

Leningrad

The Advance of Army Group North Summer 1941

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Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number
↓
Primary Case Number
↓
[6.5]

The preceding example would be the number of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for
Leningrad
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New York, N.Y. 10010

[1.0] How to Start

COMMENT:

Leningrad is a simulation of the campaign by the Germans to capture Leningrad from the Soviets in the summer of 1941.

PROCEDURE:

The Players should skim through the rules reading only the bold-sentence headlines in the various rules sections. Pieces that begin the game on the map should be placed according to the instructions on the map. The remaining pieces should be placed in the appropriate boxes on the Turn Record/Reinforcement Track. At this point the Players should review the Sequence of Play and begin a trial game, referring to the details of the rules when they have a question.

[2.0] Equipment

GENERAL RULE:

The game consists of the rules, charts, map and playing pieces. In order to play the game, the Players will need a six-sided die and a coin to mark the Game-Turn.

CASES:

[2.1] The Game-Map represents the terrain on which the campaign was fought.

A hexagonal grid is superimposed on the map to regulate movement and positioning of the playing pieces.

[2.2] The Terrain Effects Chart summarizes how the features on the map affect movement of the playing pieces.

[2.3] The Combat Results Table is the primary means for resolving combat.

[2.4] The playing pieces represent actual military units that took part in the campaign.

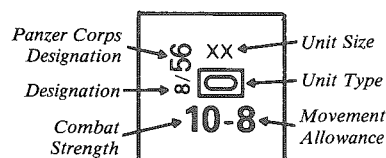
There are three types of playing pieces — the combat units (called "units"), Soviet forts, and German air units. There are up to six items of information on the front and back faces of a combat unit, depending on the group, type, status and nationality of the unit. These include the unit's Combat Strength, Attack Strength, Defense Strength, Movement Allowance, unit type (armor, mechanized, or infantry), its "name" or military designation, unit size, untried status, and Panzer corps designation.

- 1.0 How to Start
- 2.0 Equipment
- 3.0 Basic Procedure
- 4.0 Movement of Units
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- 6.0 Disengagement
- 7.0 Overrun
- 8.0 Combat Pre-Conditions
- 9.0 Combat Resolution
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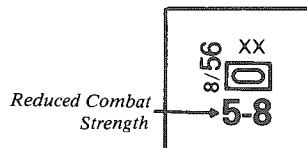
- 11.0 Supply
- 12.0 Armor
- 13.0 Air Power
- 14.0 Soviet Untried Units
- 15.0 Soviet Forts
- 16.0 Reinforcements and Replacements
- 17.0 Surprise
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How to Read the Units

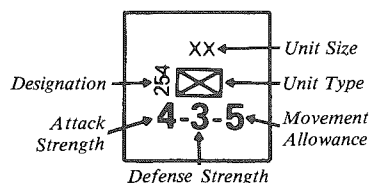
GERMAN UNIT (front)



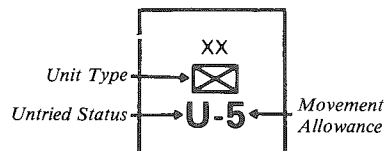
GERMAN UNIT (back)



SOVIET UNIT (front)



SOVIET UNIT (back)



Summary of Unit Types

Front		Back
	Armor	
	Mechanized	
	Infantry	
	Fort	
	Air Unit	
	39th Panzer Corps	

[2.5] **Combat Strength** is the basic power of a German unit when attacking or defending.

[2.6] **Attack Strength** is the basic power of a Soviet unit when attacking, and

Defense Strength is the basic power of a Soviet unit when defending.

The Column Shifts Chart will detail how the strengths of the units of both nationalities are affected when engaged in combat.

[2.7] **A unit's Movement Allowance** is the basic number of hexes a unit may move in one Movement Phase.

This ability is expressed in terms of Movement Points. Differing amounts of Movement Points are expended to enter different types of terrain.

[2.8] **Only Panzer corps unit designations have an effect on play.**

All other military designations and unit size are included for historical interest only. The game scale is one Game-Turn represents one week of real time, and one hex represents 20 miles from hexside to hexside.

[3.0] Basic Procedure

The Sequence of Play

The Players take turns moving their units and making attacks. The order in which they take these actions is described in this Sequence of Play Outline. One completion of the Sequence of Play is called a Game-Turn. Each Game-Turn consists of two Player-Turns. Each Player-Turn consists of four Phases.

The German Player-Turn

Step One: German Replacement Phase

The German Player brings eligible depleted units up to full strength.

Step Two: German Movement Phase

The German Player may move his units, bring in reinforcements and conduct overruns. He may move as many or as few units or stacks of units as he wishes, one after another, and conduct overruns.

Step Three: German Combat Phase

The German Player may attack adjacent Soviet units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

Step Four: German Air Interdiction Phase

The German Player may place any previously uncommitted air unit on the map. Note that if all his air units have been used in previous Phases, this Phase is omitted.

The Soviet Player-Turn

Step Five: Soviet Fortification Phase

The Soviet Player may place forts. They are placed on any hex within 4 hexes of Leningrad (inclusive) to which a valid supply line can be traced.

Step Six: Soviet Movement Phase

Step Seven: Soviet Combat Phase

These two Steps are executed exactly like the German Movement and Combat Phases, except the Soviet Player is moving and attacking.

Step Eight: Game-Turn Indication Phase

Interdicting air units are removed from the map and the Game-Turn is complete.

These eight Steps are repeated for each of the 12 Game-Turns. The game is then over and the Players determine the victor.

[4.0] Movement of Units

GENERAL RULE:

Each unit has a Movement Allowance representing the basic number of hexes it may move in a single Movement Phase. Each Player moves only his own units during the Movement Phase of his Player-Turn. Combat may not occur during this Phase, although *overrun*, a form of movement and combat, may occur in the Movement Phase.

