
Ukraine

1941

„Campaigns” system



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1.0 Introduction

„Ukraina 1941” simulates the battle that was fought in Ukraine during first days of German invasion in 1941. Four differently colored sets of counters (hereafter called “units”) are provided with the game. The units represent forces that participated in the battle. They were troops of USSR, Germany, Romania, Hungary and Slovakia.

Map covers South West Poland territory and central and Western Ukraine where battle took place.

1.1. Definitions

Area – base terrain ‘unit’ demarked by red or blue dashed lines, river, sea or country border.

An area can be occupied by units of only one of the war parties.

Region – A group of several areas demarked by blue dashed line, river, sea or country border.

MP (PR) – Movement Points that define unit’s ability to move.

SP (PS) – Strength Points that define unit’s ability to fight.

Unit Back – shows unit’s alignment and allows hiding unit’s details from opponents.

Unit Front – shows unit’s details: size, type and unit number.

Initiative – used to differentiate players. Player with initiative usually acts first.

1.2. Combat offensive/defensive modifier

It’s a row shift applied on tables where combat results and losses are looked up. Modifiers in favor of defender has a ‘-’ sign and in favor of attacker a ‘+’ sign.

Example:

- a) +2 means attacker gains 2 offensive modifiers that favors him and hinder defender.
- b) If attacker has 30 SPs, defender 8 SPs and attack was made through fortified line (-3 defensive modifier) then combat result from COMBAT RESULT table is looked up by moving 3 row down from ‘19-22’. Final Column is ‘10-12’. Attacker losses are looked up 3 rows up from original ‘9-12’ and defender’s losses 3 rows down from original ‘29-32’ in COMBAT LOSSES table.

1.3. Nationalities



Germany



Hungary



USSR



Romania



Slovakia

1.4. Rounding

Any rounding to integer numbers is rounded up.

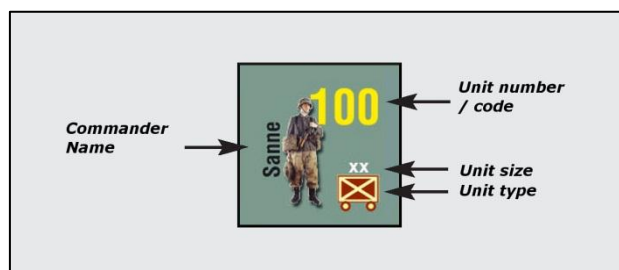
Example:

Unit with 5 SPs attacking from swamps has its strength halved. It will attack with 3 SPs.

2.0 Units Types

Unit represented by one counter is usually brigade or division. There are also independent fortification units and frontier regiments. Exceptionally division can be split into regiments if it was spread along large areas (e.g. Polish 9th INF).

Unit's counter provides info on unit type, size, number (or code) as well as (usually) its commander name.



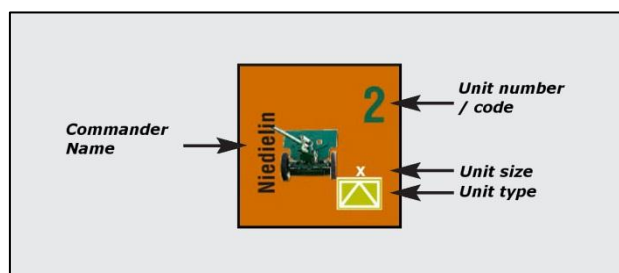
Example:

Above picture shows 100th (unit number) motorized infantry (unit type) division (unit size) under command of Col. Sanne (Commander Name). This unit will be described as 100 MOT in the setup.



Example:

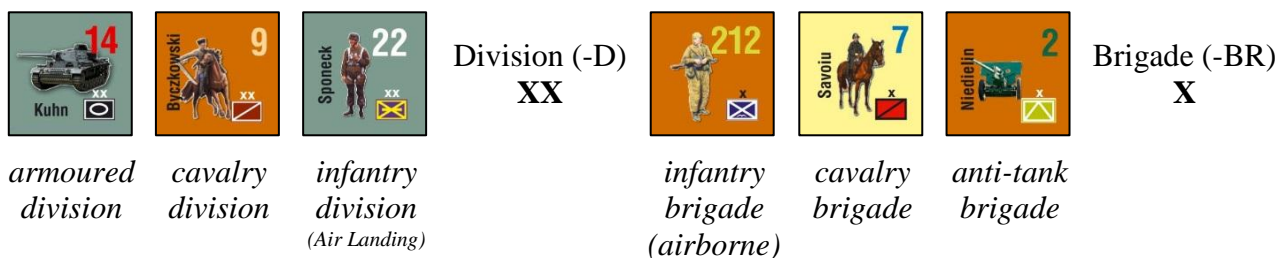
Above picture shows 11th (unit number) FA (unit type) division (unit size). It will be described as 11 FA in the setup.



Example:

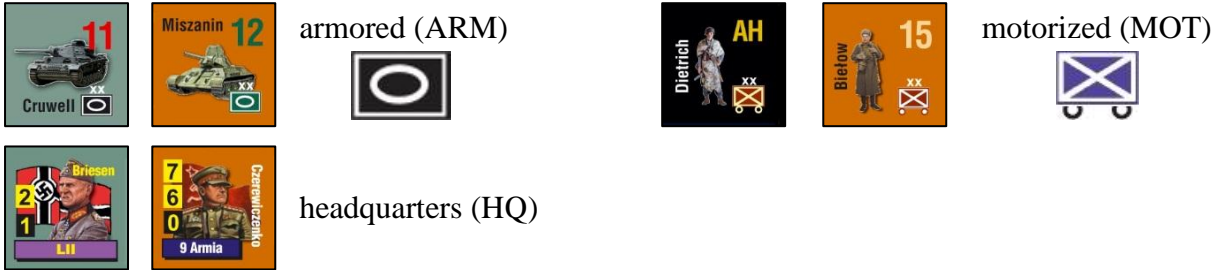
Above picture shows 2nd (unit number) Anti-Tank (unit type) brigade (unit size) under command of Lt. Niedelin (Commander Name). It will be described as 2 AT-BR in the setup.

Unit size

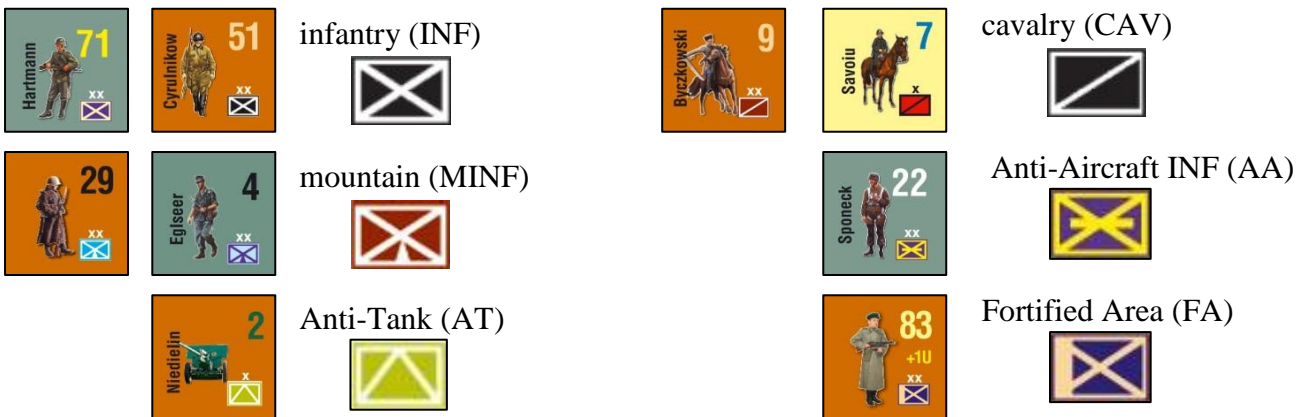


Units types

1. Motorized units



2. Non-motorized units



3. Air units



Note:

In setup obvious cases, for clarity, unit size is omitted for unit naming. E.g. INF for infantry division (not INF-D) or CAV for cavalry brigade (not CAV-BR).

3.0 Turns and Phases

3.1. General Rules

3.1.1 A turn is equivalent of one day.

3.1.2 Every turn (day) is divided into 6 phases:

Side with initiative is called Player A.

Side without initiative is called Player B.

Phase I – Player A's air missions (see 6.1.3 and 6.2.3)

a) Player B secretly notes which areas will be defended by his bomber units.

- b) Player A places his bomber units to carry out air missions
- c) Player B reveals placement of his bomber units – if an enemy bomber unit has any friendly bomber(s) within 2 areas' radius, both units are returned to their bases (one B's bomber negates one A's bomber). In case there are multiple bombers intercepted, player A chooses which units are to return).
- d) Any Player A's bombers left can carry on with their missions.

Phase II – Player A's attack

Player A can attack any adjacent areas occupied by enemy units (see 5.0).

Phase III – Player A's movement

Player A's units, that did not fight in the previous phase, can move (see 4.0).

Phase IV – Player B's bombing missions

See Phase I.

Phase V – Player B's attack

See Phase II.

Phase VI – Player B's movement

See Phase III.

Note:

Alliances perform in the same phases. For example in the historical scenario, German and Soviet units perform bombing missions in phase I.

4.0 Movement

4.1. General Rules

4.1.1 Movement of units is performed through areas borders and/or area node

4.1.2 Every unit can move between adjacent areas using its MP limit. MP limits are:

- INF => 1 MPs
- CAV => 2 MPs
- ARM/MOT => 3 MPs
- HQ => 6 MPs

4.1.3 Regions free of enemy units can be traversed faster. If all unit(s) movement is performed only in areas of such a region(s) then:

- all non-motorized units can use 2 MPs.
- all units ignore terrain costs (each area cost 1 MPs)

Exception:

Moving in an area with swamps or through area border with swamps always cost unit's all MPs (see 4.2.4).

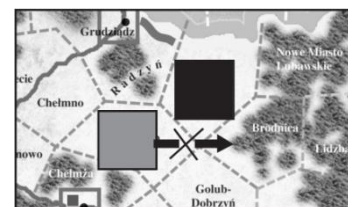
4.1.4 Area borders do not limit movement.

