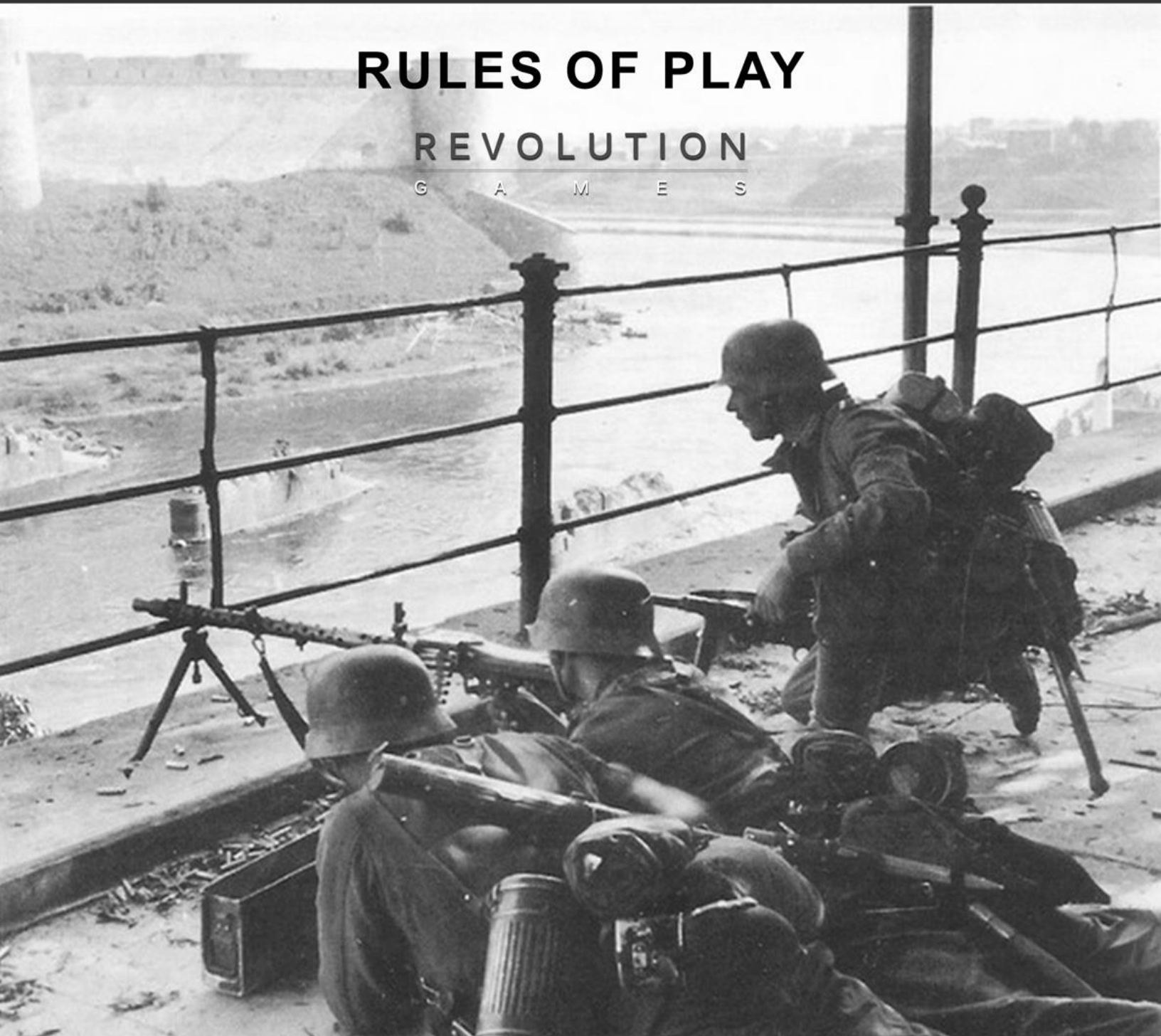# ACROSS THE

Narva

RULES OF PLAY

REVOLUTION
GAMES

Across the Narva

1.0 INTRODUCTION

Across the Narva represents the fighting that took place between February 2 and April 25, 1944 in the Narva region of Estonia. Each turn represents a week and the units are battalions, regiments, and brigades.

2.0 COMPONENTS

Across the Narva includes the following components:

- One 22" by 34" map
- One sheet of 1/2" die-cut counters
- This rule booklet
- One cover/player aid

2.1 Rules

Each major grouping of the rules is called a rule; a part within a rule is a section. A specific section can contain several related cases, which would be identified as 3.5.1, 3.5.2 etc. The Table of Contents is located on the back of this rule book.

2.1.1 Cumulative Effects

In all cases where a unit is subject to multiple modifiers to its strength, the effects are cumulative. A unit halved for terrain and halved for supply in combat is quartered overall.

2.1.2 Standard Rounding Rule

When units involved in a combat must halve (or quarter) their combat strengths, first add up all fractions and then round down.

2.1.3 Fog of War (Optional)

Except when calculating the odds for an attack he has committed to undertake, a player cannot examine the units comprising an enemy stack. He can only observe the stack's top unit (or marker if applicable). A player cannot cancel an attack after announcing it (unless at least 1-2 odds are not achieved.).

2.1.4 Preparation for Play

The players select their side (German or Soviet), setting up their units according to the set up. (See Section15.0) Place the Turn marker on Turn 1 of the Turn Track. Place all reinforcements on their correct arrival turn on the TRT. Place the Soviet air units in their respective Air Army boxes and the German air unit in the Luftwaffe box. The German Divisional defense markers go in the first box on the Prepared Defense Track. The players will also need a cup to draw Command and Action Chits from. Place all Command and Action Chits that do not have a turn number on them in the cup to start the game.

2.2 Map

The map represents the parts of Estonia and the Soviet Union over which the historical campaign was fought. The map scale is approximately 1.3 km per hex. Several charts, tables, tracks, and boxes are printed around the map.