PROCEDURE:

Units move one at a time, or in stacks of up to three, hex-by-hex in any direction or combination of directions that the Player desires. The Movement Phase ends when the Player announces that he has moved all of his units that he has chosen to.

CASES:

[4.1] A unit may never exceed its Movement Allowance

During its Movement Phase, each unit may move as far as its Movement Allowance permits. Basically, each unit spends one Movement Point of its total Allowance for each hex that it enters. Units may move less than their Movement Allowance. Units are never forced to move during their Movement Phase. Units may never lend or accumulate unused Movement Points.

[4.2] The number of Movement Points a unit must spend to enter a hex depends on the type of terrain in the hex.

The cost to enter a clear terrain hex is one Movement Point. The cost to enter other hexes, however, may be higher or lower. These costs are specified on the Terrain Effects Chart. When a unit enters a hex through a road hexside, it pays only the cost for moving one hex along the road regardless of the type of terrain entered. Conversely, a road has absolutely no effect on movement if it is entered through a non-road hexside.

[4.3] Regardless of terrain, a unit may move into a hex adjacent to the hex in which it begins its Movement Phase by expending all of its Movement Points (Exception: see 6.4).

[4.4] A unit may never enter or pass through a hex containing an Enemy unit.

[4.5] More than one unit may move together at the same time.

So long as they begin the Movement Phase in the same hex, up to three Friendly units may move together as a stack during the Movement Phase, except when *disengaging* (see 6.0). A stack moves at the rate of the slowest unit in the stack. Any unit may break off from a stack at any time during the Movement Phase.

[4.6] No more than three units may occupy the same hex at any time during the game except for German Initial Placement on Game-Turn One.

A unit or stack may move through a hex occupied by another unit or stack. However, no more than *three* Friendly units may ever be in the same hex at any time during the Game-Turn. The German Player must comply with the stacking limit as he moves each unit during the Movement Phase of his first Player-Turn. If the stacking limit is violated, the Enemy Player gets to choose which units are to be destroyed (so that only three units remain in the hex).

[4.7] Generally, a unit must stop upon entering a hex that is in the Zone of Control (see 5.0) of an Enemy unit.

Whenever a unit enters a hex that is directly adjacent to an Enemy unit, the moving unit must immediately stop and move no further that Phase (unless the unit subsequently disengages). The presence of another Friendly unit in a hex does not negate an Enemy Zone of Control for purposes of movement. A unit may escape an Enemy Zone of Control through disengagement (see 6.0) and as a result of combat or overrun (see 10.0).

[4.8] A unit may not leave the map, and if forced to retreat off map, it is eliminated.

[4.9] Terrain Effects Chart
(see charts and tables)

[5.0] Zones of Control

GENERAL RULE:

The six hexes adjacent to a combat unit are called the Zone of Control (hereafter called ZOC) of that unit. Friendly ZOCs inhibit movement of Enemy units and may affect an Enemy Player's ability to retreat his units and trace supply. A unit exerts a ZOC into all types of terrain, except across all-sea or all-lake hexsides. If a Friendly unit is in an Enemy controlled hex, all Enemy units exerting their ZOCs into the hex also are in the Friendly unit's ZOC. There is no added effect when more than one of a Player's units exert a ZOC into a hex.

[6.0] Disengagement

GENERAL RULE:

Under certain conditions, a Friendly unit may disengage from an Enemy-controlled hex in its Movement Phase by paying an extra cost in Movement Points in addition to the terrain cost of the hex it is entering.

PROCEDURE:

Units may be disengaged singly or in stacks of two, but there must be another Friendly combat unit remaining in the hex at the instant of disengagement.

CASES:

[6.1] A German mechanized or armor unit pays an added cost of two Movement Points each time it disengages and may disengage at anytime during its Movement Phase.

[6.2] German infantry and all types of Soviet units pay an added cost of three Movement Points to disengage and may disengage only from the hex in which they begin the Movement Phase.

[6.3] There must be a Friendly combat unit remaining in the hex at the instant of disengagement.

A Player could, for example, disengage two units from a three-unit stack, move another unit into the original hex, and then disengage the third unit from the original stack.

[6.4] No unit in the game may disengage by directly entering another Enemy controlled hex.

[7.0] Overrun

GENERAL RULE:

Overrun is a form of combat which occurs during the Movement Phase. A unit or stack of units which conducts an overrun may continue to move and overrun, depending on the result of the overrun and whether or not the unit(s) have Movement Points remaining after the overrun.

PROCEDURE:

At any point during the Movement Phase, a unit (or stack of units) may overrun an Enemy unit (or stack of units) in an adjacent hex. The overrunning units expend *three* Movement Points each and then conduct an "attack" against the defending units (see the procedures in Sections 8.0 and 9.0). If the overrun is successful, one unit must advance into the hex.

CASES:

[7.1] The Initial Combat Ratio is shifted two columns to the left when resolving an overrun.

[7.2] A unit may disengage and overrun in the same Movement Phase.

[7.3] An overrun costs three Movement Points regardless of what the terrain is in the overrun hex.

[7.4] A stack of up to three Friendly units may participate in the same overrun.

The units must begin the Movement Phase stacked in the same hex and must be moved together as a stack. The units could be moved independently after the overrun was resolved.

[7.5] An overrun is conducted against all the Enemy units in one hex.

There is no limit to the number of separate overruns that may be conducted against the same Enemy unit(s) or the same hex in any one Movement Phase.

[7.6] When the Enemy unit(s) that is overrun is eliminated or retreated, the overrun is successful.

The Friendly unit(s) which executed the overrun *must* absorb any losses as called for by the resolution of the overrun (see Section 10.0, Combat Results), and at least *one* overrunning unit *must* be advanced into the vacated hex.

