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## CREDITS

**Design:** Paul Youde

**Development & Final Rules Editing:** Eric R. Harvey

**Playtesters:** Eric R. Harvey, Ken Tee, Matthew Clemitson, Michael Essex, Mike Feeney, Rick Hautala, David Moseley, Steven Moseley, Nathan Moseley, Joseph Pilkus, Dave Deitch, Tom Buhrman, Tom "Buzz" Buzzard

**Game Maps:** Joe Youst

**Counters:** Eric R. Harvey

**Production:** Callie Cummins and Lisé Patterson

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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for E-rules updates to this game @ [www.strategyandtacticsmagazine.com](http://www.strategyandtacticsmagazine.com).

## 1.0 QUICK-SUMMARY GAME CONCEPT

*Duel on the Steppe: The Winter Campaign in the Ukraine, Jan-Mar, 1943* simulates fighting between Soviet and German forces in the Ukraine from 29 January to 17 March, 1943.

**Note:** *This game uses the same rules system as Sedan: The Decisive Battle for France, May 1940, and Tobruk: Operation Crusader, Nov-Dec, 1941, albeit with some occasional modifications appropriate to the scale and theater portrayed.*

## 2.0 GAME COMPONENTS

This game is complete if it includes one counter sheet (228 counters), and one map of the Ukraine area of the Soviet Union (which includes all relevant charts and tables necessary for game play). Players will need to provide *two* 6-sided dice.

**Note:** *Players should initially sort and divide the various game pieces by nationality and then by each corps color. Separate out the Corps Activation Chits from the units, and set aside the Artillery Support, Bomber, and Fighter Cover chits; these game pieces are only played as they are needed to indicate applicable effects and modifiers during combat.*

**Errata:** The counter tree should list the maroon units as the "Voronezh" Front, and the brown units as the "Southwest" Front, although this color mismatch has no effect on set up or play whatsoever.

### 2.1 Maps

Each hexagon is about 6.5 miles (~10 kilometers.) The map area portrays the Ukraine region of the Soviet Union, encompassing about 260 miles (~418 kilometers) from east to west. For game purposes, the hex row 1001 to 1036 defines the north edge of the map (though the map is oriented east to west for purposes of play.) The hex grid printed upon the map is used to facilitate the movement of units and to delineate the various terrain features. The effects on play of the various terrain features can be found on the Terrain Effects Chart.

### 2.2 Charts and Tables

The map includes all of the charts and tables necessary for play, i.e., the Combat Results Table (CRT), the Terrain Effects Chart (TEC), Terrain Key, and Weather Table.

### 2.3 Combat Units

The various game pieces represent the historic combat units, as well as all necessary chits to facilitate game play. The Soviet combat units are primarily Corps (XXX), Divisions (XX) and Brigades (X), whereas the German combat units are Division (XX), Kampfgruppe (KG) and Regiments (III), and are color-coded by nationality (see below.) Combat units may represent from 2,000 to 14,000 men, and 50-400 armored vehicles.

Maroon = Soviet "Voronezh" Front

Brown = Soviet "Southwest" Front

Grey = German Army

Black = German SS

Blue = Hungarian

**Note:** *The term "German" throughout the rules also refers to Hungarian (Hung.) units.*

**Exception:** Unlike previous games in the series (Sedan and Tobruk), individual combat units are not color-coded according to any higher command, as the units presented in the game are themselves the higher echelon formations (Corps and Divisions, etc.) Each unit's basic background color (for example, black for the German SS units) indicates when it has been "Activated" (i.e., may move and/or attack; see 2.6).

The numerical ratings and symbols printed on each combat unit are indicated as follows:

The *front* side of all combat units is always considered to be their full-strength side, whereas the *back* side is always considered to be their reduced-strength side. **Whenever a full-strength combat unit**

suffers losses, it is flipped to its back side, which is typically printed with lower numeral ratings. Whenever a reduced-strength combat unit suffers losses, it is eliminated and removed from play.

**Exception:** Some units are not removed from play when eliminated, but are instead replaced by a specific smaller formation unit (i.e., with the same unit ID.) These parent units and their smaller formation units are identified with a sash symbol printed in the upper lefthand corner of the respective chit (which also identifies the front side of that unit.) Parent units are printed with a red sash, whereas smaller formations are printed with a white sash. The smaller formation of a particular parent unit is printed with the same unit ID, and may only be replaced - when eliminated - with that specific smaller formation.

*Note: Some small formation units are not printed with a reduced-strength back side. As such, they are simply eliminated whenever they suffer losses (i.e., are reduced).*

Headquarters units are not considered combat units; if any HQ unit suffers losses, it is simply eliminated immediately.

#### **2.4 Headquarters Units**

Headquarters units (HQs) function to both Activate combat units (see 6.0), and provide Artillery Support (see 10.1). Each HQ unit symbol is color-coded to correspond to a specific Activation Chit, indicating which HQ units are eligible Activated by the identically colored Activation Chit (see 2.6).

*Note: HQ units are ignored when determining stacking limits.*

HQ units have no combat ratings per se, and thus may not participate in combat like a combat unit, although any lone HQ unit that is attacked is assumed to have a combat rating equal to its Artillery Support numeral (either 1 to 4). If an HQ unit is eliminated, it is simply placed on the Turn Track in the following game turn box (and may return to play at that time).

The Artillery Support number printed on an HQ unit (either 1 to 4) represents batteries of artillery guns not featured as actual game pieces. The numeral indicates the quantity of Artillery Support Markers that each HQ unit is eligible to employ (per Activation) during any combat that involves combat units of the same nationality.

**Exception:** Soviet "Southwest" Front HQs cannot support Soviet "Voronezh" Front units, and nor can Soviet "Voronezh" Front HQs support Soviet "Southwest" Front units. However, for purposes of having enough Artillery Support "Markers" for a particular HQ, players should feel free to "borrow" the Artillery Support Markers from elsewhere as needed to resolve a particular attack.

#### **2.5 Air Units**

There are two types of air units for both players: Fighter Cover air units and Close Air Support Air units. Air units are assigned by the scenarios per the following denominations:

##### **SOVIET**

4 x Fighter Cover units (2 "Southwest", 2 "Voronezh").

5 x Close Air Support units (3 "Southwest", 2 "Voronezh").

##### **GERMAN**

3 x Fighter Cover units

4 x Close Air Support units

The reinforcement schedule of each turn (see 16.5, 16.6, 16.12, 16.13) lists the air units that are allotted to each side for that turn, as well as all air units allotted during each of the previous turns, unless eliminated beforehand. Any air units that had been merely aborted during a previous turn are to be included during each subsequent turn's allotment normally.

Air units are not based upon the map, but are simply withheld off-map until specifically employed during the course of a scenario (see 10.1, 11.1 and 11.2).

### **2.6 Corps Activation Chits**

Each player is allotted an assortment of Activation Chits. The turn track indicates precisely how many Activation Chits are to be placed into a cup for both sides) at the beginning of each turn. **The player may choose which of his own side's Activation Chits that he places into the draw cup (which should correspond to HQ units that are on the map or will arrive as a reinforcement that turn).**

***Note:** The Soviet player is provided with two separate Activation Chit types, one for the "Southwest" Front units, and one for the "Voronezh" Front units. An HQ unit of the "Southwest" Front may only be activated with a "Southwest" Front Activation Chit, and an HQ unit of the "Voronezh" Front may only be activated with a "Voronezh" Front Activation Chit.*

Activation Chits are then drawn randomly (one at a time) by either player (it doesn't matter which player draws from the cup) to regulate the sequence of HQ units that are Activated to officiate movement and combat. Each Activation Chit, when drawn, allows the player of the same nationality to Activate the same background colored HQ unit during that same turn.

