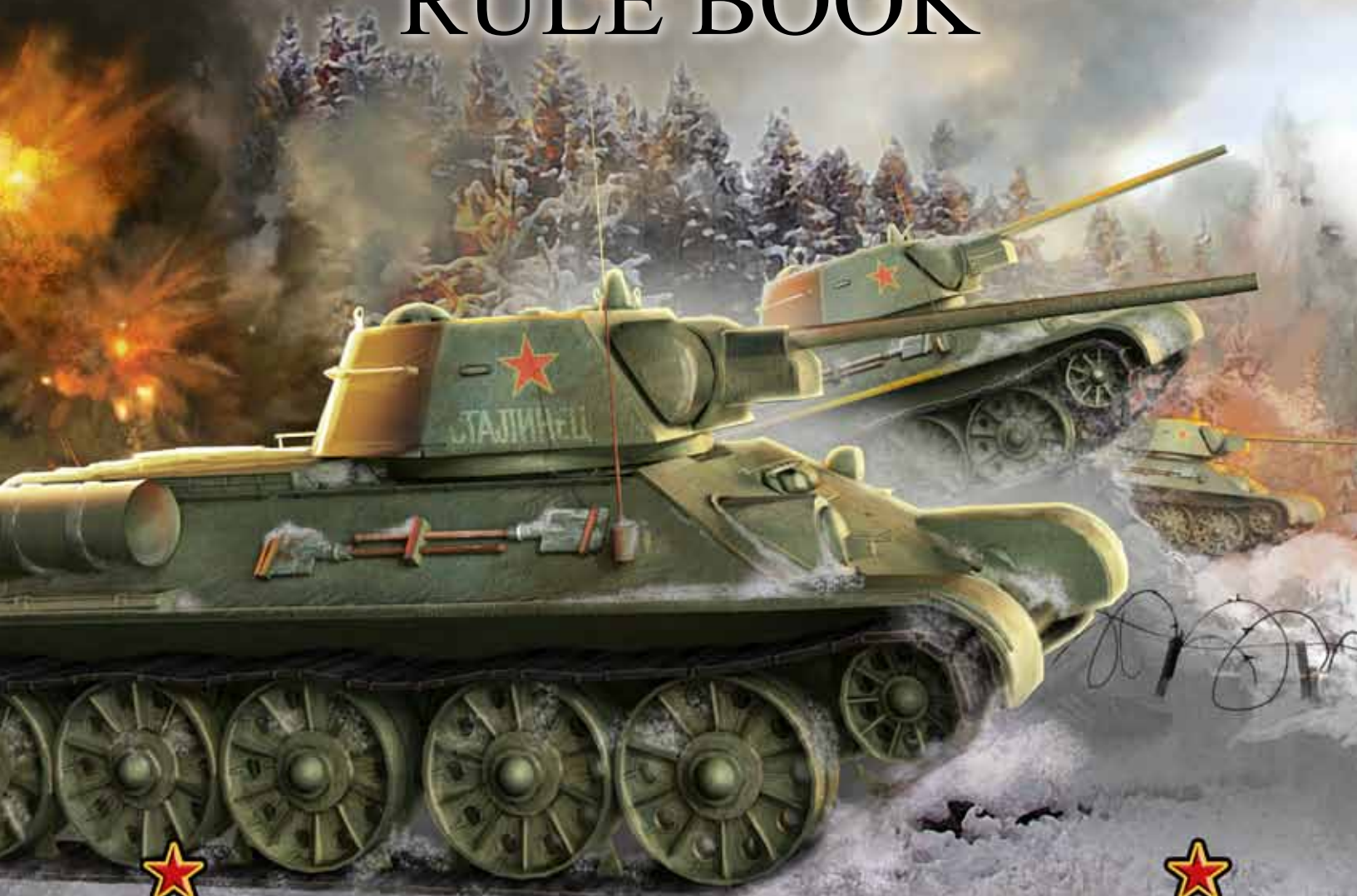


PANZER GENERAL®

PANZER GENERAL RUSSIAN ASSAULT
A World War II Board Game

RULE BOOK



RUSSIAN ASSAULT



Tactical Combat for 1-2 Players



UBISOFT®



PANZER GENERAL®

A World War II Board Game

RUSSIAN ASSAULT

Panzer General® Russian Assault is a board game based on the UBISOFT game **Panzer General® Allied Assault** on Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft and the board game with the same name. **Panzer General® Russian Assault** is a quick-playing game of tactical/operational WWII combat incorporating both board and card-game elements. It uses cards to represent forces deployed and maneuvered on a tiled map grid and gives those forces bonuses in movement and combat. The game depicts scenarios on the Eastern Front in WWII from 1941 to 1945. You can find further information on the **Panzer General® Allied Assault** Xbox 360 game and board game at: www.PetroglyphGames.com.

Game Parts:

- 1 Rule Book
- 3 Counter Sheets
- 1 Tracker Board
- 1 Reference Card
- 240 Cards
- 36 Map Tiles
- 80 Plastic miniature tanks, artillery and infantry

1.0 Map

Panzer General® Russian Assault is played on a map of the battlefield where the players place and maneuver their forces. To make the map for each game, assemble the map tiles into a grid as indicated by the scenario. Each map tile represents a single terrain type, such as city, woods and clear. Each different terrain type has a unique effect on game play. See section 9.0 for more detail on the scenario maps provided in the game.

Map Tile



Table of Contents

1.0 Map.....	page 2
2.0 Tracker Board, Ammo and Prestige.....	page 3
3.0 Markers.....	page 3
4.0 Miniatures.....	page 3
5.0 Cards.....	page 4
5.1 Unit Cards.....	page 4
5.2 Action Cards.....	page 4
5.3 Bluff Cards.....	page 4
5.4 Unit and Action Card Abilities.....	page 4
6.0 Sequence of Play.....	page 6
7.0 Combat.....	page 8
8.0 Combat Example.....	page 10
9.0 Scenarios.....	page 13
9.1 Two Player Scenarios.....	page 13
9.2 Solo Scenarios.....	page 16
10.0 Designer Notes.....	page 23

Terrain Key

	Clear		City Hill
	Village		Hills
	River		Town
	City		Woods
	Rough		
	Lake		
	Swamp		
	Fortification		
	City Factory		

Units classified as hard targets may not enter unless indicated on their unit card

Units classified as hard targets may not enter unless indicated on their unit card

Units on fortifications are considered always Dug-in except when the "Prep Fire" action card is used against them

At the end of each turn the side that occupies this map tile receives one ammo point

Set-Up



2.0 Tracker Board, Ammo, and Prestige

The **Tracker Board** records information during the game. Place the **Turn** marker on the Turn Track, the **Target** and **Fire** markers close to the **Combat Track** and the **Ammo** markers on the two **Prestige Tracks** as indicated by the scenario instructions. Place the **Tracker Board** to the side between the players during play. **Prestige** is measured in points which both sides accumulate and spend during play and which also may count toward victory. Move each side's control markers as points are gained and lost. Use control markers to mark **Prestige** on the track and on the 50+ or 100+ spaces should a player's prestige total increase above the 50 or 100 point mark. Ammo is adjusted on the tracks as players gain and spend these points during the turn for ranged artillery on the map and the support they give in combat.

3.0 Markers

Markers are placed on the map tiles at the start of the game, as indicated by the scenario. The **Russian** and **German Home Base** markers are placed on the indicated map tiles. **Bridge** and **Objective** markers are placed on the map as indicated by the scenario. **Russian** and **German Control** markers are placed on the map to indicate the Home Rows and other initially controlled tiles; and on the Tracker Board to mark Prestige. **Control** markers are also placed on the other map tiles as each side's forces maneuver toward each other during play. The **Fired**, **Moved** and **Dug-In** markers are placed on Unit cards that have performed those actions. The **Fire**, **Target**, **Ammo** and **Turn** markers are used on the Tracker Board.



Morale Markers



German Home Base



Russian Home Base



Bridge



Dug-In



Objective

4.0 Miniatures

Miniature tanks, artillery and infantry have been provided in the game to help visualize target classes and ranged artillery. Knowing at a glance where ranged artillery is located will improve your battle plans. Seeing more clearly which units are hard targets (tanks), gives the players an awareness of those units. Since attack factors are dependent on the targets hard or soft classification it is important to know at a glance that information. All units classified as hard targets (tank symbol) should have a tank miniature placed on the card at the start or when it enters the game. Those that are soft targets (man symbol) should have an infantry miniature placed on the card. In addition those units that have a ranged artillery attack of 2 or greater should have an artillery miniature placed on the card next to the tank or infantry miniature.