[7.7] When the overrun Enemy unit(s) is not eliminated or retreated, the overrun is unsuccessful.

If the overrun is unsuccessful, the overrunning unit(s) may either absorb the loss(es) or retreat (see 10.0, Combat Results). If the overrunning unit(s) retreat, their movement is over for that Movement Phase, and if they do not retreat, their movement may continue (conceivably including additional overrun attempts). An Enemy unit which is overrun may never advance after the overrun even if the overrunning unit(s) retreats.

[8.0] Combat Pre-Conditions

GENERAL RULE:

During a Player's Combat Phase, a Player may initiate an attack between one or more of his units and any adjacent Enemy unit(s). Combat is voluntary except during Game-Turn One, (see 17.3).

PROCEDURE:

The Player examines the positions of his units, determining which are in Enemy ZOCs. Attacks are conducted using the Combat Results Table and the procedures detailed in Section 9.0, Combat Resolution.

CASES:

[8.1] A unit must be in the Zone of Control of an Enemy unit in order to attack it.

[8.2] No unit may attack more than once, nor may a given unit be the object of more than one attack, in a single Combat Phase.

[8.3] As many Friendly units as are in the Zone of Control of an Enemy unit(s) can participate in an attack on that unit(s).

[8.4] Defending units in a hex generally must be attacked as a group.

Units in a hex under attack must defend with a combined strength. However, units which have retreated into a hex which undergoes an attack in the same Combat Phase do not add their strengths to those of other units in the hex. If the defending units suffer an adverse combat result (loss or retreat), the previously retreated units are automatically destroyed.

[8.5] More than one hex may be the object of the same attack.

All attacking units must be adjacent to all defending units in order to conduct a single combined attack.

[8.6] A unit's full strength must always be used whenever it is involved in combat.

[9.0] Combat Resolution

GENERAL RULE:

An "attack" is the comparison of the strength of a specific attacking force with that of a specific defending force which is resolved by the throw of a die in connection with the Combat Results Table. The results may affect either or both the attacker and the defender.

PROCEDURE:

The attacking Player totals the Combat (or Attack) Strength of all his units involved in an attack and divides this total by the combined Combat (Defense) Strength of the unit or units being attacked. The resulting comparison is called the Initial Combat Ratio. The Player locates the column heading on the Combat Results Table that corresponds to the Initial Combat Ratio. He then consults the Column Shifts Chart (9.6) for any modifications to the Ratio. These modifications produce the Final Combat Ratio. The attacking Player rolls the die and cross-indexes the die number with the final Combat Ratio Column and reads the result. The indicated result is applied immediately, before going on to any other attacks. When he has made all his attacks, the Player announces the end of his Combat Phase.

CASES:

[9.1] The attacking Player must announce which of his units are involved in a given attack against a specific defending unit or group of units.

He must calculate and announce the Initial and Final Combat Ratios, after first specifying which units are participating in the attack. Untried units must be specified as participating before their strengths are revealed. The attacking Player may resolve attacks in any order he chooses.

[9.2] If the Initial Combat Ratio is higher (or lower) than the highest (or lowest) column shown on the table, the Ratio still is used as the basis for computing the Final Combat Ratio.

[9.3] If the Final Combat Ratio is higher (or lower) than the highest (or lowest) column shown on the table, it is simply treated as the highest (or lowest) column available.

[9.4] The Combat Ratio is always rounded off in favor of the defender.

Thus, if 11 Combat Strength Points attack 4, the Combat Ratio is rounded off to "2 to 1."

[9.5] Combat Results Table
(see charts and tables)

[9.6] Column Shifts Table
(see charts and tables)

[10.0] Combat Results

GENERAL RULE:

The abbreviations on the Combat Results Table will indicate how the attacking and defending units are affected by that attack or overrun. A unit will be either unaffected, eliminated, or given the option to retreat or accept losses, as a result of an attack or overrun. There are three combat results: E, 1 and 2.

CASES:

[10.1] A result of "1/-" or "-/1" means that one affected unit must lose one step or all affected units must retreat one hex.

The Player whose unit is affected may elect to either retreat or take the step loss (see 10.7).

[10.2] A result of "2/-" or "-/2" means that affected unit(s) must either lose two steps, all retreat two hexes, or lose one step and all retreat one hex.

To retreat the unit must be eligible (see 10.7). A Player who chooses to retreat units one hex and take a one step loss takes the step loss first. The German Player may distribute a two step loss to two different units — one step per unit — or he may eliminate a full strength unit.

[10.3] Some results affect both Players, such as "1/1" or "2/1," and are called split results.

The defender applies his result first, whether it be step losses or a retreat. Then the attacker applies his step loss or retreat result. If any attacking units remain in their original hexes after all results have been applied, they may advance after combat if the defending hex is vacant. The defender may never advance in a split result.

[10.4] A result of E/- or -/E means that all steps for the unit(s) involved are eliminated.

[10.5] A German unit has two steps and a Soviet unit has one.

A German unit may be flipped over to absorb a one step loss, while a Soviet unit would be eliminated.

[10.6] Units are retreated (by their owner) one at a time, never in stacks, in any order the owner chooses.

[10.7] Units may be retreated only into "safe" hexes.

If there is no safe hex available, or if a unit retreats off the map, the retreating unit is eliminated. A hex is safe if:

1. By entering the hex, a retreating unit increases the distance in hexes between it and the nearest Enemy unit that caused the retreat. If the Enemy unit has retreated, the distance is measured from the Enemy unit's original hex.

2. There are fewer than three other Friendly units in the hex.

3. The hex is not in an Enemy ZOC. The presence of a Friendly unit in a hex negates the Enemy ZOC in that hex for purposes of retreat.

[10.8] Whenever possible, a unit must retreat into a vacant safe hex.

