be attacked from any number of adjacent friendly areas. Not all units in an area need to participate in a Land Attack. Units in one area may be split to attack two different areas.

8.4.2.1 Restrictions

Units may only be used in one attack per card play. If two areas are attacked that each border the same friendly area, units from that area may attack either area.

Units that retreated from a previous attack during this card play do not count towards the defender's dice total, although they are still affected by any adverse results.

Partisan units may not attack.

Hungarian and Romanian units may never be used in the same attack.

Romanian and Bulgarian units may never be used in the same attack.

Finnish units may never attack an area in the original territory of the Soviet Union unless a German unit is also attacking the same area.

8.4.2.2 Resolution

Supply is determined at the instant of attack for both the attacker and the defender. Units that are out of supply may not attack.

To resolve an attack, first each side determines how many dice they roll. The number of dice can depend on multiple factors such as the defender's supply status, nationality, year, Armor advantage, and air superiority, as follows:

The nationality and year determine the base number of dice that are rolled by each side. Note that all fractions are rounded up.

The attacker totals all Infantry and Armor in any areas that border the defending area. The defender totals all Infantry, Armor, and partisans in the defending area.

Axis	Roll one die for every...
Any Axis attack or defense that involves at least 1 German Armor or Infantry unit	2 combat units
Any Axis defense which involves only Finnish units	2 combat units
Any other Axis attack or defense	4 combat units

Soviet	Roll one die for every...
Any Soviet attack or defense in 1941	6 combat units
Any Soviet attack or defense in 1942	5 combat units
Any Soviet attack or defense in 1943	4 combat units
Any Soviet attack or defense in 1944-1945	3 combat units

Armor Advantage:

In any combat, if a player has more Armor points participating than the other player, he rolls one additional die for combat results.

Determine Air Superiority:

Whenever a combat is declared, any air units within one area of the combat that are not on their Moved side (even those that moved in the same card play) may be used to support this combat. The attacker chooses first, then the defender. These units are moved to the area where combat takes place. If they survive air combat, they may land in the area if their side is the winner, or they may then move up to one space to any friendly area.

If both sides have air units committed to the same combat, then each player loses air units equal to the number of air units controlled by the opponent, before the combat is resolved.

In any combat, if a player has air units present, they roll one extra die in that combat. This is regardless of the number of air units present.

If any defending units are out of supply, the defender rolls one less die (to a minimum of one).

Determine Damage:

All losses are simultaneous. For each die rolled:

Determine Damage	
1-3:	No damage
4-5:	One damage
6:	One damage (plus possible required Armor losses or Air Attrition)

First, if the defender is out of supply, **double** the amount of damage.

Then, if one or more units in the defending area are entrenched, **reduce** the amount of damage by one. Regardless of the number of entrenchments in an area, the amount of damage reduced will only be one. If this reduces the damage to 0, then the defender does not take Armor losses nor Air Attrition.

Resolve Losses:

Each player removes units equal to the total damage from the opponent. The defender chooses losses first, followed by the attacker.

If units retreated from a previous combat, they may be eliminated by the defender to satisfy losses.

If, during combat, a player rolls at least one **six**, then when/if the other player takes losses, at least one of them must be Armor. Regardless of the number of sixes rolled, the player is only obligated to take one Armor loss.

If a side would suffer required Armor losses and has no Armor to lose, then that side loses an air point in addition to all other losses if possible. If there is neither Armor nor air, there is no additional adverse effect.

Determining Winner of the Combat:

The player that did the most damage is the winner.

The Axis player wins ties unless specified otherwise on a card.

Advance after Combat:

The attacker may then advance any number of units (including air) into the area. For an air unit to advance, an Infantry or Armor unit must advance as well.

Adjust Production Track:

An advance may affect the Production Track as follows:

Adjust Production	
Advance into Friendly VP area:	Increase Friendly production by one
Advance into Enemy VP area:	Decrease Enemy production by one
Advance into Oil Resource area:	Decrease Enemy production, and Increase Friendly production, by the number of Oil symbols on the map.

Retreat:

If the attacker elects to advance, then the defender must retreat.

A unit may never retreat such that it would exceed the stacking limit.

Units may never retreat into enemy-controlled areas that contain Infantry or Armor, even if eligible to overrun these units.

Minor Country Retreat Restrictions:

- Hungarian and/or Bulgarian units may never retreat into Romania or into an area containing Romanian units. If forced to do so they are eliminated.

- Romanian units may never retreat into Hungary and/or Bulgaria, or an area containing Hungarian or Bulgarian units. If forced to do so they are eliminated.
- Finnish units may never retreat into any area that is more than two moves away from a Finnish area. If forced to do so they are eliminated.

The defending player chooses which units retreat where, subject to the following retreat priority:

First, as many units as possible must retreat to adjacent friendly controlled areas. They may split up as desired if more than one friendly controlled area is available.

Then, any excess units must retreat to any one adjacent empty enemy-controlled area.

Then, any excess units must retreat to any one adjacent enemy-controlled areas that contain only enemy air units. These air units rebase up to their movement allowance to another enemy controlled area of the opponent's choice, and flip to their Moved side.

Then, any excess units must retreat to any One adjacent enemy controlled area that contain only enemy partisan units. For each partisan unit present, eliminate both the partisan and one friendly unit.

Any excess units that cannot retreat are eliminated. The retreating player chooses which units are eliminated.

Retreat and Entrenchments:

All retreating units lose their entrenchments.

8.4.2.3 Subsequent Combats

Retreated units which end up in an area which is subsequently attacked during the same card play do not add to its defense; they may, however, suffer losses to satisfy combat results in the subsequent battle, and suffer all adverse combat results (e.g., may be forced to retreat again).

Combat Example

Mike is playing the Axis. It is 1942. He is attacking Leningrad with two Finnish Infantry from Helsinki, and two German Infantry, one German Armor, and two German Land Air from Tallin. Sue is defending with four Soviet Infantry which are entrenched, two Armor, one partisan, and one Land Air.

First, air combat is resolved. Since Sue has less Land Air, her Land Air units are eliminated, and Mike removes one Land Air for each Land Air that Sue had. This leaves Mike with one Land Air.

Mike determines the number of dice as follows:

Mike has five units attacking (two Finnish Infantry, two German Infantry, and one German Armor). He uses the German nationality since some of the units are German. So this gives $5/2$ or 2.5, rounding up to three dice.

