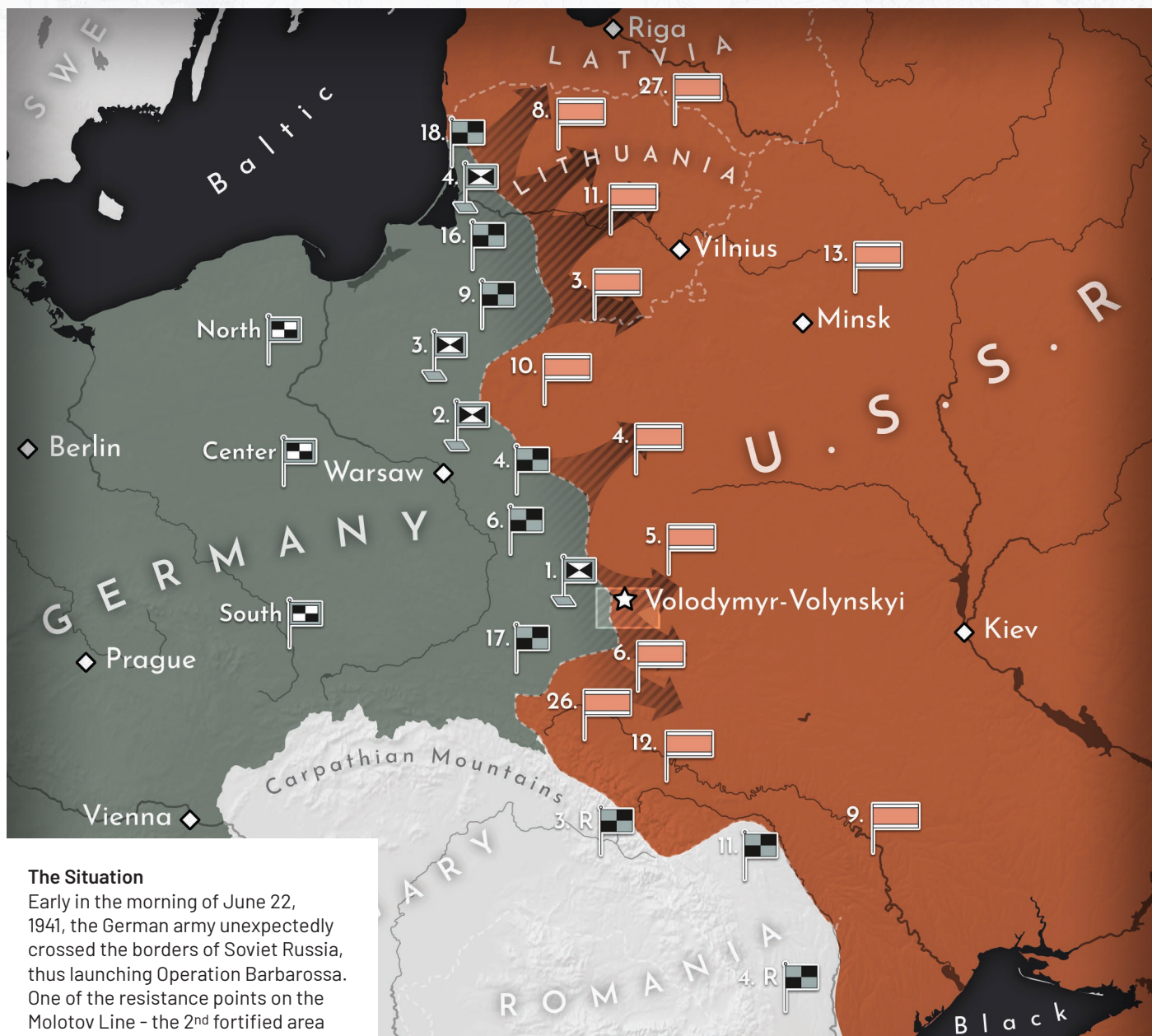


ACROSS THE BUG RIVER

VOLODYMYR-VOLYNSKYI 1941



Rulebook



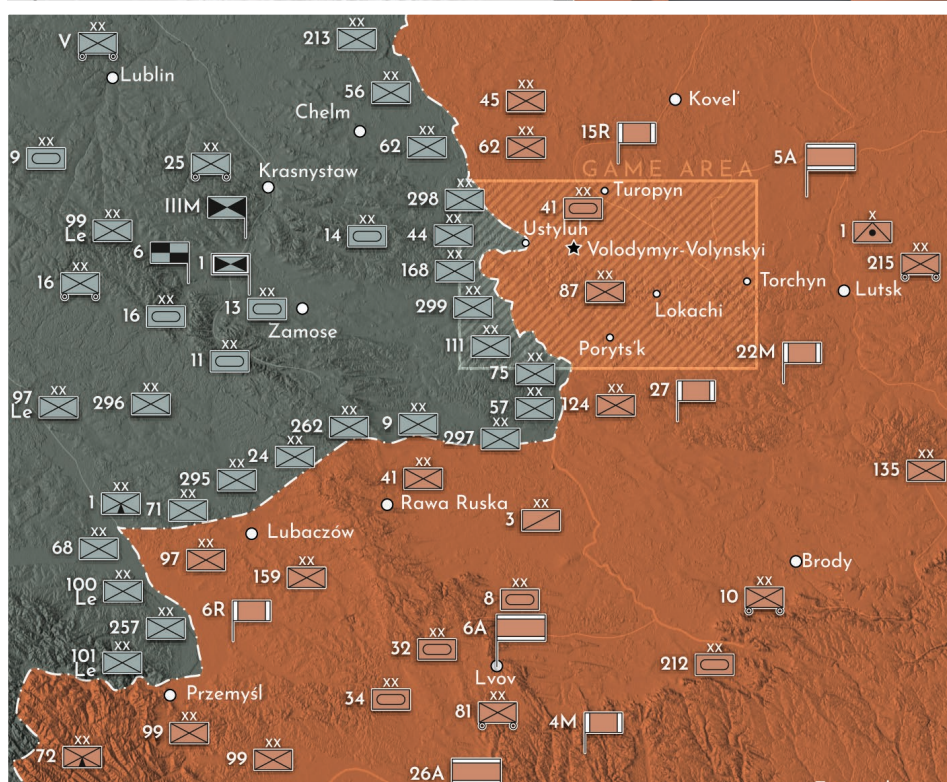
The Situation

Early in the morning of June 22, 1941, the German army unexpectedly crossed the borders of Soviet Russia, thus launching Operation Barbarossa. One of the resistance points on the Molotov Line - the 2nd fortified area near Volodymyr-Volynskiy - found itself in the advance zone of Army Group South.

The Breakthrough in this place was supposed to be done by III. Motorized Corps, element of 1st Panzer Group v. Kleist and by XXIX Army Corps, part of the best known German Army, the 6th.

At the outbreak of the war between Germany and Soviet Russia in the Volodymyr-Volynskiy region there were elements of 5th Army - 41. Tank Division of XXII. Mechanized Corps and 87. Rifle Division from XXVII. Rifle Corps - most of the remaining elements of both corps were far from the border.

The situation was not improved by the fact that the 41st Tank Division was ordered to go to the Kovel area, north of Volodymyr-Volynskiy, where the main strike was expected. Only two tank battalions from 82nd regiment were left to support 87th Rifle Division in delaying the German advance.



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Abbreviations

ATBR	Across the Bug River
Admin	Administrative
AFV	Armored Fighting Vehicle
AP	Action Point
AT Points	Anti-Tank Points
CRT	Combat Results Table
DRM	Die Roll Modifier
EC	Effectiveness Check
EZOC	Enemy Zone Of Control
HQ	Headquarters
MA	Movement Allowance
MP	Movement Point
Ops	Operations
RP	Replacement Point
TEC	Terrain Effects Chart
VP	Victory Point
ZOC	Zone Of Control



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Formatting

❖ Useful notes and additional information about the rules is styled this way.

Important changes to the rules of Crossing the Line are styled this way.

! Exceptions to the rules are styled this way.

1. INTRODUCTION

The Game

Across the Bug River: Volodymyr-Volynskiy 1941 is an operational level simulation about the fighting during the first days of Operation Barbarossa in the Volodymyr-Volynskiy region. The goal for the German player is to break through the Soviet defense lines and open the main road to the East.

The Scale

- A hex represents 2,2 km of terrain from side to side.
- Each turn represents a period of eight to sixteen hours.
- Combat units are mostly battalions, except for Border Guard and AFV units which are companies.

2. SUMMARY OF THE GAME SEQUENCE

Across the Bug River is played in a varying number of game turns, depending on the scenario.

A game turn usually consists of an Administrative Phase (Admin Phase), followed by the Operations Phase (Ops Phase), existing of a varying number of so-called Operations (Ops) Cycles.

The first turn of scenario skips the Admin Phase as is indicated on the turn track. Therefore, the Ops Phase is explained in the rules before the Admin Phase.

The Standard Procedures are general rules, which apply at any time during each turn.

3. GAME EQUIPMENT EXPLANATION

The following components are included in the game:

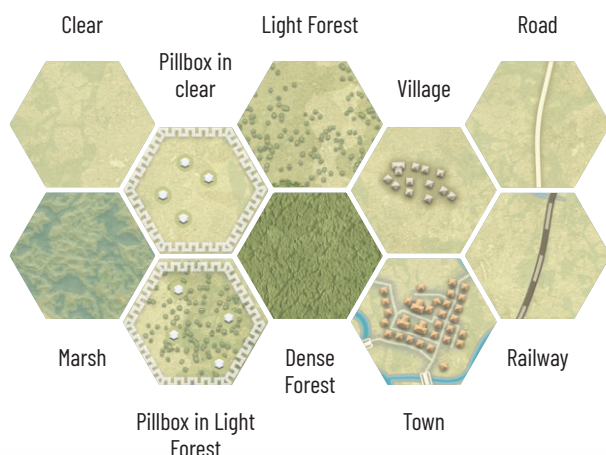
- One rulebook.
- One map sheet.
- 395 large counters.
- Two double sided player aid charts.
- Two double sided Setup and Reinforcement charts.
- Two 10-sided dice.

3.1 MAP

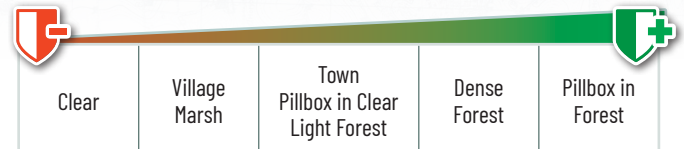
The map shows the area in Western Ukraine where the border battles around Volodymyr-Volynskiy were fought. A hexagonal grid is superimposed to regulate the movement of the playing pieces. There are several terrain features on the map which can be divided into hex- and hexside terrain features. Each hex also has a unique identification number to facilitate setup.

3.1.1 Hex Terrain

Hex terrain indicates basic movement costs for leg and motorized units for entering a hex. It also defines the column of the Combat Results Table used for combat resolution.



The more obstructive the terrain is, the more it benefits the defender:

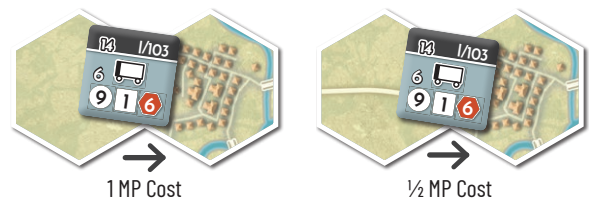


Movement penalties apply for both sides. It does not matter, which side controls the hex.

Roads are a special type of hex terrain, as they only influence movement costs, not combat resolution. Railways are considered to be roads, although with higher Movement Costs for Motorized Movement. A road basically negates the movement costs of the other terrain in the hex.

❖ In contrast to our previous game Crossing the Line, in this game there can be roads in Village and Town hexes.

When moving from one road hex into another road hex via that particular road, motorized units may use the reduced movement costs of 0.5 MP.



Some terrain hexes have special rules:

Pillboxes

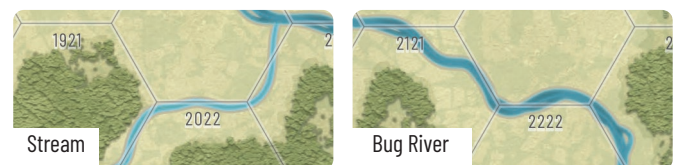
- The effects of pillboxes are ignored when their hex is occupied by German units or solely by Soviet AFV units.
- If occupied by Soviet infantry units, pillbox hexes provide a -2 DRM to each Effectiveness Check (EC, see 5.6) when defending, during Refit Actions and for Attrition Checks.
- Engineer units attacking or supporting combat against a pillbox hex provide an additional +1DRM to combat if belonging to the activated formation.

Marsh

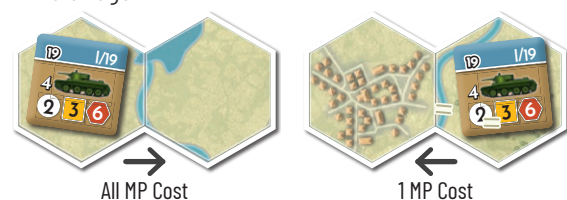
- AFV units attacking **into or out** of a marsh hex have 1/4 Tank Pts.
- AFV units entering a marsh hex not along a road or railway must conduct an EC.

3.1.2 Hexside Terrain

Hexside terrain indicates additional movement costs for leg and motorized units which cross it.



❖ Streams can be crossed without additional movement costs when leaving or entering a town hex **because it's done over a bridge**.



Hexside terrain also has an impact on combat: It modifies attacking tank values and provides Die Roll Modifiers (DRMs) for combat resolution. Hexside terrain benefits the defender.

3.1.3 Tracks

Turn track

Shows the passage of time and indicates when replacements are eligible for both sides.

Initiative DRM track

Indicates the positive Initiative Die Roll Modifier currently applied to the Reaction side's Initiative die roll.

Formation tracks

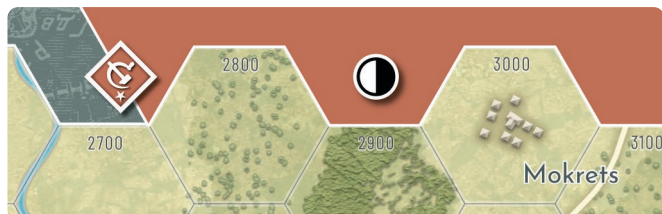
Record the number of times a formation may be activated during the Ops Phase and indicates the Activation Level it will receive once activated.

Action Points tracks

Record the expenditure of Action Points for each activated formation during a Formation Activation. (See 7. Actions)

3.1.4 Supply Areas

These areas act as supply sources for the indicated side. HQ units need to have a clear supply path to one of their own supply areas to be in supply (see 5.7 Supply). The German side has only one Supply Area, the Soviet side has three: Northern Supply Area, Eastern Supply Area and Southern Supply Area.



3.1.5 Victory Hexes

There are ten Victory Point (VP) hexes with 1 or 2 VP printed on the map. The German player earns the corresponding VPs if he controls these VP hexes at the end of the game.



There are also conditional Victory Point hexes that grant VPs according to special conditions on each scenario.



3.2 COMBAT UNITS

Combat units represent the military forces that took part in the historical campaign.

Most combat units are subordinate to a Division formation, each with its own unique color band on top of the counter.

The background color of German units varies depending on the Corps the Division belongs to:

1. Panzer Group	III Motorized Corps	14	14. Panzer Division
		44	44. Infantry Division
		298	298. Infantry Division
	XXIX Army Corps	111	111. Infantry Division
		299	299. Infantry Division
	Army reserves	13	13. Panzer Division

Soviet units are also color coded for their Division but their background color is the same for all units.

5 Army	1	1. AT Artillery Brigade			
	2	2. Fortified Region			
	1/30	2/30	3/30	90. NKVD Border Guard Regiment. ^a	
	XXVII. Rifle Corps			87	87. Rifle Division
				124	124. Rifle Division
				135	135. Rifle Division
	XXII. Mechanized Corps			19	19. Tank Division
				41	41. Tank Division ^b
				215	215. Mechanized Division ^c

^a For game play purposes, this regiment was divided into three formations (battalions).

^b Only two battalions from 82. Regiment. Its core part of the division had the order to move to an area nearby the town of Kovel, which is outside the play area.

^c This formation suffered from a serious shortage of motorized vehicles and its motorized units are thus treated as leg units in the game.

Independent units have a white formation stripe instead of a formation color.

Combat units can be divided into Infantry type (white AT points) and AFV type units (yellow Tank Points). For movement purposes, units are divided into Leg units (white Movement Allowance) and Motorized units (red Movement Allowance).