[10.9] When a hex is vacated as a result of combat, as many as three victorious participating units may advance into each hex.

A victorious attacking unit is one that has not retreated. A victorious defending unit is one that suffered no loss or retreat in the combat. Advance after combat is an option which must be exercised immediately before going on to resolve further combat in that Phase. A unit is only forced to advance after combat as the result of a successful overrun, otherwise it is optional (see 7.0). A victorious unit(s) may occupy one or both of the hexes vacated as a result of a two hex retreat. A unit may advance into an Enemy controlled hex (even when advancing directly from an Enemy controlled hex). Retreats and advances do not require the expenditure of Movement Points. Units which advance into a hex which was vacated by the elimination of all the Enemy units which occupied that hex may not advance any further.

[11.0] Supply

GENERAL RULE:

In order for a unit to move and attack at its full potential, it must be in supply. A unit is considered to be in supply if a Line of Supply can be traced between that unit and a supply source.

PROCEDURE:

Supply for movement is determined at the moment a given unit begins to move. Supply for combat and overrun is determined at the time the Combat Ratio is calculated. A Line of Supply is traced from the unit to a supply source hex or a road hex connected to a supply source by an uninterrupted series of road hexes. The supply line may be up to five Movement Points in length from the unit to the supply source or road hex. A supply line may be traced at the armor/mechanized rate on roads and through cities.

CASES:

[11.1] An unsupplied unit's Movement Allowance is halved dropping all fractions.

The unit retains either its full or halved Movement Allowance throughout the phase, regardless of whether it moves out of or into supply during the Phase.

[11.2] If any units involved in an attack or overrun are unsupplied, the Combat Ratio is shifted two columns.

If any attacking units are unsupplied, shift left. If any defending units are unsupplied, shift right.

[11.3] A Line of Supply consists of a continuous, connected line of hexes, none of which may be occupied by or in the Zone of Control of an Enemy unit.

A Line of Supply may be traced into and through a hex in an Enemy ZOC if the Enemy-controlled hex is occupied by a Friendly unit.

[11.4] A supply source hex may supply an unlimited number of units.

[11.5] A supply source may be a city or a mapedge hex.

The German Player's supply sources are the three hexes in East Prussia — 0111, 0112 and 0113. The Soviet Player's supply sources are the four Leningrad hexes (2505, 2604, 2605, and 2705), Tallinn (1601), Riga (0908) and mapedge hexes 2713, 2906 and 2908.

[11.6] Forts and air units affect Enemy Lines of Supply (see 13.0 and 15.2).

[12.0] Armor

GENERAL RULE:

The Combat Ratio is affected by the presence of an armor unit and/or a German Panzer corps participating in combat or overrun.

CASES:

[12.1] When all the units of a German Panzer corps are stacked in the same hex, they receive a column shift in combat and overrun.

The Combat Ratio is shifted one column for each Panzer corps involved in the combat or overrun. The column shift for attacking is received only if all the units in the corps attack. Single step losses to individual units of a Panzer corps do not prevent the corps from gaining the shift. If a unit from a corps has been eliminated, the shift is no longer possible. **Note:** the 39th Corps contains only two units but is still considered a Panzer corps.

[12.2] When an armor unit (not mechanized) is involved in combat or overrun, the owning Player, receives a column shift.

The Player receives only *one* column shift for armor regardless of the number of armor units involved. For an attacker to receive the shift, the defender must occupy an unfortified clear terrain hex. The shift is always received on defense (**Exception:** see 12.3).

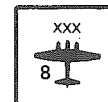
[12.3] The German Player does not receive the column shifts for Panzer corps (12.1) and armor (12.2) when defending in a Soviet city hex.

[12.4] The shifts described in Cases 12.1 and 12.2 are cumulative.

[13.0] Air Power

GENERAL RULE:

The German Player has two air units which may be used to affect combat, overrun, Soviet movement, and Soviet supply.



PROCEDURE:

The German Player may place an air unit on a German unit which is attacking or being attacked, before the die is rolled. When used for interdiction, the air unit is placed on a hex during the Air Interdiction Phase.

CASES:

[13.1] The Combat Ratio is shifted one column for each air unit involved in a combat.

Air units may not attack by themselves and are never affected by results on the Combat Results Table. Air units never count against stacking limits.

[13.2] Air units are allocated to combat before Soviet untried units are revealed.

[13.3] An interdicting air unit doubles the Movement Point cost of a hex for Soviet units and Soviet lines of supply.

The cost is quadrupled if two air units interdict the hex.

[13.4] Soviet units which begin the Movement Phase in an interdicted hex pay double (or quadruple) the Movement Point cost for the first hex they enter.

[13.5] Each air unit may be used only once per Game-Turn.

[14.0] Soviet Untried Units

GENERAL RULE:

All Soviet units start play with their attack and defense strengths unknown to either Player. To indicate this the units are placed with their untried face showing. The units are then randomly placed on their set-up hexes and on the Game-Turn Record Track as reinforcements.

CASES:

[14.1] The strengths of an untried unit are revealed only after an overrun or attack has been announced.

The combat or overrun may not be called off or reallocated once the untried units have been revealed.

[14.2] There are two types of untried units: armored (which includes mechanized) and infantry.

[15.0] Soviet Forts

Fort

GENERAL RULE:

The Soviet Player receives a number of forts during the game. Forts affect combat, German movement, and German supply. During the Fortification Phase the Soviet Player may place a fort on a hex to which he can trace a valid supply line (from a Leningrad hex), that is within four hexes of Leningrad (inclusive).

CASES:

[15.1] Soviet units receive a one column shift to the left when defending in a fort hex.

[15.2] An unoccupied fort doubles the Movement Point cost for any German unit entering or tracing a Line of Supply through the hex.

The fort is eliminated when occupied by a German unit.

