RED TYPHOON

THE SOVIET WINTER COUNTER-OFFENSIVE, 1942

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1.0 INTRODUCTION

RED TYPHOON (RT) is a redesign by Revolution Games of the fourth game in the PANZER KORPS series; originally published by Command Magazine Japan. RT simulates the second phase of the Soviet counter-offensive in front of Moscow against Army Group Center beginning in January 1942. After testing, we changed the number of Soviet Activation Points by including some at the start of the game, Soviet Surprise attack rules were added, a fixed deployment option provided and victory points added for losses. All other rules remain the same as the original.

2.0 COMPONENTS

- *One map covering the playing area and containing a number of charts, tables, tracks, and boxes (see 2.1).*
- *One counter sheet with 200 counters (see 2.2).*
- *This rule booklet*
- *Cover sheet/Player Aid*
- *A six-sided die is needed to play the game and is **not** provided.*

2.1 Game Map

The game map represents the area of operation for the game. There are several important features that players should note:

- **Victory Point Cities.** Cities with red colored circles next to them denote Victory Point (VP) cities, for the Soviets; Grey colored circles denote VP cities for the Germans.
- **Supply Source**. A board edge hex with a supply symbol is called a supply source. A red symbol indicates a Soviet supply source, a grey symbol a German one.
- **Partisan Areas.** There are 6 woods labeled with large numbers from 1 to 6. These are areas where Soviet partisans may appear on turns 4, 5, and 6.
- **Setup Areas.** The striped lines are the setup areas for the different armies of each side. The red striped areas are for the Soviet and the blue are for the Germans. Each area has a letter code that corresponds to the letter in the upper left corner of each counter.
- **City and Supply Source Control.** At all times, each city and supply source on the map is under the "control" of one side or the other. Use the control makers to indicate control of hexes that would otherwise be unclear. Control is determined by the following:
  1. The side that currently occupies the hex with one or more units.
  2. The side that last occupied the hex with one or more units.

2.2 Counters

The counters in the game are of two general types: Combat Units represent the combat formations that participated in the campaign. Markers are used to record various game functions. See the back of the cover for descriptions.

3.0 SETUP

3.1 Initial Setup

Players have the option of two different types of setup. A fixed deployment or a flexible deployment. The flexible deployment is listed below and the fixed deployment is on the back cover of the rules. Rules sections 3.3, 3.4, and 3.5 apply to both setups.

Flexible deployment: The German player sets up his units first, then the Soviet player. Stacking limits (7.0) apply during setup. Each unit must be placed within the setup area (2.1) on the map that matches its setup code. Each hex of a setup area must contain a unit from that setup code, or be in the ZOC of such a unit. (You cannot use the ZOC from a unit in an adjacent set up zone to cover a hex) If a unit's setup code is a 4-digit number, the unit must be setup in the matching hex. *Note that there are four German units with a setup code of F and they come from two different formations.*

3.2 Soviet 1st Shock Army (1S)

There are two 1S Army units with differing formation codes: WR and WL. Generally, only the WR unit is used. However, if both players agree, the Soviet player may substitute the WL unit for the WR unit before play begins. This costs the Soviet player 1 VP.

3.3 Reinforcements

Some Soviet units have a number in place of a setup code – these units are reinforcements. During setup they are placed on the Turn Record Track to appear as a reinforcement on the turn number matching their setup code. The airborne unit may be placed starting on Turn 4, and the three partisan units are placed on turns 4, 5, and 6. There are no German reinforcements.

3.4 Initial Marker Placement

Place the "Game Turn" marker in the 1 box on the Turn Record Track. Place three Activation Point markers in the unused Soviet AP marker box. (This means the Soviets will have 10 to spend/save on turn one)

3.5 City and Supply Source Control at Start

At the start of play, the Soviet player controls all Soviet supply sources, and the cities of Oshtashkov (2506), Torzhok (3309), and Volokolamsk (3519). The German player controls all German supply sources, and all city hexes other than those controlled by the Soviets as indicated above.

4.0 VICTORY CONDITIONS

4.1 How to Win

Unless one player wins by sudden death (4.2), the game ends after Game Turn 9. The player who has accumulated the greatest number of victory points (VP) is declared the winner. In the case of a tie, the German player wins.