For ZOC purposes, units are divided into Infantry and AFV units.

! AT units extend a ZOC in the same way as AFV.

The numerical ratings and symbols printed on combat units can be read as follows:

Infantry Units

Back Side

AFV Units

Back Side

a. **Unit Type:** Is shown mainly for historical interest but is also of importance for use of Replacements.

Infantry		PzKpfw III	
Mot. Infantry		PzKpfw IV	
Engineer		StuG III	
Mot. Engineer		BA-10	
Machine Gun Inf.		BT-5	
Border Guard		T-26	
Anti-Tank		KV-2	
Recce			

- b. **Unit ID:** Is shown for historical interest and is used to facilitate setup.
- c. **Formation Color Stripe:** Used as an identifier for all units of the same formation. Formations in this game are mostly Divisions (except for one Brigade and one Division split into three Formations of battalion size).
- d. **Divisional Symbol:** All units of a specific formation show the parent Division's historical symbol.
- e. **Effectiveness Rating:** A unit's ability to conduct various Actions, withstand battle fatigue and remain in good order. Rated from 2 (worst) to 7 (best).
- f. **Combat Strength:** The basic value a ground unit uses in combat. Can be reduced by taking casualties in combat.
- g. **Tank or Anti-Tank Points:** Special combat values used in combat when armor is involved. Also indicates if a unit is an AFV type unit (yellow box) or Infantry type unit (white box).
- h. **Movement Allowance:** Maximum number of Movement Points that a unit can spend to move during a Movement Action. Also indicates movement type (number in white hexagon: leg, number in red hexagon: motorized). If the unit is in disrupted state, a "d" is shown instead.
- i. **Disruption stripe:** This diagonal stripe also indicates that a unit is disrupted.

3.3 HEADQUARTERS

HQs represent the military formation's organizational and logistical base for the formations that took part in the historical campaign. HQs are crucial to formation's command control and supply and therefore to the ability to conduct successful Actions on the battlefield. Each formation has its own parent formation HQ.

The numerical ratings and symbols printed on HQ units can be read as follows:

HQ Units

Back Side

a. **HQ Type:** Is shown mainly for historical interest and has no effect on play.

Infantry		Armored	
Mot. Infantry		Arm. Inf.	

- b. **Division ID:** The unique ID of a formation.
- c. **Formation Color:** Identifies all units belonging to the same formation.
- d. **Divisional Symbol:** The historical symbol of a formation.
- e. **Reaction Rating:** Is used when attempting to perform Formation Reaction Actions.
- f. **Command Range:** The range of hexes in which units of the same formation are in command, if they have a clear Command Path (see 5.8 Command Range).
- g. **Attack Support Points:** Represent mainly the artillery resources of a formation but also other various assets like engineers or transport columns. They can be used as a DRM in a regular (half) or prepared attack (full) (see 7.5.1.2 Combat DRMs). An HQ unit's Attack Support Points may be permanently reduced due to overstacking (see 5.3.1 Stacking) or displacement (see 5.3.2 HQ Displacement).
- h. **Relocation Points:** HQs do not move by expending Movement Points. Instead, they can be relocated into another village or town hex within Command Range by expending as many Action Points as indicated on the counter (see 7.4 HQ Relocation Action).

HQs have the following characteristics:

- HQ units are not treated as combat units.
- HQ units may never be activated together with combat units, although they may provide HQ combat support.
- HQ units "move" by conducting a HQ Relocation Action.
- HQ units must always be in a Village or Town hex.
- HQ units do not project a ZOC.
- They may not enter a hex containing EZOCs unless the hex already contains a friendly Combat unit (disrupted or not).
- HQ units are only removed from play when all their subordinate and currently assigned units have been eliminated.

3.4 GAME MARKERS

With these you can track certain statuses on the map:



Formation Activation marker

Used to track the number of possible activations of each formation during a game turn.



Action Points marker

Shows currently available Action Points of an activated formation (one for the German side, one for the Soviet side).



Current Combat Strength marker

(Values 0 through 11) the 0-marker is only used for HQ units whose HQ Attack Support Rating has been reduced to zero.



Improved Defense marker

Indicates units in Improved defense status.



Game turn marker

Used to track the game turn currently in progress.



Initiative + DRM marker

Single marker to track which side receives a Die Roll Modifier during Initiative Determination.



Combat Multiplier marker

Used to determine combat multipliers when resolving combat. Attacker and defender each draw one random marker for their unit(s).



Interdiction marker

Indicates the current Interdiction level which is used as an Initiative DRM and for Soviet Formation Activation Recovery.



Out of Command marker

When a unit is found to be Out of Command, it should be marked with this marker to indicate this status.



Isolated marker

Used to mark the status of isolated units.



Assigned marker

Shows that a unit is currently assigned to another formation.



Schlachtenglück / боевая удача marker

Can be given to the opponent in order to reroll any one single die.



Boat Movement marker

Shows which units used boat movement during the Formation Activation.



Pontoon Bridge marker

Indicates where a pontoon bridge was built.

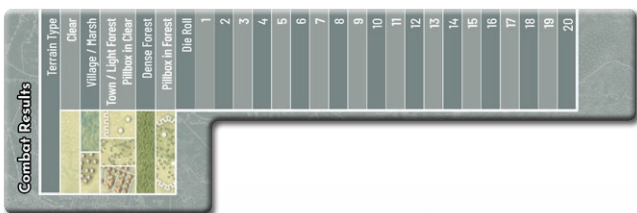


Counterattack Order marker

Used to mark how many Prepared Attacks the Soviet player must perform before the game ends to avoid granting extra VPs to the German player

Combat Resolution marker

Can be used to facilitate combat resolution on the Combat Results Table.



3.5 PLAYER AID CHARTS

You can find all relevant information that is needed for play aggregated in the Player Aid Charts.

3.6 SETUP CHARTS

These charts facilitate setup for the campaign and show the setup locations of all units at the beginning of the game.

3.7 REINFORCEMENTS CHART

Show which units enter play as reinforcements on any given turn.

3.8 GAME TRACKS CHART (OPTIONAL)

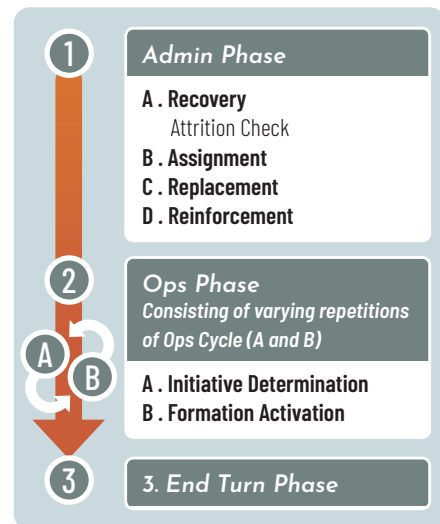
Can be used instead of the corresponding tracks on the map to make solitaire play more convenient.

3.9 DICE

Included in the game are two ten-sided dice which are used for combat resolution. **The number zero (0) is always treated as ten (10).**

4. SEQUENCE OF PLAY

Across the Bug River—Volodymyr-Volynskyi 1941 (AtBR) lasts up to seven game turns. A game turn is a sequence of events that must occur in a certain order. Each game turn basically consists of an Administrative (Admin) Phase and an Operations (Ops) Phase. The sequence of play must be strictly followed in the order presented below:



1. Admin Phase

Consists of the following segments in that order:

- Recovery Segment
- Assignment Segment
- Replacement Segment
- Reinforcement Segment

2. Ops Phase

Consists of various repetitions of the Ops Cycle, which itself consists of:

- Initiative Determination
- Formation Activation

Activating a formation allows the initiative player to activate all subordinate units, including Independent units currently assigned to it, to conduct one or more Actions (see 7. Actions).

Most game activities will take place in this phase. The Ops Phase ends when both players pass or do not have any formations eligible to be activated. At the end of the Ops Phase, the turn marker will be moved into the next box on the turn track.

- ❖ All scenarios start with the Ops Phase. Skip the first Admin Phase entirely. This is the reason why the Ops Phase will be explained in these rules before the Admin phase.

5. STANDARD PROCEDURES

5.1 CALCULATION CONVENTIONS

When making a calculation for a combat or other game function that produces a fraction on intermediate steps, retain the fraction until the values for all units on the same side are added together. **Then round any remaining fraction up to the next whole number.** All possible modifiers are cumulative.

❗ When calculating an odds ratio for combat, always round it downwards to conform to a ratio column on the CRT.

❖ Never round Movement Points

5.2 SCHLACHTENGLÜCK / БОЕВАЯ УДАЧА

The owning player can give this marker to the opponent to be allowed to reroll any one of his own die rolls. The German side owns this marker at start.

5.3 STACKING & LIMITED INTELLIGENCE

5.3.1 Stacking

Placing more than one unit into a hex is called stacking. Each side is free to stack units in any order desired. The position of a unit in a stack has no effect on play, although units can be “hidden” beneath the top unit of a stack. A side may always look beneath an HQ unit, if it is currently placed on top of a stack. Only combat units and HQs are subject to stacking restrictions.

Stacking Limits do not prohibit movement and must only be met at the end of an Action (see 7. Actions) or any moment during retreat (see 7.5.2.1 Combat hit). Overstacking is allowed during movement.

Stacking Limits

Up to three units can stack in single hex of which only one may be an Infantry type unit. For this restriction (only), Border Guard and AT units are not considered to be of Infantry type, which is why their symbol is marked in red.

HQ units do not count for stacking, but the limit is one HQ unit per village hex or two HQ units in a town hex.

Example 1
1x HQ type unit and
1x Infantry type unit
and 2x AFV type unit



Example 2
1x HQ type unit and
1x Infantry type unit
and 2x AT type unit



Example 3
1x HQ type unit and
3x AFV type unit



Overstacking

All combat units in an overstacked hex (at the end of an Action or retreat) suffer an automatic disruption. A currently disrupted unit remains disrupted and suffers an additional Strength Point loss.

If a hex contains two or more HQs in a village hex or three or more HQs in a town hex, each HQ permanently loses one Support Point from its current total, place a corresponding Strength Point marker beneath the HQ. Furthermore, any surplus HQs and units must immediately be displaced (and lose an additional Support Point in doing so), so that the hex fulfills stacking restrictions.

❖ In overstacking situations for units (only), not HQs, the enemy player may make the displacement(s) instead of the owning player.

Should there not be another option than displacement into a hex which becomes overstacked through the displacement, then this hex suffers the same effects. A unit may never “jump over” enemy units while being displaced. If displacement is impossible due to the presence of enemy units and prohibited terrain, the owning side eliminates overstacked units until stacking limits are met.

❖ Units from different Formations may stack together up to the stacking limits. Only one Formation can be activated at the same time. When the stack is being attacked, all units will defend together.

5.3.2 HQ Displacement

Place the HQ unit in the friendly town or village hex (owning player's choice) while meeting the following criteria:

1. If the destination hex is in the HQ's Command Range AND a path of contiguous hexes – free from enemy units and/or enemy ZOCs (friendly units negate the effects of an enemy ZOC in the hex they occupy) can be traced between the start hex and the destination hex:
 - a. Subtract one from the HQ's current Attack Support Point total; if currently zero, it remains zero.
 - b. Move the corresponding Formation Activation marker one box down on the Formation Activation track; if currently in the zero box, it remains in the zero box.
2. If the destination hex is not in the HQ's Command Range and a path of contiguous hexes – free from enemy units and/or enemy ZOCs (friendly units negate the effects of an enemy ZOC in the hex they occupy) can be traced between the start hex and the destination hex:
 - a. Subtract two from the HQ's current Attack Support Point total; if currently zero it remains zero.
 - b. Move the corresponding Formation Activation marker two boxes down on the Formation Activation track; if currently in the zero box, it remains in the zero box.
3. If the destination hex is not in the HQ's Command Range and a path of contiguous hexes – free from enemy units and/or enemy ZOCs cannot be traced between the start hex and the destination hex:
 - a. Reduce the HQ's current Attack Support Point total to zero.
 - b. Move the corresponding Formation Activation marker down to the zero box on the Formation Activation track.

5.3.3 Unit displacement

The opposing player may displace overstacked units of his choice one at a time into any adjacent hex(es) until the stacking limit is met. The opponent may not displace a unit into a fully stacked hex unless no other alternative hex is available.

- Displaced units that end up causing overstacking in the displacement hex, trigger the same disruption and displacement results in this hex.
- Any unit that cannot be displaced due to the presence of enemy combat units is eliminated.

5.3.4 Limited Intelligence

A side may only examine the contents of an enemy stack after having declared a ground attack against the defending hex. Reduced strength markers beneath units may never be inspected. At all other times, only the topmost unit in an enemy stack may be viewed.

❖ **Important** A side may always look beneath an HQ unit if it is currently placed on top of a stack.

5.4 ZONE OF CONTROL

The hex a combat unit occupies and the six hexes surrounding it, constitute that unit's zone of control (ZOC). A ZOC of an enemy unit is called Enemy Zone of Control (EZOC).

A unit's ability to project a ZOC depends on the unit type and terrain as it is detailed in the ZOC column of the TEC. Hexes into which a unit projects a ZOC are called controlled hexes and inhibit the movement of enemy units, the tracing of an enemy Command Range Path and an enemy Supply Path.

If ZOCs from both sides project into the same hex, both co-exist and the hex is mutually controlled by both sides.

- ❖ *HQ units and disrupted units do not project ZOCs. All other combat units project ZOCs (depending on type and terrain).*

5.4.1 ZOC Effects

Movement

A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit. There is no restriction when moving from an EZOC into a non-EZOC hex.

The only way to move directly from EZOC to another EZOC is through infiltration Movement by spending all Movement points and passing an Effectiveness Check.

Command and Supply

Command Range and Supply Paths may be traced into but never through EZOCs. Friendly combat units (even disrupted) negate EZOCs in the hex they occupy for these purposes only.

Retreat

Retreating units suffer additional penalties when entering an EZOC (see 7.5.2 Combat Results).

Combat

Combat Support can only be used when the supporting unit projects a ZOC onto the enemy attacking or defending hex.

5.5 FORMATIONS AND INDEPENDENT UNITS

Formations are the key organizing concept in Across the Bug River. Players must think of their forces in terms of formations to use them effectively – just as the historical commanders had to.

5.5.1 Formation units

Most combat units are permanently organized by a formation, which can be easily recognized by their colored stripe. A formation consists of an HQ unit and several combat units including any independent units currently assigned to the formation.

Only units belonging to an activated formation may conduct an Action assigned to that formation.

Some units may be detached from their original formation and reassigned to certain other friendly formations (even though they are color coded) as specified below.

Assignment and Reassignment can only be done in the Assignment Segment of the Admin Phase.

- ❖ *Specific Assigned markers are provided to mark the reassignment of formation units to another formation.*

Reassignment Example



German 1st Panzer Group:

- Up to two AFV units belonging to 14. Panzer Division may be reassigned to 44. or 298. Infantry Division.
- One Infantry unit belonging to 44. or 298. Infantry Division may be reassigned to 14. Panzer Division.

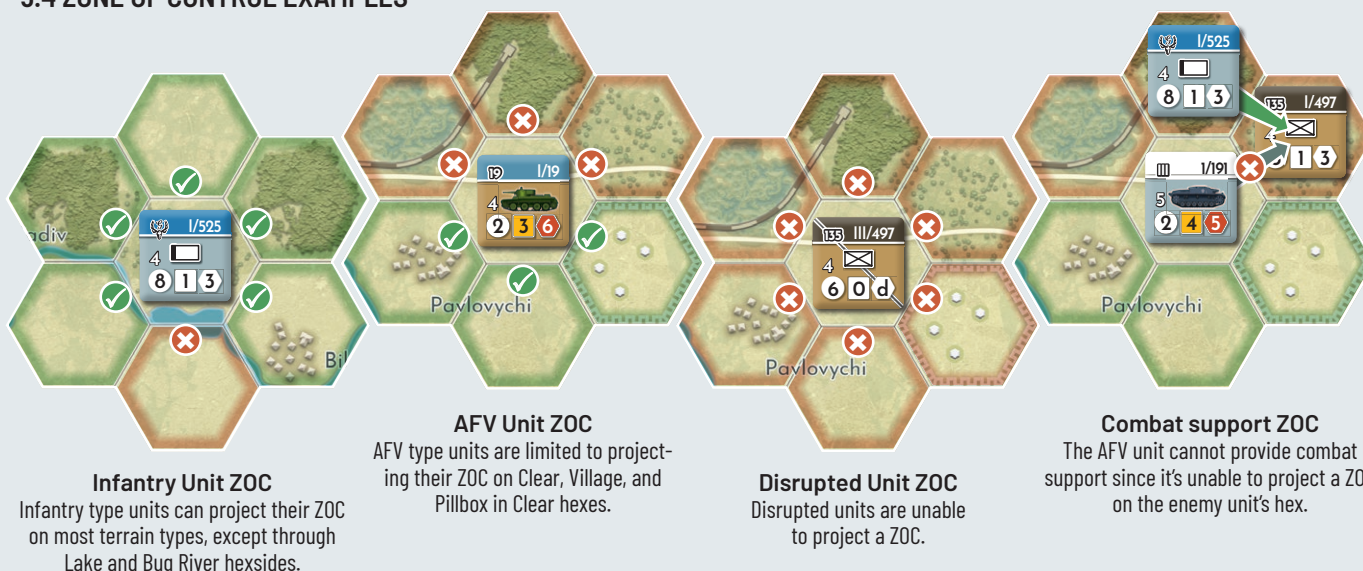
Soviet 5 Army:

- Up to two AFV units belonging to 41. Tank Division may be reassigned to 87. Rifle Division. or to 215. Mechanized Division.
- One Infantry unit belonging to 215. Mechanized Division may be reassigned to 41. Tank Division.
- Up to two AT units belonging to 1. AT Artillery Brigade may be reassigned to 135. Rifle Division.
- Up to two AFV units belonging to 19. Tank Division may be reassigned to 135. Rifle Division.