4.1.5 Moving through area node is restricted by presence of enemy unit(s) in adjacent areas. If any adjacent area of a node is occupied by enemy unit(s), movement through that node is prohibited.

Exception:

Movement through a node is always allowed if the node is the only way a unit can move or retreat.

4.1.6 Moving through a node is prohibited if a river flows through it.



Exception:

A unit can retreat through such a node, with an additional loose of 1 SP, if it is the only way the unit can retreat.

- 4.1.7 Movement through nodes is never blocked by adjacent fortresses or fortified areas.
- 4.1.8 Crossing enemy border and entering region containing enemy units cost an additional +1 MP.
- 4.1.9 Fortresses and fortified areas are independent regions.
- 4.1.10 Entering a fortress or fortified area does not cost any additional MPs.
- 4.1.11 Any number of units can enter an area (there is no stack limit for area).

4.2. Terrain Effect

- 4.2.1 Cost for entering adjacent areas is described in TERRAIN INFLUENCE table (TI).

Example:

- ⇒ Entering an area containing clear terrain cost 1 MP.
- ⇒ MOT and ARM units entering an area containing a forest must pay an additional +0.5 MP.
- ⇒ A unit crossing a river to enter an area must pay an additional +1 PM (exception: important river, e.g. Vistula River +2 MPs).

- 4.2.2 Terrain costs are cumulated.

Example:

MOT unit's cost for entering a forest area through river is 2.5MP.

- 4.2.3 A unit can **always** move into an adjacent area if it's its only movement (regardless of movement cost).
- 4.2.4 MOT and ARM units cannot move through swamped area borders. They can move into a swamped area.
- 4.2.5 MOT and ARM units cannot move through mountain area borders unless there is passage (valley) or a road marked on a map.
- 4.2.6 HQ units ignore terrain movement costs (they pay 1MP for every area). They must obey all motorized units terrain movement limitation (e.g. 4.2.6).



Mountain passage

5.0 Combat

5.1. Combat Procedure

- 5.1.1 Combat procedure is as follows:

- a) Each player selects and adds SPs of all the units he wishes or must engage in a combat.
- b) Defender's strength is subtracted from attacker's. This gives row in the COMBAT RESULT table where combat outcome will be looked up.
- c) Row found in b) is modified according to any offensive/defensive modifier (see 5.2).
- d) Attacker rolls two dices. Intersection of row found in c) and column provided by dice roll gives combat result.
- e) Combat result is applied.
- f) Each player rolls two dices to determine combat losses incurred by the enemy (see 5.4).

Example:

German 11 INF, 61 INF and “Kepmf” ARM are attacking Polish 20 INF in Mława. Their total strength is 42 but only 32 can be used in the combat (as attack is carried from one area only). Defender’s strength is 15 SP. The difference is therefore 17.

The Polish division defends in fortifications and forest (giving it a total -4 defensive modifier). Taking that into account, the row where attack result will be looked up moves from ‘16-18’ to ‘4-6’.

If the German Player rolls a 6, combat result will be D1 and the Polish Player must retreat one area or lose 1 SP. Decision on what to do must be taken before combat losses are rolled.

Next, both players roll for combat losses. The German player rolls a 7 which means that the Polish unit loses 1 SP – if roll was an 8 or higher, no losses would be incurred (as Polish losses are checked in row ‘13-16’). The Polish Player checks German losses in ‘29-32’ row (results 11 or lower means 1 SP loss for German units).

5.2. General Rules

5.2.1 Combat result is checked up in the COMBAT RESULT table.

5.2.2 Attack is voluntary.

5.2.3 Attack can be carried out on any number of chosen adjacent area(s) and presence of enemy on non-engaged adjacent areas has no effect.

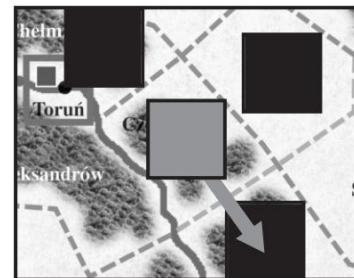
5.2.4 Either the attacker or the defender must fight from one lone area during a single combat. Single combat (attack) must be split when both Players have units on multiple areas.

5.2.5 No more than 32 SPs can attack through area border; no more than 32 SPs can from attack through one area border. If unit’s strength is modified somehow (e.g. halved when attacking from swamps), it should be applied after this 32 SPs limit is reached.

5.2.6 Attack cannot be made through nodes.

5.2.7 A unit can only make one attack per turn and can only defend once per turn.

5.2.8 Combat can be supported by friendly HQ (attack and defense) and offensive air support units (attack only). Such support may add up to maximum SPs limit described in 5.25.



Example:

a) Total 42 SPs of units are on an area. With support of 3 SPs from their HQ (in the same area) and 3 SPs from offensive air support, the maximum attack from this area is 38 SPs.

b) If attack is carried out from 2 areas maximum strength of defending units is 64 SPs (since attack is carried out through 2 area borders).

5.2.9 Units attacking from or through swamps halve their SPs.

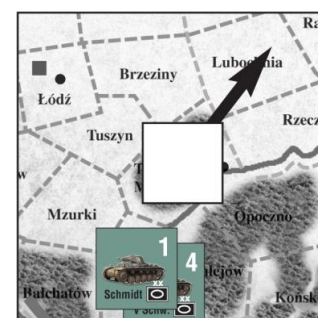
5.2.10 For clarity attacking units can be marked with “ATTACK” counter.



5.3. Retreat

5.3.1 All **Dx** results indicate defender’s retreat. ‘x’ indicates the number of areas the defender units should retreat. Retreat is allowed onto any area free of enemy unit.

5.3.2 If unit A retreats in an area where other friendly unit is stacked and this unit is attacked during the same phase,



then unit A does not count for this combat, but count for combat result (retreat and losses).

- 5.3.3** If units defended in fortification with modifier 2 or higher, they may choose not to retreat.
- 5.3.4** If defending units choose not to retreat (see 5.3.3), each counter on area must carry additional losses equal to the number of areas they should have retreated.
- 5.3.5** If defending units must retreat (5.3.3 not satisfied) but this is not possible (no area to retreat, impassable terrain, out of fuel) **all** their combat losses are doubled.

Example:

Combat result is D1(-1) and combat losses are 1 SP for two divisions (counters) on area.

If they defended in a fortified area, even if completely surrounded (no area to retreat to) they can stay in place and lose 4 SPs in this case. If the unit defended in an area with no fortification (hence must retreat) and could not retreat, for the same result, it would lose 8 SPs.

- 5.3.6** Retreat through node implies the loss of an additional 1 SP for all units retreating.
- 5.3.7** Retreat through rivers implies loss of an additional 1 SP (through important rivers an additional 2 SPs) for all units retreating.
- 5.3.8** If a unit is attacked by at least one enemy ARM unit and combat result obliges it to retreat, then, if the player decides not to retreat (if allowed by 5.3.3), he must take an additional 1 SP loss for each 12 SP of ARM units attacking.
- 5.3.9** ARM units, attacking through fortifications with modifier 3 or higher, do not count for rule 5.38.
- 5.3.10** If defending units retreated or were destroyed, attacking units can enter the vacated area.

Example:

- a) *Defending units are forced to retreat through a node with a river flowing through it. Combat result was D1 and combat losses 1 SP. Total losses are 3 SPs in this case (1 SP from combat loss, 1 SP for retreating through a node and 1 SP for retreating through a river).*
- b) *Units defending in level 2 fortifications received combat result D1 and 1 SP loss. They were attacked by 27 SPs of ARM units. If the defending Player wanted to keep position, total losses would be 3 SPs (1 SP if he chose to retreat).*

5.4. Combat Losses

- 5.4.1** Combat losses are provided in the COMBAT LOSSES table
- 5.4.2** Combat losses procedure:
 - a) In the COMBAT LOSSES table, player finds row relevant to strength (real one used in combat, see 5.2.5) of his units taking part in the combat.
 - b) Row from a) is modified by any relevant offensive/defensive modifier
 - c) Two dice are rolled.
 - d) Intersection of row found in b) and column resulted of dice roll sets combat losses of opponent unit(s).
- 5.4.3** Terrain modifications influence both defenders and attacker losses.

Example:

The German Player attacks the Polish 7 INF (with 10 SPs) in level 1 fortifications in forest (-2 defensive modifier). Strength of attacking German units is 35 SPs. The Polish Player checks losses of German units in row '17-20' (two rows above original

'9-12'), the German Player check Polish losses in row '25-28' (two rows below original '33-36').

Defender's terrain and fortifications makes Polish losses smaller and German higher.

5.5. Reorganization

5.5.1 Some attacks require units (even when victorious) to reorganize.

5.5.2 Disorganized units are covered with "R" marker (need for reorganization).



5.5.3 Disorganized units have their attack strength halved.

5.5.4 Disorganized units fight full strength in defense.

5.5.5 Disorganized units that did not fight and had not moved through **whole day** (turn) (considered as full phase cycle) can remove their "R" marker.

Example:

The German 18 INF was disorganized during an attack (phase II). If this unit does not move and is not attacked during subsequent phases III-II, it can remove its 'R' marker at the beginning of phase III next day.

If the unit is attacked by a Polish bomber units (in phase IV) or by land units (in phase V) – even unsuccessfully, then it can regain organized status (if not attacked or moved later) next day at the beginning of phase V or VI respectively.

6.0 Air Forces

The number, strength and type of air units available for a Player are described in each scenario.



6.1. Bombers

6.1.1 Bomber(BOM) unit has strength 2 (full strength) or 1 (reduced strength).

6.1.2 Only one bomber unit can operate in one area.

6.1.3 Bombers' missions are: bombard enemy units or rail transports attack.

6.1.4 A bomber unit can carry only one mission per day (turn).

6.1.5 Enemy units bombardment :

For each bombardment attempt one die is rolled:

1, 2 – no loss for enemy unit.

3, 4 – enemy unit loses 1 SP.