***Note:** Some game turns call for more Activation Chits than are provided for that side (or that front); During those particular turns **all of that side's Activation Chits are placed into the draw cup, and** when the last of the Activation Chits for that side (or front) has been drawn, mix up all of those drawn Activation Chits and then randomly place the remaining necessary quantity of Activation Chits back into the cup, and then continue to draw them normally to conduct more activations for that game turn (until all the activations as specified by the turn track have been fulfilled).*

Note that Activation Chits are printed with "Move" on the front side, and "Combat" on the back side to aid players in distinguishing the current mode of an HQ unit's Activation.

### **2.7 Information Markers**

In addition to the Turn Track marker, the following Information Markers are provided to aid game play:

#### **ARTILLERY SUPPORT MARKERS**

Used to remind players which combat engagements benefit from a die roll modifier bonus (see 10.1).

***Note:** The quantity of Artillery Support Markers included in the game is not a finite limit; players are entitled to the full Artillery Support allotted by an HQ, even if he does not have enough physical Artillery Support Markers (which only serve as mnemonics anyway) available.*

#### **BLOWN BRIDGE MARKERS**

Used to indicate map-printed bridges that have been destroyed (see 12.0).

#### **SUPPLY MARKERS**

Used to designate units that are Low Supply or Out of Supply (see 5.2).

### **3.0 SEQUENCE OF PLAY**

Each game turn is divided into the following Phases, which are played in the order listed:

Weather (Phase #1)

Reinforcement (Phase #2)

Air Allotment (Phase #3)

Activation (Phase #4)

End of Turn (Phase #5)

### **3.1 Weather Phase**

The Soviet player rolls one 6-sided die and consults the Weather Table printed on the map to determine the weather (Clear, Rain or Snow) and the ground condition (Normal, Mud or Frozen) for the current game turn.

Once the weather has been determined, the following effects are implemented for the duration of that game turn.

**Clear Weather:** Both sides receive the full allotment of air units for that current game turn.

**Rainy Weather:** Both sides receive one Fighter Cover air unit and one Close Air Support Air unit (of the owning player's choice) for that current game turn.

**Snowy Weather:** Neither side receives any air units for that current game turn.

Once the ground condition has been determined, the following effects are implemented for the duration of that game turn.

**Normal Ground Condition:** No effect whatsoever.

**Muddy Ground Condition:** The movement allowance of all units is halved. Furthermore, no Overrun may be conducted, and all Advance After Combat movement is limited to one (1) hex only.

*Note: Round all fractions down for German units, but round all fractions up for Soviet units.*

**Frozen Ground Condition:** The Minor River hexside MP costs, and the Marsh terrain hex cost is negated (Marsh hexes are considered to be clear terrain.) In addition, Major River hexsides are considered to be Minor Rivers (MP cost, supply, ZOC, and combat effect) for the duration of that current game turn.

### **3.2 Reinforcement Phase**

Both players determine what reinforcements they receive in accordance with the scenario (see 16.5, 16.6, 16.12 and 16.13).

### **3.3 Air Allotment Phase**

Both players receive their allotted Air units for the current Turn in accordance with the scenario and the prevailing weather condition, but adjusted for losses incurred during Dogfights from previous game turns (see 11.1).

### **3.4 Activation Phase**

Both players place their allotted Activation Chits (as specified on the Turn Track) into a cup, and then thoroughly mix that cup to assure a random drawing.

During the Activation Phase, one player (it doesn't matter who) blindly draws one Activation Chit from the cup: The Chit drawn indicates which side is the activated player (and in the case of the Soviet player, which Front is activated.) The player of the activated side then simply nominates **the same HQ identified by that Activation Chit** to be presently activated. That nominated HQ unit is then eligible to activate any number of friendly units (except other HQ units) within its own printed Activation Range **(except units of a different background color)**. Only combat units within the HQ's Activation Range may move and then attack (or vice versa).

After the active player has completed the "Move" and "Combat" modes of his activation, a player then draws another Activation Chit, and so forth. Once all Activation Chits have been drawn from the cup, the Activation Phase ends.

### **3.5 End of Turn Phase**

All information markers (other than supply markers), air units, Artillery Support and Activation Chits are removed from the map.

Move the Turn marker from the current turn box to the next turn box on the Turn Track.

#### **4.0 REINFORCEMENTS**

Reinforcements are HQ and combat units that are scheduled to arrive during specific game turns (during the "Move" mode **of its own HQ's activation**) onto the map via specific map-edge hexes (see 16.5, 16.6, 16.12 and 16.13.) **Reinforcements only enter the map when activated (by the draw of their Activation Chit normally, if it is in the draw cup; see 2.6).** As each reinforcement unit enters the map, it is assumed to have expended no movement points before it enters the first hex on the map.

***Note:** Inasmuch as Reinforcements are not on the map before their entry, they are not required to be within any HQ's Activation Range during their first (only) entry turn.*

If any particular entry hex is occupied by any enemy unit, a scheduled Reinforcement may simply arrive in an unoccupied map-edge hex that is closest to that entry hex.

#### **4.1 Returning HQ Units**

HQ units that had been eliminated during a preceding turn are now replaced onto the map at the beginning of the Activation Phase (in any hex in or adjacent to a combat unit of the nationality, or in the case of the Soviet side, the same Front.) If there are no remaining combat units of the same Front, the eliminated HQ is removed from play permanently.

#### **4.2 Railed Reinforcements**

Both players are permitted to place some units directly into any friendly-controlled town or city hexes during the end of the Movement Phase, instead of moving them onto the map via a map-edge. The quantity of units that each player may place directly (i.e., rail to) a town or city hex is based on a die roll; the railing player must roll one 6-sided die at the end of the current Movement Phase, and the die roll number is the maximum amount of units that he may place directly into any friendly-controlled town or city hexes during that game turn.

To be an eligible placement town or city, that hex must be friendly-controlled (although not necessarily friendly-occupied), and must have a contiguous path of friendly-controlled hexes from that town or city hex to any friendly map-edge hex (a Soviet red star hex, or a German iron cross hex.) Moreover, each such hex of that path must not be within the ZOC of any enemy unit, or cross over any unbridged river hex.

#### **5.0 SUPPLY**

Both players must audit the supply status of all units during the End of Turn Phase of each turn.

#### **5.1 Supply Determination**

To be considered in supply, every unit must have an uninterrupted contiguous path of hexes from the unit's hex to a supply source; **A supply source is any red star symbol (for the Soviets) or iron cross (for the Germans) map-edge hex that is not occupied by any enemy unit.** A supply path may be of any length, although no supply path may pass through the following hexes:

Any hex presently occupied by any enemy unit.

Any hex presently within any enemy unit's ZOC, unless that hex is also occupied by any friendly unit.

Any Major River hexside, unless a bridge is astride that river, and not currently "Blown".

#### **5.2 Low Supply and Out of Supply Units**

**Any particular unit that cannot demonstrate a supply path is immediately considered to be Low Supply. Moreover, if any particular unit cannot demonstrate a supply path during two consecutive turns, it is immediately considered to be Out-of-Supply.** If any unit is unable to demonstrate a supply path during three or more consecutive turns, it immediately suffers a Reduction, i.e., flipped (or eliminated if already Reduced).

A unit that is Low Supply or Out-of-Supply suffers the following penalties:

#### LOW SUPPLY

Attack Strength is halved (rounded up).

