

Tijvin 1941. Rules

Typhoon from the North

1. Introduction.
2. Scales and basic rules.
3. Counters.
4. Stacking.
5. Zones of Control (ZOCs).
6. Sequence of play.
7. Weather and terrain.
8. Reinforcements and replacements.
9. Assignment of units to HQs.
10. Supply.
11. Initiative, activation, command & control.
12. Movement.
13. Combat.
14. Victory conditions.
15. Scenarios.
16. Initial and reinforcement deployment.
17. Optional rules.

1. Introduction

The game simulates the German offensive and the Soviet counteroffensive that took place in the autumn and early winter of 1941 in the Leningrad region. This was part of the German attempt to further isolate the city by contacting the Finns descending on the Karelian region, and to bring down the city of Lenin.

The Germans launched the offensive with an unrealistic plan, in terrain unsuitable for mechanised movement, in weather that was going from bad to worse, and against an enemy that was recovering from the summer's border battles. Even so, they managed to capture their first, and ultimately furthest, objective when they took the town of *Tijvin*. After that, seeing that it was impossible to advance further to join up with the Finns, who had in any case stopped advancing south, they redirected their efforts to take the city of Volkhov. This would cut the "highway of life" for good, which was the umbilical cord that kept the city of Leningrad barely supplied and on which its survival depended.

With the arrival of Soviet reinforcements and German exhaustion came the Soviet counteroffensive, which pushed the Germans, after more than two months since the start of their offensive, back to their starting

positions in what was a smaller-scale repeat of what had happened further south during Operation Typhoon.

2. Scales and basic rules

Scales

The game map represents approximately 12 kilometres per hexagon and each turn is 5 days. Also, the scale of combat units is Divisions/Brigades/Regiments, with approximately 1,000 troops and 15-20 tanks per combat factor (CF).

Basic rules

Rounding in the game is always downwards. Combat factors (CF) are rounded down by stacking.

The minimum factor/number, whether in combat factors, movement points, etc., will always be at least 1, even if when rounded down it is less.

Effects are always cumulative.

Whenever mention is made of a distance from one unit to another, this is to be understood as not counting the hex of one unit, but the hex of the other.

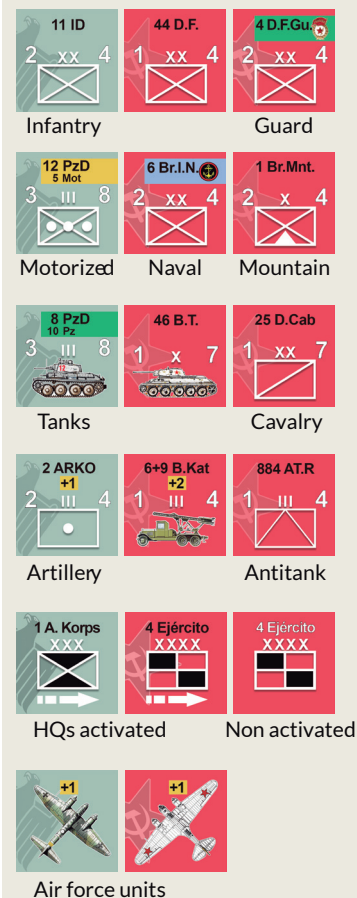
On the first turn, the weather will always be fine and all units will be in supply, so there is no need to check weather or supplies.

3. Counters

The counters represent combat units, HQs and supporting aviation. (See *Figure 1*) It shows their NATO symbol or profile of the tank, rocket launcher or aircraft if applicable. On the sides of the counter are the values; on the left, the combat efficiency of that unit, representing its training, morale, doctrine, "esprit de corps" and experience. While the one on the right the value represents the units' movement points. (See *Figure 2*). Units with 7 or 8 movement points are referred to as "mobile units" in these rules.

Artillery units are the same, except that they additionally have a number with a + in front of it, signifying a Die Modifier (DM) to modify the combat die roll (see *13 Combat*).

Units on the map



Units on the CF control sheet & assignment to HQs

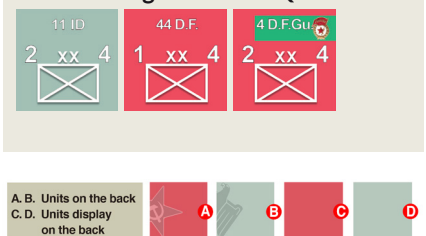


Figure 1

Note. The only difference between the units moving on the map and those on the CF control sheet is that the unit name in the former is printed in black and in the latter in white.

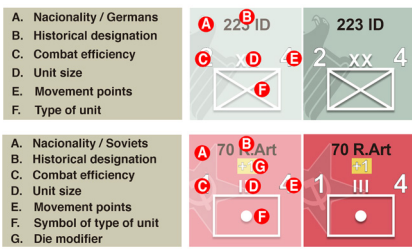


Figure 2

Note. Markers that are used in the game to control unit states and different system functions, (turn, weather, initiative, activation, VP).



Combat units are represented on two (2) counters with the same names and values (see **Figure 1**). One of them is placed on the board to reflect the movements and combats they can do, while the other is placed on the CF control and HQ assignment sheet, which reflects their CF and to which HQs they are assigned and the variations they can suffer (see **points 4 and 9**).

HQ units are only represented with their designation and symbol on one side, as they are used for Command & Control, abbreviated in these rules as C2 for "Command & Control" (see **11 for movement and characteristics**), and on the other side, the same but with an arrow signifying that the HQ has been activated.

Air units function the same as artillery in combat support, except that they have no efficiency or movement points, as they can reach any hex on the map, and do not need to be assigned to any CG, but can be used in the activation of any of them.

4. Stacking

Units express their size and combat strength in combat factors (CF). The more CF, generally, the larger and more powerful the unit. The CF of units are reflected on

each side's combat factor control sheets, where their numbers are tracked as they suffer losses or receive replacements. CFs are also counted in combat, to establish a ratio between attacking and defending forces.

The maximum CFs units may have are those listed in the initial deployment and reinforcements, (see **16. of these rules**).

The stacking limit in a hex is 20 CF counting combat units, including artillery, but not HQ units. There cannot be more than these CF stacked in a hex at the end of the Movement Segment, as well as after retreats (see **13 Combat - Retreats**). Temporarily, during the Movement Segment, these limits may be exceeded when a unit passes through a hex where it exceeds that limit but does not end up in that hex.

5. Zones of Control (ZOC)

A unit's zone of control is the 6 hexes adjacent to that unit (see **chart next to the map**). In order to project ZOCs, there must be at least 6 CF (modified if applicable) in a hex. Two or more units in the same hex can combine to add up to 6 or more CFs but cannot combine from different hexes. Units out of supply do not generate ZOCs.

ZOCs do not extend across major rivers (even with bridges) or impassable hexes such as lakes. Panzer/tank units do not project ZOCs into a swamp hex if it is not connected by a communication path.

When retreating after combat through an enemy ZOC, although you may retreat through it if you have no other choice, you lose an additional CF, and must stop in that hex (see **13. Combat - Retreats**).

Effect of enemy ZOCs on movement:

Combat units entering a ZOC consume all their remaining movement points (MPs).

Units may move from one ZOC to another, whether of the same or a different enemy unit, and stop upon entering the new ZOC, as the only movement in the turn, since all MPs are consumed in that action, provided sufficient MPs are available (see **12 Movement**).

The presence of a home unit or ZOC in an enemy ZOC does not negate that ZOC for movement purposes.

Effect of enemy ZOC on supply :

An enemy ZOC interrupts the supply line.

The presence of a friendly unit in that hex negates this effect, and allows a valid supply line to be traced, but not to create one's own ZOC (see **10 Supply**).

6. Sequence of play

1. Administrative phase (both players)

- 1.1. Weather
- 1.2. Supplies
- 1.3. Reinforcements and replacements
- 1.4. Assignment of units to the HQs

2. Operations phase

- 2.1. Determination of the initiative for the turn
 - 2.1.1. Activation of HQ or unit out of command
 - 2.1.2. Movement Segment
 - 2.1.3. Combat Segment
 - 2.1.4. HQ movement segment
- 2.2. Second Player Segment. Repeat 2.1.1 to 2.1.4.
- 2.3. Alternate activations between the first and second players, until all HQs and out-of-command combat units on both sides have been activated.
- 2.4. The HQs revert to their non-activated state and the artillery and aviation are flipped to become available. Determination of victory conditions on the last turn.

7. Meteorology and terrain

Weather

Determined by a roll of 1D6 on the **Weather Table** (see at the end of this paragraph) and it affects movement, air support and combat. On the first turn the weather is always clear. Roll in one column or the other depending on the month the game is in.

WEATHER CHART

1D6	Turns 2 to 3 October	Turns 4 to 9 November	Turns 10 to 15 December
1	Clear	Clear	Clear
2	Fog	Fog	Clear
3	Rain	Fog	Fog
4	Rain	Fog	Fog
5	Heavy rain	Snow	Snow
6	Heavy rain	Snow	Snow

Effects:

Clear: no effect

Rain and Snow: Reduce air support by one air unit/The mobile units are reduced by 2 MPs (reduced to 5 and 6).