Russian Control



German Control



Moved



Fired



Fire



Target



Ammo

Miniatures



5.0 Cards

There are two types of cards; **Unit Cards** and **Action Cards**. Action Cards are further divided into three types: **Operations**, **Combat** and **Surprise**. In addition, both sides have one **Bluff Card** which always remains in their hands.

During play, players draw cards into their hands. There is no limit to the number of cards a player holds in a hand; however a player can only purchase additional cards if the player's hand contains less than 10 cards. Cards are played out of their hands and most often the player must expend prestige points to do so.

5.1 Unit Cards

Both sides' Unit Cards depict tank, artillery, and infantry formations. Units are classified into two Target Types; Hard and Soft. Unit Cards are the game's playing pieces and are deployed and moved on the map tiles. Printed on the card are various abilities that the Units may enact during their turn and sometimes during the other player's turn.



5.2 Action Cards

Action Cards are played and paid for in prestige to gain advantages during the game. Operations Action Cards, denoted by a blue stripe and world symbol, are played only in the Operations Phase. Combat Action Cards with a red stripe and explosion symbol are played only during combat. Many of the Combat Cards are further defined as vs. Target or vs. Firing Unit to aid players in deciding when to use them in combat. Surprise Action Cards with a green stripe and question mark can be played any time or when instructed on the card. Many Action Cards have German and Russian sections that should be enacted according to the nationality of the side playing the card. Some Action Cards are labeled as "Bad Weather" or "Air Strike" in their names since other cards target them. Most Action Cards give the player a choice between one game event OR another. You may choose one, but not both.



5.3 Bluff Cards

Bluff Cards may be used during combat when the players must sacrifice a card from their hands and present the Bluff Card instead should the players not wish to sacrifice one of their other cards.



5.4 Unit and Action Card Abilities

Air Strike Cards: Those Action Cards that involve an air strike of some sort on enemy Units: Bomber Run, Close Support and Strafing Run.

Ammo: Each player receives ammo at the beginning of every turn. One ammo for each ranged artillery on the map plus one for every occupied city factory. A player spends an ammo each time a ranged artillery supports combat at a range of 2 or greater.

Anti-Air Card: This card cancels any Air Strike Card just played by the opponent.

Anti Tank Unit Class: These Unit Cards are especially effective against hard targets.

Armor Unit Class: These Unit Cards are hard targets and have the ability to Move and Fire OR Fire and Move. They may not Move into swamps, unless stated on the card. They

may Move and Fire, or vice versa, in a single Operations Phase. They do not benefit from the defense terrain value of a map tile unless stated on their cards. The PZ IV King Tiger is an exception. It may only Move or Fire, not both.

Artillery Unit Class: These Unit Cards have support fire range greater than 1 map tile. However, they may only directly fire against adjacent targets. Their support values are next to the radio symbol on the card.

Auto Dug-In: These Unit Cards regain Dug-In status (if they have lost it for attacking, being flanked, or by an Action Card effect) at the end of each player turn without expending an action. Units on fortification map tiles are considered Auto Dug-In in every way.

Bad Weather: These cards limit the actions in the game for that player turn only. They may be canceled by any other weather card or the Snafu Card. Units that are prohibited from attacking may still defend themselves and return fire in combat.

Battle Value: A card's battle value is the white number in a red circle. This value is used when players sacrifice a card during combat.

Cancels Target Terrain: Unit Cards attacked by a unit so noted do not receive a Target Terrain Bonus.

Defense Value: A Unit Card's defense value is the white number in a blue shield. This number is not modified by Morale.

Drawn Tactical Modifier: Unit draws a card from the Action Card Deck and looks at the Tactical Modifier at the lower left hand corner of the card (-2 to 3) to see if it passes the test to receive the listed Unit ability. Units may activate these abilities whenever the abilities would be legal to play as indicated on the card.

Dug-In: A unit can use a full activation to become Dug-In. Dug-In Units get to Fire First in combat if attacked. It also adds 2 to their defense when they are the target Unit. If attacked by a Unit where another enemy unit is horizontally or vertically adjacent to it, the Dug-In status is ignored for that combat. This is called a flanking attack. Units in fortifications follow the rules of Auto Dug-In.

First Fire: The ability to fire first as the defender in combat. For example, the defending unit fires first if it is Dug-In.

Flanking Attack: A situation where the defending Unit's Dug-In marker is ignored if the attacking unit has a friendly unit horizontally and/or vertically adjacent to the defending unit.

Free Fire: Units with this ability get a free shot whenever an enemy unit moves next to it vertically or horizontally into any tile other than a tile with "city" in its name or woods. Such a free shot is executed by comparing the Unit's attack value to the target's defense value plus the terrain modifier if eligible. The difference divided by two (rounded up) is the resulting Morale loss of the target unit. No cards (other than Surprise) may be played. Sacrifice cards and the drawing of a card for the Tactical Modifier is ignored

for this type of combat. The target unit does not retreat nor may the firing unit advance.

Full Activation: A unit that must use a full activation uses all of its normal actions (Move, Fire, etc.). It may perform one extra action from an Action Card played on it as normal.

Infantry Unit Class: These unit cards benefit from the target terrain bonus on their map tiles unless stated otherwise on the card. They may move into swamps. They can Fire or Move in an Operations Phase, but not both, unless indicated otherwise.

Ignores Mines: These units automatically pass minefield checks.

Hard Target Class: These Unit Cards do not benefit from the Target Terrain Bonus on their map tiles unless stated otherwise on the card.

May Enter Swamps: These Unit Cards may enter swamp map tiles even though other similar units can not.

May Move Diagonally: These units may move diagonally, as well as vertically and horizontally. They may not move diagonally through a corner that has two enemy units touching it. They may not attack diagonally. They can only swap diagonally with units that have this same ability and still have an action to spend, assuming that move doesn't go through a corner that has two enemy units touching it.

Mobile Artillery Unit Class: These artillery units may both Move and Fire or vice versa in a single Operations Phase.

Morale: A Unit Card's Morale is the number on the green cross. It represents the Unit Card's ability to stay on the battlefield. When reduced to zero it is removed from play. Green cross Morale marker(s) are placed on the card to represent the current value of the Morale of the unit if it has changed from its starting value printed on the card. Each point of Morale loss or gain is represented by incrementing or decrementing the Morale marker(s) on the card. A unit card may never increase its Morale to more than 9. Each Morale point over the starting (printed) value raises an attacking Unit Card's combat value by one. Each point lower decreases the combat value by 1. During combat, red minus Morale markers are placed on cards to temporarily represent Morale loss until the battle is over and the winner has been determined by the unit receiving the greater Morale loss (has the most red markers). After battle the red markers are removed and the green Morale marker(s) is adjusted to indicate the new Morale number.

Motorized Infantry Unit Class: These unit cards are allowed to both Move and Fire in a single Operations Phase.

Moves AND Fires: These unit cards may both Move and Fire OR Fire and Move in a single Operations Phase.

Moves Twice: These units may execute two consecutive Move actions in the same Operations Phase.

Paratroopers and Fallschirmjaegers: These units may enter the game (dropped) as reinforcements during the operations phase on any map tile not occupied by another Unit Card. A drawn Tactical Modifier of 1, 2, or 3 results in the unit taking a loss of 2 Morale. They may alternatively be placed as any other reinforcing unit. They may not be “dropped” as part of the initial set-up.

Prestige Cost: A card’s cost in prestige is the number in the diamond symbol.

Ranged Support: These artillery unit cards have a range greater than 1 map tile. However, they may only fire directly using their attack values against adjacent targets. With a support range of 3 or more the tracing from the artillery unit to the defending target may only include two diagonals in its path. When an artillery unit uses its support at range 2 or greater an ammo is spent.

Receives Defense Terrain Bonus: These Unit Cards receive the Target Terrain Bonus on their map tile, even though other units of their class do not.

Scout Car Unit Class: These Unit Cards have a special action which allows them to “jump” over or move through an adjacent enemy or friendly unit to any map tile adjacent to that moved through unit card. Since it takes a full activation to jump through, you may only do this once per turn. The Scout Car unit must take a minefield check if the map tile moved into is controlled by the enemy.