Mike has air superiority, so he adds one die, so Mike rolls a total of four dice.

Sue has seven units defending (four Soviet Infantry, two Armor, and one partisan). Her Soviet divisor is five since it is 1942. So, she rolls $7/5$ dice or 1.4, which rounds up to two dice.

Sue has Armor advantage as she has more Armor than Mike, so she adds a die, so Sue rolls a total of three dice.

Mike rolls four dice and rolls 1, 4, 6, and 6. So Mike does three damage, which is reduced to two because of the entrenchment.

Sue rolls 3, 4, and a 5. Sue does two damage.

Sue is the defender, so she takes losses first. She must eliminate at least one Armor, so she chooses to eliminate one partisan and one Armor.

Mike then chooses to eliminate two Finnish Infantry.

Since the damage was equal, the Axis wins the combat, so Sue must retreat her units.

Sue controls Belomorsk which has 10 Infantry, however Mike controls Novgorod with five German Infantry. Therefore, Sue can only retreat two units to Belomorsk. She therefore retreats one Infantry and one Armor to Belomorsk. The two Infantry and the partisan are eliminated as they cannot retreat.

Mike may advance since he won the combat, so he chooses to advance two Infantry, one German Land Air, and one German Armor into Leningrad.

8.5 Placing Units

Whenever a card directs friendly units to be placed on the map, the areas specified must be controlled by the friendly player or the player does not get the units.

Whenever a partisan is placed on the map, the friendly player gains control of that area.

9.0 YEAR END

Once both players have passed, the year ends. The following happens:

9.1 Victory Check

A player wins if they have satisfied the victory conditions for their side (see section 2). If neither player has won, then the next year starts, with the first card play as specified by the year. If the current year is 1946, then the game ends and victory is determined by control of areas as specified in section 2.

9.2 Determine Country Control

Determine the Axis and the Soviet card pools. This is done as follows:

For each country, determine which side controls that country. This is done as follows:

Germany is always controlled by the Axis player.

Romania is controlled by whatever side controls Bucharest. If this causes Romania to switch sides, then all Romanian cards go into the discard pile of whatever side now controls Romania. All Romanian units that are stacked with enemy units are eliminated.

All other areas containing Romanian units become controlled by the side that now controls Romania.

Bulgaria is controlled by whatever side controls Sofia. If this causes Bulgaria to switch sides, then all Bulgarian cards go into the discard pile of whatever side now controls Bulgaria. All Bulgarian units that are stacked with enemy units are eliminated. All other areas containing Bulgarian units become controlled by the side that now controls Bulgaria.

Finland is controlled by the Axis if Helsinki is Axis controlled. If not, then all Finnish cards go to the neutral discard area (are unavailable to either player).

Italy is Axis controlled in 1941, 1942, and 1943. At the end of 1943, the Italian card goes to the neutral discard area (are unavailable to either player); and all Italian units are removed from the map (although if this leaves an area empty, that area is still Axis controlled).

Hungary is always Axis controlled. If Budapest is controlled by the Soviet player, then the Hungarian card can't be purchased or played. However, Hungarian units remain on the map and under the control of the Axis player.

The **Soviet Union** is always controlled by the Soviet player.

9.3 Year Change

Each player locates the cards for the next year and puts those cards into his/her hand.

9.4 Determine Production

Each player consults the Production Track to see how many Build Points are available to spend for the following year.

If the player won the bid, they then subtract the number of Build Points they bid from their total.

These Build Points are available to purchase cards from the discard pile for the following year. He then adds to this the number of oil resources that he controls.

Example: The Soviet player bids 2 to play the Soviet Union. The German player starts with 12 Victory Point areas. During 1941, the German player takes five Soviet Victory Point areas and loses no Victory Point areas, and he/she also controls one Soviet Oil Resource area and still controls Ploesti.

The German player then has $12+1=13$ points to purchase cards for the upcoming year, and the Soviet player gets $16-5-1-2=8$ points with which to purchase cards.

9.5 Card Purchase

The cards available for purchase are all cards in the discard pile.

Starting with the Axis player, each player chooses a card from their discard pile, shows it to their opponent, and puts it in their hand. The players alternate purchasing cards. This continues until both players pass or run out of points. There is no hand size limit. Note also that one or both players may have cards left over in their hand from the previous turn. Un-purchased cards are placed in the discard pile.

Any excess points that are not used are lost.

10.0 PLAY EXAMPLE

10.1 Overview

This play example at game start is intended to demonstrate how the game mechanics work and provide a feel for how the game plays. We suggest you set the game up and move the pieces while following this example.

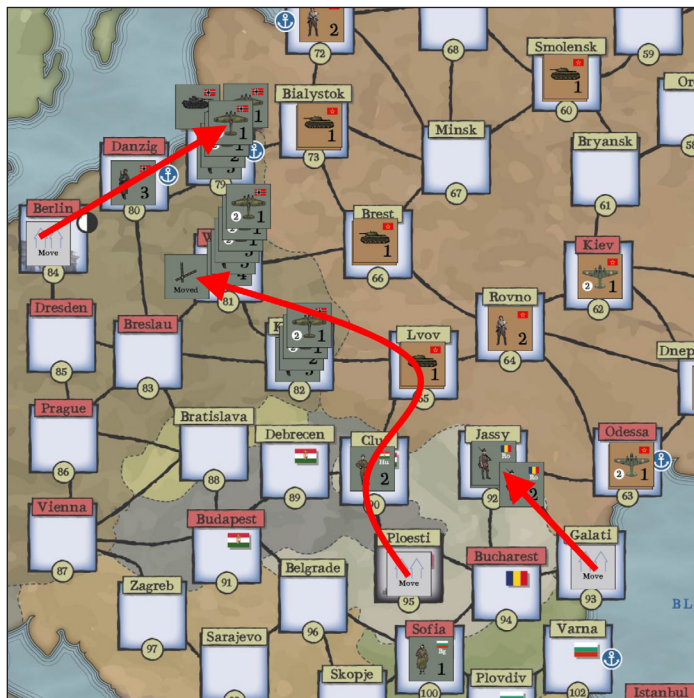
10.2 1941 Axis first card play

The Axis player plays the *Major Blitz!* card as the first card play.

The actions on the card must be performed in the order stated.

Before each card play, a player determines supply and flips any rebased air units.

All Axis units are in supply.