5, 6 – enemy unit loses 2 SPs.

Defending player chooses which one of his units takes losses.

The die roll is modified by terrain in the area:

Forest **-1**

Field Fortification **-1**

Fortress **-3**

6.1.6 Bombers with strength 1 inflicts only of 1 SP loss when modified die roll is 5.

6.1.7 Rail transports attack (see 8.0):

In order to attack enemy units transported by train in a **region**, a Player writes (secretly) region and number of bomber units assigned to rail transport attack. Any rail transport that appears in the region can immediately be bombarded (see day 2 and 3 in 8.1.2). Attack is carried out according to 6.1.5 (see 6.1.9).

6.1.8 A train can be bombed only once in a given region during one turn.

6.1.9 Terrain modifiers does not count in rail transport attack

6.1.10 All bombers' missions can be carried out within 9 area radius from friendly country or 6 area radius from friendly supplied HQ.

6.2. Tactical Air Support



- 6.2.1** Tactical Air Support (TAC) unit has strength 3 (full strength) or 2 (reduced strength).
- 6.2.2** Only one TAC unit can operate in one area.
- 6.2.3** TAC units can carry the following missions: enemy unit(s) bombardment or close air support.
- 6.2.4** Bombardment missions are analogous to 6.1.5 except dice roll results:
 - 1, 2, 3 – no loss
 - 4, 5, 6 – loss of 1 SP
- 6.2.5** Close air support missions can support **attacks** only. Strength of the TAC unit is added to the strength of attacking units (see 5.2.8).
- 6.2.6** Close air support missions can be carried out within 4 area radius from friendly country or 3 area radius from friendly supplied HQ.
- 6.2.7** Attack on an area with units bombed successfully (6.1.5 and 6.2.4) in previous phase gains +1 offensive modifier.

7.0 Fortifications

There are 2 types of fortifications in the game:

- fixed fortifications (fortified lines and fortresses – drawn on a map)
- field fortifications (build by land units)

7.1. Fixed Fortifications

- 7.1.1** Units defending in **fortified lines** (FL) gain a **-3** defensive modifier. FL modifier counts only for attacks through the FL.
- 7.1.2** If attack is made through several areas' borders, FL modifier is used if total strength of units attacking through FL is greater than those attacking through borders without FL.
- 7.1.3** Units being in FL and not attacked through a border with FL are treated as in field fortifications '2' (see 7.2).



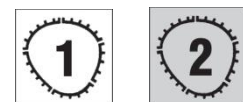
Example:

If strength of units 1 and 2 is greater than unit 3 then defender receives only -2 defensive modifiers. If unit 3 was stronger than 1 and 2 together, then defender receives -3 defensive modifiers.

- 7.1.4 Fortresses** provide the following defensive modifiers:
 - 4 if total strength of defending units is greater than 12 SPs,
 - 3 if total strength of defending units is 5-11 SPs,
 - 2 if total strength of defending units is 4 or less SPs.
- 7.1.5** Fortresses are supply bases for themselves (cannot supply any other area).
- 7.1.6** Fortresses are treated as independent regions.

7.2. Field Fortifications

- 7.2.1** Every unit (except HQs) that did not attack and did not move can build fields fortifications (FF). Appropriate counter is placed on an area at the end of friendly movement phase (phases III and VI).



7.2.2 FF has two levels. Each level is build according to (7.2.1).

7.2.3 FF provides defensive modifier according to their level.

Example:

A unit did not attack or move. At the end of the movement phase, the Player can put field fortification level 1 in the area. If this unit (or any other unit that starts on this area) did not attack or move during next day (turn), fortification level 2 can be placed instead. Units on them gain a -2 defensive modifier.

7.2.4 FF is removed from the map if no unit is in the area at the end of the player's movement phase.

Example:

The 10th ARM was regaining supply in FF. On September 10th it moved to the frontline. At the end of the movement phase field fortifications are removed. If another unit (e.g. GrentzShutz Brigade) moved into the area, fortifications would have remained on the map.

7.2.5 FF is removed from the map if attacked area was emptied after combat.

8.0 Rail

Land units can be transported by train. Number of transport trains is described in each scenario. Sometimes reinforcements appear on the map already loaded on train– this is marked by (K) in the setup. Units transported by train are covered with “Rail Transport” counter.



8.1. Rail Transport

8.1.1 One train can transport one unit.

8.1.2 To transport a unit by train, the following steps needs to be executed:

Day (Turn) 1: Unit in an area containing a city loads onto train. It is covered with a “rail transport” counter. Player should write (secretly) the destination city of the train (cannot be changed later).

Day (Turn) 2: Unit is transported. Transport occurs on the shortest route to unit's destination. Shortest route means that number of regions between departure city and destination should be minimal. If unit survives the transport, it is placed in its destination city area.

Day (Turn) 3: “rail transport” counter is removed from play and unit can move normally.

Example:

a) *The Polish 2 INF starts the game (on September 1st) already loaded in rail transports. The Polish player can move the unit on Sep 1st to selected destination (must be an area with city). On Sept 2nd at the beginning of the movement phase the “rail transport” counter is removed and the unit can move normally.*

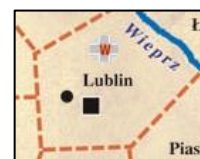
b) *On September 3rd in Jaroslaw a rail transport arrives for 24 INF. If unit is not in the area, following scenario can happen:*

⇒ *on Sept 3rd, during the movement phase, the 24 INF enters Jaroslaw area.*

⇒ *on Sept 4th, during the movement phase, the 24 INF loads onto trains (and is covered with a “rail transport” counter) and the Polish player writes its destination. During the next German bombing mission phase (phase I on Sept 5th), the German player can bombard the loaded unit in the Jaroslaw area (with regular unit bombardment).*

- ⇒ on Sept 5th, during the movement phase, the 24 INF moves to its destination. If the German player has assigned air units to attack trains in regions on the route, bombardment procedure is carried out (see 6.1.7) immediately (during this Polish movement phase). The German player can also bombard this train transport on destination area in his next bombing phase (phase I on Sept 6th).
- ⇒ on Sept 6th, during the movement phase, the “rail transport” counter is removed from the 24 INF and the unit can move normally.

- 8.1.3 Units transported by train cannot fight and are eliminated if any enemy unit (non HQ) enters its area.
- 8.1.4 Bombardment losses of land units transported by train are doubled.
- 8.1.5 Trains bombarded in an area **without** any land units are eliminated if any losses are inflicted.
- 8.1.6 Train counter is removed from play after it transported a unit.



German supply base

9.0 Supply

9.1. General Rules

- 9.1.1 Supply base is an area marked by a square.
- 9.1.2 Supply line (SL) is a ‘path’ of areas linking a supply base and the supplied unit.
- 9.1.3 SL can pass through areas that are:
 - free of enemy unit,
 - not adjacent to areas occupied by enemy units (unless such transit area is occupied by friendly unit).
- 9.1.4 SL cannot pass through node nor be blocked through node.
- 9.1.5 Supply bases for each country are marked by colored squares on the map. Supply bases can only supply a given country’s units. Even allied units cannot be supply from another country’s supply base.
- 9.1.6 Every unit that is not supplied at the end of its movement phase losses:

- Germany, USA, UK	1 SP
- France, Poland, Hungary, Slovakia, Romania, Lithuania, Latvia	2 SPs
- USSR, Italy	3 SPs

9.2. Motorized Units Supply



- 9.2.1 Motorized units’ fuel supply (FS) limitation affects German and Soviet motorized units (ARM, LARM and MOT). FS is marked with special counters placed under those units.
- 9.2.2 Each motorized unit starts the game with maximum level of FS. German motorized units’ maximum level is 4. Soviets’ maximum level is 3.
- 9.2.3 If a unit moves, its FS level drops by 1.

Example:

Unit loses one FS level if:

- ⇒ it pursuits after successful attack
- ⇒ it moves
- ⇒ it retreats after combat

Unit does not lose FS level if:

- ⇒ it attacks but does not pursue
- ⇒ it doesn't retreat after combat

9.2.4 FS level can be increased by 2 (but not above its maximum level) if unit does not attack or move during a day (similarly to 5.5.4).

Example:

Unit cannot regain FS level if it retreats after an enemy attack.

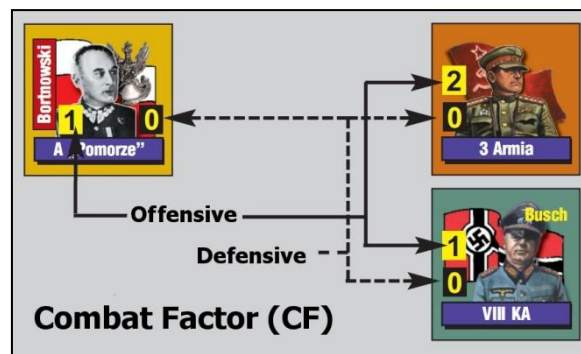
9.2.5 FS level can be increased for supplied units only.

9.2.6 Units with FS level equal to zero have their attack strength halved and cannot move (this rule counts for combat pursuits, and retreat).

9.2.7 Units with FS level equal to zero, cannot retreat, hence must take losses according to rule 5.3.5.

10.0 Headquarters (HQ)

Headquarters (HQ) represents corps or army (for Soviets) command centers. Their combat factor represents command skill and/or strength and quality of support units (e.g. corp's organic artillery units).



10.1. General Rules

10.1.1 HQ has two combat factors (CF) – one for attack and one for defense. Respective CF can be added to attack/defense strength of units in an area.

10.1.2 CF can be used only once during one combat phase. HQ that has 2 (e.g. offensive) combat factors can support 2 combats during one combat phase.

10.1.3 Only one HQ's CF can be added to strength of units attacking from single area or defending on single area.

Example:

a) Attacker has 4 INFs and 3 HQs in an area. From this area only a maximum of 32 SPs (+one chosen HQ offensive CF) can be counted for attack on one enemy area. If 3 attacks were made on 3 different areas then each HQ can be used (one for each attack).

b) If single attack is made from 3 areas, up to 3 HQ may support such attack, provided each one supports units in different area.

c) When defending in an area, only one HQ can be chosen to support defense.