Soft Target Class: These Unit Cards benefit from the Target Terrain Bonus of their map tiles unless stated otherwise on the unit card.

Support Can Not be Cancelled: Action Cards that normally cancel support may not affect this unit card.

Support Range: The unit can lend its support against a defending target unit that is up to the given number of map tiles away from the artillery unit.

Support Value: A Unit Card’s support value is the number by the radio symbol. This is how many points this Unit Card adds to combat against an enemy unit. Units have a support range of one, unless indicated differently.

Tactical Modifier: An Action or Unit Card’s Tactical Modifier is the number in the lower left corner ranging from -2 to 3. This represents certain factors on the battlefield that can influence combat one way or another.

Target Class: A Unit Card’s target class is either hard or soft and used to determine various aspects of combat resolution.

Transfer Activation: These Unit Cards give an extra activation to an adjacent friendly unit card, so it can Move, Fire or become Dug-In. The adjacent Unit Card may Move or Fire even if it has already done so in this Operations Phase. Using the Transfer Action ability cancels the ‘Transfer Activation’ unit’s ability to fire, though it may still Move or become Dug-In.

Unit Class: Classification of the Unit Card in terms of function: Armor, Artillery, Mobile Artillery, Motorized Infantry, Infantry, Scout Car, Anti-Air, or Anti-Tank.

Unit Number: The card’s identification number, out of the set of 240 in the game.

Unit Name: Historical name of the unit card.

6.0 Sequence of Play

Panzer General® Russian Assault is played in a series of Game Turns. Each Game Turn has a First Player Turn followed by a Second Player Turn. The player taking his turn is the phasing player. When each player has taken his player turn, the Game Turn is complete, so advance the Turn marker on the Turn Track.

Perform these Phases in each Player Turn:

Phase 1: Draw Cards and Add Ammo

Phase 2: Operations

Phase 3: Count Prestige and Buy Additional Cards

Phase 4: Victory Determination

Phase 1: Draw Cards and Add Ammo

Perform these Steps in each Draw Cards Phase. Note that there is no Draw Cards Phase for either player in a scenario’s first Game Turn.

Step 1: Draw 4 Cards from the Unit and/or Action Decks

Step 2: Pay 4 Prestige each to draw additional cards up to 10th card maximum in hand

Step 3: Add Ammo Points, one per ranged artillery unit and occupied City Factory

Before the first game turn begins, both players draw their initial hands of 8 cards from their Unit and Action Card Decks, 6 Action cards and 2 Unit cards. These, plus their Bluff Card, make a starting hand of 9 cards.

Step 1: The phasing player draws 4 cards into his hand from his Unit and Action Card decks in any combination. These 4 cards have no prestige cost. The player must state in advance how many cards he is taking from each deck before he draws them. There is no limit to the number of cards a player may have in his hand.

Step 2: The phasing player may purchase additional unit or Action cards one at a time. He pays 4 prestige points for each Unit or Action Card drawn from the deck into his hand. Note: a player can only purchase cards in Step 2 if he has 9 or fewer cards in his hand; he can not purchase cards if he has 10 or more cards already in his hand, including his Bluff Card.

A player may never simply discard unwanted cards. The only

way to get them out of his hand is to play them in some manner. When a deck is exhausted, the discards are reshuffled into a new draw deck. Players hold their hands hidden from view and are only obliged to show the number of cards they hold to prove that they have no more than 9 cards when purchasing extra cards.

Step 3: The phasing player receives one Ammo point for every ranged artillery unit he has on the map. He also receives one Ammo point for every city factory map tile, occupied by one of his control markers. New Ammo points are added to the Tracker Board by moving up the Ammo marker accordingly.

Phase 2: Operations

During the Operations Phase, the phasing player may perform these actions in any order and may repeat actions in any order. For instance, a player might activate and move one unit, then activate and fire with another, then place a new unit, then activate and move yet another.

Activate Units
Move and Check for Minefields
Become Dug-In
Fire (Initiate Combat)
Place New Units
Play Operation Cards

Activate Units: Activate units on the map one at a time to move; become Dug-In or Fire (Initiate Combat); mark the unit with the appropriate marker (Moved, Dug-In, or Fired). Hard Target units may both Move and Fire in any order as instructed on their card; other units may not Move and Fire in the same Operations Phase.

Move and Check for Minefields: A unit may move one map tile vertically or horizontally. Only certain units are allowed to move diagonally and others are allowed to move two map tiles. A unit may not move into a map tile occupied by another unit, but may switch places with an adjacent friendly unit if both are activated to do so (diagonal switches would require both units to have that ability). In neither case may a unit move diagonally through a corner that is touching two map tiles occupied by enemy units.

When a unit moves into a map tile that neither side controls yet, he places one of his control markers on it. If the map tile has an enemy control marker, that marker is replaced by the phasing player's control marker, but the unit must check for minefields. Draw a card from the Action Card Deck and if the Tactical Modifier is -1 or -2 the Unit Card loses one point of Morale. The control marker remains even if the Unit Card vacates the map tile. No minefield attacks take place when a unit advances after combat into the defender's tile.

Become Dug-In: Place a Dug-In marker on the Unit Card. A Unit Card that becomes Dug-In can not Move or Fire in the same Operations Phase. Any unit card in the game may do this for a full activation which means this is the only action they may take.

Being Dug-In gives Unit Cards a defensive bonus of +2 and also

allows defending target Unit Cards to fire first in combat. Such defending Unit Cards that fire first do not lose their Dug-In status. When a Dug-In Unit Card moves or fires as the attacker, it is no longer Dug-In and the marker is removed. Units with the 'Auto Dug-In' ability automatically become Dug-In at the end of each player's turn. A Dug-In marker is ignored by the attacker if the defending unit with the Dug-In marker is horizontally or vertically (not diagonally) next to two or more enemy units. This is called a Flanking Attack. There are Action Cards which remove Dug-In markers.

Fire (Initiate Combat): A Unit Card may Fire (initiate combat) with an enemy Unit Card that is horizontally or vertically next to it (not diagonally, even if a unit moves diagonally). Even Unit Cards with a range of 2 or 3 can only fire against adjacent enemy Unit Cards (though these Unit Cards can add support against enemy Unit Cards at that distance). To resolve the combat, go through the Combat Sequence of Play (7.0 Combat). When the combat is completed the phasing player returns to his Operations Phase to activate other Unit Cards or play cards as he wishes. Place a Fired marker on the Unit Card that initiated combat. Hard Target Unit Cards may fire and then move after the combat if they have not already moved before the combat was initiated, unless restricted by the instructions on their card, such as the King Tiger.

Place New Units: The phasing player may place a Unit Card from his hand face up onto a map tile that is unoccupied. Under no circumstances will there be two units on the same map tile. He must pay the Unit Card's prestige cost to do so. The Unit Card can only be placed on a map tile the player controls that is connected vertically or horizontally through a chain of map tiles he controls back to his Home Row (exception is Paratroopers and Fallschirmjaegers). When placed on the map, the appropriate (tank, infantry, artillery) miniature pieces are placed on the card.

A newly placed Unit Card can not be activated; place a Moved and Fired marker on it as a reminder that it can not do those things or become Dug-In in this Operations Phase, unless they have the 'Auto Dug-In' ability. A Unit Card may be placed on its Home Base map tile with a discount of 8 from its prestige cost, so long as that space is unoccupied and controlled by that player.

Play Operations Cards: The phasing player chooses an Operations Action Card to play from his hand, pays its prestige cost, and executes the instructions on the card. Please note that Action Card play usually breaks the rules. Action Cards may allow Unit Cards to move and fire twice or do other operations not normally allowed. The actions allowed by cards are ALWAYS over and above actions allowed in the rules and NOT instead of them.

Under no circumstances may a unit take more than one extra action per player turn as a result of playing Action Cards.

When a unit takes an extra action as a result of an Action Card, place an additional marker (Moved or Fired), as a reminder that no more extra actions may be granted this unit from Action Cards this player turn.

Cards may be played that increase a Unit Card's Morale. Morale gained or lost from the Unit Card's starting Morale increases

or decreases its combat values on a one-for-one basis, accordingly. A Unit Card may never have its Morale increased to a value greater than 9.

Phase 3: Count Prestige and Buy Additional Cards

The phasing player receives prestige for each map tile that he controls, according to the value printed on the map tile and marks it on the Tracker Board. At this time the player removes all Moved and Fired markers on the map. Also, any Unit Cards with the 'Auto Dug-In' ability get a Dug-In marker.

