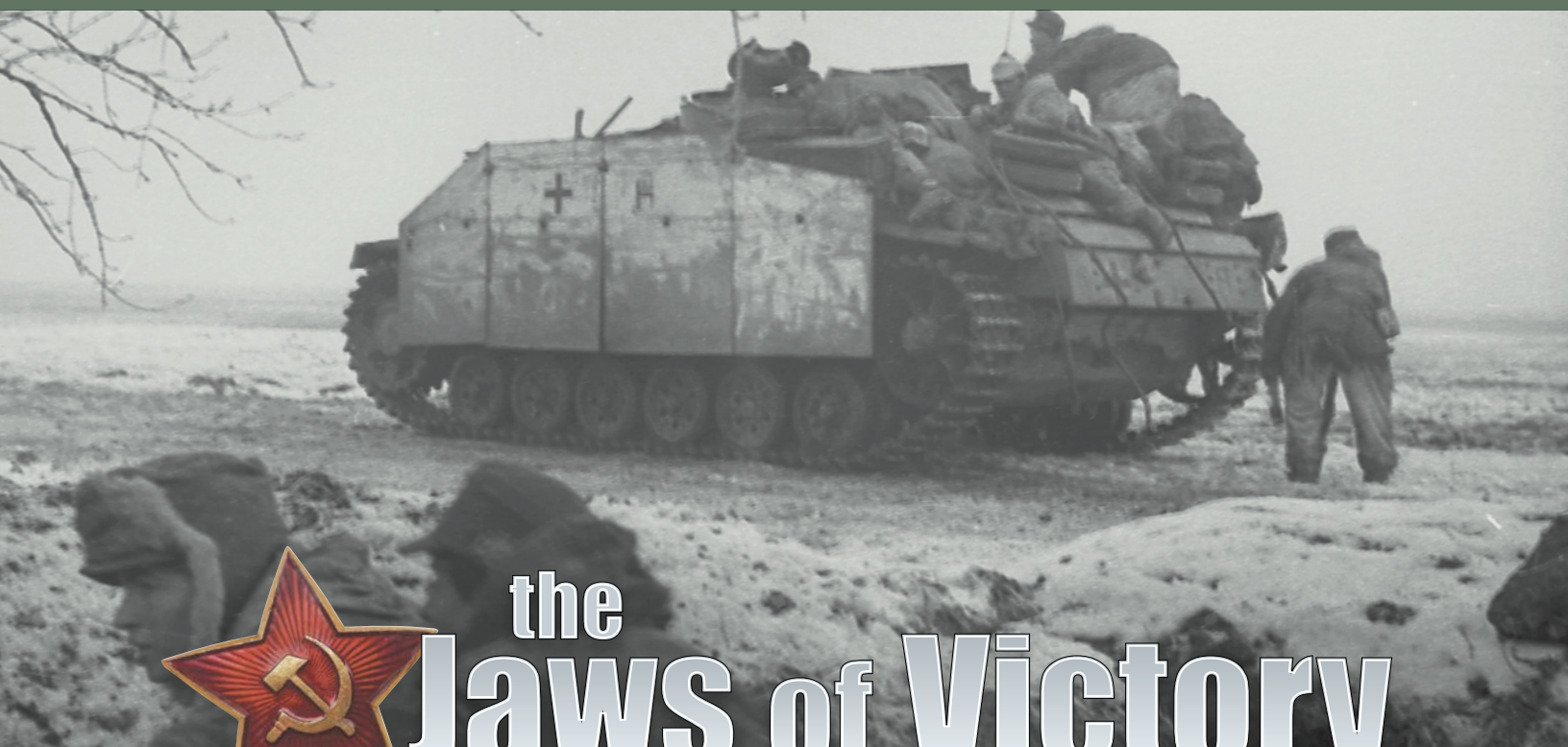An Operational Level Historical Simulation Game of World War II

the Jaws of Victory

Battle of the Korsun-Cherkassy Pocket: January/February 1944

RULES OF PLAY

Living Rules Edition; v1.6

NEW ENGLAND SIMULATIONS

Table of Contents

Reader's Note on the Living Rules

The Living Rules for the Jaws of Victory is an ongoing rules set which provide players with the latest corrections, additions, and clarifications. To help readers identify only those rules that have been affected, an arrow ▶ points to the lowest level rules number or text. A red arrow ▶ indicates the latest edits from the previous version.

the Jaws of Victory

Battle of the Korsun-Cherkassy Pocket: January/February 1944

Rules of Play

1.0 Introduction

The Jaws of Victory is an operational simulation of the encirclement of two German Korps in the Korsun-Cherkassy salient in January and February of 1944. The German player manages parts of two German armees (the 8th and 1st Panzer) consisting of five korps. The Soviet player manages parts of two Fronts (the 1st and 2nd Ukrainian) consisting of eight armies. Players move and have combat with infantry, artillery and armored formations; choosing lines of attack, defensive lines, allocating supply and assigning combat air support missions. There are seven scenarios, each of which has a number of game turns. *The Sequence of Play* (Section 3.0) regulates the order of the action in each game-turn, while providing a brief summary of how these actions are undertaken. The remainder of the rules are more detailed, explaining every aspect of each game function. A separate playbook contains game scenarios, historical notes, design notes and examples of play.

2.0 Game Components

[2.1] Inventory of Game Parts

The game consists of the following items:
(2) 22 by 34 inch map sheets
(5) Counter Sheets
(1) Turn Record Track Card
(1) Turn Sequence Player Aid Card
(1) Combat Phase Player Aid Card
(1) Combat Results Card
(1) Terrain Effects Card
(1) Soviet Player Card
(1) German Player Card
(8) German and Soviet Scenario Setup Cards
(2) Six-Sided Dice (Red & Black)
(1) Rule Book
(1) Play Book

[2.2] The Game Map

The game map is composed of two separate 22 x 34-inch map sheets which, when joined together, form the Korsun battlefield area. A hexagonal (hex) grid is printed over the maps to regulate movement and placement of the playing pieces. The map topography is rotated counter clockwise

approximately 30 degrees from true north. See the compass on the map.

[2.3] Game Scale

Each full Game-turn represents one day of actual time. Each hexagon on the map represents approximately 2 miles. Combat units are at the division, regiment, brigade and battalion level.

[2.4] Charts and Tables

A number of charts and tables are provided to facilitate play. They display many of the game functions and are printed on the map or on a separate card. The use of these charts and displays is explained in the appropriate rules sections.

Turn Record Card
- Turn Record Track
- Ground Condition Track
- Visibility Track
- German and Soviet Reinforcement Schedule

Turn Sequence Player Aid Card
- Turn Sequence

Terrain Effects Card
- Terrain Effects Table
- Bridge Collapse Table
- Bridge Destruction Table

Combat Results Card
- Combat Results Table (CRT)
- German Artillery Support Table
- Soviet Artillery Support Table

Soviet Player Card
- Combat Air Support Track
- Air Availability Table
- 1Uk Replacement Point Track
- 2Uk Replacement Point Track

German Player Card
- Combat Air Support Track
- Combat Air Support Availability Table
- 8th Armee Replacement Point Track
- 1st Panzer Armee Replacement Point Track
- Korsun Air Supply Table
- Air Drop Supply Table
- Uman Airfield Track
- Armor Replacement Roll Table

On-map Boxes
- Soviet and German Unit Breakdown Boxes

- Soviet and German Eliminated Unit Boxes
- German Multi-step Armor Unit Holding Boxes
- Soviet Artillery Division Holding Box

[2.5] The Playing Pieces

The 1170 $\frac{1}{2}$ inch cardboard playing pieces are provided in *5* die-cut sheets. These playing pieces are referred to as **counters**. Some represent the actual *combat units* that participated in the campaign while others are simply *markers* used to facilitate specific game mechanics.

[2.5.1] How to Read the Combat Units

The playing pieces representing the combat units are comprised of two nationalities; German and Soviet. Both German Armees and Soviet Fronts are depicted by a color unique to those forces. Although historically each had their own terms and symbols representing their combat units and functions, for the sake of brevity and consistency, both sides share a common set of terms and symbols used on the combat counters.

Basic Terms for Combat Units

Infantry Type

SOVIET

Unit Size (Division) — *Unit's Subordination (Soviet Army)* 4G — *Higher Organizational Color Bar(s)*
Unit Designation 252 XX — *Unit Symbol*
A₆-5
Combat Strength Class — *Number of Strength Steps* — *Movement Allowance*

GERMAN

Unit's Division (number and color) 34 — *Unit's Korps (number and color)* 7
Unit Size (Regiment) — III — *Armor Superiority Value*
80 XX
A₅-5
Combat Strength Class — *Number of Strength Steps* — *Movement Allowance*

Armor/Anti Armor Type

BATTALION SIZE

- Unit's Subordination (Division | Korps)
- Higher Organizational Color Bar(s)
- Unit Designation
- Armor Superiority Value (ASV)
- Unit Type Icon (Armor)
- Combat Strength
- Number of Strength Steps
- Movement Allowance

14 Pz | 47Pz
2/36
4_3-14

NON-BATTALION SIZE

- Unit's Subordination (Corps | Army)
- Unit Size (Brigade)
- Unit Designation
- Armor Superiority Value (ASV)
- Organic Combined Arms Symbol
- Movement Allowance
- Combat Strength Class
- Number of Strength Steps (at full)

16 Tk | 2Tk
109
C_5-14

Artillery Type

FRONT: Full Barrage Strength

- Unit's Subordination (Division | Korps)
- Barrage Range
- Offensive Barrage Strength (OBS)
- Unit Designation
- Defensive Barrage Strength (DBS)
- Combat Strength (defense only)
- Movement Allowance

82 | 3Pz
③ | III | 1
182 | ⊡ | 1
(-)
(2)-5
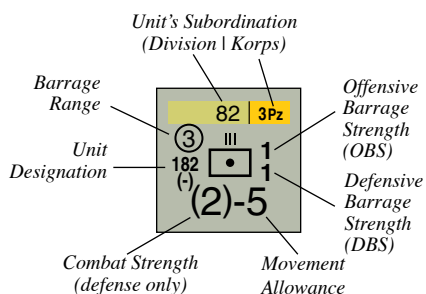
BACK: Reduced or no Barrage Strength

- Unit Size
- Artillery Type Symbol
- Lighter Band Indicates the Back Side of an Artillery Unit
- Offensive Barrage Strength (OBS)
- Defensive Barrage Strength (DBS)

82 | 3Pz
③ | III | 0
182 | ⊡ | 0
(-)
(2)-5

Strength Counter

- Combat Strength Class
- Current Number of Strength Steps
- Current Combat Strength

$^{2}6$
^{3}A
12 $_4$
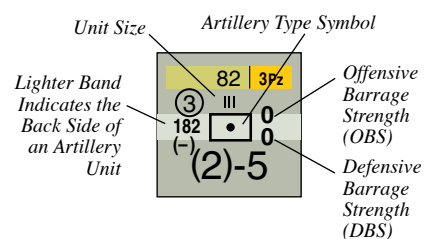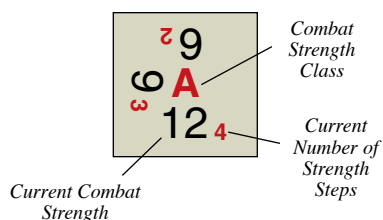
[2.6] Unit and Marker Types

[2.6.1] Combat Units

INFANTRY TYPE			ARTILLERY TYPE	
FRONT		BACK	FRONT	BACK
389 | 11 — A_5-5	Infantry (non-motorized)	389 | 11 CDR — 2-5	75 | 7 ③ (3)-5	75 | 7 ③ (3)-5
20Tk | 5GTk — D_4-10	Motorized Infantry	20Tk | 5GTk — 4-10	40 1528 How (2)-10	40 1528 How (2)-10
Bake | 3Pz — D_5-12	Mechanized Infantry	Bake | 3Pz CDR — 2-12	5ss Pz | 11 ③ (2)-12	5ss Pz | 11 ③ (2)-12
3 Pz | 47Pz — 6_2-16	Reconnaissance (mechanized)	3 Pz | 47Pz — 3-16	3Pz ② 57 (2)-10	3Pz ② 57 (2)-10
40 235 (3)$_2$-5	Engineer (non-motorized)	40 235 (2)-5	20Tk | 5GTk ② 291 (2)-10	20Tk | 5GTk ② 291 (2)-10
11 Pz | 47Pz — 5_2-10	Assault Engineer (motorized)	11 Pz | 47Pz — 3-10		
47Pz 217 Con (2)-5	Construction Engineer (non-motorized)	217 Con		

A complete summary of every symbol used to identify infantry type units is at section 4.3.2.