Heavy Rain: No air support/Movement of units with 4 MP reduced to 3, and mobile units reduced to 4/Rivers (minor or major) add +1 to the cost of crossing them outside a road/No attacking across major rivers and reduce CF attacking across minor rivers by one-third, even with a road crossing.

Fog: No air support/The mobile units reduce 1 MP that turn (will be left with 6 and 7).

Terrain:

Up to turn 6: no change from TET (**Terrain Effects Table**).

From turn 7 until the end of the game on turn 15, the following changes occur:

Swamp hexes are considered clear terrain for all units for all purposes.

Minor rivers have no effect on the movement of any type of unit.

Non-motorised infantry units do not halve their CF when attacking across them.

All other units still apply the ½ CF reduction when attacking across a minor river.

Turns 10-15 (December):

The German player suffers a -1 MD in all his combats, whether offensive or defensive, due to reduced combat readiness in winter (See **13 Combat**).

8. Reinforcements and Replacements

Replacements arriving each turn are determined by a roll of 1D6 by each player on the following table:

REPLACEMENT POINTS (RP)					
1D6	Result Effects	1	23	& 4	56
		1RP2	RP3	RP4	RP5 RP

The distribution of replacement points (RP) between units is done secretly, to avoid giving the enemy a clue as to which units are reinforced.

Between turns 2 and 4, the German player receives 2 additional RP in addition to those obtained in the replacement roll, and on turns 5 and 6, 1 additional RP.

Between turns 6 and 10, the Soviet player adds 2 additional RPs, and between turns 11 and 15, he adds 4 RPs, due to a higher number of replacements arriving and smaller battalion-type units, that due to the scale of the game are not reflected.

Replacement points cannot be saved from one turn to the next. These points can be used to reinforce worn out units, or to bring destroyed units back into battle by reconstituting them with the CF assigned to them. These reconstituted units are placed in the same hex or adjacent to the assigned HQ, in the latter case as long as it is vacant and not in an enemy ZOC.

In order to be able to assign replacements to the units, they must be in supply and in command and control range (see **point 11**). **CF recovery** : See Table

Recovery of CF with RP		
Unit	+	★
Infantry Efficiency 1	--	1 RP 1 CF
Infantry Efficiency 2	1 RP 1 CF	2 RP 1 CF
Infantry Efficiency 3	2 RP 1 CF	--
Tanks	2 RP 1 CF	2 RP 1 CF
Cavalry	--	1 RP 1 CF
Artillery	2 RP 1 CF	2 RP 1 CF
Antitank	--	2 RP 1 CF

To enable recovery of CF with RP the unit must in supply and within range of Command and control

Reinforcements are placed when they enter the map at the start of the turn they arrive in the corresponding place according to the Army or EC to which they were historically assigned and which is indicated in the list of reinforcements, although only for the purposes of the entry of reinforcements, as the player can assign them to other Armies/EC at will.

Soviet, on the easternmost or adjacent hexes of the following :

Roads named after the 52nd Army (the 2 southernmost roads on the eastern edge of the map).

Road named after the 4th Army (the one closest to Tikhvin).

Roads bearing the name of the 54th Army (the 2 northernmost).

Germans :

G.V.R./38 A.Korp, any hex on the road from Novgorod to Chudovo, including both cities.

39 A. Korp (Mot) : any hex on the road from Chudovo to Lyuban, including both cities.

IA.Korp : Any hex on the road from Lyuban to Sinyavino, including both cities.

If the hex through which the reinforcement is to enter is occupied by an enemy unit or in a ZOC not negated by the presence of a unit of your own, you must delay its arrival until it is free, or move the reinforcement one turn later along another road or hex of your choice.

During the turn the reinforcement units arrive, if they are outside the command and control (C2) range of their HQ, they will activate independently, outside of HQ activation (see **11. Command and Control**).

9. Assigning Units to HQs

In the administrative phase, each player must decide which combat units are assigned to HQs for the entire turn. They may or may not be within command and control (C2) range of the HQ to which they are intended to be assigned (see **11. Command and Control**). To do this, simply, on the CF and CG Assignment Control sheet, place the counter representing the one you want to change in the space of the new CG and in the box equal to the unit's CF in the destination grid of the corresponding Combat Factor Control sheet.

During the first game turn of the *Historical Scenario*, the allocation of units to HQs can only be done by the German player. While for the Soviet player, they are distributed as indicated in the Initial Deployment and Reinforcement-OoB section (see **section 16**). The German allocation described in section 16 is in case the player wants to keep the historical positioning, but it is not mandatory.

At the end of this step, check for units out of C2 range, and if so, mark them as such.

10. Supplies

To determine supplies, at the beginning of each turn, the status of combat units and HQs is checked and the status of these units and HQs is considered to be the one they will continue in until the end of the turn.

For a unit to receive supply, it must be able to trace an unbroken line of hexes from its position to the east/north/south edge for the Soviet player, and west for the German player, regardless of terrain (except impassable), but free of enemy units or ZOCs (to this effect, a home ZOC does not cancel the enemy one, but does cancel the physical presence of a home unit, see 5.) This is called a Line of Supply. If units or HQs do not meet these requirements, they will be out of supply.

Effects of Out of Supply Units :

In combat their CF is halved (if the CF was 1 and it should be halved, as it cannot go below 1 by the basic rules, a -1 MD penalty is applied to its combat roll).

Reduce their efficiency by 1.

4 MP units reduce their movement allowance to 3 MP, and mobile units reduce it by half.

Artillery units cannot support combat.

Units that are out of supply cannot receive replacements or generate ZOCs.

Out of supply HQs may activate their units in range, but they themselves may only move 1 hex.

On the first turn, all units are in supply and supply status does not need to be checked in the administrative phase of this turn.

11. Initiative, Activation and Command & Control (C2)

Until game turn 6, the first initiative always goes to the German player. From turn 7 to turn 15, the Soviet player has the first initiative of the turn.

The player who has the first initiative first activates one of his HQs and this in turn activates his combat units.

A HQ allows units of its side assigned to that HQ to activate within 4 hexes of the HQ, in the German case, and 3 hexes in the Soviet case, regardless of whether they are through ZOCs or enemy units.

Once a unit is determined to be in C2 range of the HQ in the Administrative Phase, it remains so throughout that turn (unless the HQ is "eliminated" during an enemy

activation, see later in this section), even if it moves out of range.

A unit that was under C2 range at the start, and which, as a consequence, not of its movement, but of the movement of the HQ, falls outside the C2 radius, cannot move as an independent unit, even if it did not move at the activation of its HQ. It is considered to have already been activated when its HQ, under which it was in C2 range, did so.

In the administrative phase, in the event that a unit is outside the C2 range of the HQ to which it is assigned, it has two options:

- It changes its assignment to another HQ that does have it in C2 range and reflects this on the HQ assignment sheet.
- Remain out of C2 range.

If any unit is out of C2 range, then it may activate independently in one of the player's activations, individually, for movement and combat. Units out of C2 range have the following penalties:

They can only attack individually (except for units of the same German Pz and Mot. Division, or of the Soviet 60th D.T. (see *next column*)).

Artillery units cannot support combat.

They cannot receive air support.

If attacked, roll D6 for the stack, with the following effects:

Soviet:	
1	Retreat
2-3	Each unit reduces its CF by 1
4 a 6	Defends normally
Germans:	
1-2	Each unit reduces its CF by 1
3 a 6	Defends normally

The 1 CF reduction is not the loss of it, as it is the same as when attacking across rivers and reducing their CF. It is the same here, only temporarily reducing 1 CF per unit for that combat.

If a retreat results, it is treated as if it were a normal combat result, i.e., the Soviet unit retreats 1 or 2 hexes, and the German unit(s) may advance after the combat, and if any of them is a mobile unit, it may conduct exploitation combat, only, in this case, the Soviet unit must automatically retreat again, and combat does not occur (see **13 Combat**).

They cannot receive replacements.

Note: If out of C2 range, individual units are activated.

For example, if a player has 3 units under his command (e.g. 2 divisions and an independent brigade) that could not be activated because they are out of C2 range, he cannot activate all 3 at once, move them and attack with all three. You should move one, fight if you wish, then the next (alternating with the opposing player's activations) and finally the third. This prevents joint attacks with several units out of C2 range. You can also alternate your activations with those of your HQs.

The only exception to this is the regiments of a single German Pz and Mot. German or Soviet 60th D.T., which, if left out of C2, can activate all 2 or 3 regiments of the division at the same time as long as they are stacked together or in adjacent hexes.

For example, if a German motorised division is out of range of C2, then both regiments can be activated (move and fight) independently of the HQs, and do not have to be one and then the other, as with other units, but can be activated both at the same time (as long as they are stacked together or adjacent).

Once that HQ and the units under its command, or any independently activated units outside of C2, have completed their actions, switch the segment to the second player and he does the same as the first player. Players alternate until there are no more HQs or units outside of C2 to activate.