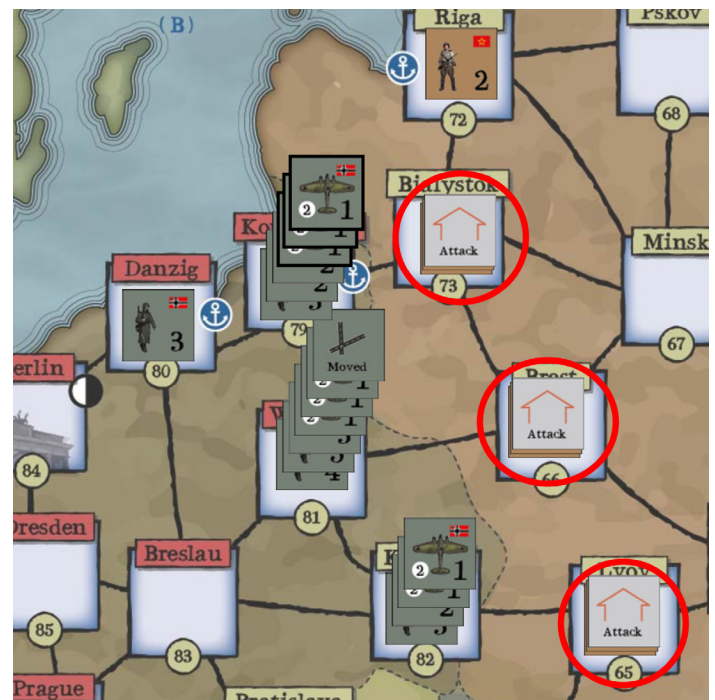
First, the Axis player places a *Move* marker on each of three areas. The areas selected are Berlin (84), Ploesti (95), and Galati (93).

The Axis player moves the units in Berlin first. The three Infantry units are moved to Danzig (80). The two Armor units and the Land Air unit, with a movement allowance of two, move to Konigsberg (79).

The German Land Air unit in Ploesti is moved through Cluj, Lvov, Krakow, and ends in Warsaw (81) using air rebase, so it is flipped to its "Moved" side.

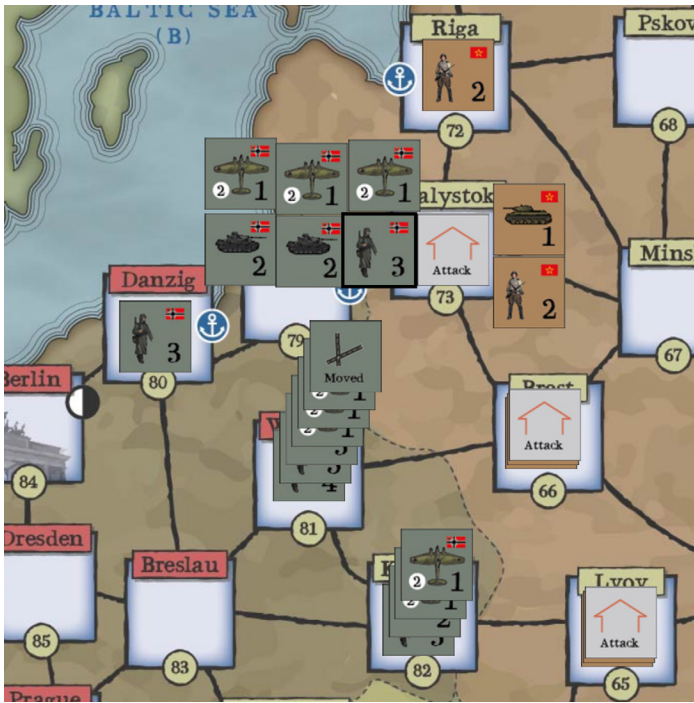
The two Romanian Infantry units in Galati move to Jassy (92).

Once all the movement is complete, the *Move* markers can be removed and the Axis player then can place up to four Attack markers on Soviet areas that are adjacent to Axis units.



The Axis player places an *Attack* marker on the following Soviet areas: Bialystok (73), Brest (66), and Lvov (65). Note that the card allows the Axis player to attack up to four areas, but he has elected to only attack three areas.

First, the Axis player resolves the attack on Bialystok.



Any Axis-controlled land units in areas that border Bialystok may attack. The only area that borders Bialystok is Konigsberg. The Axis player chooses to attack with all units in Konigsberg that are eligible.

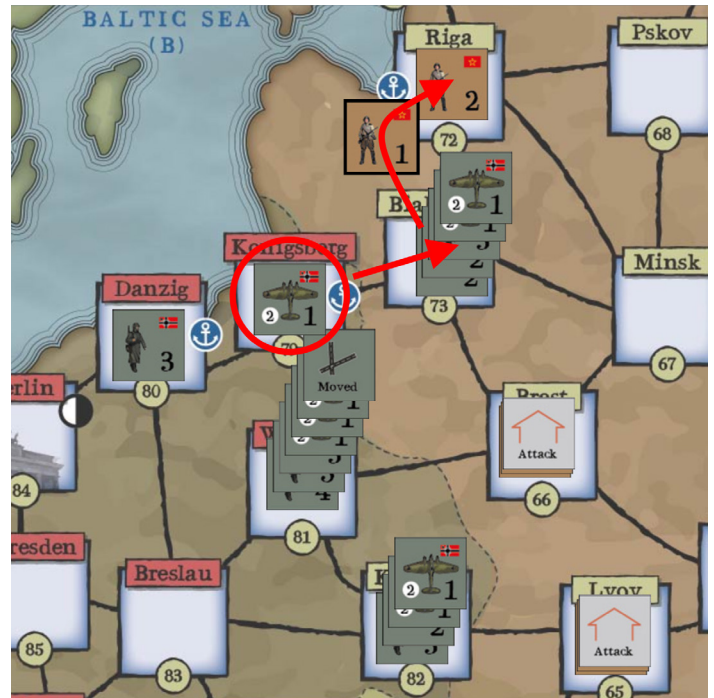
This would be the three Infantry and two Armor that started in Konigsberg, as well as the two Armor which moved from Berlin. The Axis player therefore is attacking with three Infantry and four Armor.

The Axis player has three Land Air units in Konigsberg and decides to use all of these in the attack to provide ground support.

Since the Axis player has Land Air units and the Soviet player does not, there is no air combat and the Axis player has Air Superiority and gains one extra die.

Since the Axis player has four Armor units and the Soviet player has one, the Axis player has Armor Advantage and gains another extra die.