Isolated Units

Any isolated unit may be temporarily attached to a different formation in Command Range. It must be reassigned to their regular formation in the next Assignment Segment of the Admin Phase if it can trace a Command Path of any length to its parent formation.

5.4 ZONE OF CONTROL EXAMPLES



5.5.2 Independent Units

Independent units do not belong to a specific formation and can be assigned to certain friendly HQs. German independent units may only be attached to formations of their own Corps. Assignment and Reassignment takes place in the Assignment segment of the Admin Phase. At the start of a scenario, independent units always start assigned to a formation.

❖ *Only the German player has independent units in AtBR.*

Assignment

To be assigned, an independent unit must be undisrupted and within Command Range of the formation HQ it wishes to be assigned to. For independent units, players may either use the provided markers to record any assignments, or record them secretly on a note. In the latter case, an assignment does not need to be shown to the enemy player unless it is challenged by the opposing player. Once assigned, the unit is treated exactly like any other unit of the formation.

Independent reinforcements must be assigned to a formation before entering the map.

Reassignment

Once assigned, independent units remain subordinate to the formation until the player decides to reassign it to another formation during the Assignment Segment. It needs to be in Command Range of both, its current and its new formation HQs.

5.6 EFFECTIVENESS CHECK

The following situations require an Effectiveness Check (EC) for a unit:

- Any red combat result
- Refit Action
- Isolated units attempting to conduct an Action
- Infiltration Movement
- AFV unit entering a Marsh hex not along road or railway.

HQs are not subject to ECs and never disrupt.

5.6.1 Conducting an EC

Roll one die for each unit and compare the result with the Effectiveness Rating of each affected unit.

- A unit passes if the result is equal to or less than its Effectiveness Rating.
- A unit fails if the result is greater than its Effectiveness Rating.

5.6.2 Failing an EC

Any combat unit failing an EC disrupts. (Exception: Refit Action)

- A currently disrupted unit that fails another EC remains disrupted and suffers an additional Strength Point loss if this additional disruption is resulting from combat.
- If disruption occurs during combat, a forced retreat negates the second combat hit (if more than one hit).

❖ *Units conducting a Refit Action do not disrupt, neither lose strength points if they fail their EC.*

5.6.3 Disruption Effects

Disrupted units are flipped to their disrupted side. Note that a disrupted unit possesses a lower printed Effectiveness Rating and fewer Tank or Anti-Tank Points.

Disrupted units:

- Cannot conduct a Movement Action.
- Do not project a ZOC, and thus may not provide combat support.
- Cannot trigger possible Formation Reaction.
- Cannot receive combat support.
- Cannot be in Improved Defense.
- Use the Combat Chit's left column (red) if defending (see 7.5.1.1 Combat Strength Determination).

❖ *The only Action a disrupted unit can perform is a Refit Action to recover from Disruption.*

5.6.4 Disruption Recovery

During the Recovery segment of each game turn a disrupted unit recovers automatically if it is currently in Command Range of its parent HQ. Units which recover from disruption are flipped back over to their undisrupted side.

❖ *Units may also recover from disruption by a successful Refit Action.*

5.7 SUPPLY

Only HQs must check for Supply, combat units check for Command Range instead. HQ units must check for Supply only when performing Formation Activation Recovery in the Admin Phase (see 8.1 Recovery Segment).

5.7.1 Tracing a Supply Path

To be in supply, an HQ must be connected to a friendly map edge hex adjacent to a supply area by an unbroken chain of hexes of any length.

Broken Supply Paths

A Supply Path is broken if it enters any hex:

- Containing an enemy unit of any type (including HQs and disrupted units).
- Containing an EZOC, unless at least one friendly unit of any type is also present (even if disrupted).
- Or if it crosses an unbridged River Bug or lake hexside.

5.7.2 Out of Supply effects / Emergency Supply

If the HQ is showing its front side, it can still perform a Formation Activation Recovery by expending Emergency Supply. This is simply done by flipping over the HQ to its back side.

If an HQ unit has already expended Emergency Supply it cannot perform a Formation Activation Recovery.

Combat units are not affected when their HQ is unsupplied. (They may suffer penalties though, if they are Out of Command or Isolated. See 5.8 Command Range).

5.8 COMMAND RANGE

Each combat unit must check if it is in Command Range of its parent HQ unit and whether it can trace a clear Command Path to it, before undertaking any Action (see 7. Actions).

A unit is In Command Range when the Command Path from the unit to its parent HQ hex is within the distance of hexes equal to or less than its parent HQ's Command Range value. Count the HQ's hex, but not the unit's hex when determining if it is in Command Range. Furthermore, the Command Path between the combat unit and the HQ must not be broken. Otherwise it is out of Command. If a unit is unable to trace a Command Path of any length to its HQ, it is isolated (see 5.8.3 Isolation).

❖ *Command Range is counted in hexes, not MPs.*

5.8.1 When to Check Command Range

Combat units must check Command Range in the:

Recovery Segment:

- Unit recovering from disruption.

Assignment Segment:

- Assign/Reassign Independent units.

Replacement Segment:

- German unit wishing to receive Replacements.
- Soviet unit wishing to Reorganize.

Formation Activation:

- Unit wishing to undertake an Action.
- Unit attempting to qualify its parent HQ for a Formation Reaction attempt.
- Receive HQ Attack Support.
- Receive Combat Support.
- Receive Battle Victory Action Point Bonus.

A Command Path is considered broken if it can not trace a Command Path without entering a hex that is:

- ◆ *Command Paths are not broken by terrain.*

A unit is considered Out of Command if it has an unbroken Command Path, but it is larger than the Command Range of its parent HQ. Out of Command Units:

- Get marked with an Out of Command marker, which is removed as soon as the units find itself in Command Range again.
- May only take part in Movement and Hasty Attack Actions and pay two Action Points instead the normal one AP.
- Cannot be used for triggering Formation Reaction.
- Do not recover from disruption during the Recovery segment.

A unit is considered isolated if it cannot trace a Command Path of any length to its formation H0.

Isolated units suffer the same effects as Out of Command plus:

- Get marked with an Isolated marker instead of an Out of Command marker. The Isolated marker gets removed as soon as the unit is not in Isolation status anymore.
- Must pass an EC to conduct an Action. Each isolated unit that fails the check disrupts and may not participate in the Action. The Action Points are still expended even if no units participate or the owning side decides to call off the Action.
- Must conduct an Attrition Check if found isolated and disrupted in the Recovery segment.

1. As soon as a Command Path is broken due to any reason, a unit is isolated regardless of being within command range to its HQ. So Out of Command would only happen with a unit having a clear Path of Command but being beyond Command Range to its HQ.
2. Being Out of Command usually happens far more often than being isolated. It is more easy to obstruct the shortest Command path(s) of the opponent only, so that a unit has to use a Command Path on a tortuous longer way. Completely encircling the opponent is not that easy in most cases.
3. To simplify the game process, for units that are marked Out of Command or Isolated (see 5.8.3 and 5.8.4); the marker is removed as soon as the unit in question finds itself in Command Range, or is no longer in Isolated status.

- 4. Even units that do “nothing” can be Out of Command or Isolated. A unit found Isolated and Disrupted in the Recovery Phase must conduct an Attrition Check (see below).**

Roll one die for each affected unit and subtract the Effectiveness Rating of the unit from the die roll result. If the result is 1 to 3, the unit suffers a Strength Point Loss. If the result is 4 or more, the unit suffers two Strength Points Losses. A unit may be eliminated due to an Attrition Check.

Consists of:

- a. Initiative Determination.
- b. Formation Activation.

One repetition of the Initiative Determination and Formation Activation Segments is called Ops Cycle. The Ops Cycle will be repeated until:

Both sides
choose to Pass

OR

Neither side can conduct any more Formation Activations

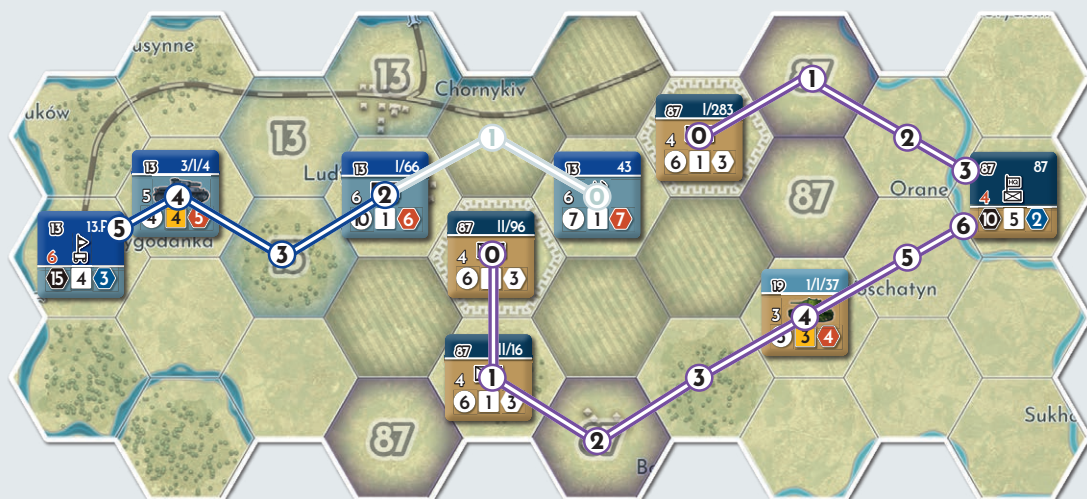
Each Ops Cycle begins with the Initiative Determination. Both players roll one die and the current Initiative +DRM value gets added to the die roll result of the player whose side is shown on the marker. Also add to the German player's result the current Interdiction Level (0-2) of the game turn. The side with the highest modified result wins the Initiative. In case of a tie, the German side wins the Initiative.

The winning player is termed the Initiative player, while the other player is termed the Reaction player.

The Initiative +DRM mechanic makes it more and more likely for the Reaction player to win the next Initiative segment. The Initiative +DRM marker is on the 0 space at the beginning of the Ops phase. This means that no side gets an Initiative +DRM in the first Ops Cycle. When the Initiative and Reaction players are determined, move the Initiative +DRM marker as follows:

1. If the Reaction player's symbol is already shown upwards, move it to the next higher number without flipping it
2. Else, put the Reaction player's side upwards and move it to number 2.

- ❖ Once the Initiative+DRM marker is removed from the 0 space, it will not get placed back in this box during the entire Ops Phase.



The German 43. is isolated because even if it's Command Path is shorter than the Command Range, it's broken due to EZOCs blocking the way.

The Soviet II/96 unit is in command because its Command Path to its HQ is shorter than the Command Range and uninterrupted by any EZOCs or enemy units. It would have been Out of Command if the Command path would have been of 11 or more hexes.

6.2 OPTIONS OF INITIATIVE SIDE

The Initiative player must conduct one of the following three options:

Act

The Initiative side can decide to conduct a Formation Activation. Once all activities of the Formation Activation are completed, proceed to the next Operations Cycle.

Transfer Initiative

The Initiative player may give the Initiative to the opponent, unless that player has already decided to pass for the current game turn. The player receiving the Initiative must either act or pass. It may not transfer the Initiative back to the original Initiative player. Transferring the Initiative does not alter the Initiative +DRM marker in any way.

Pass

Should the Initiative player decide to pass, no further Formation Activations may be conducted by that side for the remainder of the Ops Phase.

❖ *The passing side may still conduct Formation Reactions.*

Proceed to the next Ops Cycle. Since the passing side has forfeited the right to undertake any further operations except Reaction during the current Phase, Initiative Determination is not necessary anymore. The non-passing player wins the Initiative automatically from now on and he must either Act or Pass. He cannot transfer the Initiative back to the passing side. Once both sides have passed, the Operations Phase immediately ends.

6.3 FORMATION ACTIVATION

Activating a formation allows the Initiative player to activate all subordinate units, including Independent units currently assigned to it, to conduct one or more Actions (see 7. Actions).

Formation Activation allows activating units of a formation by spending as many Activation Points as the chosen Action costs. Under certain circumstances the Reaction player can undertake Formation Reactions during an activation of the Initiative Player.

Please use the following sequence at the beginning of a Formation Activation:

1. Determine Action points available to the formation
2. Adjust Formation Activation marker down one level

6.3.1 Action Points Determination

Once a player decided which formation shall be activated, he needs to determine the number of Action Points which can be expended by units during this activation by rolling a die and consulting the Action Point table for the result.

The current Activation Level of the activated formation defines the column on the Action Points Table used to determine the number of Action Points available to the formation. The die roll result determines the row and the intersecting box shows the number of available Action Points in black (max. 7). Generally speaking, the higher the Formation Activation Level, the higher the chances to have more Action Points available. Place the AP marker in the corresponding space on the Action Points track.

6.3.2 Formation Activation Levels

Each formation has a Formation Activation marker located on the Formation Activation track.

Each time a formation is activated, move the Formation Activation marker one box down on the Activation track. The Activation Level can also be lowered due to a displacement (see 5.3.2 Displacement). A formation with Activation Level 0 cannot be activated. The Activation Level can increase again in the Admin Phase (see 8.1 Recovery Segment).

6.3.3 Expending Action Points

Each time a formation conducts an Action, adjust the Action Point (AP) marker on the corresponding track according to the cost of the selected Action (see 7. Actions).

6.4 FORMATION REACTION

Unlike many other games, both sides are actively involved in the playing process in AtBR at every time. The Reaction side does not simply sit idly by, while the opponent runs circles around friendly troops! Instead, the Reaction side can do what its label implies: it can react to some enemy threats.

6.4.1 Triggering Reaction Attempts

When a unit or stack of units performs a Movement Action on which it enters or attempts to exit a hex adjacent to an enemy combat unit (regardless of any ZOCs), the Reaction side may announce a Formation Reaction attempt.

A Reaction attempt can only be declared if at least one of the Reaction player's combat units adjacent to the moving unit or stack:

- a. Is not Disrupted.
- b. Is within Command Range of its parent HQ.

❖ *Only one Reaction attempt can be made per Initiative formation's Movement Action. The Reaction side will therefore have to weigh carefully when a Reaction attempt should be made! If however the Initiative formation performs more than one movement action, a Reaction attempt can be made during each movement action.*

❖ **Clarification:** *If by virtue of movement, a reaction unit that was otherwise in command is placed out of command at the moment the moving unit moves adjacent to it, it is NOT allowed to make a reaction attempt. In other words, a Formation Reaction attempt takes place after the triggering Movement took place.*

6.4.2 Resolving Reaction Attempts

The HQ of the formation selected to make a Reaction attempt must pass a Reaction Check. Roll a die; if the result is equal to or lower than the HQ's printed Reaction Rating, the Formation Reaction attempt is successful; otherwise it fails.

If a Formation Reaction attempt is successful, the reaction player rolls a die on the AP table (red numbers) for his Formation to determine the number of APs available for his Formation Reaction. This is independent from the die roll of the initiative player.

Place the AP marker on the Action Points track space corresponding to the number. The Formation Activation Level marker of the reacting formation gets adjusted one step down.

As soon as a successful Reaction Attempt is done, the Movement Action of the active player is finished (AFTER entering the hex, which caused the attempt) and any left-over Movement Points are lost. The Reaction is processed now and after that, the active player can move with the same unit again but has to spend a new AP for that Movement. The Reaction can be done with any units like a normal Formation Activation.