2.2.1 Turn Track

This on-map track provides a place to mark the current turn. Advance the Turn Marker one box at the end of each turn.

2.2.2 Terrain Effects Chart (TEC)

The TEC provides a map key and shows the effects of the different terrain features on movement and combat. Note that points of interest and lakes have no effect on play. If a hex has a mix of terrain the worst terrain is used for movement and combat. Example: A hex with woods and swamp is treated as a swamp hex for movement and combat.

2.2.3 Combat Results Table (CRT)

The CRT is used to resolve combat. The barrage CRT is to the right of the normal CRT.

2.2.4 Luftwaffe and Soviet Air Army Boxes

These boxes are used to hold Soviet and German Air units.

2.2.5 Soviet and German Activations Tracks

These boxes are used to hold the Soviet and German Command Chits after they have been drawn. Box 1 for first chit drawn, etc.

2.2.6 Airbase Box

This box is used to hold grounded and refitting Soviet and/or German air units.

2.2.7 Supply Source Hexes

Hexes with a black and white supply source symbol are supply sources for German units; red and white supply source symbols are supply sources for Soviet units and black and red supply source symbols are supply sources which change hand from German to Soviet during the game.

2.2.8 Bridges

A river crossed by a road (any type) or railway is a bridged river hexside. **A bridge cancels all movement, supply, retreat, and ZOC effects of a river.** Conversely, a river hexside not crossed by a road or railway is an unbridged river hexside.

2.2.9 Barrage Roll table

Used to determine the number of barrage attacks resulting from a Barrage action Chit.

2.2.10 Prepared Defense Track

Records the current number of steps in the defenses and the current combat shifts when they are attacked.

2.2.11 German Entry Point Track

Allows the German player to re-route reinforcements.

2.3 Command Chits

Soviet Command Chits are used to activate specific Army HQs, which in turn allows the Soviet Army HQ to activate a Corps HQ which then activates the combat units under their command to move and attack. The Germans Command Chits generally correspond to Corps and when drawn he chooses a Divisional HQ that corresponds to that chit which then activates the units under its command for movement and combat. All available Soviet and German Command Chits are placed in the same cup, from which they are randomly drawn one at a time. The Turn Track specifies how many of the German and Soviet HQs can be activated each turn.

Example: In Turn 3, the Germans would activate the first two German HQs who's Command Chit had been drawn from the cup. The third and subsequent HQs could not be activated that turn.

2.4 Special Command Chits

2.4.1 Wehrmacht
Allows the German player to activate any non-SS HQ. In play the first three turns of the game. Remove markers from the game in the reinforcement phase of turn 3.

2.4.2 Army Group Narwa
Allows the German player to activate any HQ. In addition to the HQ and any units the HQ activates 2 other combat units **anywhere** on the map may be activated to move. These 2 units may not participate in combat.

2.5 Action Chits

Each white Action Chit has one or both national insignia on it, indicating which side is affected. Action Chits with a turn indicated on them are added to the cup in the reinforcement phase on the turn indicated. Action Chits do not count against the number of activated Command Chits drawn per turn. However, once all Command Chits are drawn for that turn then no further chits are drawn so action chits may remain in the draw cup. All drawn action chits are returned to the draw cup during the next Turn Advance Sequence.

2.5.1 Barrage Action Chits
The Soviet player has two Barrage Chits and the German player has one. When a Barrage Chit is drawn, roll 1d6 and compare the result with the Barrage Roll Table, which will indicate the number of barrage attacks. A Barrage attack may only be made against an enemy occupied hex adjacent to a friendly unit. The same hex may not be targeted twice. The same unit may be targeted twice if it retreated into a hex that is then subject to another Barrage attack.

The Barrage CRT has two columns to the right of the rest of the CRT. One column is for cities and the other column for all other terrain. Terrain has no effect on barrage other than determine what column to use. The first loss in a city is not negated. The first retreat is not negated in a city or village.

The P result is for pinned. Mark the hex as pinned, and those units may not move or attack for the rest of the turn. Any attacks against pinned units gets a one column shift to the right. If pinned units are forced to retreat they do so and lose the pinned marker. Remove all Pinned markers at the end of the turn.

Barrage Attacks can also result from the German Strachwitz HQ and Random Event Table. They are is resolved in same manner as above.

2.5.2 Random Event Action Chit
When this Action Chit is drawn roll 2d6 and compare the result with the Random Event Table (on the back of these rules). Instantly apply the result before proceeding with the new chit draw. Results are very literal. If it says move all units of one division that is what you do. No combat, no concerns if units are in command or in supply, only units of that division, etc.

2.5.3 Stavka Directive
The Soviet player must attack two hexes anywhere on the board. Simply choose an enemy occupied hex and **all** Soviet units adjacent to that hex attack the target hex. The combat receives a one column shift to the right. The Soviet player suffers an **additional** A1 result. All attacker retreats are converted to loss results. After use the chit is placed on the turn record track 2 turns ahead as a reinforcement. Example: On turn 6 the STAVKA chit is pulled, and an attack is made that results in an Ar1 the Soviet units would take 2 losses, one for the retreat and one for the extra loss additional A1 result. The STAVKA chit would then be placed on turn 8 on the TRT and would enter as a reinforcement in the reinforcement phase of that turn.

2.5.4 Free Move
The Soviet player may either activate for movement one HQ, and that HQ may activate all its units and three other units in the range of the HQ, or alternatively three units anywhere on the map and no HQ. In either case the units activated may not move if they start in an Enemy Zone of Control (EZOC) nor may they enter one at any time during their move. The activated units may not participate in combat.

