

## Axis Player Booklet

### Charts, Tables and Order of Arrival

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Weather Table – (1.8)				
Date	<b>Ground Condition - Roll One Die</b> See TEC for Movement and Combat Effects			
	Dry	Mud	Freeze	Thaw
Through October 1	Auto	⊗	⊗	⊗
October 5-15	1-3	4-6	⊗	⊗
October 19-29	1-2	3-6	⊗	⊗
November 1-12	1-4	⊗	5-6	⊗
November 15-29	1-2	⊗	3-6	⊗
December	1	⊗	2-6	⊗
January	⊗	⊗	1-5	6
February	⊗	⊗	1-5	6
March	⊗	1-4	5-6	⊗
April	1-2	3-6	⊗	⊗

Weather Table – (1.8)			
Ground Condition	<b>Flight Condition - Roll Two Dice</b>		
	Normal	Limited	No Flight
Dry	2-9	10-11	12
Mud	2-7	8-9	10-12
Freeze	2-4	5-8	9-12
Thaw	⊗	⊗	2-12

Weather Conditions affect air operations, combat conditions and ground movement as per the Terrain Effects Chart (TEC). Weather is determined each turn by rolling separately for Ground Conditions (one die) and Flight Conditions (two dice).

⊗ : Not Applicable

#### Ground Condition Notes:

**Dry:** TEC Dry effects.

**Mud:** TEC Mud effects. - The game ends immediately upon a third consecutive Mud Ground Condition in the month of April.

**Freeze:** TEC Freeze effects.

Airbases refit aircraft at ½ the normal rate.

**Ice:** TEC Ice effects. - The Dnepr River Ice effect will occur upon the third consecutive turn of Freeze weather conditions. Ice conditions for the Dnepr are removed upon the third consecutive turn of **Dry**, Mud or Thaw weather conditions.

**Thaw: Simulcast Turn.** (OCS 2.4.) In addition:

- Reduce the MA of aircraft and ground units to zero. (Ground units can only move by rail.)

- Ground units can change mode.
- Check for trace supply. Mark OOS units as usual, but **do not** make attrition die rolls.
- Stacking limits are suspended in entry hexes. Do not apply Barrage table density to these hexes.
- Construction and repair activities are not allowed.
- Airbases refit aircraft at ½ the normal rate.

#### Flight Condition Notes:

**Normal:** Air missions are allowed in all Phases.

**Limited:** Air missions are allowed only in the Player's Movement Phase. No Hip Shoots are possible. Air Refits allowed normally.

**No Flight:** No air missions allowed in any Phases.

Axis Supply Table		
Roll Two Dice	Cities (Vinnitsa, Uman, Lvov or Odessa)	Airbases, Army or Army Group HQs
2-3	5	8
4-5	5	9
6-8	5	10
9-10	5	11
11-12	5	12

-1 to die rolls for each of Uman, Vinnitsa (both hexes), or Odessa (all hexes) if occupied by Soviet units. This is cumulative, so could total -3.

### Axis Supply Points (SPs) are placed as follows:

**Cities:** Divided evenly (2.5 SP each) between any two of the listed cities as long as they are Axis controlled and detainable (for cargo). If only one of the listed cities is available, divide SP among map edge supply sources (2.1a) and the remaining city in any way desired.

### Army or Army Group HQs:

- Up to 3SPs each at **Army HQ locations**.
- 1T or 2T may be placed at each Axis controlled airbase.**
- Place remainder at the Army Group South HQ location

Axis Replacements Table					
Roll Two Dice	Pax	Eq	Air	Ally	SR
2-4	None	None	None	None	None
5-7	1	AR 4	1	None	Yes
8-9	1	AR5	1	None	Yes
10-12	2	AR5	1	1	Yes

**Axis Replacements Table Notes:** (Use replacements per OCS 13.5 unless otherwise indicated.)

**Pax -** Receive this number of Pax. These Pax may be saved for later use. There are markers to note the current number of Pax available.

**Eq -** Receive this number of Eq. Cannot be saved for later use.

There is an Action Rating (AR) value indicated. Rebuild from the dead pile a unit with that AR value or less. Note - Eq. cannot be used to rebuild Aircraft. Eq. may be used to rebuild artillery units which are part of a multi-unit formation.

**Air -** One Air Replacement can rebuild a reduced on-map air unit back to full strength or rebuild one air unit at full strength from the dead pile. Cannot be saved for later use.