A HQ may only move at the end of the movement and combat of all units under its command that it has decided to activate in its activation phase, and may move a maximum of 3 hexes, regardless of terrain or MP (*note that the HQ has no MP*). But at the same time being limited to not entering a hex with an enemy unit, enemy ZOC, enemy-controlled hex (for these purposes, enemy territory is considered to be that which was last occupied by an enemy unit or was behind the front line at the beginning of the game), or impassable (all water, for example).

HQs do not have CFs, so they cannot participate in combat, either offensive or defensive, or be attacked from an adjacent hex. If they are in a stack (*remember it does not count for stacking purposes*), and it is attacked, and is forced to retreat, it retreats with the other units, and if all combat units are destroyed, or it is stacked alone, and an enemy unit is going to pass through the hex where it is located, the HQ is removed from the map, and will return the next turn in a hex determined by that side's player, where there is a friendly unit, and as close as possible to the hex where it was "eliminated" by the opponent.

If the HQ has not yet activated, and is forced to retreat off the board, the units under his command must activate independently that turn. (This is an exception to the above statement about the status of combat units being under command and control for the entire turn if it is so in the administrative phase).

A player with the initiative may pass and cede it to the opposing player. The opposing player may accept the initiative and activate any HQ/unit, and then the normal sequence of play is followed, or pass as well, which immediately ends the turn.

12. Movement

Players, upon activation, may move all, some, or none of the units under the command of a HQ, or if applicable, an out of command unit.

Movement is measured in movement points (MPs) that it costs to enter a hex and depends on terrain, ZOCs, and weather.

Units have listed MPs, which they spend to move. MPs cannot be transferred to another unit and cannot be accumulated for another turn.

There is no minimum movement; if a unit does not have enough MPs to move into a hex, it cannot enter it (*extended movement, see below, can get you out of some trouble in these cases*).

For HQ movement, *see 11*.

MP by unit type

- Infantry/Artillery/Anti-Tanks: 4 MPs
- Cavalry/Motorised Infantry and Soviet Tanks: 7 MP
- Motorised Infantry and German Panzers: 8 MP

The type of terrain over which units move has different costs and effects for each type of unit, as detailed on the **Terrain Table** (see Game Map).

Entering a ZOC, or leaving one ZOC to enter another, consumes all movement points, provided it is possible to do so (see **5 Zones of Control**).

Example: an infantry unit with 4 MPs, which in a heavy rain turn has 3 MPs, wants to move from one ZOC to another, across a river (+2 in that turn), and in the latter there is a swamp (cost 2 MPs), the total cost is 4 MPs for the river and terrain, which exceeds its 3 MPs in that turn. The player would not be able to move there, even if he spent all his MP.

Extended Movement

When a unit does not enter any ZOC (even if starting inside one) or enemy territory during its entire movement, it may move

twice its MPs. For these purposes enemy territory is considered to be that which was last occupied by an enemy unit or was behind the front line at the start of the game and no friendly unit has passed through it.

13. Combat

Combat is not mandatory and occurs between adjacent enemy units.

Units in the same stack may spread out and attack different units, but all defending units stacked in the same hex must be attacked. Likewise, a single hex may be attacked from several adjacent hexes.

Units may be attacked more than once per turn, but not attack more than once (except for exploitative combat).

Combat sequence to be followed:

I. Announce attacking and defending units.

II. Determine the Die Modifiers (DMs) for each player from:

- CFs ratio (taking into account terrain and/or supply effects).
- Efficiency differential of the highest CFs units of each side.
- By terrain.
- Support Fire.
- Special modifiers.

III. Combat Rolls. Each side makes a Roll of 1D6 + Modifiers. The result of the Combat is determined.

IV. Apply casualties.

V. Retreat.

VI. The attacking player, if applicable, may choose to advance and even conduct Exploitation Combat if the circumstances are right.

Combat Sequence (see Terrain Effects and Combat Flow Chart, game map).

Phase I: The attacker announces the target hex and selects the units that will participate in the attack from all activated units (within a HQ activation, or alone as a stand-alone activation) adjacent to the target hex. The defender must defend with all units present in the hex.

Phase II: CFs and Combat Roll Modifiers.

a) CFs modifiers and prerequisites based on terrain and/or supply:

- Swamp: To attack a swamp hex by tank/panzer units it must be via a road or railroad, otherwise they cannot attack.
- Through minor river (even through road): Attackers halve their CFs (to one third in case of heavy rain).
- Through major river (even through communication route): Attackers reduce their CFs to one third (cannot attack in heavy rain).
- Out of supply is halved..

b) Combat roll modifiers.

• Attacker vs Defender CFs ratio: The DM is only for the attacker (see **Combat Flow Chart**, top left of the game map sheet).

c) For Terrain - DM only in favour of the defender (see **Combat Flow Chart**, next to the game map).

Note. City: In the case that the city is in a forest/swamp hex, only the +2DM applies. In the case of a Major City (Sin-yavino, Novgorod, Voljov and Tijvin): only +3MD applies.

d) For efficiency: Each player must take into account the efficiency rating of the attacking and defending units that contribute the most CFs to the combat (including artillery) after modifying their CFs (for rivers and/or supply). In the case that they are the same CFs of one quality or another in the fighting units, the owning player chooses which efficiency to use.

Subtract the lower value from the higher value, and award it as DM to the side with the higher efficiency. In addition, one of the units that has its efficiency taken into account in the combat will be the first to take a casualty if any is produced.

Example: if attacking with two units, one with 6 CFs with efficiency 1 and the other with 3 CFs with efficiency 2, it is observed that the greater number of CFs that contribute to the combat are those with efficiency 1. While the defender has a unit with 4 CFs with efficiency 2 and another with 4 CFs with efficiency 3, he can choose which one he wants to use in the combat as the unit that contributes more efficiency CFs and determine the DM. If he chooses the one with efficiency 3, the difference would be +2 DM (3 minus 1) for the defender, and his efficiency 3 unit will be the one to take the first casualty, if any.

e) For supporting fire:

Per artillery unit: +1 or +2 DM, depending on the unit's modifier. Can only be used once per turn. Rotate the unit 180° once used to remember that it is no longer available that turn.

Per air force unit: +1 DM. Aviation units are not assigned to any HQ. They may be used in the activation of any of them. They may be used in any hex on the map. May only be used once per turn per unit. Rotate the unit 180 degrees once used to remember that it is no longer available that turn. At the start of the game, the German player gets 2 air support units for every turn, and the Soviet player gets one on turn 2 and one on turn 6. Air force units cannot be destroyed.

f) For special modifiers:

Shock effect: For each attack involving tank units in clear terrain, whatever their num-



Leningrad 1941. Soviet infantry

ber and CFs you get +1 DM. If the defender also has armoured or anti-tank units involved in the combat, the modifier is cancelled. In cities, which are in clear terrain, there is no bonus. **Note: Remember that from turn 7 until the end of the game, swamp hexes become clear terrain.**

Enveloping attack:

If attacking a hex from:

- 4 hexes: +1 DM to the attacker.
- 5 hexes: +2 DM to the attacker.
- 6 hexes: +3 DM to the attacker.

C2 Out of Range Units: (see 11).

From Turn 10 to 15, the German player suffers a -1 DM to his offensive and defensive die rolls.

Phase III. Combat Rolls:

Each side makes a Roll of 1D6 + Modifiers. The players' DMs do not cancel each other out, but instead each player adds all of his to his roll.

The player with the highest result is the winner of the combat, and depending on the difference of the rolls, the winner wins by a greater or lesser margin, and some losses are applied (see below). If the same result (already modified) is obtained, then it is a draw and both have the same losses according to the result of the casualty roll, and there are no retreats or advances.

Phase IV. Once the rolls are made to see who wins the battle, determine the casualties for each side.

Winner: Roll a die (1D6) to determine the casualties (CF's) inflicted on the winner, according to the following table:

Result	
1 to 2	0 losses
3 to 5	1 loss
6	2 losses

Next, determine if there are additional casualties by magnitude:

Bonus Casualties for the magnitude of the forces (modified CFs) involved in the combat:

If the Side with fewer CFs in the battle has between 8 and 15 : + 1 additional casualty.

If the side with the fewest CFs in the battle has between 16 and 20: + 2 additional casualties. (Note: If the side with the fewest CFs in the battle has between 16 and 20: + 2 additional casualties. (Note. Remember to count any artillery units that participated, with 1 CFs).

Loser: Apply the following points.

Initial Losses: Attacker's Losses (including magnitude loss bonus) + 1.

Loss Bonus: Difference in die roll result (already modified).

If the difference is double or more, but less than triple (*the battle has gone fairly well for the winning side*), then the loser must add 1 additional casualty.

If the difference is three times or more (*total victory for the winner*), then the loser must add 2 additional casualties.

Example: the winner of a combat (with 18 vs. 6 CFs, so no magnitude bonus), whose result was 12-4 (the triple) after rolling the dice and applying the corresponding DMs, rolls 1D6 again to know the casualties and rolls a 6, so he will suffer 2 casualties (CFs). The loser has to take one more CFs for losing the combat (3 CFs), plus 2 more for the result of the combat (triple), i.e. a total of 5 CFs for the loser, who in addition, if he is the defender, must retreat at least 1 hex (see retreats below).

