

THE GREAT PATRIOTIC WAR




**Nazi Germany vs.
The Soviet Union**

by
Frank Chadwick and
brad hay



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"The Great Patriotic War" is the term used by the Soviet Union for that part of World War II fought on Soviet soil. **The Great Patriotic War** is GDW's trademark name for its game of that war.

The maps, charts, and diagrams contained in **The Great Patriotic War** can be useful to players if photocopied. Game players have the publisher's permission to reproduce this material for personal, nonprofit use.

FIRE & MOVEMENT

Special thanks to Alan Emrich and the staff of *Fire & Movement* for their aid in playtesting this game and for their many suggestions and insights. Their assistance was greatly appreciated.



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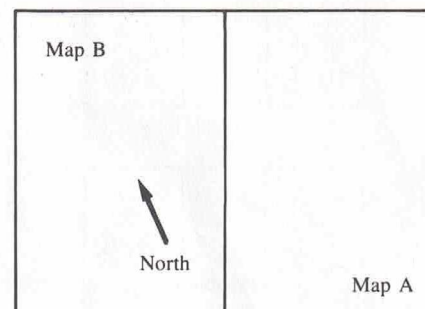
INTRODUCTION

The Great Patriotic War is a two-player game of the war between the Soviet Union and Germany from 1941 to 1945. One player commands the Axis forces (those of Germany and its allies). The other player commands the Soviet forces. Known in the West as World War II, this titanic struggle for survival is called The Great Patriotic War in the Soviet Union. The playing pieces represent the actual military units that fought in the campaign. The map is a graphic representation of that area of Europe from Berlin to the Urals where the war was fought. The rules provide the structure for players to recreate, or even change, the history of the greatest land campaign ever fought. A scenario book for each side gives details about the ebb and flow of this monumental struggle.

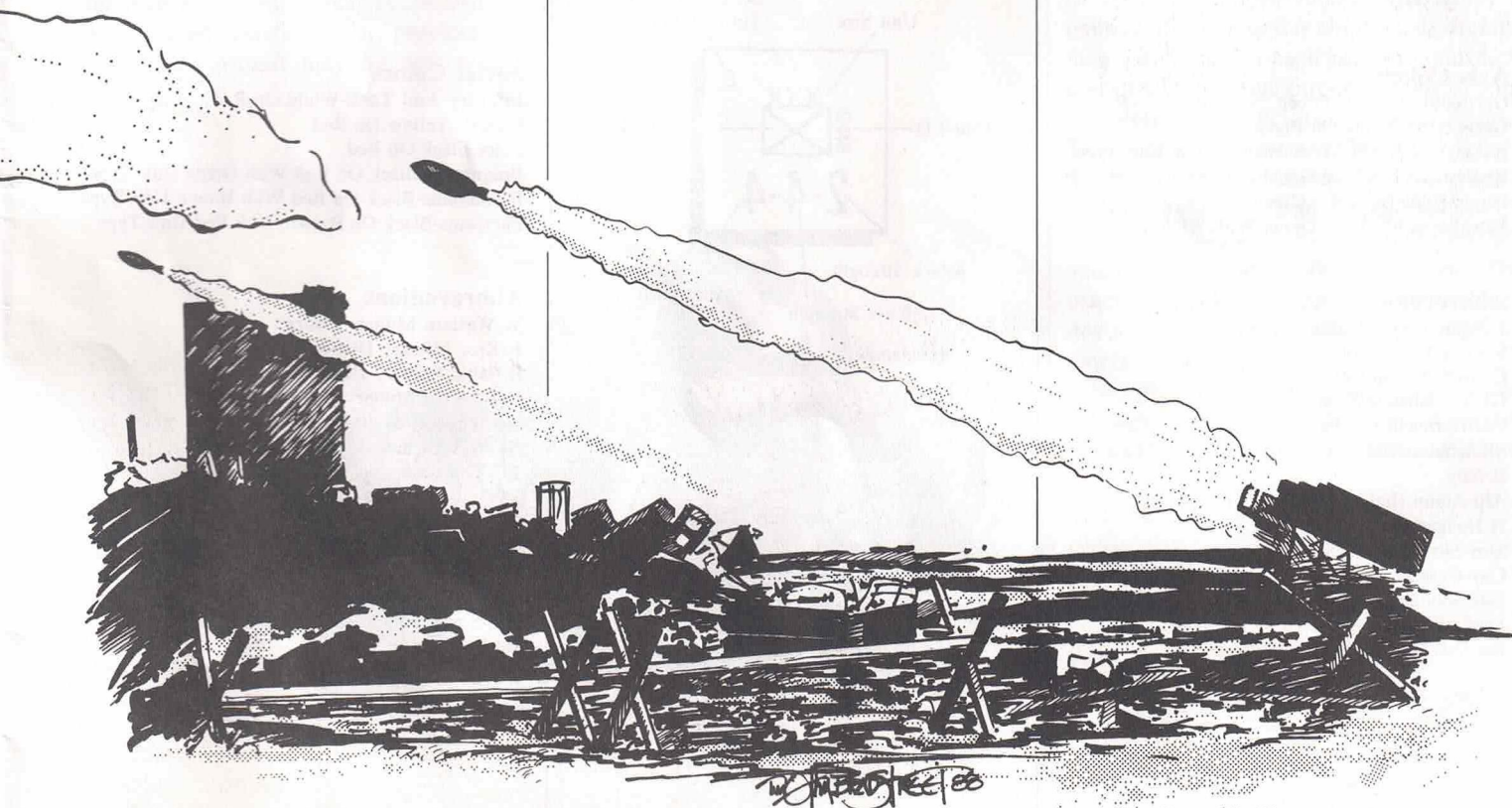
GAME COMPONENTS

The Great Patriotic War includes a rules booklet, a German scenario booklet, a Soviet scenario booklet, a set of Reinforcement-Replacement Charts, playing pieces (units, which are detailed on the next page), two maps, a storage tray, and a six-sided die.