A complete summary of every symbol used to identify artillery type units is in section 4.3.2.

ARMOR TYPE (icons)

FRONT		BACK
11G | 2Tk — C_5-14	Tank Brigade (Soviet T-34/76)	11G | 2Tk CDR — 2-14
16 Pz | 3Pz — 3_3-14	Tank Battalion (German Pz V)	16 Pz | 3Pz — 2_2-14
20Tk | 5GTk 1895 — 3_2-12	Assault Gun (Soviet SU-76)	20Tk | 5GTk 1895 — 2-12
47Pz 905 — 2_2-12	Assault Gun (German StuG III)	47Pz 905 — 1-12

ANTI-ARMOR TYPE (icons)

FRONT		BACK
3 Pz | 47Pz 314 AA — 5_2-10	Anti-Air/Anti-tank Gun (German FlaK 88) (Motorized)	3 Pz | 47Pz 314 AA — 3-10
53 2/33 — 4_2-10	Anti-tank Gun (Soviet 76 mm, Motorized)	53 2/33 — 2-10

A complete summary of every icon used to identify Armor and Anti-armor type units is at section 4.3.2.

[2.6.2] Game Markers

FRONT		BACK
40 4 10/8	Soviet Supply Distribution Markers (SDM)	40 2 1 3 4
16 Pz | 3Pz 4 6/4	German Supply Distribution Markers (SDM)	2 1 3 3Pz 16 Pz 4
MINE! 1st Ukraine	Soviet Minefield/ Construction	MINE! 1 Uk
Out of Supply 1	OOS1 Out-of-Supply OOS2	Out of Supply 2
③ 53 2 Barrage	Soviet Barrage Effects Marker	② 53 3 Barrage
5 16 A 20 6	Soviet Strength Chits (Class A, B, C, D, E and F)	2 6 A 12 4 3
4 10 A 13 5	German Strength Chits (Class A, B, C, D and E)	2 4 A 7 3
Extended XX 1/2	Soviet Extended Division Marker	Extended XX 1/2
RESERVE ★	Soviet Reserve Marker German	RESERVE ✚

Marker Reference (Left Column)

FRONT / **BACK**

- Artillery No Fire Marker — (No Fire 2) / (No Fire 1)
- Soviet Combat Air-Support Mission Marker — / (1 0)
- German Combat Air-Support Mission Marker — / (1 0)
- Combat Marker (COMBAT 9) / Breakthrough (BREAK-THROUGH)
- German Disorganized/Regroup Marker (Disorgzd) / Regroup
- Soviet Disorganized/Regroup Marker (Disorgzd) / Regroup
- Bridge Destroyed / Bridge Repair
- Bridge Completed / New Bridge Construction
- German Panther/Tiger Bridge OK Marker (OK) /
- German Rail Cut (Rail Cut) / Rail Repair
- Artillery Out-of-Ammo (Out of Ammo) /
- German Improved Position (2) /
- German Alternate Airfield Marker (Alternate Airfield) / (Alternate Airfield)
- German Discovered Ford / Soviet Discovered (FORD)
- German Truck (Truck 0-10) / (Truck 0-10)

[2.6.3] Track Markers

The following counters are a representative sample of most of the markers used on the various game tracks and displays. Most are front side only.

- Game Turn * (Soviet player-turn) — Game Turn (star)
- Game Turn * (German player-turn) — Game Turn (cross)
- CRT Odds — CRT ODDS
- German Air Support — German Combat Air Support
- Soviet Air Support 1st UK — 1st Uk Combat Air Support
- Soviet Air Support 2nd UK — 2nd Uk Combat Air Support
- Infantry Replacement Points** — 1st Uk RPs
- Armor Replacement Points** — 11 RPs
- German Rail Capacity — (-1 Rail Capacity)
- German Korsun Air Supply — Korsun Air Supply
- German Air-Drop Supply — Air Drop Supply
- German Korsun SPs — Korsun SPs
- German "Wanda" (Start / End) — Start OPERATION: WANDA
- Visibility — Visability
- Ground Condition — Ground Condition

* Front and back of the same marker.

** These are samples of a number of Infantry and Armor Replacement Points markers specific to Soviet Fronts and German Korps.

[2.7] Rules Interpretation

In case of conflict or ambiguity between the rules and the charts, tables, units and markers, the narrative of these rules shall take precedence. In all cases common sense should prevail.

[2.8] Glossary of Game Terms

Armor Unit: A combat unit whose primary equipment was armored and generally operated on tracks. When appearing in lower case, the term "armor" includes all armor and assault gun units.

Anti-armor Unit: A combat unit whose primary equipment was a towed anti-tank or anti-air gun.

Armor Superiority Value (ASV): A relative armor/anti-armor capability of a combat unit measured in dots. White dots allow for offensive *and* defensive armor capability. Black dots allow for only defensive anti-armor capability. The *Armor Superiority Value* is used to determine *Armor Superiority Combat Bonus* shifts during General Combat and loss results in Armor/Anti-armor Combat.

Army / Armee: Terms that differentiate between Soviet and German army command levels. Soviet armies control subordinate divisions and dedicated support units. German armees control German korps and dedicated support units.

Artillery Unit: A combat unit that employs indirect fired as its main weapon component. These include motorized and non-motorized tube artillery, heavy caliber tube artillery, and mortar and rocket equipped units. When appearing in lower case, the term "artillery" includes all artillery types.

Corps / Korps: Terms that differentiate between Soviet and German corps command levels. Soviet corps control subordinate infantry, armor, and artillery units. German Korps control subordinate divisions and dedicated support units.

Front: A term that distinguishes the highest Soviet command level. Fronts control subordinate Soviet armies and front support units.

Gruppe Stemmerman: A related group of German units that are unable to trace supply to a supply source at the instant that the German player declares Korsun isolated

Icon: Some combat units contain depictions of the primary weapon system employed by the unit. These counters are referred to as "icon units" and indicate additional Armor/Anti-armor combat capabilities.

Infantry Type Unit: A combat unit whose primary combat component is dismounted infantry. These include non-motorized infantry, motorized infantry, mechanized infantry, motorized and non-motorized combat engineers, fusilier, cavalry and motorized and non-motorized/mechanized reconnaissance units. When appearing in lower case, the term "infantry" includes all of the above types of units.

Motorized Unit: When appearing in lower case, the term motorized unit includes all units whose primary method of movement is based on either *armored vehicles* (*e.g.* tanks) or *motorized vehicles* (*e.g.* trucks and halftracks).

Parent Unit: A term that refers to a higher echelon unit that can breakdown into separate smaller component units or a Soviet Division that can extend.

Pocket: A term that describes a related group of German units that are unable to trace a supply path of any length to a map edge supply source.

Stack: More than one friendly unit occupying a single hex.

Step: A measure of the number of combat losses that a unit can incur before being eliminated from play.

Supply Range: The distance, counted in hexes, from a combat unit to its **Supply Distribution Marker** (SDM).

Supply Distribution Marker (SDM): A map marker that denotes the central location of an organization's supply distribution network.

Support Unit: A German unit assigned to a Korps but not part of a division, kampfgruppe or korps gruppe. A Soviet unit assigned to a Front or Army that is not part of a division or tank/mechanized/ cavalry corps.

3.0 Sequence of Play

[3.1] The Game-Turn

Each scenario consists of a number of game-turns. A *Game-Turn Marker* is placed on the *Turn Record Track* (TRT) to indicate the current turn and is advanced at the end of each turn. The *Turn Record Track* also contains turn-specific information for weather, reinforcements, replacements, and other special conditions. An abbreviated play sequence for each turn is outlined below. A separate, more detailed *Turn Sequence Player Aid Card* is provided to help players navigate each turn. Reminder: the following *Sequence of Play* and the *Sequence of Play Player Aid Card* are only summaries. The text in the rule body has precedence.

[3.2] Game-Turn Sequence of Play Summary

A. WEATHER STAGE

Determine the ground condition and visibility for the current turn (Section 5.0).

B. MUTUAL AIR STAGE

Players determine their number of combat air-support missions for the current turn (Section 6.1).

C. MUTUAL SUPPLY STAGE

1. **Supply Marker Phase:** (Section 13.2.1)
2. **Supply Point Reception Phase:** (Section 14.2)
3. **Supply Determination Phase:** Players determine the supply status of each of their units (Sections 13.3 and 13.4).
4. **Extended Supply of OOS units Phase:** (Section 14.7)
5. **Artillery Resupply Phase:** Players may resupply eligible artillery units (Section 14.4).
6. **Soviet Air-Drop Supply Phase:** Each Soviet Front may attempt Air-Drop Supply (Section 14.8).

D. GERMAN AIR SUPPLY STAGE

1. **Air-Drop Supply Phase:** The German player may conduct Air-Drop Supply (Section 14.6.4).
2. **Korsun Air Supply Phase:** The German player may conduct *air supply* to the Korsun Airfield (Section 14.6.3).
3. **Air-Drop Allocation Phase:** The German player may allocate supply points to Air-Drop missions (Section 14.6.1).
4. **Korsun Air Supply Allocation Phase:** The German player may allocate supply points to Korsun air supply missions (Section 14.6.2).

E. SOVIET PLAYER-TURN

1. Soviet Event Phase (**in sequence**):
   A. *Barrage Unit Deployment Segment:* (Section 17.1.5)
   B. *Barrage Unit Creation Segment:* (Section 17.1.1)
   C. *Artillery Barrage Segment:* The Soviet Player may conduct a Special Barrage Attack (Section 17.1.3).
   ▶ D. *Front Boundary Adjustment Segment:* (Section 22.11)
2. Replacement/Reinforcement Phase
   A. *Replacement Segment:* Receive Soviet replacements (Section 8.0).
   B. *Reinforcement Segment:* Receive any Soviet reinforcements (Section 7.0).

3. Movement Phase
   A. *Reserve Declaration Segment:* The Soviet player may place eligible units in Reserve (Section 9.6).
   B. *Movement Segment:* The Soviet player may move his units (Section 9.0) The German player may attempt to destroy bridges and may conduct armor intercept (see 15.2.1).
4. Combat Phase
   A. *Combat Declaration Segment:* (Section 12.1.1)
   B. *German Armor Reaction Segment:* (Section 12.1.2)
   C. *Combat Resolution Segment:* Each declared combat is resolved individually and in any order (Section 12.1.3).
   D. *Breakthrough Segment:* (Section 12.1.4)
   E. *Reserve Movement Segment:* (Section 9.7)
   F. *Reserve Combat Segment:* (Section 12.1.6)
5. Engineering Phase
   The Soviet player may destroy and repair bridges, initiate new bridge construction, and construct minefields (Section 15.0).
6. Disorganization/Regroup Phase
   (both players)
   The Soviet player removes all *Regroup* markers from Soviet units. The German player flips all German *Disorganized* markers to their *Regroup* side (Section 12.17.4).
   Both players flip or remove artillery "No Fire" markers.