Casualties are distributed, first to a unit of the efficiency used as a reference for the combat, chosen by the player himself, then, if there are more casualties, the opposing side chooses the one it considers appropriate, and so on alternately as long as there are casualties to be applied by the combat units.

In any combat, the loser can never have the same or fewer casualties than the winner. So, for example, if the loser can only take one casualty out of two that it should suffer, the winner does not have to suffer any casualties at all.

Example: if the winner loses 2 CFs and the loser loses 5 CFs, but the loser has only 3 CFs in his unit, first the loser, who cannot satisfy all the losses, loses the remaining 3 CFs, and the winner does not have to lose any CFs. If the loser had 4 CFs in his unit, then the winner would have lost only 1 CF.

Phase V. Retreats

The attacker, if losing the combat, never retreats.

The defender, if the losing side of the combat, must retreat 1 hex, except for mobile units, which may retreat, if they wish, an additional 1 hex, provided it is by road or rail (the two retreat hexes).

In the event that retreating units end up in a hex with units of their own, and their arrival results in over stacking, the player on that side must eliminate the excess CFs until those limits are met.

Units retreating as a result of combat, whether 1 or 2 hexes, must attempt to retreat to their supply sources, and whenever possible, avoid enemy ZOCs. Terrain is disregarded, except for impassable terrain, enemy-controlled cities, and major rivers without bridges, which cannot be crossed in retreat and therefore, if no other option exists, retreating units will be eliminated in those situations. Retreats across minor rivers without bridges result in an additional casualty to the retreating side, even though they are able to do so.

If retreating units are completely surrounded by enemy units and must retreat, they are all destroyed (*moral, kessels are bad, don't get surrounded!*).

A unit may retreat through a hex in an enemy ZOC (although if another path exists it must avoid the enemy ZOC), losing an additional CFs and ending the retreat in that hex. For these purposes, the presence of its own unit in an enemy ZOC negates the effect of losing an additional CFs but does not negate the effect of stopping there.

Units that have retreated into a hex where there are combat units of their own, and this hex is attacked in a different combat, will contribute nothing to the combat, and if the result of the combat is that the defenders retreat, the previously retreated units will add one additional loss per unit and also retreat.

If a unit that has been attacked, and has not retreated, or has retreated into a hex with no units of its own, it may be attacked again by enemy units other than those of the first attack in the same or a different activation of the same turn (in addition to the exploit attack, see below).

In the event that a unit is forced to retreat and must leave by one of the edges of the map, the unit may appear in a hex on that same edge that has no enemy ZOC and is controlled by the player, the following turn.

All out Defense: The retreating player may attempt an all-out defense, by passing a 1D6 roll, if the following conditions are met:

- The hex from which he must retreat is a city (minor or major).
- There are 4 or more CFs (after the battle), including those of artillery units.
- The defeat in the battle was not double or more.

If these conditions are not met, they must retreat, but do not lose any additional CFs.

If the conditions are met, then roll 1D6 with the following modifiers:

- +1 for minor city.
- +2 for major city.
- +1 for HQ in the same or adjacent hex.

If you roll a number equal to or less than the sum of the modifiers, then you may remain in the city, but lose half the CFs you suffered in the battle.

Example: A defender who has lost the battle by less than double the combat die roll and has to retreat from a major city where he has 6 steps, and with an adjacent HQ, adds +3. So, if he rolls a die and gets a 1, 2 or 3, he can cancel the retreat by losing half the CFs that were lost in the battle.

Example: a defender in a minor city hex, who has lost the combat by less than double on the combat die roll, with 4 CFs and no HQs in the hex or adjacent, then his modifiers only add up to +1 to be able to attempt the all-out defense. And finally, if in this last example, suppose the combat was lost by double or more, then it would not have been possible to even attempt an all-out defense.

Phase VI. Advance After Combat and Exploitation Combat:

The attacker may, if he wishes, advance into the first vacant hex left by the defender with one, some, or all of the units participating in the attack.

The attacker may advance a second hex if the following requirements are met:

- The defender has retreated 2 hexes or has been destroyed.
- The attacker is a Panzer/tank, cavalry or motorized infantry unit.
- The attacker does not enter any ZOC other than that of the unit(s) that retreated after the combat or others that also retreated that same turn.
- In both cases, whether the defender retreats one or two hexes, the attacker may, if he wishes and has moved units adjacent to the retreating defender, re-attack him. To do so, it must be a mobile unit (Panzer/tank, cavalry or motorized infantry), but it may not attack if the retreating units moved into a hex containing a combat unit of its side that did not retreat in that or any other combat of the same turn, nor may it attack any other enemy unit.
- Only one Advance and one Exploitation combat may be made per combat, and multiple Retreats-Advances-Exploitation of the same combat cannot be concatenated.

Artillery unit considerations:

All artillery units have 1 CFs maximum, and cannot receive replacements, except and only if destroyed. However, they can return to the map, via replacement points, but with 1 CF. They can never have more.

They cannot participate in an attack or defense with their CFs if stacked with other units, only contributing their fire support modifier. If they are alone in a hex and are attacked by the enemy, they defend with a CFs of 1 (even if they have used their support factor previously), and if they lose it, they are destroyed.

In order to use their fire support modifier, they must be stacked in the same hex, next to attacking or defending units, and if their stack suffers casualties, the artillery is the last to suffer them. That is to say, all the CFs of the other combat units must be removed before the artillery loses its only CF.

Artillery units can only fire once per turn, either offensively or defensively, and as a reminder, they are turned 180 degrees once they have been used and cannot be used again in combat. If, once used, they are attacked again, and they are with other units of their own, they cannot contribute their CFs to the defense either, as if they were not there for the purposes of counting CFs or DM.

14. Victory conditions

These are determined by the number of Victory Points (VPs) earned by the German player (only this player can earn them) at the end of the game. These VPs are determined by the number of cities held at the end of the last turn of the game which can trace a supply line from the western edge of the map to each of the cities to count as VPs.

- Minor cities: 1 VP
- Major cities: 5 VP
- The German player starts with 12 VP (1 for Lyuban, 1 for Chudovo, 5 for Novgorod and 5 for Sinyavino, the cities he controls at the start of the game). From there, he must try to take cities to gain VP (and the Soviet player tries to prevent him) that will help him obtain one result or another at the end of the game.

Victory levels :

- German strategic victory: 26 VPs or +.
- German tactical victory: Between 21 and 25 VPs.
- Draw: Between 15 and 20 VPs.
- Soviet tactical victory: Between 12 and 14 VPs.
- Soviet strategic victory: 11 VP or -.

15. Scenarios

1. Historical scenario

The closest representation of the conditions that prevailed in the **Tikhvin** offensive, in terms of deployment, reinforcements and the fact that the Soviets maintained the second Sinyavino offensive even after the German attack.

Reinforcements arrive on their turns as per the deployment and reinforcement data (see below) and can be deployed as indicated in the reinforcements section.

In the reinforcements list, the HQs are indicated where they were historically assigned, in case the player wants to follow it, but it is not mandatory. Just follow it for the purposes of seeing where each reinforcement enters.

Initial deployment is carried out as indicated on the map but also taking into account the following instructions:

The HQs of both sides are placed at the player's discretion.

German artillery units are placed with their HQs or in the same hex as other units belonging to their HQ. The German player may assign his units to HQs as he sees fit, while maintaining their location on the map. The initial assignment in **point 16** of these rules is historical and the player may use it if he wishes, but it is not mandatory, as he may change it at his convenience in the administrative phase of the first turn.

Soviet units must follow the unit allocation during the first turn as detailed in **point 16** of these rules.

The red star located in one of the hexagons adjacent to Sinyavino, the following Soviet units will be placed: 16+22 B.T., 3 and 4 D.F. Gu. and 881 and 882 R. Art.

In the other hex adjacent to Sinyavino, with 2 red stars, the following Soviet units will be placed: 286 D.F., 294 D.F., 128+310 D.F. and 2+4 B. Kat.

Soviet artillery units will be placed: 883 R. Art at Kirishi, 442 R. Art at Gruzino, 561 with 267 D.F. and 448 R. Art with 305 D.F.

On the first turn, in the administrative phase, there are no replacements, the weather is always clear, all units are in supply and the initiative is with the German player. Reinforcements only affect the arrival of the Soviet 259th F.D. and the allocation of units to the HQs on the German side. Therefore, in the administrative phase of the first turn, only the arrival of reinforcements and assignments to HQs on the German side takes place.

During the first turn only, and due to the surprise effect, once all activations of his HQs are completed, the German player has the additional activation of one HQ of his choice, but only of his mobile units, and with the following limitations: they may only move half of their MPs and attack normally, but may not conduct exploit combat. **Note.** This rule is used in all scenarios.