**Ally -** Receive an Allied Pax. Allied Pax may be used to rebuild only Hungarian or Rumanian units. These Pax may be saved for later use.

### SR - Special Replacements:

**None -** Do not roll on the Axis Special Replacements Table

Axis Special Replacements Table (1.7b)	
Roll One Die	Type
1	Arty + Tiger
2	Flak + Tiger
3	HQ
4-6	HH + Alert

**Yes -** Roll on the Axis Special Replacements Table. This roll cannot be saved for later use.

### Axis Special Replacements Table Notes:

**Arty -** Rebuild one artillery unit step. Includes those units which are part of a multi-unit formation.

**Tiger -** Rebuild one German Tiger unit. This rebuild may be saved for later use. (In case there are no Tiger units in the Dead Pile).

**HQ -** Rebuild one HQ unit.

**HH -** Place a Level-1 Hedgehog in any hex in trace supply. Cannot increase the level of an existing Hedgehog.

**Alert -** Place one randomly chosen unit available from the Alert Pool. See 2.4b.

**Except for German Tiger units, Special Replacements cannot be saved for later use.**

**Flexible Axis Rebuilds. (1.7a) -** Axis Replacements (including SR) can be assumed to be in the hex with any HQ (except Kessel HQs) that is in trace supply. **Pax and Eq counters are not used.**

## Axis Rebuild Chart

Unit Type	Cost	Unit Type	Cost	Unit Type	Cost
Air Units	Air Repl	Flak Rgt	SR	Pio Bn	1x Pax
Alert Bn	SR	Fort Rgt	Return to pool	PG Rgt	1x Eq + 1x Pax
AT Bn	1x Eq	HQ (any size)	SR	PJ Bn	1x Eq
Aufk Bn	1x Eq	Infantry Bn	1x Pax	Police Rgt	1x Pax
Artillery Bn	SR	Infantry Bde, Rgt or KG	2x Pax	Pontoon Grp	1x Eq
Artillery Rgt	SR	Infantry Div	2x Pax per step	Remnant (Remn)Bn	Return to pool
Artillery Rgt (if part of a multi-unit formation)	1x Eq	Jg KG	2x pax	RR Arty Bn	1x Eq
Assault Gun (AG) Co or Bn	1x Eq	Jg Div	2x Pax per step	RR Eng Rgt	1x Pax
Bicycle Bn	1x Eq	Kriegsmarine Bn or Köruck unit (Kor)	1x Pax	Sec Div step	2x Pax
Border (Bdr) Rgt	1x Pax	LW Field Div	1x Pax per step	Ski Bde	2x Pax
Breakdown (Brkdwn) Rgt	Return to pool	LW Para Division	2x Pax per step	SP Arty Bn	1x Eq
Cavalry Div or Rgt	2x Pax	Motorcycle (MC) Bn	2x Pax	Tiger Co or Bn	SR
Ersatz Bn (Ers)	1x Pax	Motorized Infantry Rgt	2x Pax per step	Transport Points	see OCS 13.5e
FJ Div	2x Pax per step	Mtn Inf Div Mtn Bde	1x Eq	Werfer Rgt	SR
		Panzer Bn	1x Eq		

## Axis Rebuild Chart Notes:

Air Repl: Rebuild only with an “Air” Replacement (1.7a) SR: Rebuild only with Special Replacements (1.7b)

### Axis Order of Arrival

Transport Points all arrive empty.  
Organic Trucks all arrive full. New units enter play per 2.1.

**26 Sept 43**

Any Army or Army Group HQ:



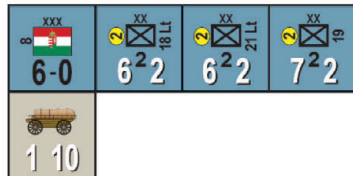
At any detainable hexes:



Roll for 2.4c Panzer Loss

**29 Sept 43**

Any Army or Army Group HQ (on Map A or B for Hungarian units):



Roll for 2.4c Panzer Loss

**1 Oct 43**

B2.35 is no longer an Axis supply source.

Any Army or Army Group HQ (on map C or D):



Kherson (D14.03):



(Should Kherson be Soviet-occupied, then roll a die for each unit. On a 1-3 they appear in Odessa 6 turns from now. On a 4-6 they stay in the Crimea and do not appear.)