If the current ground condition (see the Weather Table) is "Mud", the Movement of all mechanized-type and motorized units, as well as HQ Units, is halved again (rounded up). That is to say, those units' movement is first halved because of the Mud condition, and then halved again because of being low supply.

#### OUT-OF-SUPPLY

Attack Strength and Defense Strength is halved (rounded down).

The Movement of all mechanized-type and motorized units, as well as HQ Units, is halved (rounded up). If the current ground condition (see the Weather Table) is "Mud", the Movement of all mechanized-type and motorized units, as well as HQ Units, is reduced to one hex only.

The Artillery Support numeral of an HQ Unit is reduced to zero.

### 6.0 ACTIVATION

No combat unit may move or conduct any attack unless it is "Activated" by an eligible HQ unit (any present HQ unit with the same background color.) To "Activate" a combat unit, a player must designate an HQ of the same background color that is within Activation Range (the second numeral printed on each HQ unit) at the moment the HQ Activation Chit is drawn. **An activated unit may move and then conduct an attack, or it may conduct an attack and then move. No unit can ever attack, move and then attack again.**

***Note:** Activation Range is defined as a direct line of contiguous hexagons from (but not including) an HQ unit's present hex to any friendly combat units' hexes (including each such unit's hex), but disregarding any terrain, enemy units or enemy ZOC.*

Each HQ unit is eligible to "Activate" all of the friendly combat units (of the same background color) as are within its Activation Range. However, no combat unit may ever be Activated more than once during the same game turn.

**Exception:** Inasmuch as Reinforcements are not on the map before their entry, they are not required to be within their HQ's Activation Range during their first (only) entry turn.

Once a unit's activation is complete (after it has attacked and/or moved, or vice versa), its activation is completed for that game turn (even if it conducted no action at all).

#### 6.1 Individual Hex Activation

After both players have drawn all of their HQ Activation Chits from the draw cup during a game turn, each player (starting with the player that did not draw the last HQ Activation Chit) is then permitted to choose any one single hex containing any of his own units, and activate any or all of the units in that hex, if not previously activated during that same game turn, **to conduct movement and combat (or vice versa) normally.** No HQ is required, but this activation is otherwise a normal activation in every respect, though is only permitted once per game turn, and only after all other HQ Activation Chits (from both sides) have been exhausted from the draw cup.

***Note:** Scheduled reinforcements, prior to entering the map, are not eligible to be activated as an individual hex activation; they enter when their Corps Activation chit is drawn from the draw cup only (representing any myriad of unforeseen circumstances that may or may not delay their arrival).*

The units chosen to be activated in such a hex must be activated together **(though they need not be within the range of any HQ)**, although an individual hex activation may not activate friendly units of different background colors together under any circumstances (only one command or the other may be activated).

### **6.2 Soviet Front Activation**

The Soviet "Southwest" Front HQs may never Activate and Soviet "Voronezh" Front units, nor vice versa, **even if such units find themselves stacked together**. As such, it is not possible for any Soviet "Southwest" Front and "Voronezh" Front units to attack together (although they do defend together normally, if stacked in the same hex).

### **6.3 Hungarian Activation**

**The Hungarian units may not be activated by German HQs; they must be activated per 6.1.**

## **7.0 STACKING**

Each hexagon on the map is limited to a specified stacking limit, regardless of the type of terrain in any hex, and regardless of the type of units stacked therein. Friendly and enemy units may never be stacked together in the same hex at the same time.

### **7.1 Stacking Limits**

Only combat units (not HQs) are ever subject to stacking limits; **each hex can accommodate a maximum of six "steps", regardless of the size of each stacked parent unit or smaller formation**. The side of each unit chit is considered a "step"; a unit that is printed with a front side and a back side is a two-step unit, whereas a unit that is only printed with a front side (such as a Kampfgruppe) is considered to be a one-step unit.

Stacking limits are only enforced at the end of all units' movement. If a hexagon's stacking limit is exceeded, the owning player must then eliminate enough units in that hex to comply with the stacking limit.

Units of two different Soviet Fronts may stack together freely, although they may never be activated together, attack together or move together.

### **7.2 Multi-Step Units**

Some units are printed with a red sash across the upper left hand corner (these represent large formations, usually divisions.) Any such unit is a multi-step unit, and is considered to be equivalent to *four* steps instead of only two steps.

If a multi-step (red sash) unit becomes depleted, it is flipped to its reverse side normally, at which point it is immediately considered to be a three-step unit. If depleted again, that red sashed unit is removed from play and immediately replaced on the map in the same hex with a normal unit of the same exact designation, which is printed with a white sash across the upper left hand corner. All white sashed units are normal units in all regards thereafter, but only appear in play if their parent (red sash) unit of the same designation has been eliminated.

**Example:** The German 7th Panzer Division chit (a red sashed 9-7-10 armor unit) has become depleted twice, and is therefore reduced to its lower-echelon component division chit (a white sashed 5-4-10 armor unit), which is also printed as the "7th" Panzer Division. The red sashed 7th Panzer Division chit is this removed from the map, and then replaced by the white sashed 7th Panzer Division chit, which thereafter functions as a normal two-step unit in all respects.

A red sashed unit may never voluntarily be broken down into a depleted or other unit to form multiple units, although a red sashed unit can be depleted as necessary to comply with stacking limits.

## **8.0 ZONES OF CONTROL (ZOC)**

All combat units (but not HQs) exert a Zone of Control (ZOC) into each of the six hexagons that surround its present hex. ZOC does not ever extend into Cities or across any Major River hexside (unless crossed by a bridge that has not been "Blown").

An enemy ZOC is not negated by an enemy unit, except when demonstrating a supply path. Nevertheless, a supply path may never enter an unoccupied hex that is within an enemy combat unit's ZOC.

Movement into an enemy ZOC is restricted as follows:

Any unit that enters an enemy ZOC must halt its current movement immediately.

***Note:** It is permitted for a unit to move from within an enemy ZOC to an adjacent enemy ZOC, but must halt its movement normally.*

Any unit that exits an enemy ZOC must expend +1 MP (i.e., in addition to the cost of terrain in the adjacently entered hex).

No unit may move across any **Major** river hexside into any enemy ZOC (even as an advance after combat), unless a bridge (if not “Blown”) is astride that river.

No retreating unit may move into any enemy unit’s ZOC.

## **9.0 MOVEMENT**

During a “Move” mode of an Activation, the activating player may move any units that have been Activated by an eligible HQ (as well as the HQ unit itself). Each unit is allotted a specific movement allowance, which is the rightmost numeral printed on each such unit’s chit.

Each unit’s movement must be completed before a subsequent unit may begin movement, though all units’ movement must be completed before any attacks by those units commence, **or all units’ attacks must be completed before any movement by those units commence, depending on whether the owning player chose the Move/Attack mode, or the Attack/Move mode (see 6.0).**

Each unit may move from its present hex to a succession of adjacent hexes, paying a specific Movement Point (MP) cost in each such hex. The MP cost of each type of hex terrain for both types of units (motorized or non-motorized) is tabulated on the Terrain Effects Chart (TEC) printed on the map. A unit may expend some or all of its MPs, although no unit may move into any hex that requires more MPs than the moving unit has available or remaining.

Unused MPs may not be saved from one game turn to the next, or transferred among different units.

### **9.1 Movement Restrictions**

Whenever moving any unit, the following restrictions apply:

A unit may not cross a Major River hexside without a bridge (or where there is a “Blown” bridge) unless that unit begins its Activation (i.e., begins its movement) adjacent to that Major River. In such case, that unit must expend **all** of its MPs to cross a Major River (but only if not within an enemy unit’s ZOC.) A unit may not advance after combat or retreat across a major river, but may advance or after combat or retreat across a minor river.