2.5.5 Withdraw 59 Army
When drawn place this chit on the following turns box on the Turn Record Track. In the reinforcement phase of that turn the 59th Army is removed from play along with all its command chits. (This means the Soviet player has the remainder of the turn the chit is drawn and all the following turn to prepare for this event)

2.5.6 2nd Shock Out of Supply
When this chit is drawn it is placed next to the Soviet Activations Track. The next time the 2nd Shock Army Command Chit is drawn the chit is used normally and then is discarded from the game. The 2nd Shock out of Supply chit could wait for multiple turns for the next 2nd Shock Command chit; this is the designer's intent. Once the 2nd Shock Out of Supply chit is used to remove a 2nd Shock Army Command Chit the 2nd Shock army Out of Supply Chit is placed on the following turns box on the TRT. It will be placed back in the draw cup in the reinforcement phase of that turn. Example: On turn 8 the 2nd Shock Out of Supply Action Chit is drawn. For the rest of the turn no 2nd Shock Army Command Chits are drawn. On turn 9 a

2nd Shock Army Command Chit is drawn. The chit is used normally and then removed from the game. The 2nd Shock Army out of Supply chit is placed on turn 10 where it will return in the reinforcement phase to the draw cup.

2.5.6 Withdraw the 214 Division
When drawn place this chit on the following turns box on the Turn Record Track. In the reinforcement phase of that turn all units 214th Division are removed from the game. (This means the German player has the remainder of the turn the chit is drawn and all the following turn to prepare for this event.)

2.6 Markers
The following markers are used in the game:

2.6.1 Turn Marker
This is placed on the Turn Track to record the turn currently in progress. In the Turn Advance Phase at the end of each turn it is advanced one box on the Turn Record track.

2.6.2 Pinned Marker
Used to mark pinned results from barrages.

2.6.3 Out of Supply/ Isolated
Units that are 'out-of-supply' have an 'out-of- supply' marker placed on them. Their reverse side is used when a unit becomes Isolated.

2.6.4 Divisional Defense Markers
Used to mark the current state of the Prepared Defenses.

2.7 Combat Units
The ground and air units used to play the game are described on the back of the cover.

3.0 SEQUENCE OF PLAY
The game proceeds following the phases outlined below.

AIR UNIT PHASE
    Refitted Unit Return Segment
    Grounded Unit Refitting Segment
 COMMAND PHASE
    Command Segment
    Movement Segment
    Combat Segment
 REINFORCEMENT PHASE
    German Reinforcement Segment
    Soviet Reinforcement segment
 SUPPLY PHASE
    Supply Segment
    HQ removal segment
END OF TURN PHASE
    Sudden Death Victory Segment
    Turn Advance Segment

4.0 COMMAND
All combat units must be activated by a HQ to move and attack other units (Exceptions: See 2.4.2, 2.5.4 and 8.0.6). A HQ may be activated more than once in a turn as long as the following rules are followed.

4.1 Command Phase

4.1.1 Command Chit Draws
In the Command Phase, Command Chits are randomly drawn one by one from the cup; who draws the chit does not matter. Check the Turn Track to see how many HQs can be activated that turn. Once that limit has been reached, no more Command Chits for that force can be activated that turn. The owner of the drawn chit becomes the active player and places his drawn chit in the Activations display on the map in the first available box. If Soviet player is active the Army HQ drawn may then activate a Corps HQ that is in its command radius. If German player is active the German player may activate a division that corresponds to the Corps Command chit drawn. 3rd SS Corps commands all SS HQ's. Wehrmacht all non-SS HQ's. 26th Corps all Divisions labeled 26. 43rd Corps all divisions labeled 43. Army Group Narwa all German HQ's and 2 additional units. (See 2.4.2) Note that two German HQ, KVO and 285S are not assigned to any corps and may only be activated by the Army Group Narwa chit.

4.1.2 Two Activations in a Row
No German Divisional HQ or Soviet Corps HQ may be activated twice in a row. This does extend across turns. So, no activating last on turn 1 and first on turn 2. The Soviet Free Move Action Chit does count as an activation for the purposes of this rule. If it is used to only move three units it would still allow all other friendly HQ's to refresh and be activated with the next activation. Enemy activations do not affect this rule. The back of the HQ counters is printed with a last activated reminder for players who want memory help.

4.1.3 Soviet Army HQ Move
The Soviet player may activate an Army HQ and then reposition it to anywhere on the board as its sole action for that activation. It may not activate another HQ if it does this.

4.2 HQs & Command Execution

4.2.1 Combat Unit Activation
The activated HQ can now activate all units of its formation and three units not of its formation (independent or from another formation) within its command range to move and attack. Once all applicable units have moved and/or attacked, the player then places the drawn Command Chit face up into his Activations Track in the first empty box available.

4.2.2 Independent Units
Units without a color bar are independent.

4.2.3 German Strachwitz HQ

The German Strachwitz HQ (STRAC on the counter) has no units under its direct command (i.e. color-coded). It can command four units (independent or from other formations) within its command range. It also may make a single barrage attack, anywhere on the map adjacent to a German unit, before any of its activated units are moved. This HQ may only be activated once per turn by the German player.

4.2.4 Command Range

Command Range is measured in terms of hexes, counted from the HQ unit. An HQ with a Command Range of four can thus activate friendly combat units up to four hexes away. Determine Command Range at the instant the HQ is activated: a combat unit may only be activated if it is within the Command Range of a suitable HQ at that moment. Activated combat units may later leave the HQ's Command Range during movement or combat. Exceptions: 2.4.2, 8.0.6

4.2.5 Soviet Army Command Span Restriction

Soviet army HQ may not be within each other's command span. You may not place a reinforcing army HQ in a hex that will create this situation. An Army HQ that cannot be placed must wait till a reinforcement phase where it can legally enter. If an army is displaced into a hex where it is within the command range of another Soviet Army HQ it is displaced further till it reaches a hex where it is not.

4.2.5 Out of Command

Any unit that is not within command range when the HQ is activated is considered Out of Command. An out of command unit may not move or attack. A unit is only out of command while its HQ's activation is resolved. It **does not** persist through the turn and has no effect on supply status or defense strength.