Roll for 2.4c Panzer Loss

**5 Oct 43**

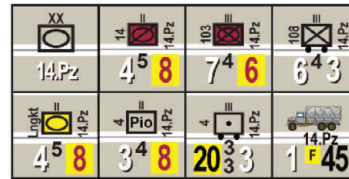
Any Army or Army Group HQ:



2 Eq (one 4 AR and one 5 AR)

**8 Oct 43**

Any Army or Army Group HQ:



Add to Dead Pile:



**12 Oct 43**

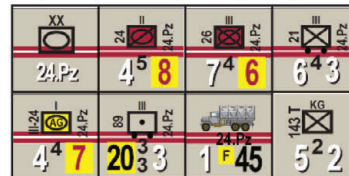
Kherson (D14.03):



(Should Kherson be Soviet-occupied, then roll a die for each unit. On a 1-3 they appear in Odessa 6 turns from now. On a 4-6 they stay in the Crimea and do not appear.)

**15 Oct 43**

Any Army or Army Group HQ:



Add to Dead Pile:



**19 Oct 43**

Any Army or Army Group HQ:



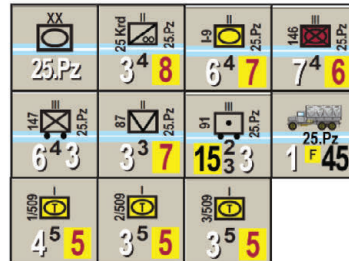
**22 Oct 43**

Any Army or Army Group HQ:



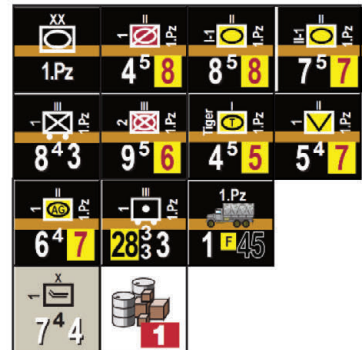
**26 Oct 43**

Any Army or Army Group HQ:



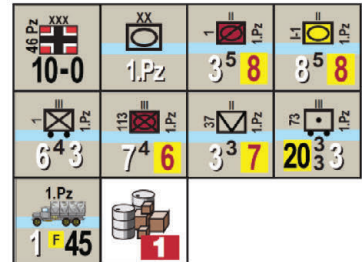
**1 Nov 43**

Any Army or Army Group HQ:



**5 Nov 43**

Any Army or Army Group HQ:



Add to Dead Pile:



**8 Nov 43**

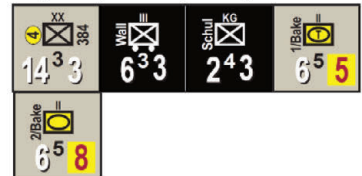
Kherson (D14.03):



(Should Kherson be Soviet-occupied, then roll a die for this unit. On a 1-3 it appears in Odessa 6 turns from now. On a 4-6 it stays in the Crimea and does not appear.)

**15 Nov 43**

Any Army or Army Group HQ:



**19 Nov 43**

Any Army or Army Group HQ:



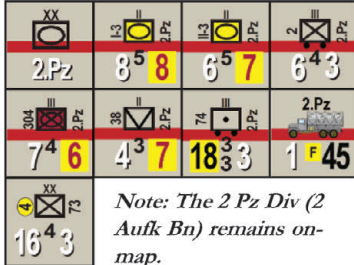
**29 Nov 43**

Any Army or Army Group HQ:



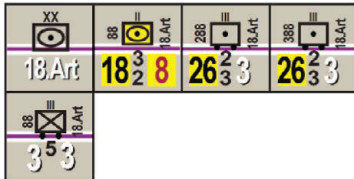
**1 Dec 43**

Withdraw:



**5 Dec 43**

Any Army or Army Group HQ:



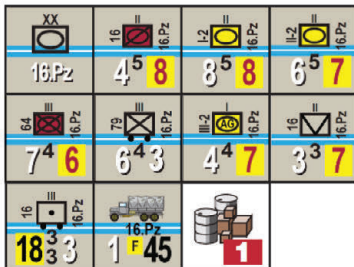
**8 Dec 43**

Any Army or Army Group HQ:



**12 Dec 43**

Any Army or Army Group HQ:



**15 Dec 43**

Any Army or Army Group HQ:



**19 Dec 43**

Any Army or Army Group HQ:



**22 Dec 43**

Any Airbase:



**26 Dec 43**

Any Army or Army Group HQ:



**1 Jan 44**

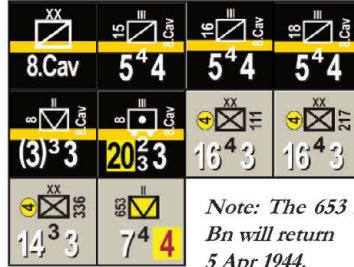
South edge of Map D is no longer an Axis supply source. Korosten (A50.34) and the north edge road hexes east of it are now Soviet supply sources.