4.2 Sudden Death Victory

- **Soviet** - The instant the Soviets control all three western German supply sources (0115, 0120, and 0130), the game ends with a decisive Soviet victory. (German Army Group Center is surrounded and put under siege by Soviet forces.)
- **German** - The instant the Germans control all four eastern Soviet supply sources (3820, 3823, 3824, and 3826), the game ends with a decisive German victory. (The Soviet counteroffensive is halted to deal with the German breakthrough threatening Moscow.)

4.3 Soviet Victory Points

Hex Control VP. At the end of the game, the Soviet player receives VPs for controlling each Soviet VP city. The number of VPs is indicated in a red circle.

German Losses VP. The Soviet player receives 1 VP for every five eliminated German units, rounded down.

1S Army Withdrawal Penalty VP. The Soviet player is penalized VPs depending on when they withdraw 1S Army (13.1).

Turn 4: no VP penalty
Turn 5: -1 VP
Turn 6: -2 VPs
Turn 7: -3 VPs
Turn 8: -4 VPs
Turn 9: -5 VPs

Eliminated 1S Army. The Soviet player is penalized 5 VPs if the 1S Army is eliminated.

1S Army Option. The Soviet player is penalized 1 VP for choosing to use 1S Army in formation WL (3.2).

4.4 German Victory Points

Hex Control VP. At the end of the game, the German player receives VP for controlling each German VP city. The number of VPs is indicated in a grey circle.

Soviet losses VP. The German player receives 1 VP for every five Soviet units eliminated, rounded down. Do not count the eliminated 1S Army as it already has a VP cost associated with its loss.

5.0 SEQUENCE OF PLAY

The game is played in successive game turns. During each game turn the players move their units and resolve combat in sequence according to the following outline.

A. Soviet Player Turn
1. Activation Point Phase
2. Movement Phase
3. Combat Phase
4. 1S Army Withdrawal Phase (turns 4-9 only)
5. Airborne Phase (turns 4-7 only)
6. Partisan Phase (turns 4-6 only)
7. Recovery Phase

B. German Player Turn
1. Activation Point Phase
2. Movement Phase
3. Combat Phase
4. Recovery Phase

After the German player turn, advance the turn marker to the next box on the track. If this is the last turn the game ends and victory is determined.

6.0 ZONES OF CONTROL (ZOC)

Every non-disrupted unit exerts a Zone of Control (ZOC) into the six hexes adjacent to the one it occupies.

6.1 ZOC Effect on Movement

During movement, a unit that enters a hex within enemy ZOC must immediately stop moving. A unit that begins movement in an enemy ZOC may move, but not directly to another adjacent hex in enemy ZOC. If the unit exits the enemy ZOC, it must again stop if it enters an enemy ZOC.

6.2 ZOC Effect on Combat

In your combat phase, your units may attack enemy units in their ZOC. Units cannot enter hexes in enemy ZOC when retreating as a result of combat (9.4).

6.3 Disrupted Units

Disrupted units lose their ZOC.

7.0 STACKING

Stacking is the term used to describe having more than one unit in the same hex at the same time. Two Soviet units or three German units may stack in each hex. Exception: The Soviet 1S Army unit counts as two units for stacking, i.e. it may never stack with another unit.

7.1 Stacking Enforcement

During movement units may enter hexes occupied by friendly units without regard for stacking limits; however, stacking limits must be obeyed by the end of the movement phase. Stacking limits also apply for both sides at the end of each combat. If for any reason stacking limits are violated, the owning player must eliminate excess units of their choice.

7.2 Formation

Units belonging to different formations may stack without restriction.

8.0 MOVEMENT

During your movement phase, you may move your units that have received a movement order (12.3) within the restrictions of the rules. Units move from hex to adjacent hex one at a time, paying the movement point (MP) cost of the terrain of the hex entered. When a unit has expended its movement allowance (MA), it must stop.

8.1 Enemy Units

Units may not enter hexes occupied by enemy units. Units that enter a hex in an enemy ZOC must immediately stop.

8.2 Terrain Effects

Units expend MP when entering a hex per the chart below. Supply sources and setup areas have no effect on movement.