F. GERMAN PLAYER-TURN

1. Event Phase
   A. *Continuous Front Release Segment:* The German player may roll for any "Continuous Front" release (Section 22.1.4).
   B. *German Declaration Segment:* The German player may declare:
      • Korsun Isolation/Airfield Activation (Section 13.1.3 and 14.5.1).
      • Korps Isolation (Section 16.2).
      • Operation Wanda (Section 16.3).
      ▶ • Korsun Airfield Abandoned [8.6.4]
      • Breakout (Section 16.4).
   C. *Armor Reliability Roll* (Optional Rule 18.2)
2. Replacement/Reinforcement Phase
   A. *Replacement Segment:* Receive German replacements points (RPs) (Section 8.0). The German player may also receive RPs from certain eligible units (Section 8.6).
   B. *Reinforcement Segment:* Receive any German scheduled reinforcements (Section 7.0).
3. Movement Phase
   Same as in the Soviet Player-Turn except German units move. German reinforcements may enter and move by rail (Section 9.0). The Soviet player may attempt to destroy bridges and may conduct armor intercept.
4. Combat Phase
   Same as in the Soviet Player-Turn except that the German units attack and the Soviets defend. There is no Soviet armor reaction (Section 12.0).
   A. *Night Withdrawal Segment:* German Armor units may conduct withdrawal movement (Section 9.8).

5. Engineering Phase
   Same as in the Soviet Player-turn except that the German player does not construct minefields, but may construct improved positions (IPs) and type "J" and "K" bridges (Section 15).
6. Disorganization/Regroup Phase
   (both players)
   The German player removes all *regroup* markers from German units. The Soviet player flips all Soviet *Disorganized* markers to their *regroup* side (Section 12.17.4).
7. Breakout Phase
   If Breakout declared see Section 16.5.

G. GAME-TURN STAGE

   A. *Victory Determination Segment:* If it is the last Game-turn of the scenario, then determine victory based on the scenario victory conditions.
   B. *Game-Turn Advance Segment:* Advance the *Game-Turn* marker on the Turn Record Track.

4.0 Combat Units and Capabilities

Both the Soviet and German armies have combat units consisting of armor, anti-armor, various infantry types, engineers, anti-air, reconnaissance, and artillery. However, the organization, size, and capability of the units within those armies are quite different. Players should take note of these differences in order to effectively play the game.

[4.1] Unit Attributes

Most combat units have a front and back side. The front side of the unit represents the unit at full strength (maximum capability) while the back side represents the unit at a reduced strength or capability. Each unit has the following attributes: unit subordination (Soviet army or German korps), unit identification (ID), unit type symbol, combat strength, and movement point allowance. Each unit also has an inherent unit size that is used to determine the number of combat losses (steps) that it can incur before being eliminated from play. Armor, artillery, anti-armor and engineer units have added attributes as described in later sections.

[4.2] Unit Identification

Soviets: Each Soviet division consists of one combat unit and is labeled with its division number and its assigned army. Tank and mechanized corps consist of 8 to 10 units. Each unit of a corps is labeled with either its regiment, brigade or battalion number and its corps number in addition to its assigned army. Army support units are labeled with their brigade, regiment or battalion number and their army number.

German: Most German infantry divisions contain six combat units and most Panzer divisions contain nine. Each unit of a division is labeled with its division number and its assigned korps number. The infantry regiments within the divisions are also labeled with their regiment number. Panzer division units are labeled with their regiment or battalion number. Korps support units are labeled with their regiment or battalion number and their assigned korps number.

[4.3] Unit Type and Size

All units have a unit type symbol located at the center of their counter. Its unit size designator appears above the unit type symbol. Armor, assault gun, anti-air and anti-armor units are depicted with an icon representing the major type of weapon contained in the unit. Infantry, reconnaissance, cavalry, engineer, and artillery units are depicted using standard military symbols.

[4.3.1] Unit Size

XX	Division	DG	Division Group
X	Brigade	RG	Regiment Group
|||	Regiment	KG	Kampfgruppe
||	Battalion	CDR	Cadre
		Company		

NOTE: Armor and anti-armor units identified as an icon are assumed to be of regiment or battalion size unless otherwise noted.

[4.3.2] Unit Type Symbols

Below is a summary of every symbol and icon used to identify a unit's type. All units fall into one of three basic movement types; non-motorized, motorized/mechanized, or armor.

NON-MOTORIZED

⊠	Infantry	⬓	Mortar Artillery
⊠	Airborne Infantry	⬓	Engineer
⊠	Mountain Infantry	⬓	Construction Engineer
⬓	Artillery	⬓	Partisans
⬓	Super Heavy Artillery	⬓	Security
⬓	Heavy Artillery	⬓	German Fusilier
		⬓	Cavalry

MECHANIZED/MOTORIZED

⊠	Motorized Infantry	⬓	Motorized Engineer
⊠	Mechanized Infantry	⬓	Bridge Engineer
⬓	Reconnaissance	⬓	Motorized Artillery
⬓	Soviet Reconnaissance	⬓	Rocket Artillery
		⬓	Mortar Artillery
	45/50 mm Anti-tank		88 mm Anti-air/ Anti-tank
	76 mm Anti-tank		75 mm Anti-tank

ARMOR

Soviet		German	
	T-34/76		Pz III
	M4 (Sherman)		Pz IV
	IS-1		Pz V (Panther)
	SU-76		Pz VI (Tiger)
	SU-85		StuG III
	SU-122		Marder III
	SU-152		

[4.4] Combat Strength and Steps

Smaller size combat units (typically battalions) are represented by a single unit counter. Larger units are represented by a unit counter and a strength chit. Depending on its specific size, a unit may suffer from one to six combat step losses before elimination from play. Each combat strength reduction is referred to as a "step" loss. Each combat unit has an indicator on the counter that identifies the number of "steps" in the unit. The combat strength printed on a unit counter (or its strength chit) is used to determine the combat ratio during combat. A combat strength in parentheses indicates that the unit may only contribute its combat strength to defense. As a unit incurs combat losses, its combat strength is reduced by either flipping it to its back side or rotating its strength chit to reflect the new reduced strength.

[4.4.1] Artillery Units

Artillery units are one step units but have a front and a back side. The front side indicates that the unit is fully supplied with ammunition and is capable of either offensive or defensive combat support. The back side of the counter indicates that the unit has previously provided artillery support to combat (i.e. it has either reduced or no remaining artillery support capability). If an artillery unit suffers a step loss while on either its front or back side, it is eliminated from play (see section 12.10).

[4.4.2] Other One-step Units

Some armor, infantry, and engineer units have one step and are represented by a single counter with no back side. If they suffer a single combat step loss, they are eliminated from play.

[4.4.3] Two-step Units

Anti-armor, engineer, anti-air, Soviet regiments and German infantry battalions are two-step units. They are represented by a single counter with a front and back side. When these units suffer a combat loss (a step reduction in strength) they are flipped to their back side. If they suffer an additional loss they are eliminated from play.

[4.4.4] Multi-step Units

Units with more than two steps are represented by a unit counter and a strength chit. The strength chit is placed under the unit counter and may not be examined by the opposing player except during combat odds determination. On the combat counter, a subscript appears under the Combat Class to indicate the maximum number of steps available to the unit. The strength chit indicates the current combat strength and number of steps when the numbers are orientated to the base of the the counter (right reading and aligned with the base of the combat unit).

Soviet Multi-step units include Soviet divisions, cavalry divisions, armor brigades, motorized brigades, and FA battalions.

German Multi-step units include German regiments, regiment groups, and division groups.

As these units incur combat losses, their strength is reduced by rotating the strength chit to the next lowest value.
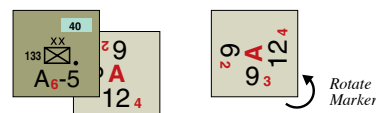

EXAMPLE: The above combat unit is a Soviet Infantry Division. It is represented by two counters: a combat unit and a strength chit. The strength chit is normally placed underneath the unit counter. Its combat class is an "A" indicating which class of strength counter is to be used to determine actual combat strength. The example shows a current combat strength of 12 at 4 steps. After losing a step in combat, the strength chit is rotated 90° and remains beneath the combat unit with a combat strength of 9 and with 3 steps remaining.

[4.4.5] Cadre Units

A Multi-step unit that is reduced to its last step is flipped to its back side and its strength counter is removed from the map. The back side of the unit counter is a **Cadre** unit (CDR) that is specific to the unit.

Multi-step Units

Strength Chits are matched to the unit's Combat Strength Class; A, B, C, etc. Note that some units may start a scenario at a reduced step level.


How Multi-step Units Reduce to Cadre

The same Strength Chit stays with the combat unit until removed.
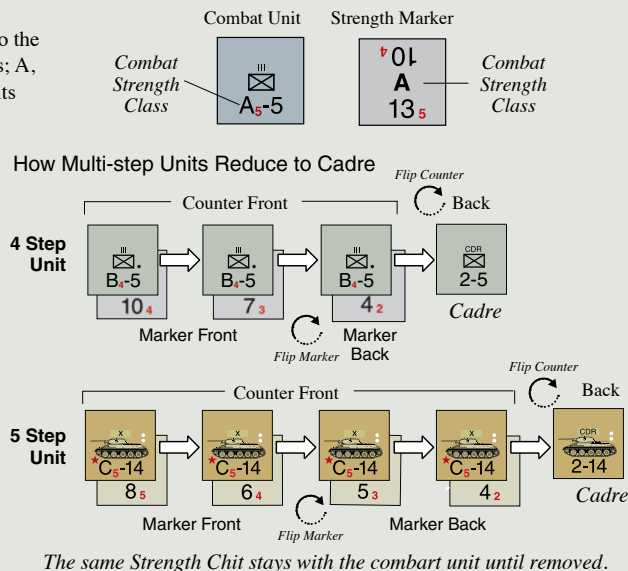
Regiment, Brigade, and Division Cadre sized units

Eliminated cadre units are not permanently removed from play when they incur the unit's final step loss. They may return to play via replacements (Section 8.2.1)

[4.5] Special Unit Attributes

[4.5.1] Armor/Anti-armor Combat

Armor, assault gun, anti-air and anti-armor units are printed with an icon that depicts the primary weapon system of the unit. These units also contain a number of dots that indicate the relative armor and anti-armor effectiveness of that weapon system (referred to as its **Armor Superiority Value**; see 2.5.1 and 12.8).

Armor Superiority Value (ASV) Dots
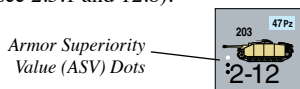
White dots are used to determine armor superiority and are also used in attack or defensive Armor/Anti-armor combat. Black dots are only used in defensive anti-armor combat (see 12.1). Armor units with white dots are also capable of "armor intercept" during the enemy movement phase.

[4.5.2] Infantry Anti-Armor Capability

Some infantry units have a black dot that reflects the unit's inherent anti-armor effectiveness. The infantry unit's ASV black dot is used for defensive anti-armor combat only (see 12.12.1).

[4.5.3] Soviet Armor Brigade Combined Arms

▶ Soviet armor brigades are unique armor units in that they consist of both armor and infantry integrated into a single unit. They have one inherent infantry step when on their front side and no infantry steps on their back side (Cadre). When on their front side, they automatically receive combined arms and contribute to a ZOC as indicated by the star ★ on the counter.

CASES:

1. During combat, Soviet armor brigades are considered as either: a) only an armor unit if in combat with only German armor or b) armor and infantry if in combat with German infantry.

2. They may conduct Armor Intercept (Section 9.11) and ZoC to ZoC movement.

[4.5.4] Soviet Cavalry Divisions
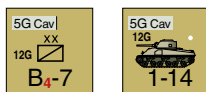
The three divisions of the 5G Cavalry Corps were equipped with Sherman M4 tanks as represented by a separate unit with one white dot. The Sherman armor unit must always be stacked with the division bearing the same unit designation, unless the division is eliminated.

### [4.5.5] Brigades of the Soviet 5th Mechanized Corps
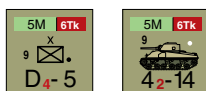
The three infantry brigades of the 5th Mechanized Corps were equipped with a Sherman tank regiment as represented by a separate unit with one white dot. The Sherman unit must always be stacked with the brigade bearing the

same designation when the brigade is in play. These brigades do not receive combined arms but may use their armor unit's white dot for armor superiority.