5.0 ZONES OF CONTROL (ZOCs)

Zones of Control (ZOCs) represent a unit's ability to inhibit enemy movement, retreat, and supply around them. The ZOCs of enemy units are called Enemy Zones of Control (EZOCs). A unit exerts a ZOC into all adjacent hexes. (Exceptions: See 5.6, 5.2)

5.1 ZOC Effects

Units pay +2MPs to enter and another +2MPs to leave an EZOC. These extra costs are cumulative. Given the MPs, units can move directly from EZOC to EZOC and can move into and exit any number of EZOCs.

5.2 ZOC Capable Units

HQs and Soviet assault guns exert no ZOCs. All other units with a printed **Attack** strength of '1' or more have ZOCs. Combat units that have no ZOC are marked with a red dot in the upper left of the counter.

5.3 ZOC and Reinforcements

Reinforcements cannot be placed directly into enemy ZOCs. Friendly units do not negate EZOCs for placement of reinforcements.

5.4 Retreats and EZOCs

Remove one step from a stack that retreats into an EZOC. Retreating stacks lose one step total, not one step per unit. Do this for each EZOC entered on a hex by hex basis. Friendly units do **not** negate EZOC's for retreat purposes. The retreating player chooses which step is lost.

5.5 ZOC and Supply

EZOCs block supply lines. Friendly units negate EZOCs in their hexes for supply purposes ONLY.

5.5.1 Units Out of Supply and ZOCs

Out of supply and isolated units continue to exert ZOCs in the normal manner.

5.6 ZOC Limitations

ZOCs do not extend across unbridged major rivers. Frozen or unfrozen.

6.0 MOVEMENT

In the Movement Segment, the active player can move his activated HQ and commanded combat units as far as he wants within each unit's movement allowance (MA) printed on the counter. The movement of a unit must be fully completed before another unit can be moved.

6.1 How to Move Units

To enter an adjacent hex, a unit must expend the MP cost indicated by the TEC for the hex (and hexside, if applicable) plus any applicable EZOC costs. Mechanized units pay higher movement cost for some terrain. (See TEC). A unit may always move a minimum of one hex as long as it is not entering or crossing prohibited terrain or moving from one hex in an EZOC to another hex in an EZOC. Example: A Soviet infantry unit with a movement allowance of 4 wants to cross a frozen major river into a swamp hex that is in an EZOC. The cost to do that is 5 movement points so it could only enter such a hex using the rule allowing a unit to move a minimum of one hex.

6.2 Terrain Effects on Movement

According to the Terrain Effects on Movement Chart (TEC), each hex and hexside feature costs MPs.

6.2.1 Roads

When the word "road" is used in these rules it refers to all varieties of roads; rollbahn, road, track, trail, Major and Minor railway when used as tracks, and winter trail. Units may use roads only when following a continuous path along the road to enter a given hex. Such units pay the road movement cost and ignore the MP costs of the hex entered or hexside crossed.

The winter trail only exists if the weather is frozen. Turns 1-7 unless a random event prolongs it to turn 8. After that time the hexes are normal swamp hexes.

6.2.2 Major Rivers

Major rivers can contain islands, some of them sizable. These are ignored for all game purposes. During turns 1-7 most major rivers are frozen. A random event may prolong this to turn 8. The Narva River below Krivasoo, (to Peipsi Jarv) was kept ice free by the Germans with explosives and is never treated as frozen. Minor rivers are treated the same during freeze or thaw.

Frozen major rivers may be crossed by infantry units at a cost of 1 extra movement point. Mech units may not cross a frozen major river. Infantry units may advance after combat and retreat across a frozen major river. Mech units may not advance after combat or retreat across a frozen major river.

Unfrozen major rivers **may not** be crossed except at bridges or ferries. One infantry unit may cross a ferry per HQ activation at a cost of all of its movement points. (A minimum movement of one hex 6.1.2, so it could be into an EZOC) Mech units may not move across a Ferry. Infantry units may advance after combat and retreat across Ferry's. Mech units my not advance after combat or retreat across a Ferry. Example: The Soviet player activates 124 Corps' in turn 9, post thaw. It has three ferry hexes each stacked with 2 soviet infantry units. In each hex one infantry could cross the ferry at the cost of all its movement points.

6.3 Movement Restrictions

6.3.1 A unit may not move or retreat off the map or into a water hex.

6.3.2 Units cannot enter enemy occupied hexes. Exception: a combat unit can overrun a lone enemy HQ by simply entering the hex, the HQ is displaced. (See 11.0)   This can be done during regular movement, strategic movement or during advance or retreat after combat.

6.3.3 Only German units of the **4th SS** and **11th SS** may enter hexes with Prepared Defense symbols.

6.3.4 Only German SS units may enter the city of Narva or the area across the Narva River enclosed by the Prepared Defenses, inclusive.

Note that the two preceding rules mean the **20th SS** can enter Narva and help defend the areas across the river behind the prepared defenses but cannot help in the prepared defenses. Also note that no Wehrmacht units can help in the city defense at all so be sure to keep enough SS units around to prevent a Soviet auto victory.

6.4 Strategic Movement
A unit using a road to enter an adjacent road hex expends less MP if it starts the Movement Segment in a road hex and only moves along a road for its entire movement. See TEC for the different costs. Note that trails my not be used for strategic movement.

6.4.1 Strategic Movement Restrictions
(1) The unit must neither start nor end in an EZOC, nor may it enter an EZOC during any part of its movement.
(2) A unit may never exceed the stacking limit at any time while performing strategic movement, for example, a combat unit passing through a hex already occupied by two combat units, or a HQ passing through another HQ, or a Soviet assault gun passing through another Soviet assault gun while using strategic movement.

6.5 Rail Movement
A reinforcing unit, not in EZOC, starting its move on a Major railway hex may move an unlimited distance along Major railway hexes. (Units may never move along Minor Railway hexes) Such a unit stops when entering an EZOC, or if the rail line is physically blocked by an enemy unit with no ZOC. Note the German players rail line from entry area A was cut in first turn of this battle and is shown that way on the map. A reinforcing unit may not combine rail movement with other forms of movement. Only reinforcing units may use rail moves.