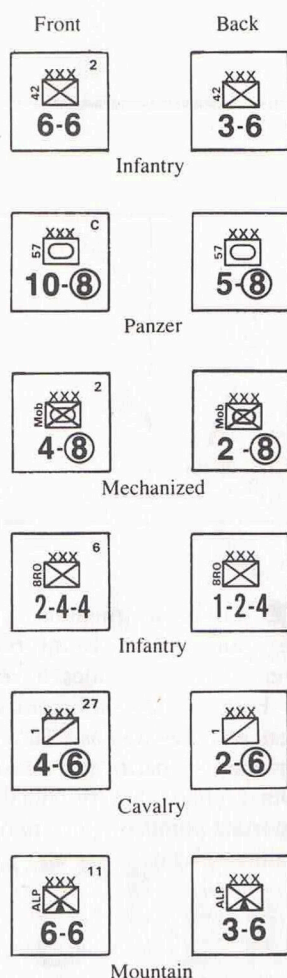
The two maps should be placed on a flat surface as indicated in the diagram below. The maps are divided into hexagons (hexes). These hexes make it possible to define the position of units on the map and to facilitate the movement of units. The map also shows the important terrain features such as forests, rivers, cities, railroads, mountains, and swamps. A Terrain Chart is included in the game which gives players a handy reference guide to the effects the various types of terrain have in the game.



The rules provide instructions on how to play the game. The Reinforcement-Replacement Chart provides a complete listing of both sides' reinforcements and replacement points as well as a Turn Record Chart for each scenario and entire campaign. Other charts are provided which detail important points of game play which occur again and again.



Axis Units



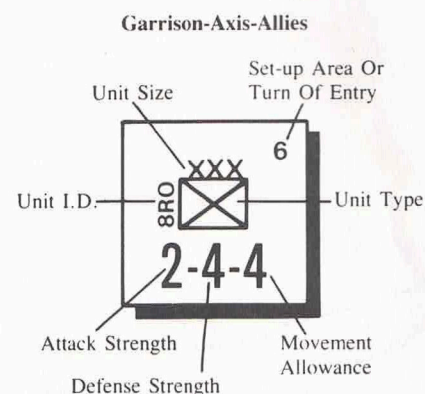
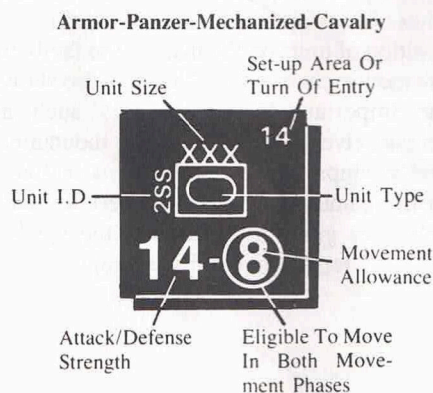
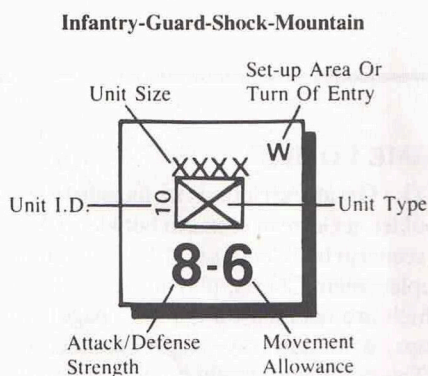
Axis Colors

Germans-Black On Green
 German SS-White On Black
 Italians-Black On Green With Yellow Unit Type
 Romanians-Black On Green With Brown Unit Type
 Hungarians-Black On Green With Red Unit Type
 Slovaks-Black On Green With White Unit Type

Abbreviations

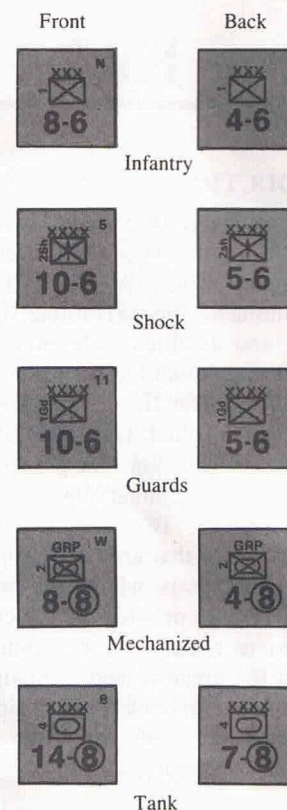
N-Army Group North
 S-Army Group South
 C-Army Group Center
 GD-Grossdeutschland
 HG-Hermann Goring
 SS-Schutzstaffel
 It-Italy
 Alp-Alpini (Italian Mountain Troops)
 H-Hungarian
 Slov-Slovakian
 Cav-Cavalry
 Mtn-Mountain
 Lw-Luftwaffe
 Ro-Axis-Allied Romanians