The phasing player may at this point buy cards as in Step 2 of Phase 1: Draw Cards, following those same rules.

Phase 4: Victory Determination

The phasing player checks to see if he has won the game according to the scenario description. The scenario may end after a set number of turns, awarding victory to one side or the other.

If the phasing player is the second player, the Game Turn marker is advanced one space on the Tracker Board. Play proceeds to the other player who starts a new player turn with the Draw Cards Phase.

7.0 Combat

The phasing player Fires (initiates combat) between one of his Unit Cards and one of his opponent's Unit Cards that is vertically or horizontally adjacent to one of his units. Both cards get a chance to fire at each other using the Firing Sequence below, and when both have completed the sequence, that combat is over. The phasing player's Unit Card is the attacker and his opponent's Unit Card is the defender.

Firing Sequence:

First, one player then the other player alternates being the "Firing" and then the "Target" unit, following the procedure below. Move the Fire and Target markers on the Combat Tracker as you follow the sequence below; neither marker can go below 1.

Attacker: The Unit Card that has initiated the combat.

Defender: The Unit Card receiving the attack, subject to retreat if he loses the combat.

Firing Unit: The Unit Card using its combat, terrain bonuses, and support values to inflict damage.

Target Unit: The Unit Card using its defense and terrain bonuses to avoid damage.

NOTE: At any time in the steps below, units may activate their special combat abilities listed on their cards.

Step 1: Determine Who Fires First: The attacking Unit Card Fires first, unless the defending Unit Card has a Dug-In marker, in which case the defending Unit Card Fires first. If the attacking Unit Card has a Dug-In marker, it is removed.

Step 2: Mark Firing Unit's Combat Value on Combat Track: Determine if the Target Unit Card is a hard or soft target, and then mark the Firing Unit Card's corresponding Combat Value with the Fire marker on the Combat Track.

Firing Combat Value



Step 3: Add or Subtract Morale for the Firing Unit: Adjust the Fire marker on the Combat Track up by one for each Morale point greater, or down one for each Morale point less than the unit's starting Morale value. Current Morale on the unit card is represented by the green Morale marker.

Step 4: Add Firing Unit's Support Fire: Add the support values (number next to the radio symbol) of all friendly Unit Cards that are within range of the Target Unit Card (whether or not they already have been activated this round). All Unit Cards have a range of 1 unless noted otherwise on the card. Count the range from the supporting Unit Card to the Target Unit Card by tracing the path horizontally, vertically, or diagonally map tile by map tile. A unit with a range of three or greater may only trace through two diagonal connections. Adjust the Combat Track accordingly. Each ranged artillery support applied from a range of 2 or greater will require the player to deduct an Ammo point for each such unit. A ranged artillery unit may support adjacent battles at no cost to Ammo.

Support Fire



Step 5: Add or Subtract Fire Terrain Bonus: Adjust the Combat Track according to the Fire Terrain Bonus of the Firing Unit Card's map tile within the red circle.

Step 6: Mark Target Unit Card's Defense Value on Combat Track: Mark the Target Unit Card's Defense Value (in the blue shield) with the Target marker on the Combat Track.

Step 7: Add or Subtract Target Terrain Bonus: Adjust the Combat Track according to the Target Terrain Bonus of the Target Unit Card's map tile. Hard Target Units do not receive this bonus, unless stated differently on their card.

Step 8: Add 2 if the Target Unit Card is Dug-In: Adjust the Target marker by +2 if the Target Unit is Dug-In.

Step 9: Overrun Check: If the Firing value is 3 times or greater than the value of the Target then that Target Unit is given one chance to somehow end the combat or alter the ratio to less than 3:1 by playing a unit ability or by playing one combat Action Card. If the Target Unit can't do that, then it is immediately eliminated and the Firing Unit is declared the winner of the combat. Go to Step 18. An easy way to check this is to triple the target value and see if that number or greater is occupied by the Firing value marker on the Tracker Board. For example if the Target value is 6 and the Firing value marker is positioned on the

18 or greater on the Tracker Board then Overrun is triggered. If at any point in the play of cards the ratio of Firing value to Target value hits 3:1 or greater then Step 9 must be executed.

Step 10: Pre-empted Attack Check: If the Firing value is half or less than the value of the Target, then the Firing Unit is given one chance to somehow improve the ratio to 1:2 or greater, or else the attack is canceled and play proceeds directly to Step 16. An easy way to check this is to double the Firing value and see if that number or greater is occupied by the Target value marker on the Tracker Board. For example if the Firing value is 6 and the Firing value marker is positioned on the 12 or greater on the Tracker Board, then Preempted Attack is triggered. If at any point in the play of cards the ratio of Firing value to Target value is at or goes lower than 1:2 then Step 10 must be executed.

Step 11: Play Combat Cards (Firing player first): The players alternate playing Combat Action Cards, starting with the Firing player. Cards are played from the hand and the prestige cost must be paid. Apply the card's effects immediately, adjusting the Combat Track if necessary. Any Morale losses inflicted on units are indicated by placing red Morale markers on those cards. This step is completed when both players elect to pass and play no more cards for this combat. A player may pass and then later play a card. It takes two passes in a row to end this step. This step is immediately ended if either unit's Morale is reduced to zero in which case play proceeds to step 15.

If at any point in the play of cards the ratio of Firing value to Target value is at or goes lower than 1:2 or the ratio is at 3:1 or greater, then Steps 9 and 10 must be executed as appropriate.

Step 12: Sacrifice a Card for its Battle Value: Each player secretly chooses a Unit or Action Card from his hand. Reveal the cards simultaneously and add the Battle Value number (in the red circle) on each player's card to his total on the Combat Track. Discard the cards. Sacrificed cards cost no prestige. A player who does not wish to sacrifice another card presents his Bluff Card instead, adding nothing to the combat.

Step 13: Draw Tactical Modifier: The Firing player draws a card from the Action Card Deck, adds the Tactical Modifier to his running total on the Combat Track, and then discards the card.

Step 14: Determine Combat Differential and Battle Losses: Subtract the final Target value from the Firing value. If this number is zero or less then the target Unit Card takes no damage. If it is positive, place the Damage marker on the Combat Track on that number. The small number in that box in red indicates the reduction in Morale suffered by the Target Unit Card. Indicate with red Morale markers the losses inflicted this combat. Later you can consolidate the red markers into a new green Morale marker to indicate the current Morale of the Unit after the winner of the combat has been determined.

Step 15: Determine Unit Card Elimination: If the Target Unit Card's Morale is reduced to zero or less, then it is removed from its map tile and placed in the owner's unit discard pile.

The Firing player receives half of the eliminated unit's prestige cost (rounded up) and either adds it to his total or subtracts it from his opponent's total on the Prestige Track, as he chooses. Another way to determine this is to place the Reward marker on that Combat Track at the eliminated Unit Card's prestige value. The smaller red number in that space is the prestige gained (for example if the prestige cost were 5 then the red number under the 5 on the Combat Track is 3).

Further, the Firing Unit Card gains 1 Morale. A unit's Morale may never be raised to a value greater than 9.

Step 16: Repeat Steps 2-15 for Return Fire: If the Target Unit Card is not eliminated, then repeat steps 2-15 to that Unit Card's return fire. When both units have fired once, go to Step 17.

Step 17: Execute Retreat: Examine the amount of red marker Morale losses inflicted on each Unit Card during this combat. The defending Unit Card retreats if it has suffered more Morale loss than the attacking Unit Card. However, the defending Unit Card will not retreat if the attacking Unit Card is destroyed.

A retreating Unit Card must move to the map tile opposite the attack, never diagonally. A Unit Card may not retreat onto another unit, off the board edge, or from the Home Base; if unable to retreat for these reasons: the retreating unit card suffers 1 Morale loss and remains in place, unless that eliminated it, in which case the attacker gains the prestige and a 1 Morale gain as if the opponent was eliminated in combat. A unit forced to retreat into a unoccupied enemy-controlled map tile must check for minefields (see 5.2 under Move and Check for Minefields). Retreating into a unoccupied, uncontrolled map tile allows that player to take control of it.

Players should now consolidate the red markers into a new green Morale marker to indicate the current Morale.