[4.6] Unit Breakdown and Recombination

Soviet divisions, German regiments, Soviet motorized brigades, and German motorized and mechanized regiments may breakdown into smaller component units. Component units may also recombine into their parent unit. A Breakdown unit is recognized by a different color in its unit type symbol.

Different Color Unit Symbol
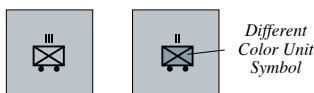
Further Examples: See below.

The game contains both generic and unit-specific breakdown counters. See section 22.4 of the Playbook for details.

CASES:

1. Breakdown or recombination occurs at either the beginning or end of a unit's movement. Units must occupy the same hex at the instant of breakdown or recombination.

2. A unit that breaks down or recombines may not expend more than its allowed number of movement points during movement.

3. The strength of a component unit or recombined unit is determined by its total number of steps at the instance of breakdown or recombination.

4. Upon breakdown, all components adopt the same supply and organizational status as the parent unit.

5. Upon recombining, the parent unit adopts the worst supply or organizational status of the combining subordinate units.

6. German regiments may breakdown during retreat, however, Soviet units may not breakdown during retreat (see Section 12.13).

PROCEDURE:

1. Breakdown: When a full-strength parent unit breaks down <u>all</u> component units replace it at full strength. If the parent unit has taken losses, then the player replaces the parent unit with breakdown units of an equal number of

steps. Place the parent unit in its on-map unit breakdown box.

2. Recombination: When one or more component units recombine into a parent unit, return the component units to their on-map holding box and replace them with the parent unit counter. Place the parent unit's strength counter underneath the unit and set the combat strength to reflect the unit's current number of steps.

[4.7] Soviet Division Extension

PLAYER NOTE: The inclusion of Soviet division extension markers allows the Soviet player to thin certain areas of a defensive line while still maintaining continuous occupied hexes in the line. They may be useful at the map edges or other areas where there is little chance of German attack.

Marker   *Parent Unit*
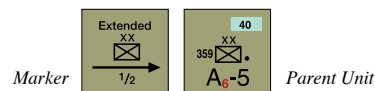
Soviet division extension allows a Soviet division to occupy two adjacent hexes using a second counter. A Soviet infantry or cavalry division may extend or recombine at any time during its movement or advance after combat. A Soviet division's cadre may not extend.

PROCEDURE:
Extending a Division
During Movement: Place an *Extended* marker in the divisions hex and then move either the marker, the division unit or both. The *Extended* marker must be on or adjacent to the unit at all times during movement and must obey all movement rules during movement. At the end of movement, point the arrow on the *Extended* marker toward the division unit counter.

During Advance After Combat: If advancing, place an *Extended* marker in the advancing division's hex and then advance the marker into the combat hex.

Recombining During Movement: Move the *Extended* marker into the parent unit's hex. Expend the number of movement points to enter the hex and then remove the marker.

Recombining During Retreat: Retreat the parent unit (or marker) into the *Extended* marker (or parent unit) and remove the *Extended* marker.

### [4.7.1] Movement and Stacking

1. Each hex of an extended division counts as one divisional unit for stacking purposes.

2. An *Extended* marker has the same number of movement points as its parent unit.

3. When a division is extending, expend the number of movement points required to exit the parent unit's hex and enter the adjacent extended hex.

4. When a division is recombining, expend the number of movement points required to exit the hex the *Extended* marker is in to enter the hex that the parent unit occupies.

5. When the component portion is extending or recombining, it must include all terrain movement costs and ZOC/ZOI costs during the act of extending/recombining.

Note: A division cannot extend or combine into a hex in which two enemy hexes exert a ZOC.

6. An extended division may move as a single unit as long as both the parent unit and the *Extended*

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Unit Breakdown Examples

Breakdown/Recombination of a Soviet Division
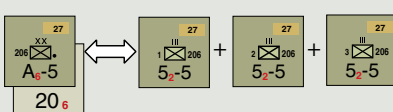
Breakdown/Recombination of a German Regiment

▶ *The final step of a German 3-step battalion is its regiment Cadre unit.*
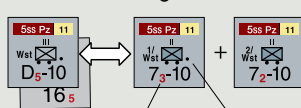
Only one German breakdown battalion retains a black dot.

See the back cover for more examples.

</div>

marker move simultaneous and adjacent to each other. Neither a parent unit nor its marker may exceed its individual movement allowance. Include all movement costs for terrain and ZOC/ZOIs.

Note: As indicated above, divisions may not directly extend or recombine into another enemy ZOC. However, they may indirectly do so (exit and reenter) if neither the parent unit nor its extended counter violates the ZOC/ZOI movement rules. Example: An Extended marker extends from its parent occupied hex into a hex not in an enemy ZOC. The Extended marker may then move into a hex adjacent to the parent unit that is in an enemy ZOC.

[4.7.2] Effects of Combat on Extended Divisions

▶ 1. For combat, each component of an Extended division has 1/2 the division's current combat strength, rounded up. For stacking, each component has half the steps, with the parent unit retaining any fraction. Any combat step losses are taken from the unit's single combat strength marker.

2. If an Extended division attacks, both the parent unit and its *Extended* marker act as two separate units and may attack into any hex or hexes they are adjacent to. If both components of an Extended division attack into the same hex, the attack is executed as a single combat and their strengths must be combined. All rules for combat and ZOC/ZOI apply.

3. An attacking Extended division does not benefit from the Soviet combat division bonus.

4. If only one of its two hexes it occupies is attacked, then only the component in the attacked hex participates in the combat.

5. If an Extended division is subjected to two separate attacks, the combat strength in each hex is determined prior to both combats. Both attacks must be resolved before any retreat is conducted.

▶ 6. If an Extended division is subject to an attack in only one of its hexes, then only the attacked component retreats. An Extended division may not retreat into itself unless there is no other retreat option available.

▶ 7. If either component suffers a **breakthrough result,** then both components of the division must recombine and then retreat along with any units that were stacked with either component.

[4.7.3] Effects of Disorganization and Regroup on Extended Divisions

A Disorganized combat result on one component of the division does not affect the other component. A *Regroup* marker applied to one component of the division does not affect the other component of the division.

[4.7.4] Extended Divisions and Supply

If either component of an extended division is In-Supply, then the entire division is in supply.

[4.8] German Alarm Units

HISTORICAL NOTE: *The German army had a large number of rear area support troops within an operational area. As the Soviets achieved their breakthrough, these rear area units were hastily formed into "Alarm" combat units for the purpose of defending key positions inside the battle area.*

The game is provided with a number of one-step "Alarm" units. The units are treated as infantry type units but have variable combat strengths and limited movement values.

[4.8.1] Historical Deployment

Alarm units are deployed in locations known to have historic significance such as logistic or rear area facilities. During scenario set-up they are randomly drawn from an opaque container and placed front-side-up (Alarm) in hexes indicated in the scenario. The German player (only) may observe the combat strength of alarm units once placed on the map.

[4.8.2] Alarm Unit Capabilities

An Alarm unit has the following capabilities and limitations:

Alarm ⊠	Alarm 5 ⊠ (2)-3
Front	Unit Side

- It has one step.
- It has no ZOC or ZOI.
- It is always in supply.
- It may not move when on its "Alarm" side.
- It may be attacked per the normal combat rules in either the *Soviet Combat Phase* or *Movement Phase* per (Section 9.12).
- An Alarm unit flips from its deployed side to its unit side when attacked.
- Its combat strength may only be used in defense, including adding it to other units defending in the same hex. It cannot contribute or receive combined arms.
- It receives no addition to its combat strength from terrain or improved positions.
- When flipped to its unit side, an Alarm unit may move normally per the movement rules.
- An Alarm unit may be incorporated into German combat units as a replacement point per (Section 8.6.3).
- The German player may voluntarily flip an Alarm unit to its unit side any time that an attack-capable German unit occupies or moves through a hex occupied by an Alarm unit.
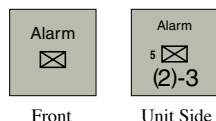
[4.9] Size Variation of German Panzer Battalions

HISTORICAL NOTE: *By early 1944 most German Panzer (armor) Battalions were heavily depleted with many battalions reduced to less than 10 tanks. However, some Panzer battalions that arrived as reinforcements were nearly fully equipped.*

DESIGN NOTE: *In order to replicate the above historical condition, some larger Panzer battalions are represented with two company counters instead of one battalion counter. In addition, some larger Panzer battalions are represented by multi-counter units consisting of 4 or 3 step losses.*

The number of steps in a German armor battalion is a function of the number of tanks in the battalion at the beginning of the battle and the ability of the tank type to withstand Soviet Armor/Anti-armor direct fire. Accordingly, the number of steps in an armor unit can vary from one to four steps. Units with more than two steps are represented by multiple counters. After a second step loss, these unit counters are replaced by a second counter (identified by a band across the center of the counter). **See the example below.**

5.0 Weather

Historical Note: Weather played a significant part in the battle. During the initial breakthrough, the Soviets benefitted from frozen ground which allowed them to rapidly penetrate deep into the German rear. As the Germans began their counter-attack to relieve the Pocket, an early warming period occurred creating vast fields of mud. Roads became impassable and movement and supply virtually came to a crawl.

Players determine the ground condition and visibility conditions during the *Weather Stage* of each Game-turn.

[5.1] Ground Condition Determination

The ground condition is determined by a die roll cross referenced to the *Ground Condition Table*. The resulting ground condition will be either Frozen or Mud.

PROCEDURE:

1. Either player rolls a single die.
2. Apply the *Ground Condition* modifier from the Game-Turn Record Track to the die roll.
3. Cross-reference the modified die roll to the numbers found on *Ground Condition Track*.
4. Place the *Ground Condition* marker on the corresponding box of the Ground Condition Track (Frozen or Mud).

Design Note: The die roll modifiers are designed to provide a bias toward the historical ground conditions of February 1944.

[5.2] Visibility Determination

Visibility is determined each turn by a die roll on the *Visibility Table*. The resulting visibility will be either Clear, Overcast or Storm.
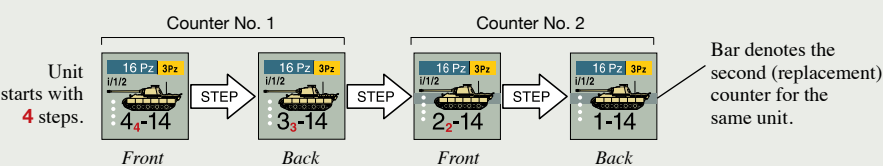
PROCEDURE:

1. Either player rolls a single die
2. Cross reference the die roll to the *Visibility Track*.

Size Variation of a German Panzer Battalion

The i/1st battalion of the 2nd Pz Regiment of the 16 Pz Division is shown below.

Unit starts with **4** steps.

Counter No. 1 — 4₄-14 (*Front*) → STEP → 3₃-14 (*Back*)

Counter No. 2 — 2₂-14 (*Front*) → STEP → 1-14 (*Back*)

Bar denotes the second (replacement) counter for the same unit.

In this example, upon the first loss Counter No. 1 is flipped to its back side. Upon the second step loss, Counter No. 1 is removed and replaced with Counter No. 2 with its front side up. Upon the third loss, Counter No. 2 is flipped to its back side. The unit is eliminated after the fourth step loss. In no instance should both of the unit's counters be on the map at the same time.

3. If the result is 1–4, the visibility is Clear.

4. If the result is 5 or 6, roll a single die again. If the result is a 1 through 5, the visibility is Overcast. If the result is 6 the visibility is Storm.

5. Place the *Visibility* marker on the corresponding box of the Visibility Track (Clear, Overcast, Storm).

6.0 Combat Air Support Missions

GENERAL RULE

Both players determine their number of combat air support (CAS) missions for the current turn during the *Mutual Air Stage*. Each CAS mission can provide either offensive or defensive air support to individual combats during that turn.