10.1.4 HQ alone in an area is eliminated when enemy unit (non HQ) enters onto it.

10.1.5 HQ cannot attack alone. HQ defending alone on an area uses its defensive CF.

10.1.6 HQ is affected by combat results as regular land units. HQ can retreat, but it is eliminated if it must take any loss (meaning losses inflicted by attacker are greater than total SPs of units defending on an area).

Example:

- a) When a HQ defends together with a unit with 1 SP and the attacker inflicts 2 SP losses, then both units (regular unit and HQ) are destroyed.
- b) HQ is attacked alone in an area. If combat result is a SP loss, the HQ is destroyed. If no loss is inflicted during combat, the HQ can retreat as a regular unit.

10.1.7 HQ's movement is not influenced by terrain. It pays 1 MP per area regardless of terrain.

10.1.8 If more than 2 HQs supports combat (must have their offensive CF greater than 0) then the player receives 1 combat modifier for **every** HQ over the number.

Example:

Attack supported by 4 HQs will gain +2 offensive modifiers.

11.0 Reinforcements

11.1. General Rules

11.1.1 Reinforcements appear on the map in time and areas described on the reinforcement track in each scenario.

11.1.2 Reinforcements are placed on a map in the friendly movement phase.

11.1.3 Normally, unit enters game at full strength, as described in the UNIT STRENGTH tables, if unit starts weaker, its starting strength is provided in brackets.

11.1.4 Reinforcement units (**only**), if not starting at full strength, can regain 1 SP per day up to maximum strength shown in the UNIT STRENGTH. Unit regains SP at the beginning of the enemy bombing phase, before any bombing missions are carried out.

11.1.5 Units can also start game not at full strength (this is also shown in scenario setup by the current strength put in brackets). Those units can regain strength according to 11.1.4.

Example:

Unit starting game not fully strengthened:

36 INF (3) Szydłowiec => Starts scenario with 3 SP

Reinforcements unit that is below full strength:

9 IX: 50 INF (6) Kobryn => appears in Kobryn on Sept 9th with 6 SP

11.1.6 Unit that moves cannot regain strength any more.

11.1.7 Each successful attack (e.g. bombardment) reduces maximum strength the unit can reach.

Example:

a) The 44 INF arrives in reinforcement in Tuszyn on September 5th with 3 SP. For "September 1" scenario this division's maximum strength is 12 SP. If division does not move and is not attacked it will reach maximum 12 SP on September 14th (during phase I – German bombardment). If German bombers make 2 successful attacks (e.g. on Sept 10th and 11th) inflicting 3 SPs of losses then maximum strength division can reach is 9 SP.

b) If the 44 INF is attacked by German land forces on Sept 8th and is forced to retreat it cannot regain SPs anymore.

12.0 Soviet Units

12.1. General Rules

- 12.1.1 Retreat is always mandatory for Soviet units.
- 12.1.2 Soviet unit that retreat after combat suffers **1 SP** of additional losses regardless of the combat result.
- 12.1.3 If Soviet unit must retreat but it is unable to do so than it suffers **2 SPs** of losses (according to 5.3.5).

13.0 Special Units

13.1. Fortified Area units

- 13.1.1 Fortified Area (FA) units increase value of Field Fortifications by 1.

Example:

- a) 139th infantry division and 5th FA defend on area with no fortifications. During German attack defenders can count 1 defensive modifier as if FF of value 1 was present on the area.
- b) 3rd motorized division and 27th FA defend on field with FF 2. During attack defenders count 3 modifiers for field fortifications.

- 13.1.2 FA units can be merged with (non-motorized) infantry unit. By activation of both units on the same area infantry units SPs can be increased by FA unit's SPs. Such reinforcement cannot exceed infantry unit's starting SPs. After reinforcement FA unit is removed from the game.

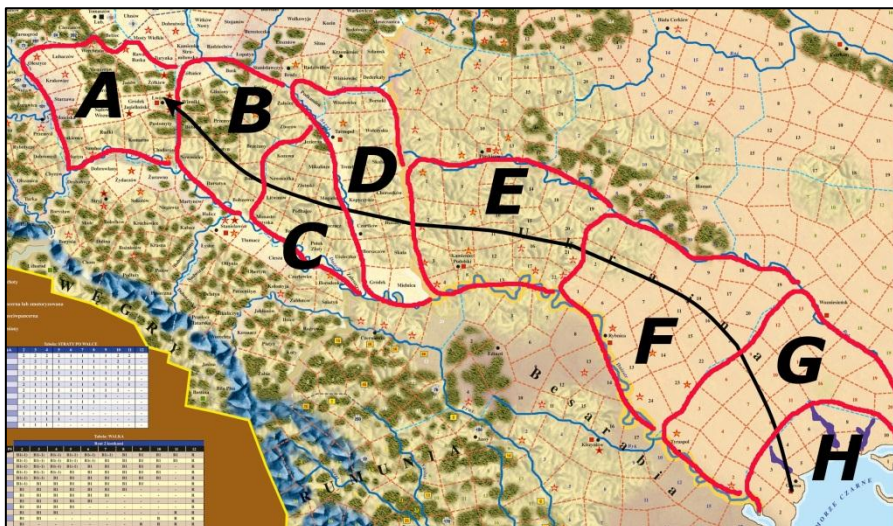
13.2. Anti-Tank brigades

- 13.2.1 If anti-tank brigade (AT-BR) defends in an area then every second step lost during enemy attack must be taken from armored or motorized units (if possible).

14.0 Examples to game mechanics

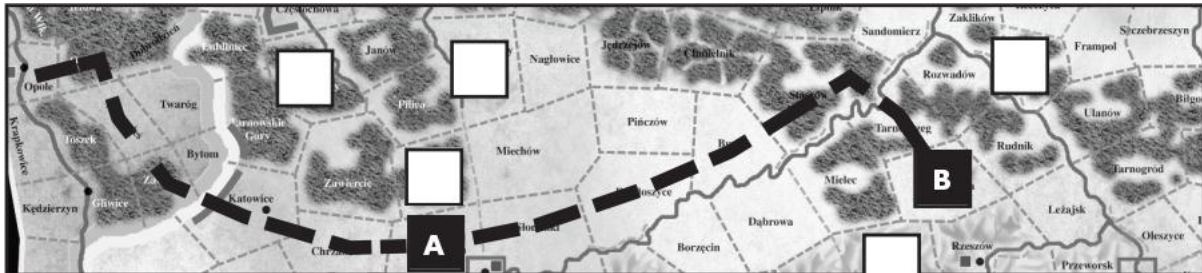
Example A – rail transport

Below picture shows rail transport of a unit from Odessa to Lwów. Transport can be bombed (if player has enough bombers in range) in every of 8 regions it moves through: A, B, C, D, E – Kamieniec Podolski, F - Rybnica, G – Tyraspol and H - Odessa).



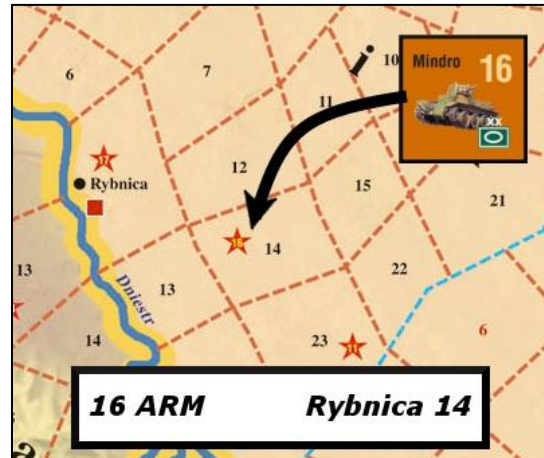
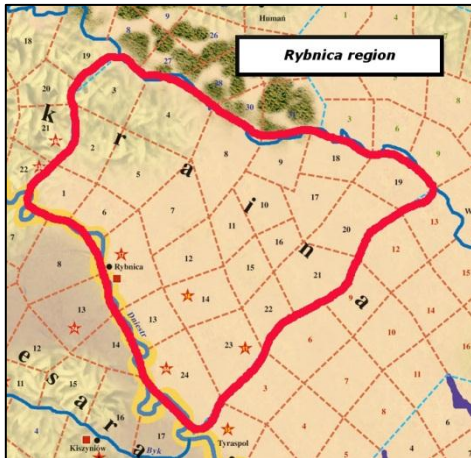
Example B – supply line

Unit B can trace supply line from Opole. If unit A was not in Olkusz then supply line would be blocked.



Example C – unit setup

Soviet 16th armored division is to be setup in area 14 of Rybnica region. In USSR, due to vast distances, areas are not named but rather numbered within region they belong to. Region name is taken from its (usually the only) major city.



TABLES

COMBAT RESULT

Roll two dice											
SP difference	2	3	4	5	6	7	8	9	10	11	12
65+	D1(-2)R	D1(-2)R	D1(-2)R	D1(-2)	D1(-1)	D1(-1)	D1(-1)	D1(-1)	D1	D1	D1AR
52 - 64	D1(-2)R	D1(-2)R	D1(-2)	D1(-1)	D1(-1)	D1(-1)	D1(-1)	D1	D1	D1	D1AR
41 - 51	D1(-2)R	D1(-2)	D1(-1)	D1(-1)	D1(-1)	D1(-1)	D1	D1	D1	D1	AR
31 - 40	D1(-2)R	D1(-1)	D1(-1)	D1(-1)	D1(-1)	D1	D1	D1	D1	D1	AR
23 - 30	D1(-1)R	D1(-1)	D1(-1)	D1(-1)	D1	D1	D1	D1	D1	-	AR
19 - 22	D1(-1)R	D1(-1)	D1(-1)	D1	D1	D1	D1	D1	D1	-	AR
16 - 18	D1(-1)R	D1(-1)	D1	D1	D1	D1	D1	D1	D1	-	AR
13 - 15	D1(-1)R	D1	D1	D1	D1	D1	D1	D1	-	-	AR
10 - 12	D1R	D1	D1	D1	D1	D1	D1	-	-	-	AR
7 - 9	D1R	D1	D1	D1	D1	D1	-	-	-	-	AR
4 - 6	D1R	D1	D1	D1	D1	-	-	-	-	-	AR
1 - 3	D1R	D1	D1	D1	-	-	-	-	-	AR	A(-1)R
0 - -5	D1R	D1	D1	-	-	-	-	-	AR	A(-1)R	A(-1)R
-6 - -16	D1R	D1	-	-	-	-	-	AR	A(-1)R	A(-1)R	A(-2)R
-17 - -28	D1R	-	-	-	-	AR	AR	A(-1)R	A(-1)R	A(-2)R	A(-2)R
Less than -29	D1R	-	-	AR	AR	AR	A(-1)R	A(-1)R	A(-2)R	A(-2)R	A(-2)R

D1 – defender retreats by 1 area

R –reorganization

(-1) –loss of 1 SP

Example:

D1(-1)R => defender disorganizes, losses 1 SP and should retreat by 1 area.