7.0 STACKING
A stack occurs when a hex contains more than one unit. A maximum of two combat units (whether full- or reduced-strength) and one HQ and one Soviet assault gun can occupy a hex. (Soviet assault guns have their own stacking limit apart from other combat units) Enforce stacking at each phase's end and at the instant a unit finishes its movement, retreat or advance after combat.

7.1 Overstacking
Reinforcements and Rebuilt units can overstack initially upon placement but must be stacked legally by that phase's end. If a unit exceeds the stacking limit in the last hex of a retreat, it must attempt to retreat one additional hex. If it cannot legally do so, it is eliminated instead. If through retreat, two or more HQs do end up stacking in the same hex, retreat the HQ one additional hex. If it cannot do so, it is eliminated.

8.0 REINFORCEMENTS
Place reinforcements into the hex containing their entry area designation. Reinforcements are treated as being in supply and in command upon entering, and have a movement phase upon entering, being able to use either regular, strategic or rail movement as applicable.

8.0.1 Stacking
Reinforcements can overstack on placement provided they split up during that phase.

8.0.2 Movement Allowance
Placing reinforcements does not cost MPs. Units have a full MA upon placement.

8.0.3 EZOCs
Reinforcements cannot be placed upon enemy units, nor into EZOCs. Friendly units do not negate EZOCs for reinforcement placement. *NOTE: If enemy units occupy the reinforcement's entry*

hex, or have it covered by an EZOC, the reinforcements arrive within ten hexes of their entry hex along the same map edge. Exception: See 260th MS below.

8.0.4 German Entry Point Track
The German player may re-route his reinforcements. For a one turn delay a unit may enter at any other reinforcing point then the original one. Place the unit in the box on the display corresponding to the new entry hex. The unit may not be re-routed a second time in the following turn and must enter in the following turn. Example: On turn 4 the units of the 11th division comes on at B. The German player moves all the units to the A box on the display where they will enter on turn 5.

8.0.5 Restrictions
Reinforcements that cannot enter the map under any circumstances are considered eliminated.

8.0.6 Soviet 260th MS brigade
On turn 2, or any later turn, this unit may be placed in either of the two hexes of Merekula. If those two hexes are occupied by enemy combat units it may enter in either of the two coastal hexes adjacent to the village if they are not occupied by combat units. The unit may be placed in a hex with just an enemy HQ in which case the HQ is displaced. When the 260th MS lands in a coastal hex the German player may immediately barrage the hex. This represents the German coastal artillery.

The 260th MS is activated and may move and attack when the first 2nd Shock Army chit is drawn each turn. The 260th MS never needs supply.

8.1 Reinforcement Chits
Command and Action Chits are placed in the drawing cup in the reinforcement phase indicated on the counter.

9.0 COMBAT
In the Combat Segment, the active player can attack enemy units adjacent to his activated combat units. Empty hexes or HQs alone cannot be attacked. A player is never forced to attack, although units must defend if attacked.

9.1 Combat Results
The Combat Results Table (CRT) gives results that either affects the attacker (A) or the defender (D). Note that the German player and the Soviet player use different lines for the odds ratios. The **defender** always executes his result first. Losses in red only effect the Soviet player and are always when he is on the attack.

The possible results are:
NR=No result, nothing happens
A = The result affects the Attacker
D = The result affects the Defender
# = Number of steps lost
r# = Number of hexes to be retreated.

Example: A result of D1r2 would mean that the Defender must lose one step and retreat two hexes.

9.2 Combat Restrictions

9.2.1 Attack Direction
Any number of units can attack in a single combat, and attacks can be made from any direction or set of directions. Units stacked together could attack different hexes, but no single unit can contribute to more than one attack.

9.2.2 Defining Defending Target
Attack all units in a hex as a single defending strength. The defender cannot withhold units in a hex from attack. Units within a stack cannot be attacked singly – stacks always defend together.

9.2.3 Zero Combat Value Units
Units with a combat value of zero can participate in an attack with other non-zero units. While they add nothing in the way of combat strength, such units can help absorb step losses and may advance after combat.

9.3 Odds Determination
Total the modified attack strength and divide by the total modified defense strength; this produces the Combat Ratio. Apply the Standard Rounding Rule (See 2.1.2) to the totals and express the two numbers as a ratio, Attacker to Defender. Several factors can affect the attack and defense strengths, and these are cumulative:

(1) Hills and Swamps double defense strengths. (Do this before any halving for being Out of Supply or Isolated).
(2) Major and Minor rivers halve attack strengths.
(3) Out of Supply and Isolated units attack and defense strengths are halved.

9.3.1 Column Shifts
When occupied by defending units, some terrain types provide favorable ratio combat shifts (See TEC)

An attack on a hex with a Pin marker gives a shift of one column to the right.

Air Units can provide column shifts to the right. (See 12.0)

Column shifts are cumulative.

9.3.3 Restrictions
If the final Combat Ratio is less than the lowest column on the CRT once any column shifts have been applied, the attack is not possible and is cancelled. If it is greater than the highest column on the CRT the combat is resolved on the highest column on the CRT. Also, if the total defense strength in a hex is reduced to zero by rounding down, the combat is resolved on the highest column of the CRT, regardless of any potential column shifts.

9.4 Step Losses
Full strength units that take a step loss are flipped over and become reduced. Reduced strength units which take a step loss are destroyed and removed from play. Not all units have two steps. HQ do not have a step as they are not a combat unit.

9.4.1 First Step Loss
When a result calls for a step loss, the first step to be removed must be from that side's strongest unit which participated in that combat. Strongest unit means the one with the highest printed attack strength (for the attacker) and defense strength (for the defender). If two units have equal strength, owning player's choice.

9.4.2 Multiple Step Losses
Beyond the requirement for the strongest unit to take the first loss, any additional losses can be distributed as seen fit by the owning player. There is no requirement for every unit to take one loss before any units take a second one.