[6.1] Combat Air Support Availability

[6.1.1] German Air Support Availability

The Germans receive a single allocation of combat air support each turn.

PROCEDURE:

1. Roll a single die during the *Mutual Air Stage*.

2. Add the *Visibility* and *Operation Wanda* modifiers to the die roll (Sections 5.2 and 16.3).

3. Cross reference the modified die roll to the appropriate Frozen or Mud column of the German *Combat Air Support Availability Table*.

4. The result is the number of combat air support missions available for the current turn. Place the German *Combat Air Support* marker on its Combat Air Support Missions Track on the number received.

EXAMPLE: The German player rolled a 2 under the Frozen Column. There are no modifiers for Visibility and it is not an Operation Wanda turn. The player receives 1 Air Support Point and places the Combat Air Support Marker in the 1 space on the Combat Air Support Missions Track.

[6.1.2] Soviet Air Support Availability

The Soviets receive separate allocations for the 1st and 2nd Ukrainian Fronts each turn.

PROCEDURE:

1. Roll a single die for each Soviet Front during the *Mutual Air Stage*.

2. Add the *Visibility* modifier to the die roll.

3. Cross reference the modified die roll for each front to its separate Frozen or Mud columns on the Soviet *Combat Air Support Availability Table*.

4. The result is the number of combat air support missions available each turn. Place the individual 1st and 2nd Ukrainian Front *Air Support* markers on the Soviet *Combat Air Support Track* on the number received.

EXAMPLE: The Soviet player rolls a die for each Front in the Frozen column on the Combat Air Support Availability Table. The Visibility is Overcast. The 1st Ukrainian Front's modified

die roll of zero results in zero combat air support missions. The 2nd Ukrainian Front's modified die roll of 3 results in 2 combat air support missions.

[6.2] Conducting Combat Air Support

Both players have 10 *Combat Air Support Mission* counters that are used to support combat. These counters are placed in an opaque cup at the beginning of each scenario and are randomly drawn when using air support to combat. The back sides of the counters contain variable numbers that determine the number of shifts applied to the combat odds: *Offensive Combat Air Support* (OCAS) and *Defensive Combat Air Support* (DCAS) as shown below. When declaring combat air support during the *Combat Phase*, the player: a) Reduces the number of air support missions by one on the player's *"Combat Air Support Track"* and b) Randomly draws one air counter from the cup and places it front side up next to the declared combat hex. *Players may not examine the back side of air units prior to combat resolution.*
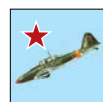
At the appropriate point in the combat sequence the player flips the counter to its back side to reveal the number of shifts (if any) that are provided to the combat. The OCAS value shifts the CRT odds to the right and the DCAS value shifts the odds to the left. All expended air counters are returned to the cup at the end of each turn.

CASES:

1. More CAS missions may not be conducted during a given Game-turn than are available on the Combat Air Support Missions Track.

2. Unused air support missions may not be carried over to the next turn.

3. Soviet air support missions may only be used to support combat for their own Front. German missions may support either Armee.

4. Only one air mission per player is allowed per combat.

7.0 Reinforcements

GENERAL RULE

The *Turn Record Track* indicates whether each player receives reinforcements on a given turn. Separate Soviet and German *Reinforcement Schedules* on the card indicate which units enter that turn, the unit's strength upon entry, the entry hex on the map and any restrictions placed on the unit's entry. Reinforcements are placed on the map edge during the *Reinforcement Segment*.

[7.1] Map Edge Entry

Reinforcements may enter the map anywhere within 2 hexes of the hex designated on the *Reinforcement Schedule*. Once placed, reinforcements are free to move during the *Movement Phase* using tactical, strategic or rail movement (German only).

CASES:

1. Stacking limits for reinforcements are resolved at the end of movement.

2. Reinforcements are considered to be *In-Supply* with full movement value on the turn of entry unless specified otherwise in the scenario.

3. Artillery units enter fully supplied (front side up).

4. If an entry area is occupied by an enemy unit or in an enemy ZOC then the owning player may enter reinforcements on the next map edge road hex adjacent to the designated entry hex.

5. For German reinforcements entering by rail see Section 9.5.

6. A German SDM marker that arrives as a reinforcement by rail must end its movement in a rail-terminal hex.

7. Reinforcements may be intentionally delayed by the owning player for as many turns as desired.

[7.2] Reinforcement Schedules

(See the Soviet and German *Reinforcement Schedules* on the Turn Record Card).

8.0 Replacements

Historical Note: Both the Soviet and German armies found it difficult to provide fresh replacements for the 1944 Korsun pocket battles. The Soviets had several ongoing operations in the Western Ukraine that would draw most of the replacements. The Germans needed to give Italy along with other East Front areas the priority. The major source for combat replacements would be "liberated" Ukrainians for the Soviets and returning sick, wounded and rear area troops for the Germans.

GENERAL RULE

Both players are eligible to receive replacements during their respective *Replacement Segments*. Replacements are used to replace lost steps in eligible reduced units. Replacements are provided in the form of **Replacement Points (RPs)** such that one RP returns one combat step to a reduced unit. Players receive replacements from the following sources:

• The Turn Record Track (Soviet and German)
• Artillery unit disbandment (German only, see 8.6.2)
• Alarm unit conversion (German only, see 8.6.3)
• Korsun Abandoned (German only, see 8.6.4)
• SDM Abandoned (German only, see 8.6.5)

[8.1] Replacement Points

[8.1.1] Replacement Point Tracks

Replacement Point Tracks are used to count the accumulation and expenditure of replacement points (RPs).

Soviets: The Soviets have separate Tracks for the 1st and 2nd Ukrainian Fronts. Each Front receives replacements separately.

Germans: The Germans have separate Tracks for the 8th and 1st Pz Armees. Each korps within an armee receives and tracks its replacements separately.

[8.1.2] Replacement Point Markers

Each player has *Replacement Point* markers that are used to track RPs for their various commands. Infantry and armor RPs are tracked separately within each command.

Soviets: The 1st and 2nd Ukrainian Fronts each have an armor and an infantry RP marker.

Germans: The 7th, 11th, 47th Pz and 3rd Pz Korps each have an armor and an infantry RP marker. The 42nd Korps has an infantry RP marker only.

CASES

1. Replacement Points are received and expended during the phasing player's *Replacement Segment*.

2. A Replacement Point may only be used to replace a step of a unit bearing the same Front (Soviet) or Korps (German) designation as the RP marker.

3. Received RPs may be either expended or accrued during the turn received.

4. The number of Replacement Points for armor or infantry cannot exceed the maximum limit indicated on the track. Excess RPs are lost.

Example: The 47th Panzer Korps has 1 Armor RP and 3 Infantry RPs.

8th Armee Replacement Points
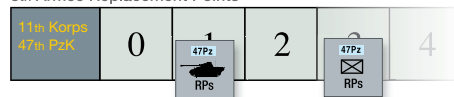
[8.2] Eligible/Ineligible Units

Only eligible units may receive replacements.

[8.2.1] Eligible Soviet Units
Only Soviet infantry divisions and armor brigades may receive replacements (i.e. Cadre units). Breakdown units of divisions or brigades (i.e. regiments) cannot receive replacements

[8.2.2] Eligible German Units
German infantry regiments (including mechanized or motorized), regiment groups (RG), and division groups (DG) or their breakdown or cadre units may receive replacements. All German armor units (except Marder and Pz III units) may receive replacements.

[8.2.3] Ineligible Units
Cavalry, reconnaissance, fusilier, anti-air, anti-armor, engineer, artillery and alarm units cannot receive replacements.

[8.2.4] Eliminated Units
Only "eligible" eliminated units may return to play (reenter the map) via replacements. Place returning units on or adjacent to their SDM.

[8.3] Turn Record Track RPs

Historical Note: The German divisions in the 11th and 42nd Corps had a substantial number of troops in the rear area at the time of the Soviet Korsun Offensive. These troops were either on leave or in hospitals recovering from wounds or illness. They were billeted in the Uman and Novogorod areas and thus outside the area pocketed by the Soviet Offensive. In addition, many of the Ersatz (replacement) battalions for their divisions were located outside the pocket area. Once the scope of the Soviet Offensive was realized, these troops were organized into Kampfgruppens

and replacement pools. These troops are represented by the replacements on the TRT and by the Haake reinforcements.

During the Korsun operation, the Russians were short replacements from STAVKA due to other ongoing operations. However, NKVD and political commissars actively compensated for the shortage by "recruiting" Ukrainian villagers that resided inside towns captured during the operation. These villagers were given minimal training and then used as replacements for infantry divisions. Their effectiveness was suspect. These "volunteers" are built into the replacements on the TRT.

Both players receive armor or infantry RPs as indicated on the *Turn Record Track*. If the Turn Record Track indicates receipt of an RP then advance the corresponding *Replacement* marker on its Replacement Point Track by the number received. Soviet RPs may only be added to the front indicated. German RPs may only be added to the korps indicated.

[8.4] Applying Replacement Points to Reduced Units

During each player's *Replacement Segment*, players may add replacement steps to their reduced eligible units. Subtract one RP from its command's Replacement Point Track for each step added to a unit. Adjust the receiving unit's strength chit to reflect the increased number of steps for multi-counter units. For single counter units, flip the unit to reflect its increased number of steps.

CASES

1. A unit must be in-supply and be within the supply range of its supply source or its SDM in order to receive replacements.

2. There is no limit to the number of RPs that may be expended per turn as long as RPs are available.

3. Soviet divisions and German infantry regiments may never be returned to full strength via replacements (including the combined strength of their breakdown units). Eligible Soviet and German armor units may be returned to full strength.

4. In addition to the requirements above, Soviet and German units receiving Replacement Points do so with the following differences:

Soviet RP Application
- Soviet units must be at least four hexes from any German unit in order to receive replacements and may not move during that turn.
- Soviet infantry divisions or armor brigades must have two or fewer remaining steps in order to receive replacements.
- Eligible Soviet units may receive up to 2 steps of replacements (in one turn) using the corresponding number of RPs.
- Place a *Disorganized* marker on all Soviet units that receive replacements.

German RP Application
- Only one step increase may be applied to an eligible unit in a given turn (including eliminated units).
- German units may receive replacements even if adjacent to Soviet units.
- Place a *Regroup* marker on all German units that receive replacements.

Historical Note: The Soviet Army tended to keep its infantry divisions engaged in battle until the division was spent. It would then withdraw the division from the line for reinforcement. This process usually took several days at a minimum. On the other hand, the Germans reinforced their units while in the line using division Ersatz battalions and other rear area units as replacements.

[8.5] Armor Type Replacements

The procedure for armored unit replacement differs for the Soviet and German players.

[8.5.1] Soviet Armor Replacement
The Soviet player expends one *Armor* RP to replace any armor brigade step loss. The RP must be expended from the Soviet Front's *Replacement Point Track* that corresponds to the unit receiving the replacement.

CASES:

1. An on-map armor brigade may receive two replacement steps per turn.

2. An **eliminated** armor brigade may return to play as a cadre by expending two RPs (one infantry and one armor). Place the returning armor unit adjacent to a SDM marker with the same Army or Front designation.

[8.5.2] German Armor Replacement
Historical Note: The Germans operated maintenance units close to the front that repaired damaged armored vehicles. A variety of tank types were being repaired by these units at the start of the battle.

The German player expends one *Armor* RP to replace an armor step loss. The unit receiving the armor replacement must be in the same Korps that expends the armor RP.

PROCEDURE:
The German player rolls two dice and cross-references the result to the German Armor Replacement Table (see German Player Card). The table specifies the type of armor replacement received.

German Armor Replacement Table	
Armor RP Dice Roll	Tank RP Type
2, 6, 10, 12	StuG
4, 7, 8,	Pz IV
5, 9	PzV
3, 11	PzVI

CASES:

1. The German player may add a step only to a reduced or eliminated armor unit that is of the same type designated in the table. If no unit of that type is eligible in that korps, the German player may either a) roll again until an eligible type is received, or b) save the armor RP for a later turn (the RP is not expended).