Since the Axis player has seven ground units (three Infantry and four Armor), the Axis player receives $7/2$ or 3.5 rounding up to four dice for ground forces.



The Axis player also has one die from Air Superiority and one die from Armor Advantage. Finally, the *Major Blitz!* card gives +1 die.

Therefore, the Axis player rolls a total of seven dice.

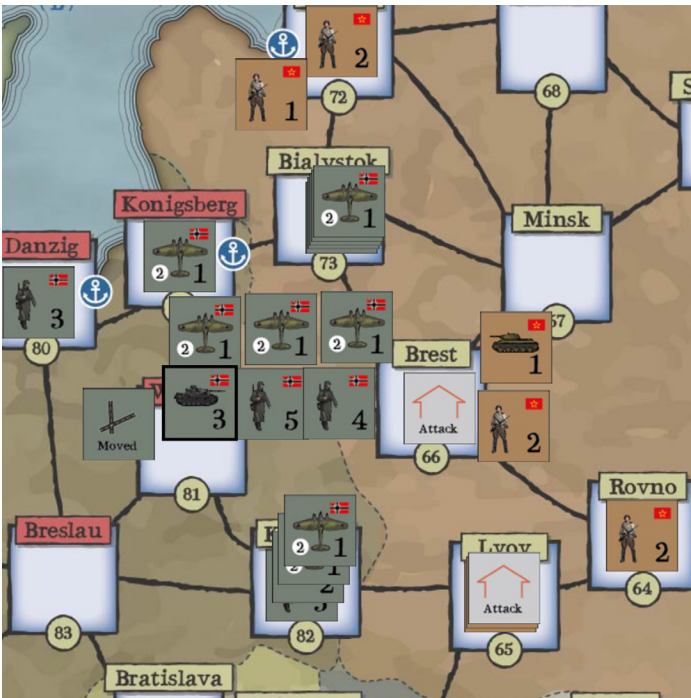
The Soviet player has three ground units (two Infantry and one Armor) so the Soviet player receives $3/6$ or $1/2$ rounding up to 1 die for ground forces. The defending units are in supply and are not entrenched.

The Axis player rolls 1, 1, 2, 2, 3, 5, and 6. The Soviet player rolls a 1. So the Soviet player takes two damage (one for the 5 and one for the 6). One of these losses must be an Armor loss because a 6 was rolled.

The Axis player takes no losses.

The Soviet player removes an Armor and an Infantry. The Infantry that is left is retreated to Riga.

The Axis player advances all ground units. The stacking limit for Land Air units in a non-VP non-Oil Resource area is two, so the Axis advances two Land Air units into Bialystok and leaves the third unit in Konigsberg.



The Axis player then attacks Brest from Warsaw.

The Axis player has three Land Air, three Armor, and nine Infantry.

Since the Axis player has Land Air units and the Soviet player does not, there is no air combat and the Axis player has Air Superiority and gains one extra die.

Since the Axis player has three Armor units and the Soviet player has one, the Axis player has Armor Advantage and gains one extra die.

Since the Axis player has 12 ground units (nine Infantry and three Armor) the Axis player receives 12/2 or 6 dice for ground forces. The Axis player also has one die from Air Superiority and 1 die from Armor Advantage. Finally, the *Major Blitz!* card gives +1 die.

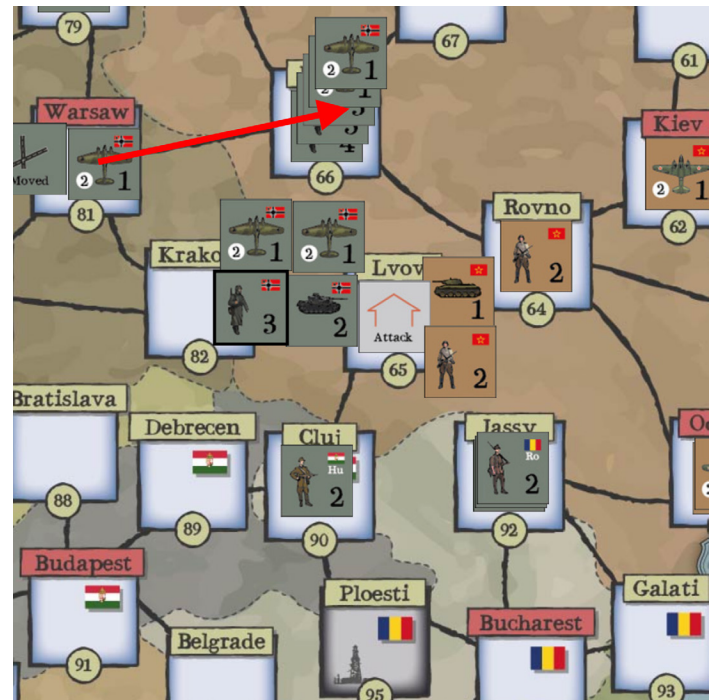
Therefore, the Axis player rolls a total of nine dice.

The Soviet player has three ground units (two Infantry and one Armor) so the Soviet player receives 3/6 or 1/2 rounding up to one die for ground forces. The defending units are in supply and are not entrenched.

The Axis player rolls 1, 1, 2, 3, 4, 5, 5, 6, and 6 for a total of five damage, one of which must be Armor.

The Soviet player rolls a six for one damage, which must be Armor if possible.

The Axis did five damage and there are only three Soviet units, so all the Soviet units are eliminated. The Axis player must remove one Armor; the 2 Armor and 9 Infantry that remain advance into Brest (66). The stacking limit for Land Air units in a non-VP non-Oil Resource area is two, so the Axis advances two Land Air units into Brest and leaves the third unit in Warsaw. The Land Air that is on its “Moved” side may not advance.



The last attack is against L'vov.