[15.3] Once placed, a fort may not be moved.

[15.4] No more than two forts may enter play on any one Game-Turn.

The Soviet Player may delay entry of forts to a later Game-Turn.

[15.5] Forts do not count against stacking limits.

No more than one fort may occupy a hex.

[16.0] Reinforcements and Replacements

GENERAL RULE:

In addition to the forces with which they start the game, both Players receive reinforcements during the Movement Phases of specified Game-Turns. The German Player may bring reduced strength units back to full strength by replacement.

CASES:

[16.1] When reinforcements are placed on the map, the arriving unit must pay the Movement Point cost for entering the hex.

When more than one unit or stack of units enters in the same hex, they enter without regard to which one entered first (i.e., it doesn't cost units more to enter the map because they are entering "behind" the first unit).

[16.2] If a reinforcement unit's only entry hex is occupied by an Enemy unit or three Friendly units, it may enter in the nearest unoccupied hex.

If two hexes are equidistant, the owner may choose the hex of entry. A unit may enter the map in an enemy ZOC.

[16.3] A Player may hold back all or part of the reinforcements due him in a Game-Turn and enter them on the same entry hex on a later Game-Turn (Exceptions: See 16.5 and 17.4).

[16.4] If Leningrad is occupied, the reinforcements due to enter there enter on and between hexes 2301 and 2801 (inclusive).

[16.5] The Soviet Game-Turn One reinforcements may not be delayed.

[16.6] A German unit which has taken a step loss may be rebuilt to full strength by spending an entire Game-Turn in an East Prussia, city, or Soviet city hex.

The replacement hex must be free of Enemy ZOCs and in supply for units to receive replacements. Thus, a unit enters a replacement hex on Game-Turn One, spends the entire Game-Turn Two there, and is turned to its full strength side during the replacement phase of Game-Turn Three.

[16.7] The presence of German units does not negate an Enemy Zone of Control for purposes of replacement.

[16.8] Up to three units may receive replacements in a hex per Game-Turn.

A given unit may receive replacements any number of times during the course of the game.

[16.9] The replacement procedure may be ended before the unit has completed replacement.

The procedure would have to begin anew in a later Game-Turn.

[17.0] Surprise

GENERAL RULE:

The Soviets suffer the effects of surprise on Game-Turn One, and the Germans may be affected by surprise on Game-Turn Seven depending on the actions of the Soviet Player.

CASES:

[17.1] Soviet units may not delay reinforcements, disengage, or overrun on Game-Turn One.

[17.2] All Soviet units must be adjacent to a German unit at the end of the Soviet Movement Phase of Game-Turn One.

The German unit need not be the one closest to the unit at the start of the Soviet Movement Phase. Those units which are unable to move adjacent to a German Unit must expend their full Movement Allowance moving toward the nearest (in Movement Points) German unit. **Exception:** The Soviet units in hexes 0205 and 2204 may not move at all on Game-Turn One.

[17.3] All Soviet units adjacent to German units during the Soviet Combat Phase of Game-Turn One must attack.

All the German units to which a Soviet unit is adjacent need not be attacked, but all the units in at least one adjacent hex must be attacked.

[17.4] If all six Soviet infantry units slated to enter hex 2713 on Game-Turn Seven enter as scheduled, all Soviet attacks made that Game-Turn receive a four column shift.

The shift applies to every attack made by the Soviets on Game-Turn Seven, not just those made by the reinforcing units. The 4 column shift applies even if the units are forced to enter on a hex other than 2713 due to the presence of German units. If the Soviet Player delays the entry of the reinforcements, the 4 column shift bonus is lost. The bonus may only be applied on Game-Turn Seven. If delayed, the units enter on hex 2908 on Game-Turn Eight and 2906 on Game-Turn Nine or later.

[18.0] How to Win

GENERAL RULE:

Victory in *Leningrad* is calculated in Victory Points. The game ends at the conclusion of Game-Turn Twelve, and Victory is determined. There are two levels of Victory, Tactical and Strategic Victory.

PROCEDURE:

After the game has ended, total the Victory Points earned by each Player and subtract the Soviet Player's Victory Points from the German Player's Victory Points. The resulting number,

either positive or negative, is compared to the schedule in Case 18.3 to determine the victor and the Level of Victory.

CASES:

[18.1] The Soviet Player receives Victory Points for reduced or eliminated German units at the end of the game.

4 Victory Points for each *reduced* mechanized unit.

5 Victory Points for each *reduced* armor unit.

12 Victory Points for each *eliminated* mechanized unit.

15 Victory Points for each *eliminated* armor unit.

[18.2] The German Player receives 30 Victory Points per hex for occupying, with units that are in supply, hexes 2604 and 2705 at the end of the game.

The occupying units *must* be in supply for the Victory Points to be earned.

[18.3] The Soviet Victory Point Total is subtracted from the German Victory Point Total to determine the victor.

31 or more points German Strategic Victory

1 to 30 points German Tactical Victory

– 20 to 0 points Soviet Tactical Victory

– 21 or less points Soviet Strategic Victory

REINFORCEMENT SCHEDULE

German Reinforcements

Game Turn	Unit(s)	Entry Hex or Area
1	1 Air	–
2	5 I	East Prussia
6	1 I	East Prussia
7	1 Air	–
10	39 Panzer Corps (2 units)	2213

Soviet Reinforcements

Game-Turn	Unit(s)	Entry Hex
1	1 I, 3 A ¹	1113
2	4 I, 1 A	2906 or 2908
3	2 forts ²	–
4	3 I, 1 A 2 forts ²	2713, 2906 or 2908 –
5	2 I 1 A 2 forts ²	2601 2713, 2906 or 2908 –
6	3 I 2 forts ²	2713, 2906 or 2908 –
7	6 I ³ 2 I 1 A 2 forts ²	2713 2601 2501 –
8	3 I 1 A 2 forts ²	2906 or 2908 2501 –
9	3 I	2908
10	1 I ⁴	Any Leningrad hex
11	2 I ⁴	Any Leningrad hex
12	2 I ⁴	Any Leningrad hex

I = Infantry Division and A = Armored Division

Notes:

When units have more than one entry hex listed, some of the units may enter in each hex or all units may enter the same hex. East Prussia consists of three hexes and the units may enter any hex or hexes as desired.