Unit Formats



XXXX-Army
 XXX-Corps
 XX-Division

Soviet Units



Soviet Colors

Infantry And Tank-White On Red
 Guards-Yellow On Red
 Poles-Black On Red
 Bulgarians-Black On Red With Green Unit Type
 Romanians-Black On Red With Brown Unit Type
 Partisans-Black On Brown With Red Unit Type

Abbreviations

W-Western Military District
 K-Kiev Military District
 B-Baltic Military District
 OD-Odessa Military District
 A-Archangel Military District
 NC-North Caucasus Military District
 TC-Trans-caucasus Military District
 ST-Stavka
 GRP-Group
 Sh-Shock
 Gd-Guards
 Pol-Polish
 Rm-Soviet Allied Romanians
 Bu-Bulgarian

SEQUENCE OF PLAY

The Great Patriotic War is played in turns. A year is divided into eight turns. Each turn is divided into 10 phases (five for each player) which are implemented in the exact order listed below. All action in a phase must be completed before the next phase is begun.

Axis Player's Turn

1. Axis Reinforcement-Replacement Phase: The Axis player checks the Reinforcement-Replacement Chart and receives any reinforcements or replacements due during the current turn.

2. Axis Rail Movement Phase: The Axis player may move some of his units which began the phase on a rail line along the rail line. The restrictions upon Axis rail movement will be detailed in the movement rules.

3. Axis Panzer Movement Phase: The Axis player may move any panzer/mechanized corps. Cavalry corps may also use this movement phase.

4. Axis Combat Phase: The Axis player may now resolve any combat. It is at this time that air units are committed to any ground attacks, and the Soviet player may intercept such aircraft if possible. **Note:** The air rules, which are detailed later, are not used in the first scenario.

5. Axis General Movement Phase: The Axis player may move all units, including panzer/mechanized units which moved in the Axis Panzer Movement Phase. Air units are returned to airfields. Any previously unused Axis aircraft may fly defensive air support.

Soviet Player's Turn

6. Soviet Reinforcement-Replacement Phase: The Soviet player checks the Reinforcement-Replacement Chart and receives any reinforcements and replacements due during the current game turn.

7. Soviet Rail Movement Phase: Soviet units which began the phase on a rail line may move along that rail line.

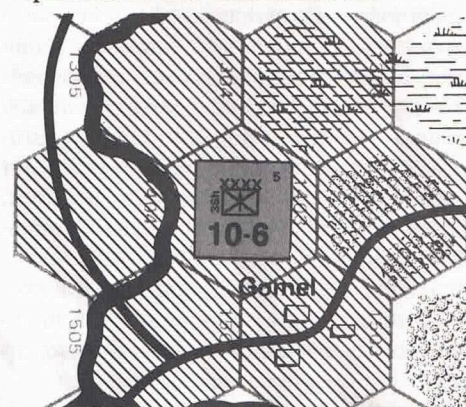
8. Soviet Armored Movement Phase: All Soviet armored/mechanized units may move.

9. Soviet Combat Phase: The Soviet player may now resolve any combat. Air units are committed to ground attacks at this time. The Axis player may attempt to intercept such aircraft if possible.

10. Soviet General Movement Phase: The Soviet player may move any units including those moved in the Soviet Armored Movement Phase. Air units are returned to base.

ZONES OF CONTROL

Each unit has a zone of control (ZOC) which consists of the six hexes immediately surrounding the unit. A ZOC extends into those six hexes regardless of terrain or enemy units (see the diagram). A ZOC has effects on movement, combat, supply, and replacements and reinforcements.



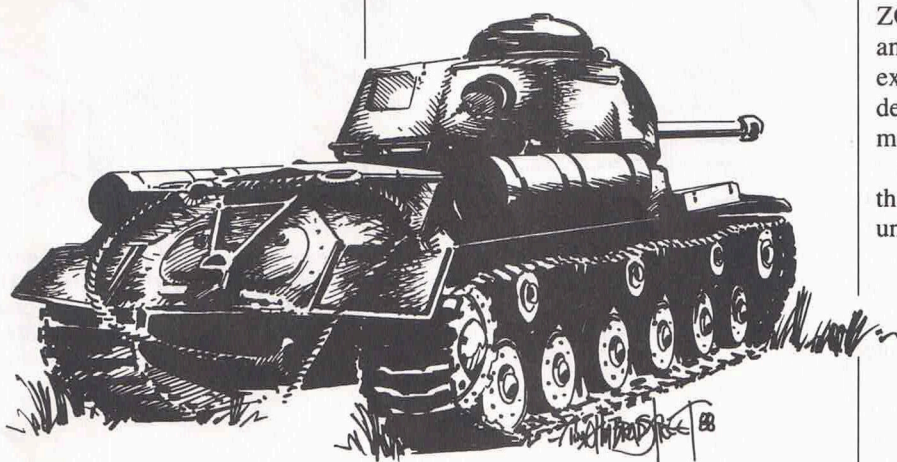
The unit in hex B-1403 exerts a zone of control into all the area surrounding it, regardless of the terrain.

Movement: A unit entering an enemy ZOC must stop movement and may move no farther during that phase. Units may leave an enemy zone of control and continue to move, but must stop as soon as they enter another enemy zone of control.

Combat: A unit that is forced to retreat through an enemy zone of control must lose another step. If a full strength unit is forced to retreat through two consecutive zones of control, then the unit is eliminated—it must take a step loss for each zone of control. A unit forced to retreat through a zone of control after taking DRL (see Combat Results Table) is also eliminated: It takes one loss for the combat and another for the retreat.