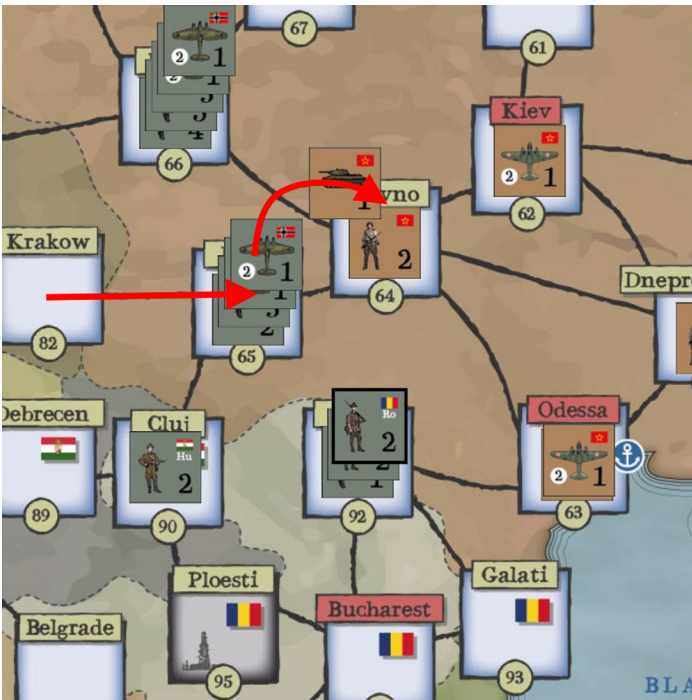
Both Krakow and Cluj border L'vov, but units in Cluj may not be used to attack on the first card play, per the Barbarossa scenario rules.

The Axis player has two Land Air, two Armor, and three Infantry.

Since the Axis player has Land Air units and the Soviet player does not, there is no air combat and the Axis player has Air Superiority and gains one extra die.

Since the Axis player has two Armor units and the Soviet player has one, the Axis player has Armor Advantage and gains one extra die.

Since the Axis player has five ground units (three Infantry and two Armor), the Axis player receives 5/2 or three dice for ground forces. The Axis player also has



one die from Air Superiority and one die from Armor Advantage. Finally, the *Major Blitz!* card gives +1 die.

Therefore, the Axis player rolls a total of six dice.

The Soviet player has three ground units (two Infantry and one Armor), so the Soviet player receives 3/6 or 1/2 rounding up to one die for ground forces. The defending units are in supply and are not entrenched.

The Axis player rolls 1, 1, 2, 3, 4, and 4 for a total of two damage.

The Soviet player rolls a 4 which results in one damage.

The Axis did two damage, so the Soviet player removes two Infantry and retreats the Armor to Rovno.

The Soviets did one damage, so the Axis player removes one Infantry. The Axis player then advances two Land Air, two Infantry, and two Armor into Lvov.

10.3 1941 Axis first card play – additional Blitz! card play



Since the Axis player played a *Blitz!* card, the Axis player may play another non-Blitz card immediately afterwards.

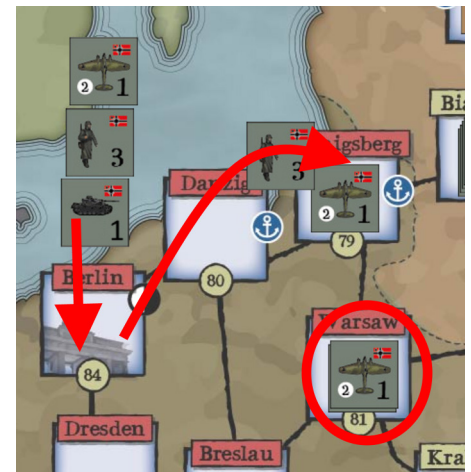
The Axis player decides to play another card. The Axis player plays the *German Reserves* card.

Before each card play, a player determines supply and flips any rebased aircraft.

All Axis units are in supply.

First, the Axis player flips the Land Air unit in Warsaw to its operational side.

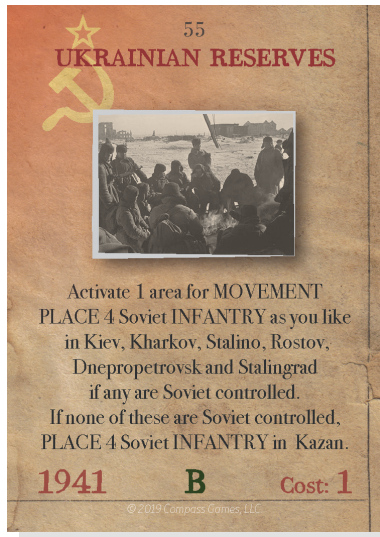
The Axis player activates Danzig for movement, and moves the three Infantry in Danzig to Königsberg.



The Axis player then places three German Infantry, one German Armor, and one German Land Air in Berlin.

Since the Axis player played a non-*Blitz!* card, it is now the Soviet player's card play.

10.4 1941 Soviet first card play



The Soviet player plays the *Ukraine Reserves* card.



First, the Soviet player activates Smolensk (60) for movement by placing a *Move* marker, and moves one Infantry to Viazma (59), the Armor to Moscow (49), and entrenches the remaining Infantry (flip unit over to its *Entrenched* side).



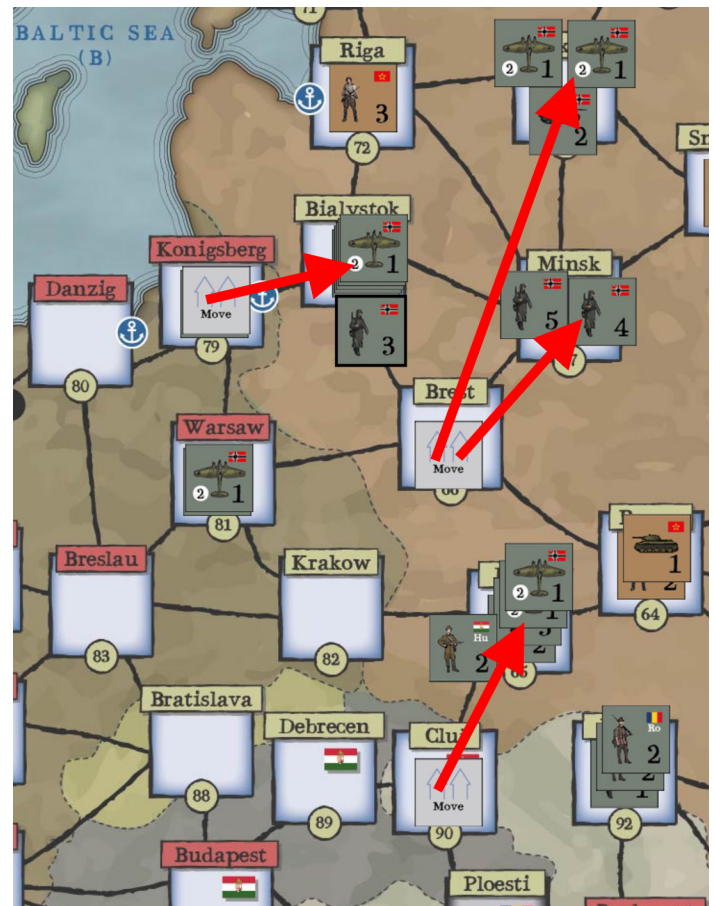
The Soviet player then places one Soviet Infantry in Stalino (52) and Kharkov (56), and two Soviet Infantry in Kiev (62).