Clear	1 MP
Woods	3 MPs for units with white MA 2 MPs for units with black MA
River	No effect
City	1 MP (not cumulative with clear terrain)
Road	½ MP for units with white MA 1 MP for units with black MA Applies when moving along road from hex to adjacent hex, ignoring other terrain;
Railroad	No effect (apply effects of other terrain)

9.0 COMBAT

During your combat phase, your units that received attack orders (12.4) may attack enemy units in their ZOC. Combat is optional; within the following rules you may attack at your discretion.

Restrictions

Each attacking unit may participate in only a single attack per combat phase. Each defending unit may only be attacked once per combat phase.

9.1 Attack Declaration

Within the above restrictions, the attacker freely determines which of his units attack which defending hexes. The attacking player need not declare his attacks in advance. After resolving an attack, the attacking player declares the next attack, or ends the combat phase.

9.2 Multiple Units / Hexes

- A given attacking unit cannot attack units in more than one hex in a single combat.
- Stacked defending units must be attacked together.
- Stacked attacking units may attack the same or different defending hexes without restriction. Some of the stacked units may decline to attack entirely.
- A single defending hex may be attacked simultaneously by attacking units in multiple hexes adjacent to the defending hex without restriction, as a single combat.

9.3 Combat Resolution

Each attack is resolved following these steps:

1. Total the attacking and defending combat strength.
2. Calculate the combat odds.
3. Determine the combat result.
4. Apply the combat result.

9.3.1 Total Combat Strengths

Add together the combat strength of all attacking units to determine the total attack strength. Add together the combat strength of all defending units to determine the total defense strength.

9.3.2 Combat Odds

Divide the total defense strength into the total attack strength to determine the combat odds, a simple ratio with a denominator of 1, dropping any fractions. For example, a total attack strength of 8 against a total defense strength of 3 yields a ratio of 2.67:1, or 2:1 after dropping the fraction.

9.3.3 Determine Combat Result

The attacker rolls one die and consults the Combat Results Table (CRT) cross referencing the die roll with the odds determined in 9.3.2. Note that terrain, isolation, or Soviet Surprise attack rules may modify the die roll. All die roll modifiers are cumulative. A modified die roll of less than zero is treated as zero. A modified die roll of more than six is treated as a six.

9.3.4 Apply Combat Result

The combat result indicated on the CRT is applied immediately. After the result is applied, the next combat is resolved. When all desired combats have been resolved, the combat phase ends.

9.4 Retreat after Combat

Units may be required to retreat by combat results. The **attacking** player conducts all retreats. A retreat cannot enter the following hexes:

1. Hexes occupied by enemy units.
2. Hexes in enemy ZOC.
3. Hexes which would result in exceeding the stacking limit (but see below).

A unit that cannot retreat without violating the restrictions above is eliminated instead and removed from map. Units that retreat must end their retreat the number of hexes away from the hex their retreat began as their result indicated. Example: A unit that receives a D3 result must finish its retreat 3 hexes from its original hex.

If no other hex is available, retreating units may enter a hex that would result in exceeding the stacking limit, the excess units then continue to retreat till they reach a hex they may legally stack in.

9.5 Disruption

Retreating units, whether attacking or defending, become disrupted. Disrupted units lose their ZOC and cannot move or attack. Disrupted units automatically recover in their own side's recovery phase.

9.6 Advance after Combat

If all defending units retreat or are eliminated, the attacking player may advance attacking units into the vacant defending hex. Unlike movement, advance after combat does not spend MP, and may be done from a hex in enemy ZOC directly to another hex in enemy ZOC. When the attacker retreats, defending units cannot advance after combat. Advancing units must obey stacking limits. Exception: If all defending units are eliminated by an EX (exchange) result, there is no advance after combat

9.7 Breakthrough

Units with white combat strength may advance into an additional hex when advancing after combat. The first hex entered must be the hex formerly occupied by the defending units. If the initial hex entered by the advance is within enemy ZOC, the advance must stop there and cannot enter a second hex.

9.8 Terrain Effects

Defending units may benefit from the terrain in the hex they occupy and/or the terrain of the hexside(s) between the attacking and defending units. The effect of terrain on combat is reflected by a die roll modifier (DRM). These modifiers are cumulative.