Reinforcements and Replacements: A ZOC affects how and where replacements and reinforcements may be received. The exact details are covered later in the rules dealing with reinforcements and replacements.

Supply: A supply line may not be traced through a hex in an enemy zone of control unless the hex is occupied by a friendly unit.



MOVEMENT

Units are moved during the movement phases. Units may move some, all or none of their movement allowances during each applicable movement phase. Units are moved one at a time in any direction, with each hex counting a certain number of movement points. A unit must have sufficient movement points to enter a hex, or it must end its movement; however, a unit may always move one hex during its movement phase. A unit may not carry over any unused movement points to the next turn. The cost in terms of movement points for each hex is as follows (note: Guards, Shock, mountain, and garrison troops are all infantry units):

Clear: 1 movement point for all units.

Forest: 2 movement points for infantry/cavalry units; 4 movement points for armor or panzer/mechanized units.

Swamp: 3 movement points for infantry/cavalry units; armor and panzer/mechanized units must stop upon entering a swamp hex.

Mountain: 4 movement points for infantry/cavalry units (except mountain units for which the cost is 2 movement points); armor and panzer/mechanized units must stop upon entering a mountain hex.

Rough: 2 movement points for infantry/cavalry; 3 movement points for armor and panzer/mechanized units.

Rivers: It costs an extra 1 movement point to cross a river hexside.

Cities: Cities of any type have no effect on movement.

Straits of Kerch: The hexes A-2714 and A-2715 are the Straits of Kerch.

Rail Lines: Rail lines *do not* negate terrain for normal movement. Rail lines may only be used for rail movement.

Boundaries and Borders: These have no effect on movement.

Fortresses: A Fortress hex has no effect on movement.

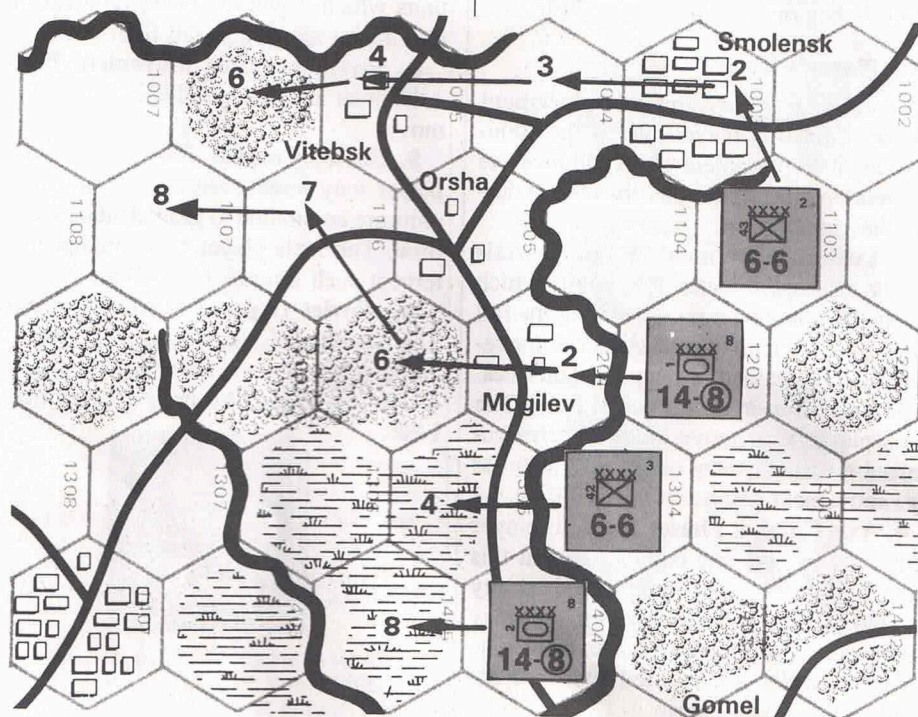
Restrictions on Movement: No ground unit may cross a lake or sea hex or hexside except when using rail movement (described below). Units may not attack or retreat across such hexsides. Units may not move through an enemy unit. Units may move through hexes that contain friendly units, but may not stop in the hex. No more than one unit may occupy a hex at a time.

Exception: Airborne and leader units have special rules concerning movement and stacking. Please refer to the specific rules for such units.

The Straits of Kerch

One unit per turn, per player, may move across the Straits of Kerch. Armor/panzer/mechanized units may not cross the straits. A unit expends 1 movement point to cross the straits in addition to the cost to enter the hex on the other side.