It is now the Axis player's card play.

10.5 1941 Axis second card play



The Axis plays *Blitz! v. Manstein* as their next card.



The Axis player activates Brest (66), Cluj (90), and Konigsberg (79) for movement by placing a *Move* marker.

The three Infantry in Konigsberg move to Bialystok (73).

The two Armor and two Land Air in Brest move to Pskov (68) through Minsk. The nine Infantry in Brest move to Minsk.

The two Hungarian Infantry in Cluj move to Lvov (65).

An Axis *Control* marker is placed in Brest.



The Axis places Attack markers on Riga (72), Smolensk (60), and Rovno (64).

First, the Axis player resolves the attack on Riga.

The Axis player chooses to attack with all units in Bialystok with six Infantry, four Armor, and two Land Air. The Soviet player is defending with three Infantry. Therefore, the Axis player has both Armor Advantage and Air Superiority.

The Axis player rolls seven dice ($10/2 =$ five dice from units, one for Armor Advantage, and one for Air Superiority).

The Soviet player has three Infantry units and receives $3/6$ or $1/2$ rounding up to one die for ground forces. The defending units are in supply and are not entrenched.

The Axis player rolls 1, 2, 2, 2, 4, 4, and 5. The Soviet player rolls a 3. So, the Soviet player takes three damage and is eliminated. The Axis player takes no losses.

The Axis player advances six Infantry, four Armor, and two Land Air into Riga. The Axis player places a control marker in Bialystok as it has been vacated but is still under Axis control.

Next, the Axis player resolves the attack on Smolensk.

The Axis player chooses to attack with all units in Pskov (two Armor and two Land Air) and all units in Minsk (nine Infantry). The Soviet player is defending with one Infantry, which is entrenched.

The Axis player has both Armor Advantage and Air Superiority.

The Axis player rolls eight dice ($11/2 =$ six dice from units, one for Armor Advantage, and one for Air Superiority).

The Soviet player has one Infantry unit and receives $1/6$ rounding up to one die for ground forces. The defending units are in supply and are entrenched.

The Axis player rolls 1, 3, 3, 4, 4, 4, 5, and 6. The Soviet player rolls a 2. So, the Soviet player takes five damage. The first point of damage is absorbed by the entrenchment, and the second point eliminates the defender. The Axis player takes no losses.

The Axis player advances nine Infantry, two Armor, and two Land Air into Smolensk. The Axis player places a *Control* marker in Pskov and Minsk as they have been vacated but are still under Axis control.

Last, the Axis player resolves the attack on Rovno.

The Axis player chooses to attack with all units in Lvov (two Armor, two German Infantry, two Hungarian Infantry, and two Land Air). The Soviet player is defending with one Armor and two Infantry.

The Soviet player chooses to support this combat with the Land Air in Kiev and the Land Air in Odessa. These are moved to Lvov.

Air combat is then resolved. As each side controls two Land Air units, all air units are eliminated.

The Axis player has two Armor and the Soviet player has one Armor, so the Axis player has Armor Advantage.

The Axis player rolls five dice ($6/2 =$ three dice from units, one for Armor Advantage). Note that the divisor is two because at least one German Armor or Infantry unit is attacking.

The Soviet player has two Infantry and one Armor and receives $3/6$ rounding up to one die for ground forces. The defending units are in supply and are entrenched.

The Axis player rolls **5, 5, and 5**. The Soviet player rolls a **6**. So, the Soviet player takes three damage. All the Soviet forces are eliminated.

The Axis player takes one damage which must be an Armor.

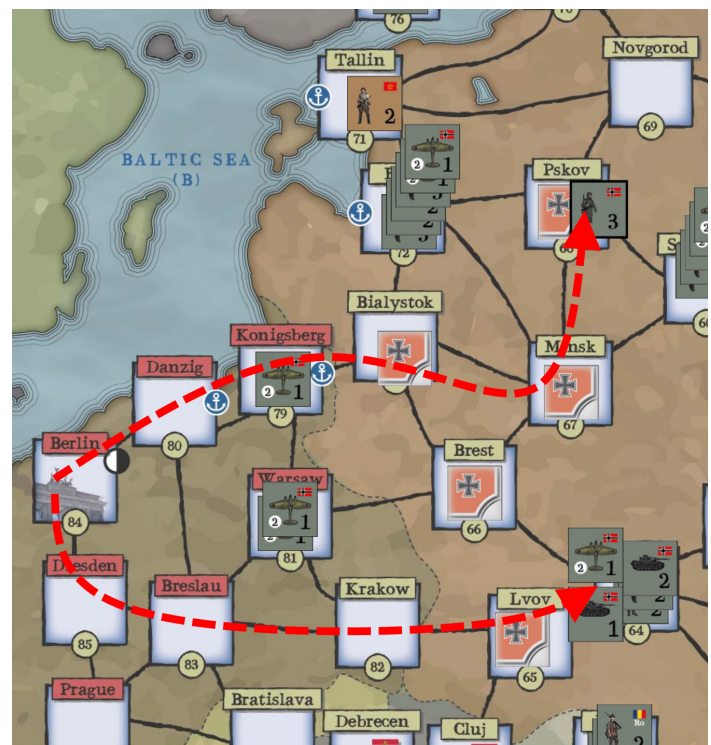
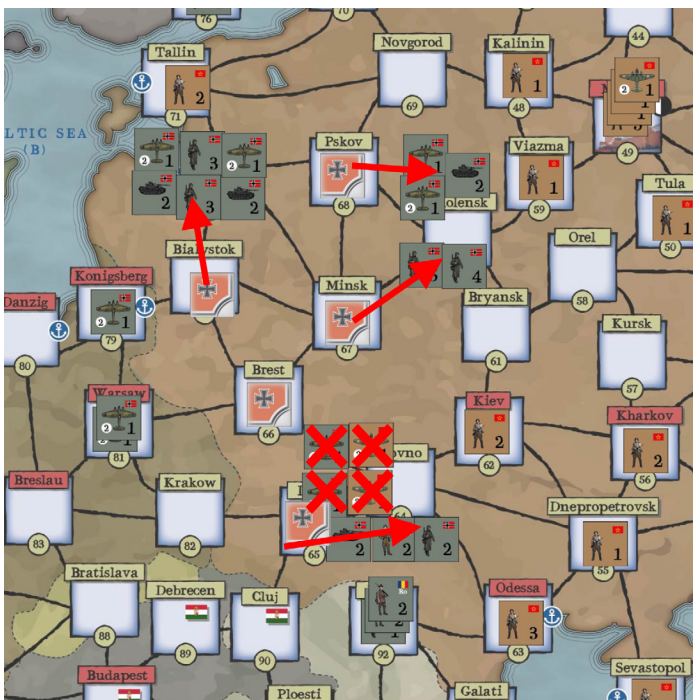
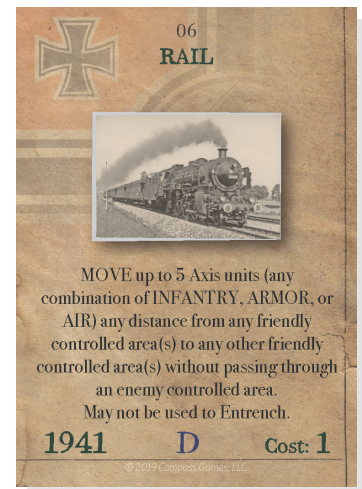
The Axis player advances two Hungarian Infantry, two German Infantry, one German Armor, and two Land Air into Rovno. The Axis player places a *Control* marker in Lvov as it has been vacated but remains under Axis control.

