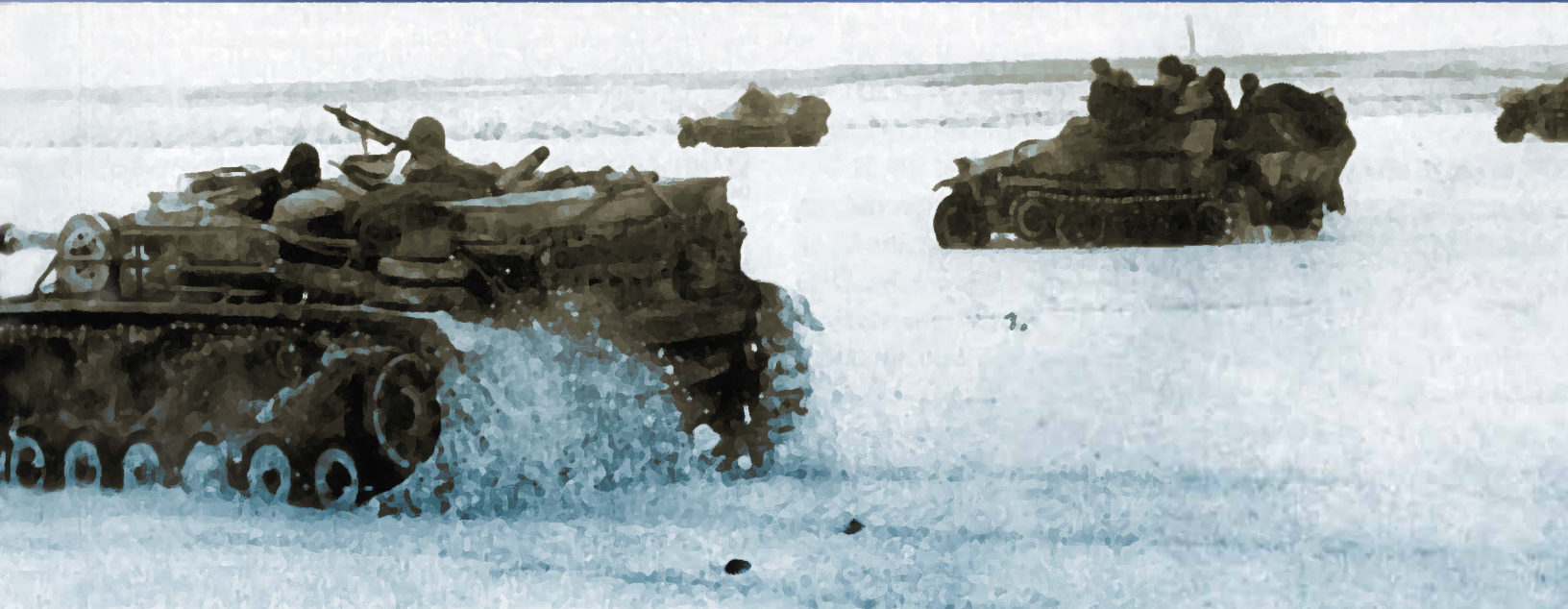


POPOV VS MANSTEIN, FEBRUARY 1943

# ENEMY ACTION KHARKOV

## TWO-PLAYER RULES



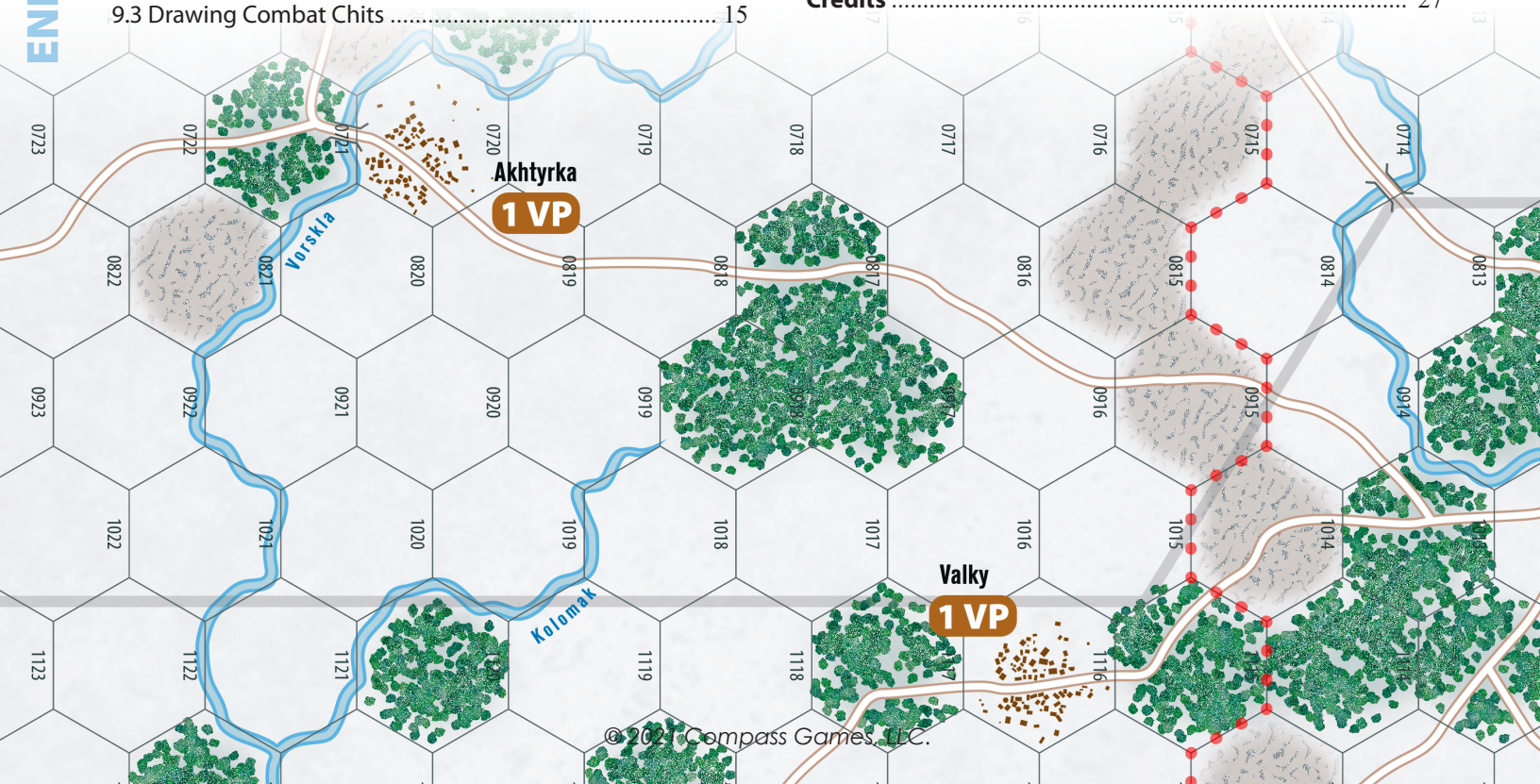
DESIGNED BY JOHN BUTTERFIELD



**Compass Games**  
*New Directions in Gaming*

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## 1. INTRODUCTION

**Enemy Action** is a series of card-driven games simulating pivotal military operations in World War II. Each game in the series may be played solo (playing either side) or by two players, playing either side in the conflict.

This second volume in the series, **Enemy Action: Kharkov** portrays a key battle on the Eastern Front in which the German Army ended a string of Soviet victories that began at Stalingrad. In the early month of 1943, dual Soviet Operations code-named Star and Gallop drove the Germans from the city of Kharkov and threatened a complete breakthrough, only to be driven back by the German counteroffensive popularly known as *Von Manstein's Backhand Blow*.

This rule book covers the Two-Player version of **Enemy Action: Kharkov**. Each player controls either the German or Soviet side.

FOR NEW PLAYERS unfamiliar with the system we recommend playing the Two-Player game first before trying out the German and Soviet Solo games. Doing so will get you familiar with the game system before taking on the additional complexity of the "paper AI" in the two solo games.

## 2. GAME COMPONENTS

**Enemy Action: Kharkov** includes the following components:

- ▶ Three game maps, one each for the German Solo, Soviet Solo, and Two-Player games
- ▶ 432 playing pieces on four die-cut sheets
- ▶ 110 cards
- ▶ Seven player aids, three of which are used in the Two-Player game (2.4)
- ▶ Three rules books, one for each game
- ▶ One ten-sided die (not used in the Two-Player game)
- ▶ One box and lid set
- ▶ 12 replacement cards for the game *Enemy Action: Ardennes* (see note on page 26).

Rules and game functions in effect for specific game turns are highlighted in the rules, cards and play aids as follows:

- ▶ **Individual Game turn** – applies to the particular game turn only. Example: **8** (Game-turn 8)
- ▶ **Starting game-turn** – applies to the listed game-turn and to every game-turn after that. Example: **8+** (starting on game turn 8 and continuing in effect every game turn after that)

- ▶ **Game-turn ranges** – applies to the range of game-turns, inclusive of those listed. Example: **8-12** (starting on game turn 8 and continuing in effect through the completion of game turn 12)

ABBREVIATIONS: Certain abbreviations are frequently used and may appear in advance of their formal definition:

**FAR** – Fixed Artillery Range for the Soviet *Fixed Artillery* combat tactic (see the EVENTS & TACTICS player aid).

**GT** – Game-turn

**IP** – Improved Position – defined in 12.2.

**MP/MPs** – Movement Point(s) – defined in 7.0.

**OOS** – Out of Supply – defined in 10.21.

**VP/VPs** – Victory Point(s) – defined in 14.0.

**ZOC** – Zone of Control – defined in 7.1 and 8.0.

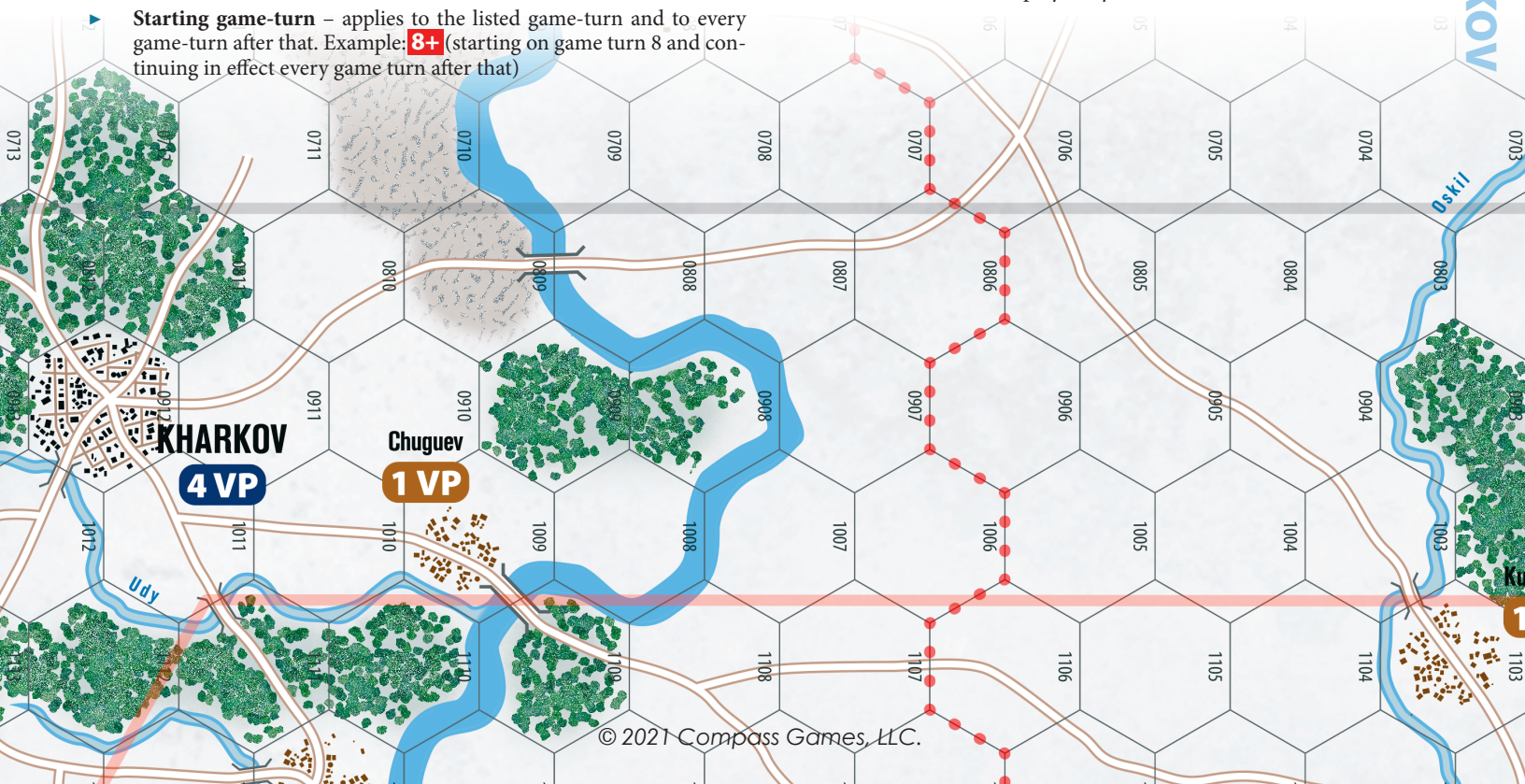
### 2.1 Map

The map for the Two-Player game portrays the area of southwest Russia where the battles occurred. A hexagonal grid is superimposed over the terrain features to regulate the placement and movement of the playing pieces. Each hex is numbered for identification and represents an area 12 km (7.5 miles) across.

**Terrain** The map's terrain and symbols are identified in the terrain key on the map. **In-hex** terrain types are clear, broken, marsh, woods, town and city. Roads can appear with in-hex terrain types. **Hexside** terrain includes minor rivers, the Donets River, the Dniepr River and blocked Dniepr River.

**Victory Point Hexes** Certain hexes are marked as VP hexes. These include all towns and cities as well as four clear hexes on the east and south map edge. The Soviet player earns the VPs listed for owning each town/city hex. The four map-edge hexes award the Soviet Player VPs when occupied by Soviet units per 14.1.

**Army/Front Boundary Lines** running generally east-west define areas for three German Armies and two Soviet Fronts. German Army areas are labeled along the west map edge and Soviet Front areas along the east map edge. The German Army areas abut each other. The two Soviet Front areas overlap each other. Soviet Front boundaries limit where Soviet units can move and Soviet reserve units can deploy. German army boundaries limit where German units can deploy; they do not limit German movement.



**Soviet and German Map Edges** Every hex along a map edge is Soviet-friendly or German-friendly and this status does not change during the game.

- ▶ Soviet map-edge hexes are all those along the portions of the east and north map edge marked as Soviet.
- ▶ German map-edge hexes are all other map-edge hexes; that is, all hexes on map edge portions not marked as Soviet.

### Soviet Artillery Line

This line defines three limits:

- ▶ **1,2** Soviet attacks against hexes east of this line gain a bonus artillery combat tactic on Game-turns 1 and 2 (9.24).
- ▶ The Soviet *fixed artillery* combat tactic may be applied in all hexes east of this line and extends a number of hexes beyond the line equal to the current *Fixed Artillery Range*.
- ▶ **8+** Starting on Game turn 8, this line may serve as the **Soviet East Support Line** (10.41).

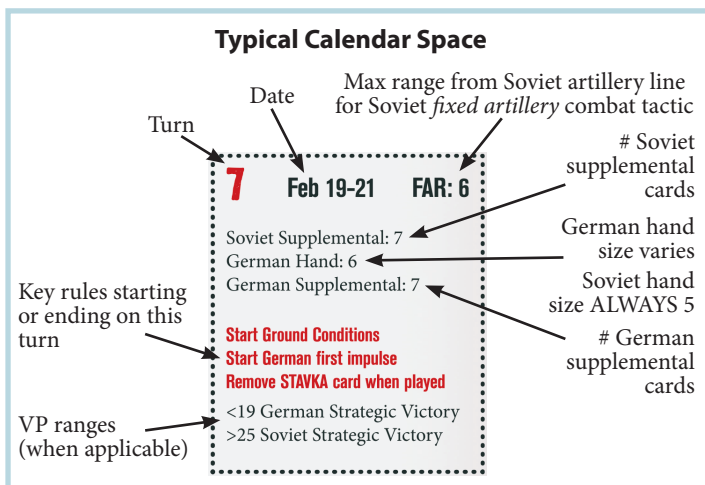
### Soviet Support Lines

The *East* and *West* Soviet Support lines define the extent of Soviet Support at different stages of the game:

- ▶ **1-4** Prior to game turn 5, all hexes on the map are in Soviet support.
- ▶ **5+** Starting on Game-turn 5, all hexes on the Soviet side of the **West Line** (from 0114 to 2501) are in Soviet support (10.4).
- ▶ **8+** On Game-turn 8 or after, VPs determine if the **West Line** or the **East Line** (same as the Soviet Artillery Line) is used.

### The Calendar

The game is played in game-turns, each representing three days of historical time. The players record the passage of game-turns by moving the *Game-Turn* marker along the calendar on the map. Each space of the calendar lists card allotments and other turn-dependent game information.



### Soviet Victory Point Track

As the Soviet player gains or loses Victory Points move VP markers along the VP track to indicate the current Soviet VP total.

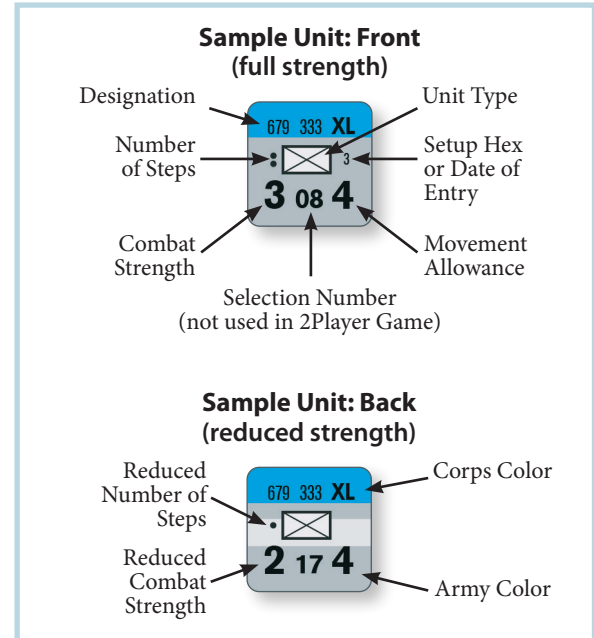
### Unit Boxes

Both players have boxes to hold their reserve units and eliminated units.