6.4.3 Effects of a successful Reaction

The unit or stack performing any movement must stop in the hex it just entered or attempted to exit. The Initiative formation's Action immediately ends.

Any units overstacked because of the Reaction attempt must immediately suffer the corresponding adverse effects (see 5.3.1 Stacking).

Once the Reaction side completes its Formation Reaction by spending the just determined number of APs, the Initiative side resumes the current Formation Activation with the previously selected formation. The formation must select and begin a new Action. It may expend any remaining Action Points, but each

Movement Action undertaken could be subject to a new Formation Reaction attempt.

- ❖ *During a Formation Reaction, no counter-reaction by the Initiative side is possible.*

6.4.4 Effects of an unsuccessful Reaction

If a Reaction attempt fails, the formation suffers no adverse results whatsoever. Its Formation Activation Level marker remains where it is. If a formation undertakes another Movement Action in the same Formation Activation Segment, another Formation Reaction attempt can be made.

If a possible enemy Reaction attempt is not successful the moving unit may continue its movement normally, and remember that *as only one Reaction attempt can be made per Initiative Formation's Movement Action, it can't be reacted to during the rest of this Movement Action.*

7. ACTIONS

An activated formation may undertake Actions. A formation receives the number of Action Points indicated on the Action Points table (Reaction: Red values).

Action Costs per Unit/Stacks	
Action Type	AP
Movement	1
HQ Relocation	1/2/3
Refit Action	1
Improved Defense	1
Combat Action	AP
Hasty Attack	1
Regular Attack	2
Prepared Attack	3

Effects of Command Range and Disruption

Units that are Out of Command (5.8.3) may only perform Movement or Hasty Attack Actions and the AP costs for these Actions are doubled, and if isolated, they must also pass an EC in order to conduct the Action (if the EC fails the unit is disrupted, the APs are spent, and they can't participate in the Action)

- ❖ *Disrupted units are strictly limited to a Refit Action. Disrupted units that are also isolated may not carry out any Actions at all.*

7.1 POSSIBLE ACTIONS (OVERVIEW)

Movement Action (see 7.3)

(1 AP per stack)

A combat unit (or a stack of combat units belonging to the same formation) may conduct movement. Use the printed Movement Allowance of the slowest unit in the stack. Units may not be picked up or dropped off from a moving stack (see rules for Movement, Zones of Control and Stacking for further details).

HQ Relocation Action (see 7.4)

(Depending on Relocation value of HQ)

An HQ may never undertake a Movement Action. It "moves" always by conducting an HQ Relocation instead. A stack of units including an HQ unit therefore cannot move as a stack.

Combat Action (see 7.5)

(Hasty Attack: 1 AP, Regular Attack: 2 AP, Prepared Attack: 3 AP)

The side performing the Action must declare a Hasty Attack, Regular Attack, or Prepared Attack with a single unit or stack of units against any one adjacent enemy-occupied hex. The attacker decides which units in the attacking hex will participate; all defending units must participate.

- ❖ *Multi-hex combat is not permitted.*

- **Hasty Attack**

Neither Combat nor HQ Attack Support can be used.

- **Regular Attack**

Attacker Combat Support and HQ Attack Support (at half strength) can be used.

- **Prepared Attack**

Attacker Combat Support and full HQ Support can be used.

Refit Action (see 7.6)

(1 AP per unit)

A unit currently belonging to the same formation and within the parent HQ's Command Range, may attempt to remove Disruption.

Improved Defense Action (see 7.7)

(1 AP per stack)

A combat unit (or a stack of combat units belonging to the same formation) may conduct an Improved Defense Action in order to strengthen its position; a unit/stack defending in an Improved Defense uses the improved column of the drawn combat chit if attacked.

Action Point tracks

Each side has an Action Point track, which is used to record how many Action Points are available to an activated formation during a Formation Activation (or Reaction).

- Each Action chosen costs a number of Action Points. Any Action may be chosen, if the activated formation has the required number of Action Points remaining on its Action Point track.
- As Action Points are expended, adjust the AP marker to record how many Action Points remain. A side need not expend all available Action Points in a given Formation Activation. All unused APs are simply lost when the owning side decides to end the Formation Activation.

7.2 PROCEDURE

Follow these steps when conducting Actions:

A. Select eligible units

Any units subordinate or assigned to an activated formation are eligible to conduct Actions.

B. Select one Action and Check Command Range

C. Adjust the AP marker corresponding to the expended AP.

D. Check, whether the unit is in Command Range (see 5.8 Command Range)

E. Perform the Action

The Action is now carried out by activated unit(s) able to do so. Remember that a Formation Activation may be temporarily interrupted due to a successful Formation Reaction attempt.

F. Perform another Action

If enough Action Points remain, the player may perform another Action. Otherwise, the Formation Activation is ended.

- ❖ *A unit is able to conduct more than one Action in a single Formation Activation. It may even move and/or conduct combat several times.*

7.3 MOVEMENT ACTION

Units are moved by expending Movement Points (MPs) up to their movement allowance (MA).

Movement may be affected or entirely prevented by the presence of enemy combat units and EZOCs, terrain, stacking restrictions, etc.

Consult the Terrain Effects Table by cross-referencing the unit type with the terrain entered. There is no limit to the number of friendly units which can pass through a single hex during the Movement Action itself as stacking limits are only enforced at the end of an Action.

7.3.1 Moving Stacks

Units currently belonging to the same formation which begin a Movement Action in the same hex may move together as a stack at no extra cost in Action Points.

- Expend the Movement AP cost to move the entire stack.
- The stack's MA is limited by the MA of the slowest unit in the stack.
- A moving stack may never drop off or pick up any units while conducting movement.
- All units that begin moving as a stack must end movement in the same hex, unless they are forced to displace due to over-stacking for any reason.
- An HQ cannot move with a stack; an HQ is always "moved" by conducting a HQ Relocation Action.

7.3.2 Maximum Movement

A unit can never exceed its MA (or its stack's MA) during a single Movement Action.

❗ A unit can always move one hex, as long as it does not:

- Enter an enemy-occupied hex.
- Enter or cross prohibited terrain.
- Move directly from one EZOC to another (exception: Infiltration Movement, see 7.3.4 Infiltration Movement)
- Trigger a successful enemy Formation Reaction before exiting its hex of origin.

Units are not required to expend their entire MA, but unused MPs cannot be accumulated or transferred.

- A unit or stack can be involved in any number of Movement Actions during a Formation Activation, as long as the Action Points are available to allow it to participate.
- A friendly unit may never enter a hex containing an enemy combat unit.
- A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit.

7.3.3 Road and Railway Movement

A unit which is moved from one road hex directly into an adjacent road hex through a hexside crossed by the road, spends MPs according to the road type and ignores all other terrain in the hex entered and hexside crossed. Units may not use the road movement rate when entering or exiting an EZOC.

Railways are considered to be roads, but have higher Movement Costs for Motorized Movement.

7.3.4 Infiltration Movement

Any friendly unit or stack that begins a Movement Action in an EZOC may try to move directly to another EZOC by expending its entire MA. It (or in the case of a stack: each unit) must pass an EC (see 5.6 Effectiveness Check) to succeed and getting placed in the new hex. When it fails the EC, it becomes disrupted and does not move at all. The corresponding Action Points are spent, regardless of the outcome.

❖ Infiltration Movement can trigger an Formation Reaction Attempt.

7.3.5 Increased MA of Leg units

Combat units classified as Leg units have their MA increased by two if they do not move adjacent to an enemy unit during their entire Movement Action (including both the starting hex and the final hex).

7.3.6 Movement and enemy HQs

When a unit or stack performing a Movement Action moves adjacent to a hex that contains only enemy HQ unit/s:

- The HQ unit is immediately displaced (see 5.3.2 HQ Displacement).
- No other adjacent combat units currently belonging to the displaced HQ's formation can attempt Formation Reaction in this Movement Action.

❗ This does not take place when a unit or stack performing a Movement Action moves adjacent to an enemy HQ located alone in a hex on the other side of a lake or an unbridged Bug River hexside.

❖ Units belonging to another formation that does not suffer HQ displacement may still make a Reaction Attempt.

7.3.7 Streams

Leg units pay one additional MP to cross a stream hexside. Motorized units must expend their entire MA to cross a stream. In other words, they must begin a Movement Action adjacent to a stream hexside to cross it and cease movement immediately after crossing.

These additional MP costs are not applying, if the stream is bridged (see 3.1.2 Hexside Terrain).

7.3.8 Boat Movement

Only two German leg units can cross a Bug River hexside per Formation Activation. To cross an unbridged Bug River hexside, a unit must begin its movement adjacent to it and pay one additional MP. To facilitate remembering this limit, mark such a unit with the corresponding marker.

7.3.9 ZOC

A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit.

7.4 HQ RELOCATION ACTION

The number of APs required to undertake a HQ Relocation Action is equal to the HQ's number of Relocation Points on the counter. A HQ Relocation Action is the only Action a HQ may undertake.



An HQ unit must always be located in a town or village.

2 Relocation Points

- Pick up the HQ unit and place it in its destination hex. The destination hex must be in supply, friendly-controlled and in that HQ's Command Range. To "move" the HQ, it must be possible to establish a path of any length of contiguous hexes - free from enemy units and/or EZOC - between the start hex and the destination hex. Friendly units negate the effects of enemy ZOC in the hex they occupy, including the start and destination hex. An HQ can relocate across the Bug River if a path to the new hex is not longer than its Command Range and a Supply Path can be traced through a bridge or pontoon bridge. This is also true for HQ Displacement.
- A HQ violating the above limitations is subject to the penalties of HQ Displacement (see 5.3.2 HQ Displacement).

COMBAT ACTION SEQUENCE



7.5 COMBAT ACTION

Combat occurs between opposing units in adjacent hexes by declaring a Combat Action. Combat is always voluntary; a unit is never required to attack.

Should one side inflict more damage on the opponent than it suffers, Battle Victory is achieved.

HQ units in Combat

HQ units are never affected by combat nor do they take combat hits; their presence in a stack is simply ignored. HQs cannot retreat; a HQ is immediately displaced if it suddenly finds itself alone in a hex as a result of combat.

7.5.1 Resolving Combat

A. Attack Declaration

The side performing the Action declares a Combat Action type (Hasty, Regular, or Prepared Attack) with one friendly unit or one stack of friendly units adjacent to a single enemy occupied hex.

- ❖ *Multi-hex combat is not permitted although adjacent units may provide Support (see 7.5.1.2 Combat DRMs).*

B. Combat Chits

Each player draws one Combat Chit to determine the Combat Multipliers.

C. Strength Determination

Both sides find their final combat strength (see 7.5.1.1 Combat Strength Determination).

D. Combat Results Table & DRMs

1. Compare the final combat strength of the attacker to that of the defender and express the comparison as a numerical odds ratio. Round this odds ratio downward to conform to one of the columns on the CRT.
2. Cross-reference the ratio with the type of hex terrain occupied by the defender(s).
 - If the ratio is greater than the one listed in the rightmost column for the indicated terrain type, use the rightmost column.
 - If the ratio is less than the one listed in the leftmost column for the indicated terrain type, the attack is treated as a "5 / 0" result (APs are still considered expended).
3. The attacker rolls one die, applying all relevant DRMs (see 7.5.1.2 Combat DRMs):
 - Hexside Terrain
 - Attacker / Defender Combat Support
 - HQ Support
 - Armor Superiority

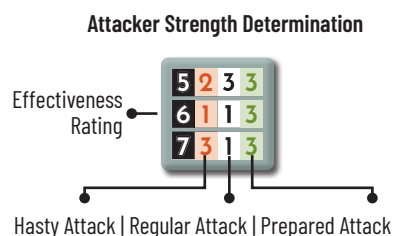
Cross-reference the modified result with the ratio located on the proper Terrain line to obtain the combat result. Apply combat results immediately (see 7.5.2 Combat Results).

7.5.1.1 Combat Strength Determination

The strength of an attacking or defending unit is calculated before each battle as follows:

Strength Determination

The attacker draws randomly one Combat Chit to find the Combat Multiplier (1-3) for this Combat Action by cross-referencing the unit's Effectiveness Rating with the appropriate column of the Combat Chit:



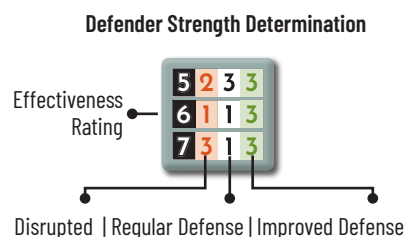
The Combat Multiplier found in this way is then used to multiply the unit's current Combat Strength to get the final Battle Strength of this unit.

If there is more than one unit attacking (from the same stack), the procedure is repeated for each involved unit separately, but the same Chit is used for all units of the same stack.

NOTE: AT units in attack have only ¼ of strength (round up).

Defender Strength Determination

The defender draws another one Combat Chit and repeats the procedure described above to get the Battle Strength of his unit(s) involved in the combat. The columns of the Combat Chits are used as follows:

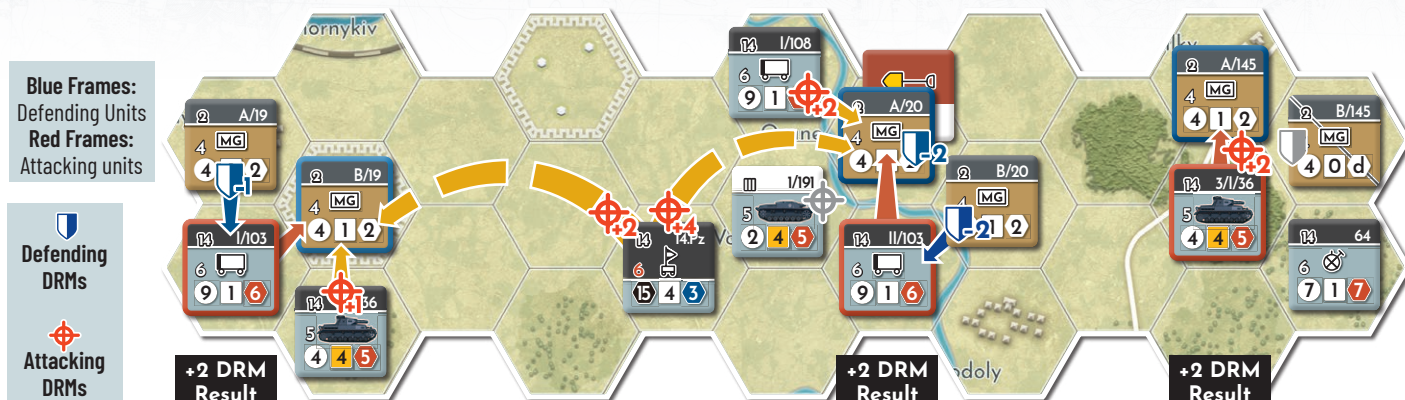


- ❖ *There is only one single Combat Chit drawn by each the attacker and defender; regardless if one, two or three unit(s) are attacking/defending! So in each combat, two chits get drawn, one for all units of the attacking stack and one for all units of the defending stack. Of course, units in the same stack can have different multipliers, depending on the Effectiveness Rating.*

Once a Combat Action has been resolved, both players place the drawn Combat Chits back into the container.

- ❖ *Statistically, a unit has a better chance to get a higher modifier, when it has a better Efficiency Rating and if it is conducting a Prepared Attack or Improved Defense.*

COMBAT DRM EXAMPLES



Regular Attack vs. Regular Defense

I/103 receives support from the adjacent 3/I/36 (+1) and HQ (+2).
B/19's defense is supported by A/19 (-1)

Prepared Attack vs. Improved Defense

II/103 receives support from both HQ (+4) and I/108 (+2). I/191 is prohibited from supporting due to the stream, which also imposes a Hexside Terrain Effect DRM (-2) on the attack.
A/20 receives support from B/20 (-2 from Imp. Defense)

Hasty Attack vs. Regular Defense

3/I/36's 4 Tank points vs. A/145's 1AT point (+1 from Village terrain) result in a +2 Armor superiority DRM for the attacker. No support is possible for either side.

7.5.1.2 Combat DRMs

There are four possible Combat DRMs applicable to combat based upon Hexside Terrain Effects, Combat Support, HQ Support and Armor Superiority

1. Add all positive modifiers, then subtract all negative modifiers.
2. Change the actual die roll according to the final DRM. Results less than one are treated as one; results higher than 20 are treated as 20.