Step 18: Execute Advance: If the defending unit card is eliminated or retreats, the attacking unit card may move his unit onto the vacated map tile. He places his control marker on it. No minefield attacks take place when a unit advances after combat.

8.0 Combat Example

This combat example begins in the middle of Turn 1 with the German Operations Phase. He has just Fired (initiated combat).

Step 1: Determine Who Fires First

The PZ VI Tiger 1 Unit Card fires first since the defending unit is not Dug-In.



Step 2: Mark Firing Unit Card's Combat Value on Combat Track Its combat value is 7 versus soft targets as shown on the card. Place the German Fire marker on 7 on the Combat Track (see diagram below).

Combat Tracker Board



Step 3: Add or Subtract Morale for the Firing Unit:

The PZ VI Tiger has gained 2 Morale previous to the battle, which increases its combat value by 2. Adjust the German Fire marker to 9 on the Combat Track.

Step 4: Add Attacker's Support Fire

There are 2 other German units adjacent to the Target Unit who can lend support Fire:

- +2 support from the Fallschirmjaeger
- +3 support from the Stosstruppen

In addition, there is an artillery unit adjacent to and so within range of the enemy target:

- + 3 support from the Howitzer, Don't reduce the German Ammo by one since it is adjacent.

That is 8 total points of support fire; the German Fire marker is adjusted to 17 on the Combat Track.

Step 4: Add Attacker's Support Value



Step 5: Add or Subtract Fire Terrain Bonus

The PZ VI Tiger 1 is on a hills map tile, which has a Fire Bonus of +2; the German Fire marker is adjusted to 19 on the Combat Track.

Step 6: Mark Target Unit Card's Defense Value on Combat Track

The Guards is the Target Unit card and its defense value is 8; the Russian Target marker is placed on the 8 on the Combat Track.

Step 7: Add or Subtract Target Terrain Bonus

Since the Guards Unit Card is a soft target, it receives the map tile's target terrain bonus, which for city is 5; the Russian Target marker is adjusted to 13 on the Combat Track.



Step 8: Add 2 if the Target Unit Card is Dug-In

The unit is not Dug-In. If it was, it would get a defensive bonus of 2 and an opportunity to Fire before the attacker and not lose its Dug-In status.

Step 9: Overrun Check: None.

Step 10: Preempted Attack Check: None.

Step 11: Play Combat Cards (Firing player first)

The Firing player has the first opportunity to play a Combat Action Card from his hand. He plays Accuracy, pays the 2 prestige points necessary for that card, allowing him to 'add 3 to Combat Value of Firing Unit;' the German Fire marker is adjusted to 22 on the Combat Track.

The Target player (Russian) decides to pass.

The Firing player can now play another Combat Action card or pass, which would end Step 9. The German player selects 'Morale Boost', pays the 4 prestige points, his unit gains 2 Morale (Place green Morale marker(s) to reflect a current Morale of 7), and the German Fire marker is adjusted to 24 on the Combat Track.

The Russian player chooses not to play a second card and passes. The German player could now play a third card, but he also passes. Since both players have passed, this step is concluded.

Step 11 Example



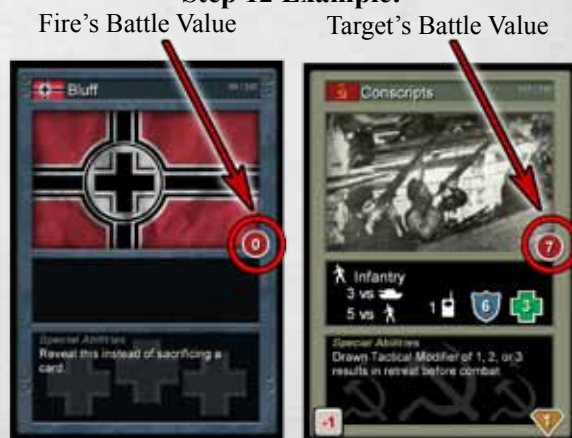
Step 12: Sacrifice a Card for its Battle Value

The German player looks through his hand and determines he should use his Bluff Card and not waste any of his other good cards. He holds out his Bluff Card.

The Russian player decides to sacrifice a Conscripts Unit card, which has a battle value of 7. He holds that card out, and both are revealed simultaneously. The Russian sacrifice gives him 7 points, and the German's Bluff Card gives him 0.

The Russian Target marker is adjusted to 20 on the Combat Track.

Step 12 Example:



Step 13: Draw Tactical Modifier

The German player flips over the top card of the Action Card deck to reveal a -2 Tactical Modifier; the German Fire marker is adjusted to 22 on the Combat Track.

Step 14: Determine Combat Differential and Battle Losses

Subtract the Target's combat total of 20 from the Firer's combat total of 22 to get a difference 2. He looks at the 2 space on the Combat Track and notes that the red number in the bottom right corner is 1. The target unit card, the Guards, loses 1 Morale and places a red Morale marker on the card.

Step 14 Example



Morale
Loss

Step 15: Determine Unit Card Elimination

The Guards Unit card has suffered a loss of 1 Morale, which does not take it down to 0 from its starting unit Morale of 6, therefore it is not eliminated.

Step 16: Repeat Steps 2-15 for Return Fire

The Russian player can return fire with his Guard Unit Card. He goes to the top of the firing sequence page and follows the steps.

The Guard's combat value against the hard target PZ VI Tiger is a 7. Its 1 Morale loss drops it to 6 on the Combat Track. Support fire from the Mortar Unit card is +3 and from the SU-100 adds

another +3, moving the combat track up to 12. The city tile lends no Fire Terrain Bonus.

The Target PZ VI Tiger's defense value is 10. It is a hard target so does not receive a Target Terrain Bonus, and it is not Dug-In.

The Russian player plays Deadly Fire, pays 5 prestige points, and 'inflicts 2 damage to enemy;' a red -2 Morale marker is placed on German Target Unit Card, which does not affect its defensive total (Morale only affects combat values).

The German player plays Off Target, pays 5 prestige points, and 'cancels all enemy support.' However, the Russian player plays SNAFU, pays 7 prestige points, and cancels the effect of the Off Target card. Both players then pass.

The German sacrifices a PAK 88 card with a battle value of 7 and the Russian chooses to sacrifice nothing, showing his Bluff Card instead. The Tactical Modifier drawn is a 0.

The totals are 12 against 17, with a difference of -5, so the PZ VI Tiger takes no damage. The Russians win the combat and stay in place.

Step 17: Execute Retreat

Since the German unit was attacking, it doesn't retreat even though it took the most damage in the combat (due to Deadly Fire).

Step 18: Execute Advance

The attacking Unit Card does not advance because the Target Unit Card still occupies the map tile since it won the combat and was not eliminated.

The German player is still in his Operations Phase. He decides to end his turn and count Prestige and Ammo income for every map tile he controls.



9.0 Scenario Set-Up

Players may choose from a selection of two-player or solo scenarios. They may also decide to make their own scenarios. Players build the map according to their chosen scenario. The scenario map is composed of map tiles which are double sided and labeled as side A or B with a number. A good way to sort through and select the tiles is to arrange the 36 tiles in rows somewhat like rows of fallen dominos. On the map are the tiles indicated for Home Base, Home Row, Control, Bridge, and Objective placement. Each Player has a Home Row, which is usually the row of map tiles closest to that player's side. Some scenarios have multiple home rows all of which is indicated on the scenario map. Assemble and shuffle the Unit Card and Action Card decks for both sides according to the scenario instructions. All scenarios are detailed in the sections below. To set up the Tracker Board (section 2.0), Markers (section 3.0), and Miniatures (section 4.0) follow the instructions in the indicated sections and in the scenarios below.



9.1 Two Player Scenarios

The maps and special instructions for each scenario are provided. In all scenarios, except where noted, all cards provided in the game are used in the Unit and Action Decks. Initial Prestige is 10 for the first player and 20 for the second player. See scenario instructions to determine first and second player. The starting hand for both players is 2 Unit Cards and 6 Action Cards, unless otherwise indicated.

Stalingrad (two-player #1)



Set-Up:

Both Sides: Select 30 Prestige Points from Unit Deck. No more than 4 units are allowed.

Randomly choose who will go first. In order players place their units on any map tile on their Home Row. The first player will then start the game with his turn.

Victory Conditions:

Instant victory to side that controls all the map tiles with the word City in the title OR

At the end of 5 turns the side that controls the most map tiles with the word city wins. A tie is won by having the most Prestige on map tiles occupied. If still tied then the Russian wins.