A unit is always permitted to move at least one hex if it lacks sufficient MPs (because of being unsupplied) to otherwise move into a particular hex.

The Movement of all mechanized-**type** and motorized units, as well as HQ units, is halved (rounded up) if Out of Supply, or quartered if Out of Supply during mud; see 5.2.

### **9.2 Stacking and Movement**

A stack of units may move together (i.e., as a stack) if they began their movement stacked together. Any such stack may not move more than the unit in that stack that is printed with the lowest MP numeral (although any particular unit in a stack may individually end its movement in a preceding hex to permit its stack to continue its movement from there normally).

### **9.3 Overrun**

Overrun is a special movement that may be attempted by any mechanized-**type** combat unit only (any unit with a “Mechanized” **or “Armor”, “Motorized”, or “Armored Cavalry”** unit icon printed in the center) after it has conducted an attack.

To attempt an Overrun, a Mechanized-type unit must conduct a normal attack during the "Combat" mode of an Activation, except that the Over-running Mechanized-type unit may **not** receive Artillery or Fighter Cover or Close Air Support DRMs during its attack, even if that attack involves any other non-Mechanized units (however, friendly Fighter Cover units may still participate in any such an attack, but only to dogfight with any encroaching enemy air units).

***Note:** No Overrun may ever be attempted across any river (unless crossed by a bridge that is not "Blown"), or into any Heavy Woods, Marsh, City or Town.*

If the Overrun attack successfully eliminates or forcibly retreats all enemy units in the combat hex, the Overrunning Mechanized-type unit is then eligible to Advance After Combat normally (see 10.4), although it is not required to do so. In either case, place an "Overrun" marker atop that Mechanized-type unit. If, however, the Overrun attack does not eliminate or forcibly retreat all enemy units in the combat hex, that Mechanized-type unit's turn is concluded normally; no "Overrun" marker is placed.

After the "Combat" mode is complete for a particular Corps, any Mechanized-type unit with an "Overrun" marker is eligible to move up to **four** additional hexes from the hex it currently occupies (whether or not it had Advanced After Combat), regardless of that Mechanized-type unit's printed movement numeral, but adhering to all normal stacking, ZOC and movement restrictions. No such Mechanized-type unit is ever required to move, or may simply move only one hex instead, but any such Mechanized-type unit must complete its "Overrun" movement before the next Corps Activation Chit is drawn.

## 10.0 COMBAT

During the "Combat" mode, all Activated combat units are eligible to attack any enemy units, if presently adjacent when the "Combat" mode begins. Each combat unit is eligible to conduct or participate in one attack, although combat is never mandatory. Indeed, some combat units in a particular stack may attack while other units in that same stack might not attack.

***Note:** A player is not required to declare all of his attacks at the outset of any "Combat" mode; he may decide and resolve each attack, one at a time, as he conducts them (in any order that the attacking player prefers).*

To be eligible to conduct an attack, a combat unit must be within the Activation Range of its Activating HQ unit (at the time of that attack).

***Note:** Inasmuch as Reinforcements are not on the map before their entry, they are not required to be within any HQ's Activation Range during their first (only) entry turn.*

If multiple units, either as a stack or from multiple adjacent hexes, are attacking the same enemy hex, their collective Attack Strength numbers are added together as a sum, and then compared to the collective Defense Strength numbers of the enemy unit(s) present in the combat hex. Multiple enemy units in the same combat hex **must** be attacked as a sum.

### 10.1 Combat Procedure

Each attack is resolved to completion per the following procedure (in the numbered order listed):

- 1) The attacker designates a particular hex to be the target of an attack by any of his eligible and adjacent combat units.

***Exception:** Soviet "Southwest" Front units and Soviet "Voronezh" Front units may not be Activated together, and therefore cannot ever attack together.*

- 2) The attacker calculates the total Attack Strength (the first number printed on each combat unit) of **all** participating attacking combat units, while the defender calculates the total Defense Strength (the second number printed on each combat unit) of **all** defending combat units in the adjacent target hex. The attacker's and the defender's total combat strengths are then compared as a ratio (i.e., dividing

the attacker's total combat strength by the defender's total combat strength, rounding any fractions down to the next whole number; for example: 1:1).

***Note:** Calculated ratios greater than 4:1 are to be resolved per the 4:1 column, although the attacker may apply a +1 DRM for each actual gross calculated ratio greater than 4:1 (for example, a calculated gross ratio of 5:1 would grant the attacker a +1 DRM in addition to all other applicable DRMs.) If an adjustment (left or right) applies to the ratio in such a way that it brings it below 5:1, no DRM is granted (in other words, applicable ratio adjustments are applied first, and then a +1 DRM is granted for each ratio greater than 4:1 in such cases).*

*However, a calculated and adjusted net ratio of less than 1:3 is always to be resolved as 1:3.*

- 3) The attacker adjusts that ratio column to the left if the defending unit(s) occupy a terrain column indicating a 1 (meaning a shift of one column leftward) or a 2 (meaning a shift of two columns leftward), or a 3. Terrain is **not** cumulative. Only one (the highest) leftward column shift applies to any attack in any particular hex.
- 4) The attacker contributes one of his own available air units, if he desires, to that combat, and then the defender contributes one of his own available air units, if he desires, to that combat (in that order.) Next, the attacker then contributes another one of his own available air units, if he desires, to that combat, and then the defender contributes another one of his own available air units, if he desires, to that combat, et cetera. Both players alternate contributing one air unit at a time in this order until both players have contributed all of the air units that they desire to that combat. If both players have contributed air units to the same combat, a "Dogfight" is to be resolved immediately (see 11.1) if at least one of the present air units there is a Fighter.
- 5) The attacker then rolls two 6-sided dice, and cross-references the net result of that dice roll under the "Roll" column of the CRT with the adjusted column under the correct ratio.
- 6) The attacker (only) adds any allocated Artillery Support, if any; add a +1 DRM to that attack dice roll per each attacking Artillery Support added.

***Note:** The Artillery Support number printed on an HQ unit (either 1 to 4) indicates the quantity of Artillery Support Markers that each HQ unit is eligible to employ (per Activation) during any combat that involves combat units of the same corps (i.e., the same color code).*

- 7) The attacker adds any allocated air units, if any (that survived any preceding Dogfight occurring there); add a +1 DRM to that attack dice roll per each attacking Fighter unit added, and/or a +2 DRM to that attack dice roll per each attacking Close Air Support unit added.
- 8) The defender adds any allocated air units, if any (that survived any preceding Dogfight occurring there); add a -1 DRM to the attack dice roll per each defending Fighter unit added, and/or a -2 DRM to that attack dice roll per each attacking Close Air Support unit added.

***Note:** If any particular Fighter unit had participated in a preceding Dogfight in the combat hex, that Fighter unit's DRM may not be added as Fighter Cover to the dice roll of that attack.*

- 9) Implement the final result indicated by the CRT (see 10.2 below).

### **10.2 Combat Results**

The combat result of any attack dice roll simply indicates the quantity of losses inflicted upon the attacking and/or the defending unit(s), as well as any mandated Retreat.

Each combat result is indicated by a printed slash (/), such that the numbers left of each slash pertain to the attacker, whereas the numbers to the right of each slash pertain to the defender. If no number is listed on one side or the other, then no effect (i.e., no losses) is incurred for that posture (attacker or defender).