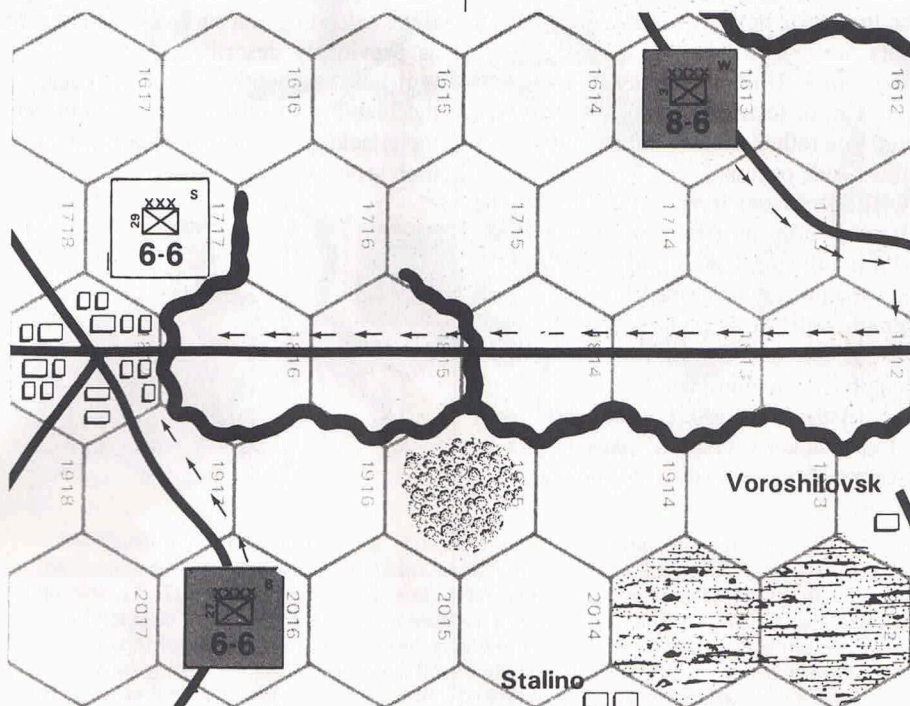
A unit may attack across the straits but has its attack factor halved, fractions rounded down, and suffers a one column shift to the left. Leaders and air units are unaffected by the straits. Supply can be traced across the straits.



In the diagram above, several examples of movement are illustrated. The Soviet Army in hex B-1103 spends two movement points to enter hex B-1003 (one to enter the city and one to cross the river). It then spends two more to enter hexes B-1004 and B-1005, both clear terrain which costs one point per hex. Finally the unit spends two movement points to enter a forest hex (B-1006). The unit only has six movement points so it can move no farther this turn. The Tank Army in hex B-1203 spends two movement points (one to cross the river and one to enter the hex) to move to B-1204. To enter hex B-1205, it costs the Tank Army four movement points because of the forest. The Tank Army continues moving into hex B-1107 using the last of its movement points (8). The Soviet Army in hex B-1304 must spend four movement points just to enter hex B-1305, one to cross the river, and three to enter the swamp. This unit could move into hex B-1205 if it desired because such a move would only cost two movement points, which the unit still has. The Tank Army in hex B-1404 moves into hex B-1405 and must end its move there because armored units must stop upon entering a swamp.

Rail lines that run off the edges of the map are connected to certain other rail lines, thus allowing movement between the two. The map shows the connection of such rail lines on the borders. Units may move from one line to another during rail movement. For example, rail hex A-2901 is connected to rail hex A-2501, so a unit on A-2901 may move to A-2501 (and continue movement) during the rail movement phase.

A player may use rail movement only on rail hexes which were friendly at the start of the movement phase. A rail hex is friendly to the last player who moved through or occupied the hex. (Players may find it useful to mark, with any convenient counters, rail hexes that have been moved over by the enemy.)



During the Soviet Rail Movement Phase, the Soviet player is going to move the armies in hexes A-1613 and A-2016 by rail. The Axis player moved through hex A-1817 during his movement phase, thus the Soviet player may not rail move the unit in hex A-1613 any farther than hex A-1816, and the unit in A-2016 may not move any farther than hex A-1917 because hex A-1817 is no longer friendly.

Weather plays an important part in any military campaign, and much has been written about the effects of the weather during The Great Patriotic War, especially the first winter. The following rules detail the effects weather has on the playing of **The Great Patriotic War**.

On the Reinforcement-Replacement Chart, January/February, and November/December have asterisks by them. During each movement phase the moving player rolls one die. If he rolls a 1, 2, or 3 the weather is snow for that movement phase, with all the attendant effects on movement. Any other roll and the weather is normal (clear) for the movement phase. The September/October and March/April turns have a dot in the corner. During these turns the players follow the same procedure as above, but a 1, 2, or 3 yields mud with all its attendant effects. Any other result and the weather is clear for that phase. Adverse weather affects the entire map for the entire phase. In any turn that has a dot or an asterisk, the weather effect on movement will be determined four times: during each player's armored and normal movements. The combat effects are automatic. During any turn marked with a dot, the combat effects for mud are used; any turn marked with an asterisk uses the combat effects for snow—regardless of what the die roll result is for purposes of movement.

Two weather effects are possible: mud and snow. Mud halves the movement and attack factors of all units; a unit with a movement factor of 6 and an attack factor of 4 has a movement factor of 3 and an attack factor of 2 during mud turns.

Snow adds 1 movement point to the cost of all hexes entered. For example, a panzer unit moves from a clear terrain hex to a clear terrain hex in the snow at a cost of 2 movement points. That same panzer unit moving from a clear terrain hex to a forest hex would expend 5 movement points. Snow also affects combat. All attacks made during a snow turn are shifted one column to the left.

Note: A unit defends normally during snow and mud turns.

COMBAT

In each combat phase (phases 4 and 9), the attacking player may attack any adjacent enemy units. The *attacking* player is the Axis during the Axis Combat Phase and the Soviet during the Soviet Combat Phase. The attacking player announces which of his units will attack and which adjacent enemy units will be attacked. A *battle* is an attack on an enemy unit by any or all of the attacker's adjacent units. An attacking unit may only attack once during a phase, and a defending unit may only be attacked once during a phase. Once the attacker has committed his units to a particular attack, he may not change his mind.

