

IBSM Player Aid



Sequence of play


1. Fleet & Air Support
2. Movement
3. Combat
4. Anti-Partisan activity
5. Control & Victory Check
6. Supply
7. Fleet & Air recall
8. Reinforcements / Stalin
9. Calendar, Generals and Initiative

Movement



Advance: Move into an adjacent hex.




Convoy: Move through a chain of one or more hexes containing other Friendly Regular Units, and no Obstacles. Then Advance.





Blitz: Move with an additional Advance movement for Tank Units on a die result of  or . Can occur multiple times if successful.


Disengage: Move from a hex containing an Enemy Regular Unit by Advance, Convoy or Blitz on a die result of . Tank Units automatically succeed if Disengaging from Enemy Infantry Units.


Combat Dice


  for an Infantry Unit.

   for a Tank Unit.

    for a Fortress Unit.

+  per adjacent Friendly Infantry Unit.

+  per Friendly Air and/or Fleet Unit in the Combat hex.

+  if the Combat takes place in a hex in a Friendly-Controlled Urban Location.

Combat Resolution

The player with the highest total number of hits wins the Combat. In case of tie, the player with the Initiative wins.

If the winner has twice as many or more hits than their opponent, the defeated Regular Unit is eliminated.

Retreat: If a Unit is defeated but not eliminated, it must Retreat. It must retreat to:

If possible: the hex it entered from. Otherwise:

- For Soviet Units, a hex eastward (inc. north/south-east).
- For Axis Units, a hex westward (inc. north/south-west).

A Unit may not Retreat into a hex that:

- Contains an Obstacle
- Is the hex that the Opponent's Regular Unit attacked from.

Retreating Units that cannot fulfil these criteria are eliminated.

Victory Conditions (check during Victory Check phase)

The Soviet player wins:

- If they Control any City in Axis home territory; **OR**
- If the Axis player does not win by the end of the game.

The Axis player wins:

- If they Control the City where Stalin is located; **OR**
- They have Destroyed at least 1 Fortress and Control either Moscow or 3 Industrial Centers at the end of the game.

Obstacle Table

Obstacle	Advance into / Convoy into/through / Retreat into/through	Supply
Swamp & Mountain hexes	<p>Infantry Units may begin a Convoy in a Swamp/Mountain hex but may not Convoy into one.</p> <p>Infantry Units may Advance and Retreat into a Swamp/Mountain hex.</p> <p>Tank and Air Units may not enter a Swamp/Mountain hex.</p>	Blocks Supply line unless a Friendly Infantry, Fleet or Partisan Unit is present in the hex.
River	<p>A Convoy may not pass through a River.</p> <p>A Regular Unit may not Retreat through a River.</p> <p>Infantry Units do not count as being adjacent for Combat purposes across a River.</p>	Blocks Supply line.
Enemy Regular or Support Unit	<p>A Convoy may not pass into a hex containing an Enemy Regular or Support Unit.</p> <p>A Regular Unit may Advance or Convoy out of a hex containing an enemy Support Unit at the start of its movement.</p> <p>A Regular Unit may Advance or Blitz into a hex with an Enemy Regular or Support Unit.</p> <p>An Infantry Unit may only exit a hex with an Enemy Regular Unit if it is able to successfully Disengage (roll a '3').</p> <p>A Tank Unit may freely exit a hex with an Enemy Infantry Unit, including via a Blitz, but must successfully Disengage (roll a '3') if the hex it is exiting contains an Enemy Tank Unit.</p> <p>No Regular Unit may Retreat into a hex with an Enemy Support or Regular Unit present (even if its own Support Units are also present).</p>	Blocks Supply line unless a Friendly Unit is also present in the hex.
Friendly Regular or Support Unit	<p>Regular Units may not Advance/Blitz/Retreat into a hex with another Friendly Regular Unit.</p> <p>Regular Units may Advance/Blitz/Retreat into a hex with a Friendly Support Unit (including a Partisan or Fortress Unit), providing there is no Enemy Unit present (Regular or Support) if Retreating.</p>	If a Friendly Regular or Support Unit is present in a hex the player may draw a line of Supply, even if an Enemy Unit is also present.
Enemy-Controlled Urban Location	<p>A Convoy may begin in an Enemy-Controlled Urban Location but may not pass into adjacent hexes of the same Enemy-Controlled Urban Location.</p> <p>No Regular Unit may Retreat into adjacent hexes of the same Enemy-Controlled Urban Location.</p>	Blocks Supply line passing into adjacent hexes of the same Enemy-Controlled Urban Location.