Clear	No effect
Woods	-1 DRM
City	-1 DRM
River	-1 DRM if all units are attacking across river
Road/Railroad	No effect

9.9 Soviet Surprise Attack

On the first turn of the game all attacks by Soviet units get a +2 DRM. **Example:** an attack against a defending unit in woods across a river applies a -2 DRM (-1 for the woods hex and -1 for the river hexside). If the attacker were Soviet on the first turn of the game that same attack would be a final modifier of zero as the +2 DRM for the Soviet Surprise Attack would cancel the -2 DRM for the terrain.

9.10 Odds Limits

An attack at odds of less than 1:1 cannot be made. An attack at odds greater than 6:1 is resolved as if it were 6:1. Modified die rolls of less than 0 are treated as 0. Modified die rolls of greater than 6 are treated as 6.

9.11 Combat Results

- AR (Attacker Retreat): All attacking units are retreated one hex by the attacking player and become disrupted.
- AL (Attacker Loss): The attacker must eliminate one attacking unit. If the attacker is the German player, they may instead apply an AR result.
- C (Contact): No effect, attacking and defending units remain in their hexes.
- EX (Exchange). Each player must eliminate one of their units. If the sole defender is eliminated, the attacker cannot advance.
- DR1-4 (Defender Retreat 1-4 Hexes): The **attacking** player retreats all defending units the number of hexes indicated and the defending units are disrupted. The attacker may advance.
- DE (Defender Eliminated): All defending units are eliminated and removed from the map. The attacker may advance.

10.0 ISOLATION

Defending units that cannot trace a line of communications (LOC) during combat resolution suffer penalties. Isolation also affects airborne and partisan units.

10.1 Isolation Enforcement

The isolation status of defending units is determined during combat, immediately before the die is rolled.

10.2 Determining Isolation

- When a unit is attacked, the defending player confirms the unit is within six hexes of a road or railroad. A path is counted from the unit through contiguous adjacent hexes to the road/railroad hex. This path cannot enter a hex occupied by an enemy unit, nor be within an enemy ZOC, nor contain an enemy controlled city or supply source. Friendly units negate enemy ZOC for this purpose.
- From the road/railroad hex, if a path can be traced along the road/railroad unbroken to a friendly supply source, the unit has a valid LOC.
- The road/railroad path used to trace a LOC can be of any length. However, the path cannot enter a hex occupied by an enemy unit, nor be within an enemy ZOC, nor contain an enemy controlled city or supply source. Friendly units negate enemy ZOC for this purpose.

10.3 Supply Sources

A LOC cannot be traced to a supply source under enemy control or within an enemy ZOC (unless the hex is occupied by a friendly unit). A supply source controlled by the enemy may again be used as a destination for a LOC if it is later returned to friendly control.

10.4 Effects of Isolation

If the defending units are Isolated (they cannot trace an LOC), the attacker adds one to the die roll for the combat. Isolation effects are cumulative with terrain and Soviet Surprise attack effects. Note that Isolation has no effect on attacking units.

11.0 RECOVERY PHASE

All your disrupted units automatically recover (are flipped face up) in your recovery phase. There are no restrictions on recovery.

12.0 ACTIVATION POINTS & ORDERS

To move or attack with their units, a player must expend Activation Points (AP) for that formation.

12.1 Receiving Activation Points

The Turn Record Track shows how many AP each player receives on each game turn. The player takes AP markers corresponding to the amount indicated for the current game turn, then puts the received AP markers into the corresponding Unused AP Marker box printed on the map. **Example:** On Turn 2, during the Soviet AP Phase the Soviet player receives 7 AP markers. In the German AP Phase, the German player receives 4 AP markers. Each player places the received markers in the corresponding Unused AP box.

12.2 Formation Orders

AP Record Tracks for both players are printed on the map. Each formation has two boxes: a box for movement orders and a box for attack orders. One AP marker from the Unused AP box can be put in each orders box.

An AP marker placed in a formation's movement orders box allows the formation's units to move in the player's movement phase. Similarly, an AP marker placed in a formation's attack orders box allows the formation's units to attack in the player's combat phase. For example, if Soviet player puts an AP marker into the move box of formation "K" (Kalinin Area Army), all units with formation code "K" may move in the Soviet movement phase.

12.3 Movement Orders

During their movement phase, a player may freely move Unused AP markers to their AP Record Track to give formations movement orders. The player may activate and move some units from one formation, activate another formation and move units from that formation, then return to the first formation and continue moving units. Units belonging to a formation without movement orders (i.e. no AP marker in the move box for that formation) cannot move in that movement phase.