KURSK

(two-player #2)

30a	27a	24a	5b	17a	10b
20a	33a	16b	3a	8a	11b
34a	21a	1a	18a	2a	22a
19a	36a	7a	4a	9a	31a
25b	12b	14a	6b	28a	26b

Set-Up:

Both Sides: Select 30 Prestige Points from Unit Deck. No more than 6 units are allowed. Choose a second group of 30 Prestige Points and place them randomly on top of their Unit Decks.

Randomly choose who will go first. In turn order players place their units on any map tile on their Home Row. The first player will then start the game with his turn.

Victory Conditions:

Instant victory to the side that controls three map tiles next to each other on their opponent's home row. OR

At the end of the game the side that controls the most objective tiles wins. The game end is checked for at the end of turn 6 and thereafter. A drawn Tactical Modifier of -2 or -1 will allow the game to continue. Any other drawn Tactical Modifier results in the game ending. A tie is won by the side with by the most map tiles. If still tied then the player going second wins.

MOSCOW

(two player #3)

		18b	15a	32b		
10a	9b	20a	16b	21a	29a	24b
2b	17b	3a	22b	4a	13b	11a
7b	23b	5b	6a	8b	36b	1b
		31b	14a	19b		

Set-Up:

Both Sides: Select 30 Prestige Points from Unit Deck. No more than 5 units are allowed. Choose a second group of 30 Prestige Points and place them as they wish on top of their Unit Decks.

Randomly choose who will go first. In turn order players place their units on any map tile on their Home Row. The first player will then start the game with his turn.

Victory Conditions:

Instant victory to side that controls their opponent's home row. Or

At the end of 7 turns the side that controls the most tiles with the word city in the title wins. A tie is won by the player with the most map tiles. If still tied then the second player wins.

LENINGRAD

(two player #4)



Set-Up:

Both Sides: Select 50 Prestige Points from Unit Deck. No more than 10 units are allowed. Choose a second group of 30 Prestige Points and place them randomly on top of their Unit Decks.

Randomly choose who will go first. In alternating turn order players place their units one at a time on any map tile on their Home Row. The first player will then start the game with his turn.

Victory Conditions:

At the end of 5 turns the side that controls the most home row tiles of both sides wins. A tie is broken by the most map tiles occupied. If still tied then the side with the most Prestige wins. If still tied then the second player wins.

KHARKOV

(two-player #5)



Set-Up:

Russian: Select 30 Prestige Points from Unit Deck. No more than 10 units are allowed. Choose a second group of 30 Prestige Points and place them in any order on top of the Unit Deck.

German: Select 40 Prestige Points from Unit Deck. No more than 5 units are allowed. Choose a second group of 30 Prestige Points and place them randomly on top of the Unit Deck.

The German player will go first. First the Russian and then the German player places their units on any map tile they initially control. The German player will then start the game with his turn.

Initial Prestige and Ammo:

German Player: 50 Prestige, 5 Ammo

Russian Player: 10 Prestige, 3 Ammo

Starting Hands:

Russian: Draw 6 Action cards, 2 Unit cards

German: Select any 8 action cards and any 4 unit cards from the appropriate decks.

Special Rules:

German Fallshirmjaegers may only enter normally on controlled map tile and not be dropped on any unoccupied tile.

Victory Conditions:

The German must take 3 of the 5 objective tiles in 5 turns without losing his own home base or he loses to the Russian.

MINSK

(two player #6)



Set-Up:

Both Sides: Select 30 Prestige Points from Unit Deck. No more than 5 units. Choose a second group of 30 Prestige Points and place them in any order they wish on top of their Unit Decks.

Randomly choose who will go first. In turn order players place their units on any map tile on their Home Row. The first player will then start the game with his turn.

Victory Conditions:

Instant victory to side that controls the two Fort and City map tiles OR controls three of the opponents home row tiles, including the home base. OR

At the end of the game the side that controls the most tiles with the word city and fort in the title wins. The game end is checked for at the end of turn 6 and thereafter. A drawn Tactical Modifier of -2 or -1 will allow the game to continue. Any other drawn Tactical Modifier results in the game ending. A tie is won by the side with by the most map tiles. If still tied then the second player wins.

9.2 Solo Scenarios

The solo scenarios simulate normal game play with special events and special movement for the Non-Player side. Choose a scenario and construct the map using the tiles that are labeled according to the scenario. Organize and set-up the game following the scenario instructions. Be sure to organize the Non-Player decks as instructed by the scenario, placing them near the playing area. Scenarios will indicate where to place starting units for both sides.

The solo player executes Game Turns for both the Non-Player and Player sides starting with the first player. Both side's turns are executed normally according the rules for a regular game. The Non-Player's turn will be executed according to the scenario instructions governing unit movement, combat, and other actions in the Operations Phase such as Dig-In, placing new units, and drawing and playing Operations Cards. The Non-Player follows the normal rules except as indicated by the scenario instructions and as outlined below:

Prestige and Ammo: The Non-Player never gains or loses prestige or ammo. Non-Player ranged artillery have unlimited ammo.

Non-Player Decks: The decks are organized according to the scenario instructions. You will compile a Unit Card Deck for both

sides. An Action Card Deck will be selected and used mostly by the Player and only used by the Non-Player side for the drawing of Tactical Modifiers. "Firer" and "Target" action card decks will be compiled for use by the Non-Player during combat. Place a "Fired" marker on the "Firer" deck to indicate its purpose. When these decks are exhausted the discards are reshuffled and used again.

Non-Player Combat Action (red striped) Cards: When a Non-Player Unit card is involved in combat, a card (number determined by scenario) is drawn from either the "Firer" Combat Deck or the "Target" Combat Deck, as appropriate. When a card has two possible actions indicated by the word "OR" printed in green the Non-Player will always execute the first action. A card is drawn from the Player's Action Card Deck to get the Non-Player unit's sacrificed Battle Value and Tactical Modifier.

Non-Player Operation (blue striped) Cards: Cards (number defined by scenario) in this deck are played at the beginning of the Non-Player's turn before any unit card activation. When a card has two possible actions indicated by the word "OR" printed in green the Non-Player will always execute the first action. Note these special cases for specific cards:

Air Strikes: Target the enemy unit card with the highest morale total; if there are multiple unit cards on the board with the same

total then unit cards are targeted from right to left, furthest row to the nearest row on the map from the Player's perspective.

Improved Defenses, Replacements: Friendly Unit Cards with the lowest morale are targeted from right to left, furthest row to nearest row from the player's Home Row.

Non-Player Unit Cards: The deck of Unit Cards for the Non-Player generates its reinforcements. Place a Non-Player reinforcing unit from its Unit Deck according to the scenario instructions. These units are placed with a Dug-In marker. When these units lose their Dug-In status they will not become Dug-in again. This includes units with the 'Auto Dug-In' ability. The Non-Player never uses the unit abilities preceded with the phrase "drawn Tactical Modifier".

Common Sense Rule: Any situation not covered or in question that arises, please use your best judgement that if possible favors the currently losing side.

MOSCOW (SOLO SCENARIO 1)

2a	+	12b	+	32a	+	21a	+	3a	+	4a	+	33a	+
23a		17a		8b		35a		5a		18a		19a	
14b		24b		29a		1b		20a	+	34b	+	36a	
22a		25b		13b		27a		10a		11a		6a	
26b		15a		30a		7a		9a		28a		16b	

Non-Player Unit Deck: All German Unit Cards

Non-Player Command Action Deck: None

Non-Player Firer Action Card Deck: Draw 2 per combat.

Accuracy (2 cards)
Increased Support (1)
Surprise Attack (1)

Non-Player Target Deck: Draw 1 each combat.

Take cover (2)
Off Target (1)
Air Attack: Strafing Run (1)

Non-Player Starting Units:
PZ VI King Tiger on Hills 20a
Fallshchimjaeger on Hills 34b

Non-Player Movement:
In their turn all Non-Player units will move to the Player's Home-Row if not blocked by friendly or enemy units.

Non-Player Reinforcements:
At the start of turn 1 the Player will draw from the German Unit Deck and place a unit anywhere on the Non-Player Home-Row tiles. At the start of turn 2 the Player will place a unit on the following tiles: Village 21a, Clear 3a, and Clear 4a.

Starting Player: Russian (Player)

Player Unit Deck: All Russian Unit Cards.