## 2.2 Playing Pieces

The playing pieces consist of units, representing specific German and Soviet military forces; combat chits, used to resolve combat; and markers, placed on units, tracks, or the map to denote information or status.

## 2.21 Units



**Unit Colors** identify the front and army to which a Soviet unit belongs; and the army and corps to which a German unit belongs.

A unit's field color denotes the unit's front or army:



A color stripe across the top of each unit denotes a Soviet unit's army and a German unit's corps. A Soviet unit's army is also identified by letters and numbers; and a German unit's corps by roman numerals. Affiliations are as follows:

- ▶ Soviet Voronezh Front: 3<sup>rd</sup> Tank, 40<sup>th</sup> and 69<sup>th</sup> Armies
- ▶ Soviet Southwest Front: 6<sup>th</sup> Army, 1<sup>st</sup> Guards Army, and Mobile Group Popov (MGP, considered an army)
- ▶ German Army Detachment Kempf: Corps Raus (considered part of 4<sup>th</sup> Panzer Army for command purposes; independent for deployment purposes.)
- ▶ German 4<sup>th</sup> Panzer Army: IISS Panzer, XLVIII Panzer and LVII Panzer Corps
- ▶ German 1<sup>st</sup> Panzer Army: III Panzer and XL Panzer Corps

## Unit Types

Non-Mechanized Units	
Infantry	
Cavalry	
Mechanized Units	
Armor	
Mechanized Infantry	
Armored Cavalry (considered Armor in combat)	

### Designation

Every unit has a two- or three-part historical designation:

- ▶ A unit with a three-part designation is a regiment or brigade that is part of a division. The first part of the designation identifies the regiment or brigade, the second part is the division to which the unit belongs, and the third part is the German corps or Soviet army.
- ▶ A unit with a two-part designation is a regiment, brigade, or division attached directly to a German corps or Soviet army.
- ▶ German corps and Soviet army designations affect activation and deployment. Regimental, brigade, division and Soviet corps designations are for historical interest only.

### Examples:



679.333.XL is the 679th Regiment of the 333rd Division in 40th Corps.



1GC.3T is the 1st Guards Cavalry Corps in the 3rd Tank Army.

### Designation Abbreviations

A: Armored; C: Cavalry; G: Guards; T: Tank; P: Panzer; PG: Panzergrenadier

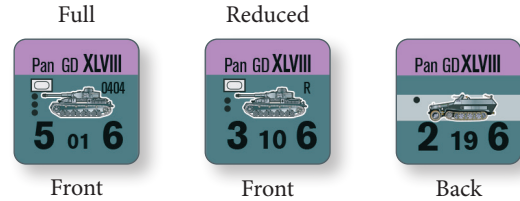
**Combat Strength** is a numerical expression of the unit's combat effectiveness, used when resolving combat. When a unit loses a step (but is not eliminated), its combat strength is reduced.

**Movement Allowance** is the number of Movement Points (MP) the unit may spend to move during one activation (see 7.0 and the TERRAIN EFFECTS CHART).

**Steps** Each unit possesses one to three steps, as shown by the number of step dots on the unit's counter. A unit with one or two steps has one counter with one or two printed sides. A unit with three steps has two counters, with one printed side on one counter and two printed sides on a *reduced steps* counter, distinguished by an **R** symbol, for reduced. Only one counter for a given unit is in play at a time. Units lose steps as a result of combat losses. As a unit loses steps its combat strength is reduced. In addition,

certain armor units lose their armor upon losing a step, becoming mechanized infantry.

The one-step side of a multi-step unit has a light stripe across its counterface, indicating the unit is eligible for replacement (13.1).



Every unit counter has one of three indicators of how it enters play:

**Setup Hex** Four-digit ID number of the hex in which the unit is placed at the start of the game. Disregard asterisks (\*) on unit IDs in the two-player game.

### Game Turn of Entry

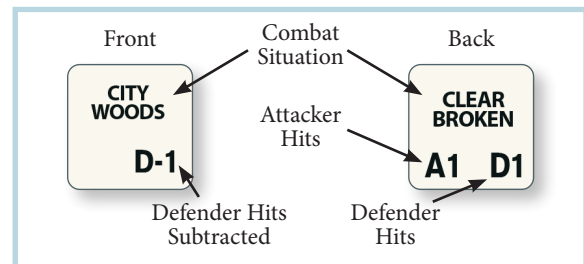
The numbered game turn on which the unit is available to enter play as a reserve. Disregard asterisks (\*) on unit game-turns in the two player game.

### R (Reduced)

Every 3-step unit has a second reduced unit counter with the same designation. When the 3-step unit loses a step, it is replaced by its reduced 2-step unit counter.

### 2.22 Combat Chits

The sixty combat chits are drawn randomly from a cup to resolve combat. Two identical sets of sixty combat chits are provided with the game. Use only one set at a time. Use the second set if the first gets worn from use. The two sets are differentiated by color – don't mix them together!



### Combat Situation

A situation that may apply to the combat being resolved.

**Example:** If the defending unit in a combat is in clear terrain, the back side of the combat chit shown above would apply, the front side would not. If the defender is in a town hex the combat chit would not apply at all.

In most cases, the situations listed on the two sides of a combat chit are mutually exclusive. However, when both situations apply, choose the side with a Priority Symbol **P** (a red P).

### Attacker Hits / Defender Hits

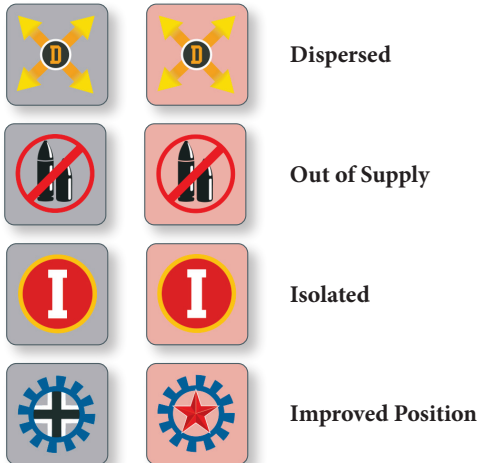
The number of combat hits applied to the attacker or to the defender if the situation on the combat chit applies. A positive number indicates hits added to the hit total. A negative number indicates hits subtracted from the hit total.

Three combat chits in each set are darker; they operate like other combat chits and also trigger a remixing of combat chits (9.41).

## 2.23 Markers

The following markers are used in the Two Player game:

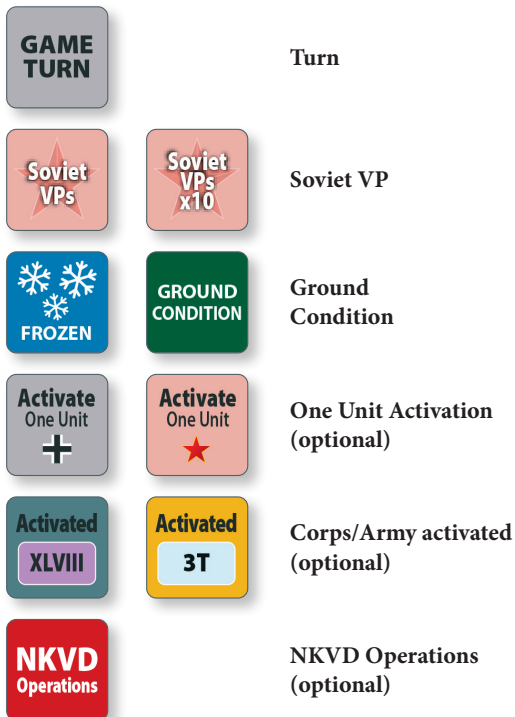
Placed **on units** to indicate unit status:



Placed **on the map** to indicate special conditions:



Placed **in map boxes, map tracks, or off-map**:

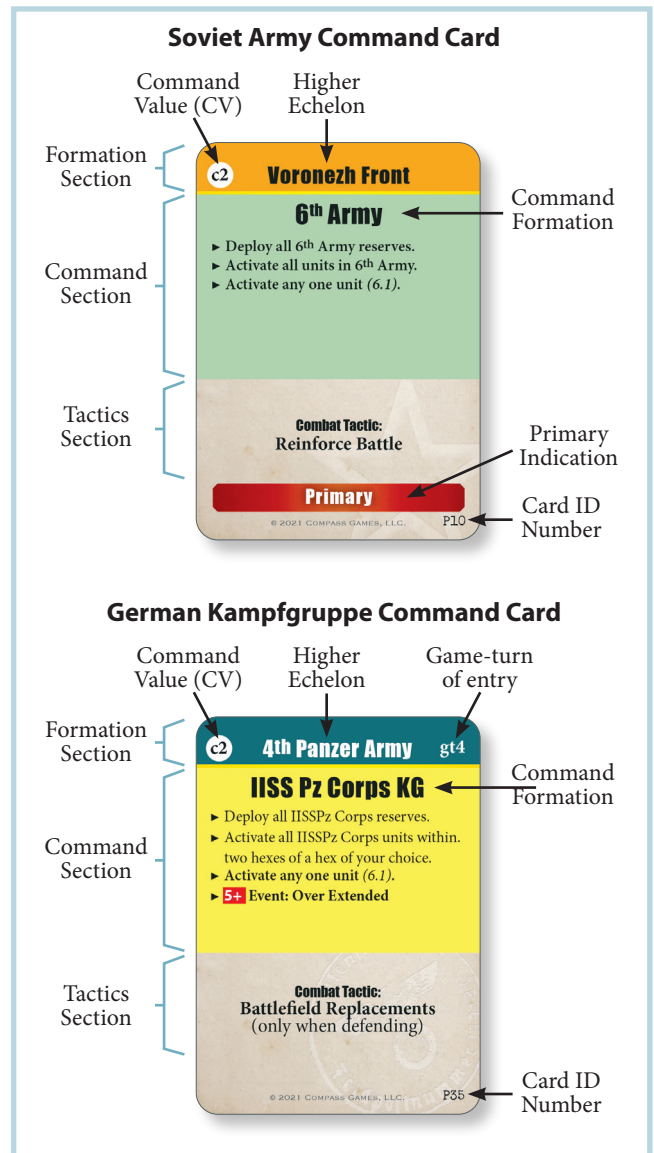


## 2.3 Cards

45 of the 110 cards in *Enemy Action: Kharkov* are used in the two-player game: **22 Soviet Player Command cards** (P01-P22) and **23 German Player Command cards** (P23-P45). Return all other cards to the box; they are used only in the solo games.

The players' command cards are the heart of the game; all game actions are initiated by the play of cards from their hands. Each card has three sections:

- ▶ The **Formation section** displays one or more formations (groups of units)
- ▶ The **Command section** lists commands that the player may undertake by playing the card during their impulse. Some commands involve the card's formation.
- ▶ The **Tactics section** lists combat tactics for which the players can play the card when resolving a combat.



**Command Formation** appears in the large box on the card. A command formation can be certain units in a German corps or Soviet Army, all the units in a German Corps or Soviet Army, a German army (several corps), a Soviet Front (several armies), a German Army Group, Soviet STAVKA high command, and German General von Manstein.

**Command Value** (upper left corner). The quality of leadership and organization in the card's command formation.

**Higher Echelons** indicate the larger formations to which the command formation belongs. Formations are color coded to match unit colors, for ease of identification.

**Commands** are functions you may undertake with the play of a card. Some commands apply to the formation listed on the card, while others do not, as stated in the command text. Some commands are marked with a game-turn or game-turn range, limiting when the command may be played. Certain commands are *events* or *special events*, described on the COMBAT TACTICS & EVENTS player aid.

The **Tactics Section** lists combat tactics, fully described on the COMBAT TACTICS & EVENTS player aid. Combat tactics are independent of the formation listed on the card. Some tactics are marked with a game-turn or game-turn range, limiting when the tactic may be applied.

**Game-turn of Entry** (upper right corner) indicates when the card enters play. A card with no game-turn is available from the start of the game.

**Primary Indication** A Card marked PRIMARY is available to the player every game-turn. Cards without the primary indication are supplemental and are available to the player on a random basis.

## 2.4 Player Aids

Key reference aids for the Two Player game include:

- ▶ SOVIET COMMAND CARD DISPLAY
- ▶ GERMAN COMMAND CARD DISPLAY
- ▶ SEQUENCE OF PLAY SUMMARY (back cover of rule book)
- ▶ COMBAT PROCEDURES, COMBAT TACTICS & EVENTS, TERRAIN EFFECTS CHART & MISC RULES SUMMARIES

## 3. SETTING UP FOR PLAY

Lay out the map for the Two Player game so that the Soviet player is sitting on the east side and the German on the west. Each player places their own COMMAND CARD DISPLAY to the side of the map.

### Choose a Scenario to Play

All scenarios use the setup instructions in this section.

- ▶ **The Initial Assault:** Game-Turns 1 and 2. An introductory scenario taking about 90 minutes to complete. See 15.1 for scenario-specific rules.
- ▶ **Operations Star and Gallop:** Game-Turns 1-6. This scenario takes about four hours to complete. See 15.2 for scenario-specific rules.
- ▶ **The Campaign:** Starts on Game-Turn 1 and lasts up to fourteen game turns, taking about eight hours to complete. See 15.3 for scenario-specific rules.

### Card Preparation

Sort the 45 **Player Command Cards** (P01-P45) by side – German and Soviet. Within each nationality separate the initial cards (those without a Game-Turn number in the upper right corner) from the reinforcement cards (those with a game-turn). Then further separate the initial cards into two piles, those marked PRIMARY and all others. After sorting, card quantities should be as follows:

	Initial Primary Cards	Initial Supplemental Cards	Reinforcement Cards (primary and supplemental)
German	5	5	13
Soviet	6	11	5

Each player places their cards on their card display. Place initial primary cards in the Draw Pile box face down, initial supplemental cards in the Available Supplemental Cards box face down, and all reinforcement cards in the Cards Entering Play box face up.

**Exception:** Place aside German supplemental card *LVII Panzer Corps KG* (card #41); it will start play in the German Player's hand.

### Unit Placement

Every unit has a placement designation on its front side:

- ▶ Place each unit with a **4-digit hex number** in the indicated hex on the map.
- ▶ Place each unit with a **game-turn** in the indicated space of the calendar. For ease of play, organize units into stacks by army and front.
- ▶ Place aside each unit with an **R** (reduced). These will enter play as certain units lose steps.

### Marker Placement

- ▶ Place the **Game Turn** marker in the first space of the calendar.
- ▶ Place the Soviet **1VP** marker in the "2" space and the **10VP** marker in the "0" space of the Soviet Victory Point Track.
- ▶ Place one of the two sets of sixty **combat chits** in a coffee mug or other wide-mouth container to draw from during play.

## 4. SEQUENCE OF PLAY

**Enemy Action: Kharkov** is played in **game-turns**, each representing three days of the campaign. Each game-turn consists of five phases, conducted in sequence. In the first three phases the players receive reserve units, set up their card decks and check supply status of their units. The Command Phase is the heart of the game-turn, consisting of a repeating cycle of Soviet and German impulses during which players play cards to activate units to move and attack, or to implement other functions. During the End of Turn Phase certain status markers are removed and victory is checked.

**7-13** If the **Heavy Mud** ground condition is in effect for the current game-turn, use the limited sequence of play in 15.34.

### I. RESERVE PHASE

Take units from the calendar space for this game-turn and place them in their respective Reserve Units boxes.

- ▶ **3+** If either player has units in their Reserve Units box with a printed entry game-turn two game-turns earlier than the current game-turn, they may deploy them to the map at this time, Soviet player first. (11.3)

### II. CARD PREPARATION PHASE

Using their card displays, each player prepares their draw pile for the game-turn and draws an initial hand, in this step-by-step order:

1. Place **Reinforcement Cards** scheduled to enter play this game-turn face down in the Draw Pile box if Primary, or face down in the Available Supplemental Card box if Supplemental.
2. Shuffle the **Available Supplemental Cards** (Do not include the previous game-turn's supplemental discards.) Then draw the number of

cards indicated on the calendar for this game-turn and place face down in the Draw Pile box. **1** On Game-turn 1, the German Player draws two supplemental cards for the German draw pile; a third supplemental card (#P41) starts in the German hand.

3. Place all **Supplemental Discards** from the previous game-turn face down in the Available Supplemental Card box.
4. Place all **Primary Discards** from the previous game-turn face down in the Draw Pile box.
5. Shuffle the **Draw Pile** and draw cards to form your initial hand for the game-turn: draw five cards for the Soviet Player; draw the number of cards indicated on the calendar for the current game-turn for the German Player.

**1** GERMAN INITIAL HAND: On Game-Turn 1, the supplemental card *LVII Panzer Corps KG* (#P41) starts play in the German Player's hand. The German Player draws three additional cards, for a total hand size of four.

### III. SUPPLY PHASE **2+**

1. Determine supply status of all German units and then, **4+** starting on Game-turn 4, all Soviet units (10.0 & 10.1). Remove all *Out of Supply* and *Isolated* markers from units determined to be in supply.
2. Adjust supply status of unsupplied units (10.2): Place an *Out of Supply* marker. If already OOS, place an *Isolated* marker. If already isolated, conduct surrender (10.23).
3. **8+** Starting on Game-turn 8, determine which Soviet Support line is in use this Game-turn (10.41).

### IV. COMMAND PHASE

The players alternate conducting *impulses*. During game-turns 1 through 6, the Soviet Player takes the first impulse. From Game-turn 7 onward, the German Player takes the first impulse. The player taking an impulse is the **active** player and the opponent is the **inactive** player.