9.4.3 Single Step Units
Some units have only one step. These units have printing on only one side. A single step loss eliminates any such unit.

9.4.4 Negating First Step Loss
Units located in a city ignore the first loss result from the CRT. (Exception: Barrage 2.5.1) Units taking multiple losses may ignore the first loss but must take any additional losses as normal.

9.5 Retreats
The owning player retreats his own units, defender first. Units may not retreat through enemy units. Exception: A retreating combat unit can overrun a lone enemy HQ by simply entering the hex. Retreat priorities are listed below; in order of precedence.

9.5.1 Terrain Restrictions
Units can retreat only into or through hexes that the units could move through during movement. Units which cannot complete their retreat for this reason must lose one step per hex the stack cannot retreat. The owning player freely selects which unit takes these losses.

9.5.2 Length
Retreats are given as the number of hexes the affected units must retreat. Each retreat path hex must be further away from the unit's original hex than the last (e.g. the second hex retreated is two hexes away from the combat hex.) Units which cannot complete their full retreat must lose one step per hex the stack cannot retreat. The owning player freely selects which unit takes these losses.

9.5.3 Retreat into EZOC
If possible, the unit must not retreat into an EZOC. If the unit must retreat into an EZOC it must retreat into the fewest possible. Each hex containing an EZOC entered by retreating units costs the retreating stack one step. This loss is in addition to the combat result itself. The strongest unit in the stack takes the loss. Defense strength if defender retreat and attack strength if attacker retreat. Friendly units do **not** negate EZOCs for this purpose.

9.5.4 Supply
If possible, the retreating unit(s) must end their retreat in a supplied hex. Note that by retreating into a swamp or woods hex the unit could make the hex supplied. (See) This is allowed.

9.5.5 Retreating Stacks
Retreating units can stay together as a stack or retreat using separate paths, at the owning player's discretion. If a unit exceeds the stacking limit in the last hex of a retreat, it must attempt to retreat one additional hex. If it cannot legally do so, it is eliminated instead. If through retreat, two or more HQs do end up stacking in the same hex, retreat the HQ one additional hex. If it cannot do so, it is eliminated.

9.5.6 Negating First Retreat Result
Units located in a village, prepared defense, or city ignores the first increment of a Retreat result. (Exception Barrage 2.5.1) Note that attacking units in villages and cities have their first retreat negated as well. A hex with a village and a prepared defense has no additional effect. Only the first retreat result is ignored.

9.6 Advance after Combat
Any time an attack results in the Defender's hex becoming vacant, attacking units can occupy that hex. Advancing after combat is optional; the Attacker may advance all, some, or none of his attacking units, subject to stacking limits. The Defender's original hex must be the first advance hex. While advancing after combat, advancing units do not expend MPs and EZOCs are ignored.

9.6.1 Infantry Advance Restrictions
Infantry units cannot advance after combat over an unbridged, unfrozen major river hexside except at a Ferry. Infantry may freely advance after combat across a frozen major river.

9.6.2 Defending Units
The defender cannot advance after combat.

9.6.3 Mechanized Units
When the Defender retreats or is eliminated, Mechanized combat units (only) can advance up to two hexes. Mechanized units that participated in the same combat can end their advance in different hexes, normal stacking restrictions apply.

9.6.4 Mechanized Units and Terrain
A mechanized unit may never advance across an unbridged Major river hexside. A Mechanized unit that crosses an unbridged minor river hexside or enters a village or city in the first hex of its advance after combat must stop and cannot advance a second hex.

9.6.5 HQ's
HQs may advance after combat with the unit/units in their stack.

9.6.6 Overrun
An advancing combat unit may overrun a lone enemy HQ and displace it by simply entering its hex. (See 11.0)

10.0 SUPPLY AND ISOLATION
During the Supply Phase, both players check each of their units to determine if a supply line exists. If no supply line can be traced, mark the unit with an Out of Supply marker. If the unit is out of supply and already has an Out of Supply marker on it, it is isolated

instead, and the Out of Supply marker should be flicked over to its Isolation side. If the unit already has an Isolation marker, it suffers no further penalties. If, in a later Supply Phase, a supply line can be traced for such units, the owning player removes the Out of Supply or Isolation marker.

10.1 Tracing Supply Lines

A Supply Line is a path free of enemy units and EZOCs traced from a unit to its side's supply source. The path may be of any length but may only consist of road, hill, and clear hexes. A friendly unit in a swamp or woods hex converts that hex to a clear hex for the purposes of supply tracing. Note that this is a very restrictive supply rule. Most of the time you are sitting on a road hex or perhaps a hex or two off the road linked back by clear hexes or chains of friendly units.

10.1.1   Supply Restrictions

A supply line cannot cross unbridged major river hexsides, even frozen ones, except at ferry hexes which are considered to connect the roads in both hexes for the purposes of supply tracing. Remember that friendly units negate EZOCs in their hexes for supply purposes.

10.1.2   Supply Duration

After a successful trace, units are supplied until the next Supply Phase, regardless of changing circumstances. Conversely, Out-of-Supply units must wait until (at least) the next Supply Phase to qualify as being in supply.

10.2 Supply Sources

The Soviet player may trace supply to any of the Soviet supply sources marked on the map edge (red/white). The German player may trace supply to any of the German supply sources on the map edges (black/white).

10.2.1   Limited Supply Center

If any hex of the rollbahn between entry area A and the city of Narva is occupied by a Soviet unit during the supply phase, then all German units in Narva and the area on the other side of the river enclosed by the Prepared Defenses, inclusive, is considered out of supply regardless of if there is another supply path into this area. Units in this area never become isolated as Narva serves as a limited supply source.

10.3 Out of Supply

10.3.1   Out of Supply Effects

Out of Supply units have their attack and defense strength halved. Their movement allowance is not affected.

10.3.2   Isolation

Isolated units have their attack strength, defense strength and movement allowance halved.

11.0   SPECIAL RULES

11.1 HQ Rules

11.1.1   Retreats

An HQ stacked with combat units at the start of a combat must retreat with them if they are forced to retreat because of this combat.

