

AMBUSH TABLE

Location	Russian Mode: Artillery or Cautious	Russian Mode: Aggressive
Non-Blue	No Effect	1
Blue	1	1-3

BOOBY TRAP TABLE

Location	Russian Mode: Artillery or Cautious	Russian Mode: Aggressive
Non-Blue	No Effect	1
Blue	1	1-2

FÜHRER EVENT TABLE

Die Roll	Result
1	BROKEN if "High Ranking Treachery" has occurred. Place Hider marker (HM) in "Broken" box if this obtains, otherwise marker is unchanged.
2	BROKEN if any two blue points are in Russian control. Place HM in "Broken" box if this obtains, otherwise marker is unchanged.
3	BROKEN if "Last Staff Meeting" has occurred. Place HM in "Broken" box if this obtains, otherwise marker is unchanged.
4	CONSIDERING FLEEING if the plane marker is still in the Makeshift Airstrip box and the HM is not in the "Broken" box. Place HM in "Normal; Considering Fleeing" box if this obtains, otherwise marker is unchanged.
5	FLEES if HM is currently in the "Normal; Considering Fleeing" box. Place HM in the "Fleeing" box if this obtains, otherwise marker is unchanged. No further Fuehrer Event draws occur for rest of game if this obtains.
6	CONSIDERING FLEEING if not already Broken. Place HM in the "Normal; Considering Fleeing" box if this obtains, otherwise marker is unchanged.
7	COMMITS SUICIDE if HM is in "Broken" box. Place HM in the "Dead" box if this obtains, otherwise marker is unchanged. No further Fuehrer Event draws occur for rest of game if this obtains.
8	BROKEN if "Last Wireless Message" has occurred and the Interior Ministry is in Russian control. Place HM in the "Broken" box if this obtains, otherwise marker is unchanged.
9	BROKEN if any two green random events have occurred. Place HM in the "Broken" box if this obtains, otherwise marker is unchanged.
*	No further Fuehrer Event draws occur for rest of game

OPTIONAL VICTORY CONDITION SCHEDULE

Die Roll	Result
1	NORMAL: Use normal Victory Condition Schedule.
2	CAUTIOUS ADVANCE: ½ per turn played; 2 per Russian unit eliminated; 1 per blue point not under Russian control; 1 per Strong Point marker on board; 1 if Hitler "Fleeing."
3	MINIMIZE CASUALTIES: 1 per turn played; 2 per Russian unit eliminated while in Aggressive mode; ½ per Russian unit eliminated while in Artillery or Cautious mode; 1 per blue point not under Russian control; 1 if Hitler "Fleeing."
4	METICULOUS ADVANCE: ½ per turn played; 3 per Russian unit eliminated; 2 per blue point not under Russian control; 1 if Hitler "Fleeing."
5	ALL-OUT ADVANCE: 2 per turn played; 1 per Russian unit eliminated; 1 per blue point not under Russian control; 1 if Hitler "Fleeing."
6	Russia may choose which schedule he/she will use.

SPECIAL EVENT TABLE

Die Roll	Result
1–2	Cease Fire Fails: Russian Mode marker is immediately moved to Artillery mode
3–6	Germans Consolidate Position: All German units occupying non-Victory Objective districts that do NOT have strong point counters are immediately moved to an adjacent or closest Victory Objective district
7–9	Massive Desertion: Two German units adjacent to Russian units are immediately eliminated
10–13	No One Wants to be the Last Casualty of the War: The Russian Mode marker is immediately moved to Cautious mode
14–15	Effective Barrage: Add one to the Barrage number received for the rest of the game
16–19	Every Man for Himself: If the Hitler marker is in the "Broken" or "Dead" boxes, the strong point counters in all non-Victory Objective districts are immediately removed
20–22	Russian Advance Gains Momentum: The Russian movement allowance is increased to 3 for the next two game turns

RUSSIAN MODE SUMMARY

Mode	Barrage/ Reinforcement	Defense Rating	Combat Rounds	Special
Artillery	Left number	5	1*	None
Cautious	Right number	6	1*	Hitler Jugend may not eliminate Russian units
Aggressive	Right number	6	Unlimited	Veteran (6) German units may "adjacent fire"

*Elite units may still fight two rounds

AUTOMATIC FÜHRER STATUS EFFECTS

These occur Immediately if the conditions are met.
BROKEN: As soon as three (3) Victory Objective districts are in Russian control AND the Hitler Marker is not in the Considering Fleeing Box or Flees Box. place the Hitler Marker in the Broken Box. Hitlerjugend is disbanded and German Desertion Rates are doubled for the remainder of the game.
COMMITS SUICIDE: As soon as any Russian unit moves adjacent to the Chancellery district AND the Hitler Marker is in any box besides the Flees Box. place the Hitler Marker in the Dead Box. No further Fuhrer Status Draws occur for the remainder of the game. One (1) German unit in the Chancellery district is eliminated, Hitlerjugend is disbanded and German Desertion Rates are doubled for the remainder of the game.