Player Action Deck: All remaining Action Cards.

Player Starting Units:
1 Artillery, 1 Infantry, 1 other unit type of his choice on Russian controlled map tiles.

Additional Player Starting Units:
Paratroopers on City 1b
Guards on City Hill 17a
122 mm Howitzer on City Factory 10a and City Factory 11a

Player Starting Hand: Draw 12 Action Cards

Player Maximum Hand Size: 15

Player Starting Prestige and Ammo: 60 and 0

Victory Conditions:
Player wins when he eliminates 9 enemy units.
Player instantly loses when Non-Player controls:
4 City map tiles of any type OR
2 Village map tiles

Non-Player Attacks:
If Non-Player units are blocked by a Player unit, they will attack first and then move if possible. If there is a choice of enemy units to attack then the Player chooses.

DONETS (SOLO SCENARIO 2)



Non-Player Unit Deck: All Russian Unit Cards.

Non-Player Command Action Deck: Draw 1 card at start of Operations before moving or attacking.

Air Attack: Bomber Run (2)
Attack! (2)

Non-Player Firer Action Card Deck: Draw 4 per combat.

Accuracy (2 cards)
Increased Support (1)
Surprise Attack (1)
Last Man Standing (1)

Non-Player Target Deck: Draw 3 each combat.

Take Cover (2)
Off Target (1)
Air Attack: Strafing Run (1)

Non-Player Starting Units: None

Non-Player Movement:

On turns 1 and 2 when a Non-Player unit is one tile away from a Player unit or multiple Player units, the Non-Player unit will move adjacent to the Player unit of the Player's choice. When a Non-Player unit is moving next to a Player unit, the Player may choose which tile the Non-Player unit will move to, as long as the tile is adjacent to the Player unit.

At the start of the Non-Player turn 3, Non-Player units coming from Side A will move towards the Player's Home-Row, Non-Player units coming from side B will move towards side C, and Non-Player units that come from side C will move towards side B.

Non-Player Reinforcements:

At the start of the Non-Player's turn 1, the Player will draw from the Russian Unit Deck and place one Non-Player unit in each tile in Non-Player Home Row groups A, B and C.

Non-Player Attacks:

If Non-Player units are blocked by a Player unit, they will attack first and then move if possible. If there is a choice of enemy units to attack then the Player chooses, however, Non-Player units will always attack villages, towns, city hills, city factories, and fortifications when possible. Non-Player units will advance after every attack, when allowed.

Starting Player: German (Player)

Player Unit Deck: All German Unit Cards.

Player Action Deck: All remaining Action Cards.

Player Starting Units:

1 Artillery, 2 Infantry, 2 other unit types of his choice on German controlled map tiles.

Player Starting Hand: Draw 12 Action and 5 Unit cards.

Player Maximum Hand Size: 15

Player Starting Prestige and Ammo: 85 and 0

Special Rules:

The Player and Non-Player will be competing for Victory Points. These points are spent or accumulated for an instant victory. The Non-Player may not spend points. If all the units of one side are destroyed, the side with the most Victory Points wins.

Victory Point Spending Chart:

3 VP = In any one combat increase attack value by 4.
3 VP = In any one combat decrease attack value by 4.
3 VP = One free move action.
5 VP = One free units action.
5 VP = Inflict 3 Morale loss to an enemy unit.
5 VP = In any one combat reduce Morale loss by 3.

Player Win Conditions: (use tracker board to record)

Player must collect a total of 50 Victory Points from the following to win. Victory points for any of the "taking control" conditions are given only once per game.

- Taking control of all City Hill tiles gives 10 VP.
- Taking control of all River and lake tiles give 5 VP.
- Taking control of all Fortification tiles gives 15 VP.
- Taking control of all City Factory tiles gives 10 VP.
- Taking control of the City tile gives 5 VP.
- Eliminating Non-Player units gives 5 VP each.

Player Lose Conditions: (use tracker board to record)

Non-Player wins when a total of 50 Victory Points are collected as indicated below. Victory points for any of the "taking control" conditions are given only once per game.

- Taking control of all Clear tiles grants 25 VP each.
- Taking control of all Forest tiles grants 25 VP each.
- Taking control of all River and lake tiles grants 25 VP.
- Eliminating Player units grants 5 VP each.

VOLKHOV (SOLO SCENARIO 3)



Non-Player Unit Deck: All Russian Unit Cards

Non-Player Command Action Deck: Draw 1 card at start of Operations before moving or attacking.

Air Attack: Bomber Run (2)

Non-Player Firer Action Card Deck: Draw 3 each combat.

Accuracy (2 cards)

Increased Support (1)

Surprise Attack (1)

Non-Player Target Deck: Draw 1 each combat.

Take Cover (2)

Off Target (1)

Air Attack: Strafing Run (1)

Non-Player Starting Units:

Paratroopers on City Factory 10a, City Factory 12a, and Fort. 29b

Guards on Town 19b, Town 20b, and City 2b

Stalin-2 on Fort. 26a

152mm Howitzer on Hill 34b, City Hill 13a, and Fort. 28b

Engineers on City Factory 11a

Non-Player Movement: None

Player Starting Units:

Player may place two units of his choice on German controlled map tiles.

Non-Player Reinforcements:

At the beginning of the Non-Player's turn 1, 2 and 3, draw from the Non-Player Unit Deck and place 1 unit in every unoccupied, non German controlled rough, clear, and hills map tiles.

Non-Player Attacks:

Non-Player units will always attack adjacent enemy units when allowed. If there is a choice of enemy units to attack then the Player chooses. Non-Player units will advance after every attack when possible.

Player Win Conditions: (use tracker board to record)

Player must collect a total of 80 Victory Points from the following to win. Victory points for any of the "taking control" conditions are given only once per game.

- Taking control of all City Hill tiles gives 25 VP each.
- Taking control of all River and lake tiles gives 15 VP.
- Taking control of a Fortification tile gives 5 VP each.
- Taking control of all City Factory tiles gives 30 VP.
- Taking control of a City tile gives 5 VP each.
- Eliminating Non-Player units gives 5 VP each.

Starting Player: Germany (Player)

Player Unit Deck: All German Unit Cards.

Player Action Deck: All remaining Action Cards.

Special Player Rules:

At the beginning of the scenario the Player chooses one of the following home row locations with its cooresponding special rules.

Home-Row a:

- All cards always cost half to play, rounded down.
- Choose 6 cards or your choice from the Action Deck/Unit Deck.
- Start with 50 Prestige points, 0 Ammo.
- Maximum hand size is increased to 13

Home-Row b:

- All Player's unit's health is doubled for the whole Scenario.
- Start with 50 Prestige points, 0 Ammo.
- Maximum Hand size reduced to 6.

Home-Row c:

- Draw 2 Unit cards and 8 Action cards at start.
- Start with 100 Prestige points, 0 Ammo.
- Maximum hand size is increased to 21.

Home-Row d:

- Start with 25 VP, 50 Prestige points, and 0 Ammo
- Maximum hand size increased to 16.

Special Rules:

The Player and Non-Player will be competing for Victory Points. These points are spend or accumulated for an instant victory. The Non-Player may not spend points. If all the units of one side are destroyed, the side with the most Victory Points wins.

Victory Point Spending Chart:

3 VP = In any one combat increase attack value by 4.

3 VP = In any one combat decrease attack value by 4.

3 VP = One free move action.

5 VP = One free units action.

5 VP = Inflict 3 Morale loss to an enemy unit.

5 VP = In any one combat reduce Morale loss by 3.

Player Lose Conditions: (use tracker board to record)

Non-Player wins when a total of 35 Victory Points are collected as indicated below. Victory points for any of the "taking control" conditions are given only once per game.

- Taking control of all Hills tile grants 15 VP
- Taking control of a Rough tile grants 3 VP each.
- Taking control of a Clear tile grants 3 VP each.
- Eliminating Player units gives 3 VP each.

Korsun (SOLO SCENARIO 4)



Non-Player Unit Deck: All German Unit Cards.

Non-Player Command Action Deck: Draw 1 card at start of Operations before moving or attacking.

Air Attack: Bomber Run (2)
Attack! (1)

Non-Player Firer Action Card Deck: Draw 3 each combat.

Accuracy (2 cards)
Increased Support (1)
Surprise Attack (1)
Last Man Standing (1)

Non-Player Starting Units:
None

Non-Player Target Deck: Draw 2 per combat.