1. Soviet Game-Turn One reinforcements may not be delayed. These units must enter the map as scheduled.

2. Forts are placed in Leningrad or within four hexes of a Leningrad hex. The placement hex must be able to trace a valid supply line from Leningrad (see 15.0).

3. If the six infantry divisions slated to enter hex 2713 are entered there, all Soviet attacks made on Game-Turn Seven receive a *four* column shift to the left (see 17.4).

4. If all Leningrad hexes are occupied by German units, the reinforcements enter on or between hexes 2301 and 2801.

DESIGNER'S NOTES

If the German Player emulates historical strategy and tactics, the results will parallel the actual campaign so closely it will be spooky. The panzers will race through the lowlands and reach the Leningrad area in a depleted state. Only through sheer luck and gross incompetence by the Soviet Player will the panzers take Leningrad unsupported by infantry. Proper use of Soviet reinforcements should make Leningrad impregnable by mid-game if the Germans haven't launched a balanced, concentrated assault by them.

A good strategy for the German Player is to make haste slowly. Panzers should combine with infantry to encircle and destroy hopefully at least 10 of the 11 forward Soviet infantry divisions on Game-Turn 1. The entire army group also should be well-positioned to meet the Soviet counterattack the same turn. Saving air support for defense on Game-Turn 1 could mean elimination of a sizable chunk of the counterattacking force.

The German Player should strive to reach the Luga in force by Game-Turn 4 or 5, with both panzer corps poised in clear terrain near the river's mouth. A bridgehead may be formed across the Luga earlier if it doesn't mean imperiling the panzers' supply lines. By mid-game the German Player should have in full swing an assault on three axes — from the lower Luga, up the Pskov-Leningrad highway, and through Novgorod — while protecting his flank south of Lake Ilmen. An assault along the Volkhov from Novgorod to Lake Ladoga is important because, once the lake is reached, Soviet reinforcements from the east and south are barred from entering Leningrad. The last few turns will be spent in hammering at Leningrad, but the German Player will stand a fair chance of winning the battle of attrition if the Soviet Player can't bring his 12 divisions of Game-Turns 7 through 9 reinforcements into the city from the south and east.

What the Soviet Player does west of the Dvina can be decisive. If he can stop the Germans from crossing the river in force for three Game-Turns, he stands a good chance of holding Leningrad. Although required to counterattack on Game-Turn 1, the Soviet Player should, where possible, avoid an attack on a panzer corps unless he is assured of at least 1-to-1 odds. Moreover, the Soviet Player must position himself so that his counterattacking units won't be encircled on Game-Turn 2. He also can "cheat" a bit at the start of the game by deploying units on the 13xx-19xx hexrows so they can form a defensive line on the Dvina on Game-Turn 1 without engaging German units.

Through mid-game, the Soviet Player should use as few units as possible in the Lake Peipus-Pskov-Velikaya area to delay the German advance while building a fortified line along the Luga. Novgorod and the Volkhov corridor should be held until Game-Turn 10 at least. On Game-Turn 7 he faces a critical decision on the use of 34th Army, entering from hex 2713: Should he attack the German right flank or move the 34th north to Leningrad?

Should the Luga line be breached, the Soviets should try to fall back in good order to a fortified perimeter in Leningrad. If the Soviet Player can get all his reinforcements into the city, he should win. Remember, a repetition of the historical isolation of the city isn't in itself enough to win for the German Player. Isolation is only a means toward the end of capturing the city.

Note: The Finns aren't represented in the game. Although historically they succeeded in getting to the xx02 lateral hexrows north of Leningrad in September, the Finns wisely decided against joining in a direct assault on the city unless the Germans were "rapping on the door" of Leningrad themselves. From the Finnish viewpoint, such a rap session never occurred. In any event, the Finnish presence has been abstracted in the game through a reduced northern reinforcement rate. In the actual campaign, the Soviets rushed divisions to Leningrad from the Finnish front, and just as quickly rushed them back as various crises arose in the north.

Dick Rustin

Design Credits

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Playtesters:

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[4.9] Terrain Effects Chart

Terrain Type **Movement Point Costs
To Enter or Cross**

Clear	1
Road ¹	Armor/mech: ½ Infantry: 1
City	Armor/mech: ½ Infantry: 1
Soviet City	Armor/mech: ½ Infantry: 1
Swamp	2
Hill	2
River hexside ²	Doubles terrain cost of hex entered
Unoccupied Fort	Doubles terrain cost for German units and supply lines entering the hex.
All-Lake/All- Sea hexside	Combat and movement prohibited
Town	No effect

Notes:

1. The Road movement rate only applies when the road hex is entered through a road hexside.
2. Thus to cross a river into a swamp hex, a unit would expend 4 Movement Points.

[9.5] Combat Results Table

D/E	Combat Ratio													
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	-/E	-/E	-/E	-/2	-/1	1/1	2/2	1/1	2/1	1/-	1/-	2/-	2/-	
2	-/E	-/E	-/2	-/1	1/2	2/2	1/1	2/1	1/-	1/-	2/-	2/-	E/-	
3	-/E	-/2	-/2	1/2	2/2	1/1	2/1	1/-	1/-	2/-	2/-	E/-	E/-	
4	-/E	-/2	-/1	2/2	1/1	2/1	1/-	1/-	2/-	2/-	E/-	E/-	E/-	
5	-/2	-/2	1/2	1/1	2/1	1/-	1/-	2/-	2/-	E/-	E/-	E/-	E/-	
6	-/2	1/2	2/2	2/1	1/-	1/-	2/-	2/-	E/-	E/-	E/-	E/-	E/-	

The result to the *left* of the slash applies to the *defender* and the result to the *right* applies to the *attacker*.