A. Hexside Terrain Effects DRM

Only the defender benefits from the Hexside Terrain Effects DRM. It is in effect if the attacker is attacking across a terrain hexside as indicated on the TEC. As the attacker is always attacking across one hexside only, the defender will not benefit from more than one Hexside Terrain Effects DRM in one single Combat Action. All hexside terrain CRT DRMs are listed in the TEC.

- ❖ Roads and railways do not negate hexside DRMs.

B. Combat Support DRMs

Friendly combat units adjacent to the enemy attacking / defending unit may be eligible to provide combat support. Units providing combat support are immune to any adverse combat results and cannot be used to take losses.

Requirements for Combat Support

1. The friendly combat unit belongs to the same formation as those in the attacking / defending stack.
2. The friendly unit projects a ZOC into the enemy defending / attacking hex.
3. The friendly unit is in Command Range of its parent HQ.

Combat support is not available for the attacker if conducting a Hasty Attack Action.

Combat support is not possible for the defender if one or more defending units are disrupted. Also, disrupted units may not provide combat support (see 5.6.3 Disruption Effects).

- For a Regular Attack Action, the attacker may contribute a DRM of +1 for each hex adjacent to the defending hex containing at least one friendly combat unit when all aforementioned requirements are met.
- For a Regular Defense (all defending units undisrupted, but not in Improved Defense) the defender may contribute a DRM of -1 for each hex adjacent to the attacking hex containing at least one friendly combat unit when all requirements are met.
- For a Prepared Attack Action, the attacker may contribute a DRM of +2 for each hex adjacent to the defending hex contain-

ing at least one friendly combat unit when all aforementioned requirements are met.

- ❖ In a Prepared Attack Action, the attacker may also contribute a DRM of +1 for each hex adjacent to the defending hex containing at least one friendly combat unit even if this unit is from a different formation as long as all other requirements are met.
- For an Improved Defense, the defender may contribute a DRM of -2 for each hex adjacent to the attacking hex containing at least one friendly combat unit when all requirements are met.
- ❖ For an Improved Defense, the defender may also contribute a DRM of -1 for each hex adjacent to the attacker containing at least one friendly combat unit even from a different formation when all other requirements are met.
- ❖ Clarification: The Combat Support DRMs for "Friendly" and "Same Formation" are not cumulative. The bonus for Prepared Attack is already accounted for in the -2 / +2 DRM.

C. HQ Attack Support DRM

To qualify for HQ Attack Support, the attacking unit or stack must be:

1. In Command Range of its parent HQ
2. Conducting a Regular or Prepared Attack Action.

There is no limit to the number of times HQ Attack Support may be received during a single Formation Activation. The defending side is never eligible for HQ Attack Support. The amount of Attack Support Points received is determined as follows:

- **Regular Attack:** The attacker receives half of the parent HQ's current Support Points (round fractions up).
- **Prepared Attack:** The attacker receives all parent HQ's current Support Points.

D. Armor Superiority DRM

To determine whether the attacker or defender has Armor Superiority and is entitled to a DRM in his favor, the attacker's Tank Point value must be compared to the defender's Tank or Anti-Tank Point value.

If the defender has Tank Points and Anti-Tank Points available in the defending hex, he must always use Tank Points.

Neither player can withhold a unit; both sides must always use their unit with the highest Tank / Anti-Tank Points to determine Armor Superiority. Pick the unit containing more current combat strength if values of two units are equal; player's choice if current combat strength of two units is equal, as well.

If neither the Attacker nor the Defender has Tank Points available: No player can establish Armor Superiority and neither player will receive a favorable DRM.

The Attacker has Tank Points and the Defender has Anti-Tank Points available:

1. Select the attacking unit with the highest number of Tank Points. Check defender's terrain for any possible modifiers and round down if necessary to get the attacker's final Tank Point value.
2. Select the defending unit (even if disrupted) with the highest number of Anti-Tank Points. Add to this number the defensive Terrain Bonus (if applicable), which increases the Anti-Tank Points for the defending unit, to get the defender's final Anti-Tank value.
3. Subtract the defender's Anti-Tank Point value from the attacker's Tank Point value to determine Armor Superiority.
4. If the final result is a positive number, the attacker can establish Armor Superiority and the final result is his favorable DRM. If the final result is a negative number or a zero, no player can establish Armor Superiority and neither player will receive a favorable DRM because Anti-Tank Points can never establish Armor Superiority.

Both the Attacker and the Defender have Tank Points available:

1. Select a attacking unit with the highest number of Tank Points. Check defender's terrain for any possible modifiers and round down if necessary to get the attacker's final Tank Point value.
2. Select a defending unit (even if disrupted) with the highest number of Tank Points. Its Tank points is the defender's final Tank Points value because defending Tank Points are never modified due to terrain.
3. Subtract the defender's Tank Point value from the attacker's Tank Point value to determine Armor Superiority. The final result is the Armor Superiority DRM (positive or negative) of the Combat Action.

The Attacker does not have Tank Points and the Defender has Tank Points available:

The defender automatically receives Armor Superiority, and the full Tank Point value of the defender's unit with the highest number of Tank Points is used as a favorable (negative) Armor Superiority DRM for the defender. The defender's Tank Points are never modified due to terrain and the attacker cannot use Anti-Tank Points against the defender's Tank Points.

The Attacker has Tank Points and the Defender has no Anti-Tank or Tank points:

Treat exactly the same as **The Attacker has Tank Points and the Defender has Anti-Tank Points available**. The defender has 0 Anti-Tank points, but chooses the unit containing the most current combat strength; player's choice if current combat strength of two units is equal. Defensive terrain bonus might increase the Anti-Tank Points to a value >0.

7.5.2 Combat Results

Attacking Stack
Combat Hits
(3 hits + EC)

3 / 0

Defending Stack
Combat Hits
(No hits + No EC)

Combat results consist of two numbers separated by a slash: The number to the left applies to the attacking stack and the number to the right applies to the defender. The numbers themselves indicate how many combat hits a side suffers. Hits printed in red require that all units in the corresponding attacking / defending hex must make an EC.

- ❖ Results against the defender are always completely applied before those against the attacker.

Distributing combat hits

The following procedure must be followed strictly when applying combat results. The defender must always follow the procedure completely before the attacker:

1. If the corresponding combat result is at least 1, one step loss must be taken. The mandatory first Strength Point Loss must be from a unit that defended with either Tank or Anti-Tank Points or attacked with Tank Points.

❗ AFV units do not have to lose a Strength Point if Armor Superiority is 2 or greater and the opposing side does not have any AFV unit engaged in combat. In this case, the Strength Point loss must be from the strongest unit in stack (counted in strength points).

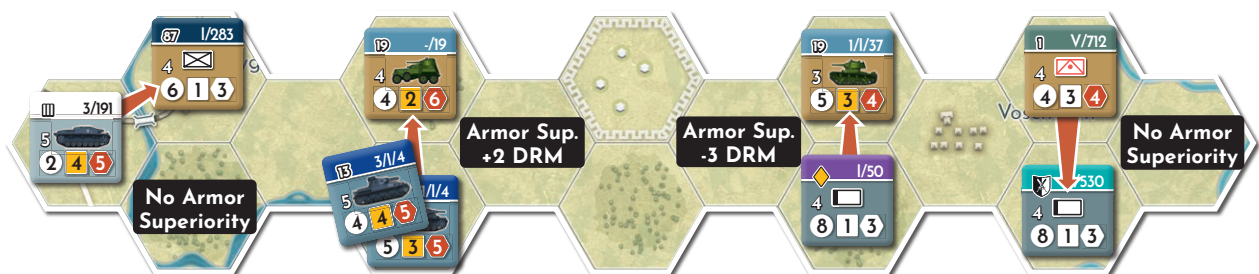
2. If the Defender's / Attacker's result is printed in red, he must make an EC with each of his units in the stack. All units that fail the EC, become disrupted.
3. The second combat hit (if the Defender's result is 2 or higher) is variable:

- Any unit that failed an EC due to a red result is forced to retreat.
- For any unit that passed the EC, or the result is not printed in red, the player has the option to perform a voluntary retreat.

- ❖ If all the units make a retreat (forced and/or voluntary), the second hit is fulfilled. Otherwise, if only some units retreat, the ones who stay in the hex still have to fulfill the second combat hit! It is not possible to negate the second step loss by retreating less than all units.

4. All further combat hits must be taken as step losses. All Strength Point Losses must be equally distributed among all involved units; no unit may absorb two Strength Point Losses before all other units have not absorbed one Strength Point Loss each.

ARMOR SUPERIORITY DRM EXAMPLES



Attacker has Tank points, Defender has AT points

Because III/191 crosses a Bug River Bridge hexside, its Tank points are divided by 4. I/283 has 1 AT points, plus +1 from Village terrain. The result is then -1 for the attacker, and no armor superiority is established.

Attacker has Tank points, Defender has Tank points

3/1/4 has the highest Tank points in the attacking stack, and it surpasses the defender's points by 2. This results in a +2 AS DRM for the attacker.

Attacker has AT points, Defender has Tank points

The defender has automatic Armor Superiority, and its unmodified Tank points are used as the negative DRM for the attacker (-3 in this case).

Neither attacker nor Defender have Tank points

No Armor Superiority DRM is possible.

Step Losses

Each Strength Point Loss is applied to a single unit and causes the unit's current combat strength to be reduced by one. Strength Point Losses are distributed as the owner wishes among combat units, taking into account the aforementioned guidelines.

Simply record the unit's new strength by placing corresponding Current Combat Strength marker underneath it. The marker is rotated in such way, that the correct number is always shown on top.

If a unit currently has a strength of one and takes another Strength Point Loss, it is eliminated. Remove the unit counter from play.

A unit's Movement Allowance, Tank or Anti-Tank Points and Effectiveness Rating are never adversely effected due to Strength Point Losses.

Retreat

Retreating units have the option to retreat one or two hexes. However, this only satisfies one combat hit if all the units in the hex retreat.

❗ *A Mechanized unit can retreat only one hex if it:*

- moves across an unbridged stream hexside, or
- enters a forest or marsh hex.

Stacking limits must be observed at any moment of a retreat.

Retreating units in a stack may not split up. A unit or stack must retreat towards the nearest hex adjacent to a friendly supply area, subject to the following restrictions:

Hexes and hexsides prohibited to enter by retreating are:

- Enemy occupied hexes (including those occupied solely by HQs).
- EZOCs (Exception: Forced Retreat).
- Unbridged Bug River hexsides.
- Off the map.

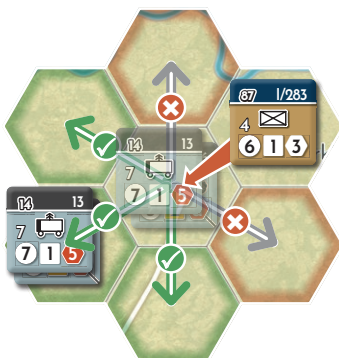
Forced Retreat

A hex containing an EZOC must be entered if a unit is forced to conduct retreat and no other hex is available. Each retreating unit takes one additional Strength Point Loss which does not count as satisfaction for any remaining combat hits. A withdrawing unit or stack must stop when it enters an EZOC.

Each unit that must, but cannot make a forced retreat, takes two additional Strength Point Losses which do not count as satisfaction for any remaining combat hits.

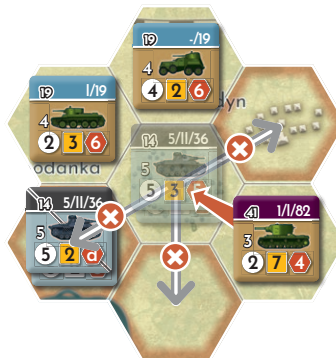
❖ *IMPORTANT If only some units in a stack have to do a forced retreat, while others are chosen to retreat voluntarily (to convert the second combat hit), the forced retreat must be executed first. (This matters if the retreat hex is already occupied by friendly units and the retreat causes an overstacking).*

RETREAT EXAMPLES



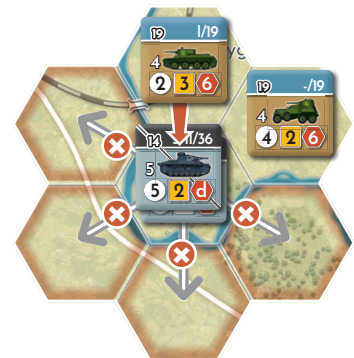
Successful Retreat

The German stack has a clear retreat path towards a friendly supply area, so a retreat is possible.



Successful Forced Retreat

The retreating German stack's only possible path is to move into the EZOC hex. In doing so, each unit in the stack takes an additional Strength Point Loss.



Failed Forced Retreat (Bug River)

This German stack is surrounded against unbridged hexes of the Bug River so its units cannot complete their forced retreat movement, each unit taking 2 additional Strength Point Losses.

7.5.3 Battle Victory

The side that receives the lower combat hit number in a combat, wins the battle, unless all of that side's units involved in the combat are eliminated. In that case, or when ties occur, neither side wins a victory. The winning unit or stack immediately receives one bonus Action Point, restricted as follows:

1. Only units which were involved in the combat may use the bonus AP.
2. The unit(s) must be within Command Range of the parent HQ.

One or more units in the stack must immediately expend the bonus AP, or it is lost. No other units, including those supporting the combat, can use the point or be involved in the Action chosen.

If the attacker gains the bonus AP, he can supplement it with any or all remaining Action Points on the friendly AP track.

The bonus AP can immediately be spent for any Action. Using a Movement Action to move back into the hex, left due to a retreat would be a valid option. The bonus AP can trigger a reaction attempt only if the bonus AP is used by the attacker, not if used by the defender.

A unit or stack can spend the bonus AP to perform a Movement Action only if the first hex entered is the just abandoned opponent's hex. If the opponent did not retreat all units, the winning side can use the bonus AP only for a Refit Action, for a Prepared Defense Action or for another Combat Action. He cannot use it for a Movement Action.

7.6 REFIT ACTION

Each disrupted unit that is not isolated must conduct a Refit Action individually. A unit may perform any number of Refit Actions, as long as Action Points are available during the Formation Activation.

- Make an Effectiveness Check for the disrupted unit; if the unit passes, flip it over to its normal (undisrupted) side. If it fails, it remains disrupted but suffers no additional adverse effects.

❖ *A Refit Action is the only Action a disrupted unit may undertake.*

7.7 IMPROVED DEFENSE ACTION

To conduct an Improved Defense Action, simply place the corresponding marker on top of the stack. It gets all benefits if being attacked as long as the marker is in place.

The Improved Defense marker is removed immediately:

- If at least one unit in the hex becomes disrupted.
- If at least one unit in a hex is eliminated, the remaining unit(s) loses its Improved Defense.
- If at least one unit leaves the hex for any reason.
- If at least one unit in the hex conducts any Action.
- If another unit ends a Movement Action or retreat in the hex.

It is not possible that only parts of the units in a hex are in Improved Defense, it is an "all or nothing" affair.

❗ *The Improved Defense marker is NOT removed if reinforcements are placed in the hex, a unit receives replacements, or reorganizes.*

7.8 END TURN SEGMENT

Advance the game turn marker one box to indicate the start of a new game turn. If the final turn has been completed, the game ends and victory is determined.

8. ADMIN PHASE

Place the Initiative +DRM marker in the zero box on the Initiative track. It does not matter at this point on which side it is placed. This is the only time during a turn, that the marker is placed in the zero box.

8.1 RECOVERY SEGMENT

The Formation Activation Level recovers by the following rules, which are different for each side.

Recovery means that the Formation Activation marker gets advanced a number of spaces on the corresponding track.

- An HQ determined to be out of supply during the Recovery segment is able to recover by expending Emergency Supply. This is simply done by flipping over the HQ to its back side. If the HQ is expending Emergency Supply it recovers one point less.
- An HQ in Emergency Supply determined to be out of supply during the Recovery segment is not able to recover.
- A given Formation Activation marker may never be adjusted above its Maximum Activation Level, which is noted on the Formation Activation counter as well as on the Formation Activation track on the map.
- An HQ which is currently flipped over because of expended Emergency Supply now recovers if determined to be in supply (flip the HQ unit back to its front side).

8.1.1 German Formation Activation Level Recovery

All German Formation Activation Levels recover as many spaces upwards on the track as indicated by their Formation Activation Recovery Rating listed on the HQ Recovery table.

8.1.2 Interdiction Level Adjustment

The German player rolls one die and consults the Interdiction Table to determine the Interdiction Level (0, 1 or 2) of the current game turn.

Interdiction Effects:

- The German player applies the Interdiction Level as an additional Initiative DRM.
- The Soviet player uses the Interdiction Level to determine Soviet Formation Activation Recovery levels.