2. Once an *eligible* armor type replacement is received, it must be accepted (*i.e. players may not continue rolling until a desired armor type is received.)*

3. Only one armor RP may be applied per unit per turn.

4. An eliminated armor unit may be returned to play using an armor RP (return the unit to its last step side). Place the returning armor unit on or adjacent to the SDM marker with the same division or Korps designation.

[8.6] Special German Replacements

The following special replacements may be applied to eligible German units (see 8.2) during the German player's *Replacement Segment* and does not require the expenditure of RPs. *Reminder: German infantry regiments may never be restored to full strength through the use of the following special replacements.*

[8.6.1] Absorbing Cadre Units into Regiments

Cadre units may serve as replacements for eligible units. Simply remove the Cadre unit and add one step to the receiving unit.

CASES:

1. The cadre unit must be within three hexes of the receiving unit and must be able to trace a path to that unit through vacant or friendly occupied hexes.

2. The order of replacement precedence is; 1) first to an eligible unit of its division, and 2) to an eligible unit of another division, korps gruppe or kampfgruppe.

[8.6.2] German Artillery Conversion to Infantry

Historical Note: During the battle, German artillery units were routinely converted to infantry due to loss of artillery pieces, lack of artillery ammunition and poor road conditions.

PROCEDURE:

During the German *Replacement Segment*, the German player may <u>directly</u> exchange an artillery unit for replacement steps. The player simply places the artillery unit in the *Eliminated Box* and immediately adds the following number of replacement steps directly to units eligible to receive replacements: Artillery <u>regiments</u> generate 2 steps, artillery <u>battalions</u> generate 1 step.

CASES:

1. The artillery units must be within three hexes of the receiving infantry unit and must be able to trace a path to that unit through vacant or friendly occupied hexes.

2. Division artillery may only serve as replacements for their own division infantry regiments unless none are on the map.

3. Korps artillery may serve as replacements for any infantry regiment within their korps.

[8.6.3] Converting German Alarm Units to Replacements

Any time during the German *Movement Phase* that a German unit either enters or occupies a hex occupied by an "Alarm" unit then the German player has the following options:

- If the alarm unit can trace a supply path to a korps SDM, then immediately add one RP to that Korps' *Replacement Point Track* and remove the alarm unit from play, or

- Retain the alarm unit in the hex with its "current" side face up.

[8.6.4] Korsun Airfield Abandoned—Replacements

If the Korsun Airfield is activated, (Section 14.5) then the German player may declare Korsun abandoned during the German *Replacement Segment* and receive infantry replacements (only) according to the following procedure.

PROCEDURE:

1. Declare Korsun Airfield abandoned.

2. Randomly select three (3) Alarm units from the Eliminated box and place them in Korsun.

3. Flip all SDMs in Group Stemmerman to their front side (0 SPs) and then 1) directly transfer any remaining Korsun SPs to any of those SDMs that that can trace a supply path to Korsun of 8 hexes or less or 2) transfer the SPs to either the alternate airfield or alternate depot. The total number of SPs transferred cannot exceed the number of Korsun SPs on the Korsun Track. SPs transferred to SDMs may be retained in that SDM until expended. *Note: this is an exception to rule [14.2] that prohibits retention. Excess SPs that cannot be transferred are permanently lost.*

4. The German player may not conduct air supply to the Korsun airfield once it is abandoned.

[8.6.5] SDMs Abandoned

The German player may abandon SDM markers during the German *Replacement Segment* and receive infantry replacements according to the following procedure (Also see Section 13.2)

PROCEDURE:

1. Declare any SDM abandoned

2. Remove the SDM permanently from the scenario

3. Provide one (1) replacement step to any eligible unit within its command and within its supply radius. The receiving unit must be able to trace a supply path to the abandoned SDM

9.0 Movement

GENERAL RULE

During their *Movement Phase*, a player may move all, some, or none of his units in any sequence. Each unit has a *Movement Allowance* expressed in *Movement Points* (MPs). These points are expended as a unit moves by tracing a path of contiguous hexes across the map. The *Terrain Effects Chart* (TEC) defines the number of movement points required to enter a hex or traverse a hexside depending on terrain. Other factors affect movement such as the presence of enemy units, ground condition (frozen or mud), unit supply state, or strategic or tactical type of movement. A unit may be moved as many or as few hexes as desired as long as it does not expend more than its allowed movement points. Unused movement points may not be accumulated or transferred to another unit. If multiple units occupy a hex at the beginning of the movement phase, then the units may either move individually or as a stack. Once a player begins moving a particular unit or stack, the player must complete his movement before any other unit is moved.

[9.1] Unit Movement Classes

Individual units belong to one of three movement classes: Non-motorized, Motorized/Mechanized and Armor. Each movement class expends movement points to enter a hex and cross certain hexsides in accordance with its corresponding column on the *TEC*.

Non-motorized: units that walk or move by horse drawn vehicles such as infantry, cavalry and some engineering or artillery.

Motorized/Mechanized: units that move by truck or mechanized vehicle such as some infantry, reconnaissance, artillery, anti-armor, engineer and anti-aircraft units.
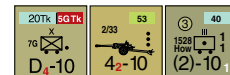
Armor: units (depicted by icons) that move by tracked vehicles such as tanks and assault guns.
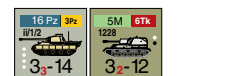
Examples:
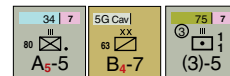
For a complete list of unit types by Movement Class see Section 4.3.2.

[9.1.1] Special Motorized/Mechanized Movement

Motorized and mechanized *infantry and reconnaissance* units may either: a) move using their motorized/mechanized movement points (e.g. 10) or b) move using the standard non-motorized (infantry) rate of 5 movement points. The moving player must declare prior to movement which movement rate is being used. A Mechanized or motorized unit may not combine non-motorized movement and motorized/mechanized movement in the same movement phase.

[9.2] Terrain Effects on Movement

Note that the expenditures for armor, mechanized/motorized and non-motorized class units may be different for the various types of terrain. Additionally, the expenditures vary depending on the current turn ground condition: frozen or mud.

[9.2.1] Movement across Rivers

All unit types may move across a river hexside if that hexside contains a bridge, however, certain types of units are either prohibited from or may be restricted when crossing non-bridged river hexsides.

CASES:

1. An *infantry type unit* may cross a non-bridged river hexside if it expends all its movement allowance to do so, regardless of any ZOC/ZOI entry/exit costs. It must begin and end its movement in a hex adjacent to the river hexside that it crossed.

2. A *mechanized or motorized infantry unit* may cross a non-bridged river hexside as an infantry unit (above) but may not use its motorized or mechanized movement rate in subsequent turns after crossing a non-bridged river unless it can establish (trace) a supply path across that river that would allow its vehicles to provide transport. It must move using the movement rate of non-motorized infantry units until it can trace a line-of-supply via a bridge to a valid supply source.

3. An *armor unit* may not cross a non-bridged river hexside except at a ford (Section 18.6).

4. An *anti-armor, anti-air or artillery unit* may not cross a non-bridged river hexside.

NOTE: See Effects of Rivers and Ford Hexsides on ZOC (Section 10.6.2).

[9.2.2] Road Movement in any Terrain

Road movement is defined as moving in a chain of adjacent hexes whose hexsides are connected by a road or railroad line. A unit that enters a hex through a road or railroad hexside may ignore the normal movement point costs associated with the terrain for that hex. The unit pays only the movement point cost for that road or railroad per the *TEC*. *Note: road movement is not allowed across destroyed bridge hexsides*.

[9.2.3] Prohibited Terrain

Lake hex sides may not be crossed at any time. In addition, certain terrain or hexside features may not be entered or crossed by specific unit types as indicated on the *TEC*.

[9.3] Ground Condition Effects on Movement

The *TEC* contains two ground condition categories: Frozen and Mud. Each unit movement class (Section 9.1) must use the column that corresponds to the current turn ground condition when determining terrain movement point expenditures. In addition, **during mud turns**, non-motorized type units subtract one movement point (1MP) from their movement allowance and motorized/mechanized and armor units subtract two movement points (2MP).

[9.4] Types of Movement

Units may use either *Tactical*, *Strategic* or *Rail Movement* during their Friendly *Movement Phase*. Players determine which type of movement will be used at the beginning of each unit's movement. Units may not combine tactical, strategic or rail movement. In addition, the following types of special movement are allowed during specific segments of the *Combat Phase*:

- *Reserve Movement* (Section 9.7)
- German (only) *Night Withdrawal* (Section 9.8)
- German (only) armor *Reaction Movement* (Section 12.1.2)
- *Breakthrough Movement* (Section 12.1.4)

[9.4.1] Tactical Movement

A unit using tactical movement expends movement points for each hexside crossed and each hex entered per the *TEC*. A unit that employs tactical movement may enter and exit hexes adjacent to an enemy unit and may perform combat during the ensuing *Combat Phase*.

[9.4.2] Strategic Movement

A unit using strategic movement expends movement points for each hex entered per the *TEC* but only expends the indicated fractional cost per hex for movement along a road. A unit may only employ *Strategic Movement* if it starts, ends and remains at least *three* hexes away from enemy units at all times during its *Movement Phase* (i.e. two intervening hexes between the units).

Example: a motorized unit using strategic movement along a secondary road during frozen terrain would only spend 1/3 of a movement point per hex entered.

Restrictions:

1. *Disorganized* **or** *Regroup* **units** may not use strategic movement (Section 12.17.2).
2. **Artillery units** may not provide artillery support to combat during turns that they use *Strategic Movement* (Place a *Regroup* marker on artillery units that use strategic movement). Also see special "No Fire" movement restriction for some Soviet and German artillery (Section 9.10.3)
3. **Engineering units** may not perform engineering actions during turns that they use *Strategic Movement* (Place a *Regroup* marker on engineering units that use strategic movement).

[9.5] German Rail Movement

Railroad (Rail) Movement is used only by German reinforcements; units already on the map may not employ *Rail Movement*. Some German reinforcements are designated to enter the map using *Rail Movement* as indicated in the Reinforcement Schedule. However, units so designated need not move using *Rail Movement* but may instead use *Tactical* or *Strategic Movement* on the turn of entry. Unit(s) entering by railroad, move from the designated map entry hex along a continuous series of *uninterrupted* railroad line hexes. They must end their *Rail Movement* in any hex containing a **Rail Terminal** (See the map terrain key).

CASES:

1. A maximum of 5 units per turn may use Rail Movement. SDM reinforcements always enter by road or railroad and do not count against the limit of 5 units per turn by *Rail Movement*.

2. Movement distance along a railroad line is unlimited.

3. Units may displace a maximum of one hex into an adjacent hex after reaching their destination Rail Terminal. Displacement is subject to terrain restrictions and stacking rules.

4. All restrictions pertaining to Strategic Movement apply to *Rail Movement* (Section 9.4.2)

[9.6] Reserve Declaration Segment

Individual units (or stacks) may be designated as **Reserve** during a player's *Reserve Declaration Segment*. Place a Reserve marker on designated units. **Units designated as reserve cannot move during that** *Movement Phase* but may move and have combat during the player's following *Reserve Movement* and Reserve *Combat Segments*.

Restrictions:

1. Units may not be placed in reserve if they begin the *Movement Phase* adjacent to an enemy unit.

2. Units must be in-supply in order to be placed in reserve.

3. Units using reserve movement may only use Tactical movement.

[9.7] Reserve Movement

During the Reserve Segment of a player's *Combat Phase*, a unit (or stack) in Reserve may move its Movement Allowance *less 1 MP for non-motorized units and less 2 MP for armor, mechanized or motorized units.* All movement rules apply including stacking at the end of Reserve Movement. Retain the *Reserve* marker on units that move adjacent to enemy units.