#### 1. SOVIET IMPULSE

The Soviet player plays one card to initiate one command of the player's choice. All the possible commands are listed below. A given card possesses a subset of these:

- ▶ **Activate units specified in the card's formation** (6.0)  
OR
- ▶ Once per game-turn, **activate any one unit** able to trace supply, regardless of formation (6.1). A unit activated in this way can't attack.  
OR
- ▶ **Deploy reserve units** in the formation listed on the card by moving them from the Reserve Units box to the map (11.1).  
OR
- ▶ **3+** **Assign replacement steps** to units in the formation listed on the card (13.0).  
OR
- ▶ **Implement the command event or special event** listed on the card. See the EVENTS & TACTICS player aid.

ACTIVATIONS: When conducting an activation command, a formation or unit activated in the immediately preceding Soviet impulse can't be activated this impulse (6.3). Activated units conduct operations in the following sequence:

1. Movement (7.0).
2. Combat (9.0). Both players may play cards as combat tactics, each in support of one combat.
3. Withdrawal (8.1)
4. Build an improved position in one hex (in a Soviet activation) or in multiple hexes (in a German activation) (12.21).
5. Remove *Dispersed* markers (9.9).

The Soviet player may choose to pass instead of playing any cards if their draw pile is empty **and** they have **fewer** cards in hand than the German player.

At the end the Soviet impulse, the Soviet player draws cards from the Soviet draw pile until five cards are in hand.

#### 2. GERMAN IMPULSE

The German player plays a card from hand for the same commands as the Soviet player, with the roles reversed. One additional command is available on some German cards:

- ▶ **Activate a Kampfgruppe** (6.2). Place the KG marker in any hex on the map. All eligible units specified in the command that start the activation within range of the KG marker are activated. Remove the KG marker from the map at the end of the activation.

The German player may pass if their draw pile is empty **and** if the number of cards in their hand is **equal to or less than** the number of cards in the Soviet hand.

At the end of the German impulse the German Player draws cards from the German draw pile to bring the number of cards in hand up to the German hand size limit for the game-turn, or until no cards remain in the draw pile.

#### 3. REPEAT IMPULSES

The players repeat alternating impulses until both players' draw piles are exhausted and all cards have been played from their hands, at which time the Command Phase ends.

#### V. END OF GAME-TURN PHASE

If the space for the current game-turn on the calendar includes Victory Levels, check to see if either player has won the game (14.2). Then:

- ▶ Return all combat chits to the cup.
- ▶ Remove all *Dispersed* and Soviet *Forward Support* markers from the map.
- ▶ **6-12** Reveal the *Ground Condition* marker for the next game-turn on the calendar (15.33).
- ▶ Advance the *Game-turn* marker to the next game-turn on the calendar and start a new game-turn.

#### 5. THE DRAW PILE AND HAND

At game start, each player's initial primary and supplemental cards are potentially available to them. More cards become available over the course of the game per the reinforcement card schedule on each player's command card display.

From their available cards each game-turn, each player assembles a draw pile consisting of all their primary cards plus a number of randomly drawn supplemental cards indicated for the current game-turn on the calendar. The supplemental cards in the draw pile come from all available supplemental cards **except** those that were in the player's draw pile on the previous game-turn. Once each player's draw pile is formed, they use it to draw and replenish their hand throughout the game-turn.

The Soviet hand size limit is five cards every game-turn. The German hand size limit varies as noted on the calendar (*four on Game-turn 1*).



**Example:****Soviet Player, Turn 1**

- ▶ The Soviet player begins the game with six primary cards and 11 supplemental cards potentially available.
- ▶ He shuffles his 11 supplemental cards.
- ▶ The Turn 1 space of the calendar indicates that he receives six supplemental cards, so he draws six cards face down from his 11 supplemental cards.
- ▶ He then shuffles the six supplemental cards together with his six primary cards to form his draw pile for the turn, consisting of 12 cards.
- ▶ From his draw pile, he draws five cards to form his initial hand for the turn. The Soviet hand size is always five. (German hand size varies from day to day and is indicated on the calendar.)
- ▶ At the end of each Soviet impulse, the Soviet player draws cards from his draw pile to bring his hand back up to five, until the draw pile is exhausted.

**Soviet Player, Turn 2**

- ▶ As listed on the SOVIET COMMAND CARD DISPLAY, three new cards become available to the Soviet player on Turn 2 -- all supplemental, giving him a total of six primary and 14 supplemental cards potentially available to him.
- ▶ However, the six supplemental cards that were in his draw pile on Turn 1 are not available to him this day, leaving him with eight supplemental cards available.
- ▶ He shuffles those eight cards and draws seven for this turn, as noted on the calendar.
- ▶ He shuffles the seven supplemental cards together with his six primary cards to form his draw pile for the turn.
- ▶ He then draws five cards from the draw pile to form his initial hand.

**5.1 Playing Cards from Your Hand**

In each impulse, the active player plays one card from their hand to initiate one of the commands listed on the card as described in rules 5.2-5.5. In addition, each player may play cards as **combat tactics** during a combat (9.2).

**PASS OPTION:** Once a player's draw pile is exhausted, that player may pass instead of playing a card during their impulse. The German player may pass if their hand has the **same number or fewer** cards as the Soviet hand. The Soviet player may pass if their hand has **fewer** cards than the German hand. Passing does not prevent a player from playing cards in subsequent impulses.

**5.2 Activation Commands**

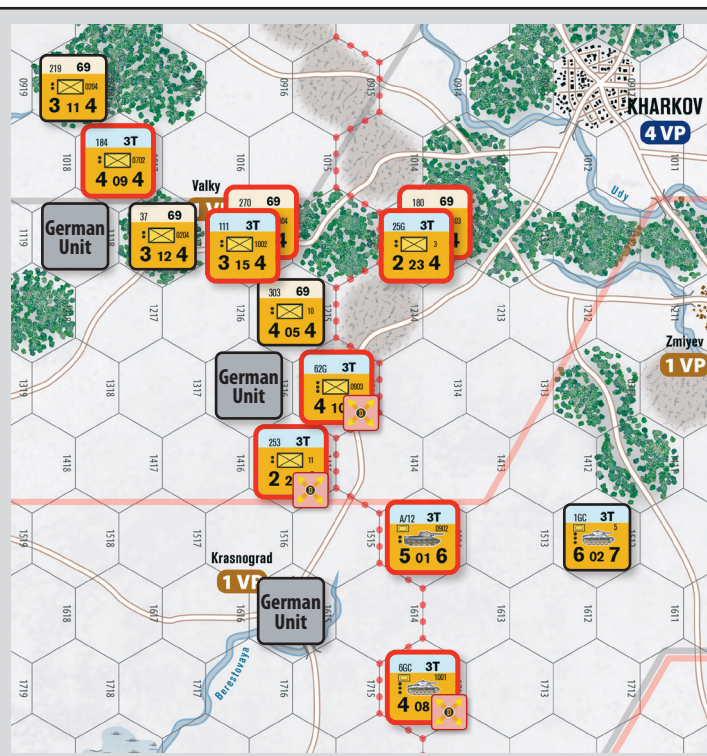
The active player may play any one of the following command cards to activate the units specified on the card, per 6.0.

**Soviet Activation Commands**

- ▶ Play an **Army card** to activate all units in the named army. The formation *Mobile Group Popov* is a Soviet army for all command purposes.
- ▶ Play an **Army Units card** to activate units stacked in up to two hexes in the named army.
- ▶ Play a **Front card** to activate all units of **one army** of your choice in the named Front. In addition you may activate units in the same front that start the activation stacked with units of the chosen army.
- ▶ Play the **STAVKA card** to activate all units of **one army** of your choice. In addition you may activate units that start the activation stacked with units of the chosen army.
- ▶ Once per Game Turn, play **any card** to activate one unit of your choice (6.1).

**German Activation Commands**

- ▶ Play a **Corps card** to activate all units in the named corps.
- ▶ Play a **Corps KG card** to activate a *Kampfgruppe* consisting of all units in the named corps within two hexes of a hex you designate (6.2).
- ▶ Play an **Army card** to activate all units of one corps of your choice in the named army.
- ▶ Play an **Army card** to activate a *Kampfgruppe* consisting of all units in the named army within two hexes of a hex you designate.
- ▶ Play the **Army Group South** or **Von Manstein card** to activate all units of one corps of your choice.
- ▶ Play the **Army Group South** or **Von Manstein card** to activate a *Kampfgruppe* consisting of all German units within three (or two if

**Example of Army Activation:**

The Soviet player plays the Voronezh Front command card for an army activation of the 3<sup>rd</sup> Tank Army. All the units of that army on the map are activated, as well as units from other formations stacked with units of that army. Thus, two units from the 69<sup>th</sup> Army - the 270.69 unit and the 180.69 unit - are also activated. This flexibility is not available when activating the army with an army command card and is not available to the German player at all.



Von Manstein) hexes of a hex you designate.

- ▶ Once per Game Turn, play **any card** to activate one unit of your choice (6.1).

### 5.3 Deploy Reserves Commands

The active player may play one of the following command cards to deploy available reserve units to the map, per 11.1.

#### Soviet Deploy Reserves Commands

- ▶ Play an **Army** or **Army Units card** to deploy all reserve units in the named army.
- ▶ Play a **Front card** to deploy all reserve units in the named Front.
- ▶ Play the **STAVKA card** to deploy all Soviet reserve units.

#### German Deploy Reserves Commands

- ▶ Play a **Corps** or **Corps KG card** to deploy all reserve units in the named corps.
- ▶ Play an **Army card** to deploy all reserve units in one corps of your choice in the named army.
- ▶ Play the **Army Group South card** to deploy all reserve units in any two corps of your choice.

### 5.4 Event and Special Event Commands

The active player may play a command card during their impulse to implement an event or special event shown on the card. Cards that do not list an event, or list an event not valid on the current turn can't be played for a command event. Events are implemented per the Event's instructions on the player aid.

Soviet Front and STAVKA cards, and German Army, Army Group South and von Manstein cards may be played as any command event. When you play one of these cards choose any command event listed on the COMBAT TACTICS & EVENTS play aid available to your nationality on the current game-turn. Special events can't be selected when choosing any command event.

### 5.5 Replacement Commands **3+**

Beginning on Game Turn 3, the active player may play certain command

cards to replace lost unit steps, per 13.1.

- ▶ The Soviet player may play a supplemental **Army card** to replace one step in that army.
- ▶ The German player may play a **Corp card** to replace one or two steps in that corp, as indicated on the card.

### 5.6 Discarding Cards

Once a card has been played for any purpose and its effects are implemented, the player discards it. Each player's card display has two boxes for discards, one for primary cards and one for supplemental cards. This separation facilitates card preparation at the start of the next game-turn.

## 6. ACTIVATING FORMATIONS

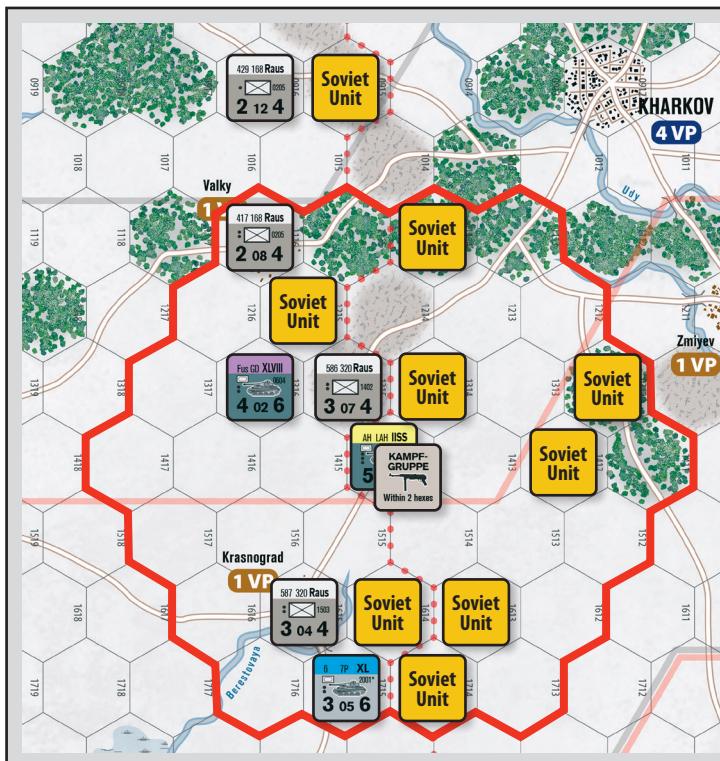
During their impulse, the active player may play one card to activate the on-map units specified by the card. Activated units perform actions in the following sequence.

1. All activated units may move (7.0).
2. All activated units may attack adjacent enemy units (9.0).
3. Activated units that did not move or attack may conduct *withdrawal* (8.1)
4. In a Soviet activation, an improved position may be placed on one eligible active unit that did not move, attack or withdraw. In a German activation, improved positions may be placed on all eligible active units that did not move, attack or withdraw (12.21).
5. Dispersed active units become undispersed (9.9).

### 6.1 Activating One Unit

Once per game-turn, each player may activate any one unit able to trace supply at the moment of activation, by playing any command card, regardless of the unit's designation. A unit activated in this manner can't attack.

*Each player has an optional "1 unit activation" marker that may be placed in the current game-turn space of the calendar as a reminder that the activation has been used; flip the marker to show availability or use.*



### Example of Kampfgruppe Activation:

The German player plays the Army Group South card and places the KG marker on hex 1414. All German units within 3 hexes regardless of corps or army affiliation, or enemy units, are activated. This activation includes three units of Corps Raus, one from the XLVIII Panzer Corps, one from the IJSS Panzer Corps (all from 4 PZ Army), and one from the XL Panzer Corps in 1 PZ Army. It does not include units of these corps outside the 3-hex range from the KG marker; 429-168-Raus is not activated.

#### c5 **Army Group South** gt4

- ▶ Deploy all reserves in any two corps.
- ▶ Activate all units in one German corps.
- ▶ Activate all German units within three hexes of a hex of your choice.
- ▶ Activate any one unit (6.1).
- ▶ Event: Any Command Event

**Combat Tactics:**  
Any Tactic

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**6.2 Activating a German Kampfgruppe**

Several German command cards allow the German Player to activate an ad-hoc *Kampfgruppe* (battle group) consisting of units within two or three hexes of a designated hex. Upon playing a card to activate units in range of a designated hex, the German player places the *Kampfgruppe* marker in any hex on the map (even if occupied by an enemy unit). Any and all eligible units specified on the card that start the activation within the indicated hex range of the *KG* marker may be activated, regardless of the presence of enemy units. Friendly in-range units that are not specified on the card or are ineligible due to the consecutive activation restriction (6.3) are not activated. Remove the *KG* marker from the map at the end of the activation.

**6.3 Consecutive Activation Restriction**

A player can't activate a unit that was activated in that player's immediately preceding impulse. A player can't activate a *Kampfgruppe*, German corps or Soviet army containing units that were activated in that player's immediately preceding impulse. A player can't activate a unit if any other units in that unit's German Corps or Soviet Army were activated in that player's immediately preceding impulse. Thus, if a unit were activated in one impulse, the player could not activate that same unit in their next impulse and could not activate any units in the unit's German corps or Soviet army in their next impulse.

A German *Kampfgruppe* activation (6.2), can't include any units activated or in a formation activated in the previous German impulse. In the impulse following activation of a *Kampfgruppe*, units in any corps that includes units that were part of that *Kampfgruppe* can't be activated.

When a Soviet command card that activates an army allows you to also activate any Soviet units stacked with units in the army, those stacked units you choose to activate can't be in an army activated in the previous Soviet impulse and the stacked units' army can't be activated in the next Soviet impulse.

**VON MANSTEIN EXCEPTION:** Units activated by the *Von Manstein card* are not subject to the Consecutive Activation Restriction. That is, all units and formations are eligible for activation by *Von Manstein*, even if activated in the preceding German impulse. Units and formations activated by *Von Manstein* ARE subject to the Consecutive Activation Restriction in the following German impulse.

Playing a command card to deploy reserves or assign replacements for a formation are not activations and do not prevent play of a card to activate that formation in the player's next impulse. Conversely, activating a corps or army does not prevent deploying reserves or assigning replacements for that formation in the player's next impulse.

Bringing a unit into a combat via the *Reinforce Battle* or *Assault Coordination* combat tactic card play is not considered an activation and so is not subject to these restrictions.

These restrictions do not carry over from the last impulse of one game-turn to the first impulse of the next.

*Players can use the optional Soviet Army and German Corps activation markers as reminders of consecutive activation restrictions. At the end of each impulse in which units are activated, place markers for the active units' army or corps in an easy to see location, such as an unused area of the map or card display. Remove or replace the markers at the end of your next impulse.*

**Examples:**

- ▶ The German player plays the Army Group South card to activate a *Kampfgruppe* made up of units of Corps Raus, XLVIII Panzer Corps, and IISS Panzer Corps. In his next impulse, the German player may

- ▶ not activate any units in any of these three corps.
- ▶ The Soviet player plays the 3rd Tank Army card to activate units in that army. In his next impulse he cannot play a card to activate 3rd Tank Army or any units in that army.
- ▶ The German Player plays a card for the command "Activate any one unit" and chooses to activate the single unit *AH-LAH-IISS*. In his next impulse, he cannot activate any units in IISS Corps.

**7. MOVEMENT**

Upon playing a card to activate units, the player may move all, some, or none of the just activated units. Each unit is moved individually through one or more contiguous hexes, up to the limit of the unit's movement allowance. For each hex entered, the unit pays one or more Movement Points. The Movement Point (MP) cost to enter a hex varies with the type of unit moving (infantry or mechanized), the terrain in the hex being entered, and the presence of a river along the intervening hexside, as specified on the TERRAIN EFFECTS CHART.

**BASIC RESTRICTIONS:** A unit may not exceed its movement allowance when moving. A unit with insufficient Movement Points to enter a hex may not do so.