E = All affected units are eliminated.

1 = Player whose units are affected may choose to lose one step or retreat *all* affected units one hex.

2 = Player whose units are affected may choose to lose two steps, retreat *all* affected units two hexes, or lose one step and retreat *all* affected units one hex (see 10.0). **Note:** In a split result (i.e. 1/1) the defender takes losses or retreats first, then the attacker applies his result.

[9.6] Column Shifts Chart

Shift the Initial Combat Ratio column to the right or left if any of these circumstances apply to that attack.

Shift Left Two Columns

Overrun (see 7.1)

Attacker unsupplied
(see 11.2)

Shift Left One Column

Defender occupies City,
swamp or hill hex.¹

Defender occupies fort
(Soviet Player only)²

Defender behind a river
hexside(s)³

Defending force includes
Armor unit (see 12.2)⁴

Soviets defending in Soviet
City hex¹

Per defending Panzer
Corps (see 12.1)⁴

Per defending air unit
(see 13.1)

Shift Right One Column

Attacking force includes
Armor unit (see 12.2)

Per attacking air unit
(see 13.1)

Per attacking Panzer
Corps (see 12.1)

Shift Right Two Columns

Defender unsupplied (see 11.2)

Column shifts are cumulative. **Example:** If an attack had two rightward shifts and three leftward shifts, the net shift would be one left.

Notes:

1. The defender receives only one column shift even though the defending units may occupy more than one such hex.
2. The defending Soviet units receive only a one column shift even though they may occupy more than one fort.

3. This shift only applies if all attacking units are attacking across river hexsides.

4. These two shifts do not apply when defending German units occupy Soviet City hexes.

Important Note: On Game-Turn Seven the Soviet Player may receive a four column shift in all his attacks (see 17.4).

Leningrad Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1

67 XX 2-2-5	170 XX 2-2-5	180 XX 2-2-5	237 XX 2-2-5	266 XX 2-2-5	246 XX 3-2-5	259 XX 3-2-5	291 XX 3-2-5	128 XX 4-2-5	177 XX 4-2-5
16 XX 1-1-5	112 XX 1-1-5	115 XX 1-1-5	126 XX 1-1-5	11 XX 3-3-5	33 XX 3-3-5	262 XX 3-3-5	183 XX 3-4-5	265 XX 3-4-5	288 XX 3-4-5

SOVIET

288 XX 2-3-5	281 XX 2-3-5	182 XX 2-4-5	245 XX 2-4-5	125 XX 4-3-5	191 XX 4-3-5	254 XX 4-3-5	10 XX 4-4-5	48 XX 4-4-5	111 XX 4-4-5
118 XX 1-2-5	188 XX 1-3-5	305 XX 1-5-5	292 XX 3-1-5	90 XX 3-5-5	70 XX 3-7-5	257 XX 4-5-5	5 XX 4-6-5	302 XX 5-1-5	119 XX 5-3-5

180 XX 5-4-5	23 XX 5-5-5	18 XX 6-4-5	1 XX 4-2-7	28 XX 4-3-7	2 XX 5-3-7	21 XX 5-5-7	23 XX 6-5-7	46 XX 7-5-7	3 XX 9-3-7
42 XX 10-4-7	198 XX 4-4-7	202 XX 4-4-7	163 XX 3-3-7	185 XX 5-5-7	Fort	Fort	Fort	Fort	Fort

1 XX 6-6	11 XX 6-6	12 XX 6-6	21 XX 6-6	30 XX 6-6	32 XX 6-6	Fort	Fort	Fort	Fort
59 XX 6-6	61 XX 6-6	93 XX 6-6	96 XX 6-6	121 XX 6-6	122 XX 6-6	123 XX 6-6	Fort	Fort	Fort

GERMAN

SS POL XX 6-6	126 XX 6-6	206 XX 6-6	217 XX 6-6	251 XX 6-6	253 XX 6-6	254 XX 6-6	289 XX 6-6	290 XX 6-6	291 XX 6-6
TOT/56 XX 8-8	12/39 XX 10-8	1/41 XX 10-8	6/41 XX 10-8	8/56 XX 10-8	20/39 XX 8-8	36/41 XX 8-8	3/56 XX 8-8	XXX 8-8	XXX 8-8