**5 Jan 44**

Any Army or Army Group HQ:



Withdraw:



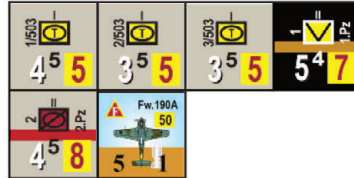
**8 Jan 44**

Any Army or Army Group HQ:



**12 Jan 44**

Withdraw:



**15 Jan 44**

Any Army or Army Group HQ:



**19 Jan 44**

Any Army or Army Group HQ:



**22 Jan 44**

Any Army or Army Group HQ:



**5 Feb 44**

Rovno (A25.35) and the north edge road hexes east of it are now Soviet supply sources.

**8 Feb 44**

Any Army or Army Group HQ:



**12 Feb 44**

Any Airbase:



Withdraw:



**15 Feb 44**

Any Army or Army Group HQ:



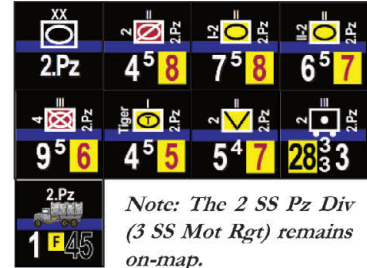
**19 Feb 44**

Any Army or Army Group HQ:



**26 Feb 44**

Withdraw:



Note: There is no 29 Feb 1944 turn.

**1 Mar 44**

Any Army or Army Group HQ (on Map A or B):



### 5 Mar 44

Any Army or Army Group HQ (on Map A or B for Hungarian units):

XX 6 <sup>2</sup> 2	XX 7 <sup>5</sup> 8
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Variable:

Roll a die. On a roll of 4-6 these two divisions arrive at any Army HQ. On a roll of 1-3 they do not appear. The 15-4-3 Mtn Div (1) might already be in play from a random event.

XX 15 <sup>4</sup> 3	XX 14 <sup>3</sup> 3
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### 8 Mar 44

Any Army or Army Group HQ (on Map A or B):

XX 6 <sup>2</sup> 2
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### 12 Mar 44

Any Army or Army Group HQ:

König 3 <sup>3</sup> 3	Friede 4 <sup>5</sup> 8
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### 15 Mar 44

Any Army or Army Group HQ:

XX 15 <sup>4</sup> 3	Puet 2 <sup>2</sup> 4
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### 19 Mar 44

Any Army or Army Group HQ:

XX 14 <sup>3</sup> 3	Lub 3 <sup>2</sup> 3	Luby 3 <sup>2</sup> 3	Bach 2 <sup>2</sup> 4
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### 22 Mar 44

Any Army or Army Group HQ:

POL 3 <sup>2</sup> 3	POL 3 <sup>2</sup> 3	Gille 2 <sup>1</sup> 2	Draw Alert Bn
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### 26 Mar 44

Any Army or Army Group HQ:

301 4 <sup>4</sup> 7	1507 4 <sup>5</sup> 5	2507 3 <sup>5</sup> 5	3507 3 <sup>5</sup> 5
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### 29 Mar 44

Any Army or Army Group HQ:

XX 14 <sup>3</sup> 3	XX 14 <sup>3</sup> 3
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### 1 Apr 44

Any Army or Army Group HQ (on Map C or D):

3A 2-0	6 6-0	XX 1Pz	1 4 <sup>3</sup> 7
1 5 <sup>2</sup> 3	2 5 <sup>2</sup> 3	(2) 8 <sup>3</sup> 3	(2) 6 <sup>1</sup> 2

Withdraw:

XX 9.Pz	50 4 <sup>5</sup> 8	133 6 <sup>5</sup> 7	10 7 <sup>4</sup> 6
50 3 <sup>3</sup> 7	102 20 <sup>3</sup> 3	9.Pz 1 <sup>F</sup> 45	

Note: The 9 Pz Div (11 Mot Rgt remains on-map.