Limitations due to the 2nd Sinyavino Offensive:

The Soviet player, will not be able to activate the 54th Army on turn 1 (and thus his combat units), as they were waiting to conduct the 2nd offensive on Sinyavino a few days later, on the second turn in the game. Their units can defend themselves if attacked.

On the second turn part of the Soviet 54th Army can be activated:

All units located in the hex with a red star, and also the 128+310 D.F. in the hex with 2 red stars are activated (the other units in that hex, do not activate).

The above units cannot move and must attack Sinyavino.

Units that are not adjacent to Sinyavino can move and fight but cannot participate in the offensive against the city.

From turn 3 onwards, the 54th Army can be reactivated normally, and its units can move and fight freely. It is no longer mandatory for any unit to attack Sinyavino.

For the first two turns, units of the 54th Army may not be assigned to another HQ, nor may other units be assigned to it. *The Sinyavino Offensive marker on the turn marker can be used as a reminder of this.*

2. "What if..."

Designed to allow players to deploy their troops where they wish, and as they would have done had they been in command in the Theatre of Operations, and therefore do not have to follow historical deployment instructions, but do have to follow the arrival of reinforcements. Both sides may choose to allocate units to the HQs in the administrative phase of the first turn.

In this scenario, the German player, at his best discretion, first deploys the infantry divisions on the map, along the front line, west of the deployment line from Lake Ladoga to the major river (Volkhov River) next to Kirishi, and from there south, first along the major river, then along the minor river further east, until he reaches Lake Ilmen, opposite Novgorod.

The Soviet then deploys all his units wherever he sees fit. After this the German player places his HQs, artillery units, Panzer and Motorized Divisions, and finally, the Soviet player can vary the initial placement of one infantry and one mobile unit of his choice.

There are no limitations on HQ activations in any turn, although if agreed upon by the players, they can enforce the restrictions on the Sinyavino Offensive from the historical scenario for the Soviet player, in this case, keeping the 54th Army deployment as in the historical scenario.

3. German Offensive

Designed as an introductory scenario for the player to learn the mechanics of the game, it is the same as the *Historical scenario*, except that it only covers the first 6 turns of the game, when the German side has the initiative, and the terrain has not yet changed due to weather.

In addition, the victory conditions also vary. If at the end of the sixth turn, the German player controls Tikhvin and Volkhov, it is a German strategic victory. If he controls only one of the two cities, it is a German tactical victory. If he controls neither, it is a Soviet tactical victory. And in either case, if the Soviet player controls Novgorod or Sinyavino, it is a Soviet strategic victory.

16. Initial deployment and reinforcements

German OoB (Order of Battle).

- 2 air support units +1
- *I.A. Korps*
123 ARKO: 1 CF
227 ID (was reinforced with 424 RI from 126 ID): 16 CFs
254 ID: 12 CFs
11 ID: 12 CFs
- *39 A.Korps (Mot.)*:
35 ARKO: 1 CF
- 8 PzD:
10 Pz: 7 CFs
8 Mot: 4 CFs
28 Mot: 4 CFs
- 12 PzD:
29 Pz: 7 CFs
5 Mot: 4 CFs
25 Mot: 4 CFs
- 18 MotD:
30 Mot: 5 CFs
51 Mot: 5 CFs
- 20 MotD:
76 Mot: 5 CFs
90 Mot: 5 CFs
- 21 ID: 12 CFs
126 ID: 8 CFs (part, only 2 RI)
- *G.VonRoques converted to 38A.Korps* on 14/11;
250 ID: 15 CFs

German reinforcements :

- *Turn 5*:
207 SichD/374 Inf. reinforced: 4 CFs (G. Von Roques/38 A.Korps).
223 ID: 12 CFs (G. Von Roques/38 A.Korps).
- *Turn 7*:
61 ID: 12 CFs (39 CE Mot).
2 ARKO: 1 CF (G. Von Roques/38 A.Korps).
- *Turn 9*:
215 ID: 12 CFs (G. Von Roques/38 A.Korps).
- *Turn 12*:
269 ID: 12 CFs (I A.Korps).
291 ID: 12 CFs (I A.Korps).

Soviet OoB (from North to South)

- *54 Army*:
3 D.F. Gu: 6 CFs
4 D.F. Gu: 6 CFs
128+310 D.F.: 6 CFs
286 D.F.: 6 CFs
294 D.F.: 5 CFs
21 D.T.: 3 CFs (without tanks).
16+122 B.T.: 4 CFs
1 Br. Mnt.: 3 CFs
881 R. Art: 1 CF
882 R. Art: 1 CF
2+4 B.Kat. (Katiushas): 1 CF
- *4th Army*
285 D.F.: 5 CFs

- 292 D.F.: 6 CFs
311 D.F.: 6 CFs
27 D. Cab.: 3 CFs
883 R. Art.: 1 CF

- *52 Army*
267 D.F.: 6 CFs
288 D.F.: 6 CFs
884 AT. R. : 1 CF
442 R. Art.: 1 CF
561 R. Art.: 1 CF

- *Task Force Novgorod*
305 D.F.: 6 CFs
180 D.F.: 6 CFs
3 D.T.: 3 CF (without tanks).
448 R.Art.: 1 CF

Soviet reinforcements :

- *Turn 1*:
259 D.F.: 6 CFs (52 Army)
- *Turn 2*:
191 D.F.: 6 CFs (4th Army)
44 D.F.: 5 CFs (4th Army)
- Soviet air support +1
- *Turn 3*:
25 D.Cab.: 3 CFs (52 Army)
- *Turn 4*:
60 D.T. (4 Army):
120 T: 5 CFs
121 T: 5 CFs
60 Mot.: 3 CFs
92 D.F.: 5 CFs (4 Army).
80 D.F.: 6 CFs (54 Army).
6 Br.I.N.: 3 CFs (54 Army).
70 R.Art.: 1 CF (4th Army).
- *Turn 5*:
111 D.F.: 6 CFs (52 Army).
46 B.T.: 3 CFs (4 Army).
- *Turn 6*:
6+9 B.Kat.(Katiushas): 1 CF (4th Army)
65 D.F.: 6 CFs (4th Army).
- Soviet air support +1
- *Turn 7*:
1 Br. Gran: 2 CFs (4th Army).
- *Turn 12*:
281 D.F.: 6 CFs (54 Army).
198 D.F.: 6 CFs (54 Army).
- *Turn 13*:
377 D.F.: 6 CFs (4th Army).
80 D.Cab.: 3 CFs (4th Army).
115 D.F.: 6 CFs (54 Army).

17. Optional Rules

1. Fog of war

For this rule, the first thing to assume is that the game is played between gentlemen, and that any player who is even the slightest bit tempted or feels the overwhelming desire to add that little extra point for 3 to 1, or to change the result of a hidden die roll to add a couple of CFs needed to have a unit at full strength, should refrain from using this optional rule, as it would be absurd to use it. That said, and since the game can lend itself well to fog of war, the changes needed to play the game in this way are described below.

The main thing is the concealment of each side's HQ control sheet from the opponent, so that, unlike the normal rules, the opponent will not be able to see

the HQs and the allocation to the different HQs of the enemy units. This has important implications for the game:

The die roll to determine replacements will not be visible, the distribution of these will be done in concealment (this is the same in the normal rules) and also the allocation of units to the different HQs, will be done by concealing it from the opposing player.

If a unit moves adjacent to an enemy unit, the enemy must ask if there is a ZOC to know if it must stop or not if it intends to keep moving.

In combat, first, players must declare whether they are using their aircraft and artillery, then players must announce their CFs to the enemy in order to establish the CF ratio modifier, but without showing the control sheet to the opponent.

Casualties are to be distributed differently. They start with the loss of one CF of the unit whose efficiency has been used for combat. And from then on, they must be distributed among the other units that have participated in the combat, from the highest to the lowest number of CFs, and the same unit cannot take another casualty until all the other participating units have taken them, excluding artillery units, which will only receive them if there are no other combat units left that can absorb casualties.

Players can, at the start of the game, learn the CFs of enemy units by looking at the set-up in the rules, and try to keep track of them on their own. Such information will soon be degraded by combat losses and replacements, but it can be useful to get an idea, if the player wants to make the effort necessary to try to maintain some degree of knowledge of enemy units.

2. Minimum HQ Capabilities

While the size of the Theatre of Operations, the number of HQs and their Command and Control radius is adequate for the HQs of the different Corps and Armies to each have their own utility and corresponding subordinate troops, it may happen that for whatever reason, a HQ is emptied of units creating an unhistorical and unlikely occurrence, so the following rule can be used to avoid this:

HQs may not voluntarily have less than 15 CFs.

For example, if a German HQ has two units of 9 CFs each, for a total of 18 CFs, this HQ cannot give up any of its units to other HQs, as it would fall below 15 CFs. But if in the fight, it loses 4 CFs and is down to 14, it is possible for this to happen, as the loss of those CFs was not voluntary. Continuing with the same example, suppose a new unit is assigned 3 CFs, and the HQ is left with a total of 17 CFs. Again, it will not be able to give up any of its units to other German HQs either.