A(-1) => attacker loses 1 SP

COMBAT LOSSES

Roll two dice											
SP	2	3	4	5	6	7	8	9	10	11	12
76+	3	3	3	3	3	2	2	2	2	2	1
61 - 75	3	3	3	2	2	1	2	2	2	2	1
50 - 60	3	2	2	2	2	1	1	2	2	2	-
46 - 49	2	2	2	2	1	1	1	1	2	2	-
41 - 45	2	2	2	1	1	1	1	1	1	2	-
37 - 40	2	2	1	1	1	1	1	1	1	2	-
33 - 36	2	2	1	1	1	1	1	1	1	1	-
29 - 32	2	1	1	1	1	1	1	1	1	1	-
25 - 28	2	1	1	1	1	1	1	1	1	-	-
21 - 24	2	1	1	1	1	1	1	1	-	-	-
17 - 20	2	1	1	1	1	1	1	-	-	-	-
13 - 16	1	1	1	1	1	1	-	-	-	-	-
9 - 12	1	1	1	1	1	-	-	-	-	-	-
5 - 8	1	1	1	1	-	-	-	-	-	-	-
3 - 4	1	1	1	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-	-
1	1	-	-	-	-	-	-	-	-	-	-

TERRAIN EFFECT TABLE

	movement		combat
	non-motorized	motorized	
clear	1	1	-
forest	0	+0.5	-1
hills	0	0	-1
river	0	+1	-1
Dniepr	0 (cavalry +1)	+2	-2
swamps	all MPs	all MPs	1/2A*
mountains	0	not available	-2
lake	not available	not available	no combat

* attacker strength is halved

Any other terrain features (e.g. cities) not mentioned in the table does not influence combat and movement.

June 22nd 1941

historical scenario

German attack was a surprise for Soviet Union. And although the media have been preparing the nation for the war during the last 2 years it was to be the war where Labor Red Army 'liberates' Western and Central Europe from tyranny of capitalists. Nobody expected that 3 small German armies, completely unprepared for winter, would launch an attack in 1941.

So when first shots fired on June 22nd it was the beginning of victorious march on West for many Red Army soldiers. But within next few hours German tanks moved several kilometers East from Ribbentrop-Molotov line dividing the occupied Poland between Russia and Germany. But even if front line units vanished within hours Soviet Union still have tremendous reserves including numerous armored and mechanized corps. They were ordered to counterattack on German panzer spearheads moving East along steppes of Ukraine.

Battle in Lviv (Lwów), Odessa, Kiev triangle in June/July 1941 is one of the most interesting maneuver battles in the World War II.

Scenario Notes

- ⇒ Initiative: Germans
- ⇒ Game lasts from June 22nd to July 6th (15 turns).
- ⇒ From June 22nd to 28th (first 7 turns) every Soviet unit that is adjacent to a German one and is not stacked with a friendly HQ **must** attack and pursuit if attack is successful.
- ⇒ Soviet units can build fortifications from June 29th.
- ⇒ Every Soviet Armored, Motorized or FA unit loses 1 SP when moved during Movement Phase.
- ⇒ Crossing Ribbentrop-Molotov line **does not** cost 1 MP.
- ⇒ Unit that retreats (after combat) through Dniepr loses 2 SPs.
- ⇒ Soviet Player can move one unit per day by rail transport from Odessa.
- ⇒ Every turn, starting July 23rd, Soviet Player receives reinforcements: 2 SPs of INF and 1 SP of MOT/ARM. These can reinforce any supplied and non-eliminated unit. Reinforced unit cannot exceed its initial strength.
- ⇒ Lwów, Kowel, Odessa, Tarnopol, Kiszyniów, Żytomierz and Czerkasy must be garrisoned by unit with at least 3 SPs. If not Soviet Player can place his (e.g. eliminated) unit on the area. The unit has 5 SPs and can be reinforced by 1 SP every turn till it reaches 13 SPs. Unit is supplied by a city it liberated and can freely move and attack.
- ⇒ Romanian Army and German 11 Army activates on July 1st.
- ⇒ Soviet units in Bessarabia (regions south of Dniestr: Czerniowiec, Edineti and Kiszyniów) can move only after Romanian Army and German 11 Army activates.

Initial Setup

Units' initial positions are marked on the map for this scenario. Also see scenario aid at the end of this rule book.

Germans (all have FF 1)

All units in each army have the same color of unit symbol (number or letter) on a counter.

213 INF Włodawa (G1)

6 Army

XVII HQ , 56 INF, 62 INF	Uhursk (G2)	XXXXIV HQ , 57 INF	Bełz (G8)
298 INF	Dorohusk (G4)	75 INF, 297 INF	Bełz (G8)
44 INF	Dubienka (G5)	9 INF	Uhnów (G9)
168 INF	Hrubieszów (G6)	LV HQ	Chełm (G3)
XXIX HQ , 111 INF	Dołohobyczów (G7)		
299 INF	Dołohobyczów (G7)		

1 Armored Group

XIV HQ , MOT SS [W]	Lublin (G26)	13 ARM	Łaszczów (G12)
MOT SS [AH]	Bełżyce (G27)	XXXXVIII HQ	Tomaszów Lub. (G11)
9 ARM	Kraśnik (G28)	16 MOT	Tomaszów Lub. (G11)
III HQ , 25 MOT	Zamość (G14)	11 ARM, 16 ARM	Tomaszów Lub. (G11)
14 ARM	Komarów (G13)		

17 Army

IV HQ	Biłgoraj (G15)	97 MOT	Rudnik (G18)
24 INF, 262 INF	Bełżec (G10)	100 MOT	Łańcut (G23)
295 INF, 296 INF	Cieszanów (G16)	101 MOT	Żurawica (G21)
1 MINF, 71 INF	Tarnogród (G17)	LII HQ , 444 INF	Pruchnik (G24)
XXXXIX HQ	Leżajsk (G19)	454 INF	Dynów (G25)
68 INF, 257 INF	Jarosław (G20)		

11 Army *(Activates on July 1st)*

76 INF	Czerniowce 16 (G29)	239 INF	Bacau 9 (G31)
LIV HQ , 198 INF	Jassy (G30)	XI HQ , 22 INF (AL)	Bacau 13 (G31)
170 INF	Jassy 14 (G30)		

3 Army (Romanian) *(Activates on July 1st)*

8 CAV	Czerniowce (G29)	14 INF	Jassy 9 (G30)
1 MINF-BR	Czerniowce 4 (G29)	13 INF	Jassy 10 (G30)
4 MINF-BR	Czerniowce 7 (G29)	INF [G]	Jassy 17 (G30)
5 CAV	Czerniowce 9 (G29)	15 INF	Jassy 18 (G30)
6 CAV	Czerniowce 13 (G29)	35 INF	Bacau (G31)
3 Army HQ	Jassy (G30)	2 MINF-BR	Bacau 3 (G31)
8 INF	Jassy 3 (G30)	7 INF	Bacau 4 (G31)

Slovaks:

HQ, 1 INF, 2 INF Freely in Slovakia

Hungarians:

HQ, 1 CAV, 1 MOT-BR, 2 MOT-BR, 1 MINF, 8 MINF Freely in Hungary

Bombers

22 VI – 6 VII: 4 x BOM (2)

Close Air Support

22 VI – 6 VII: 4 x TAC (3)

Reinforcements

24 VI: 99 MOT	Rzeszów (G22)	2 VII: 1 INF (rom.)	Jassy 18 (G30)
28 VI: 72 INF	Bacau (G31)	2 VII: 4 Army HQ (rom.)	Jassy (G30)
28 VI: 6 INF (rom.)	Jassy 1 (G30)	3 VII: 1 CAV (rom.)	Jassy 18 (G30)
29 VI: XXX HQ , 50 INF	Bacau (G31)	3 VII: 2 CAV (rom.)	Jassy 18 (G30)
30 VI: 46 INF	Bacau (G31)	3 VII: 21 INF (rom.)	Jassy 18 (G30)
30 VI: 5 INF (rom.)	Bacau (G31)	6 VII: 10 INF (rom.)	Jassy 18 (G30)
1 ARM (rom.)	Bacau (G31)		
4 MINF	Rzeszów (G22)	Can be placed after Germans lost 12 SPs.	
125 INF	Rzeszów (G22)	Can be placed after Germans lost 24 SPs.	
106 INF	Rzeszów (G22)	Can be placed after Germans lost 36 SPs.	