8.1.3 Soviet Formation Activation Level Recovery

The Formation Activation Level Recovery of Soviet Formation is not fixed, but based on the individual Formation Activation Recovery Rating and influenced by the Interdiction Level of the current game turn.

- The Soviet Player checks the Formation Activation Recovery Rating of his supplied formation and cross references this rating with the Interdiction Level on the HQ Recovery Table to obtain the result.

This means that the Soviet player does not know the exact Interdiction Level and Recovery values for a given Recovery Segment during the preceding Ops Phase!

8.1.4 Auto Refit of Combat units

Each disrupted unit determined to be in Command Range of its parent or currently assigned HQ, automatically refits from disruption, regardless of the HQ's supply status. Both sides refit simultaneously.

8.1.5 Attrition of Isolated units

Each unit that is still disrupted and determined as isolated conducts an Attrition Check (see 5.8.3, Isolation).

8.2 ASSIGNMENT SEGMENT

Independent units may be assigned and re-assigned (see 5.5.1, Formations). All eligible independent reinforcements must be assigned to one qualifying formation (see 5.5.2, Independent Units).

8.3 REPLACEMENT SEGMENT

The German side receives replacement points (RPs) to spend. The Soviet side may then cannibalize and reorganize certain units.

- RPs can only be used for specified unit types that are undisrupted and within Command Range of the parent HQ which itself must be currently in supply or emergency supply.
- Units in EZOCS can (!) receive replacements as long as all other restrictions are met.
- RPs must be expended immediately; unused points are lost.
- An RP recovers one Strength Point. There is no limit on the number of points a unit can receive per segment, but eliminated units may not be rebuilt and no unit can be increased above its original printed combat strength.

Additional special restrictions are listed below:

8.3.1 German Replacements

The German player receives Infantry RPs and AFV RPs according to Replacement Table (also indicated on the turn track) which must be spent to rebuild reduced or destroyed units of the corresponding unit type in the current turn. Two Infantry RPs can rebuild one strength point of any motorized unit or any engineer.

8.3.2 Soviet Reorganizations

Cannibalized Unit			Reinforced Unit	
Non Motorized Infantry		▶	Non Motorized Infantry	
Machine Gun				
Non Mot. Engineers				
Border Guard				
Anti-Tank		▶	Motorized Infantry	
Motorized Infantry				
Motorized Engineers				
Machine Gun				
Non Mot. Engineers		▶	Machine Gun	
Non Mot. Engineers		▶	Non Mot. Engineers	
Motorized Engineers		▶	Motorized Engineers	
HQ and Support Type units can never be reorganized.				

The Soviet side may cannibalize combat units to receive RPs, regardless of their current strength, if they meet the following requirements:

1. They must be undisrupted.
2. In Command Range of its parent HQ, which must be in Supply or emergency Supply.

Cannibalization:

The Soviet player simply removes an infantry type unit from play. Each Strength Point removed becomes an RP as indicated on the Soviet Unit Reorganization Table and must be expended immediately or is lost.

Each point may only be expended to recover one previously lost Strength Point of a unit of the respective type.

Units to recover RP must meet the following requirements:

1. Must be in Command Range of its parent HQ, which must be in Supply.
2. Must be in Command Range of the HQ formation from which the cannibalized unit comes.

8.4 REINFORCEMENTS SEGMENT

From the beginning of game turn 2, both sides receive reinforcements according to the Reinforcement Chart. Entry of reinforcements can be delayed to the next turn at the owning side's option, including those previously delayed.

The Soviet player places eligible reinforcements before the German player. All reinforcements of one side are considered to be placed simultaneously.

8.4.1 Placement of Reinforcements

Eligible reinforcements enter on any specific entry hex(es) according to the Reinforcements Chart.

Should no friendly entry hex be available, Reinforcements may enter in a hex nearest to the entry hex(es), whilst being in Command Range and not adjacent to an enemy unit.

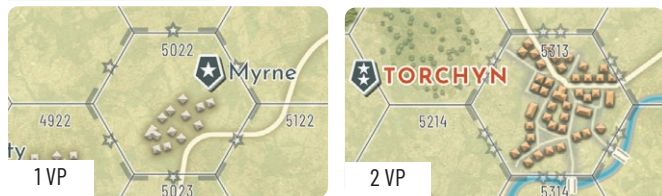
Independent reinforcements must be assigned to a qualifying formation before placed on the map.

The Formation Activation marker of a reinforcing formation gets placed on the Division's maximum value if not indicated otherwise.

9. VICTORY CONDITIONS

Victory is determined by the total number of VPs the German player is able to earn during play.

Control of VP Hexes



A Player controls a VP hex if he occupies it or was the last to occupy it and if he can trace a line free of enemy units and EZOCs from his supply source to VP hex. Up to 5 hexes of this trace line can be off road or off railway, the trace line cannot cross an unbridged Bug River or lake hexside however. All other hexes must be traced using road or railway hexes. Friendly units negate EZOCs for this purpose.

❖ *It does not have to be first 5 hexes. For example 3 hexes can be off road, the next 10 hexes along a road and again 2 hexes off road.*

At the beginning of play, all VP hexes are controlled by the Soviet side.

There are also conditional Victory Point hexes that grant VPs according to special conditions on each scenario.



VPs by strength point losses of destroyed units

Soviet step losses are determined at the end of the game.

The German player is awarded the following VPs:

1/15 VP – for each strength point of destroyed AFV units

1/30 VP – for each strength point of destroyed infantry and AT units.

❖ *Destroyed means that the counter is removed from the map.*

German player VP losses

In each scenario the German player loses 1 VP at end of the game:

- for each three German units destroyed, out of command or isolated.
- for each two Formation Activation markers below level 2.

Additional VP conditions are described in the section of each scenario.

Counterattack Orders

The Soviet player starts the game with a certain number of "Counterattack Orders" markers. Each prepared attack performed allows the player to discard one marker. At least one Soviet AFV unit must be involved in this attack. At the end of the game, each marker still in the possession of the Soviet player earns the German player 1 VP.

10. SCENARIO SPECIAL RULES

GERMAN SPECIAL RULES

10.1 Z.B.V. 800 BRANDENBURG REGIMENT



During the first turn all German attacks across the bridges over the Bug River in Ustyluh and Vygodanka have a -2 DRM to combat and AFV units have 1/2 Tank Points (instead of -4 DRM and 1/4 Tank Points). This rule reflects the German commandos from z.b.v. 800 Brandenburg Regiment capturing these bridges at beginning of the operation.

10.2 SURPRISE ATTACK

The German player is automatically considered to have won Initiative Determination for the first Formation Activation of the campaign and scenario one and has up to three consecutive formation activations (only two in scenario one). After these activations the Initiative +DRM marker is automatically moved to the first space (+2), showing the Soviet side.

During the Surprise Attack formation activations, only Infantry Divisions can be activated and each only once. All soviet Effectiveness Checks and Reaction Checks have a +2 DRM.

10.3 PONTOON BRIDGE

The German player can build two pontoon bridges per game—one for III. Motorized Corps and one for XXIX Corps. To build a pontoon bridge, the player must spend 2 AP and meet the following requirements:

- at least one undisrupted unit of the activated formation, belonging to III. Motorized Corps or XXIX Corps must be in Command Range and adjacent to the Bug River where the player wants to build the pontoon bridge.
- The hex on the other side of the Bug River must be free of enemy units and EZOCs. Friendly units negate EZOCs for this purpose.

Mark the position of a pontoon bridge with its respective marker. The German player can remove the Pontoon Bridge during the Reinforcement Segment of the Admin Phase. There is no other requisite like being adjacent to the bridge. The Pontoon Bridge is also removed from the game if an enemy unit is adjacent to it.

Mechanized units crossing the Bug River across a pontoon bridge pay +1 MP in addition to the hex terrain. Infantry units do not pay any extra MPs in addition to the hex terrain.

Pontoon bridges are considered bridges in all respects.



SOVIET SPECIAL RULES

10.4 FORMATION RESTRICTIONS

87

a) 87. Rifle Division

In the first three turns, the HQ of 87. Rifle Division can only perform Relocation Action or displacements within a four hex range from Volodymyr-Volynskiy. This restriction is no longer in place if the German player controls any Hex of Volodymyr-Volynskiy. If HQ displacement isn't possible within a four hexes range from Volodymyr-Volynskiy, the player can displace it to any other eligible hex.

124

b) 124. Rifle Division

The HQ of 124. Rifle Division can perform Relocation Actions or displacements only within a four hex range from the Southern Soviet Supply Area. If HQ displacement isn't possible within a four hex range from the Southern Soviet Supply Area, the player can displace it to any other eligible hex.

41

c) 41. Tank Division

The HQ of 41. Tank Division can perform Relocation Actions or displacements only within a four hex range from the Northern Soviet Supply Area. If HQ displacement isn't possible within a four hex range from the Northern Soviet Supply Area, the player can displace it to any other eligible hex.

10.5 RESERVES OF 41. TANK DIVISION



If any German unit is within 5 hexes of the Northern Soviet Supply Area before turn 6, the Soviet player receives these reserves in the next turn (first battalion of 82. Regiment from 41. Tank division, three units total).

11. SCENARIOS

Across the Bug River comes with two small scenarios and one campaign scenario. The initial deployment and reinforcements can be found in the Setup and Reinforcements Chart.

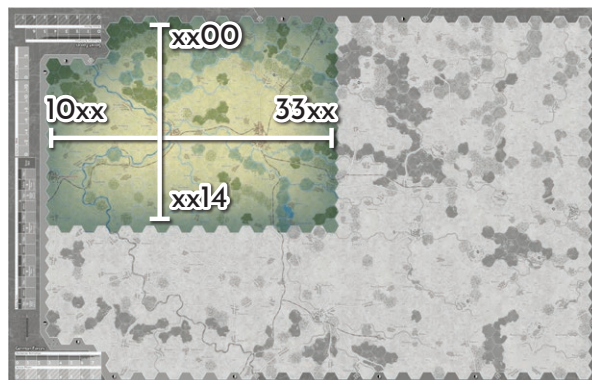
You will find details regarding special conditions and victory conditions in the section of each scenario.

Please note that the special scenario rules included supersede all general rules of the game.

- ❖ Each scenario begins with the Ops Phase, so the Admin Phase is skipped.

11.1 SCENARIO ONE: ATTACK OF THE III. MOTORIZED CORPS

This scenario recreates the border battle in the first 36 hours. The main task for the German III. Motorized Corps is capturing Volodymyr-Volynskiy.



SPECIAL RULE 10.5 IS NOT USED IN THIS SCENARIO.

Game Duration:

Game turns 1-3

Map Area:

From hexes xx00 to xx14 and from hexes 10xx to 33xx. The east edge of the playable area is also a Soviet Supply Zone.

Setup (according to the Campaign Chart):

Soviet player deploys units first.

Soviet 5. Army

- 87. Rifle Division (except for engineer unit 11/87)
- 41. Tank Division
- 2. Fortified Region (except for B/20, A/146 and B/146)
- 1/90 and 2/90 NKVD Border Guard (except for № 8)
- 2x Counterattack Order markers

German III. Motorized Corps

- 14. Panzer Division
- 298. Infantry Division
- 44. Infantry Division
- 191 Assault Gun Battalion (three StuG III units)

Reinforcements (according to the Reinforcement Chart):

Eng. Units: 260/III and 627/III.

Victory Conditions:

The German player gets VPs at end of game turn 3 as follows:

2 VP	1 VP
2708, 3201	2008, 2208, 2607, 2707, 2804, 2809, 2811, 3108, 3211

These hexes can be marked with Victory Point markers for easy recognition.

Additional VPs for the German player:

- 2 VP if no pillbox hex is occupied by any Soviet unit at the end of game turn 3.
- The German player gets VPs at the end of turn 3 for strength point losses of Soviet destroyed units.
- The German player receives 1 VP for each Counterattack Orders Marker still in soviet possession.

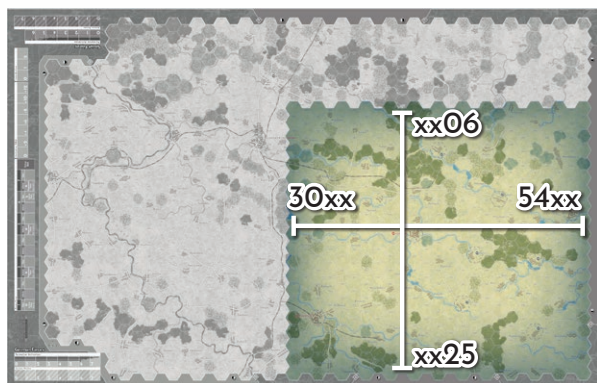
All VPs of the German player get summed up and are compared to the following Victory Levels table.

Victory Levels						
+	G.Decisive	G. Minor	Draw	S. Minor	S. Decisive	
	14 or more	12-13	10-11	8-9	7 or less	



11.2 SCENARIO TWO: DELAYED ARRIVAL

Soviet 5th Army is preparing to counterattack. 135. Rifle Division already is in position but 19. Tank Division is still on the move.



NO SPECIAL RULES ARE IN EFFECT

Game Duration:

Game turns 5-7.

Map Area:

From hexes 30xx to 54xx and from hexes xx06 to xx25.

Setup:

Scenario Two Chart. Soviet player deploys units first. Units begin the scenario with some strength point losses. The tables indicate the number of starting strength point losses in AFV and infantry units. These losses are distributed after setup:

Soviet strength point losses:		
German player's choice of the exact units and their number of steps – maximum 3 per stack	AFV	INF
135. Rifle Division	-	4
87. Rifle Division	-	6
(HQ's Attack Support Points are reduced to zero)		
German strength point losses:		
Soviet player's choice of the exact units and their number of steps – maximum 2 per stack	AFV	INF
13. Panzer Division	1	2
14. Panzer Division	3	5
111. Infantry Division	-	4
299. Infantry Division	-	4

Six soviet stacks may now be placed in Improved Defense.

Reinforcements (according to the Reinforcement Chart for Scen. 2):

Turn 6: 19. Tank Division Reinforcements (4 units).

VP Hexes:

All non-conditional printed VP Hexes within the playable area.

Additional German VPs:

- The German player receives 1 VP for each Counterattack Orders Marker still in Soviet possession.
- 1/20 VP** for each strength point of 111. and 299. Infantry Division unit that exits the map through the Eastern Soviet Supply Area. The unit has to be in Command Range at the moment of exiting to qualify for this. To exit the map, the unit must spend 1 additional MP.
- The German player gets VPs at the end of game turn 7 for strength point losses of destroyed Soviet units.

❖ To exit from hex 5418, a unit must pay 1 additional MP for crossing the stream.

Victory Levels					
	G. Decisive	G. Minor	Draw	S. Minor	S. Decisive
+	11 or more	9-10	7-8	5-6	4 or less

11.3 CAMPAIGN SCENARIO

The campaign game recreates the entire border battle in the area between the Bug River and the town Torchyn in the first days of Operation Barbarossa. The goal for the German player is to break through the Soviet defense lines and open the main road to the east.



ALL SPECIAL RULES ARE IN EFFECT

Game Duration

Game turns 1-7.

Map Area

The entire map is used.

Setup and Reinforcements

According to the Campaign and Reinforcements Charts.

Soviet player deploys units first.

Victory Conditions

The German player gets VPs at the end of game turn 7 for strength point losses of Soviet destroyed units and for control of VP hexes printed on the map.