EXAMPLE TIJVIN 1941
MOVEMENT AND COMBAT:

In the example only units that have relevance both on the map and on the CFs control sheets are shown.

We are at the start of turn 3, after the administrative phase, with clear weather, and all units supplied and in Command and Control range.

Initial situation on the map and on the CFs marker sheets (see side image).

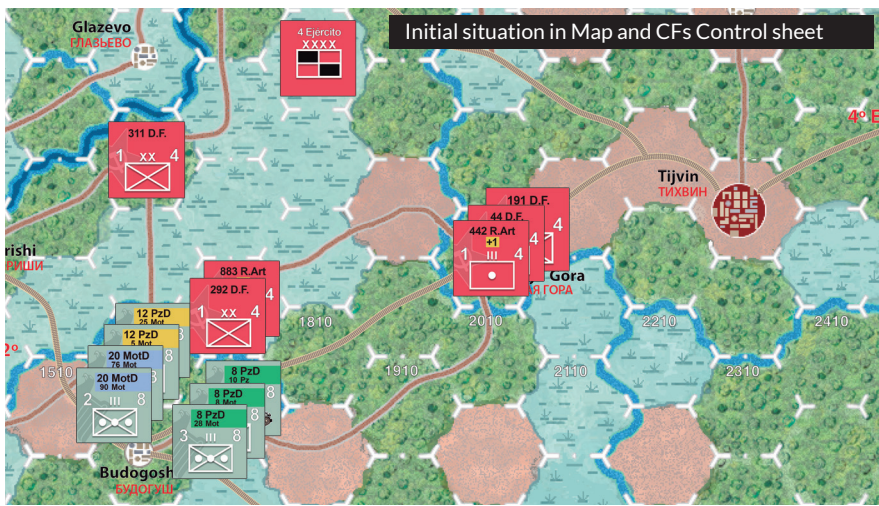
After a deep penetration of the Soviet 52nd Army front by the German XXXIXth Motorized Corps in the first few turns, the German player, who has the initiative this turn, decides that his first activation will be the Motorized Corps, to press on towards Tijvin, hoping to capture it as soon as possible. The C. Mot. intends to advance with the 8th PzD, located NE of Budogoshch, with the 20th D.Mot and the two motorised regiments of the 12th PzD that are in another stack, in the hex north of the aforementioned city.

The 8th PzD can advance directly along the railroad, towards Lipnaya Gora, as the Soviet forces just to the north (the 292nd DF and 883rd R.Art), do not have 6 CFs counting all their units, so they do not create a ZOC that would prevent the Germans from advancing beyond one hex, if they do so along the railroad. If the Soviets had 6 CFs, in that case, the 8th PzD could move along the secondary road just south of the railroad, since it would not be in a Soviet ZOC. So, the 8th PzD moves forward two hexes, spending 2 MP to move across the railroad, and arrives just in front of Lipnaya Gora, across the minor river, and is stopped by the enemy ZOC.

The other stack moves in trying to attack the defenders of the 292nd DF from advantageous positions. One of the 12th PzD's motorised regiments holds its position, while the other moves north, spending 1 MP, and is stopped by the 311th DF's ZOC, located in the hex just to the north. Meanwhile, the 2 regiments of the 20th D. Mot. move into the hex vacated by the 8th PzD, and progress along the railroad to the next hex, where one of the regiments stops its movement, having used 3 MP, while the other regiment moves one more (remember they can do so since there is no ZOC), north to the swamps just behind the Soviet defenders, using 6 MP in total. In this way, they have managed to get 3 of the 4 regiments into an attack position other than across the river and complicate the retreat of the Soviet defenders.

Situation after the move:

After these moves, the German player begins to resolve the fighting. Driven by the desire to cross the river and take the strategic position of Lipnaya Gora, which opens the gates of Tijvin, he decides to

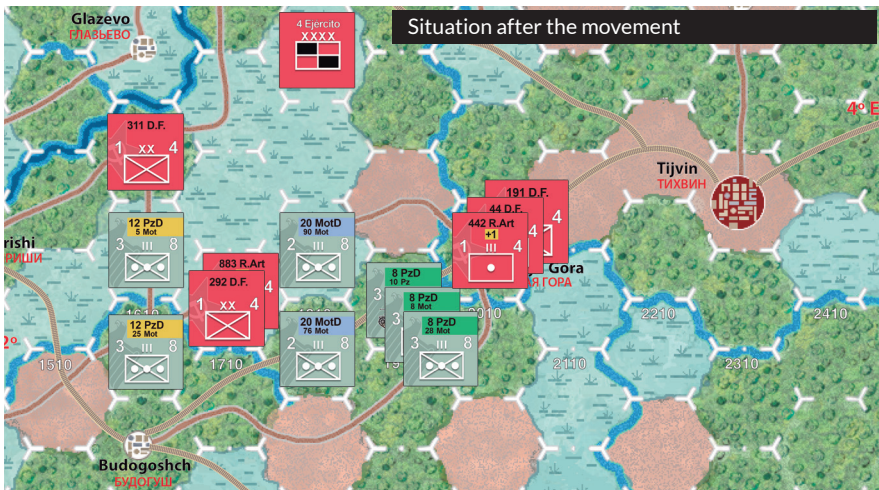


XXXIX CUERPO MOTORIZADO

1	2	3	4	5	6	7	8
		8 PzD 3 III 8	8 PzD 3 III 8 12 PzD 3 III 8 20 MotD 2 III 8		8 PzD 3 III 8		
9	10	11	12	13	14	15	16

4º EJÉRCITO

1	2	3	4	5	6
442 R.Art 1 III 4 883 R.Art 1 III 4			292 D.F. 1 XX 4	44 D.F. 1 XX 4	191 D.F. 1 XX 4 311 D.F. 1 XX 4

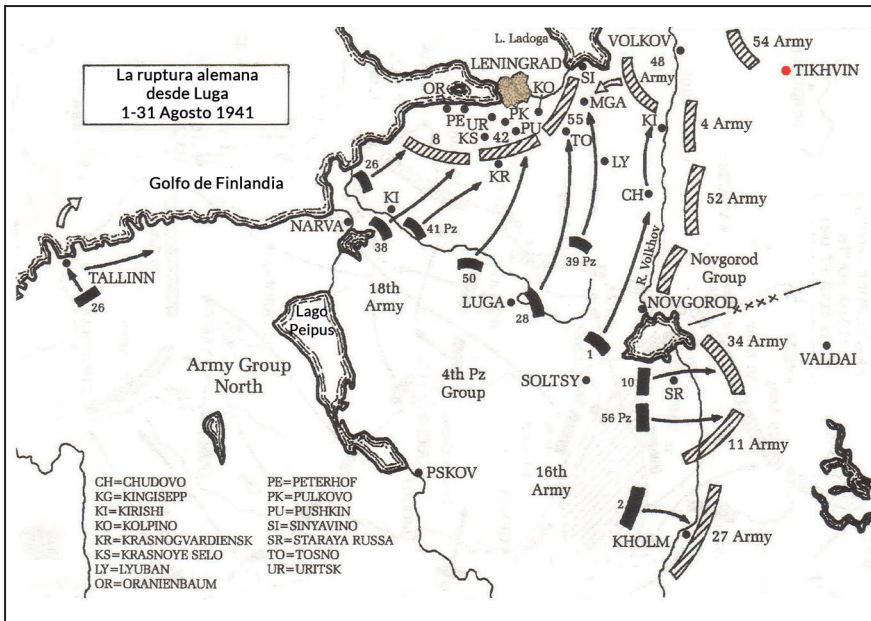


start with the attack of the 8th PzD against the defenders of the Soviet city, as we can see in the following steps:

- First, the CFs of the participating units on both sides are counted to establish the ratio between the two. In this case, the CFs of the 8th PzD are 13 (6+4+3), while the Soviets have 11 (6+5).
- We now apply modifiers to the relevant CFs, in this case, and by attacking across a minor river, the Germans must halve their CFs to 6.

- We now establish the ratio between the CFs of the two sides and we have 6 vs 11, which puts us at 1 to 2 in favour of the Soviets. We consult the odds table and find that the Germans have to apply a -1 DM to their roll.

- Now we check the terrain modifiers and see that the defenders are in a forest hex containing a minor city. In this case, the modifiers for both are NOT added together, but only the city modifier is used (in this case it is the same as the forest modifier, but if it had been a larger city, the city modifier is higher), and we get



that the Soviet has a +2 DM. Things are looking good so far for the 4th Army soldiers.

- The next step is to check the efficiency of the forces on each side that contribute the most CFs to the combat, including artillery. We see that in the German case, it is 3, while the Soviets have 1 efficiency in all their units. We subtract the higher from the lower, and the difference, in this case 2, is the DM applied to the player with the higher efficiency, in this case the German player, and he gets a +2 DM.

- A further step is to determine the modifiers for supporting fire. The Panzers have no supporting artillery, which has been left behind in their rapid march towards Tikhvin, but the defenders do, and they have the +1 from the 442nd Artillery R. But the Germans decide to bring in one of their aircraft units which gives them another +1.