10.6 1941 - Axis second card play – additional Blitz! card play

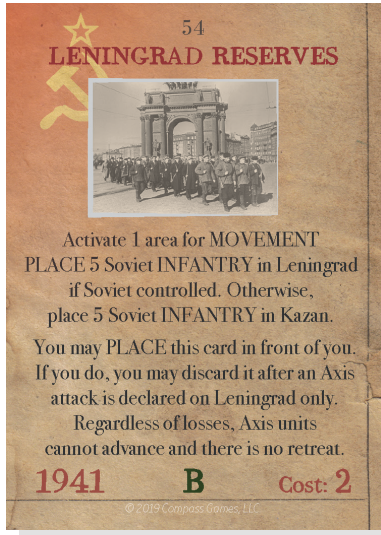
Since the Axis player played a *Blitz!* card, the Axis player may play another non-Blitz card immediately afterwards.

The Axis player decides to play another card. The Axis player plays the *Rail* card.

The Axis chooses to move three Infantry from Berlin to Pskov (68), and one Land Air and one Armor from Berlin to Rovno (64).



10.7 1941 - Soviet second card play



The Soviet player plays *Leningrad Reserves*.



The Soviet player uses the move to Entrench the Infantry in Viazma (59).

The Soviet player places five Soviet Infantry in Leningrad (70). The Soviet player also chooses to place the *Leningrad* card in front rather than discarding it. This means that it can be discarded later for its ability. However, this also means that it can not be purchased if it is still in front of the Soviet player.

Play will continue for 1941 until the last card is played or both players Pass.

11.0 SOLITAIRE PLAY AID

The Solitaire Play Aid is intended to assist players while playing the game solitaire. Notice that it is not intended to provide a lockstep, rigid sequence of play, attacks, and moves for the non-player side. Rather, it is intended to give general guidance and objectives to the player as he operates the non-player (“Bot”) side in a solitaire setting. He should still attempt to play the best game possible for the “Bot” while trying to achieve the Bot’s objectives for the year.

It does, however, give specific guidance on which card the Bot will play. All the cards in the game are marked with either an “A,” “B,” or a “D” in the lower center. These stand for “Aggressive,” “Balanced,” and “Defensive” respectively. This letter grading is only applicable in solitaire play. In general, the “Aggressive” Bot will play cards marked “A” first, depending on the draw.

11.1 Determine Bot Type for the Year

Players should first roll for the type of Bot player he is facing on the Solitaire Play Aid, Strategic Plan (S1). This may change as the war progresses.

In 1941, all cards for the Bot-player are placed face up, and the priority of play applies depending on the type of Bot. Place the appropriate Bot marker on the on-map *Solitaire Personality* space to track the current personality mode the Bot is assuming.



11.2 Bot Card Selection and Play

Starting in 1942, normal card play rules apply. The Bot cards, however, are left in a large stack, and are flipped up three at a time, and one is chosen for play. The other two cards are set aside until the Bot runs out of cards. Then the set-aside cards are reshuffled, and the process repeats until the Bot runs out of cards for the year. The Bot will not “sandbag” any cards – he plays his cards out completely. Notice also that Bots will eventually play all cards; the “Defensive” Bot, for example, will play the “A” cards. Generally, though, he’ll end up playing the “D” cards first, given a choice.

11.3 Bot End of Turn

Eventually the Bot will only have three cards or less to choose from, and in that case, simply play each of them out. The different Bot strategies will have different yearly objectives. If these have already been achieved, then the player should make the best move possible for the Bot. For example, the “Aggressive” Bot may have the objective to take a specific area. If he already owns this area, he should attempt to capture something else. It is also recommended to handicap the Bot by allowing an extra Build Point for the Bot side, each year, starting at the end of 1941.

12.0 DESIGNER’S NOTES

Although I have played a lot of these kinds of games since I was a child, and toyed with designing one, this is my first design. I wanted to make a very simple World War II game. Why World War II? There are hundreds, perhaps even thousands of excellent games around that cover every facet of World War II, from tactical to strategic, with every conceivable game mechanic. What new perspective could I possibly bring to this topic?

I started design on this game four years ago. My goal was to make a simple game, that would fit on an 8½ by 11-inch map, and take only an hour or two to play. Initially I only had one type of unit, and everything was abstracted in the cards. I also wanted something simple that could be played quickly but have decision points and focus on concepts that one would not need to be a historian to understand and recognize as being important.

This game ended up having three generations. The first game was the simplest. The second was similar except that it had tanks, and then the third iteration which is the one that you are playing. This points out the importance in testing, and how key it is to refine a game’s design. Each cycle of playtesting brought up issues that needed to be addressed, and were addressed, to the improvement and strengthening of the system.