[9.8] German Night Withdrawal Segment

German Armor units (only) may conduct a one hex night withdrawal movement during the *German Night Withdrawal Movement Segment*. The withdrawing armor unit may move only one hex regardless of terrain cost and from any Soviet ZOIs and ZOCs. In addition, the withdrawing armor unit has the following restrictions:

- It cannot enter a hex in a Soviet ZOC or ZOI
- It cannot enter a hex prohibited by terrain restrictions
- It cannot violate stacking restrictions.
- It cannot have participated in breakthrough movement or breakthrough combat.

[9.9] Movement: General Cases

[9.9.1] Reciprocal Movement

A unit can only move from the terrain in hex A to hex B if it could also move from the terrain in hex B to hex A.

[9.9.2] One Hex Movement

Units may always move one hex subject to prohibited terrain, ZOC and stacking rules.

[9.9.3] Movement through Friendly Occupied Hexes

A friendly unit may freely move through hexes occupied by friendly units. There is no limit to the number of friendly units that may move through a given hex in the Movement Phase. Friendly zones-of-control or zones-of-influence do not affect movement of friendly units. There are, however, limits to the number of friendly units that may end the phase stacked together (see Section 11).

[9.9.4] Units Moving as a Stack

Units that begin movement stacked in a hex may (but are not required to) move as a single entity. However, no unit in the stack may exceed the movement allowance of the unit with the lowest movement allowance. Units with a larger movement allowance may not continue movement once a unit with a lower movement allowance has stopped its movement. Units in a stack may always move individually.

[9.9.5] Movement and Combat

Advances and retreats due to combat are not considered to be movement and do not cost movement points. Generally, combat does not occur during movement, with the exception of Armor Interception (Section 9.11) and during the *Breakout Phase*.

[9.10] Special Movement Restrictions

[9.10.1] Entering and Exiting Enemy Zones-of-Control

Units that enter and exit an enemy Zone-of-Control or Zone-of-Influence are required to expend additional Movement Points per the *Terrain Effects Chart*. See Section 10 for all movement rules related to Zones-of-Control and Zones-of-Influence.

[9.10.2] Non–Attack-Capable Units Entering an Enemy ZOC or ZOI

During movement, artillery or non–attack-capable engineer units (parenthesized combat value) may not end their movement *adjacent* to an

enemy unit unless the hex is already occupied by another friendly attack-capable unit. In addition, an attack-capable unit must occupy that adjacent hex at the end of the Friendly Movement Phase.

[9.10.3] Artillery "No-Fire" Restriction when Moving

Certain artillery units may not provide combat support during the turn in which they move. These artillery units are identified with a subscripted numeral next to their Movement Allowance.

No Fire Level Front Back *Soviet No-Fire Marker*
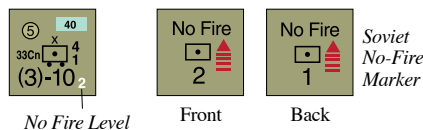
SOVIET artillery units with a subscript 2 or 1 may not provide combat support during a turn in which they move. Place the appropriate Soviet **No Fire 2** or **No Fire 1** marker on these units after completion of their movement.

German artillery units with a subscript 1 may not provide combat support during a turn in which they move. Place a German **No Fire 1** marker on these units after completion of their movement.

PROCEDURE:
Remove *both* German and Soviet **No Fire 1** markers during the *Soviet Disorganized/Regroup Phase* and then flip **No Fire 2** markers to their **No Fire 1** side.

[9.10.4] Entering an Enemy Occupied Hex

A unit may not enter an enemy occupied hex except during the German *Breakout Phase* (see Section 16.5).

[9.10.5] Map Edge

Units may not move off the map.

[9.11] Armor Interception

During the opposing player's Movement Phase, if an enemy armor unit moves from an adjacent hex to another adjacent hex of a friendly armor unit, the friendly armor unit may (but is not required to) conduct a single "Armor Interception" against the moving armor unit.

PROCEDURE:
1. The non-moving player declares his intention to conduct "Armor Interception" the instant that the moving unit(s) enters the 2nd hex that is adjacent to a friendly armor unit. Movement temporarily stops.
2. The non-moving player a) selects a single unit from the intercepting hex to conduct the interception fire and b) selects a single moving armor unit to receive the fire combat. *Note: the selected intercepting unit would usually have the largest number of white dots.*
3. The non-moving player rolls one die and compares the die roll to the number of white dots on the intercepting unit (e.g. 3 white dots for a PzIV). If the die roll is less than or equal to the number of white dots, the selected moving armor unit suffers a one-step loss.
4. The opposing player *may* either, a) continue moving the armor unit(s) after the interception is resolved or, b) halt its movement and conduct a return fire combat.
5. The return fire combat is initiated only by the

armor unit receiving the initial interception fire and uses the same procedure in step 3 above. As with the intercepting unit's fire, only white dots are used in the return fire. If the return fire results in a loss, then the non-moving player's armor unit suffers a step loss (e.g. T-34 armor unit with 2 white dots rolls a 2 or a 1).
6. Any enemy moving units in the stack that did not return fire from the interception, may continue movement after completion of all return fire.

Example of "allowed" Armor Interception
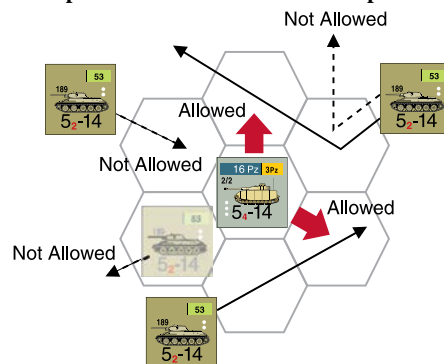
CASES:
1. Infantry, armor and anti-armor units that contain only black dots cannot conduct armor interception. *Exception: See optional German 88 anti-armor unit Armor Intercept fire (*Section 18.11)
2. Armor interception may only be conducted if both adjacent hexes are in clear terrain (including village hexes). Armor intercept is not allowed across a River hexside.
3. Any number of Armor Interceptions against an enemy moving armor unit (stack) may be initiated during the armor unit's movement as long as each interception is initiated from a different hex.

[9.12] Soviet Movement Adjacent to "Alarm Units"

The Soviet player has two options when moving an attack-capable unit adjacent to a German *Alarm Unit that is alone in a hex (*Section 4.8.2)
1. Continue moving per the normal movement rules (i.e. Alarm Units have no ZOC or ZOI) *or*
2. Declare his attention to attack the alarm unit during its movement. If the Soviet player attacks, the combat is resolved as follows:
   a. The moving unit expends the number of movement points required to enter the hex occupied by the alarm unit *plus* one additional movement point.
   b. If the alarm unit strength is not already revealed, the alarm unit is flipped to its combat unit side.
   c. The Soviet unit(s) attack the alarm unit normally as a free supported combat.
   d. If the alarm unit is eliminated or retreats, then the attacking unit must enter the hex occupied by the Alarm unit.
   e. The Soviet unit may then continue movement if it has sufficient movement points remaining and did not suffer a retreat, step loss or *Disorganized* result.

CASES:
1. The attack is conducted in accordance with

the normal combat rules, except no air, artillery or engineering may be used in support by either side. In addition, do not place *Breakthrough* markers if a breakthrough result occurs.
2. A Soviet unit may attack an unlimited number of alarm units during its movement including multiple attacks on the same alarm unit.
3. Non-attack-capable Soviet units may not attack a hex containing alarm units nor cause the alarm unit to reveal its strength

10.0 Zones-of-Control/ Zones-of-Influence

GENERAL RULE
The six hexes that surround a unit (or stack) project a zone that affects enemy movement, combat and supply. Two types of zones exist: Zone-of-Control (ZOC) and Zone-of-Influence (ZOI). ZOCs and ZOIs do not project into certain terrain types or across certain hexsides as defined in Section 10.6.

[10.1] Units that Project a ZOC or ZOI

[10.1.1] Zone-of-Control
A unit (or stack) with a total of *three or more attack-capable infantry type steps* projects a ZOC. A unit (or stack) with a total of two or fewer attack-capable infantry steps projects a ZOI.

[10.1.2] Zones-of-Influence
The following types of units project a ZOI. They never contribute to the number of steps that define a ZOC: armor, anti-armor, anti-air, artillery and non-attack-capable units (exception, Soviet Armor brigades; see 4.5.3).

[10.1.3] Units with No ZOC or ZOI
Alarm units, SDMs and game markers do not project a ZOC or ZOI.

[10.2] Entering/Leaving an Enemy ZOC/ZOI

All units must pay additional movement points per the Terrain Effects Chart (TEC) to enter and exit an enemy ZOC or ZOI. These movement points are in addition to the terrain cost. The additional movement point cost to enter and exit an enemy ZOC/ZOI are expended individually for each unit in a stack.

[10.3] ZOC-to-ZOC Movement

Only certain types of units may move from an enemy ZOC to an adjacent enemy ZOC.

[10.3.1] Soviet ZOC-to-ZOC Movement
The following Soviet unit types may move from German ZOC-to-ZOC:
1. A Soviet armor brigade with a star adjacent to its combat strength (see 4.5.3).
2. A Soviet motorized infantry, reconnaissance, or assault gun unit if stacked with an armor brigade (subject to the stacking restrictions per 11.0).
3. A Soviet Cavalry division if its designated divisional armor unit is stacked with it (see 4.5.4).

All other Soviet units may not move ZOC-to-ZOC. They must halt movement for the remainder of their *Movement Phase* upon entering a German ZOC.

EXAMPLE: Soviet units eligible for ZOC to ZOC movement.
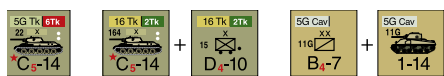
Soviet units not eligible for ZOC to ZOC movement.
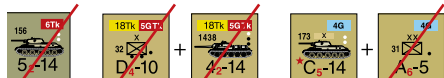
[10.3.2] German ZOC-to-ZOC Movement

▶ All German armor and infantry units may move from Soviet ZOC-to-ZOC, however, certain infantry unit types will require a *Regroup* marker placed on them at the end of their movement:

▶ 1. The following German units may move from Soviet ZOC-to-ZOC:

- All armor type units
- All mechanized, motorized and reconnaissance infantry type units *of a Panzer Division,* if moving as a stack with an armor type unit.
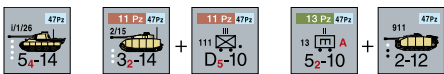 *Note: If not stacked with an armor unit, then these units must have a Regroup marker placed on them immediately after the completion of their ZOC-to-ZOC movement.*

2. All other German infantry type units may move from Soviet ZOC-to-ZOC; however, these units must have a *Regroup* marker placed on their unit after completion of their movement. Units that were already *Regroup* or *Disorganized* remain so.

German artillery, anti-armor, anti-air and non-attack-capable units may not move ZOC-to-ZOC.

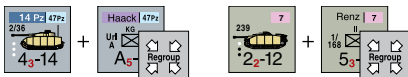*Example: German units eligible for ZOC to ZOC movement.*

German infantry units not stacked with an armor unit...

...add a Regroup marker after moving.

▶ *German infantry units stacked with an armor unit...*

...add a Regroup marker to the infantry unit after moving.

[10.4] ZOI Movement

▶ Other than the additional movement point cost, all units may freely move from an enemy ZOC to a ZOI and from a ZOI to a ZOI or ZOC.

[10.5] General ZOC/ZOI cases

[10.5.1] Multiple ZOCs/ZOIs in a hex
Enemy ZOC effects have precedence over enemy ZOI effects. There is no additional or cumulative effect when more than one unit exerts a ZOC or ZOI into a given hex.

[10.5.2] Mutual ZOCs/ZOIs in a Hex
Enemy and friendly units can both exert ZOCs or ZOIs into the same hex. Such zones mutually exist in the hex and do not negate each other. All movement and combat effects of ZOC/ZOIs apply to hexes with mutual ZOC/ZOIs.

[10.5.3] Retreat and ZOCs
See Section 12.13.1.