**Exception:** A unit may always move at least one hex, as long as the move is otherwise allowed.

The movement of one unit must be completed before the next is begun. Any Movement Points left unused by a unit are lost; they are not saved for a future activation or impulse. Movement Points may not be transferred between units.

**7.1 Effects of Other Units on Movement**

**ZONE OF CONTROL (ZOC) EFFECTS:** The movement of units is affected by enemy units and their zones of control (8.0). A unit must pay one Movement Point to leave an enemy-controlled hex, in addition to the cost of the terrain in the hex being entered. A unit can't move directly from one enemy-controlled hex to an adjacent enemy-controlled hex (however, see *German Map Edge Movement*, 7.7 and *Withdrawal*, 8.1). There is no additional cost to enter an enemy-controlled hex, but the unit must stop moving upon doing so.

**HEX ENTRY RESTRICTIONS:** A unit can't enter an enemy-occupied hex. A unit may move or advance into an unoccupied **enemy** town or city hex, but must stop upon doing so. Friendly units have no effect on the movement of other friendly units.

**Examples of ZOC Effects on Movement (7.1):**

Unit A, adjacent to an enemy, shows movement options and prohibitions. Note that moving out of an enemy ZOC costs +1 MP in addition to the cost of terrain for the hex to be entered.

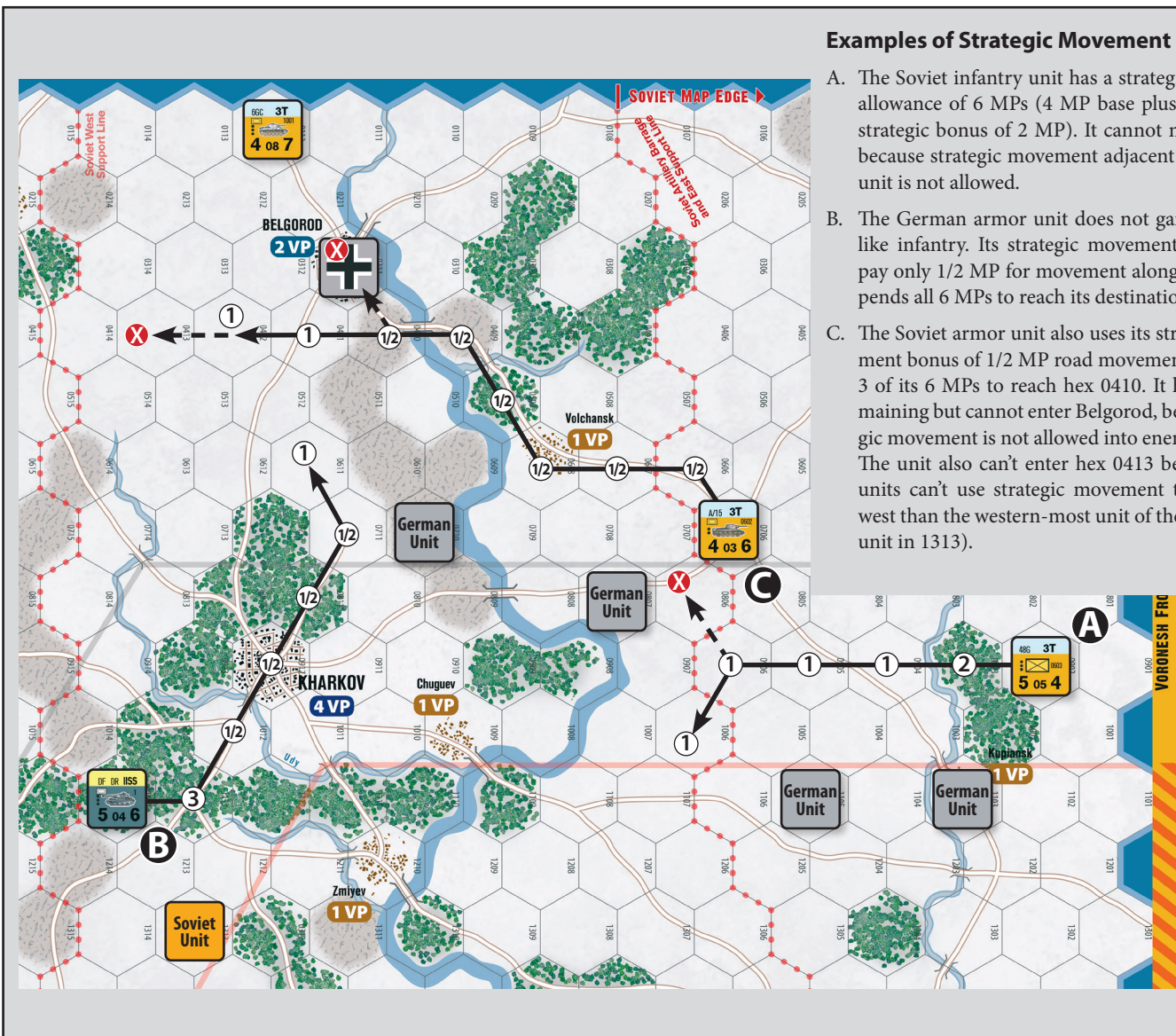
**7.2 Moving on Roads**

A unit entering a hex through a connecting road hexside (including a bridge) pays one Movement Point to enter the hex, regardless of the terrain in the hex. Roads also provide mechanized units with a strategic movement bonus (7.5).



**Examples of Movement (7.2, 7.3):**

- A. The armored unit moves 6 hexes expending 6 MPs by using the road at a cost of 1MP per hex entered, regardless of other terrain.
- B. The infantry unit pays 1MP per hex, except 2MPs for Woods and Marsh, and +1 for crossing the Donets.
- C. The armored unit moves four hexes expending 6 MPs; crossing the Donets adds +2. Alternatively, it could have moved south of the Donets by first crossing the bridge at Izyum and the stream (+1).



**Examples of Strategic Movement (7.5):**

- A. The Soviet infantry unit has a strategic movement allowance of 6 MPs (4 MP base plus the infantry strategic bonus of 2 MP). It cannot move to 0806 because strategic movement adjacent to an enemy unit is not allowed.
- B. The German armor unit does not gain extra MPs like infantry. Its strategic movement bonus is to pay only 1/2 MP for movement along roads. It expends all 6 MPs to reach its destination.
- C. The Soviet armor unit also uses its strategic movement bonus of 1/2 MP road movement. It expends 3 of its 6 MPs to reach hex 0410. It has 3 MP remaining but cannot enter Belgorod, because strategic movement is not allowed into enemy VP hexes. The unit also can't enter hex 0413 because Soviet units can't use strategic movement to go farther west than the western-most unit of their Front (the unit in 1313).

## 7.3 Crossing River Hexsides

### 7.31 Unbridged River Hexsides

Units moving across an unbridged river must spend movement points to cross the hexside in addition to the cost to enter the hex, as noted on the Terrain Effects Chart. The hexside costs vary depending on the type of unit (mechanized or non-mechanized) and the type of river (minor river, *Donets River* or *Dniepr River*), and are higher if the ground condition is *light mud* (15.34)

A unit must spend its entire movement allowance to cross an unbridged *Dniepr River* hexside. That is, the unit must start its move in a hex bordering the river hexside to be crossed and end its move upon entering the adjacent hex across the river hexside. A **blocked** *Dniepr River* hexside can't be crossed at all.

### 7.32 Bridged River Hexsides

A river hexside crossed by a road is considered bridged. A unit crossing a river hexside via a road disregards movement penalties for the river.

## 7.4 Stacking Units

More than one friendly unit may occupy a hex; this is called stacking. The maximum number of units that may occupy a hex is **three units or six steps** (whichever is less).

**Example:** If two 3-step units occupy a hex, a third unit could not stack with them. If three one-step units occupy a hex, no more units can stack with them.

Stacking limits must be observed at all times, except during the movement portion of an activation and during retreat or advance after combat. That is, units may move through other units in violation of stacking limits but when all movement in an impulse is complete, or when all retreats and advances after a combat are complete, stacking limits are enforced. If units are found to be in violation of stacking limits after completing movement, retreat or advance, the owning player must reduce or eliminate units to meet the limits.

## 7.5 Strategic Movement Bonus **2+**

Starting on Game Turn 2, an active supplied unit may move with the strategic movement bonus, within the following restrictions:

- ▶ The unit can't start its move adjacent to an enemy-occupied hex;
- ▶ The unit can't move adjacent to an enemy-occupied hex during the activation;
- ▶ The unit can't enter an enemy town or city hex during the activation;
- ▶ Strategic Movement is not allowed in *light mud* ground conditions (15.34).

Strategic Movement Bonuses:

- ▶ **Armor, armored cavalry and mechanized infantry:** Movement cost to enter a hex through a connected road hexside is  $\frac{1}{2}$  movement point instead of 1 movement point. When entering a hex not connected by road, normal movement costs apply.
- ▶ **Infantry and Cavalry:** Movement Allowance is **increased by two** (to 6 or 7).

### 7.51 Soviet Strategic Movement Restrictions

Soviet units conducting strategic movement are subject to additional restrictions throughout the activation:

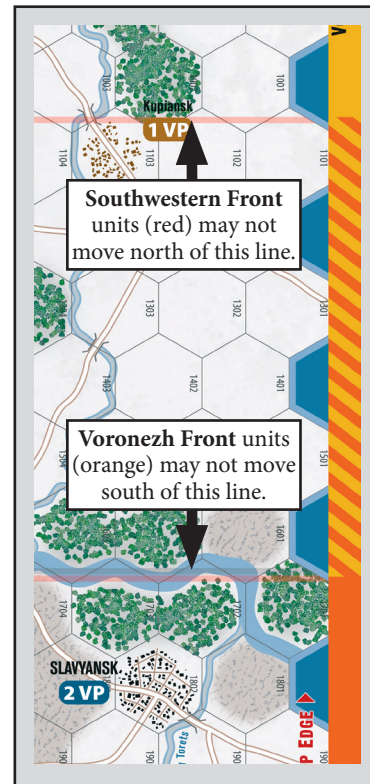
- ▶ **5+** The unit can't start its move in a hex outside Soviet support (10.4);
- ▶ The unit can't enter an empty map-edge VP hex;
- ▶ The unit can't enter a hex further west than the westernmost unit *in its army*, or further south than the southernmost unit *in its army*.

## 7.6 Soviet Front Boundaries

Soviet units are restricted in where they can be deployed and move on the map depending on the Front to which the unit belongs. Movement of German units is not restricted by boundary lines.

Boundary lines for the two Soviet Fronts are printed on the map. A Soviet reserve unit must be deployed within its Front boundaries. No Soviet unit may move outside of its front boundary. The boundaries of the two fronts overlap. Units of both fronts may operate in the overlapping area.

A Soviet unit may attack across its front boundary but can't advance across the boundary. A unit may retreat across a front boundary only if that is the only possible route of retreat for the unit. A unit across its front boundary may move only if each hex entered is across or closer to the unit's front boundary line.



## 7.7 German Map Edge Movement

A German unit starting its move in a German map-edge hex can move one hex to an adjacent German map-edge hex regardless of enemy zones of control. If the hex entered is in an enemy ZOC, the unit's move ends in that hex.

**Note:** Imagine the German unit moving into an off-map hex and back onto the map into the adjacent hex.

## 8. ZONES OF CONTROL (ZOC)

Every non-isolated unit exerts control into the six adjacent hexes. Control inhibits enemy movement, retreat, advance and the tracing of enemy supply. Units that are isolated do not exert control. Zones of control extend across hexsides and into hexes of all terrain types, including across **blocked** *Dniepr River* hexsides.

EFFECTS OF CONTROL:

- ▶ A unit must stop movement upon entering an enemy-controlled hex and cannot move further that activation.
- ▶ A unit that starts its move in an enemy-controlled hex must pay an additional Movement Point to exit the hex, and may not move directly into an adjacent enemy-controlled hex. The presence of other friendly units in the adjacent hex does **not** negate this effect (**Exceptions:** *German map-edge movement and Withdrawal*, 7.7 and 8.1).
- ▶ Friendly supply may be traced from an enemy-controlled hex; but may not be traced through an enemy-controlled hex, unless that hex is occupied by a friendly unit.
- ▶ A unit may retreat into an enemy-controlled hex, within the retreat priorities of 9.7. If the hex is occupied by a friendly supplied unit there is no penalty. If the hex is unoccupied, or occupied only by a

friendly unsupplied unit, the retreating unit or stack must lose a step.

- ▶ A unit may ignore enemy zones of control when advancing one hex. If advancing a second hex, the unit can't advance from one enemy-controlled hex to an adjacent enemy-controlled hex.

**Exception:** A unit advancing two hexes along the path of retreat of a unit that retreated two hexes may ignore enemy ZOCs.

- ▶ A hex may be mutually controlled by opposing units.

## 8.1 WITHDRAWAL

*Under certain circumstances, a unit or stack surrounded by enemy units and their zones of control may be moved one hex via withdrawal, sometimes at the cost of losing a step.*

An active non-isolated unit/stack may conduct withdrawal after all combats in the activation are resolved, if all the following are true:

- ▶ The withdrawing unit/stack did not move or attack in the current activation.
- ▶ Every hex adjacent to the withdrawing unit is occupied by an enemy unit or ZOC.
- ▶ The unit/stack is adjacent to a hex (the destination) not occupied by an enemy unit and from which the withdrawing units could trace supply if they all were in that hex. The destination hex may, but need not, be occupied by a friendly unit. The destination hex can't be an enemy VP hex.

To withdraw an eligible unit/stack, move ALL the units together to the destination hex. Observe stacking limits. If the destination is not already occupied by a supplied friendly unit, **remove one step total from the withdrawing unit/stack.**

## 9. COMBAT

After a player has completed moving active units, they may have any active units attack adjacent enemy units. Combats are declared and resolved one at a time, in any order chosen by the active player. The active player is termed the **attacker** and the inactive player the **defender**.

### COMBAT SEQUENCE

Each combat is against all the enemy units in one hex and is resolved in the following sequence:

#### 1. ATTACKER DECLARES TARGET AND ATTACKING UNITS

The attacker declares an enemy-occupied hex adjacent to at least one active supplied unit as the target of the attack and declares which active units adjacent to the target hex are participating in the attack.

#### 2. ATTACKER PLAYS COMBAT TACTIC CARDS

The attacker may play one or more cards from hand as combat tactics for the attack, one at a time. If a combat tactic allows additional units to join the attack, the player identifies and moves those units.

#### 3. DEFENDER PLAYS COMBAT TACTIC CARDS

The defender may play one or more cards from hand as combat tactics for the defense. If a combat tactic allows additional units to join the defense, the defender identifies and moves those units.

#### 4. ATTACKER DRAWS COMBAT CHITS

The attacker draws combat chits up to a maximum equal to the number of attacking units. Other factors may modify the maximum number of chit draws allowed (9.3).

- Required Draw.** First, the attacker draws a number of chits equal to the number of steps in the defending units. The attacker may then stop, or may draw additional chits.
- Declared Draw.** If drawing additional chits, the attacker declares a

number of additional chit draws up to the allowed maximum, less the already drawn required chits, and then draws this declared number of additional chits.

**Examination:** As each chit is drawn, the attacker checks to see if the situation on either side of the chit applies to the combat. If so, the chit is retained for step 5. If not, the chit is set aside (but counts as a chit draw).

#### 5. CALCULATE HITS

Once the attacker stops drawing chits, the players add up the number of defender hits and attacker hits listed on the retained combat chits to arrive at hit totals incurred by the defender and the attacker.

#### 6. APPLY HITS TO DEFENDING UNITS

The defender applies hits to defending units by removing one step per hit or retreating all units one hex per hit. If the defending units occupy an improved position, the IP marker is removed to satisfy the first hit. Up to two defender hits may be satisfied by retreat; all other hits must be satisfied by step losses.

#### 7. APPLY HITS TO ATTACKING UNITS

The attacker applies hits to attacking units. The first attacker hit must be applied as a step loss. The second and third hit may be applied by dispersing all attacking units or as step losses. All subsequent hits must be applied as step losses.

#### 8. ADVANCE AFTER COMBAT

If the defending units retreated or were eliminated and the attacking units are not dispersed, the attacking units may advance into the hex vacated by the defending units. If the defending units retreated two hexes or were eliminated, attacking mechanized units may advance two hexes.

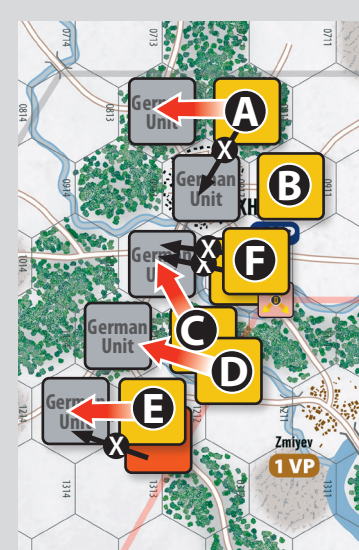
#### 9. CLEAN UP

Both players discard any combat tactic cards played. The attacker sets all the drawn combat chits aside.

### 9.1 Attack Eligibility

The attacker may attack only one hex at a time in a single combat. Any number of active units in any hexes adjacent to the target hex may participate in the attack. Units are not required to attack. Some units in a stack may participate while others do not. Inactive units may not attack, even if stacked with active units, unless allowed by the play of the *Reinforce Battle* or *Assault Coordination* combat tactic card.

**Examples of of Attack Eligibility (9.1):**



- The attacker may attack only one hex at a time.
- Units are not required to attack.
- A unit may attack while another unit stacked with it attacks a different hex or not at all.
- A unit may participate in only one attack in an activation.
- Inactive units may not attack unless allowed by a combat tactic.
- A defending unit may only be attacked once in an activation and a unit that is dispersed may not attack.

A unit may participate in only one attack in a given activation. A defending unit may only be attacked once in a given activation (however, see 9.74).

Units that are dispersed or isolated can't attack. Out of Supply units may only participate in an attack in which at least one supplied unit is attacking.

## 9.2 Combat Tactics

After declaring a combat, the attacker then the defender has the opportunity to play any number of cards from their hand as combat tactics, as long as at least one of the player's units involved in the combat is in supply and not dispersed.