I thought that World War II would be a good period to use in game design to calibrate mechanics and new

ideas. Because it is so well known, it is easier to find players and testers that are fluent with the history and experienced with playing many of the more popular World War II games, as opposed to a more obscure period.

After receiving input from several sources, some of these original objectives were abandoned. Greg Smith told me that I couldn't have a World War II Russian front game without tanks, which I guess makes some sort of sense. Later, John Clarke made the same point about aircraft. Finally, I was convinced to make a companion game for the Western front, which increased the size of the map. So now the game is larger, more random, and takes a bit longer to play than my original concept.

Probably the core of the game is the unique card system that features a "buyback" mechanic. Each year is a turn in the game, and at the end of each year, players receive the next year's cards for free. He then uses his production points to rebuy previous year's cards. Deciding on what cards to rebuy can be a tough decision, as a player will rarely, if ever, have enough production capability to rebuy everything. This is a bit of a twist on the system used by most card-driven games, and I feel adds a significant layer of decision making when rebuying them occurs.

Ostkrieg also features an interesting mechanic (inspired by SPI's *War in Europe*) where the combat strength of units will change as the war progresses from year to year. The Russian forces start poorly and improve over time; this represents the improvements in training, equipment, experience, and the "learning curve" for the Russians. The Axis forces stay constant but find themselves nearly on par with the Russians by 1944. This is implemented by shifting the number of dice rolled in combat per year, with the Russians getting better as time goes by.

Although some games are accused of being over-chromed, I think I had *Ostkrieg* under-chromed initially because of the design objective of making a highly playable, simple game that could be done in an evening. The addition of Armor, aircraft, and partisans brought

it to the "correct" level of chrome in my estimation, with the addition of very little overhead in terms of time and playability. They also add a nice Russian front "feel" and give a nice tactical flavor to a game that is mainly Operational/Strategic in nature.

The solitary "Bot" system was adapted from *Pacific Tide*. This system combines card play priority with an overall set of objectives for the non-player solitaire side. Although other solitaire bots that exist are more complex, I liked Greg Smith's system because it has both specific guidance and general guidance in a logical way that is not overly tedious. As he said, "you still have to give yourself a good game" but the reasonable simplicity of the bot means it's not more trouble than it's worth.

For card priority of play, each card is rated by a letter at the bottom. "A" stands for aggressive, "B" for balanced, and "D" is for defensive. These three letters correspond to a bot personality. An aggressive bot, for example, will choose to play an "A" card over a "B" or "D" card given the option. The bot will still eventually play those other cards but has a priority system for card play based on the card's rating.

The other part of the bot is the concept of Annual Priorities. This is, simply put, a listing of general objectives for the bot given the year and the personality. This general guidance gives the player the direction which he should take the bot's play, without being overly detailed.

The bot also features Card Event Triggers, which gives specific guidance to the player on how the bot reacts to the play of certain key cards. This reaction will sometimes not be achievable by the bot (the bot can't capture something it already owns, for example) but will give the player a means by which he can guide his bot opponent to a reaction to the play of a key card.

The bot personality may change depending on the fortunes of war and is rolled for at the start of every year. The Axis bot will start as aggressive, naturally, and the Soviet bot as defensive. If doing poorly, the bot has a higher chance to shift toward a more defensive

personality; if doing well, the bot has a higher chance to become more aggressive.

Finally, the Solitaire Play Aid card comes with three levels of handicap for the non-player (“bot”) side in order to increase the difficulty level when playing solo.

Design

Card-based games are more challenging to design than traditional wargames. Cards allow the designer to exhibit control over the political, economic, and strategic elements of the game by limiting the choices that players make.

In *Ostkrieg*, the Soviet player starts with almost no offensive capability from the cards. This gradually changes as the game progresses, reflecting both improvement in Soviet tactics as well as an increasing preponderance of material vs the Axis. Similarly, the Axis player has a great deal of offensive capability at the start of the game, but this changes as most of the Blitz cards are expensive. This reflects the Axis shortage of oil, which is alleviated somewhat if the Axis captures Soviet oil.

The scale of the game is (using German units) one factor per Infantry army, panzer army, or Fliegerkorps, or their allied equivalents.

Due to the scale of the game, a lot of concepts had to be treated abstractly. The cards attempt to remedy this, however, due to the small number of cards not everything that mattered on the Eastern front in World War II could be modeled.

Supply can be traced across sea areas but cannot be interdicted within the context of *Ostkrieg*. This was a deliberate choice to simplify the game play.

Naval forces and the ability to interdict supply will be added in *Westkrieg*.

The Soviets have limited attack capabilities in 1941. Although the Soviets launched numerous attacks in the summer and autumn of 1941, on a strategic level these were largely ineffective until the winter counter-offensive.

The German Blitz cards are expensive which reflects the limited amount of oil available to the Axis. With the starting German production, it is intentionally difficult to buy multiple Blitz cards. The capture of Soviet oil resources would alleviate this.

The Soviet cards in 1943/1944 are designed so that the historical result can be achieved, which was a decisive and comprehensive defeat of the Axis on the Eastern front. This, however, may not make for a competitive game. Therefore, the bidding process allows for reducing the number of Build Points that the Soviets receive to compensate for this.

There are no cards for 1945. This is deliberate as the war in Europe ended early in 1945.

Play Tips and Strategy

For victory, *Ostkrieg* basically requires a player to control both capitals (Berlin and Moscow) and two other key cities. Barring that, the player with the most Victory Point locations wins at the end of the game. What this really means is that the game replicates history to a degree – if the German player doesn’t win big in 1941, he’s going to be in for a long fight and will need to hold on to as much as he can for a victory. He really has three options – push for Moscow and a victory, push for southern territory (and hopefully oil) in the south, or attack across the board and seize as much territory as he can.

The Russian player is in the opposite situation – if he can just hang on through the end of 1941, he stands a good chance of winning in the long run due to his production. The Russian objective for 1941, therefore, is mainly survival.

Part of the strategy here is what amounts to “playing chicken” with the cards. If a player (usually the one with less cards in his hand) passes without playing a card, card play is now with the other player. If BOTH players pass without having played a card, the turn (and therefore the year) ends. Every time you pass without having played a card, you risk the other player will also, and the turn will end, which may or may not be desired.

I would like to thank...

This game is dedicated to **Greg Smith**, without whom this game would never had been made or published.

I would also like to thank **John Clarke**, **Bill Banks**, and **Fred Gilligan** for their many insightful playtesting suggestions.

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