Conditional VPs

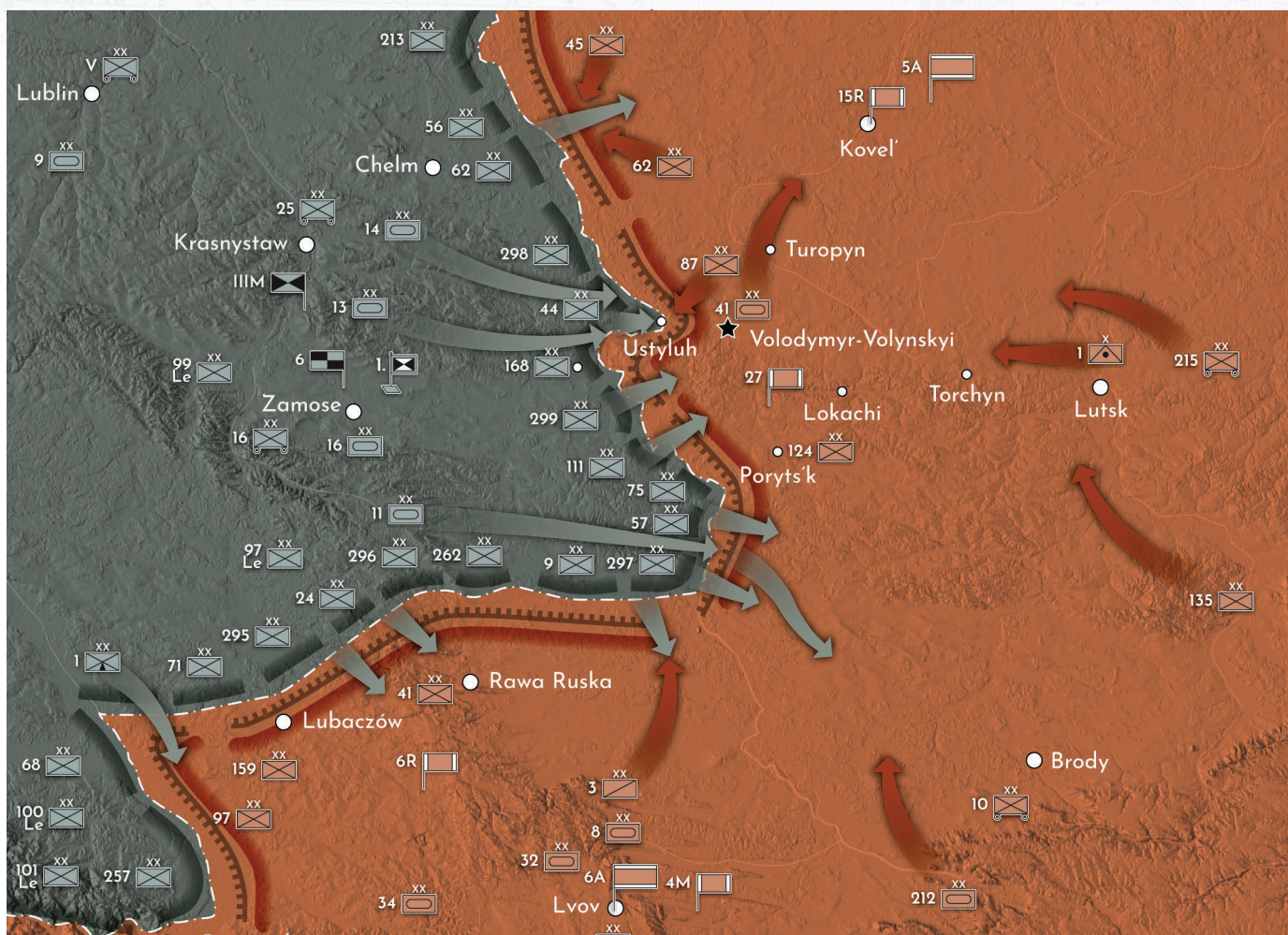
- German player gets VPs for control of Volodymyr-Volynskiy and Poryts'k town hexes by end of 3rd turn.
- German player gets VP for control Lokachi town hex by end of 4th turn.

Additional VPs

- The German player receives 1 VP for each Counterattack Orders Marker still in Soviet possession.
- 1/20 VP** for each strength point of each 111. and 299. Infantry Division unit that exits the map through the Eastern Soviet Supply Area. The unit has to be in Command Range at the moment of exiting to qualify for this. To exit map unit must spend 1 additional MP.

❖ To exit from hex 5418, a unit must pay 1 additional MP for crossing the stream.

Victory Levels					
	G. Decisive	G. Minor	Draw	S. Minor	S. Decisive
+	23 or more	20-22	18-19	16-17	15 or less



12. DESIGNER'S NOTES

Across the Bug River game uses the system known from the game *Crossing the Line: Aachen 1944*. However, due to a different time scale in both games, some changes to the rules proved necessary. Thus, some modifications have been made to, for example, the rules about supplies, which allow the formations to maintain their combat capability for longer. New rules have also appeared in relation to the crossing of the Bug River. Other changes are cosmetic in nature and, in my view, serve to reflect the struggle on the battlefield more realistically.

MAP

The area in which the game is played out belonged to Poland until 1939. As a result of German and Soviet aggression established by the Molotov-Ribbentrop Pact, Polish territory was torn into two parts. The area west of the Bug River was under German occupation and the area east of the Bug River was incorporated into the Soviet Union. So when preparing the game map I relied on Polish cartographic maps from the 1930s. As the areas west of the Bug River returned to Poland after the war, in this part of the board I have used the Polish names. The areas to the east of the Bug River remained part of the Soviet Union, hence the names are Russian (mostly Russified Polish names).

MOLOTOV LINE

At the start of Operation Barbarossa, the area had belonged to the Soviet Union for only two years, which is why the defense line built along the new border, later called the Molotov Line, was only partly ready in 1941. There were large gaps between sections, and the bunkers themselves were often made of poor quality concrete. In addition, there was a problem with armament - the bunkers, often designed for the old type of armament, had to be adapted by the soldiers to the new equipment.

In the game, each hex with pillboxes represents one fortified point, which consisted of a complex of smaller and larger bunkers. In the Volodymyr-Volynskyi area, the Molotov line was manned by four MG battalions, hence my decision to divide each battalion into smaller units in order to fill all the fortified points.

90. NKVD Border Guards

In the beginning of the war, it was the border units that first resisted the German troops by delaying their progress and then strengthening the regular troops with their ranks. For this reason, I could not overlook this formation when designing the game. In the game the basic unit for an infantry formation is a battalion, but in the case of 90. NKVD Border Guards I decided to use a different scale - the company. This formation consisted of four battalions (there are only three battalions in the game area, the fourth one was south of this area near town of Sokal), and each had four posts scattered along the Bug River. Because of this considerable dispersion and the resulting command difficulties, I decided to divide the 90. NKVD Border Guards into smaller formations.

87. Rifle Division

The restrictions on this formation are mainly due to the fact that the commander of this division, General Aliabyszew, decided not to withdraw, despite the obvious gap between 87. Rifle Division and the more southern 124. Rifle Division.

Gen. Aliabyshev expected this gap to be filled by an approaching 135. Rifle Division from the front in a straight line approximately 100 km away from Dubno. However, at the end of the second day of fighting, the leading units of this formation, were only at the height of the town of Lokachi, and the gap was not closed.



41. Tank Division and the Verba - Turopyń area

When the war broke out, this division was stationed in and around Volodymyr-Volynskyi. On the basis of previously prepared orders for the war, the division moved northwards to the Kovel region (not present on map), where the main strike was expected. At the request of the commander of 87. Rifle Division, two battalions of slow and poorly armored T-26 tanks were left behind. After the first day of fighting, the scattered battalions retreated into the Turopyń area, from where they covered the approach to Kovel.

The restrictions I have introduced for this formation are therefore due to the tasks assigned to these units. On the other hand, the restrictions on German units in the Verba - Turopyń area are due to the fact that the German side was mainly interested in the eastern direction. It was only when it was discovered that Soviet units were gathering in the Verba area (215. Mechanised Division arrived there), that the Germans carried out the attack by breaking up the Soviets preparing for a counter-attack.

41. Tank Division remained largely unused in the Kovel area, hence my decision to introduce Soviet reserves in the form of a KV-2 battalion. These reserves are activated if a German player wants to carry out an attack in the direction of Verba - Turopyń earlier than in reality, that is, before the Soviet reinforcements in the form of 215. Mechanized Division arrive there.

124. Rifle Division

The division had its regiments scattered over a large area when the fighting started. Only 622. Regiment is presented in the game as the right wing of the division. The other two regiments were operating outside the area designated in the game, hence such and not other restrictions for this formation.

1. AT Artillery Brigade

In 1941 the Soviet Union introduced a new kind of formation into its army - AT Artillery Brigades - strong units equipped with medium and large caliber anti-tank weapons. These formations often acted

independently as the proverbial fire brigade in the affected areas. In the game, the AT battalions of infantry divisions are not presented as independent units, but are only implemented as an AT parameter of the units. However, in case of 1. AT Artillery Brigade, which is a unique formation, I decided to present the battalions as independent units.

215. Mechanized Division

This division was mechanized mainly by name. The lack of means of transport caused the units of this formation to move mainly on foot, that is why in the game these units have the icon of leg infantry and movement points appropriate for non-motorized units. The tank regiment of this division, due to lack of fuel, remained far behind the front line and does not appear in the game at all.

19. Tank Division

During the march, this division suffered severely from airborne attacks and suffered many non-combatant losses due to mechanical equipment failures. Less than 50 of the more than 100 tanks reached the site of the concentration; they were gathered into one improvised battalion. In the game it is presented as a battalion of 37. Regiment (sources say that units of this regiment were the first to go on attack), although it is quite possible that the formation retained some residual structure with the division into two tank regiments.

168. Infantry Division

This German division was in the army reserve and did not take part in the fighting in the first days of Operation Barbarossa. It remained on the western side of the Bug River between the starting positions of 44. and 299. Infantry Divisions. Later it was moved further south (outside the area designated in the game) and took part in fights against core part of 124. Rifle Division. Taking into account all these circumstances I decided not to depict this formation in the game.

Krzysztof Biernacki

TIPS FOR THE SOVIET PLAYER

The large gap between 622. Regiment of 124. Rifle Division in the Poryc'k area and 87. Rifle Division in the Volodymyr-Volynskyi area (as well as special rules imposing certain restrictions on it) makes it very easy for a division to get into a pocket. The player should try to save as many units of these formations as possible and, on the other hand, have in mind that he needs valuable time to build a second defensive line from the incoming reinforcements, preferably at the height of Viinytsya – Lokachi area or east of these places.

While defending, the player should use the terrain characteristics – base his defensive lines on streams, marshes or forests, which more or less eliminates the armored advantage of the Germans.

A separate direction to which the player should pay attention is the area of Verba – Turopyn, on the road to Kovel. 41. Tank Division is the most predisposed defense formation in this direction, whose main core was in the Kovel area. The player cannot afford to wear out the units of this formation too quickly, otherwise he will not have anything to defend this direction until the reinforcements arrive. Even the modest reserves in the form of a KV-2 tank battalion may not discourage the German player from attacking earlier if he concludes that the Soviet forces are weak enough here.

Finally, it is also worth mentioning 90. NKVD Border Guard – the units of this formation are weak and cannot resist more seriously, but if they survive the first wave of attack they can serve as a replacements to regular infantry units.

13. DEVELOPER'S NOTES

When Krzysztof first expressed his willingness to use the “game system” from Crossing the Line – Aachen 1944 (CtL) as a basis to design his own game, I was very excited. Initially, he wanted to create a game about the German invasion of Poland in 1939. He created a detailed OOB, print-ready playtest counters and a nice game map, only to find out during playtesting, that the situation would be too one-sided and thus too boring for the Polish player.

His decision to overthrow all the work he had obviously already put into this game showed me, that he was willing to put in a lot of effort to create a game that presents enough options and challenges for both players. This is the case in the Battles in the Ukraine represented in this game.

Although these battles are part of Operation Barbarossa and the Soviet player naturally has lesser to do than the German player, he can use his forces to slow his opponent down and hurt the Germans by conducting some local counterattacks.

The mechanics of the “game system” from Dirk Blennemanns Crossing the Line were very well-received and could be adapted to this situation in most parts, although there was a change in time- and map scale.

Of course, the first thing to do when we thought about publishing this game was to confront Dirk with the idea to use his core system.

He was very supportive and now I want to use the chance to express my deepest gratitude for the possibility to bring this fine game, which is strongly based on his previous work, to gamer's tables all around the world.

A few words must be said to another important matter, which can't be addressed often enough:

When hatred and agitation spread, the dangers have to be named.

TIPS FOR THE GERMAN PLAYER

It is very important to capture the bridgeheads over the Bug River, especially in Ustiluh, and to extend them even more quickly. Too small bridgeheads will prevent free movement of their own troops, and may even lead to units getting stuck in heavy fighting there. It is also very useful to build a pontoon bridge. The Germans started building it as early as the first hours of Operation Barbarossa in the area of Vydranica, north-west of Ustiluh, and this choice of location seems to be the most appropriate one in the game. This makes it easier to encircle Volodymyr-Volynskyi from the north, while the other arm should close the town from the south (299. Infantry Division is best suited for this purpose).

The area between Ustiluh and Volodymyr-Volynskyi is difficult for advancing, in addition, hostile armored units can be expected here, so it is advisable to assign one or two companies of tanks to the 298. Infantry Division that attacks in this sector. In the first turns, 44. Infantry Division should focus on clearing the path through defensive lines with bunkers, and 111. Infantry Division should focus on conquering Poryc'k and opening the road to the east. The rapid implementation of these tasks will allow 13. Panzer Division, arriving on the second day of fighting, to bypass Volodymyr-Volynskyi from the south, where the Soviets can continue to resist and quickly approach the Viinytsya – Lokachi area.

The player should be aware that, over time, the panzer divisions will leave the infantry behind and will have to rely mainly on their own strength when fighting the second Soviet defensive line supported by a strong AT defense. It will only be up to the player how quickly the infantry will be able to support them in their further eastward movement.

The attack on the Soviet Union was a campaign of extermination from the beginning, with the aim of annihilating the local population. We should always keep in mind that the deeds of the Wehrmacht and the SS were not just individual actions, but that the Wehrmacht systematically committed war crimes perpetrated on an unprecedented scale and also participated in the Holocaust.

Especially during the war against the Soviet Union, criminal orders were given, such as mass murders of civilians, tracking down and liquidation of persecuted groups and the murderous treatment of captured Red Army soldiers, especially through systematic underprovisioning until death.

In Volodymyr-Volynskyi alone, which is just in the center of the game map, just north of the once heavily Jewish Lvov, no less than 18,000 Jews were shot in 1941 into open trenches.

The unbelievable atrocities conducted by the Germans in the Nazi-Era must not be forgotten.

Even if they are obviously not modeled in the game as such, we hope that everyone who is dedicated to play this game will also read about the history behind it and learn the right lessons from it.

Against forgetting!

Patrick Gebhardt,
January 2021

14. GLOSSARY

Bold: Page Number.

Normal: Chapter.

a.E.: at End of section.

→: Keyword Reference

Action Points

Determination **10** 6.3.1

Actions/Costs **11** 7,

Tracks **11** 7.1 a.E.

Actions

11 7

Action Points **11** 7.1 a.E.

→ **Combat**

Movement **12** 7.3

HQ Relocation **12** 7.4

Improved Defense **16** 7.7

Overview **11** 7.1

Procedure **11** 7.2

Refit **16** 7.6

Stack activation **12** 7.3.1, **11** 7.1

Admin Phase

17 8

Assignment Segment **17** 8.2

Recovery Segment **17** 8.1

Reinforcements **18** 8.4

Replacement Segment **17** 8.3

AFV type unit

Counter explanation **4** 3.2

Stacking Limits **6** 5.3.1

Anti-Tank Points

Armor Superiority **14** 7.5.1.2 D

Combat Hit **15** 7.5.2

Indication on unit **4** 3.2

Disruption effect **8** 5.6.3

Armor Superiority

14 7.5.1.2 D

When to apply **13** 7.5.1 Step D

Assignment (Re-) Segment

17 8.2

Command Range Check **8** 5.5.2

Formation Units **7** 5.5.1

Independent Units **8** 5.5.2

Reassignment **8** 5.5.2

Attrition Check

9 5.8.4. a.E.

Recovery Segment:

Attrition of Isolated units **17** 8.1.5

Battle Victory

16 7.5.3

Cannibalization

(Soviet Reorganization) **17** 8.3.2

Combat

Action **13** 7.5

Battle Victory **16** 7.5.3

DRMs (Terrain, Support, Armor Superiority) **14/15** 7.5.1.2

Hits (Step Loss, Retreat) **15/16** 7.5.2

HQ **13** 7.5

Resolving **13** 7.5.1

Results **15** 7.5.2

Strength Determination **13** 7.5.1.1

ZOC (effects) **7** 5.4.1 a.E.

Combat Support

14 7.5.1.2 B

Combat Units

Command Range **9** 5.8

Effectiveness Check **8** 5.6

Formations and Independent Units **7** 5.5.1

Overview **3**

Stacking **6** 5.3.

Zone of Control (ZOC) **7** 5.4

Command (Path / Range / out of)

9 5.8

Attrition Check **9** 5.8.4. a.E.