Losses are expressed in terms of Reductions: A "1 / -" combat result, for example, indicates that the attacker must suffer one Reduction, and no effect to the defender. Some combat results indicate an "R" number, indicating a mandatory retreat, and the number of hexagons that the defending unit must immediately retreat (see 10.3).

A unit that suffers a "1" Reduction must be flipped from its front to its back side, whereas a unit that suffers a "2" Reduction is eliminated entirely and removed from the map. However, if a unit that is printed with a red sash symbol is eliminated, it is immediately replaced by a smaller formation unit (printed with a white sash symbol, and the same unit ID as the eliminated unit.) Any other type of unit (not printed with a red sash) that began the game as Reduced, was previously Reduced, or is not printed with a Reduced side is eliminated automatically and removed from the map if suffering a Reduction. If a stack of units suffers any Reduction, the owning player may choose which combat unit(s) are to be Reduced. An HQ unit in a stack cannot be chosen as a Reduction unless that HQ is the only chit in that hex after all other Reductions, if any, have been fulfilled.

*Note: Some small formation units are not printed with a reduced-strength back side. As such, they are simply eliminated whenever they suffer losses (i.e., are reduced).*

*Note: Eliminated HQ units are returned to the map per 4.1.*

### **10.3 Retreat**

Any combat result indicating an "R" number is a mandated Retreat, occasionally in addition to a Reduction: An "R2" result indicates that all surviving defending units in a combat hex must retreat two hexes; an "R3" result indicates that all surviving defending units in a combat hex must retreat three hexes.

*Note: Multiple units in the same hex that must Retreat are not required to retreat as a stack; each unit in that hex may retreat separately and to different eligible hexes, along different eligible paths.*

Retreats only ever apply to defending units, but do not require the expenditure of any MPs. However, any defending unit that is required to retreat must move closer to (never equidistant to or farther from) a supply source (i.e., a friendly entry hex) that is not occupied by or within the ZOC of any enemy unit. Normal stacking limits (see 7.1) and movement restrictions (see 9.1) apply to retreating units. However, no retreating unit may move into any enemy unit's ZOC. If any unit is unable to complete a mandated retreat, it is simply eliminated immediately and removed from the map.

*Note: Red sashed units may incur an extra depletion to nullify a mandated retreat (see 10.5 below).*

### **10.4 Advances after Combat**

After an attack has been resolved against a particular target hex, if all of the defending units have been eliminated or forcibly retreated, any of the attacking units may immediately **Advance After Combat into that same hex** (within normal stacking limits).

*Note: Enemy ZOC is always ignored when conducting an Advance After Combat.*

Moreover, **Mechanized-type and motorized units may then move one additional hex thereafter (after entering the initial combat hex as an Advance After Combat)**, if not in violation of any normal movement restrictions or stacking limits.

**Exception: No Mechanized-type or motorized unit may ever Advance After Combat across a Major River (unless crossed by a bridge that is not "Blown").**

Advance After Combat is never mandatory. The attacking player may choose to advance any of his units (that participated in the preceding attack) into the combat hex, or none at all.

*Note: HQ units may never Advance After Combat, even if stacked in the same hex as any attacking units.*

### **10.5 Stalwart Defense**

Multi-step (red sashed) units (only) may voluntarily incur an additional depletion to nullify a retreat mandated by the enemy player's combat result. In such a case, that red sashed unit **is flipped to its reduced side (if only required to retreat), or** replaced with a white sashed unit (of the same designation) **if it suffered a step loss from combat and was required to retreat.** If the red sashed unit was already depleted **and was depleted again by a combat result,** it is therefore replaced with a depleted white sashed unit (thereby complying with the additional depletion required of a stalwart defense.) A stalwart defense nullifies the attacking enemy unit's Advance After Combat eligibility, as well.

### **11.0 AIR SUPPORT**

Both players are provided with an allotment of air units during the Air Allotment Phase of each game turn (see 2.5). Each air unit can be employed to participate in one action per game turn, regardless of the current Activation Chit drawn. There are two types of air units for both sides, Fighter Cover units and Close Air Support units:

Fighter units may be utilized to Dogfight with enemy air units (see 11.1), or provide Fighter Cover (see 10.1) if it did not participate in the preceding Dogfight, if any.

When an attack is declared by a player, he must decide if he will commit one of his available air units (of either type) to that battle or not. After deciding (regardless of his decision), then the enemy player may decide if he will commit one of his air units (of either type) to that same battle or not. Both players hence alternate deciding to commit one air unit at a time in this way until both players agree that they will commit no further air units to that battle.

***Note:** The decision to commit an air unit to a battle always precedes the decision to add artillery, if any.*

If a player announces that he has chosen to not commit an air unit, he will be eligible to commit an air unit after the enemy player has committed an air unit, but if both players do not commit an air unit, then no more air units may be committed to that battle.

***Note:** It is for this reason that players must be careful when choosing to not commit an air unit; If the enemy also chooses to not commit an air unit, he loses his opportunity to commit any air unit thereafter to that battle.*

### **11.1 Dogfights**

If either player has allocated any Fighter Cover air units to a particular combat, a Dogfight **must** immediately occur there. To resolve a Dogfight, each player simply rolls one 6-sided die per each Fighter Cover air unit he has allocated to that combat. The player rolling the highest di(c)e roll is the victor of that **air combat**, and the enemy player must eliminate one of his own air units (of his choice). If, however, the highest rolling player's di(c)e roll is at least double (twice) the roll of the lowest rolling player, that lowest rolling player must eliminate two of his own air units (of his choice). If the highest rolling player's die roll is at least triple (thrice) the roll of the lowest rolling player, that lowest rolling player must eliminate three of his own air units (of his choice), and so on in this fashion.

If both player's di(c)e roll(s) are equal, then all of the participating Fighter units must be aborted (removed from map) for the entirety of that game turn. However, any present Close Air Support air units may remain (and participate in ground combat normally).

**Note:** In the event that one player only has Close Air Support air units present during a Dogfight (against enemy Fighter Cover air units), that player must nevertheless roll one 6-sided die per each of his Close Air Support air units present during that Dogfight (but only if no friendly Fighter Cover air units are present). However, Close Air Support air units do not ever eliminate any enemy air units if rolling highest, but simply end the Dogfight without suffering any eliminations in that case (although they are considered aborted automatically nevertheless).

If any air unit is aborted or eliminated, it is removed from the map. An aborted air unit is eligible to be reassigned again during the next air Allotment Phase, however an eliminated air unit is considered

destroyed and may never be returned to play.

After a Dogfight is concluded, no Fighter unit that participated in a Dogfight may contribute Fighter Cover. Fighter Cover units are then simply removed from the map, and flipped as "Flown" (they are eligible to be reassigned to combat during the next Air Allotment Phase normally).

### **11.2 "Southwest" and "Voronezh" Front Air Support**

During every game turn, Soviet air units are restricted to flying in support of Soviet units of the same Front (Southwest or Voronezh); A Soviet air unit of the "Southwest" Front cannot ever be allocated to support any Soviet unit, whether attacking or defending, of the "Voronezh" Front, and nor may a Soviet air unit of the "Voronezh" Front ever be allocated to support any Soviet unit, whether attacking or defending, of the "Southwest" Front. This restriction is in effect even if Soviet units of each Front are stacked together in the same hex (i.e., that hex is not eligible to receive any Soviet air support because of the two disparate Soviet Front units therein).