Battles are fought one at a time in any order the *attacking* player wishes. The following sequence is used to resolve each battle.

1. Total the combat strengths of all the attacking units.

2. Divide this total by the combat strength of the defending unit, dropping all fractions, to get one of the odds ratios given on the Combat Results Table. For example, attacking with a strength of 15 against a strength of 4 yields an odds ratio of 3:1, while an attack strength of 19 against a strength of 4 yields an odds ratio of 4:1.

3. Determine the effects of terrain and weather (the effects of air support and leaders will be handled in the Advanced Rules) on the odds column. Those effects are cumulative for both sides, thus the odds column may shift back and forth before a final column is determined. For example, an Axis attack upon a Soviet unit is determined to be 3:1 before any consideration of weather, terrain, air support, or leaders. The Axis player is attacking into a forest hex during a snow turn. The odds column will be shifted two columns to the left, one column for the forest, and one column for the snow, for a final odds column of 1:1.

4. Roll one die and cross-index the odds column with the number rolled to determine the result of the battle.

5. Apply the result immediately.

6. If the unit that was attacked is eliminated or forced to retreat, one of the attacking units may move into the vacated hex.

7. Go on to the next battle.

When all battles have been resolved, that combat phase is over.

Minimum and Maximum Odds: In step 2 above, if the odds are greater than 6:1, resolve the battle using the 6:1 odds column. If the odds are less than 1:1 the attack can not be made, and there is no effect on either side.

COMBAT RESULTS TABLE

Die Roll	Odds					
	1:1	2:1	3:1	4:1	5:1	6:1
1	DR	DR	DR	DR	DR	DRL
2	EX	DR	DR	DR	DRL	DRL
3	EX	EX	DR	EX	DRL	DE
4	NE	EX	EX	DRL	DRL	DE
5	NE	NE	EX	DRL	DE	DE
6	AL	NE	DRL	DE	DE	DE

Combat Results Explanations:

AL: One attacking unit loses 1 step.

DR: Defender retreats.

DRL: Defender takes one loss and retreats.

DE: Defender eliminated.

NE: No effect.

EX: Exchange. Defender takes one loss and retreats; attacker loses at least the same amount of strength. (If the defender is unable to retreat, the attacker only has to match the first loss.)

Combat Results

The Combat Results Table gives six different results.

NE (No Effect): Nothing happens.

DR (Defender Retreats): The defending unit is moved two hexes by the attacker. The defending unit must end up two hexes away from its starting hex. A defender forced to retreat through an enemy zone of control must lose a step for every zone of control it retreats through. The retreating unit may not end its retreat in a hex occupied by another friendly unit, and may retreat farther than two hexes in order to reach an empty hex.

Exception: Units defending in a swamp, mountain, or fortress hex may elect to take a step loss rather than retreat whenever this battle result occurs.

DRL (Defender Retreat and Loss): The defending unit must first take a step loss, and if it still survives, it must retreat in the same manner as described above. A full-strength unit is flipped over to its half-strength side and then it retreats. A half-strength unit is eliminated.

AL (Attacker Loss): One attacking unit, of the attacker's choice, takes a loss as described above. However, the unit does not retreat.

DE (Defender Eliminated): The defending unit is entirely eliminated, regardless of its strength.

EX (Exchange): Both sides suffer losses. First, the defending unit takes a loss as in the DRL above. Then the attacking player must lose at least the same amount of strength from the attacking units. In both cases, if a full-strength unit is reduced to half-strength, the amount of the loss is the original strength minus the reduced strength. For example, if a unit with a strength of 14 is reduced to a strength of 7, the attacker must lose at least 7 strength points. Finally if the defending unit survives, it must retreat as previously described. If the defending unit is subsequently eliminated because of the inability to retreat, it has no effect on the attacker, i.e. the attacker takes no further losses.

TERRAIN AND COMBAT

A unit defending in certain sorts of terrain will receive combat benefits from that terrain either in the form of an odds column shift or a reduction of the attacker's strength. These shifts and reductions reflect the difficulties associated with attacking into certain terrains and man-made obstacles.

The following terrain features affect the odds column or the attacker's strength.

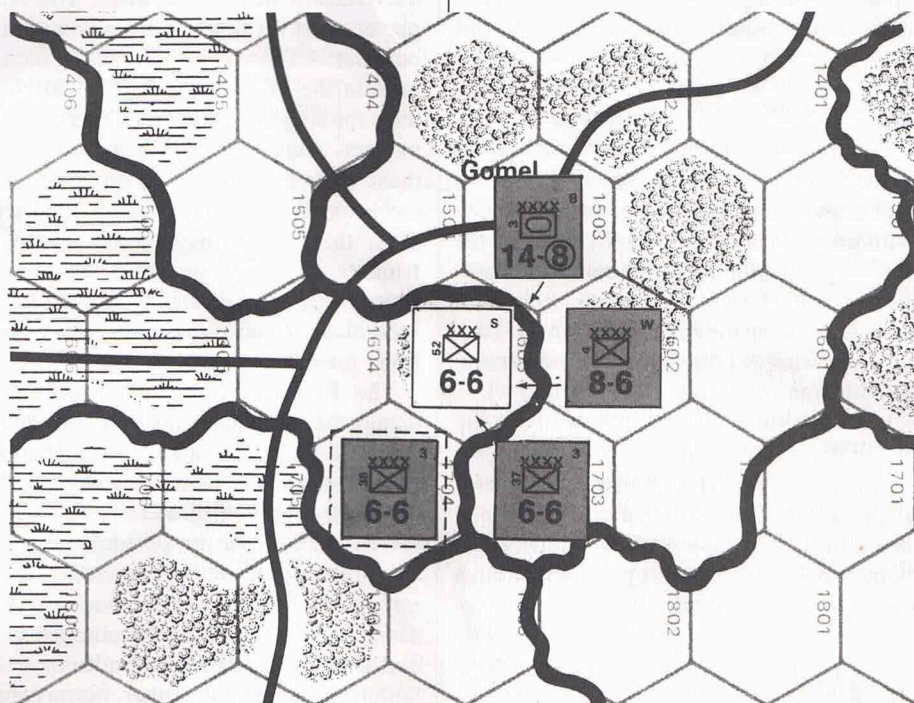
Units attacking into a swamp or mountain hex have their attack strength reduced by one-half, fractions rounded down. For example, an attack strength of 15 would be reduced to 7. Further, whenever a DR result is rolled, units in swamp or mountains may take a step loss rather than retreat from the hex.

