

★ ★ ★ 1941 ★ ★ ★ R A C E ★ ★ ★ T O ★ ★ ★ M O S C O W ★ ★ ★ ★ ★ ★ ★ ★

Sequence of Play

1. Take Actions
2. Railhead Advancement
3. Soviet Reaction

Player Actions

Take **2 Core actions**, and any number of Bonus actions, in any order. You may take the same type of action more than once.

Winning the Game

You win the game:

- Immediately if you are the **first player to place a Control marker on a Victory area**, and you can trace an unbroken chain of areas with Control markers from that area back to your Main Supply Base
- OR**
- If you have the **most Medals** at the end of the round in which the last Soviet marker in the pool was placed.

CORE ACTIONS

Move all Field Armies

Move up to all your Field Armies in turn. If a Field Army was not halted by a Pursuit card or combat, spend 1 food to move one additional area.

Move one Armored Army

Spend 1 fuel then move the Army **up to 3 areas**.

Common Movement rules:

- You may not move the same Army twice in the same round.
- If you enter:
 - An empty area ► Draw a Pursuit card (resolve immediately unless you may hold it in hand),
 - An area with a Soviet marker ► Draw a Soviet card.
- After resolving the card and any combat, place a Control marker of your color in the area.

Move the Fleet

(Nord Army Group only)

Move the fleet marker between adjacent sea areas once per round.

Take Supplies

Place supplies in your Main Supply Base, or the Frontline Supply Base (Army Group South only).

- **Main Supply Base** ► Place up to 6 of any supply type from the Supply Stock.
- **Frontline Supply Base** ► Place up to 3 of any supply type from the Supply Stock.

Each area has a Supply Limit:

- Main Supply Base: 9
- Any other area: 6

Transport Supplies

Place a train or truck from your player area between adjacent areas to transport **up to 6 supplies** (train) or **4 supplies** (truck) between them.

You can only place a transport where:

- You control both areas between the route, and – for placement of trains only – both Control markers are track-side up.
- There is not already the same transport type placed on that route.
- You do not place more trains and trucks per action than permitted by your Logistics Level.

Take Transport / Theatre Re-organization

Take trains and trucks (in your color), in any combination, from the Transport Stock, up to the amount permitted by your current Logistics Level. If immediately following this action there are no trains left in the Stock, play is interrupted to resolve the Theatre Re-organization.

When the Theatre Re-organization is triggered, all players must:

- (First one only) **Flip your Logistics Card** from Level 1 to Level 2.
- **Remove all trains and trucks from the map** and place them in the Transport Stock (trains and trucks in your player area remain there).
- (First one only) **Add trains to the Transport Stock** from the Transport Reserve. Add from the Transport Reserve 2 trains, then an additional number of Trains equal to twice the number of players.
- **Feed your Armies.** Each Army must spend a food. If it cannot do this you must place a HALT marker next to it. It cannot move until it has received food.
- **Return all spent Air Support markers and HQ markers.** They can now be used again.

BONUS ACTIONS

Air Support

Place your Air Support marker on the top card of your Pursuit deck or the Soviet deck to secretly view the next card to be drawn from the deck. Gain +1 ammo bonus towards any combat that results from the draw.

Play a held Pursuit card

Play any number of held Pursuit cards for their effect.

Take an OKH card

Place your HQ marker on its side next to the OKH deck and take an available OKH card into your player area.

Play an OKH card

Play an OKH card in your player area at any point on your turn in any round of the game. Then remove it from the game.

COMBAT

When you draw an Soviet Unit card and have the required supplies:

- ▶ Remove the required supplies from the Army card.
- ▶ Place a Control marker on the area, removing the Soviet marker – if relevant – back to the supply.
- ▶ Place the defeated Soviet Unit card in your player area, it will count towards your final number of Medals.

If the attacking Army does not have the required supplies:

- ▶ Remove as many ammo and fuel markers as possible to meet the requirement(s).
- ▶ Move the defeated Army back to the area it entered from. Its movement action has now ended.
- ▶ Shuffle the Soviet Unit card back into the deck from which it was drawn.

SOVIET REACTION

Refer to the Basic or Advanced* side of the Front card.

If using the Basic side, perform the first possible priority on the card. If the a priority is not possible, move on to the next priority.

For the Advanced side, perform the obligatory counter-attacks and the Soviet marker placement.

Counter attack

Remove another player's Control marker provided:


- It is not in the same space as, or adjacent to, any German Army, or adjacent to any player's starting area **AND**
- It is adjacent to (connected by an arrow in any color) an uncontrolled area or an area with a Soviet marker on it.

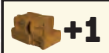
Place a Soviet marker

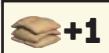
Place a Soviet marker from the pool on the area indicated on the card.


CARD ICONS AND THEIR EFFECTS


Effects on Pursuit cards:


 **+1** Place 1 **fuel** from the Supply Stock into the area your Army just entered.


 **+1** Place 1 **ammo** from the Supply Stock into the area your Army just entered.


 **+1** Place 1 **food** from the Supply Stock into the area your Army just entered.


 You may **keep this card in hand**, for use in a later turn.


 You can **peek at the top card** from a chosen deck (either your own Pursuit deck or the Soviet deck).

 **+1** Take **one** additional action.


 Flip an opponent's marker that shows railway track (if any) to the other side, so that area no longer has railway track.


 **Armored Army halted.** You may remove 1 **fuel** marker from this Army's card to let it **continue** moving as usual.

 To win combat, you must spend 1 **ammo** marker from the fighting Army's card.

 If an Armored Army **wins** a battle and has not yet moved 3 spaces, you may spend 1 **fuel** from this Army's card to **continue** movement.

Effects on OKH cards:

 You may **keep this card in hand**, for use in a later turn.

 Reaction card – immediately cancels the Partisan card.



Turn one of your Control markers so that the railway track faces up.



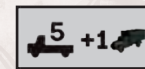
Move 1 **supply** marker from the Supply Stock to one of your Armies.



You can play this on an activated Army to add 1 **ammo** to its card (at any time, even during movement or combat).



Army does not have to spend additional ammo when entering a fortified area and destroying the bunker.



You can place 1 **additional truck** (above your logistics limit), and each truck you place can carry 5 **supplies** instead of 4.



Activated Armored Army moves up to 4 **areas** (instead of 3).



Place 1 food, 1 ammo and 1 fuel in one harbor you control (Baltic sea or Black sea).

Effects on Soviet Unit cards:



To win combat, you must spend 2 **ammo** markers from the fighting Army's card.



To win combat, you must spend 2 **ammo** and 1 **fuel** from the fighting Army's card.



To win combat, you must spend 3 **ammo** and 1 **fuel** from the fighting Army's card.



To win combat, you must spend 3 **ammo** from the fighting Army's card.



If an Armored Army **wins** a battle and has not yet moved 3 spaces, it may spend 1 **fuel** from this Army's card to **continue** movement.



Defeated Soviet card in your resources with this symbol counts as 1 medal.