Soviets

*All units in each army have the same color of unit symbol (number or letter) on a counter.
All units adjacent to Ribbentrop-Molotov line or a border has FF 1.*

Ukraine Front

1 FA	Korosteń 1 (R48)	139 INF	Płoskirów 4 (R44)
3 FA	Żytomierz 2 (R47)	80 INF	Płoskirów 9 (R44)
5 FA	Żytomierz 3 (R47)	26 Army HQ , 2 AT-BR	Stryj (R23)
7 FA	Żytomierz 9 (R47)	8 FA	Bircza (R14)
13 FA	Płoskirów (R44)	99 INF	Przemysł (R13)
15 FA	Kamieniec Podolski 17 (R29)	72 INF	Tyrnawa (R15)
17 FA	Rybnica (R31)	173 INF	Sambor (R20)
83 FA	Kijów 12 (R49)	7 MOT	Żydaczów (R21)
5 Army HQ	Łuck (R38)	12 ARM	Sokołów (R22)
2 FA	Werba (R3)	34 ARM	Chodorów (R19)
45 INF	Zgorany (R1)	12 Army HQ	Stanisławów (R26)
62 INF	Luboml (R2)	4 AT-BR, 5 AT-BR	Stanisławów (R26)
87 INF	Latowiz (R5)	10 FA	Kamieniec Podolski 2 (R29)
124 INF	Sokal (R6)	11 FA	Kamieniec Podolski 3 (R29)
41 ARM	Mikulicze (R4)	12 FA	Kamieniec Podolski 4 (R29)
135 INF	Dubno (R40)	192 INF	Borynia (R24)
215 MOT	Ołyka (R37)	44 MINF	Rożniatów (R25)
19 ARM	Równe (R39)	15 ARM	Stanisławów (R26)
1 AT-BR	Łuck (R38)	39 ARM	Horodenka (R28)
6 Army HQ	Lwów (R17)	240 MOT	Kamieniec Podolski (R29)
4 FA	Rawa Ruska (R9)	58 MINF	Kołomyja (R27)
6 FA	Oleszyce (R11)	96 MINF	Czerniowice 17 (G29)
3 CAV	Dobrotwór (R7)	60 MINF	Czerniowce 18 (G29)
41 INF	Mosty Wielkie (R8)	164 INF	Czerniowce 19 (G29)
159 INF	Werchata (R10)	9 Army HQ	Kiszyniów (R32)
97 INF	Krakowiec (R12)	80 FA	Kiszyniów 2 (R32)
81 MOT, 3 AT-BR	Lwów (R17)	81 FA	Kiszyniów 6 (R32)
8 ARM	Żółkiew (R16)	82 FA	Tyraspol 2 (R33)
32 ARM	Gródek Jagielloński (R18)	84 FA	Rybnica 24 (R31)
14 CAV	Płoskirów 2 (R44)	176 INF	Edineti 4 (R30)
141 INF	Płoskirów 3 (R44)	96 INF	Kiszyniów 5 (R32)

5 CAV	Kiszyniów 13 (R32)	11 ARM	Rybnica 23 (R31)
30 MINF	Edineti 11 (R30)	15 MOT	Tyraspol (R33)
74 INF	Edineti 13 (R30)	17 FA	Rybnica (R31)
16 ARM	Rybnica 14 (R31)		

Reserves

130 INF	Kamieniec Podolski 22 (R29)	35 ARM	Żytomierz 5 (R47)
169 INF	Kamieniec Podolski 21 (R29)	131 MOT	Żytomierz 1 (R47)
189 INF	Kamieniec Podolski 16 (R29)	140 INF	Płoskirów 8 (R44)
197 INF	Kijów 9 (R49)	146 INF	Żytomierz 8 (R47)
199 INF	Biała Cerkiew (R46)	228 INF	Korosteń 2 (R48)
190 INF	Humań 19 (R45)	195 INF	Sarny (R35)
40 ARM	Żytomierz (R47)	200 INF	Stepań (R36)
43 ARM	Żytomierz 9 (R47)	193 INF	Korosteń 4 (R48)
213 MOT	Płoskirów 13 (R44)	44 ARM	Kiszyniów 15 (R32)
45 ARM	Płoskirów 7 (R44)	47 ARM	Kiszyniów 16 (R32)
49 ARM	Kamieniec Podolski 1 (R2)	218 MOT	Kiszyniów 17 (R32)
216 MOT	Kamieniec Podolski 6 (R29)	5 INF-BR, 6 INF-BR, 212 INF-BR	
212 MOT	Brody (R41)	32 CAV, 116 INF, 196 INF, 206 INF	
10 ARM	Złoczów (R42)	106 INF, 156 INF	Odessa (R34)
37 ARM	Tarnopol (R43)	1 INF-BR, 204 INF-BR, 211 INF-BR	
20 ARM	Płoskirów 1 (R44)		Kijów (R49)

Reinforcements

25 VI: 18 Army HQ		1 VII: 171 INF, 28 MINF	Kijów (R49)
	Kamieniec Podolski (R29)	2 VII: 9 CAV	Kiszyniów 13 (R32)
29 VI: 147 INF	Biała Cerkiew (R46)	3 VII: 150 INF	Kiszyniów 13 (R32)
30 VI: 165 INF, 175 INF		4 VII: 25 INF	Kiszyniów 17 (R32)
	Biała Cerkiew (R46)	5 VII: 51 INF	Kiszyniów 17 (R32)
1 VII: 29 MINF	Biała Cerkiew (R46)		

Setup Explanations

XIV HQ, MOT SS [W]	Lublin (G26)	German motorized SS “Viking” division and XIV Corps HQ are placed in Lublin (marked on scenario aid map by circle with G26 code).
5 FA	Żytomierz 3 (R47)	5 th Fortified Area unit is placed in 3 rd area of Żytomierz region (center of the region is marked on scenario aid map with red square with R47 code).
81 MOT, 3 AT-BR	Lwów (R17)	81 st Motorized division and 3 rd anti-tank brigade are placed in Lwów (marked on scenario aid map by red square with R17 code).
22 VI – 6 VII:	4 x BOM (2)	Player have 4 units of bombers with strength 2 (full strength) from June 22 nd to July 6 th .

Victory Conditions

German Player gains victory points (VP) for:

- ⇒ every Soviet supply base captured + 1 VP
- ⇒ every Soviet HQ eliminated + 1 VP
- ⇒ **automatic victory** Kiev captured

Victory scale:

9 - 10	<p>Great German victory Great Victory Herr General! Thanks to the officers like you our invincible forces will soon reach Vladivostok where we can prepare for final assault on Amerika.</p>
7 – 8	<p>Medium German victory Quite good, we see you studied well our new Blitzkrieg strategy. With such a good result you can soon expect to command the 6th Army we are going to send towards Stalingrad.</p>
5 – 6	<p>Minor German victory You can do much better. You cannot have second campaign like that if you want to command German units. You must act with more courage and speed. German commander cannot be paralyzed by caution (or is this fear?).</p>
3 – 4	<p>Small Soviet victory Very poor result. Aren't you a Soviet agent? Such a command is very close to betrayal of the Reich! Your next assignment will be very important mission of protecting German's northern flank in Denmark.</p>
1 - 2	<p>Great Soviet victory This correspondence is needless but papers must be in orders. Pack your toothbrush – you have been assigned to mine sweeper battalion. You will be clearing mines before our panzers attack! Did I forget to mention that we have shortages in mine detectors currently?</p>

German Forces

1 MINF				14	13	12	11	10	9	8	7	6	5	4	3	2	1
4 MINF				14	13	12	11	10	9	8	7	6	5	4	3	2	1
9 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
22 INF (AA)			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
24 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
44 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
50 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
56 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
57 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
62 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
68 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
71 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
72 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
75 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
76 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
111 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
125 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
168 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
170 INF		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
198 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
213 INF							10	9	8	7	6	5	4	3	2	1	
239 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
257 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
262 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
295 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
296 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
297 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
298 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
299 INF			15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
444 INF								10	9	8	7	6	5	4	3	2	1
454 INF								10	9	8	7	6	5	4	3	2	1

Romania																		
1 MINF-BR															4	3	2	1
2 MINF-BR															4	3	2	1
4 MINF-BR															4	3	2	1
1 CAV															4	3	2	1
2 CAV															4	3	2	1
5 CAV															4	3	2	1
6 CAV															4	3	2	1
7 CAV															4	3	2	1
8 CAV															4	3	2	1
1 ARM								8	7	6	5	4	3	2	1			
INF [B] (Frontier)								10	9	8	7	6	5	4	3	2	1	
INF [G] (Guards)	12	11	10	9	8	7	6	5	4	3	2	1						
1 INF		11	10	9	8	7	6	5	4	3	2	1						
2 INF		11	10	9	8	7	6	5	4	3	2	1						
5 INF		11	10	9	8	7	6	5	4	3	2	1						
6 INF		11	10	9	8	7	6	5	4	3	2	1						
7 INF		11	10	9	8	7	6	5	4	3	2	1						
8 INF		11	10	9	8	7	6	5	4	3	2	1						
9 INF		11	10	9	8	7	6	5	4	3	2	1						
10 INF		11	10	9	8	7	6	5	4	3	2	1						
11 INF			10	9	8	7	6	5	4	3	2	1						
13 INF			10	9	8	7	6	5	4	3	2	1						
14 INF			10	9	8	7	6	5	4	3	2	1						
15 INF			10	9	8	7	6	5	4	3	2	1						
21 INF								9	8	7	6	5	4	3	2	1		
35 INF								9	8	7	6	5	4	3	2	1		

Slovakia																		
1 INF	12	11	10	9	8	7	6	5	4	3	2	1						
2 INF	12	11	10	9	8	7	6	5	4	3	2	1						

9 ARM		18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11 ARM			17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
13 ARM			17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
14 ARM			17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
16 ARM			17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
MOT SS [AH]								12	11	10	9	8	7	6	5	4	3	2	1
MOT SS [W]						14	13	12	11	10	9	8	7	6	5	4	3	2	1
16 MOT						14	13	12	11	10	9	8	7	6	5	4	3	2	1
25 MOT						14	13	12	11	10	9	8	7	6	5	4	3	2	1
97 MOT						14	13	12	11	10	9	8	7	6	5	4	3	2	1
99 MOT						14	13	12	11	10	9	8	7	6	5	4	3	2	1
100 MOT						14	13	12	11	10	9	8	7	6	5	4	3	2	1
101 MOT						14	13	12	11	10	9	8	7	6	5	4	3	2	1