Take Cover (3)
Off Target (1)
Air Attack: Strafing Run (1)

Non-Player Movement:
Starting at beginning of the Non-Player's turn 2 and every turn thereafter, all Non-Player units that started the game on Non-Player Home Row's "a" and "b" will move if possible towards the opposite sides of the map.

Non-Player units on hills will not move, except when retreating. Non-Player reinforcements will not move voluntarily.

Starting Player: Russian (Player)

Player Unit Deck: All Russian Unit Cards.

Player Action Deck: All remaining Action Cards.

Player Starting Units:
2 Artillery, 4 Infantry, 1 other unit type of his choice on Russian controlled map tiles.

Player Starting Hand: Draw 13 Action Cards and Unit Cards.

Player Maximum Hand Size: 15

Player Starting Prestige and Ammo: 50 and 0

Victory Conditions:
Player wins when he controls all hills and rough tiles by turn 6 or he loses. Player loses if 3 fortification tiles are controlled by the Non-Player.

Non-Player Reinforcements:
At the start of the Non-Player's turn 1, the Player will draw from the German Unit Deck and place one Non-Player unit in each hills, city factory, and city hill tile.

Non-Player Attacks:
If Non-Player units are blocked by a Player unit, they will attack first and then move if possible. If there is a choice of enemy units to attack then the Player chooses. Non-Player units will follow-up after every attack, when possible.

Smolensk (SOLO SCENARIO 5)



Non-Player Unit Deck: All Russian Unit Cards.

Non-Player Command Action Deck: Draw 1 card at start of Operations before moving or attacking.

Air Attack: Bomber Run (2)
Attack! (1)

Non-Player Firer Action Card Deck: Draw 1 per combat.

Accuracy (2 cards)
Increased Support (1)
Surprise Attack (1)
Last Man Standing (1)

Non-Player Target Deck: Draw 1 each combat.

Take Cover (3)
Off Target (1)
Air Attack: Strafing Run (1)

Non-Player Starting Units:
Stalin -2, Fortification 25a

Non-Player Movement:
At the start of each Non-Player's turn, all Non-Player units will move towards the closest city hill tile.

Non-Player Reinforcements:
At the start of every Non-Player's even turn, the Player will draw from the Russian Unit Deck and place one unit on each tile of Non-Player Home Row "a" and "b". At the start of every Non-Player's odd turn, the Player will draw from the Russian Unit Deck and place one unit on each tile of Non-Player Home Row "c" and "d".

Starting Player: German (Player)

Player Unit Deck: All German Unit Cards.

Player Action Deck: All remaining Action Cards.

Player Starting Units:
1 Artillery, 2 Infantry, 1 other unit type of his choice on German controlled map tiles.

Player Starting Hand: Draw 13 Action Cards and Unit Cards.

Player Maximum Hand Size: 10

Player Starting Prestige and Ammo: 60 and 0

Special Rules:
The Player may only place reinforcements on rough terrain map tiles.

Victory Conditions:
To win the Player must:

- Capture all Fortifications
- Capture all Villages
- Capture all City Factories

Player loses if Non-Player controls every city hill tile.

Non-Player Attacks:
If Non-Player units are blocked by a Player unit it will attack first, and then move. If Non-Player units are blocked by their own units they will not move. If a Non-Player unit is in a city hill tile and is adjacent to a Player city hill it will attack and move into it, if possible. Non-Player units will advance after every attack when allowed.

NARVA (SOLO SCENARIO 6)



Non-Player Unit Deck: All Russian Unit Cards.

Non-Player Command Action Deck: Draw 1 card at start of Operations before moving or attacking.

Air Attack: Bomber Run (2)
Attack! (2)

Non-Player Firer Action Card Deck: Draw 2 per combat.
Accuracy (2 cards)
Increased Support (1)
Surprise Attack (1)
Last Man Standing (1)

Non-Player Target Deck: Draw 2 per combat.

Take Cover (2)
Off Target (1)
Air Attack: Strafing Run (1)

Non-Player Starting Units:
Paratroopers on City Factory 12a, City Factory 11a, and Fort. 27b
Guards, Fort. 28b and City 1b
Stalin-2, Fortification 25a and Fortification 26a
152mm Howitzer, City Hill 14a, and City Hill 15a

Non-Player Movement:
Starting with the Non-Player's turn 2 and each turn thereafter, all Non-Player units will move to the Player's Home-Row "a" or Home-Row "b", whichever is closer to the unit. If Non-Player units are blocked by a Player unit it will attack first and then move if possible. Non-Player units will not move until turn 2 except for when advancing after combat or retreating.

Non-Player Reinforcements:
At the start of the Non-Player's turn 1, the Player will draw from the Russian Unit Deck and place a Non-Player unit in each lake tile.

Non-Player Attacks:
Non-Player units will attack adjacent enemy units. If Non-Player units are blocked by a Player unit, they will attack first and then move if possible. If there is a choice of enemy units to attack, then the Player chooses. However, Non-Player units will always attack villages or towns when possible. Non-Player units will advance after every attack, when allowed.

Starting Player: German (Player)

Player Unit Deck: All German Unit Cards.

Player Action Deck: All remaining Action Cards.

Player Starting Units:
1 Artillery, 2 Infantry, 2 other unit types of his choice on German controlled map tiles.

Player Starting Hand: Draw 10 Action and 5 Unit cards.

Player Maximum Hand Size: 15

Player Starting Prestige and Ammo: 50 and 0

Special Rules:
The Player and Non-Player will be competing for Victory Points. These points are spend or accumulated for an instant victory. The Non-Player may not spend points. If all the units of one side are destroyed, the side with the most Victory Points wins.

Victory Point Spending Chart:
3 VP = In any one combat increase attack value by 4.
3 VP = In any one combat decrease attack value by 4.
3 VP = One free move action.
5 VP = One free units action.
5 VP = Inflict 3 Morale loss to an enemy unit.
5 VP = In any one combat reduce Morale loss by 3.

Victory Win Conditions: (use tracker board to record)
Player must collect a total of 50 Victory Points from the following to win. Victory points for any of the "taking control" conditions are given only once per game.

- Taking control of all City Hill tiles gives 10 VP.
- Taking control of all River and Lake tiles give 5 VP.
- Taking control of all Fortification tiles gives 15 VP.
- Taking control of all City Factory tiles gives 10 VP.
- Taking control of the City tile gives 5 VP.
- Eliminating Non-Player units gives 5 VP each.

Victory Lose Conditions:(use tracker board to record)
Non-Player wins when a total of 35 Victory Points are collected as indicated below. Victory points for any of the "taking control" conditions are given only once per game.

- Taking control of a Village tile grants 10 VP each.
- Taking control of a Town tile grants 15 VP.
- Eliminating Player units grants 5 VP each.

10.0 Designer Notes

We published the board game, Panzer General® Allied Assault in January of 2010 and showed the game at a number of conventions and trade shows. Afterwards, we exchanged emails and forum posts with players and fans of the game. From that came a desire to advance the game forward.

Panzer General® Russian Assault, which was targeted for GEN CON released in 2010. It is a product of the feedback and suggestions given by those who enjoyed the game system.

We added miniatures to the product not only for the aesthetics, but to allow players to more readily see the soft and hard target units along with the dangerous ranged artillery. Additionally, we added an ammo rule based on feedback which indicated infinite use of ranged artillery support could be unbalancing. The unrevealed cards rule was dispensed with, since most of the time the game impact of hidden units wasn't worth the added bother of keeping cards faced down.

In addition to adding the Russian units and the later war German units, we added weather cards into the game to introduce an Eastern Front reality into the game system. We gave most of the action cards a dual purpose. That, combined with the rule that allows players to purchase cards once again at the end of their turn, "juiced" up the game play with more card play change-ups.

Due to popular demand, we provided six instead of only three solo scenarios. We also altered our set-ups to be faster to lay-out. The scenarios also require the players to choose their cards from the full unit decks, rather than a limited subset. This encourages players to evolve their own strategies based on the unit abilities, which have been enlarged and increased in this version of the game.

All in all we are very happy with the end result and feel that Russian Assault is a good complement to Allied Assault with both games being compatible with each other.

Chuck Kroegel
April 2010
Las Vegas, Nevada

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PANZER GENERAL

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Dedicated to Joel Billings and the team at SSI who created the original Panzer General