**5+** Starting on Game-turn 5, the Soviet Player may apply combat tactics only if the combat is in Soviet support (10.4).

**BENEFITS:** Combat tactics benefit any units on the player's side, regardless of the formation listed on the card. Each combat tactic provides a specific benefit described on the EVENTS & TACTICS player aid. In addition, each different combat tactic played by the attacker allows him to draw an additional combat chit (9.3). The German *Von Manstein* card provides two different combat tactics and, if played in a German attack, two combat chit draws.

### 9.21 Applies to Combat Once

A card played as a combat tactic applies only to the combat for which it is played. A specific combat tactic (i.e., *artillery*) can be applied to a given combat just once; additional instances of the tactic are disregarded. The attacker can't play or apply a combat tactic that provides no benefit other than an additional chit draw. *For example, the attacker can't play a second artillery tactic, and can't play Reinforce Battle if no units can reinforce.*

### 9.22 Combat Tactic Wild Cards

Soviet **Front** and **STAVKA** cards, and German **Army** and **Army Group South** cards may be played as any Combat Tactic. When you play one of these cards as a combat tactic, declare use of any combat tactic available to your nationality.

### 9.23 Von Manstein and STAVKA Combat Tactic Bonuses

Every attack conducted by units activated by the *Von Manstein* or *STAVKA* command card benefits from **one bonus** combat tactic wild card. Every attack in the activation receives the bonus and its additional combat chit draw, and the attacking player may assign each attack a different bonus combat tactic. This is in addition to any combat tactic cards the player chooses to play for a specific attack.

**Example:** Units activated by the Soviet STAVKA card are conducting two attacks. When resolving the first attack, the Soviet Player chooses to apply the Intelligence combat tactic as a bonus. When resolving the second attack the Soviet player chooses to apply the Artillery combat tactic as a bonus, and also elects to play a card listing the Combat Engineers tactic to apply a second combat tactic to the second attack.

### 9.24 Soviet Artillery Barrage Combat Tactic Bonus 1,2

On Game-Turns 1 and 2, every Soviet attack against a German unit in the Soviet Artillery Barrage zone receives the *artillery* combat tactic (and its combat chit draw) without play of a card.

## 9.3 Drawing Combat Chits

The attacker in a combat draws combat chits blindly from the combat chit cup.

**MAXIMUM DRAW:** The maximum number of chits the attacker may draw in a combat equals the sum of the following:

- 1 chit for each attacking unit with one or two steps.
- 2 chits for each attacking unit with three steps.

1 chit for every combat tactic applied by the attacker.

+1 chit if the defender is out of supply.

+2 chits if the defender is isolated.

-2 chits if the German defender played the *Screen* combat tactic.

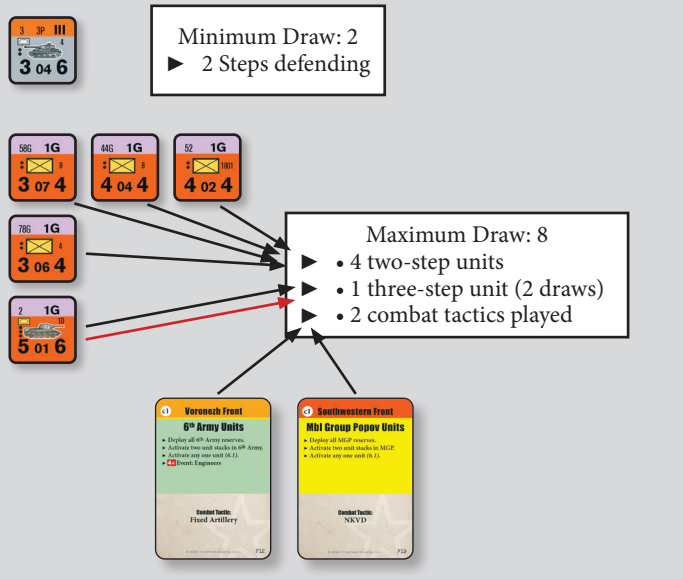
If the ground condition is *light mud* (15.34) the maximum allowed chit draw is capped at 6 chits.

**REQUIRED MINIMUM:** First, the attacker must draw a number of chits equal to the number of **steps** in the defending units, even if this number exceeds the calculated maximum.

**Example:** If a hex under attack contains a two-step unit and a one-step unit, the attacker must draw three combat chits, even if the calculated maximum is just two chits.

### Example of Combat Chit Draw (9.3):

Five Soviet units are attacking a German unit with two steps. One of the Soviet units has 3 steps. The Soviet player played two combat tactics. A minimum of two combat chits must be drawn and a maximum of eight combat chits may be drawn. After drawing and inspecting the first two chits, the Soviet player must declare that he is drawing 0 to 6 more chits. Once declared, he must draw that number of chits and abide by the results of the drawn chits.



**DECLARED TOTAL:** Once the required minimum number of combat chits are drawn, the attacker may choose to stop there or to draw any number of additional chits up to the maximum allowed (less the already drawn required chits). The attacker declares the number of additional chits prior to drawing any additional chits. Once declared, the attacker draws that number of chits and only that number of chits.

## 9.4 Combat Chit Situations

As the attacker draws combat chits, the players check the situation listed on the front and back of each chit.

- ▶ If either situation applies to the combat, the chit is retained with the applicable side up, for both players to see.
- ▶ In some cases, both situations on the chit may apply. If so, use the side with priority, indicated by a P symbol.
- ▶ If neither situation applies, set the chit aside; it is not returned to the cup and still counts as a chit draw.

Combat chits list the following situations:

**Combat Ratios** are a comparison of the attacker's combat strength to the defender's combat strength. To determine if a combat ratio situation applies, add up the strength of all attacking units and all defending units and compare the two. The attacker's strength is given first in the ratio.

**Examples:**

≥ 3:1	The attack strength is at least three times the defense strength e.g. 9:3
> 1:1	The attack strength is greater than the defense strength e.g. 5:4
< 2:1	The attack strength is less than two times the defense strength e.g. 5:3
≥ 8:1	The attack strength is at least eight times the defense strength e.g. 16:2
< 1.5:1	The attack strength is less than one and a half times the defense strength e.g. 7:5

Terrain affects the calculation of combat ratios in the following situations:

- ▶ The total strength of units attacking across a **Dniepr** river hexside is **halved**; round down any fractions to the nearest whole number.
- ▶ The total strength of mechanized units attacking into or from a **marsh** hex, or defending in a marsh hex is **halved**, rounded down.

When halving, total the strength of all affected units and then halve the total, rounding down fractions. Do not halve a given unit more than once.

**Example:** If two units with a total strength of seven are attacking across the Dniepr river, their strength is halved and rounded down to three.

**Terrain** such as **clear**, **broken**, **woods**, **town** or **city** applies if the defending units occupy a hex with one of the terrain features listed on the combat chit.

**Soviet or German Airpower** applies if the attacker or defender applied the corresponding combat tactic.

**Attacker or Defender Artillery** applies if the attacker or defender applied the corresponding combat tactic.

**Combat Engineers** applies if the attacker (only) applied the *Combat Engineers* combat tactic.

**Defender Adjacent** applies if the defending units are adjacent to a non-dispersed supplied unit friendly to the defender and which has not yet been attacked in the current impulse. **5+** Applies to Soviet defenders only if the defending units and the adjacent unit are in support.

**Dispersed or Unsupplied** applies if all defending units are dispersed, out of supply, or isolated.

**Flank Attack** applies if the attacking units occupy at least three hexes or occupy two hexes not adjacent to each other. Flank Attack does not apply if the defender is in a town or city.

**One-Hex Attack** applies if the attacking units occupy a single hex.

**Large Attack** applies to a Soviet attack in which at least seven combat chits are drawn; and to a German attack in which at least six combat chits are drawn.

**IP Crossfire** applies if the defender occupies an Improved Position.

**Only Attacker or Defender Armor** applies if only one side has an armor unit in the combat. The *Tank Brigade* or *Panzer Battalion* combat tactic card fulfills this requirement.

**Command Value #** applies if the attacking units were activated by a card with the matching command value (the value in the top left corner of the card).

**NKVD** applies if the Soviet player applied the *NKVD* combat tactic for this

combat or played the *NKVD* command event this Game Turn.

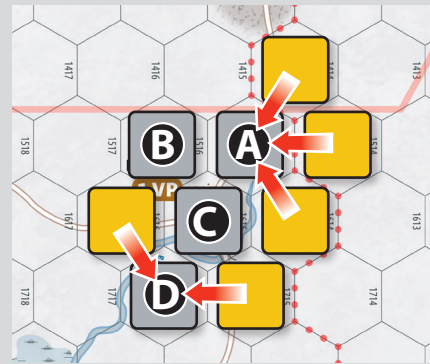
**Attack not Supported** applies to a Soviet attack if all attacking and defending units are in hexes outside Soviet support.

**Defender not Supported** applies to a German attack if the defending Soviet units are in a hex outside Soviet support.

**Soviets not Supported** applies to a Soviet attack if all attacking and defending units are in hexes outside Soviet support; or applies to a German attack if the defending units are in a hex outside Soviet support.

**Flank Attack Situations (9.4):**

- Unit A is flanked because enemy units are attacking it from three hexes.
- Unit B is not flanked because only one enemy unit is adjacent to it.
- Even though three enemy units are adjacent to Unit C, it is not flanked because it is in a town.
- Unit D is flanked because it is adjacent to two enemy units which are not adjacent to each other.



**9.41 Replenishing the Combat Chit Cup**

Once drawn, combat chits are kept out of the cup. After resolving a combat, place the drawn combat chits to the side with any previously drawn chits until replenishment occurs. Replenishment is triggered when a darker combat chit is drawn. Upon drawing a darker combat chit, immediately return all drawn chits from previous combats to the cup and resume drawing chits for the current combat. Then, after the current combat is resolved return those chits to the cup as well. The combat chit cup is also replenished at the end of the game-turn; return all chits to the cup at that time.

**9.5 Combat Hits**

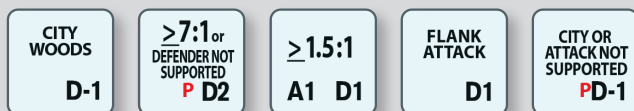
After drawing combat chits and determining which ones apply to the combat situation, the players calculate the total hits incurred by the attacking and defending units. Each combat chit lists an A (for attacker) or D (for defender) followed by a numerical hit result, for example A1 or D2. Some chits list hit results for both the attacker and defender, such as A1 D1. Some chits list a hit result subtraction, such as D-1. Still other chits list G for German or S for Soviet followed by a hit number; these apply to units of that nationality, whether attacking or defending.

Calculate the hits (add and subtract as necessary) on all the chits for the defender and attacker to arrive at a hit total for each side.

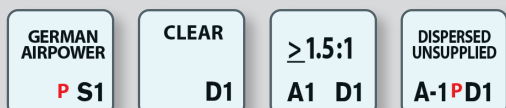


**Examples of Combat Hits (9.5):**

These three hits total A2 D2; two hits to the attacker and two to the defender.



These five hits total A1 D2; although the hits show four defender hits, the two D-1 results reduce the total defender hits to two. (If the attacker had chosen to draw only four hits, the result would have been A1 D3.)



If the Soviet player is attacking, these four hits total A1 D3; if the Soviet player is defending, these hits total A0 D4.

The defender must process hits first. The German player has three options: (1) apply all hits to the defending units resulting in their elimination; (2) satisfy one hit by retreating one hex but then apply the other two hits as step losses resulting in the elimination of one of the two German units; or (3) satisfy two hits by retreating two hexes, dispersing all his defending units, and finally applying the remaining hit as a step loss to the stronger unit. This enables a two-hex Soviet advance but preserves both units to fight again.

Next, the Soviet player must apply the first hit to one of the attacking units. Now he has two options: (1) if he disperses all his attacking units, he can satisfy the one remaining hit – only up to two hits after the first hit can be satisfied this way; or (2) he applies the second hit to another one of his attacking units (now satisfying both hits as step losses) – By taking a step loss instead of dispersing, the attacking units remain eligible to advance after combat, if the defender retreats.

**9.6 Step Losses and Elimination**

A combat hit assigned as a step loss is applied to one unit that participated in the combat, chosen by the owning player within the requirements of 9.61 and 9.62. To apply a step loss, flip the unit from its full strength side to its reduced strength side, or replace the unit with its reduced-strength counter (marked R), showing one less step dot.

**9.61 First Step Loss to Large or Armored Unit**

The first step loss assigned in a given combat must be to a 3-step unit or armored unit of the owning player's choice, if any participated.

**9.62 Assign Step Losses Evenly**

No unit may be assigned a second step loss in a given combat until all units participating in that combat have been assigned one step loss in that combat.

**9.63 Elimination and Destruction**

A unit that loses its lone remaining step is eliminated. An eliminated unit that was originally a multi-step unit is placed in the eliminated units box on its one-step side. It may be returned to play later via replacement (13.0).

- ▶ An eliminated unit that was one-step at full strength is removed from play entirely, it can't be replaced.
- ▶ A unit that is eliminated when in a state of Isolation is *destroyed*. Remove destroyed units from play, they can't return via replacements.

**9.7 Retreats**

The defender may satisfy one hit by retreating all defending units one hex, or two hits by retreating all defending units two hexes and then dispersing those units. This option is not available to the attacker. **Exceptions:** *Dispersed units and isolated non-mech units may retreat only one hex. Isolated mech units can't retreat at all. Soviet defenders can't retreat in a combat to which the NKVD combat tactic was applied.*

**RETREAT PRIORITIES:** The defending player retreats units one or two hexes away from the hex the units occupied during combat, entering hexes in the following priority order during the retreat:

1. Into a hex not in enemy control. If none available...
2. Into a hex in enemy control, occupied by a friendly supplied unit. If none available ...
3. Into an unoccupied hex in enemy control and in friendly supply. This retreat requires the removal of a step from one of the retreating units. The step loss does not count toward satisfying a combat hit.
4. Into an unoccupied hex in enemy control and not in friendly supply or into a hex in enemy control and occupied only by friendly unsupplied units. This retreat requires a step loss, as in Priority 3.

**MORE THAN ONE CHOICE:** Within any of these priorities, retreat into

**9.51 Hit Total Adjustments**

The hit total is adjusted in the following situations:

- ▶ If the defender occupies a town, city or improved position, the total number of defender hits is reduced by one. The IP marker is removed upon conferring this reduction.
- ▶ If all attacking units are attacking across Donets or Dniepr River hex-sides defender hits are reduced by one.
- ▶ If all defending units are dispersed or out of supply the total number of attacker hits is reduced by one.
- ▶ If all defending units are isolated, all attacker hits are ignored.
- ▶ The application of any of the following combat tactics may increase or decrease hits to the defender or attacker; see the play aid for specifics: *Partisans, NKVD, rifle brigade, tank brigade, and battlefield replacements.*

**HIT TOTAL LESS THAN 0:** A hit total less than 0 (due to subtractions) is treated as 0.

**9.52 Processing Hits**

After calculating each side's hit totals, the defender applies hits to defending units, then the attacker applies hits to attacking units. Apply each hit by removing a step from a unit participating in the combat or by retreating or dispersing all participating units, within the following restrictions:

- ▶ The defender may retreat units one hex to satisfy one hit, or retreat two hexes and disperse all defending units to satisfy two hits. All other defender hits must be satisfied by step losses. **Exception:** *If any of the defending units are already dispersed, that stack may retreat only one hex.*
- ▶ The first hit incurred by attacking units must be applied as a step loss. The attacker may satisfy up to two additional hits by dispersing all attacking units. All other attacker hits must be satisfied by step losses.
- ▶ A player is never required to retreat or disperse units. All hits may be applied as step losses, even if this results in the elimination of the units.

**Examples:** Five Soviet units have attacked two German units, with one step and two steps respectively, resulting in three hits against the defender and two hits against the attacker.

any hex regardless of terrain. However, retreat is allowed across an unbridged Dniepr River hexside **only** if no other hex is available in that priority.

### 9.71 Prohibited Retreats

A unit can't ...

- ▶ retreat into an unoccupied enemy town or city hex;
- ▶ retreat across a **blocked** Dniepr River hexside;
- ▶ end its retreat in violation of stacking restrictions.

### 9.72 Avoid Elimination

If following the above retreat priorities would result in a unit's elimination when another valid retreat route of lesser priority would not, the lesser priority route may be taken.

### 9.73 Stay Together

When more than one unit is retreating, all retreating units must retreat together and end in the same hex, if possible. Retreat to different hexes is allowed only to avoid overstacking at the end of the retreat.

### 9.74 Already Retreated Units

If a unit ends its retreat in a hex occupied by a friendly unit, and that friendly unit is subsequently attacked in the same activation, the retreated unit contributes nothing to the defense in the attack, its steps are not counted in determining combat hit draws, and its steps can't be removed to satisfy step losses. If the defending unit retreats or is eliminated by the

attack, the previously retreated unit is eliminated.

### 9.75 Two-Hex Retreat

The defender may retreat units two hexes to satisfy a second combat hit, as long as none of the defending units is already dispersed or isolated. Upon doing so, the retreating units become **dispersed**. A unit retreating two hexes may retreat through friendly units, even in excess of the stacking limit. A two-hex retreat must end two hexes away from the combat hex. Both hexes of the retreat are subject to the retreat priorities.

### 9.8 Advance after Combat

If the defender vacates the hex under attack, by retreat or elimination, the attacking player may advance undispersed active attacking units into the hex, within stacking limits. This advance may be made regardless of the presence of enemy zones of control. Units included in an attack via the *Assault Coordination* or *Reinforce Battle* combat tactic can't advance after combat.