Hungary																			
1 CAV															5	4	3	2	1
1 MOT-BR															5	4	3	2	1
2 MOT-BR															5	4	3	2	1
1 MINF-BR															4	3	2	1	
8 MINF-BR															4	3	2	1	

XXXXVIII HQ , 11 ARM, 13 ARM	57 INF	Radziwiłłów (G18)
	Szlamsk (G16)	Złoczów (G21)
75 INF, 111 INF	Krzemieniec (G17)	

17 Army

IV HQ , 24 INF, 295 INF	Podkamień (G20)	100 MOT	Litwinów (G25)
296 INF	Brody (G19)	LII HQ , 101 MOT	Monasterzyska (G26)
125 INF	Jezierna (G22)	68 INF, 257 INF	Stanisławów (G27)
97 MOT	Mikulińce (G23)	444 INF, 455 INF	Lwów (G3)
XXXXIX HQ , 1 MINF, 4 MINF	Złotniki (G24)		

3 Army (Romanian) (all have FF 1)

3 Army HQ	Jassy (G33)	8 INF (rom.), 13 INF (rom.)	Jassy 3 (G33)
6 INF (rom.)	Jassy 4 (G33)	1 MINF-BR (rom.)	Czerniowce 4 (G32)
1 ARM (rom.)	Bacau (G34)	8 CAV (rom.)	Czerniowce (G32)
5 INF (rom.)	Jassy 14 (G33)	5 CAV (rom.)	Czerniowce 9 (G32)
11 INF (rom.), 35 INF (rom.)	Jassy 18 (G33)	6 CAV (rom.)	Czerniowce 13 (G32)
	Jassy 17 (G33)	2 MINF-BR (rom.)	Bacau 3 (G34)
15 INF (rom.), INF [G] (rom.)	Jassy 9 (G33)	7 INF (rom.)	Bacau 4 (G34)
		4 MINF-BR (rom.)	Czerniowce 7 (G32)
14 INF (rom.)			

11 Army (all have FF 1)

XI HQ , 22 INF (AL)	Czerniowce 16 (G32)	XXX HQ , 50 INF, 170 INF	Jassy 13 (G33)
76 INF	Czerniowce 16 (G32)	LIV HQ , 198 INF	Jassy (G33)
239 INF	Czerniowce 10 (G32)	72 INF	Jassy 7 (G33)
46 INF	Bacau 7 (G34)		

Slovaks:

HQ , 1 INF, 2 INF	Stryj (G2)
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Hungarians:

HQ , 1 MOT-BR, 2 MOT-BR	Nadwórna (G29)
8 MINF-BR	Łysiec (G28)
1 MINF-BR	Przełęcz Tatarska (G30)
1 CAV	Worehta (G31)

Bombers

1 VII – 6 VII:	4 x BOM (2)
7 VII – 14 VII:	3 x BOM (2), 1 x BOM (1)

Close Air Support

1 VII – 6 VII:	4 x TAC (3)
7 VII – 14 VII:	3 x TAC (3), 1 x TAC (2)

Reinforcements

2 VII: 1 INF (rom.)	Jassy 18 (G33)	3 VII: 2 CAV (rom.)	Jassy 18 (G33)
2 VII: 4 Army HQ (rom.)	Jassy (G33)	3 VII: 21 INF (rom.)	Jassy 18 (G33)
3 VII: 1 CAV (rom.)	Jassy 18 (G33)	6 VII: 10 INF (rom.)	Jassy 18 (G33)

106 INF	Rzeszów (G1)	Can be placed after Germans lost 12 SPs.
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Reinforcements

2 VII: 9 CAV	Kiszyniów 13 (R24)	4 VII: 25 INF	Kiszyniów 17 (R24)
3 VII: 150 INF	Kiszyniów 13 (R24)	5 VII: 51 INF	Kiszyniów 17 (R24)

Victory Conditions

German Player gains victory points (VP) for:

- | | |
|-------------------------------------|---------------------------|
| ⇒ every Soviet supply base captured | + 1 VP |
| ⇒ every Soviet HQ eliminated | + 1 VP |
| ⇒ automatic victory | Kijów and Odessa captured |

Victory scale:

9 - 10	Great German victory Great Victory Herr General! Thanks to the officers like you our invincible forces will soon reach Vladivostok where we can prepare for final assault on Amerika.
7 – 8	Medium German victory Quite good, we see you studied well our new Blitzkrieg strategy. With such a good result you can soon expect to command the 6 th Army we are going to send towards Stalingrad.
5 – 6	Minor German victory You can do much better. You cannot have second campaign like that if you want to command German units. You must act with more courage and speed. German commander cannot be paralyzed by caution (or is this fear?).
3 – 4	Small Soviet victory Very poor result. Aren't you a Soviet agent? Such a command touches betrayal of the state! Your next assignment will be very important mission of protecting German's northern flank in Denmark.
1 - 2	Great Soviet victory This correspondence is needless but papers must be in orders. Pack your toothbrush – you have been assigned to mine sweeper battalion. You will be clearing mines before our panzers attack! Did I forget to mention that we have shortages in mine detectors currently?

German Forces

1 MINF						12	11	10	9	8	7	6	5	4	3	2	1
4 MINF				13	12	11	10	9	8	7	6	5	4	3	2	1	
9 INF			14	13	12	11	10	9	8	7	6	5	4	3	2	1	
22 INF (AA)		15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
24 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
44 INF			14	13	12	11	10	9	8	7	6	5	4	3	2	1	
50 INF	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
56 INF			14	13	12	11	10	9	8	7	6	5	4	3	2	1	
57 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
62 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
68 INF					12	11	10	9	8	7	6	5	4	3	2	1	
71 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
72 INF	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
75 INF						11	10	9	8	7	6	5	4	3	2	1	
76 INF	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
111 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
125 INF	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
168 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
170 INF	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
198 INF		15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
213 INF								9	8	7	6	5	4	3	2	1	
239 INF		15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
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262 INF		15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
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296 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
297 INF			14	13	12	11	10	9	8	7	6	5	4	3	2	1	
298 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
299 INF				13	12	11	10	9	8	7	6	5	4	3	2	1	
444 INF								9	8	7	6	5	4	3	2	1	
454 INF								9	8	7	6	5	4	3	2	1	

Romania																			
1 MINF-BR																4	3	2	1
2 MINF-BR																4	3	2	1
4 MINF-BR																4	3	2	1
1 CAV																4	3	2	1
2 CAV																4	3	2	1
5 CAV																4	3	2	1
6 CAV																4	3	2	1
7 CAV																4	3	2	1
8 CAV																4	3	2	1
1 ARM										8	7	6	5	4	3	2	1		
INF [B] (Frontier)								10	9	8	7	6	5	4	3	2	1		
INF [G] (Guards)	12	11	10	9	8	7	6	5	4	3	2	1							
1 INF		11	10	9	8	7	6	5	4	3	2	1							
2 INF		11	10	9	8	7	6	5	4	3	2	1							
5 INF		11	10	9	8	7	6	5	4	3	2	1							
6 INF		11	10	9	8	7	6	5	4	3	2	1							
7 INF		11	10	9	8	7	6	5	4	3	2	1							
8 INF		11	10	9	8	7	6	5	4	3	2	1							
9 INF		11	10	9	8	7	6	5	4	3	2	1							
10 INF		11	10	9	8	7	6	5	4	3	2	1							
11 INF			10	9	8	7	6	5	4	3	2	1							
13 INF			10	9	8	7	6	5	4	3	2	1							
14 INF			10	9	8	7	6	5	4	3	2	1							
15 INF			10	9	8	7	6	5	4	3	2	1							
21 INF				9	8	7	6	5	4	3	2	1							
35 INF				9	8	7	6	5	4	3	2	1							

Slovakia																		
1 INF								10	9	8	7	6	5	4	3	2	1	
2 INF								10	9	8	7	6	5	4	3	2	1	