### **12.0 DEMOLISHING BRIDGES**

Either player is also eligible to attempt to demolish any bridge that is adjacent to any friendly combat unit that has been Activated, although a combat unit must begin its "Move" mode adjacent to that bridge, and must therefore expend all of its movement to do so. Enemy ZOC has no effect upon a unit's eligibility to demolish a bridge. To demolish the bridge, a player then simply rolls one 6-sided die per each friendly combat unit adjacent to that bridge, and then implements the results as follows:

- 1 = No effect
- 2 = Bridge is "Blown"
- 3 = Bridge is "Blown"
- 4 = Bridge is "Blown"
- 5 = Bridge is "Blown"
- 6 = Bridge is "Blown"

Demolishing a bridge is not subject to any modifiers.

A demolished bridge simply converts that hexside into a "Major River" hexside instead. Demolished Bridges cannot be repaired within the scope of the game.

### **13.0 ANTI-TANK GUNS**

Anti-Tank Gun units possess an additional capability if any enemy armor, reconnaissance or motorized unit (or any enemy stack with an armor, reconnaissance or motorized unit) conducts an attack against a hex that is occupied by an Anti-Tank Gun type of unit (indicated by a tank or gun silhouette).

In such a case, the owning player may simply roll one 6-sided die per each Anti-Tank Gun type of unit in a hex that has been declared as the target of an attack, and nominate one enemy armor, reconnaissance or motorized unit (per each Anti-Tank Gun) that is participating in that attack.

***Note:** An Anti-Tank Gun die roll must always be resolved before either player commits any air units or artillery to that combat.*

The nationality will determine the effect of that Anti-Tank Gun's die roll, tabulated below. If the die roll is within the die roll number or die roll range listed, the targeted enemy armor, reconnaissance or motorized unit is depleted (or eliminated if already depleted):

<b>Nationality</b>	<b>Die Roll to Deplete</b>
German	1-4
Soviet	1-2

If an attacking armor, reconnaissance or motorized unit becomes depleted as a result of an Anti-Tank Gun hit, that unit must therefore be depleted immediately (before commencing any attack). The attacking player may then choose to cancel his attack, if he prefers, or he may choose to continue with his intended attack nonetheless (but minus the lost combat strength as a result of the Anti-Tank Gun hit).

If the die roll is greater than the die roll range tabulated above, there is no effect, and the targeted armor, reconnaissance or motorized unit is unaffected and thus may participate in its intended attack normally.

An Anti-Tank Gun is eligible to employ its special ability once per each enemy attack that is conducted against its present hex. For example, if a hex that is occupied by an Anti-Tank Gun is subject to three attacks, it is thus eligible to employ its special ability just prior to each of those three attacks.

An Anti-Tank Gun type of unit does not possess this additional capability when it is conducting an attack; its attack is conducted normally per 10.0 in all respects.

#### **14.0 KAMPFGRUPPEN**

The German player is provided with a quantity of Kampfgruppen (KG) units (each of which is identified with a specific letter ID.) KG units represent certain formations of a Division operating independently from their parent Division unit. The German player may use them to 'break down'.

The German player may deploy any KG unit(s) during the start of the German Movement Phase, placing it in the same hex as any Activated Division (XX) unit (only) of the same type (infantry, armor or motorized.) In doing so, that German Division must be immediately depleted in its present hex, and a KG unit of the same type is therefore placed in that same hex. Breaking down a Division does not require the expenditure of MPs, although KG units are counted normally when determining stacking limits.

Conversely, the German player is also permitted to combine an Activated KG unit and any Activated Division of the same type, normally. To do so, both units must occupy the same hex as of the end of the German player's current Movement Phase (regardless of how many MPs each unit expended beforehand.) As of the next game turn, that Division is restored to its full-strength side if it had not been eliminated, and the KG unit is removed from the map, and returned to the pool of available KG units.

The German player is eligible to break down and/or combine an Activated Division once per game turn (during the Movement Phase.) However, a Division may only ever be broken down into, or combined with, Kampfgruppe (KG) units (of the same type); two depleted Divisions may never be combined to form a full-strength Division, and nor may two Kampfgruppe (KG) units ever be combined to form a single Division. These restrictions do not prohibit normal stacking, however.

*Note: The German player should make a note of which generic KG units come from which parent Division units. The scenario instructions may also indicate that a German Division has detached a generic KG unit prior to the start of the scenario.*

#### **15.0 MANSTEIN'S BACKHAND BLOW**

Once per game, during any single game turn nominated and announced by the German player (of the German player's choosing), he can announce that game turn to be "Manstein's Backhand Blow".

After announcing a particular game turn to be Manstein's Backhand Blow, but only for that game turn, all combat that is initiated by any German unit (that is to say, German attacks) is entitled to a special one-column rightward shift on the Combat Results Table.

This shift only applies during one game turn (of the German player's choice), but each attack that is conducted by the German player anywhere on the map during that game turn is entitled to this shift. Combat is resolved normally, otherwise.

In any case, the shift is mandatory during the nominated game turn, but only during that game turn; the shift cannot be saved or accumulated. Each attack is entitled to the shift bonus once, but never applies when any German unit is defending.

## 16.0 VICTORY CONDITIONS

Victory is assessed as Victory Points (VPs) per the specific scenario. Each player is granted VPs for the control of specific locations on the map to determine the winner of that game, as well as casualties inflicted upon the enemy (see 15.1 below.) Victory Point locations are indicated on the map by a Soviet flag in each such hex, listed as follows:

1115 (Poltava)  
1228 (Dneprepropetrovsk)  
1328 (Dneprepropetrovsk)  
1334 (Zaporozhe)  
2512 (Kharkov)  
2613 (Kharkov)  
2616 (Zmiev)  
2906 (Belgorod)  
2914 (Chuguev)  
3222 (Izium)  
3636 (Stalino)  
4125 (Lisichansk)

Besides Victory Point locations that begin the scenario controlled by a particular side, the last unit to have occupied (even if only during the course of movement through) a Victory Point location defines control of that hex for the owning player's side, and therefore awards that side 1 VP (regardless of the specific location) until occupied or last occupied by any enemy unit. As of the end of the last game turn, VPs are awarded to the side that had any friendly unit occupying or last occupying each such hex.

***Note:** The German side controls all the Victory Point locations at the beginning of the game during Scenario 1. During Scenario 2, the German side controls Victory Point locations 1115, 1228, 1328, 1334 and 3636, whilst the Soviet side controls all of the other Victory Point locations. Place a German control marker in each German-controlled hex to indicate German control (until occupied by any enemy unit).*

### 16.1 Casualties

The players also earn Victory Points at the end of any scenario per each enemy unit eliminated as follows:

Per each multi-step (red sash) German unit removed from the map (even if its white sash component unit remains in play): **2 VPs**.

Per each German unit of any size (except red sashed units) that is eliminated: **1 VP**.

**Exception:** Kampfgruppe (KG) units are worth 0 (zero) VPs to the Soviet player if eliminated.

Per each multi-step (red sash) Soviet unit removed from the map (even if its white sash component unit remains in play): **2 VPs**.

Per each Soviet unit of any size (except red sashed units) that is eliminated: **1 VP**.

## 17.0 SCENARIOS

The two scenarios use the entirety of the map. Every set-up and arrival unit is listed as an abbreviation, with its full historical designation as follows:

**A** = Army  
**CD** = Cavalry Division  
**HQ** = Headquarters  
**Hung.** = Hungarian

**GA** = Guards Army  
**ID** = Infantry Division  
**IR** = Infantry Regiment  
**K** = German Corps  
**MIB** = Motorized Infantry Brigade  
**(mot)** = Motorized  
**PR** = Police Regiment  
**PD** = Panzer Division  
**PG** = Panzergrenadier  
**PzK** = Panzer Corps  
**RB** = Rifle Brigade  
**RD** = Rifle Division  
**SB** = Ski Brigade  
**SD** = Security Division  
**TA** = Tank Army  
**TB** = Tank Brigade  
**TC** = Tank Corps

### 17.1 Scenario 1: Operation Star and Gallop

Operation Star and Gallop. This scenario is from game turn 1 to game turn 4, only.