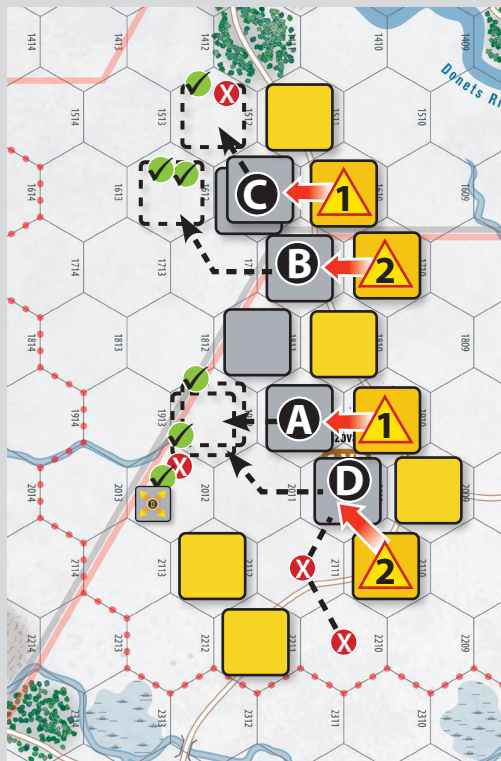
### 9.81 Two-Hex Advance

If the defending units retreat two hexes or are eliminated, the attacking player may advance attacking **mechanized** units two hexes.

- ▶ The **first** hex entered in the advance must be the attacked hex.
- ▶ The **second** hex entered in the advance may be any hex adjacent to the attacked hex. However, when deviating from the path of retreat, the advancing unit may not move directly from one enemy-controlled

### Examples of Retreats (9.7):

Since combats are resolved one at a time, the order of resolution will affect the retreat priorities available. Each of the attacking Soviet units in this illustration will advance one hex in the direction of the attack arrow (the triangle symbol shows how many defender hits have to be processed by the defending unit). Hits satisfied by retreat and/or dispersal are noted by green checkmark symbols. Step losses are noted by red "x" symbols.



- A. This unit incurs one hit in combat and can satisfy that hit by retreating one hex. Using retreat priority 1, its only choice is retreat directly west into hex 1912.
- B. This three-step unit incurs two hits in combat and can satisfy both of them by retreating two hexes and becoming dispersed. The unit chooses hex 1612; the only other options (because of retreat priority 1) would have been hexes 1713 or 1812.
- C. Two two-step units incur one hit in combat. If both units hold position, one step loss is taken. If a one-hex retreat is attempted, both units must retreat together and end up in the same hex together. They cannot use retreat priority 1 to enter hex 1512 or 1712, because those hexes are now in enemy ZOC (the unit that attacked unit B having advanced into B's hex). Nor may the units enter hex 1612 because the overall number of steps in the hex (seven steps across the three units) would exceed the stacking limit. Therefore, the two retreating units must now retreat using retreat priority 3, losing an extra step for retreating into an enemy ZOC. In the end, the two units retreat one hex to hex 1512, satisfying the original hit, and then one of them incurs a step loss for using retreat priority 3.
- D. This two-step unit incurs two hits in combat. Note that the unit which attacked unit A has advanced and now occupies the hex formerly occupied by unit A (blocking one retreat path option). Unit D has no options under retreat priority 1, because every adjacent hex is in enemy control. Retreat priority 2 is not available because none of the enemy-controlled adjacent hexes have a friendly unit. Unit D must use retreat priority 3 and retreat into an unoccupied enemy-controlled hex. It cannot retreat into Lozovaia (formerly occupied by Soviet unit 1) because retreats into unoccupied enemy towns and cities are not allowed. If it retreats to the southwest (hex 2111), the second retreat hex can only be 2210. At that point the unit will have incurred two step losses from retreating through enemy-controlled hexes, eliminating the unit. To avoid elimination, the unit must instead retreat west to hex 2011 and then northwest into hex 1912. By retreating two hexes, the unit satisfies two hits, but becomes dispersed. It loses 1 step for retreating through an enemy-controlled unoccupied hex (2011). It does not lose a step for the second hex, however, because retreat priority 2 is in effect: A unit can retreat into an enemy-ZOC hex occupied by a friendly unit without losing a step.

hex to another.

- ▶ When more than one unit is advancing two hexes, they may advance into different hexes.
- ▶ Defending units that are eliminated leave no path of retreat. In this situation, advancing into a second hex always deviates from the path of retreat.
- ▶ The German *Panzer Battalion* combat tactic enables one attacking infantry unit to advance after combat as a mechanized unit.



A dispersed unit:

- ▶ Can't move, attack or build an improved position;
- ▶ Can't advance after combat.

A dispersed unit and any units stacked with it can retreat only one hex if attacked.

If all units defending in a combat start the combat dispersed:

- ▶ subtract one hit from hits incurred by the attacker;
- ▶ the defender can't be the recipient of combat tactics.

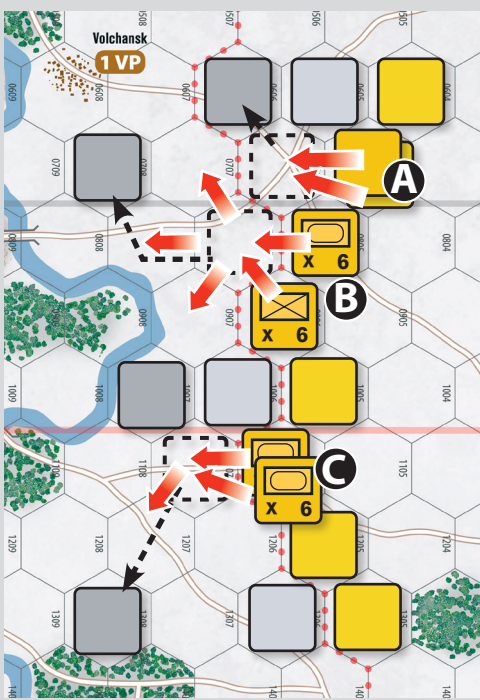
REMOVAL: A dispersed unit becomes undispersed when:

- ▶ The unit is activated. After all other units in the activated formation have completed their actions, the unit's Dispersed marker is removed. An attacking unit that becomes dispersed does not become undispersed at the end of the same activation.
- ▶ All *Dispersed* markers are removed at the end of the game-turn.

### Examples of Advance After Combat (9.8):

Three combats occur in the order A, B, C.

- The defending unit retreats one hex. Both, one or none of the attackers may advance into the vacated hex.
- The defender retreats two hexes. The Soviet infantry can advance into the vacated hex. The armor may advance an additional hex. It does not have to follow the path of retreat because it is not in an enemy ZOC in the first hex of advance.
- The defender retreats 2 hexes. The Soviet armor units may each advance into the vacated hex and may then advance a second hex by following the path of retreat into hex 1207, disregarding enemy zones of control. The units may not deviate from the path of retreat since enemy zones of control are disregarded only if following the path of retreat.



### 9.82 Advancing Across Donets and Dniepr River Hexsides

A unit may advance across an unbridged Donets or Dniepr hexside only if it attacked across that hexside or is following the path of retreat. A unit advancing across an unbridged Donets or Dniepr hexside must stop in the hex across the river, even if the unit is mechanized and has advanced only one hex. Units may advance across bridged river hexsides without restriction.

### 9.9 Dispersal

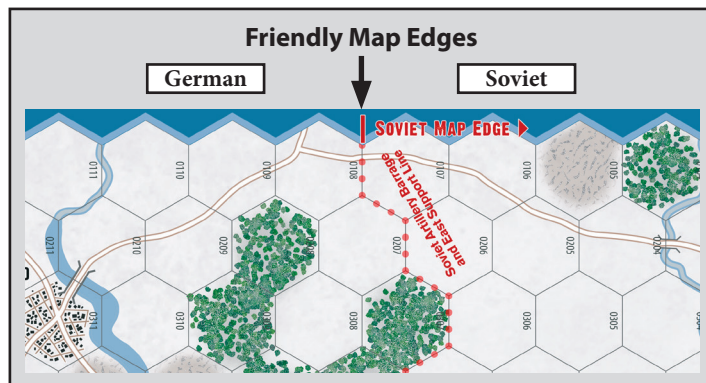
A unit becomes dispersed in the following situations:

- ▶ The unit is defending in combat and retreats two hexes.
- ▶ The unit is attacking and becomes dispersed to satisfy combat hits.
- ▶ A unit is German and a target of the *Partisan Uprising* event.
- ▶ The unit is Soviet and a target of the *Over Extended* event.

EFFECTS: Place a *Dispersed* marker on the unit.

## 10. SUPPLY

A *unit* is either supplied or unsupplied. All units start the game supplied. A unit unable to trace a supply path during the Supply Phase becomes (or remains) unsupplied.



A *hex* is in supply for a given side at a given moment if a friendly supply path can be traced from the hex at that time.

SUPPLY FOR UNITS: All units are supplied throughout game-turn 1. All Soviet units are supplied throughout Game-turns 2 and 3. **2+, 4+** Starting on game-turn 2 for German units and Game-turn 4 for Soviet units, supply for units is determined during the Supply Phase, by checking if supply can be traced from each unit's hex. Check all German units, then all Soviet units. Supply determinations made for units in the Supply Phase apply throughout the Game-turn, even if the unit becomes unable or able to trace a supply path during the turn. **Exception: Air Resupply (10.3).**

SUPPLY FOR HEXES: Supply for a hex is determined at the moment any one of the following functions is to be performed in the hex:

- ▶ To place a reserve unit in a hex, the hex must be a friendly supply head or a clear terrain hex adjacent to a friendly supply head.
- ▶ To assign replacements to a unit, the unit must be in supply and able to trace supply from its hex.
- ▶ In order to play the "Activate any one Unit" command (6.1) the unit must be in a hex in supply.

### 10.1 Tracing Supply

**SUPPLY PATHS:** A unit or hex is in supply if a path of **no more than seven** hexes can be traced from the unit or hex to a hex on a friendly map edge or to a road hex that is a valid *supply head*.

- ▶ First, the hex for which supply is being traced may be in an enemy ZOC.
- ▶ From there, the seven-hex path may not pass through hexes occupied by enemy units.
- ▶ The path may be traced through a hex in an enemy ZOC **only if** occupied by a friendly unit.
- ▶ If the path crosses an unbridged Dniepr River hexside, its allowed length is shortened to two hexes. The path can't cross a blocked Dniepr River hexside.

**FRIENDLY MAP EDGES:** For purposes of tracing supply, all map edge hexes are either Soviet-friendly or German-friendly:

- ▶ Soviet-friendly: those portions of the east and north map edge marked as Soviet.
- ▶ German-friendly: The west and south map edges and those portions of the north and east map edge not marked as Soviet.

A unit in a hex along a friendly map edge is always supplied.

**SUPPLY HEADS:** Every hex on a friendly map edge is a friendly supply head. A road hex is a friendly supply head if an uninterrupted path of connected road hexes can be traced from the road hex to a hex on a friendly map edge with a road leading off the map.

- ▶ The road path may be of any length but may not pass through enemy town or city hexes, or through hexes occupied by enemy units.
- ▶ The road path may be traced through a hex in an enemy ZOC **only if** occupied by a friendly unit.

### 10.2 Effects of Unsupply

A unit unable to trace supply during the Supply Phase enters one of two states of unsupply: out of supply (OOS) or isolated. A unit in either of these states is considered unsupplied.



#### 10.21 Out Of Supply

An unsupplied unit that was in supply before the current Supply Phase receives an Out of Supply marker. An out of supply unit suffers the following effects:

- ▶ No combat tactic may be played for or applied to the unit. If the combat includes other friendly units in supply, combat tactics may be applied on their behalf.
- ▶ If mechanized, the unit may move no more than two hexes.
- ▶ The unit can't build an IP, but retains one previously placed.
- ▶ The unit may attack only if at least one supplied unit is also attacking.
- ▶ If all units in the hex are out of supply, the enemy attackers may draw **one** extra combat chit and may disregard **one** attacker hit.
- ▶ The unit can't be assigned replacements.



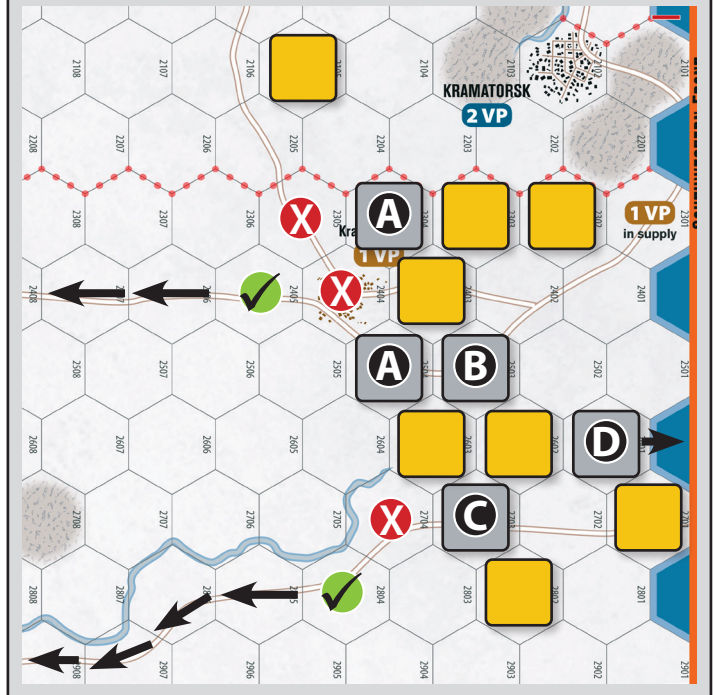
#### 10.22 Isolated

An unsupplied unit already out of supply during the Supply Phase becomes Isolated. Flip its OOS marker to the *isolated* side. An isolated unit **suffers all the effects of being out of supply**, plus the following:

### Examples of Tracing Supply (10.1):

Hexes marked with a green check symbol are valid German supply hexes, whereas those marked with a red "X" symbol are not.

- In supply: these units have a supply path that exits a ZOC and reaches the supply head at 2105 in two hexes.
- In supply: This unit's path goes through enemy ZOC in hex 2504, but the enemy ZOC hex is occupied by a friendly unit, allowing supply to be traced through.
- Not in supply. This unit can reach the supply head in 2804 in two hexes, but both paths go through enemy ZOC hexes that are not occupied by friendly units.
- In supply. The unit cannot trace to the two supply heads. However, it can trace to a friendly map edge in 2501.



- ▶ The unit does not exert a zone of control.
- ▶ A mechanized unit can't move.
- ▶ A mechanized unit and any units stacked with it can't retreat.
- ▶ An armored unit is considered unarmored.
- ▶ An infantry unit can move only one hex, and can't move out of an enemy ZOC or into an enemy town or city.
- ▶ An infantry or cavalry unit and any non-isolated units stacked with it can retreat only one hex and not into an enemy town or city.
- ▶ The unit can't attack.
- ▶ If all units in the hex are isolated, enemy attackers may draw two extra combat chits and disregard all attacker hits on all chit draws. This supersedes the effects of being attacked when out of supply.
- ▶ If eliminated, the unit is *destroyed*. Remove the unit from the game; it can't return via replacement.
- ▶ The unit does not affect the placement of enemy reserve units (except in its own hex).

#### 10.23 Surrender

An already isolated unit or stack of units that can't trace supply during the Supply Phase continues to suffer all the effects of being isolated. In addition if adjacent to an enemy unit during the Supply Phase, the owning player must **remove one step** from the isolated unit or stack. If a unit's last step is removed due to surrender, the unit is *destroyed*.

### 10.3 Air Resupply

Either player may play an *Air Supply* command event as their card play for the impulse, to place an unsupplied unit or stack of their choice in supply. Upon doing so, the stack immediately returns to supply; remove the *Out of Supply* or *Isolated* marker from the stack. During the next Supply Phase, the unit will again be subject to a normal supply check. Soviet Air Resupply does not put Soviet units in support.

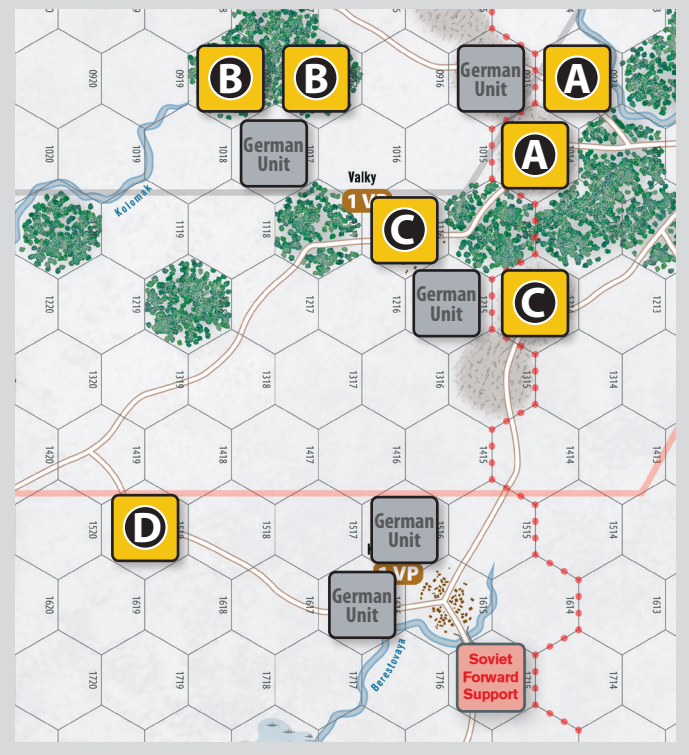
### 10.4 Soviet Support **5+**

Beginning on Game-Turn 5, a hex must be in Soviet support in order for Soviet units in the hex to operate at full effectiveness. Soviet support state is independent of supply state. **Prior to Game-Turn 5, all hexes are in Soviet support.**

#### Examples of Soviet Support (10.4):

The red dotted line is the western Soviet Support line. It is in effect on Turns 5-7, and on any turn thereafter when the Soviets have at least 21 VPs.

- These units are east of the support line and are in support. They may attack the unit in 0915 without penalty.
- These units are both west of the support line and are out of support. They incur all the penalties of rule 10.42.
- One unit is in support and the other is out of support. If they both attack the German unit in 1215, there are no combat penalties because those penalties apply only if all attackers are outside support.
- The unit is in support because it is within 5 hexes of a Forward Support marker. The presence of German units has no effect on this determination.