12.4 Attack Orders

During their combat phase, a player may freely move Unused AP markers to their AP Record Track to give formations attack orders. The player may activate and attack with some units from one formation, activate another formation and attack with those units, then return to the first formation and continue attacking with its units. Not all units with attack order are required to attack. Units from multiple formations may attack together, so long as each formation has attack orders. Exception 12.7.

12.5 AP Restrictions

So long as you have sufficient unused AP markers, you may activate any number of formations for either or both orders. In a single turn, each formation may receive up to two AP markers: one for movement orders and one for attack orders.

You must expend an AP marker even if you want to move or attack with only one unit of the formation. Exception 12.7.

12.6 Unused AP markers

A player is not required to spend all their AP markers. At the end of the player turn, all AP markers are removed from their AP Record Track and set aside; these markers may be recycled and returned to play in future turns. A player may save up to five AP markers in their Unused AP box from turn to turn. Excess AP markers are set aside as above.

12.7 German Panzer Divisions

German Panzer divisions (dark grey units) belonging to a formation given a movement order may attack in the combat phase even if that formation has not been given attack orders. They may attack in conjunction with units from other formations that have attack orders and with other German Panzer Divisions that have been given a movement order. (*Of course, German Panzer divisions in a formation given an attack order may also attack*)

13.0 WITHDRAWAL & REINFORCEMENTS

13.1 Soviet 1S Army Withdrawal

- The 1S army unit must be withdrawn by turn 9, the Soviet player may withdraw the 1S Army unit from the map during the 1S Army Withdrawal Phase. The 1S Army unit may withdraw if in enemy ZOC, but not if isolated (10.0).
- Put the withdrawn 1S Army unit in on the Turn Record Track in the box corresponding to the turn of its withdrawal. After withdrawal, the 1S Army unit cannot return to play.
- The 1S Army unit cannot be withdrawn if it has been eliminated in combat. If the 1S Army is not withdrawn by the end of the Turn 9 1S Army Withdrawal Phase, it is eliminated.

13.2 Airborne Deployment

- On Turns 4-7, the Soviet player may place the airborne unit on the map during the Airborne Phase. The turn of deployment need not be decided beforehand. The Soviet player may choose to never have the airborne unit enter the map at no VP penalty.
- The airborne unit may land in any clear hex within twenty hexes of eastern edge hexes (from 3813 to 3831). The clear hex may contain a road or railroad.
- The airborne unit cannot land in a hex occupied by any unit (including a Soviet unit), or a hex within enemy ZOC.

13.3 Partisan Deployment

- There are six partisan areas on the map marked with a specific number from one to six. The numbered partisan areas are defined by contiguous woods hexes. The partisan areas do not cross rivers or any clear spaces breaking up woods hexes. **Example:** Partisan Area 1 is the woods hexes 1214, 1215, 1216, 1315, 1316, 1317, 1415. Partisan Area 2 is the woods hexes 1423, 1523, 1524, 1622, 1623, 1624, 1723.
- On each of Turns 4, 5, and 6, the Soviet player receives one partisan unit. The Soviet player rolls the die and places the partisan unit in any hex of the partisan area corresponding to the die roll.
- A partisan unit may be placed in a hex with other Soviet units, but not to exceed the stacking limit. A partisan unit can never be placed in a hex within enemy ZOC, even if friendly occupied. If there is no legal placement hex in the designated partisan

area, the partisan unit is considered eliminated (it does count for VP) and removed from the game; its entry cannot be delayed. Once placed, the partisan unit may freely leave the partisan area.

Players Notes

Soviet Player: The Soviet player needs to attack early and often to both kill units and force encirclements but also to disrupt as many Germany units as possible and retreat them away from the Soviet thrusts. The German player only has 4 Activation points on the first two turns so if you can create problems in many areas he will have to leave the 2nd PZ army unmoved or sacrifice units and position in other areas. This will allow the Soviet player to attack for several turns while units do not move in the 2nd PZ army area. German counterattack ability is limited early in the game and mostly from the panzer divisions as they lack the activation points to activate troops for the attack. The hole in the German line near Kaluga should be exploited by a deep thrust but the best chance of victory is on the Soviet far right. Kill a few German units on the right flank and keep pushing other troops up from further down for a long sweeping curve towards Orsha and Smolensk. Army group WR in the middle needs to launch attacks to pin Germans from reinforcing the flanks and spare some troops to reinforce both flanks of its attack by taking over more of the front line from its neighboring armies. Do read the German auto victory conditions as a desperate or skilled German could attack toward Moscow and win the game while the flanks are collapsing.