### 17.2 Scenario Activation

The first Activation is determined randomly by the draw of an Activation Chit from the draw cup.

### 17.3 Soviet Set-Up

HEX UNIT

“Voronezh” Front (Maroon units):

~~2415: 3-4-5 (25G) Infantry~~

3905: 3-6-5 (69A) HQ  
 3905: 2-3-5 (37) Infantry  
 3803: 4-5-5 (161) Infantry  
 3805: 4-5-5 (219) Infantry  
 3807: 4-5-5 (270) Infantry  
 3708: 4-5-5 (180) Infantry  
 3808: 3-2-8 (173) Armor  
 4011: 4-6-5 (3TA) HQ  
 4011: 8-6-8 (15) Armor  
 3911: 4-5-5 (184) Infantry  
 3710: 5-6-5 (48G) Infantry  
 3711: 4-5-5 (160) Infantry  
 3813: 6-7-5 (62G) Infantry  
 3815: 4-5-5 (111) Infantry  
 3914: 5-4-8 (8G/6G) Armored Cav  
 3914: 5-4-8 (13G/6G) Armored Cav  
 3914: 4-3-8 (8/6G) Armored Cav  
 3912: 8-6-8 (12) Armor

Any: 2 x Fighter Cover units  
 1 x Close Air Support unit

“Southwest” Front (Brown units):

3916: 4-5-5 (350) Infantry  
 4017: 4-5-5 (172) Infantry  
 4018: 4-5-5 (6) Infantry  
 4018: 3-2-8 (115) Armor  
 4118: 2-3-5 (106) Infantry

4218: 4-6-5 (6A) HQ  
 4119: 4-5-5 (267) Infantry  
 4221: 2-6-8 (AGP) HQ  
 4221: 3-2-8 (178/10) Armor  
 4221: 3-2-8 (186/10) Armor  
 4219: 7-5-8 (3) Armor  
 4222: 5-6-5 (38G) Infantry  
 4222: 9-7-8 (4G) Armor  
 4223: 4-5-5 (52) Infantry  
 4223: 8-6-8 (18) **Armor**  
 4121: 6-7-5 (57G) Infantry  
 4020: 3-2-8 (11) Armor  
 4123: 4-5-5 (195) Infantry  
 4122: 5-6-5 (35G) Infantry  
 4124: 6-7-5 (41G) Infantry  
 4225: 4-5-5 (78) Infantry  
 4222: 4-6-5 (1GA) HQ

Any: 2 x Fighter Cover units  
 1 x Close Air Support unit

**Historical Note:** *The 10th Tank Corps consisted of only two Brigades (178 TB and 186 TB) during the campaign, and is represented by the two TB units rather than a full Tank Corps counter.*

#### 17.4 German Set-up

HEX	UNIT
1334:	2-25-10 (OKH) HQ
3700:	3-4-5 (246/88) Infantry
3503:	2-6-5 (Cr/Rs K) HQ
3503:	6-7-5 (4 Hung.) Infantry
3603:	7-8-5 (168) Infantry (Depleted)
3605:	2-3-5 (KG A) Infantry
3507:	3-2-10 (KG F) Motorized
3309:	10-8-10 (GD) Motorized (Depleted)
3509:	3-2-10 (FB) <b>Mechanized</b>
3512:	4-3-10 (Fhr/DR) SS <b>Mechanized</b>
3615:	2-3-5 (11) SS Infantry
2712:	12-10-10 (LAH) SS Armor
2512:	2-6-10 (Pz) SS HQ
1912:	10-8-10 (DR -) SS Armor
3716:	6-7-5 (298) Infantry
1115:	2-3-5 (10) SS Infantry
<del>1115:</del>	<del>10-8-10 (Tkf -) SS Armor</del>
1228:	2-3-5 (6) SS Infantry
1328:	3-4-5 (102 Hung.) <b>Infantry (security)</b>
1328:	3-4-5 (105 Hung.) <b>Infantry (security)</b>
1334:	3-4-5 (121 Hung.) <b>Infantry (security)</b>
1334:	3-4-5 (124 Hung.) <b>Infantry (security)</b>
3819:	2-3-5 (KG B) Infantry
4021:	7-8-5 (320) Infantry (Depleted)
4023:	7-5-10 (19) Armor
4125:	2-6-10 (3 Pz) HQ
4125:	4-5-10 (901L) Motorized
3636:	9-7-10 (7) Armor
2425:	10-11-5 (333) Infantry

Any: 3 x Fighter Cover units  
 3 x Close Air Support units



3-2-6 (10) Ski Troops

Any: 1 x "Southwest" Close Air Support unit

### 17.6 German Reinforcements

ENTRY: UNIT:

#### Turn 2 (4-9 Feb)

3239-4339 8-6-10 (3) Armor  
10-8-10 (11) Armor

#### Turn 3 (10-15 Feb)

3239-4239 2-6-10 (40 Pz) HQ  
9-7-10 (Wkg) SS Mechanized  
10-8-10 (17) Armor  
5-4-10 (27) Panzer

1007-1036 3-4-10 (Thule/Tkf) SS Motor.

#### Turn 4 (16-21 Feb)

3239-4239 9-7-10 (6) Armor

1007-1036 9-10-5 (15) Infantry  
4-5-5 (Stbr) Infantry

Any: 1 x Close Air Support unit

### 17.7 Victory Conditions

The Soviet player wins the game if he has, as of the end of game turn 4, acquired at least 6 VPs more than the German player. If the Soviet player acquires less than 6 VPs, the game ends as a German victory.

### 17.8 Scenario 2: Manstein's Backhand Blow

This scenario continues from Scenario 1 above, beginning with game turn 4, and continuing on to game turn 8.

### 17.9 Scenario Activation

The first Activation is determined randomly by the draw of an Activation Chit from the draw cup.

### 17.10 Soviet Set-Up

HEX UNIT

"Voronezh" Front (Maroon units):

1902: 4-5-5 (303) Infantry  
1904: 4-5-5 (107) Infantry  
2007: 2-3-5 (100) Infantry (Depleted)  
2005: 5-6-5 (309) Infantry  
2305: 3-6-5 (40A) HQ  
1907: 2-3-5 (129) Infantry  
2108: 3-2-8 (116) Armor

2108: 3-2-8 (192) Armor  
 2111: 2-3-5 (37) Infantry  
 2009: 2-3-5 (161) Infantry (Depleted)  
 2609: 3-6-5 (69A) HQ  
 1908: 4-5-5 (219) Infantry  
 1910: 4-5-5 (180) Infantry  
 1910: 3-2-8 (173) Armor  
 1911: 4-5-5 (160) Infantry  
 2412: 3-2-8 (125) Armor  
 2012: 5-6-5 (305) Infantry  
 2415: 3-4-5 (25G) Infantry (Depleted)  
 2315: 4-5-5 (184) Infantry  
 2214: 3-4-5 (48G) Infantry (Depleted)  
 2512: 4-6-5 (3TA) HQ  
 2512: 6-7-5 (62G) Infantry  
 2215: 4-5-5 (111) Infantry  
 2316: 5-4-8 (8G/6G) Armored Cav  
 2317: 5-4-8 (13G/6G) Armored Cav  
 2317: 4-3-8 (8/6G) Armored Cav  
 2318: 2-3-5 (350) Infantry (Depleted)  
 2219: 4-5-5 (172) Infantry  
 2314: 5-4-8 (12) TC (Depleted)  
 2113: 5-4-8 (15) TC (Depleted)