Note: The game ends immediately if 'Mud' is rolled as the ground condition for three consecutive turns during April 1944—at the moment of the third Mud weather roll.

### 5 Apr 44

Any Army or Army Group HQ (on Map A or B for Hungarian units):

2Pz 10-0	XX 9.Pz	9 4 <sup>4</sup> 8	13 7 <sup>5</sup> 8
119 6 <sup>4</sup> 7	19 8 <sup>4</sup> 3	20 8 <sup>4</sup> 6	9 28 <sup>3</sup> 3
9.Pz 1 <sup>F</sup> 45	XX 10.Pz	10 4 <sup>5</sup> 8	10 7 <sup>5</sup> 8
110 6 <sup>4</sup> 7	21 8 <sup>4</sup> 6	22 8 <sup>4</sup> 3	10 28 <sup>3</sup> 3
10.Pz 1 <sup>F</sup> 45	253 5 <sup>3</sup> 3	653 7 <sup>4</sup> 4	731 (7) <sup>4</sup> 3
9 6-0	1 3 <sup>2</sup> 3	2 3 <sup>2</sup> 3	10 1 <sup>1</sup> 1
2 45			

Special Arrival:

Roll one die and subtract one to see how many AR5 Eq arrive at any Army HQ. For example, a roll of '4' yields 3 AR5.

### 8 Apr 44

Any Army or Army Group HQ (on Map A or B for Hungarian units):

8 5 <sup>4</sup> 3	585 3 <sup>2</sup> 3	1143 8 <sup>2</sup> 2	XX 2.Pz
2 2 <sup>3</sup> 6	13 5 <sup>2</sup> 6	3 4 <sup>2</sup> 3	6 6 <sup>1</sup> 2

### 12 Apr 44

Any Army or Army Group HQ (on Map A or B for Hungarian units):

56 Pz 10-0	3 11 <sup>3</sup> 3	80 (7) <sup>4</sup> 3	2 7 <sup>2</sup> 2
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Withdraw:

XX 1.Pz	1 4 <sup>5</sup> 8	11 8 <sup>5</sup> 8	11 7 <sup>5</sup> 7
1 8 <sup>4</sup> 3	2 9 <sup>5</sup> 6	10 4 <sup>5</sup> 5	1 6 <sup>4</sup> 7
1 28 <sup>3</sup> 3	1.Pz 1 <sup>F</sup> 45	3 8 <sup>4</sup> 3	

58<sup>th</sup> Panzer Corps may enter if using Optional Rule 4.1 on or after this turn:

58 Pz 10-0	XX Lehr	130 4 <sup>5</sup> 8	901 8 <sup>5</sup> 6
902 7 <sup>4</sup> 6	130 8 <sup>5</sup> 8	130 6 <sup>5</sup> 7	130 6 <sup>4</sup> 7
130 6 <sup>4</sup> 8	130 26 <sup>3</sup> 3	1 1 <sup>F</sup> 45	XX 16.PG
16 5 <sup>4</sup> 8	35 8 <sup>4</sup> 3	36 8 <sup>4</sup> 3	16 2 <sup>4</sup> 7
113 (3) <sup>3</sup> 3	113 26 <sup>3</sup> 3	16.PG 1 <sup>F</sup> 45	XX 18.PG
18 5 <sup>4</sup> 8	39 6 <sup>3</sup> 3	40 6 <sup>3</sup> 3	18 4 <sup>4</sup> 7
18 4 <sup>3</sup> 7	18 4 <sup>3</sup> 7	22 2 <sup>3</sup> 3	1 1 <sup>F</sup> 45
XX 15 <sup>4</sup> 3	2 45	3 3	(3) <sup>3</sup> 13

**15 Apr 44**

Any Army or Army Group HQ (on Map C or D for Rumanian units):



**19 Apr 44**

Any Army or Army Group HQ (on Map C or D):



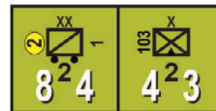
**22 Apr 44**

Any Army or Army Group HQ (on Map C or D):



**26 Apr 44**

Any Army or Army Group HQ (on Map C or D):



### Axis Unit & Marker Identification



Army HQ  
See 2.3b



Army Group  
South HQ  
See 2.3c



Kessel HQ  
See 2.3a



Luftflotte 4  
HQ  
See 2.2b



Kampgruppe  
See 2.4c



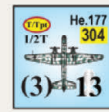
German  
Army



Rumanian  
Army



Luftwaffe  
Assigned to  
Luftflotte 4  
Luftflotte  
Color Box



Luftwaffe  
Independent  
(One Unit)