#### 10.41 Determining Support

A hex is in Soviet support if:

- ▶ in the *Soviet support zone* valid on the current game-turn; or
- ▶ within five hexes of a hex occupied by a *Soviet Forward Support* marker. The five hex range is traced through any terrain and regardless of the presence of German units.

**Western and Eastern Soviet Support Lines.** The *Soviet Support zone* consists of all hexes to the east of the current Soviet Support line. There are two Soviet Support lines marked on the map – the western line and the eastern line. Note that the eastern support line is also the Soviet artillery line.

- ▶ **5-7** The western support line is in effect throughout Turns 5-7, and on any turn thereafter that the Soviet Player starts with at least 21 VPs.
- ▶ **8+** The eastern support line is used throughout any turn from Turn 8 onward in which the Soviet Player starts the turn with less than 21 VPs.

**8+** In Step 3 of each Game-turn's Supply Phase, check the VP Level to determine which Soviet support line to use throughout that turn.

#### 10.42 Effects of Unsupport on Soviet Units

- ▶ **No strategic movement.** A unit starting its move in an unsupported hex can't conduct strategic movement.
- ▶ **Unsupported attack.** A Soviet attack in which all the participating Soviet units and the German defenders are in hexes outside Soviet support is considered unsupported. If at least one attacking unit or the German defenders are in a hex in Soviet support, the attack is *supported*.
- ▶ **Unsupported defense.** Soviet units in a hex outside Soviet support defending against a German attack are considered unsupported.
- ▶ **No Combat Tactics.** Soviet combat tactics can't be applied to an *unsupported* Soviet attack or defense.
- ▶ **Combat Chit Effects.** Certain combat chits apply to an unsupported Soviet attack or defense.
- ▶ **No Replacements.** A Soviet unit in a hex outside Soviet support can't be assigned replacements.
- ▶ **No Improved Positions.** A Soviet unit in a hex outside Soviet support can't receive an IP, but retains an IP previously placed.
- ▶ **No Reserve Placement.** A Soviet reserve unit can't be placed in a hex outside Soviet support.

#### 10.43 Soviet Forward Support Markers

Upon playing the Soviet *Forward Support* command event the Soviet Player places a Soviet Forward Support marker in a hex bordering the current Soviet Support line. The placement hex may be empty or occupied by units of either side. If one forward support marker is already on the map, the Soviet Player may place the second marker under the same conditions.

From the moment a Forward Support marker is placed, all hexes **within five hexes** of the marker's hex are in Soviet support. The marker is not affected by and does not affect German units. No more than two forward support markers may be on the map at a given time.

#### 10.44 Forward Support Marker Removal

Once placed, a Soviet forward support marker remains on the map until removed by any of the following:

- ▶ Both Soviet support markers are removed during the End of Turn Phase.
- ▶ Upon play of the German *Air Interdiction* command event, the German Player chooses and removes one Soviet Forward Support marker.

## 11. RESERVES

A unit in the Reserve Units box is a reserve. Units are placed in the Reserve Units box in two ways:

- ▶ During the Reserve Phase of each game-turn, each player places units marked with the current game-turn in their Reserve Units box.
- ▶ During a player's impulse, upon playing a Replacement Command

previously eliminated units may be placed in the Reserve Units box at reduced strength, per 13.2.

Units in the Reserve Units boxes are deployed onto the map either by playing a Deploy Reserves command, or (for full strength units only) after two game-turns have passed since their printed game-turn of arrival.

### 11.1 Deploying Reserves

During their impulse, the active player may play a Deploy Reserves command to deploy reserve units to the map.

#### German Player

- ▶ Play a **Corp** or **Corps KG** card to deploy all reserve units in the named corps.
- ▶ Play an **Army** card to deploy all reserve units in one corps of your choice in the Army.
- ▶ Play the **Army Group South** card to deploy all reserve units in any two corps of your choice.

#### Soviet Player

- ▶ Play an **Army** or **Army Units** card to deploy all reserve units in the named army.
- ▶ Play a **Front** card to deploy all reserve units in the named front.
- ▶ Play the **STAVKA** card to deploy all Soviet reserve units.

Units may be deployed via **Tactical Deployment** or **Strategic Deployment** at the player's option.

**TACTICAL RESERVE DEPLOYMENT:** The player places reserve units in hexes of their choice on the map within all the following restrictions:

- ▶ In the unit's operational area: if Soviet, in the unit's front area; if German, in the unit's army area.
- ▶ In a map edge or road hex that is a valid friendly supply head (10.1) or a clear terrain hex adjacent to such a hex.
- ▶ At least three hexes away from an enemy unit or enemy town or city, excluding isolated enemy units. This distance is reduced to two hexes if placing the unit in a friendly map-edge hex.
- ▶ **5+** If Soviet, in a hex in Soviet support.

Within these restrictions, place a German tactical reserve unit within **three hexes** of a unit in the same German corps; place a Soviet tactical reserve unit within **two hexes** of a unit in the same Soviet army. If this is not possible, then the reserve unit must be placed within three hexes of a unit in the same German army, or within two hexes of a unit in the same Soviet front. If these placement requirements can't be met, the reserve unit can't be placed via tactical reserve deployment.

**STRATEGIC RESERVE DEPLOYMENT:** The player places reserve units in any valid friendly supply head hex in the unit's German Army area or Soviet Front area, and at least **five** hexes away from all non-isolated enemy units and enemy towns and cities. This distance is reduced to two hexes if placing the unit in a friendly map-edge hex. **5+** If Soviet, the placement hex must be in Soviet support.

### 11.2 Multi-Unit Deployments

Reserve units may be deployed in any sequence. The moment a unit is placed it is considered in play when determining where subsequent reserves may be placed in the same impulse.

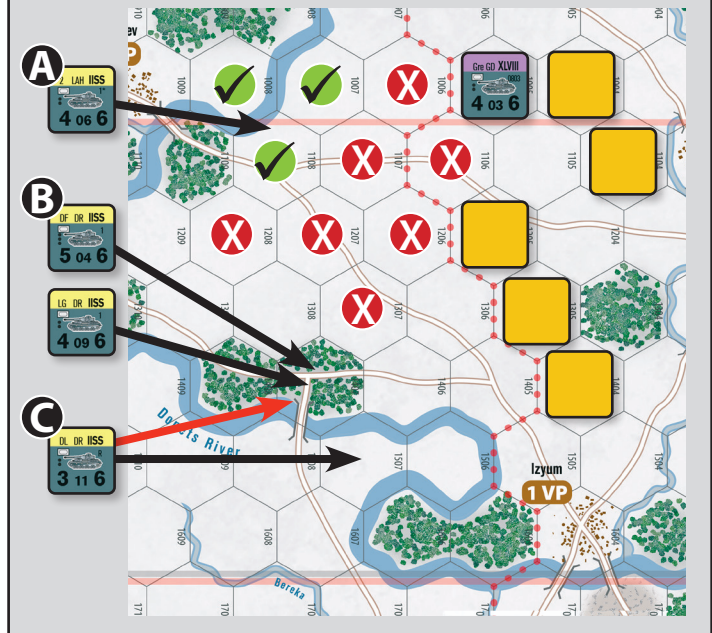
**Example:** If two reserve units in a German corps are being deployed, you may place one unit via Strategic Reserve Deployment at least five hexes away from all non-isolated Soviet units, towns and cities, and then place the second unit via tactical reserve deployment within three hexes of the just placed unit, and at least three hexes from a non-isolated Soviet unit, town or city.

### Examples of Reserve Deployment (11.1):

It is Turn 1. The German player plays the IISS Corps command card to deploy the four units of that Corps available on Turn 1. The units must be placed in a supply head hex or clear hex adjacent to such a hex in the 4th Panzer Army deployment area. The German Player chooses to use tactical deployment for all four units.

- There are no units of IISS Corps on the map. The first IISS unit - the German may freely choose the order - must be placed within three hexes of a unit in the same army, the 4th Panzer. However the unit cannot be placed within 3 hexes of a Soviet unit. Green checkmarks indicate valid placement hexes, red "x" symbols indicate invalid placement locations. The German chooses to place the unit in hex 1108.
- Now that there is a unit of IISS Corps on the map, the other IISS units must be placed within three hexes of that unit. The German places the DF and DR units in hex 1407.
- The DL unit cannot be placed in 1407 due to stacking limits. However, because reserve units are in play as soon as they are placed, the DL unit could be placed within 3 hexes of the units in 1407. The German player chooses hex 1507.

Alternatively, the German Player could have chosen to deploy some or all the units using strategic deployment. placing the units in any German supply head hex in the 4th Panzer Army deployment area and at least five hexes away from a Soviet unit.



Reserve units may be deployed in hexes with other friendly units as long as stacking limits are observed.

### 11.3 Delayed Reserves **3+**

During the Reserve Phase any full-strength units in each player's Reserve Units box with a printed game-turn two or more game-turns earlier than the current game-turn may be deployed to the map without a card play, in accordance with the reserve placement rules. The delayed reserves rule does not apply to reduced units in the reserve box.

**Example:** A unit printed with Game-Turn 1 could be deployed during the Reserve Phase of Game-Turn 3, if still in the Reserve Units box.

## 12. TOWNS, CITIES & IMPROVED POSITIONS

### 12.1 Town and City Ownership

Every town and city hex is considered owned by the Soviets or the Germans, even if not occupied by a unit. At the start of play, all town and city hexes are German owned except for the two towns in 0202 and 1103. Ownership of a town or city changes the moment an enemy unit enters the hex. From that point forward, the town or city is owned by the player whose unit last entered the hex, even if that unit subsequently leaves the hex.

Ownership of a town or city is not affected by being in an enemy zone of control or out of supply; a unit must actually enter the enemy town or city to take ownership.

German and Soviet *Ownership* markers are provided for marking ownership. Players may use these to mark towns or cities where ownership is not obvious.

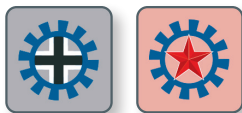
#### EFFECTS OF ENEMY-OWNED TOWNS AND CITIES:

- ▶ Units can't retreat into an enemy town or city.
- ▶ A unit must stop its move or advance upon entering an enemy town or city. The hex immediately becomes friendly, allowing other units to move or advance through the hex in the same activation.
- ▶ A unit conducting strategic movement can't enter an enemy town or city.
- ▶ Supply can't be traced through an enemy town or city.
- ▶ A reserve unit must be placed at least three hexes away from an enemy town or city (at least two hexes away if placed in a friendly map edge hex).



### 12.2 Improved Positions

An improved position (IP) is a defensive preparation that aids units defending in combat. When a unit with an IP marker is attacked, the **total number of hits** incurred by the defender is **reduced by one**. An IP marker confers this benefit just once – the marker is removed when the IP absorbs a hit.



#### 12.21 Building Improved Positions

Units may gain an IP marker during play in the following ways:

- ▶ At the end of a Soviet activation, the Soviet player may place an IP marker on **one** active unit in a hex in Soviet support, if that unit is in supply and did not move, attack or withdraw in the activation.
- ▶ At the end of a German activation, the German player may place an IP marker on any or all active units that are in supply and did not move, attack or withdraw in the activation.
- ▶ The player may play the *Engineers* command event to place an IP marker in up to three hexes containing a friendly unit in supply.
- ▶ During a combat the defender may play the *Combat Engineers* combat tactic to place an IP marker on the defending units.

#### 12.22 IP Restrictions

An IP marker can't be placed in a town or city hex, or in a hex that already has an IP marker. IPs can't be placed on a unit that is dispersed, out of supply or isolated, or **5+** on a Soviet unit outside Soviet support; but such units may retain a previously placed IP.

#### 12.23 Additional Effects

If a unit moves into a hex occupied by a friendly unit with an IP marker, the arriving unit gains the benefit of the IP, even if the unit originally in the hex moves out. IP markers do not count against stacking limits. An IP marker may remain in a hex indefinitely, as long as friendly units occupy the hex.

#### 12.24 Removing Improved Positions

An IP marker is removed in any of the following situations:

- ▶ The hex with the IP marker is attacked and the defender incurs at least one hit – the marker is removed after reducing the number of defender hits by one, before conducting retreats and advances. The IP marker is not removed if the defender receives no hits.
- ▶ The hex with the IP marker is attacked and the attacker is supported by the *Combat Engineers* combat tactic. The IP marker is removed before resolving the combat, negating its benefit to the defender.
- ▶ The player may play the *Engineers* command event to remove an IP marker in up to three hexes containing an enemy unit adjacent to a friendly unit.
- ▶ All units in a hex with an IP marker participate in a combat as attackers – the IP marker is immediately removed.
- ▶ A unit moves out of a hex with an IP marker, leaving the hex unoccupied. An IP marker is removed if abandoned; it never moves with a unit.

## 13. REPLACEMENTS **3+**

Beginning on Game Turn 3, players may play a card as a *replacement command* during their impulse to enable reduced one-step units on the map to regain a step, or to place eliminated units in the reserve units box on their one-step side.

- ▶ The Soviet player may play a supplemental Army card to replace one step in the named army.
- ▶ The German player may play a Corps card to replace one or two steps in the named corps.

Playing a card for replacements counts as the card play for the impulse but is not a unit activation.

### 13.1 Assigning Replacement Steps

A replacement command allows one or two unit steps to be replaced within the named German corps or Soviet army. Upon playing a replacement command, the player adds steps to units up to but not exceeding the listed number of replacement steps. Unused replacement steps are lost if not assigned in the impulse received.

Assign steps to eligible units in the following priority order:

1. Reduced one-step non-mechanized units on the map must receive replacements first. If steps remain after all such units have received a step ...
2. Non-mechanized units in the eliminated units box. Then ...
3. Reduced one-step mech units on the map. Then ...
4. Mech unit in the eliminated units box.

Within a given priority, the player may assign a step to an eligible unit of their choice.

**On-Map Unit:** To assign a replacement step to a unit on the map, flip the unit from its one-step side to its two step side.

**Eliminated Unit:** To assign a replacement step to an eliminated unit, take the unit from the eliminated units box and place it in the reserve units box, with its one-step side face up.

### 13.2 Replacement Restrictions

The following units are **not** eligible for replacements:

- ▶ a unit on the map with two or more steps;
- ▶ **5+** a Soviet unit in a hex outside Soviet support;
- ▶ a unit consisting of only one step at full strength;
- ▶ a unit in the reserve units box;
- ▶ permanently destroyed units.

**Example:** The German player plays the XL Panzer Corps command card to assign two replacement steps to units in XL Panzer Corps. A reduced unit of the 333<sup>rd</sup> infantry division is on the map and must be flipped first. There are no other reduced or eliminated units of the 333<sup>rd</sup> (the only non-mechanized formation in the XL Panzer), and there are no one-step mechanized units on the map either. However the reduced Wes/Wik/XL unit is in the eliminated units box. This unit is eligible to be sent to the reserve units box as a one-step replacement, making it available as a reserve unit.

#### 13.21 Supply Requirements

An on-map unit must be in supply and in a hex from which supply can be traced in order to receive replacements. A unit receiving replacements may be in an enemy-controlled hex and may be dispersed.

## 14. VICTORY CONDITIONS

Victory is determined by the number of Victory Points (VPs) earned by the Soviet player. The German player does not earn VPs.

### 14.1 Soviet Victory Points

The Soviet player starts the game with **two** Victory Points; credit for the two town hexes on the Soviet side of the front line. As the Soviet Player gains and loses Victory Points, adjust the VP markers on the VP track to show the current Soviet total. Two markers, one for single VPs and one for VPs x10, allows from 0 to 99 VPs to be recorded.

**VPS FOR OWNING TOWN AND CITY HEXES:** The Soviet player gains VPs for owning town and city hexes. The moment a Soviet unit enters a German-owned town or city hex, that hex becomes Soviet-owned and the Soviet player earns the VPs listed, and retains those VPs even if the hex is empty. If a German unit subsequently enters a Soviet owned VP hex, the Soviet player loses the VPs.

**MAP EDGE VP HEXES:** Four hexes on the east and south map edges are marked with VP values. Unlike towns and cities, these hexes are not owned by either player. The Soviet player gains the listed VPs when a Soviet unit occupies the hex and **is able to trace supply from the hex**. The Soviet Player loses those VPs if the hex becomes unoccupied by Soviet units, or if during a subsequent supply phase, the Soviet units in that hex cannot trace supply.

### 14.2 Winning the Game

The scenario instructions in Section 15 state when the players conduct victory checks and the number of VPs that result in the game ending in a Soviet or German victory, as well as the level of victory achieved.

### 14.3 Interpretation of Victory Levels

Levels of victory reflect the historical outcome.

**GERMAN STRATEGIC VICTORY:** Operations *Star* and *Gallop* fail to create meaningful breakthroughs. German counterattacks swiftly retake Soviet gains, destroying two Soviet fronts in the process.

**GERMAN OPERATIONAL VICTORY (historical result):** After a major Soviet breakout, Army Group South regroups and counterattacks, destroying Soviet spearheads and retaking most of the ground lost.

**GERMAN TACTICAL VICTORY:** Battered but not broken, the German forces give ground then manage to re-establish a viable defensive front.

**SOVIET TACTICAL VICTORY:** Although falling short of strategic objectives, the Soviets gain and hold key ground, forcing a German withdrawal from the Crimea.

**SOVIET OPERATIONAL VICTORY:** *Star* and *Gallop* succeed in taking Kharkov and keeping the initiative in southern Russia. There will be no major German 1943 offensive in the east.

**SOVIET STRATEGIC VICTORY:** Army Group South is shattered; its remnants trapped to the south and east will be destroyed. The way is open for the Soviet juggernaut to sweep west.

## 15. SCENARIOS

### 15.1 The Initial Assault

**GAME DURATION:** Game Turns 1 and 2

**SETUP:** Per Section 3.

**EARLY SOVIET VICTORY:** The scenario ends in an immediate Soviet Operational victory if a Soviet unit enters Kharkov or a hex beyond (south or west of) the printed Soviet western support line.