Streams and Bug River **9** 5.8.2 (Note)

Example **9**

Isolation **9** 5.8.4

Broken (path) **9** 5.8.2

Check (when to) **9** 5.8.1

Out of Command Effects **9** 5.8.3, **11** 7

Refit of Combat units **17** 8.1.4

Reorganization (Soviet) **17** 8.3.2

Replacements (German) **17** 8.3.1

ZOC (effects) **7** 5.4.1

Counterattack Orders

18 9

Dice

Zero (is treated as ten) **6** 3.8

Displacement

Movement adjacent enemy HQ **12** 7.3.6

Overstacking **6** 5.3.1 -HQ 5.3.2 -unit 5.3.3

Disruption / disrupted units

Actions **11** 7

Assignment of independent units **8** 5.5.2

Auto Refit **17** 8.1.4

Command Path **9** 5.8.1

Effects **8** 5.6.3

Failing an EC **8** 5.6.2

Formation Reaction Attempt **10** 6.4.1

Soviet Reorganizations **17** 8.3.2

Improved Defense **16** 7.7

Indication on counter **4** 3.2

(and) Isolated **9** 5.8.3, **17** 8.1.5

Overstacking **6** 5.3.1

Recovery **8** 5.6.4

Refit Action **16** 7.6

Replacement **18** 8.4

Supply Path **8** 5.7.1

Effectiveness Check (EC)

8 5.6

Conducting **8** 5.6.1

Disruption **8** 5.6.3

Infiltration Movement (EZOC to EZOC)

12 7.3.4, **7** 5.4.1

Failing **8** 5.6.2

Refit Action **16** 7.6

Emergency Supply

9 5.7.2

→ **Supply**

End Turn Segment

(Advance game turn marker) **17** 7.8

Enemy Zone Of Control (EZOC)

→ **Zone of Control (ZOC)**

Formation

7 5.5

Activation **10** 6.3

Combat Support **14** 7.5.1.2

(Re-) Assignment **7/8** 5.5

Improved Defense **14** 7.5.1.2 B a.E.

Independent Units **8** 5.5.2

Independent reinforcements **18** 8.4.1

Reaction **10** 6.4

Reinforcements **18** 8.4

Units **7** 5.5.1

Formation Activation (Level)

10 6.3

Actions **11** 7 (→ **Actions**)

Action Points **10** 6.3.3, **11** 7, **11** 7.1 a.E.

Command Range Check **9** 5.8.1

→ **Formation Reaction**

HQ Displacement **7** 5.3.2

Initiative **9** 6.1

Interdiction Level **17** 8.1.2

Level **10** 6.3.2

Level of reinforcing formation **18** 8.4.1 a.E.

Level recovery German / Soviet

(Recovery Segment) **17** 8.1

Supply Check **8** 5.7.1

Formation Reaction

10 6.4

Command Range Check **9** 5.8.1

Disrupted units **8** 5.6.3

Effects of Success **10** 6.4.3

HQ displacement **12** 7.3.6

Out of Command unit **9** 5.8.3

Player passed **10** 6.2

Resolving **10** 6.4.2

Supply Check **8** 5.7.1

Triggering Attempts **10** 6.4.1

Headquarters (HQ)

Attack Support **14** 7.5.1.2 C

Combat **14** 7.5

Displacement **7** 5.3.2

Emergency Supply **9** 5.7.2

Enemy Unit moves adjacent **12** 7.3.6

Formation and Independent Units Assignment **7/8** 5.5

Moving with Stack **12** 7.3.1

Overstacking **6** 5.3.1

Overview **5** 3.3

Relocation Action **12** 7.4

Retreat **16** 7.5.2 a.E.

Stacking **6** 5.3

Supply **8** 5.7

(no) Zone of Control **7** 5.4

Hex Terrain

3 3.1.1

Combat (Result) DRM **14** 7.5.1 Step D, **14** 7.5.1.2.A

Control of VP Hexes **18** 9

Retreat **16** 7.5.2 a.E.

Hexside Terrain

3 3.1.2

Road Movement **12** 7.3.3

Retreat **16** 7.5.2 a.E.

Streams and the Bug River **12** 7.3.7

Improved Defense

Action **16** 7.7

Action Costs **11** 7

Combat Support **14** 7.5.1.2.B a.E.

Disruption effect **8** 5.6.3

Marker removed **16** 7.7

Strength marker indication **13** 7.5.1.1

Independent Unit

8 5.5.2

Activation **10** 6.3

Assignment (Re-) **8** 5.5.2

→ **Assignment Segment**

Command Range Check **9** 5.8.1

Formation **7** 5.5.1

Reinforcements **33** 8.4.1

Infantry type unit

Assignment **7** 5.5.1

Cannibalization **17** 8.3.2

Counter explanation **4** 3.2

HQ counters **5** 3.3

Reorganization (Soviet) **17** 8.3.2

Replacements (German) **17** 8.3.1

Stacking Limits **6** 5.3

ZOC example **9** 5.4

Initiative Determination

9 6.1

Player passed **10** 6.2

Initiative Transfer

10 6.2

Interdiction

Effects **17** 8.1.2

Soviet Formation Activation Level Recovery **17** 8.1.3

Initiative Determination **9** 6.1

Level Adjustment **17** 8.1.2

Isolation

9 5.8.3
Actions **11 7** (Note)
Attrition of unit **17 8.1.5**
Attach Formation Units **7 5.5.1**
Effects **9 5.8.3**
Effectiveness Check **8 5.6**

Movement

Action **12 7.3**
Always one hex (restriction) **12 7.3.2**
Boat Movement **12 7.3.8**
Calculating Points **6 5.1**
Hex Terrain **3 3.1.1**
Hexside Terrain **3 3.1.2**
HQ Relocation Action **12 7.4**
Increased Leg **12 7.3.5**
Counter Indicator **4 3.2**
Infiltration (EZOC to EZOC) **12 7.3.4**
Maximum **12 7.3.2**
Move over enemy HQ **12 7.3.6**
Road **3 3.1.1, 12 7.3.3**
Stacks **12 7.3.1**
Streams & Bug River **12 7.3.7**
ZOC (effects) **7 5.4.1**

Operations (Ops) Cycle

9 6 → Actions
→ Formation Activation
→ Formation Reaction
Initiative Determination Segment **9 6.1**
Initiative DRM **9 6.1**
Options of Initiative side **10 6.2**
Overview **6 4**

Operations Phase

→ Operations Cycle
(Consists of various repetitions of Ops Cycle)

Overstacking

6 5.3.1 a.E.
Displacement **7 HQ 5.3.2, Unit 5.3.3**
Failing an EC **8 5.6.2**
Movement through friendly occupied hex **12 7.3**
Reaction result **10 6.4.3**
→ Stacking

Reaction

Action Points **11 7**
Attempt fails **11 6.4.4**
Command Range Check **9 5.8.1**
Counter-reaction **10 6.4.3** (Note)
Disrupted unit **8 5.6.3**
Formation Reaction **10 6.4**
HQ displacement **12 7.3.6**
Indicated on unit **5 3.3**
Only one per MA **10 6.4**
Out of Command effect **9 5.8.3**
Player passed **10 6.2**
Reaction Player **10 6.1**
Resolving Attempt **10 6.4.2**
Successful attempt **10 6.4.3**
Supply Check **8 5.7.1**
Triggering Reaction Attempts **10 6.4.1**

Recovery (Segment)

17 8.1
Activation Level **17 German 8.1.1 Soviet 8.1.3**
Attrition of isolated units **17 8.1.5**

Auto Refit **17 8.1.4**
Command Range Check **9 5.8.1**
Disruption Recovery **8 5.6.4**
HQ **17 8.1**
Interdiction Level/Effects **17 8.1.2**
Isolation Effects **9 5.8.3**
Out of Command Effects **9 5.8.3**
Supply **8 5.7.1, 17 8.1**

Refit

Action **16 7.6**
Action Costs **11 7**
Combat units (auto) **17 8.1.4**
Disrupted unit **8 5.6.3**
Failing an EC **8 5.6.2**

Reinforcement (Segment)

18 8.4
Improved Defense marker **16 7.7**
Independent Units **8 5.5.2, 17 8.2**
Placement of Reinforcements **18 8.4.1**

Relocation

Points indicated on unit **5 3.3**
Action Costs **11 7**
HQ Relocation Action **12 7.4**

Reorganization

German **32 8.4.2**
US (Replacements) **32 8.4.2**

Reorganization (German)

17 8.3.2
Cannibalization (Soviet) **17 8.3.2**
→ Replacement Segment

Replacement (Segment)

17 8.3
Cannibalization (Soviet) **17 8.3.2**
Command Range **17 8.3**
9 5.8.1
Improved Defense marker **16 7.7**
Reorganizations (Soviet) **17 8.3.2**
Replacements (German) **32 8.3.1**
Supply **17 8.3**

Retreat

(as) Combat result (forced, voluntary) **16 7.5.2 a.E.**
Direction (friendly supply area) **16 7.5.2 a.E.**
Hexes and Hexsides (prohibited) **16 7.5.2 a.E.**
ZOC (effects) **7 5.4.1**

Stack

Activation/Action **12 7.3.1, 11 7.1**
Bonus AP **16 7.5.3**
Drop or pick up units **12 7.3.1**
EC after combat **15 7.5.2**
HQ moving with **12 7.3.1**
HQ present in combat **13 7.5**
Infiltration Movement (EZOC to EZOC) **12 7.3.4**
Limited Intelligence (looking into Stack) **7 5.3.4**
Movement **12 7.3.1**
Movement Allowance (maximum) **12 7.3.1, 7.3.2, 11 7.1**
→ Overstacking
Retreat after combat **16 7.5.2**
→ Stacking
Strength Determination **13 7.5.1.1**

Stacking

Displacement **7 HQ 5.3.2, Unit 5.3.3**
Movement through friendly occupied hex **12 7.3**

Moving a Stack **12 7.3.1**
Stacking Limits & Overstacking **6 5.3.1**

Step Loss

16 7.5.2
Attrition Check **9 5.8.4 a.E.**
Combat Hit **15 7.5.2**
Combat Support Unit **14 7.5.1.2 B**
Failing an EC **8 5.6.2**
Retreat **16 7.5.2 a.E.**
Victory Point by loss **18 9**

Supply (regarding HQ; for combat units see Command Range)

Areas **3 3.1.4**
Activating unsupplied Formations **10 6.3.3**
Check (when to) **8 5.7.1**
Control of VP Hexes **18 9**
Emergency Supply **9 5.7.2**
Out of Supply **9 5.7.2**
Path (tracing, broken) **8 5.7.1**
Reaction **10 6.4.2**
Recovery (HQ) **17 8.1**
Refit of Combat units **17 8.1.4**
Reorganization (Soviet) **17 8.3.2**
Replacement (German) **17 8.3.1**
ZOC **7 5.4.1**

Tank Points

Armor Superiority **14 7.5.1.2 D**
Combat Hit **15 7.5.2**
Indication on unit **3 3.2**
Disruption effect **8 5.6.3**

Terrain

Control of VP Hexes **18 9**
Hex Terrain **3 3.1.1**
Hexside Terrain **3 3.1.2**
Supply Areas **3 3.1.4**
Victory Hexes **3 3.1.5**

Victory

Introduction (goal) **2 1**
Battle Victory **16 7.5.3**
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VPs by loss **18 9**

Victory Points

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Note on Ctl's combat multiplier chits:

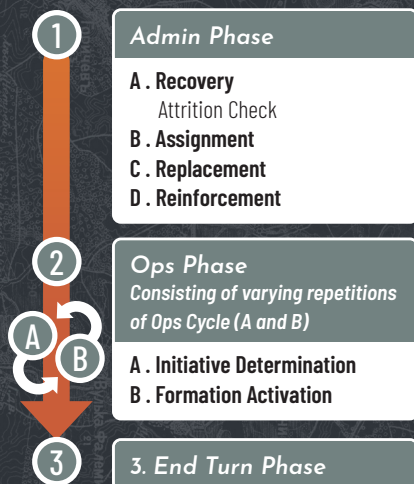
The probability deviating of the combat multiplier chits from **Crossing the Line - Aachen 1944** from the linear distribution is intentional and is a result of elaborate play-testing. The reasoning behind this: One of the basic ideas of the system is to reduce the optimization of probabilities by the players. This applies not only, but also, to the Combat System and Combat Chits. We decided however, to include seven optional replacement chits in Across the Bug River to allow players to play with a linear distribution of the multipliers if they prefer. To do so, please replace the following chits from the original game:

Original								Front
Replace by								Back
Linear distribution								Front
								Back

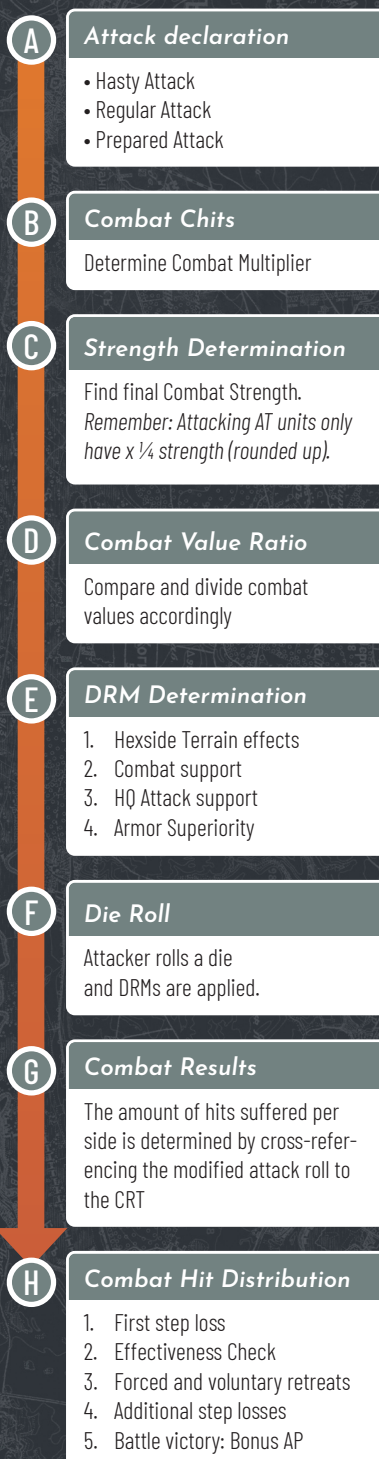
ACROSS THE BUG RIVER

VOLODYMYR-VOLYNSKYI 1941

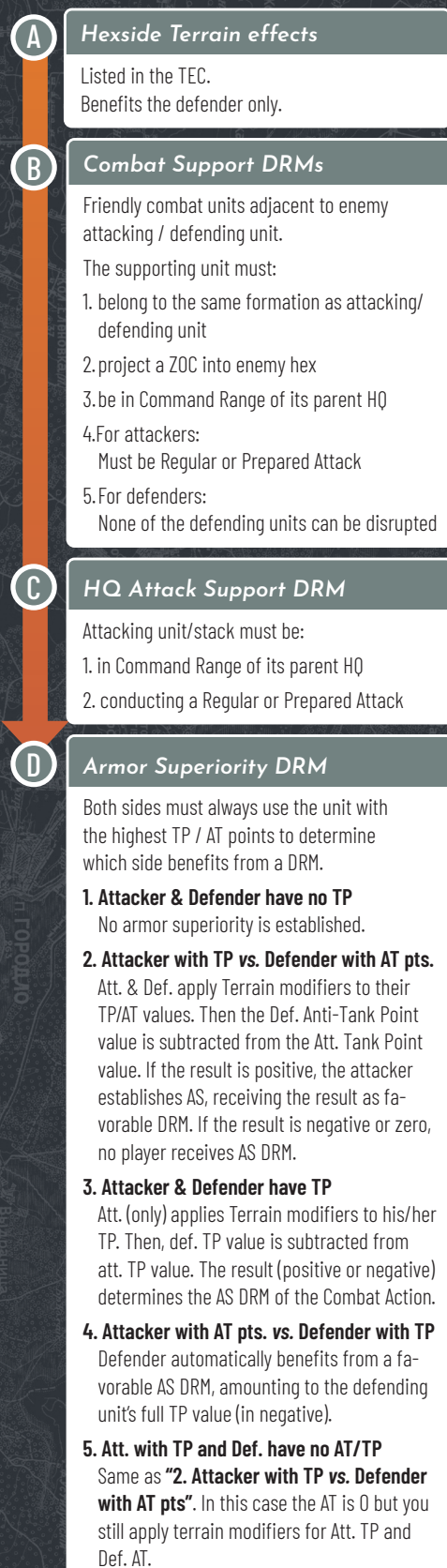
Sequence of Play



Combat Sequence



Combat DRMs



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Special thanks to

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Flavio Acquati, Edgar Gallego, Kevin Gunther-Canada, Emilio Hernandez, Claude Kettmann, Kamil Majerski, Yves Rettel, Marcin "Volkh" Rewucki, Peppito Spazaguti, and last but not least, Arkadiusz Szafran.



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