- Finally, we check that there are no special modifiers, and add up all the DMs earned by each side. The German has -1 for proportion, +2 for efficiency and +1 for air support, for a total of +2. The Soviet side has a +2 for terrain (minor city) and a +1 for artillery, for a total of +3, giving them a slight advantage over their enemy in the combat that is about to take place.

Once all the roll modifiers have been determined, both players must roll a 6-sided die each and add those modifiers to their roll. Remember that the modifiers on both sides do not cancel each other out, this is very important, they are all added to their respective rolls, as it prevents chance from having a greater weight and more extreme rolls.

The dice are rolled and the 8th PzD is lucky, rolling a 5, modified to 7 for its +2

DM, while the Soviet rolls a 3, modified to 6 for its +3 DM. Therefore, as the higher roll wins the combat, the German wins the battle, but it was very a tight (he has not doubled or tripled the defender).

Now we have to apply the casualties. First we roll 1D6 on the casualty table and get a 6, which means that the winner of the combat, in this case the German player, suffers 2 casualties, while the loser, the Soviet player, suffers one more, i.e. 3 CFs (for not having lost the combat roll by double, triple or more).

Now we have to check the size of the combat, looking at the number of CFs the side with the least number of them in the combat had, which is usually the defending side, but in this case it is not so, since the German side had 6 CFs (there were 13, but they were modified to 6, which is what counts), and therefore does not reach 8 CFs, which is the minimum to apply additional casualty bonuses for being a combat between large forces.

Thus the German player chooses to lose one of his CFs from one of his R.Mot. while the other casualty is chosen by the opposing player, who decides that the enemy Panzers have paid tribute for the attack and loses the other remaining CF from the PzR of the 8th Panzer Division.

For his part, the Soviet player starts by choosing a casualty from the 191st DF, the German player chooses to remove another CF again from the same division, and the remaining casualty to be applied by the defender is subtracted from the 44th DF. Remember that artillery can only be chosen as a casualty once all the CFs of the other units present in the battle have been removed.

So, the Germans leave their 8th PzD with a total of 11 CFs between all their units, while the Soviets now have 8 CFs between the two DFs, but the worst thing is that they could lose the city and the river defense, so before retreating, as is obligatory when losing a battle, they declare that they will try to make an all-out defense. In this case, they meet the conditions to carry it out, as they have not lost by double or more in combat, they have more than 4 CFs and they are defending in a city (major or minor). They can therefore attempt the all-out defense to stay in the hex and hold the city, but if they succeed, they will lose an additional CF.

The modifiers that affect this roll are consulted, and the Soviet looks on in despair. He can only apply a +1 for the minor city, as the HQ is not in the same hex or adjacent to it. So the defender can only hold the city by rolling a 1 on a die of 6, otherwise he will have to retreat... he rolls the die and...a 2, narrowly, but not enough.

The Soviet player retreats his units to the clear hex northeast of his position, towards his supply sources, while the German player can now advance across the river and take the city.

But that is not all. The 8th PzD is a mobile unit, so it can conduct an exploitation attack, and it decides to do so. Now the situation has changed and the odds are on your side.

The whole process of a new combat is performed again, and this time the German has a 0 for proportion, the Soviet gets nothing for the terrain as it is clear. The difference in efficiency gives the attacker a +2 again, and this time there is no supporting fire, as the Soviet artillery was used in the previous combat and the Germans decide to save their remaining air support for another combat. Finally, this time one of the special modifiers can be applied, which is the shock effect, as there are tank units (the PzR of the 8th PzD) attacking in clear terrain, and the defenders have no anti-tank or tank units to nullify it, so the German gets a +1 DM. In the end the attacker has a total of +3 and the defender 0.

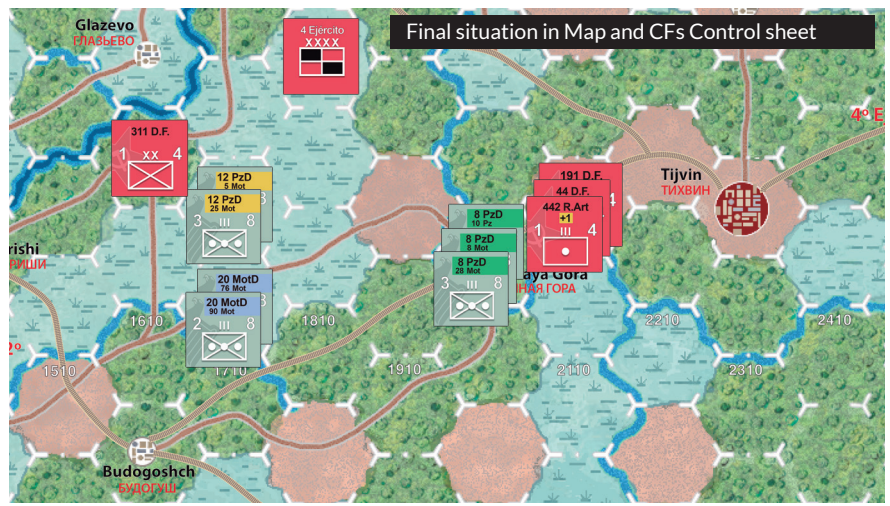
All indications are that the Germans will be able to complete the attack this turn with another success. The dice are rolled and ... 3 for the Germans and 6 for the Soviets ... which are modified to 6 and 6, which is a draw. In this case, no advance or retreat takes place, and you only roll for casualties. You roll a die and get a 1. Neither side should take casualties, since the table with a 1 shows that the winner (in the case of a

tie, both) suffers no casualties. But, if we observe that now the side with the fewest CFs is the Soviet side, which had 8 CFs, just enough to apply an additional casualty to those suffered in the combat, which means that both sides suffer the loss of 1 CF. The German chooses to take one from a R. Mot, while the Soviet chooses to take one from the 44th DF. Now, the 8th PzD has 10 CFs total in the 8th PzD, and the Soviet has 8 CFs in the defending stack, which has managed in extremis to close off the German hordes, and buy some time to try to save Tijvin.

It now remains to resolve the last combat between the German motorised forces and the Soviet 292nd DF. If we go through the sequence again, we see that the attacker has 15 CFs (5+4+4+2) to the defender's 4, making a ratio of 3 to 1 and a +3 DM in the German's favour. The swamp gives the Soviet a +2. Efficiency gives the German a +1 (there are more efficiency 2 CFs than 3 in his units participating in the combat), artillery a +1 to the Soviet, and finally, the attacker has a special modifier for enveloping attack, in this case +1 for attacking from 4 hexes. The total modifiers are +5 to the German and +3 to the Soviet.

The die are rolled and the German player gets a 5 and the Soviet player gets a 2, which is a modified 10 to 5, so the attacking player has doubled the defending player. This means that the attack is not only won but went quite well. The casualty die roll is rolled and we get a 6, so the winning player suffers 2 casualties which are divided between his 2 regiments of the 20th D. Mot. (there are no additional casualties due to magnitude as the side with less CFs in the combat was 5 CFs, so no bonus casualties), and the Soviet side, 4 casualties, one more than the winner for having lost the combat, plus an additional one for having done it twice as well. This meant that the 4 CFs that the 292nd DF had were eliminated leaving the Division destroyed.

Only the 883rd R. of Art. is forced to retreat (the requirements for attempting a full-scale defense are not met), and it has to retreat towards its supply sources (the east/north/south edge of the board) and try to avoid enemy ZOCs. The Soviet gunners are lucky, as none of the German units project any ZOCs as they do not have the ability to project ZOCs. Position and final CF marker sheets have a minimum of 6 CFs in a single hex to do so, and the Soviet unit moves adjacent to the 311th DF hoping to join it, but the Germans are unwilling to let it escape.



XXXIX CUERPO MOTORIZADO							
1	2	3	4	5	6	7	8
	8 PzD 3 III 8	20 MotD 2 III 8 8 PzD 3 III 8	12 PzD 3 III 8 20 MotD 2 III 8	8 PzD 3 III 8			
9	10	11	12	13	14	15	16
4º EJÉRCITO							
1	2	3	4	5	6		
442 R. Art 1 III 4		44 D.F. 1 XX 4	191 D.F. 1 XX 4			311 D.F. 1 XX 4	



All regiments advance after the combat into the hex vacated by the defender and conduct an exploitation battle against the 883rd Regiment. With only 1 CF (which is used when a lone artillery unit is attacked) against 15 enemy CFs. So it is possible to get a clear idea of the outcome of the combat.

To make a long story short, the Germans have a +8 DM and the Soviets a +2, and the die rolls are 11 vs. 5 already modified, so the German wins the combat and rolls for casualties (no magnitude casualty bonus) and rolls a 3, which should result in the loss of 1 CF, and 3

CFs to the Soviet, but as the latter cannot meet the 3 casualties, only one, the German does not lose his CF, and stays as he was. The 2 regiments of the 12th PzD advance into the hex where the enemy artillery has been eliminated, trying to put the 311th DF in trouble.

So much for the activation of this part of the XXXIXth German C. Mot. German C. Mot.