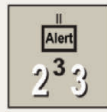
Rumanian  
Airforce



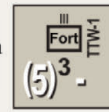
Waffen  
SS



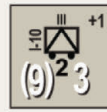
Slovakian  
Army  
(One Unit)



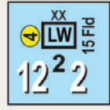
Alert Battalion  
See 2.4b



Fortress  
See 2.4a



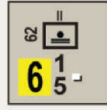
Flak Rgt.  
See 1.6a



Luftwaffe  
Ground  
Forces



Hungarian  
Army



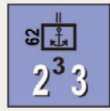
Rail Artillery  
See 1.6b



Remnant  
See 2.4d



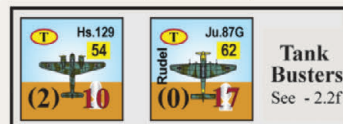
Hero  
Marker  
Common  
Random Event  
55-56



Kriegsmarine  
(One Unit)



Cossack  
(One Unit)



Tank  
Busters  
See - 2.2f



## The Third Winter TERRAIN EFFECTS CHART

		MOVEMENT									COMBAT			
		DRY			FREEZE ①			MUD ①			FREEZE	Armor	Mech	Other
		Track	Truck	Leg	Track	Truck	Leg	Track	Truck	Leg				
	Open	1	1	1	1	1	1	3	8	2	Open	(x2)	(x2)	x1
	Hills	1	2	1	1	2	1	2	6	1	Close	x1	x1	x1
	Light Woods	2	3	1	2	3	1	6	All	2	Close	x1	x1	x1
	Heavy Woods	3	4	2	3	4	2	All	All	2	Close	x1/2	x1	x1
	Rough	3	5	2	3	5	2	4	6	2	Very Close	(x1/2)	(x1/2)	x1
	Mountain (White Caps - Aesthetic Only)	P	P	All	P	P	All	P	P	All	Extremely Close	x1/3*	(x1/2)*	x1
	Swamp	P	P	3	5	6	3	P	P	4	Very Close	x1/2* x1/2	x1/2* x1/2	x1
	Minor River	+3	+5	+1	+2	+3	+0	+3	+5	+1	O/T	(x1/2)	(x1/2) x1	(x1/2) x1
	Major River	P	P	All	+4	+6	+2	P	P	All	O/T	(x1/4)* (x1/2)	(x1/3)* (x1/2)	(x1/2)
	Track Rail (Single & Double)	1	1	1	1	1	1	1	4	1	O/T	N/A	N/A	N/A
	Road	1/2	1/2	1/2	1/2	1/2	1/2	1	2	1	O/T	N/A	N/A	N/A
	Village	O/T	O/T	O/T	O/T	O/T	O/T	O/T	O/T	O/T	Close	x1	x1	x1
	Minor City (Grey)	1	1	1	1	1	1	1	1	1	Very Close	x1/2	(x1/2)	x1
	Major City (Red)	1	1	1	1	1	1	1	1	1	Extremely Close	x1/3	(x1/2)	x1
	Blocked Sea, Lake, Estuary	P	P	P	P	P	P	P	P	P	O/T	(x1/4)*	(x1/4)*	(x1/4)*
	Dnepr ② Volga Class 1.4 & 1.5 Ferry or Blown Bridge	DRY or FREEZE			ICE			MUD			ICE	Armor	Mech	Other
		Track	Truck	Leg	Track	Truck	Leg	Track	Truck	Leg				
		P	P	P	P	P	All	P	P	P	O/T	(x1/4)* (x1/4)	(x1/4)* (x1/3)	(x1/4)* (x1/2)

### Terrain Effects Chart - Notes

- ① - Red - Change from Dry Weather
- ② - No more than 3RE may cross each particular hexside in a given Phase, including advance after combat.
- ③ - Ferry or Blown Bridge Hexside only.
- (#) - Affects attackers only.
- \* - Roads or Bridges Only
- + - Roads, Bridges or Ferrys Only (see 1.4c)
- P - Prohibited
- O/T - Other Terrain



Point of Interest  
(Detrainable)

Port



Kherson Ferry  
(1.4d)



Soviet/Rumanian  
Border  
(White Dotted Line)