**VICTORY CONDITIONS:** If the Soviet Player does not win an early victory, determine victory in the End of Turn Phase of Game-Turn 2.

SOVIET VPs	VICTORY LEVEL
8 or more VPs	Soviet Tactical Victory
7 or fewer VPs	German Tactical Victory

### 15.2 Operations Star and Gallop

**GAME DURATION:** Game Turns 1-6

**SETUP:** Per Section 3.

**EARLY SOVIET VICTORY:** The scenario ends in a Soviet Strategic victory immediately upon the Soviet VP level reaching or exceeding 26VPs.

**VICTORY CONDITIONS:** If the Soviet Player does not earn an early victory, determine victory in the End of Turn Phase of Game-Turn 6.

SOVIET VPs	VICTORY LEVEL
24-25 VPs	Soviet Operational Victory
21-23 VPs	Soviet Tactical Victory
18-20 VPs	German Tactical Victory
16-17 VPs	German Operational Victory
15 or fewer VPs	German Strategic Victory

### 15.3 The Campaign Game

**15.31 Game Duration:** Game Turns 1-14, if not decided earlier. Due to the spring thaw, muddy ground conditions may limit operations on Game-turns 7-13.

#### 15.32 Setup

Per Section 3.



### 15.33 Ground Condition Markers



On Game-turns 7 through 13, the ground conditions vary randomly from *frozen* to *light mud* to *heavy mud*, based on the ground condition marker revealed that turn. Set up and reveal ground condition markers as follows:

**6** During the End of Turn Phase of Game-Turn 6, mix together face down the five ground condition markers. Place four of the markers face down on the calendar spaces for turns 7-10. Place the fifth marker aside, unseen.

**6-12** During the End of Turn Phase of Game-Turns 6-12 reveal the ground condition marker for the next turn. For example, reveal the marker for GT 8 at the end of GT 7.

**10** During the End of Turn Phase of Game-Turn 10, gather up the five ground condition markers. Mix together four of the markers face-down, setting aside one frozen marker. Place three of the mixed markers face down on the calendar spaces for turns 11,12 and 13, and place the fourth marker aside unseen (resulting in two markers set aside; one frozen and one unseen).

**14** The ground condition is frozen on Game-Turn 14; do not place a ground condition marker.

### 15.34 Ground Condition Effects

The effects of the ground condition shown on the marker for a given game-turn apply throughout the turn.



**Frozen:** No effect; conduct the game turn as normal.



**Light Mud:** Conduct the game turn with the following adjustments:

- ▶ During the card preparation phase, both players deal four supplemental cards to their draw pile instead of the amount listed on the calendar.
- ▶ Units moving across river hexsides use the Light Mud movement costs shown on the Terrain Effects Chart.
- ▶ Units can't conduct strategic movement.
- ▶ The maximum combat chit draw in a combat may not exceed six chits, regardless of the number of units attacking and combat tactics played.



**Heavy Mud:** Players do not play cards and do not activate formations this game-turn. The sequence of play is limited as follows:

**I. RESERVE PHASE:** Conduct as in the normal Sequence of Play.

**II. CARD PREPARATION PHASE:** Conduct step 3 of this phase only.

**III. SUPPLY PHASE:** Skip this phase. Exception: Remove OOS and Isolated markers from units able to trace supply.

**IV. COMMAND PHASE:** Skip this phase. Instead, each player receives two infantry replacement steps which they may assign to two eligible infantry units of their choice on the map or in the eliminated units box, per the procedures of 13.1. Soviet Player first.

**V. END OF TURN PHASE:** Conduct as in the normal sequence of play.  
*Exception: Do not check for victory.*

### 15.35 Soviet STAVKA Card Removal

The STAVKA command card is removed from the game when played on Game-Turn 7 or thereafter. Upon playing the card for any purpose on Turn

7 or after, remove it from the game instead of placing it in the discard pile.

### 15.36 Victory Conditions

The game can end in a victory for either player at the end of any game-turn beginning with Game Turn 4, if the number of Soviet VPs is sufficiently high or low. At the end of each game-turn, beginning Game Turn 4, the players compare the current number of Soviet VPs to the Victory Levels shown for the current game-turn on the calendar.

- ▶ If the number of VPs exceeds the value for a Soviet victory, the game ends in a Soviet victory of the level listed.
- ▶ If the number of VPs is less than the value for a German victory, the game ends in a German victory of the level listed.
- ▶ If the number of VPs equals or falls between the two values, the game continues.
- ▶ If the game lasts through the end of Game-turn 14, then 16 Soviet VPs or fewer results in a German tactical. Any other result is a draw.

## KEY CHANGES FROM ENEMY ACTION: ARDENNES

For players familiar with *Enemy Action: Ardennes*, notable changes between the two-player versions of that game and *Enemy Action: Kharkov* are summarized here:

- ▶ German formations are Corps and Armies (as in EA:A). Soviet formations are Armies and Fronts.
- ▶ There are no elite or green units.
- ▶ The command rating of the attacker's command card appears on some combat chits, affecting combat results.
- ▶ Towns are a full-hex terrain type, instead of being added to other terrain in the hex.
- ▶ There is no bridge blowing, repair or control.
- ▶ There are no roadblocks.
- ▶ Strategic movement allows mechanized units to move through connected road hexes at a cost of ½ movement point per hex, instead of multiplying the unit's movement allowance. Units may move off road when using strategic movement. Strategic movement increases the movement allowance of infantry units by two. Strategic movement starts on Game Turn 2.
- ▶ A German unit may move from one German map edge hex directly to an adjacent German map edge hex regardless of enemy ZOCs.
- ▶ Dispersed units exert a zone of control.
- ▶ Units surrounded by enemy units/ZOCs may withdraw to an adjacent supplied hex under certain circumstances.
- ▶ The strength of units defending in a city hex is not doubled. Instead, hits incurred by the defender are reduced by one.
- ▶ There is no Low Supply Status. A unit unable to trace supply in the Supply Phase becomes Out of Supply, then Isolated, then suffers Surrender. Surrender does not involve a die roll – the unit/stack automatically loses a step.
- ▶ On Game-Turns 1 and 2, Soviet attacks against German units within the Soviet Artillery Barrage area receive the artillery combat tactic and extra combat chit draw, without requiring a combat tactic card play. Throughout the game, all hexes in the Artillery Barrage area are considered within Soviet Fixed Artillery Range. The line marking the Barrage area serves as the base line for measuring the per game-turn extension of Soviet Fixed Artillery Range.
- ▶ When the defending player plays the reinforce combat tactic, a unit adjacent to an active enemy unit can't reinforce.
- ▶ Soviet reserve units entering via tactical deployment must be placed within two hexes of a unit in the same formation (instead of three hexes for German reserves).
- ▶ Reserve units in the same division need not be deployed in the same hex.
- ▶ Units reduced to one step may receive replacements. Units with two or more steps are not eligible to receive replacements.
- ▶ Certain eliminated units may be returned to play via replacement, within the restrictions of the replacement rules.
- ▶ Starting on Game-Turn 5, Soviet units west/south of the western Soviet Support line are *unsupported*, unless within range of a Soviet *Forward Support* marker. Unsupported units operate under certain restrictions, most notably that combat tactics cannot be played for them and some combat chits call for hits on unsupported units. *Support* is distinct from *supply*. Starting on Game-Turn 8, the eastern Soviet Support line is used instead of the western line, if the Soviet VP level falls below 20 points.

### Replacement Cards for *Enemy Action: Ardennes*

Included with *EA: Kharkov* are 12 corrected cards for *EA: Ardennes*. You may replace cards in your copy of *EA:A* with these corrected cards.

# ENEMY ACTION KHARKOV

## Design Notes

This is the second design in my *Enemy Action* game series. The first game, *Enemy Action: Ardennes*, covered the Battle of the Bulge, a topic for which I had the necessary historical research in hand, allowing me to focus on the design of the EA system. But as the design of *EA:A* progressed, I found that aspects particular to the Bulge added complexity: difficult terrain, road blocks, German surprise, bridge blowing and repair and fuel shortages to name a few. That design experience convinced me that a topic in a more open setting might allow an *Enemy Action* game with less complexity. I decided on the third battle of Kharkov in early 1943 with its flat terrain and sweeping movements; it presented an opportunity to strip the EA system to its essentials for two players and solo play.

That decision worked out great for the 2-player game of *Enemy Action: Kharkov*. It's simpler. You can set it up, play cards, move your units and fight it out.

With the solo games however, I discovered that open terrain and sweeping action introduced a new set of challenges. When the live player can move his forces fast and far in any direction across Russian farmlands, as opposed to a few hexes constrained by terrain, river barriers and roadblocks in the Ardennes, the AI has to work harder. The situation requires movement methods and preferences capable of processing a lot more possibilities in order for the AI side to act and respond effectively.

I think I met the solo design challenges and made the required adjustments. The German and Soviet solo engines both operate at a higher level than those in *EA:A*. In the German solo game, the Soviet engine adjusts its strategies with the stage of the game, the victory point level and the Soviet support situation. In the Soviet solo game, the German engine uses movement methods that change every few game-turns, combined with action cards that allow for defensive and offensive decisions specific to the tactical situation.

All three games in *EA:Kharkov* share several new play features to reflect German and Soviet capabilities during the battle.

A major new concept is Soviet Support. The Soviet side is on the initial offensive and the victory conditions press them to take enough of the map for an early win. Victory seems in the Soviet's grasp even as the relentless offensive momentum of the first few turns begins to dissipate with the front expanding in all directions. The Soviet Support line kicks in on Game-turn 5, and the Soviets push on, rationing offensive support to their advancing spearheads. Around turn 7, the Soviet Player might want to settle in for a long game win, but they must fight to hold gains, or Stalin will pull support altogether and put STAVKA's resources elsewhere, placing the Voronezh and Southwest Fronts under threat of collapse.

Here's the thinking behind some of the other changes:

### Player and Enemy Command cards

In *EA:A* all three games used the same deck of German and Allied command cards, encoded with symbols to tell you which items on the card applied to the game you were playing. Congested with information, the cards were hard to scan for items relevant to your game. For Kharkov, I split the decks into Player cards used only by the live players, and Enemy cards drawn only for the AI in both solo games.

### Command quality over unit quality

Troop quality, which played a big part in the stories of the Battle of the Bulge was represented in *EA:A* by elite and "green" units. My research for Kharkov did not surface many reports of extraordinary valor or collapse for specific units. So I left out combat chits for unit quality. In its place I introduced quality at the **command level** by adding combat chits with command card ratings. An activation by a "1" rated Command Card represents a hasty operation by just a few divisions in a Soviet army; while an army activation with a "4" rating is planned and supported at the Soviet Front level.

### Time Scale per Game-turn

Kharkov compresses the time scale from one day (in *EA:A*) to three days per game-turn. I introduced several tweaks and simplifications to reflect this.

- ▶ Dispersed units retain their zone of control. It seemed too much for a unit's presence on the battlefield to be so drastically diminished for three days.
- ▶ A unit that can't trace supply at the start of the turn becomes out of supply. There is no longer an interim state of "Low Supply".
- ▶ Players have more options when deploying multiple reserve units. In *EA:A* units in the same formation deployed together in a single hex and had to use an activation to get into effective tactical positions. In Kharkov, deployment includes "moving out" to the front.
- ▶ In Kharkov, mechanized units don't have to start their strategic movement in a road hex, and during a strat move can combine on- and off-road movement.

### Escaping the Trap:

Units can't move from one enemy-enemy controlled hex directly to another in *EA:A* and the same applies in Kharkov, with two exceptions:

- ▶ The larger scale, fluid situation and common occurrence of pocketed units on the Eastern Front convinced me to add **withdrawal**. This rule allows a surrounded unit to move one hex through enemy ZOCs if the hex it moves to is in friendly supply. This comes with a cost -- if the destination hex is not already friendly-occupied, the withdrawing stack must lose a step.
- ▶ When the Soviet offensive is rolling, German units sometimes get trapped along German map edges. To acknowledge that land exists beyond the map, active German units can shift from one map edge hex in a Soviet ZOC to another, as if the German unit moved off the map and returned in an adjacent hex.

### Rebuilding Shattered Units

In Kharkov, players can spend replacement points to add a step to a reduced unit and, in a new wrinkle, to return an eliminated unit to play. Players will be grateful to get those "dead" units back to hold VP locations and fill in the gaps in their front lines. Unit return was not offered in *EA:A* because eliminated units were worth VPs to the opposing side, which would be lost or hard to track if dead units returned to play.

### Consecutive German Activations

As in *EA:A*, formations in Kharkov usually can't be activated in consecutive impulses. However, when the German player activates a formation by play of the Manstein command card, this restriction is disregarded. Similarly in the Soviet solo game, a successful German major offensive immediately triggers another activation with the same formation. This represents the Rochade (castle the king), the rapid operational maneuvers masterminded by Field Marshal Erich von Manstein in his Back Hand Blow.

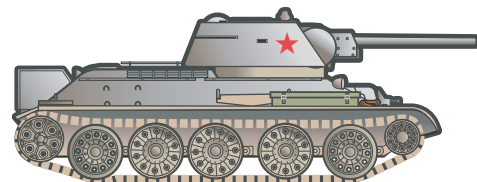
### Guarding Gaps and Victory Points

Players may notice that *undetected defenders*, a popular (and dreaded) "fog of war" mechanic in the Ardennes solo games, do not appear in *EA:K*. This mechanic, in which units in rear areas or reserve unexpectedly bolster the defense in a combat, was removed from Kharkov during testing. It became clear that in the new game's more open terrain, reserve units were desperately needed to fill gaps in the line and protect VP hexes, and could not be spared to stack with defenders. I expect undetected defenders will return in subsequent volumes.

### Dedication

I would like to recognize and remember two friends who inspired me on this game's journey. First, an old friend who passed away several years ago, David James Ritchie. His 1994 game design *Lost Victory* covered the same subject as *EA:K* with great originality, detail and wit. Second, a colleague I didn't get to meet in person, Scott Steffan, who passed away earlier this year. Scott made invaluable contributions to *Enemy Action: Ardennes* and my *D-Day* games as an amazing playtester and rules editor. Fine men both.

John H. Butterfield



### CREDITS

Game Design: **John H. Butterfield**

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# SEQUENCE OF PLAY SUMMARY (4.0)

## I. RESERVE PHASE

Take units from the calendar's current GT space and place them in each nation's reserve boxes. Deploy delayed reserves (11.3).

## II. CARD PREPARATION PHASE

### Both Players Prepare Cards & Draw Initial Hand:

1. Place **Reinforcement Cards** 1. entering this GT face down in Draw pile if Primary, or face down in Available Supplemental Card pile if Supplemental.
2. Shuffle the **Available Supplemental Cards**. Draw the number of cards for this GT and place them face down in Draw Pile.
3. Place the previous day's **Supplemental Discards** from the previous GT face down in the Available Supplemental Card pile.
4. Place the previous turn's **Primary Discards** face down in the Draw Pile box.
5. Shuffle the **Draw Pile** and draw cards up to hand size limit.

## III. SUPPLY PHASE 2+

1. Determine supply status of all German units, then all Soviet units (10.0). Remove all Out of Supply and Isolated markers from units in supply.
2. Place an Out of Supply marker on unsupplied units. If already OOS, place an Isolated marker. If already isolated, conduct surrender (10.23).
3. **8+** Determine Soviet Support line in use this turn.

## IV. COMMAND PHASE

Conduct alternating impulses. **1-6** Soviets first; **7+** Germans first.

### SOVIET IMPULSE

Play one Soviet card to initiate one command listed on card. Commands may include:

- Deploy reserve units in the card's formation (11.1).
- **3+** Replace one unit step in card's formation (13.0).
- Implement the card's command event or special event.
- Activate all units specified in the card's activation command.
- Once per GT, activate 1 unit able to trace supply, regardless of formation. This unit can't attack.

**If activating units:** If activating units: A unit or formation activated in the preceding Soviet impulse can't be activated in this impulse (6.3).

1. Movement (7.0)
2. Combat (9.0). Both players may play cards as combat tactics.
3. Withdrawal (8.1).
4. Place IP on one eligible active unit (12.2).
5. Remove Dispersed markers (9.9).

The Soviet Player may pass if their draw pile is empty and they have fewer cards in hand than the German player. At impulse end, draw from Soviet draw pile to bring hand up to 5 cards.

### GERMAN IMPULSE

Play one German card to initiate one command listed on card. Commands may include:

- Deploy reserve units in the card's formation (11.1).
- **3+** Replace one or two unit steps in card's formation (13.0).
- Implement the card's command event or special event.
- Activate all units specified in the card's activation command.
- Once per GT, activate 1 unit able to trace supply, regardless of formation. This unit can't attack.

**If activating units:** A unit or formation activated in the preceding German impulse can't be activated in this impulse (*von Manstein* activation excepted). Conduct operations with active units in this order:

1. Movement (7.0)
2. Combat (9.0). Both players may play cards as combat tactics.
3. Withdrawal (8.1)
4. Place improved positions on any eligible active units (12.2)
5. Remove Dispersed markers (9.9).

The German Player may pass if their draw pile is empty and their hand has the same number or fewer cards than the Soviet hand.

At impulse end, draw from the German draw pile to bring the hand up to the current German hand size limit.

### CONTINUE ALTERNATING IMPULSES

The Command Phase ends when both players' draw piles and hands are empty.

## V. END OF TURN PHASE

- **4+** Check for victory or defeat
- Return all combat chits to the cup.
- Remove all Dispersed and **5+** Soviet Forward Support markers from the map.
- **6-12** Reveal Ground Condition marker for next game-turn.
- Advance GT marker on Calendar. Start new GT.

## 7-13 HEAVY MUD GAME-TURN SEQUENCE OF PLAY

**I. RESERVE PHASE.** As in standard sequence of play.

**II. CARD PREPARATION PHASE.** Conduct step 3 only.

**III. SUPPLY PHASE:** Skip, except for removing OOS and isolated markers from units able to trace supply.

**IV. COMMAND PHASE.** Skip, except each side receives two infantry replacement steps (15.34).

**V. END OF TURN PHASE.** As in sequence of play, but no Victory check.