Units defending in a major city, rough, or forest hex have the odds column shifted one column to the left.

If all the attacking units are across a river from the defending unit, the odds column is shifted one column to the left.

Units defending in a fortress hex have the odds column shifted one hex to the left. They also may ignore a retreat result and instead take a step loss. *Berlin and Moscow are considered to be fortress hexes.*

Units attacking across the Straits of Kerch have their attack factors halved and suffer an odds column shift of one column to the left.



The Soviet units in hex B-1503, B-1602, and B-1703 are attacking the Axis in hex B-1603. The Soviets are attacking with a total combat strength of 28 ($6 + 8 + 14 = 28$); the Axis is defending with a 6. This results in an odds ratio of 4:1. (28 divided by 6 is 4.66; the .66 is dropped for a final ratio of 4:1.) The Axis now receives a two column shift to the left for terrain, one column shift for the forest hex it occupies, and one column shift because all the Soviet units are attacking from across a river, for a final odds column of 2:1. A die is then rolled and the result cross-indexed with the 2:1 column. For example, if a two was rolled, the result would be a DR (defender retreat), and the Axis player would be retreated two hexes by the Soviet player.

If the Soviet player had a unit in hex B-1705, it would first raise the combat strengths to 34 to 6, resulting in a base odds ratio of 5:1 (34 divided by six is 5.66, thus 5:1) and would negate one of the column shifts to the left for the Axis as now not all of the Soviets are attacking from across a river. The final odds column now is the 4:1 column (the Axis still receives the shift for the forest). Assuming the same die roll—a two—the result is still the same (DR), but now the Axis must take a step loss because he must retreat through an enemy ZOC. The Axis unit is flipped over and retreated two hexes by the Soviet player.

SUPPLY

Units must be in supply to attack and move with their full capabilities. A unit out of supply attacks at half-strength and moves at half its movement factor. Units may defend with their full combat values regardless of their supply status. To be in supply, a unit must be able to trace a line of hexes, of any length, back to their respective friendly board edges (the west edge for the Axis, and the east edge for the Soviets). This line may not pass through a hex with an enemy unit in it or through an empty hex in an enemy ZOC. *A supply line may be traced through an enemy zone of control if a friendly unit occupies the hex in question.* The supply line may not pass through terrain through which a unit could not move, such as a lake hex. Supply can be traced over the Straits of Kerch. Supply for movement is judged at the beginning of the friendly movement phase; supply for attacks is judged at the beginning of the friendly combat phase.

Soviet units along the Black Sea coast are able to trace supplies if they can trace a line to a city on the coast and from there across all sea hexes to another friendly coastal city which is in regular supply. For example, if a Soviet unit can trace a supply line as described above to Sevastopol, then to another coastal city which is in supply, the unit is in supply.

REINFORCEMENTS AND REPLACEMENTS

Replacements are the men and resources used to recreate previously eliminated units. Each replacement point may recreate a half-strength unit. A replacement point may be used to either rebuild a unit that is at half-strength to full-strength, or to bring an eliminated unit (a "dead" unit) back into play at half-strength. Replacement points for both armies are given on the Reinforcement-Replacement Chart.

Destroyed units brought back as replacements may appear in any friendly major city that is in normal supply (as described above).

Replacements may also enter the game from each side's friendly map edge (the west edge for the Axis and the east edge for the Soviets) as long as the first hex entered is not in an enemy ZOC. Units entering from a friendly map edge may enter on a rail hex and use rail movement on their turn of entry.

A half-strength unit on the map may be brought up to full-strength with replacement points simply by flipping the unit to its full-strength side. The only restriction to rebuilding such units is that they must be in supply as described above. These units may be brought up to full-strength even if they are adjacent to enemy units!

A armor and panzer units cost double replacement points. For example, a destroyed Tank Army or panzer corps may be brought back into play at half-strength by using two replacement points. On the next turn it could be brought back to full-strength by using two more replacement points.

The Soviet player may always bring in or upgrade a unit in Moscow even if it cannot trace a supply line and even if Moscow is in an Axis ZOC. The same is true of Berlin for the Axis player.

Replacements which are not used *may not* be accumulated from one turn to the next. The Axis player may use replacement points to rebuild the Romanians, Slovaks, and Hungarians. The Soviet player may use replacement points to rebuild the Polish and defecting Romanians. (These Russian allied armies come into play much later in the game.)