Leningrad Counter Section Nr. 1 (100 pieces): Back

XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5
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XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5
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XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5
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XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5	XX ☒ U-5
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XX ☒ U-7	XX ☒ U-7	XX ☒ U-7	XX ☒ U-7	XX ☒ U-7	XX ☒ U-7	XX ☒ U-7	XX ☒ U-7	XX ☒ U-5	XX ☒ U-5
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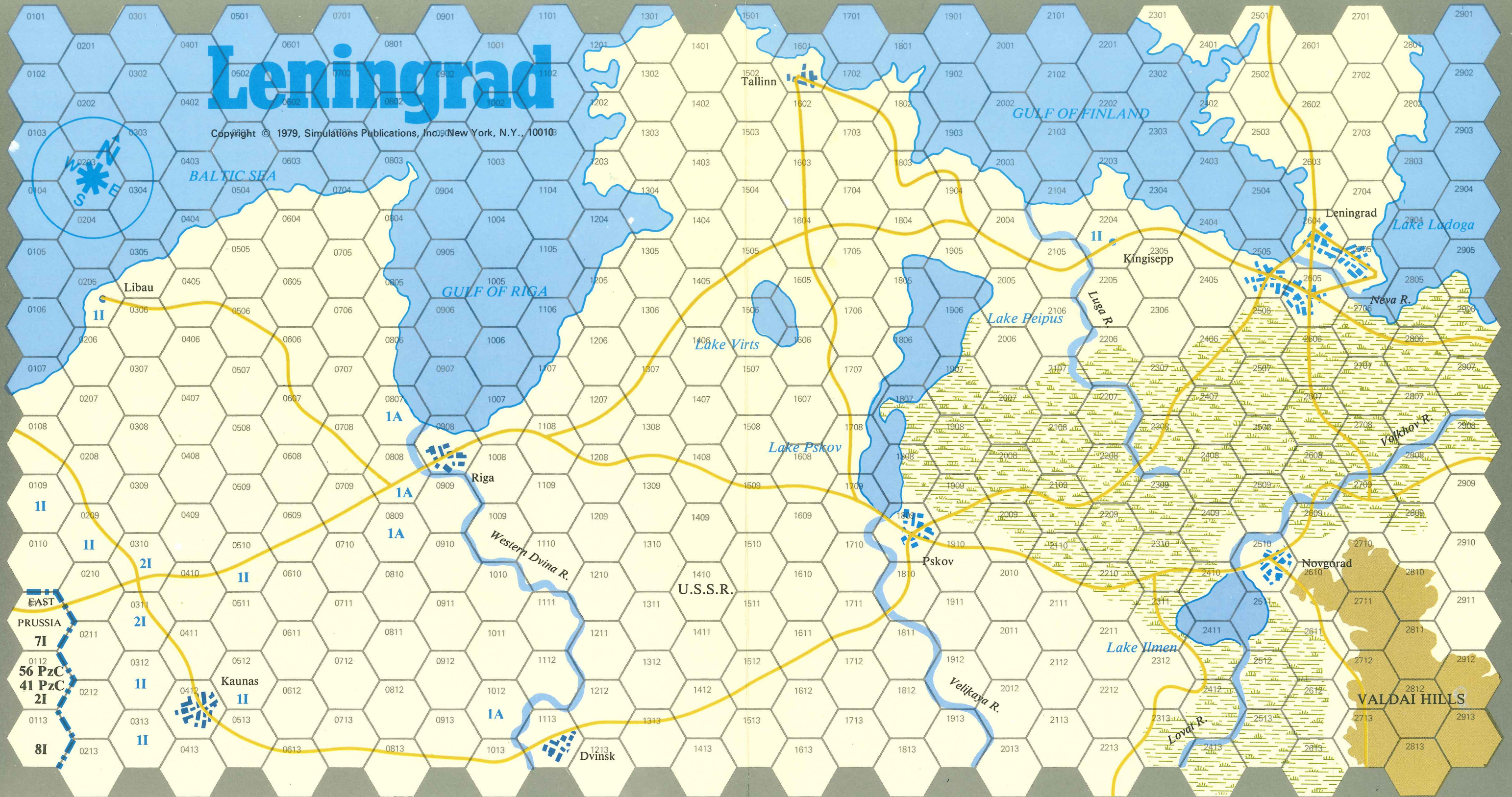
XX ☒ U-7	XX ☒ U-7	XX ☒ U-7	XX ☒ U-7	XX ☒ U-7
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32 XX ☒ 3-6	30 XX ☒ 3-6	21 XX ☒ 3-6	12 XX ☒ 3-6	11 XX ☒ 3-6	1 XX ☒ 3-6
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123 XX ☒ 3-6	122 XX ☒ 3-6	121 XX ☒ 3-6	96 XX ☒ 3-6	93 XX ☒ 3-6	61 XX ☒ 3-6	58 XX ☒ 3-6
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291 XX ☒ 3-6	290 XX ☒ 3-6	289 XX ☒ 3-6	254 XX ☒ 3-6	253 XX ☒ 3-6	251 XX ☒ 3-6	217 XX ☒ 3-6	206 XX ☒ 3-6	126 XX ☒ 3-6	SS POL XX ☒ 3-6
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3/56 XX ☒ 4-8	38/41 XX ☒ 4-8	20/39 XX ☒ 4-8	8/56 XX ☒ 5-8	6/41 XX ☒ 5-8	1/41 XX ☒ 5-8	12/39 XX ☒ 5-8	TOT 56 XX ☒ 4-8
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TERRAIN KEY

Clear Hex

Town Hex

City Hex

Soviet City Hex

Swamp Hex

Hill Hex

Soviet Set-up

Road Hex

River Hexside

All-sea Hexside

All lake Hexside

National Border

XX

XX

XX

XX

XX

XX

XX

Place one Soviet infantry unit in any hex of each indicated hexrow (13xx through 19xx) at the start of the game.

How to Set-up the Game

To start, the German Player should place 7 infantry units on hex 0111, 8 infantry units on hex 0113, and 2 infantry and the units of the 41st and 56 Panzer Corps on hex 0112. The Panzer Corps are made up of three units each for a total of 8 units deployed on hex 0112. The remaining units enter as reinforcements and are placed on the Game-Turn Record Track. The Soviet Player turns all his units so that the untried faces of all the units are up. The units are separated by type, infantry and armor. The Soviet Player then randomly

1 22-28 June	2 29 Jun to 5 Jul	3 6-12 Jul	4 13-19 Jul	5 20-26 Jul	6 27 Jul to 2 Aug
Reinf: G/S	Reinf: G/S	Reinf: S	Reinf: S	Reinf: S	Reinf: G/S
7 3-9 Aug	8 10-16 Aug	9 17-23 Aug	10 24-30 Aug	11 31 Aug to 6 Sept	12 7-13 Sept
Reinf: G/S	Reinf: S	Reinf: S	Reinf: G/S	Reinf: S	Reinf: S