11.1.2   Advance after Combat

An HQ stacked with combat units at the start of a combat may advance with them, at the Attacker's option, if they advance after this combat. It can advance two hexes if it is stacked with Mechanized units advancing two hexes.

11.1.3   Displacement

An HQ is displaced from its current location and placed in a in supplied hex, not in an EZOC, at least 5 hexes (could be more, owner's choice) from its current location under the following circumstances:
(1) If all units it was stacked with are eliminated. This includes barrage combats.
(2) If it is overrun. (see below)

11.1.4   Lone HQs and Overruns

Lone HQs can be overrun by enemy combat forces in the movement accompanying the Reinforcement Segment or Replacement Segment, the regular Movement Segment, and as part of retreating and advancing after combat. The enemy unit must have the MPs to enter the hex; being adjacent is not enough. *NOTE: Defending HQs with friendly combat units is an important tactic to use.*

11.2 Replacements

The German player may get replacements from the Random Event Table. The player may then rebuild a stepped unit on the map or bring an eliminated 2 step unit back to the map on its reduced side. You may not bring back eliminated one stem units.

11.2.1   German Replacements

The cost of rebuilding a German non- mechanized step is one replacement point. A mechanized step may not be rebuilt. A German unit may not return from being previously eliminated at full strength in one turn. It would have to return at reduced strength and be rebuilt in a future turn.

11.2.2   Placing Rebuilt Units

Rebuilt units must be placed in the hex with the units' HQ. The hex must be in supply. Independent units may be placed with friendly HQ. Rebuilt units may be placed in EZOCs. After the unit is placed it may immediately move using regular movement, or strategic movement. Rebuilt units may overstack, but they must be stacked legally after their movement.

11.2.3   Replacements and Out of Supply

Units that are out of supply or isolated may not be rebuilt. Rebuilt units may not be placed with a HQ that is out of supply.

11.2.4   Replacements and Prepared Defenses

The German player may spend a replacement point to improve the Prepared Defenses around Narva. One replacement point allows the German player to move a Prepared Defense marker up two boxes on its track.

11.3 Prepared Defenses

Some hexes on the eastern side of the Narva River are marked with the prepared defense symbol. These are further divided into one group of hexes marked for the Nederland division and another for the Nordland division. (The hexes are color coded for each division) There is a track on the map that records the current state of the prepared defenses (PD) for each division using the markers at correspond to each division.

11.3.1 The German player may only enter PD hexes with units of these two divisions. Units may enter the other divisions PD hexes.

11.3.2 When the Soviet player attacks a hex with a PD symbol he has a number of column shift against him in combat equal to the number that PD marker is sitting in on the PD track. Example: If the Soviets attack a PD hex belonging to the Nordland division and the Nordland marker on the PD track is sitting in a box with a 3 the Soviet Player has a three-column shift to the left for this combat. Cumulative with all other shifts.

11.3.3 A PD hex negates the first retreat result received by a German unit. (Exception: Barrage 2.5.1)

11.3.4 Combat results, including barrage, suffered by a German unit in a PD hex are taken as movement of the marker for that hexes division on the PD track till the marker is in the final box. (The zero box). Each loss pushes the marker down the track one box. Each retreat that was not negated pushes the marker down the track one box. Once the marker is in the zero box any remaining combat result is applied to the units in the hex. Example: A German unit in a PD hex of the Nederland division is attacked and the result is a D2r2. The Nederland marker would be moved down the PD track 2 boxes for the loss result and one for the retreat. (First retreat negated). If the PD marker had reached zero after the first loss the units would have suffered one loss and one retreat.

11.3.5 At the end of each turn in the turn advance segment the German player may move the PD marker of one division up one box on the PD track, his choice which.

11.4 Turn Advance Sequence

All chits are returned to their draw cups. (Exception: 2.5.6.) Remove all Pinned markers. German player may move a PD marker.

12.0   AIR UNITS

The German player has one air unit and the Soviet player has seven. Most air unit have two values, +2 on the front size (FULL ATTACK) and +1 on the rear (NORMAL ATTACK). One Soviet Bomber unit has a+3 Full Attack and no Normal attack on the rear.

12.1 Air Attack

During a Combat Segment, the **Attacking** Player can support any combat by placing air unit(s) onto the targeted unit(s) by moving the air unit(s) from the Air Army Box (Soviet) or Luftwaffe Box (German) located on the map. The player may choose to perform a NORMAL ATTACK (+1) or a FULL ATTACK (+2). (Exception: The Soviet bomber unit may only make a Full Attack. The number indicated on the air unit is the number of shifts to the right that the air unit contributes to the combat. A maximum of two air units can be used in the same combat.

12.1.1   Normal and Full Attack

An air unit that has used FULL ATTACK is placed in the grounded side of the airbase box on the map. However, an air unit that has used NORMAL ATTACK is placed in the 'refit' side of the airbase box.

12.2 Air Units Recovery

12.2.1   Grounded

In the next Grounded Unit Refitting Segment, the air unit is moved to the 'refit' side of the airbase box.

12.2.2   Refit

In the next Refitted Unit Return Segment, the air unit is moved to the respective Air Army or Luftwaffe box.

13.0   HOW TO WIN THE GAME

13.1 Sudden death Victory

If the Soviet player occupies any hex of Narva, hexes 3030, 3029, 3028, and 2930 in the Sudden Death Victory Segment with a unit in supply, the game ends in a sudden death victory. If this never happens, determine victory using the conditions below.