Reinforcements

Both sides receive reinforcements during the course of a game. Reinforcements due are listed on the Reinforcement-Replacement Chart for the turn that they enter the game. Reinforcements may be brought into play in the same way that replacements are brought into play. Each player may simply place any reinforcements due that turn on the board in any friendly city or on their respective friendly map edges. Reinforcements may move normally the turn that they appear. Reinforcements are taken and placed on the map before replacements are taken.

Soviet reinforcements for July and August of 1941 enter the game at half-strength and must use replacement points to be brought up to full-strength. After the August 1941 turn, Soviet reinforcements enter at full strength.

Withdrawals

Any unit with a larger box around it on the Reinforcement-Replacement Chart is a withdrawal unit. When a unit is to be withdrawn it is simply removed from the map at the beginning of the reinforcement-replacement phase. For example, Rundstedt is withdrawn on the January/February Turn of 1942—simply take the counter of the map at that time.

Returns

Any unit depicted on the Reinforcement-Replacement Chart as smaller than normal is a unit which was withdrawn earlier and is now being returned to play. Treat such units as reinforcements.



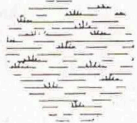



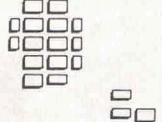

BEGINNING PLAY

The scenario booklets contain all the information needed to set up each scenario. Each scenario has an initial order of battle which graphically depicts all the units that a player has available at the start of the scenario. Any unit with a heavy outline around it starts the scenario in its reduced state (flipped over to its half-strength side). A reduced map depicts the areas in which these forces must be set up. To begin play, each player should sort out the units on the initial order of battle. The units listed under Soviet fronts or military districts, and the units under Axis army groups are then set up within the boundaries depicted on the map. For example, in the first scenario the Soviet player has four 8-6 infantry units in the Western Military District. The Soviet player must set those four units within the boundaries shown on the reduced scenario map in the Western Military district. All units for both sides will be set up in the same manner. Some units have hex numbers, and those units must be set up on those hexes. Occasionally units have no specified set-up area; these units may be set up on any friendly hex. The scenario booklets also contain any special rules pertaining to each individual scenario and the victory conditions for each scenario.

The Reinforcement-Replacement Chart details the reinforcements for both sides and the turns they are available. The chart also gives the yearly replacement rates for each side. All units which are not listed in the scenario set-up, or not scheduled to appear on the Reinforcement-Replacement Chart at any point later than the starting turn of the scenario, are placed in the eliminated pile and are available to be rebuilt.

Before reading any farther, players should consult their scenario booklets and play the first scenario "Barbarossa," the Axis surprise attack on the Soviet Union, June 22, 1941.

TERRAIN EFFECTS CHART

Symbol	Terrain Feature	Effects on Movement	Effects on Combat
	Clear	1 movement point for all units.	No Effect.
	Forest	2 movement points for infantry/cavalry units; 4 movement points for armor/panzer/mechanized units.	The odds column is shifted one column to the left for all attacks into forest.
	Swamp	3 movement points for infantry/cavalry units; armor/panzer/mechanized units must stop upon entering.	Units attacking into a swamp have their attack strength reduced by 1/2. Defenders may take a step loss rather than retreat.
	Mountain	4 movement points for infantry/cavalry units; 2 movement points for mountain units, armor/panzer/mechanized units must stop upon entering.	Units attacking into a mountain hex have their attack strength reduced by 1/2. Defenders may take a step loss rather than retreat.
	Rough	2 movement points for infantry/cavalry units; 3 movement points for armor/panzer/mechanized units.	The odds column is shifted one column to the left for all attacks into rough terrain hexes.
	River	1 movement point above normal terrain costs to cross a river hexside.	If all attacking units are attacking from across a river, the odds column is shifted one column to the left.
	Cities	No Effect.	The odds column is shifted one column to the left for all attacks into a major city; minor cities have no effect.
	Fortress	No Effect.	The odds column is shifted one column to the left for all attacks into a fortress hex; defending units may ignore a retreat and take a step loss instead.

COMBAT RESULTS TABLE

Die	Odds					
Roll	1:1	2:1	3:1	4:1	5:1	6:1
1	DR	DR	DR	DR	DR	DRL
2	EX	DR	DR	DR	DRL	DRL
3	EX	EX	DR	EX	DRL	DE
4	NE	EX	EX	DRL	DRL	DE
5	NE	NE	EX	DRL	DE	DE
6	AL	NE	DRL	DE	DE	DE

Combat Results Explanations:

AL: One attacking unit loses 1 step.

DR: Defender retreats.

DRL: Defender takes one loss and retreats.

DE: Defender eliminated.

NE: No effect.

EX: Exchange. Defender takes one loss and retreats; attacker loses at least the same amount of strength. (If the defender is unable to retreat, the attacker only has to match the first loss.)

SEQUENCE OF PLAY

In *The Great Patriotic War*, a year is divided into eight turns; each turn is divided into 10 phases, implemented in the exact order listed below. All action in a phase must be completed before the next phase is begun.

Axis Player's Turn

1. Axis Reinforcement-Replacement Phase
2. Axis Rail Movement Phase
3. Axis Panzer Movement Phase
4. Axis Combat Phase
5. Axis General Movement Phase

Soviet Player's Turn

6. Soviet Reinforcement-Replacement Phase
7. Soviet Rail Movement Phase
8. Soviet Armored Movement Phase
9. Soviet Combat Phase
10. Soviet General Movement Phase