

## Comrade Sariego's

# Defiant Russia Cheat Sheet



**Defiant Russia** is a fast playing introductory level wargame. This cheat sheet will make learning the game even easier by walking you through the German first turn. Look at page 2 and note the set up codes on the playing pieces and how they relate to this information. Set up Soviet units first then the Axis. If a unit has a number instead of a letter it will enter that turn as a reinforcement.

### Weather

The first thing you do each turn is determine the weather. Players decide before the game if they will use the historical weather conditions or determine weather randomly. Either way, the weather is clear in June and has no effect on play.

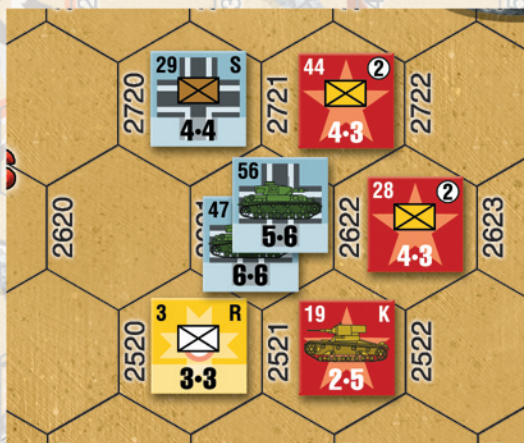
### Organization Phase

This part of the turn is important for administrative functions. First, determine if any Axis units are out of supply. If any unit is out of supply its ability wage war will be severely restricted. On turn one this is not a problem as everyone begins in supply. Then, beginning with turn three, the Axis player would receive replacements to help rebuild depleted or destroyed units. On turn one this step is skipped. Then the Axis player gets his airpower for the turn. On turn one place the air marker German side up, in the six box on the track. Finally, starting on turn two you will start getting some reinforcements from other theaters arriving on the Eastern Front.



### Axis Movement Phase

The Axis player gets to move any, all, or some of his units. Look at the second number on the unit counters. This is that unit's movement allowance. Moving units costs a variable number of movement points per hex. This can be modified by weather, supply, and the terrain in the hex being entered. You generally have to stop when moving adjacent to a Soviet unit due to its Zone of Control (ZoC). There is a key exception to this; Panzer units can move directly from ZoC to ZoC in clear weather by paying extra movement points.



The German 4-4 in hex 2720 attacks the Soviet 4-3 army in hex 2721 while the Romanian 3-3 attacks the Soviet 2-5 armored corps in hex 2521. This allows the two German panzer units to both attack the Soviet 4-3 army in hex 2622, as every unit adjacent to them has been attacked.

### Axis Combat Phase

In this phase every Soviet unit that is adjacent to an Axis unit must be attacked. The German player can decide to a point which of his units attacks if adjacent to different Soviet units. Thus the German player may possibly launch a poor attack on one Soviet hex in order to get more attacking units against another. The important thing to remember is that all Soviet units adjacent to Axis units must be attacked.

Combat is fairly simple. Roll one die for each point of combat strength. That is the first number on a unit counter. Strength can be modified by terrain. A roll of six gets a hit. Each side must take the hits inflicted on their units as either step losses (flip the counter over to its weaker side; if it's already there, take it off the map) or retreats. Hits in excess of what a stack can absorb eliminate the stack. You can commit Air Points to an attack and roll an additional die for each point.

### Axis Exploitation Phase

Disregard this phase on turn one unless playing with one of the optional rules. German and some Axis units can move again at a reduced movement rate.



### Axis Exploitation Combat Phase

Again, this is disregarded on turn one unless using optional rules. Any German and Axis unit that was eligible to move in the Exploit phase can now attack adjacent Soviet units. CAN being the key word. Combat is not mandatory in this step and selective hexes can be attacked.

After this, the Soviet Player repeats all the above steps, except for Weather determination. Once weather is determined it holds for the entire turn. After the Soviet player takes his turn advance, the turn marker and continue fighting The Great Patriotic War.