13.1.1   Victory Conditions

The Victory conditions are based on the Soviet possession of Victory Points (VP). To control a VP you must have been the last player to pass through the hex with a combat unit that has a ZOC:

Soviet Massive Victory:	56+ VP
Soviet Major Victory:	46-55 VP
Soviet Minor Victory:	36-45 VP
German Historical Victory:	26-35 VP
German Major Victory:	16-25 VP
German Massive Victory:	0-15 VP

13.1.2   VP Hexes (multiple VP features in a hex each score)

Entry hex A- 15 VP
Entry hex B (each one) - 10VP
Entry hex C-10VP
Hills 1429, 1530, 1629 (each one)-2VP
Ivanagrod 3129, 3130, 3131 (each one)-3VP
Narva Joesu (Hungerburg) 2337-2VP
Krivasoo 1820-1VP
Each village hex west of Narva river-1VP

Each Soviet occupied hex on the rollbahn from point A to Narva 2930. (Inclusive)- 2VP
Each box moved down on the PD track by marker-1VP

14.0 Set Up
Set up listed by unit identifications. R indicates the unit sets up on its reduced side. Units with a number and letter or * in upper right corner are reinforcements.

German (lighter gray units)
61st Division (purple band) 151G in 2626-R, 162G in 0920, 176G in 1220-R, 61F in 1312, 161 Pio in 1210
FHH Division (gray band) HQ in 1827, PZ 1029, PZG in 1928, FUS in 1820, MOK in 2022, AA in 2423, BECK in 2431
170th Division (brown band) 391G in 2326, 399G in 2732
227th Division (yellow band) HQ in 2030, 328G in2633, 366G in 2832, 227F in 2634, 227 Pio in 2132-R
Independent Units (no band) 2/502 in 2533

German (darker gray units)
225th Division (yellow band) HQ in 0213, 333G in 1107, 376G in 0607-R, 377G in 1109, 225 Pio in 0804
58th Division (black band) 209G in 2126
KUST (green band) Hohn in 2235, SCHN in 2337

German SS (black units)
11th SS Division (red band) HQ in 3029, KAUS in 2829, HVS in 2830, 23 in 2928, 2/24 in 3127, 3/24 in 3329, HAME in 3227, KRUG in 3228, AA in 2931, 11 Pio in 3027
4th SS Division (orange band) HQ in 3130, 1/48 in 3330, 2/48 in 3331, 2/49 in 3132, 1/49 in 3231, 54 Pio in 3031
KUST (green band) HQ in 2134 Note: The KUST HQ is part of the 3rd SS corps but the units it commands are Wehrmacht and police so different base colors.

German Police and Border (blue units)
30P in 1005, 29P in 1721, 32P in 1532, 31P in 2435

Soviet (the darker tan units)
2nd SH HQ in 3024
122nd Corps (red band) HQ in 1306, 163 in 1207, 219 in 1409, 320 in 2305, 65 in 1105, 147 in 1103, 708 in 2306, 1074 and 1076 in 2020, 1079 in 2021.
124th Corps (white band) 172 in 1408, 269 and 119 in 1507

Soviet Southern Area (the lighter tan units)
109th Corps (green band) HQ in 2120, 381 and 456 in

2122, 602 in 2422, 466 in 2021, 657 and 749 in 1921, 864 in 3026, 880 in 3226, 891 in 3429

43rd Corps (yellow band) HQ in 2935, 268 in 3333, 301 and 328 in 3332, 4 in 2635, 166 in 2636, 308 in 2736, 593 in 2734, 695 in 3032, 743 in 2733
Independent Units (no band) 48MS in 2538, 50 in 3232, 16 UR in 3430

Soviet Guards (red units)
30 GD HQ in 3015, 131 in 3406, 129 and 134 in 3108, 188 in 3014, 190 in 2816, 192 in 2716, 197 in 2718, 191 in 2719, 194 in 2820.

First Turn Rules.
The Soviet player gets to start the game with a 2nd Shock Army Command chit to play as if they had picked it. (Soviets get first move)

The Soviet player adds one to each combat die roll on turn one.

16.0 Players Notes
Soviet: The Soviets can win by getting to Narva from the north, south, or through the prepared defenses (hard to do unless the Germans strip them almost entirely). They can also win by getting enough victory point by taking the entire southern area or by getting to highway by the central bridges and the winter trail. If the Germans shut down one area by putting a lot of reinforcements, you should consider attacking in other areas. The ability to move your HQ at a cost of an activation is extremely powerful and can change a quiet front to a very active one.

German: Keep your forces balanced by area and react to the Soviets and keep an eye on the victory points. Losses mean nothing so it's all about controlling terrain. Use you limited attacks and barrages to eliminate Soviet armor.

Across the Narva

RANDOM EVENT TABLE

2	German player may move* all units of one German division.
3	German player may move* any 2 units on the map.
4	German player gets 2 replacements.
5	German player gets 1 replacement
6	No air missions for the rest of the turn.
7	No event
8	Soviet player may roll on the Barrage Roll Table and then carry out the resulting number of barrage attacks.
9	Soviet Aircraft move up one box. Grounded to Refit. Refit to Air Army Box.
10	Soviet aircraft move to the Air Army box from the refit and grounded boxes.
11	Major rivers and winter trail stay frozen one extra turn; Turn 8. If this event is rolled after turn 7 the Soviets get to move any 2 units on the map.
12	Soviet player may move* all units of one Corps

*Move means just move, no combat allowed.

Unit Abbreviations

G: Grenadiers GD: Guard PZ: Panzer PZG: Panzergrenadier P: Police SH: Shock KG: Kampfgruppe GRZ:Grenz (border) S: Security F/Fus: Fusilier GNES:Gnesen BE:Beute KUST: Kuste (Coast) HOHN: Hohnschildt SCHN: Schneider FHH: Feldherrenhalle KRUG: Krugel Hame: Hamel	UR: Ukreplennyi Raion (Fortified Region) KVO: Coastal Defense East MS:Brigada Morskoi Strelkovy (Naval Rifle Brigade) FBB: Fuhrer Begleit Battalion HVS: Hermann von Salza AA: Aufklarungs Abteilung (Recon) MOK: Mokulis KAUS: Kausch VILJ: Viljandi (Reval reg. 1st bn) PARN: Parnu (Reval reg.2nd bn) TART: Tartu (Reval reg. 3rd bn)