German Player: The key to being successful is to keep rebuilding your line in front of the enemy to keep him from the VP locations in your rear. 4th PZ army needs to send units to the rear areas, especially armor, and some infantry to the flanking armies as they lose troops and try to maintain a cohesive defense as the German line gets longer. 2nd PZ Army needs to stretch to control over to Spas Demensk meeting WL army group somewhere in that zone. Your reserves in the rear should try to fight the northern Soviet offensive. Leave partisans to be cleaned up by your army later in the game. Retreat to shorten line in the middle but be willing to sacrifice units to fight for victory point hexes if you can spare them and they have a decent chance of holding for a turn or two. Late in game units can be sacrificed freely to slow Soviets. Each unit loss is only .2 of a VP and if it keeps the Soviets out of a big VP prize then it is worth it. From mid game on look for counterattacks involving your armor and infantry from one or two armies. Target Soviet units that can advance two hexes after combat and any cheap kills you can get.

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Fixed Deployment

Place all units with a hex number printed on them in the hex indicated on the counter. All other units are placed in the hexes indicated below. A number in parentheses means place that number of units in the hex.

German Units

Area F
4-5 Infantry- 2308, 2205, 2403
2-6 Cavalry- 2502

Area G
4-5 Infantry- 3214, 3115, 2914 3013(2), 2811(2), 2712, 2510
5-5 Infantry- 2509, 2609, 3214

Area H
4-5 Infantry- 3521(3), 3416(2)
3-5 Infantry- 3418(3), 3317(2)
4-6 Armor- 3422
3-6 Armor- 3319(3), 3421(2), 3317
4-5 Mechanized- 3416
3-5 Mechanized- 3523(3)

Area I
5-5 Infantry- 3527
4-5 infantry- 3130(3), 3329(3), 3525(3), 3527
3-5 Infantry- 3129, 3426, 3424
3-6 Armor- 3228, 3227

Area J
4-5 Infantry- 3045, 2939, 2937
3-5 Infantry- 3043
4-6 Armor- 2836, 2942
3-6 Armor- 2841, 2838
3-5 Mechanized- 3041(3)

Soviet Units

Area A
6-5 Infantry- 2504
5-5 Infantry- 2306, 2305
3-5 Infantry- 2307
4-6 Infantry- 2306
3-7 Infantry- 2305, 2307
2-7 Infantry- 2602

Area B
6-4 Infantry- 3113
5-5 Infantry- 2809(2), 3213
4-5 Infantry- 3113
4-6 infantry- 2912(2), 2911
3-6 Infantry- 3415(2)
3-6 Armor- 3213
3-7 Infantry- 2911, 3012
2-7 Infantry-3314
2-8 Cavalry- 2910(2)
2-6 Armor- 3012

Area C
20-5 Infantry- 3519
8-4 Infantry- 3723
7-4 Infantry- 3723
6-5 Infantry- 3517
5-5 Infantry- 3520(2), 3517
4-5 Infantry- 3518
3-6 Infantry- 3621, 3620, 3722
5-7 Armor- 3724
4-8 Cavalry- 3518
5-6 Mechanized- 3724
3-6 Armor- 3621, 3620, 3722

Area D
8-4 Infantry- 3429
7-4 Infantry- 3429
6-5 Infantry- 3532
5-5 Infantry- 3428
4-5 Infantry- 3534, 3428, 3533(2)
3-5 Infantry 3528(2), 3625
3-6 Infantry- 3532
2-6 Infantry- 3535(2)
2-7 Infantry- 3431
4-6 Armor- 3430
2-6 Armor- 3430
4-8 Cavalry- 3431

Area E
5-6 Infantry- 3036
4-5 Infantry- 3145, 3040, 3038
3-6 Infantry- 3143

Reminder-Rules 3.3, 3.4 and 3.5 apply to this deployment.