Now the Soviet player would decide which Army to activate and the game would continue...

The first thing I must say about the game you have in this issue of *Alea* magazine is that, chronologically, it was my first design, prior to "**Backbone**", (Alea #37) and that it has been more than two years since its launch.

It all started with the idea of having a wargame that could be adapted to my needs of time and space, so I could play it comfortably and quietly, obviously without thinking that it would ever be published. So I had some requirements, for example, it had to be an A3 size map, the token density and complexity should not be too high, and at the same time it should be playable in a long afternoon, that is, more or less the ones I imposed myself also for "**Backbone**", only that with "**Tijvin**" probably the length of the game has gone a bit out of my hands, although it is not particularly long either.

I had these thoughts in my head while reading Glantz's book "The Battle for Leningrad", and when I found the chapter on the Tijvin offensive, it seemed to me that it fit very well with my idea for a wargame about a subject that is not very well treated in the world, and that, at the same time, both sides would have the opportunity to attack and defend in the same game, in quite different moments of the game. So I set to work, trying to make a game that I liked and adapted to what I needed.

As you may have noticed, "**Tijvin**" is a "hex and counters" wargame, like "**Backbone**", but that's where the similarities between the two games end. "**Tijvin**" has mechanics that, while not entirely original, I think are unusual. You won't find a standard combat results table, or a conventional step system with tiles with 2 or 3 steps each. It's a bit different, as you'll have noticed if you've looked at the rules.

The first thing I wanted to do is comment on the weather and terrain, and then I would like to focus on three aspects of the game that I think are interesting and are at the heart of the game: combat, unit degradation, and command and control.

The weather and the state of the terrain, as you can guess from the site and the dates, are factors that had great importance in the development of the operations, and I wanted to reflect that well, and thanks to the invaluable help of Jose Luis Camacho who gave me some very complete data, the rules in those aspects were initially more realistic but a little complex, and as one of the requirements is that it was not very difficult in any aspect, in the end I decided that it would be necessary to "lighten" the game in those factors to make it more playable for all types of players.

The combat, I must admit that influenced by the American Civil War Great Campaigns system (as some playtester has discovered) and an obscure game about Vietnam called "No Trumpets, No Drums". I based it on the elements, I believe, most important to find out who can win a battle. Namely: number of troops on both sides, efficiency or quality of those troops, firepower at the scale of the game (in this case, Corps/Army aviation and artillery) and the terrain over which it is fought. In addition, I have added some additional realism that is also



Russian Front, the difficulties for the units movement.
Illustration published in *La Domenica dei Corriere*.

important, such as the presence of tanks fighting infantry and/or cavalry units without the support of a high concentration of anti-tank weapons or other tanks to counter them. The benefit of attacking from a large number of axes in a single hex, and the reduced preparedness for winter operations of the German army.

The idea is that each of these elements is important in determining who is in the best position to win, and whoever has the most of these elements in their favour, combined with the ever-important "war friction" of chance on a roll of a die, means that whoever rolls the highest number wins the fight.

Once it has been determined who has won, it is necessary to know the casualties. At first I used a system in which the attacking player had to announce whether he wanted to execute a full or limited attack, and depending on that, there would be some or other casualties, but in the end what happened was that the player often forgot to declare it and it was almost always a full attack, so I decided to change it for a more unpredictable way, where you don't know exactly the number of casualties that are going to occur beforehand. These casualties are influenced by the roll of a 6-sided die, but also by the proportion in which the winner of the combat has won the combat roll, i.e. how well the attack went, and the number of troops involved in the fight, with more casualties as there are more forces.

It's a system that may be hard to get the hang of at first, but once you get the hang of it, it's very simple and quick to work out. Perhaps the most cumbersome thing is to count the combat factors (CFs) of the units that are distributed on the CF control sheets, as they are not printed on the counters as in more conventional wargames. I can say that it is possible that this happens, but also that as you play turns, and as activations are done by Corps or Armies, the problem is not so much, and you end up learning the CFs of the units and even getting fond of some units, since, in general, they do not degrade as fast as in other games, and you can see how they are reducing or recovering.

Linked to this, another point that I find interesting, and as I have just mentioned, is the degradation of the units.

This is not as total as in other games, where you lose large numbers of men or material all at once and in one or two hits, the unit is wiped out. In "*Tijvin*", casualties occur much more gradually, generally more piecemeal, so that you watch your forces dwindle, and you may have to pause operations to try to rebuild them, or when that is not possible, you try to hold on while trying to minimise casualties so as not to be left with "hollow" units, well below their strength, that can barely hold their own. That anguish that both players are likely to suffer, at different times in the game, is a very interesting aspect of the game for me personally.

Also, having a variable system of replacements, albeit modified according to the moment of the campaign, increases the uncertainty when it comes to pausing to rebuild units or keep moving forward in a last-ditch effort to reach the objectives and give your opponent no respite, as neither side has time to spare to achieve their objectives.

Finally, the command and control system, based on the activation of large Corps or Army type units, mobilising their subordinate units in that turn, and doing it alternatively, is nothing new, but it takes it a bit away from the more classic "I Go-You Go" wargames and gives it more dynamism and less inter-turn. At first it was also a system similar to GCACW, with activations depending on the rolls, but I saw that it didn't work well in this campaign and scale. The unit control system is linked to the CFs and casualties control system, as the strength level of each unit is updated on the same sheet for each side, but they are also placed in the boxes corresponding to the HQ to which they are assigned, and can be changed during the administrative phase of the turn. This assignment is very important, because when units of a given HQ are activated together, they can only move or attack those units in unison in one activation, so you have to plan ahead, before starting the operations phase, because if you want to do something together with units from different HQs later, you won't be able to. Also being out of Command and Control (C2) range of the HQ has its penalties, so good use of HQs and unit allocation is paramount to get good results in this game.

In short, and although some players may find the game, especially at the beginning, a little slow or dense, other players, who in addition to their interest in creating strategies and executing them with the movements and combats of their forces, like all good wargamers, have some interest in managing their own forces, so I think they may like it.

Finally, and to be fair, in addition to the players listed as playtesters, to whom I am deeply grateful for their interest and time dedicated to "*Tijvin*", I must also thank Alberto Romero (you can understand now the previous references to GCACW...) for his help in the making of the Vassal module, which was my first attempt to create one, and which helped me a lot to be able to make many more tests, both alone and with other players. And also to Francisco Navarro, who was the first to see the prototype of the game in physical form, for his interesting talks and points of view about wargames in general, which also influenced the design of this game.

And, last but not least, I would like to express my deep gratitude to *Alea* magazine for trusting me again for the publication of another game, and especially to Xavier P. Rotllán and Javier Hoyos.

Without further ado, I hope you like "*Tijvin 1941*", and that you enjoy playing it.

Notes on infographic design

Counters in general: although many players show their preference for NATO symbology on counters, the inclusion of illustrations for some types of units, apart from being an "aesthetic licence", we think it improves in some way their quick identification and helps to differentiate them, hence the maintenance of this constant in this and other designs already published.

Soviet Guard counters: the inclusion of the icon with the Guard insignia responds only to an aesthetic purpose in order to differentiate them from the rest of infantry.

German 250th DI: corresponds to the 250th Spanish volunteer division ("*Blue Division*") which fought on the Russian front in the service of Germany. The blue background of the infantry symbol and the coat of arms are for aesthetic purposes only.

Map: although each design is different, in this specific case we have found ourselves with the added difficulty of the number of types of terrain to represent and how to differentiate them clearly so as not to create confusion when playing, we hope to have succeeded despite the fact that the "tones" of colour are similar in some cases. The only design licence has been to transcribe the names of the cities also in Cyrillic.

Glossary of abbreviations used in the units

Germans

A. Korps : Armee Korps.
G.V.R. Von Roques Group.
Panzer Divisions : PzD (Panzer Division).
German Infantry: ID (Infanterie Division).
Security Division Regiment: SchD (Sicherungs Division).
German Artillery : ARKO (Artillerie Kommandeur).
MotD : Motorized Divisions

Soviet

R.Art : Artillery Regiment.
D.F. Rifle Division.
D.F. Gu : Guards rifle division.
A.T.R. Anti-tank artillery regiment.
B.Kat : Artillery battalions equipped with Katiuska rocket launchers.
Br.I.N. : Naval infantry brigade.
D.Cab. Cavalry Division.
21 and 3 D.T. : Tank divisions (without tanks), which acted as infantry.
60 T.D. Tank Division
B.T. : Tank brigades.
Br. Gran: Grenadier infantry brigade.
Mnt. br. : Mountain infantry brigade.
60 D.T. 60 Mot. : Tank division, 60th motorized infantry regiment.

Tijvin 1941 - Credits

Design: Antonio Rodríguez.

Playtesting: José L. Camacho, Amando Suriñach, Javier Hoyos, Albert Alegre, P.M. Peón, Eduardo J.M. Castanys, Alberto Cairo, Iván Giménez, Manuel C. Sancho

Graphic design and infography: Xavier P. Rotllán.

Translation from Spanish to English: Dermot Quigley.