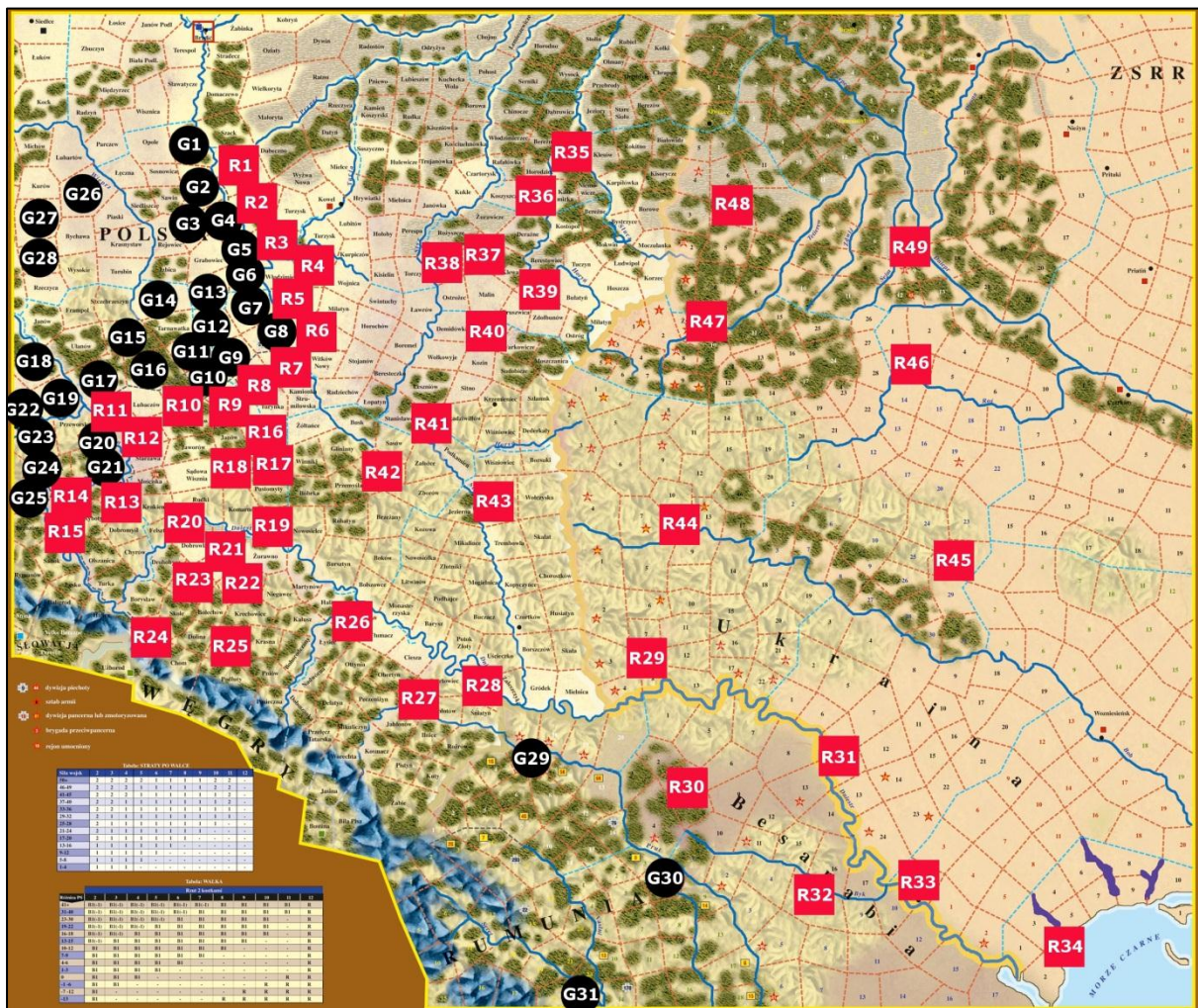
9 ARM		18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
11 ARM					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
13 ARM					16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
14 ARM							14	13	12	11	10	9	8	7	6	5	4	3	2	1
16 ARM						15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
MOT SS [AH]										10	9	8	7	6	5	4	3	2	1	
MOT SS [W]								12	11	10	9	8	7	6	5	4	3	2	1	
16 MOT					14	13	12	11	10	9	8	7	6	5	4	3	2	1		
25 MOT					14	13	12	11	10	9	8	7	6	5	4	3	2	1		
97 MOT							12	11	10	9	8	7	6	5	4	3	2	1		
99 MOT						13	12	11	10	9	8	7	6	5	4	3	2	1		
100 MOT								11	10	9	8	7	6	5	4	3	2	1		
101 MOT							12	11	10	9	8	7	6	5	4	3	2	1		

Hungary																			
1 CAV																4	3	2	1
1 MOT-BR																4	3	2	1
2 MOT-BR																4	3	2	1
1 MINF-BR																4	3	2	1
8 MINF-BR																4	3	2	1

„June 22nd 1941” – scenario setup aid

Soviet Setup

Biała Cerkiew	R46	Krakowiec	R12	Sarny	R35
Bircza	R14	Latowiz	R5	Sokal	R6
Borynia	R24	Luboml	R2	Sokołów	R22
Brody	R41	Lwów	R17	Stanisławów	R26
Chodorów	R19	Łuck	R38	Stepań	R36
Czerniowce	G29	Mikulicze	R4	Stryj	R23
Dobrotwór	R7	Mosty Wielkie	R8	Tarnopol	R43
Dubno	R40	Odessa	R34	Tyraspol	R33
Edineti	R30	Oleszyce	R11	Tyrnawa	R15
Gródek Jagielloński	R18	Ołyka	R37	Werba	R3
Horodenka	R28	Płoskirów	R44	Werchata	R10
Humań	R45	Przemyśl	R13	Zgorany	R1
Kamieniec Podolski	R29	Rawa Ruska	R9	Złoczów	R42
Kijów	R49	Rożniatów	R25	Żółkiew	R16
Kiszyniów	R32	Równe	R39	Żydaczów	R21
Kołomyja	R27	Rybnica	R31	Żytomierz	R47
Korosteń	R48	Sambor	R20		



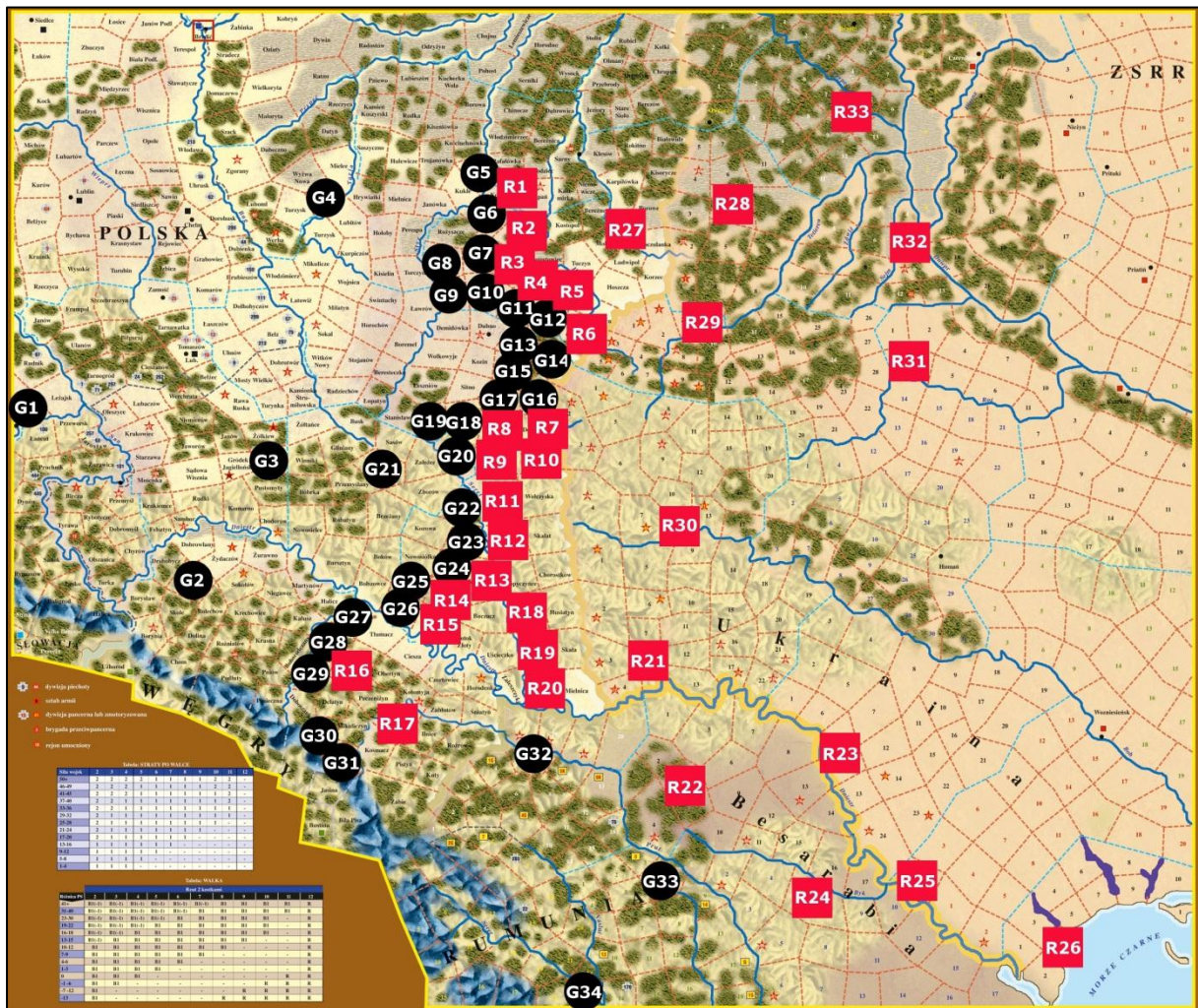
German Setup

Bacau	G31	Dynów	G25	Rudnik	G18
Bełz	G8	Hrubieszów	G6	Rzeszów	G22
Bełżec	G10	Jarosław	G20	Tarnogród	G17
Bełżyce	G27	Jassy	G30	Tomaszów Lub.	G11
Biłgoraj	G15	Komarów	G13	Uhnów	G9
Chełm	G3	Kraśnik	G28	Uhursk	G2
Cieszanów	G16	Leżajsk	G19	Włodawa	G1
Czerniowce	G29	Lublin	G26	Zamość	G14
Dołohobyczów	G7	Łańcut	G23	Żurawica	G21
Dorohusk	G4	Łaszczów	G12		
Dubienka	G5	Pruchnik	G24		

„July 1st 1941” – scenario setup aid

Soviet Setup

Barysz	R15	Gródek	R20	Płoskirów	R30
Biała Cerkiew	R31	Jabłonów	R17	Podhajce	R14
Borsuki	R10	Kamieniec Podolski	R21	Równe	R4
Borszczów	R19	Kijów	R32	Rybница	R23
Bułatyń	R5	Kiszyniów	R24	Tarnopol	R11
Bystrzyce	R27	Klewań	R3	Trembowla	R12
Czarnobyl	R33	Korosteń	R28	Tyraspol	R25
Czerniowce	G32	Kosyzszcze	R1	Wiśniowiec	R8
Czortków	R18	Mogielnica	R13	Wiśniowiec (Płd.)	R9
Dederkały	R7	Odessa	R26	Żytomierz	R29
Derażne	R2	Ostróg	R6		
Edineti	R22	Ottynia	R16		



German Setup

Bacau	G34	Łysiec	G28	Stanisławów	G27
Brody	G19	Malin	G10	Stryj	G2
Bruszwica	G11	Mikulińce	G23	Sudobicze	G15
Czartorysk	G5	Monasterzyska	G26	Szlamsk	G16
Czerniowce	G32	Moszczanica	G14	Warkowicze	G13
Jassy	G33	Nadwórna	G29	Worehta	G31
Jezierna	G22	Ołyka	G7	Zdolbunów	G12
Kowel	G4	Ostrożec	G9	Złoczów	G21
Krzemieniec	G17	Podkamień	G20	Złotniki	G24
Litwinów	G25	Przełęcz Tatarska	G30	Żurawicze	G6
Lwów	G3	Radziwiłłów	G18		
Łuck	G8	Rzeszów	G1		