Any: 2 x Fighter Cover units  
       2 x Close Air Support unit

**Historical Note:** *The 25th Guards Rifle Division fought particularly tenaciously here, and thus its depleted strength side is identical to its full strength side. However, it is eliminated nonetheless if it depleted while already depleted.*

“Southwest” Front (Brown units):

2220: 2-3-5 (6) Infantry (Depleted)  
 2120: 3-2-8 (115) Armor  
 2421: 4-6-5 (6A) HQ  
 1923: 2-3-5 (106) Infantry  
 1925: 2-3-5 (267) Infantry (Depleted)  
 2027: 5-6-5 (35G) Infantry  
 2028: 8-6-8 (25) Armor  
 2326: 6-7-5 (41G) Infantry  
 2425: 5-4-8 (1G/16) Armored Cav  
 2425: 5-4-8 (2G/16) Armored Cav  
 2425: 4-3-8 (7G/16) Armored Cav  
 2824: 9-7-8 (1G) Armor  
 3024: 2-6-8 (AGP) HQ  
 3132: 9-7-8 (4G) Armor  
 3032: 3-2-8 (178/10) Armor  
 3032: 3-2-8 (186/10) Armor  
 3232: 3-2-8 (11) Armor  
 3232: 3-2-8 (9) Armor  
 3232: 3-2-6 (7) Ski Troops  
 3227: 5-4-8 (18) TC (Depleted)  
 3427: 5-4-8 (3) TC (Depleted)  
 3626: 4-5-5 (57G) Infantry (Depleted)  
 3526: 3-4-5 (38G) Infantry (Depleted)  
 3727: 4-5-5 (195) Infantry  
 3826: 4-5-5 (52) Infantry  
 4027: 4-5-5 (78) Infantry  
 4124: 4-6-5 (1GA) HQ

4227: 5-6-5 (58G) Infantry

Any: 2 x Fighter Cover units  
2 x Close Air Support unit

### 17.11 German Set-up

HEX UNIT

1334: 2-25-10 (OKH) HQ  
1802: 3-4-5 (246/88) Infantry  
1807: 5-6-5 (168) Infantry (white band)  
1508: 2-6-5 (Cr/Rs) HQ  
1811: 3-2-10 (FB) Mechanized  
1912: 3-2-10 (KG F) Motorized  
1914: 10-8-10 (GD) Mechanized (Depleted)  
1818: 2-6-10 (SS Pz) HQ  
1818: 2-3-5 (10) SS Infantry  
2115: 2-3-5 (11) SS Infantry  
2119: 12-10-10 (LAH) SS Armor  
1615: 10-8-10 (DR -) SS Armor  
1515: 4-3-10 (Fhr/DR) SS Mechanized  
1115: 10-8-10 (Tkf -) SS Armor  
1316: 3-4-10 (Thule/Tkf) SS Motorized  
1328: 3-4-5 (102 Hung.) Infantry (security)  
1328: 3-4-5 (124 Hung.) Infantry (security)  
1334: 3-4-5 (105 Hung.) Infantry (security)  
2216: 5-6-5 (320) Infantry (white sash)  
2931: 6-7-5 (333) Infantry (white sash)  
3133: 9-7-10 (Wkg) Mechanized  
3331: 7-5-10 (7) Armor (Depleted)  
3529: 10-8-10 (11) Armor  
3627: 8-6-10 (3) Armor (Depleted)  
3630: 2-6-10 (40 Pz) HQ  
3828: 2-6-10 (3 Pz) HQ  
3828: 4-5-10 (901L) Motorized  
3927: 5-3-10 (19) Armor (Depleted)  
3932: 10-8-10 (17) Armor  
4127: 5-4-10 (27) Armor

Any: 3 x Fighter Cover units  
4 x Close Air Support units

### 17.12 Soviet Reinforcements

ENTRY: UNIT:

#### Turn 4 (16-21 Feb)

2200-3200: 3-2-8 (173) Armor  
4215-4225: 3-2-8 (16) Armor  
4-5-5 (244) Infantry  
3-2-6 (5) Ski Troops  
3-2-6 (10) Ski Troops

Any: 1 x "Voronezh" Close Air Support unit

#### Turn 5 (22-27 Feb)

4215-4225 3-2-8 (156) Armor (Southwest)  
2-3-5 (229) Infantry (Southwest)

2200-3200 9-7-8 (2G) Armor  
3-2-8 (86) Armor  
4-5-5 (24G) Infantry  
4-5-5 (206) Infantry  
4-5-5 (253) Infantry  
2-3-10 (17) Motorized  
5-6-5 (19) Infantry  
5-6-5 (148) Infantry  
5-6-5 (113) Infantry

**Historical Note:** The 17 MIB is actually an NKVD formation that was used as a regular Rifle Brigade.

**Turn 6 (28 Feb-5 Mar)**

2200-3200 8-6-8 (2) Armor (Voronezh)  
6-7-5 (40G) Infantry (Voronezh)  
4-5-5 (325) Infantry (Voronezh)  
4-5-5 (170) Infantry (Voronezh)  
5-6-5 (3G) Infantry (Voronezh)

4215-4225 4-5-5 (152) Infantry  
5-6-5 (60G) Infantry  
5-6-5 (50) Infantry  
6-7-5 (20G) Infantry

**17.13 German Reinforcements**

ENTRY: UNIT:

**Turn 3 (10-15 Feb)**

1007-1036: 10-8-10 (Tkf-) SS Armor

3239-4239: 9-7-10 (Wkg) SS Motorized  
5-4-10 (27) Armor  
2-6-10 (40 Pz) HQ  
10-8-10 (17) Armor

**Turn 4 (16-21 Feb)**

1007-1036: 9-10-5 (15) Infantry  
4-5-5 (Stbr) Infantry

3239-4239: 9-7-10 (6) Armor

**Turn 5 (22-27 Feb)**

3239-4239 2-6-10 (48 Pz) HQ

1007-1036 9-10-5 (167) Infantry

1000-1800 7-5-10 (4) Armor  
9-10-5 (57) Infantry

**Turn 6 (28 Feb-5 Mar)**

1000-1800 2-6-5 (52) HQ  
6-7-5 (332) Infantry  
9-10-5 (255) Infantry

### Turn 7 (6-11 Mar)

1007-1036 8-9-5 (106) Infantry  
8-9-5 (39) Infantry

**Historical Note:** *Only part of the German 46 ID arrived in time to participate in the campaign, and is therefore **is not included in the game.***

#### 17.14 Victory Conditions

The German player wins the game if he has, as of the end of game turn 8, acquired at least 14 VPs more than the Soviet player. If the German player acquires less than 14 VPs, the game ends as a Soviet victory.

#### 17.15 Scenario 3: Winter Campaign

This scenario encompasses both Scenario 1 and Scenario 2, from game turn 1 through to game turn 8. This scenario uses the same set-up as Scenario 1 (although add one additional Soviet Close Support air unit to the set-up for the Voronezh front), and all reinforcements listed above (game turns 2 through 7) arrive as specified.

#### 17.16 Scenario Activation

The first Activation is determined randomly by the draw of an Activation Chit from the draw cup.

#### 17.17 Victory Conditions

The German player wins the game if he has, as of the end of game turn 8, acquired at least 8 VPs more than the Soviet player. If the Soviet player acquires less than 8 VPs, the game ends as a German victory.