[10.5.4] ZOCs/ZOIs and Supply Trace
See Section 13.3.

[10.6] Effects of Terrain on ZOC/ZOIs

ZOCs and ZOIs extend into all terrain and across all hexsides unless indicated below.

[10.6.1] Towns and Forest
ZOCs and ZOIs *do not* project into a town or forest hex. ZOCs and ZOIs do project out of a town or forest hex.

[10.6.2] Rivers and Ford Hexsides
ZOCs and ZOIs *do not* extend across a **river** or **ford** hexside unless *an* opposing unit attempts to move or attack across that river.

CASES:

1. Movement: If a friendly unit attempts to move across a river hexside, then any adjacent enemy unit on the opposite side that has either a ZOC or ZOI instantly projects a ZOC across the river hexside.

2. Combat: If a friendly unit attempts to attack *across* a river hexside, any enemy unit(s) with a ZOC that is adjacent to the attacking unit instantly projects a ZOC across the adjacent river hexside into the hex making the attack.

3. Advance and Retreat: ZOCs and ZOIs do not extend across a river hexside for advance or retreat.

4. River Bridges and Fords have no effect on ZOC or ZOI rules but do allow eligible units to move, advance or retreat ZOC-to-ZOC across the bridge or ford.
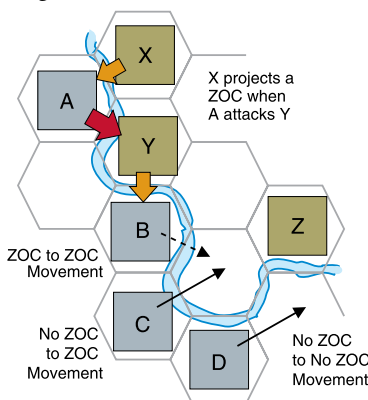
EXAMPLE: Enemy ZOCs and ZOIs projecting across a river hexside during Movement and Combat.

[10.6.3] Lakes and the Dnepr
ZOCs and ZOIs do not extend across these hexsides. The Dnepr river hexsides are considered a map edge and are not playable.

11.0 Stacking

GENERAL RULE

A maximum of **three units** may stack in the same hex for all types of terrain except for *forest hexes*. A maximum of two units may stack in *forest hexes*. Stacking rules apply at the end of each segment of an owning player's *Movement Phase* and *Combat Phase*. Units stacked in a hex may be any combination of various unit sizes and types subject to the following cases:

- *SDM markers* may stack without regard to stacking limits.

- *Cadre* units count as a unit for stacking purposes.

Soviet Stacking Restrictions

▶ 1. Soviet units are restricted to stacking within their own organizational level as follows:
- Front and Army units may not stack with units of another Front or Army.
- Tank, Mechanized, and Cavalry Corps units may not stack with units of another corps.
- Army support units may stack only with units of their own army.

2. Only one Soviet division (infantry or cavalry) may be one of the maximum allowed units in a hex.

3. Only two Soviet brigades (armor or motorized) may be two of the maximum allowed units in a hex.

▶ 4. A Soviet division, breakdown regiment, division extension marker or FA battalion cannot stack with any unit of another infantry, cavalry or FA division, or tank/mechanized corps.

5. Armor units integral to Soviet cavalry divisions or to the 5th Mechanized corps must continually stack with the infantry/cavalry unit bearing the same division or corps designation as long as its infantry/cavalry unit is in play (see 4.5.4 and 4.5.5).

German Stacking Restrictions

1. German units are restricted to stacking within their own organizational level as follows:
- Units from separate armies may not stack together.
- Units from separate korps may not stack together.
- Units from separate divisions may not stack together.

2. A maximum of two infantry regiments are allowed in a hex.

3. German *Alarm* units count as a unit for stacking purposes.

4. German cadre units may also stack with any unit of their korps.

[11.1] Stacking Effects During Movement

[11.1.1] Stacking During the Movement Phase
Units may freely move through hexes without regard to stacking restrictions. There is no movement point cost to stack or unstack units.

[11.1.2] Stacking Rule Violations
Stacking rule violations are resolved at the end of the owning player's *Movement Phase* and *Combat Phase*. All units in a hex that exceed the stacking limit must immediately *Disorganize*. Place a *Disorganized* marker on all over-stacked units (Section 12.17). The player must then take a step-loss from the unit with the largest combat strength

[11.2] Retreat Stacking Conditions

Retreating units may violate stacking limits when retreating through or into other friendly hexes. The stacking violation must be corrected during the owning player's subsequent *Movement Phase*.

► ## [11.3] Stacking Convention

The following stacking convention applies at the end of the owning player's Movement Phase and Combat Phase:

1. If multiple units within a hex exert a ZOC, then the top unit in the stack must be an infantry unit.

2. If the units or unit within a hex do not exert a ZOC, and an armor or anti-armor unit is present, then either the armor or anti-armor unit must be the top unit in the stack. Note: If no armor or anti-armor unit is present in the hex, then a player is free to stack units in any order.

3. *Disorganized* or *Regroup* markers must be placed in the proper order within a stack so as to reflect the correct status of each unit within the stack.

4. German *Improved Position* and Soviet *Minefield* markers are to be placed on top of all units within the hex. The opposing player may not examine units underneath these markers except to determine combat odds during combat resolution segments.

12.0 Combat

GENERAL RULE

A player makes attacks during his *Combat Phase* and defends during the opposing player's *Combat Phase*. Combat may occur in each of the three segments of the *Combat Phase: Combat Segment, Breakthrough Segment,* and *Reserve Segment*. In each segment, eligible units that are adjacent to enemy units **may (but are not required to)** attack those adjacent units. An odds ratio of a given combat is determined by the relative combat strength of attacking and defending units as modified by terrain, the attacker's supply status and various combat modifiers. Both players may increase the probability of combat success by employing combined arms, armor, artillery support, air support and engineering combat modifiers. As a result of combat, the units participating in combat may suffer reduced combat strength (step losses) and/or advances, retreats as well as unit disorganization.

[12.1] Combat Phase

The *Combat Phase* is organized into the following segments and is conducted in sequential order:

1. **Combat Declaration**
2. **German Armor Reaction** (*Soviet Combat Phase only*)
3. **Combat Resolution** (*each individual combat*)
4. **Breakthrough** (*movement or combat*)
5. **Reserve Movement**
6. **Reserve Combat**

[12.1.1] Combat Declaration Segment

1. At the beginning of the *Combat Declaration Segment*, the attacking player must indicate all enemy occupied hexes that will be attacked. Place a combat marker on each attacked hex. The attacking player is not required to identify which hexes will attack the defender.

Reminder: players may not examine opposing units prior to declaring.

2. After all combats are declared, the Soviet player (only) declares which combat hexes will receive Soviet combat air support (in both attack and defense). Randomly draw a Soviet air-support counter(s) from a cup and place it with its support value face down on each combat hex designated to receive Soviet combat air-support (Section 6.2).

[12.1.2] German Armor Reaction Segment

The German player may move any armor unit one hex as long as the unit does not begin movement in an enemy ZOC or ZOI. The hex entered can be any adjacent hex including a declared combat hex or a hex in an enemy ZOC or ZOI.
► The movement cannot violate terrain or stacking rules and cannot enter or exit a hex containing a Soviet barrage marker.

[12.1.3] Combat Resolution Segment

The attacking player then identifies which units are attacking the defender's units and resolves each declared combat, one-at-a-time, in any order. Each individual combat follows the below sequence. No further combats may be declared once combat resolution begins.

A. Combat Support Declaration
B. Combat Odds Determination
C. Apply Column Shifts to Combat Odds
D. Resolve Combat

A. COMBAT SUPPORT DECLARATION

Players declare their combat support, if any, in the following order, Declaration occurs before determining the combat strength of attacking and defending units.

1. The attacking player first declares which attacking units will be **supported** or **unsupported**. Expend SPs for supported combats. (Section 12.4)

   Note: Declared air support to a Soviet attack (Section 12.1.1-2) above requires a supported attack. If an attack is not supported with previously declared air support, then the air support is lost and not reusable during the current turn.

2. The German player may declare **combat air support** for either attack or defensive combat. *Note: When attacking, combat air support is only allowed if the combat is supported.* Place a randomly drawn German *Combat Air Support* counter with its support value face down on the combat hex (Section 6.2).

3. The attacking player may then declare any eligible *artillery* units to support the combat (supported combats only). Flip supporting artillery units to their back side and total the number of OBS points supporting the combat.

   Caution: Note the Soviet and German artillery difference per Section 12.10.

4. The defending player may then declare any eligible *artillery* units in defensive support of the combat. Flip supporting artillery units to their back side and total the number of DBS points supporting the combat.

5. The attacking player may declare an *Assault Engineer* bonus for the combat (Supported attacks only; see Section 12.9.1).

6. Lastly, the defender may declare *"No Retreat"* (Section 12.14).

B. COMBAT ODDS DETERMINATION

1. Both players separately examine and total the combat strength of their units participating in the combat, adjusting individual unit strengths by the following:

   a. Supported/unsupported combat (Section 12.4)
   b. Terrain (Section 12.5)
   c. ZOC rules (Section 12.6)
   d. Disorganized/Regroup (Section 12.17.2)

2. The total adjusted combat strength of the attacker is compared to the total adjusted combat strength of the defender and this comparison is stated as a ratio; Attacker's strength to Defender's strength. This ratio is *rounded down* to match one of the ratio columns of the *Combat Results Table* (CRT).

3. Place the *CRT Odds* marker on the *Combat Results Table* over the column that equals the initial combat odds ratio. If the combat has Armor/Anti-armor combat, then flip the *Odds* marker to the back side as a reminder.

C. APPLY COLUMN SHIFTS TO COMBAT ODDS ON THE CRT

Both Players apply the following column shifts *to the above initial combat odds ratio on the CRT.* Move the *CRT Odds* marker to the left for defender shifts and to the right for attacker shifts.

1. ARTILLERY: attacker and defender players each roll a die and cross reference the result to the applicable column on their respective artillery tables to determine the number of shifts (Section 12.10). Apply the shifts to the CRT odds.

2. COMBAT AIR SUPPORT: Players flip their air-support markers to reveal the number of shifts (Section 6.2).

3. SOVIET DIVISION: (attack only) (Section 12.9.2)

4. COMBINED ARMS: (Section 12.7)

5. ARMOR SUPERIORITY: (Section 12.8)

6. HILLTOP: (Section 12.5.2)

7. DECLARED ASSAULT ENGINEER: (Section 12.9.1)

8. OOS2 EFFECTS: (Section 13.5.2)

D. RESOLVE COMBAT

The attacking player rolls two different colored 6-sided dice (red for Soviet and black for German) and resolves the combat in two parts: Armor/Anti-armor Combat and General Combat.

1. **Armor/Anti-armor Combat:** The *individual* die results of the combat die roll are compared to participating Soviet and German *Armor and Anti-armor Superiority Values* (ASVs). Determine and apply Armor/Anti-armor (icon) losses (if any) per Section 12.12.1.

2. **General Combat:** The *sum* of the two die is used to determine the general combat result. Cross-reference the die roll sum to the final combat odds-ratio on the *Combat Results Table*. The results can be a combination of the following and must be applied in the following order (Section 12.12.2):

   Order of Precedence for Combat Results

   a. Step Loss (Section 12.12.3 & 4)
   b. Disorganization (Section 12.17.1)

c. Unit Breakdown (Germans only; see 4.6)

d. Retreat: Units that received a retreat result must retreat (Section 12.13) *Exception: "No Retreat" was declared.*

e. Advance: Units may advance into vacated hexes (Section 12.15)

3. **No Retreat and Breakthrough:**

a. **No Retreat:** If the defender declared "No Retreat" and the defender combat result was a "retreat", then the defender does not retreat his unit(s). The defender remains in place but incurs additional step losses and then rolls a die to determine if the attacker incurs additional step losses (Section 12.14.2). *Reminder: A Disorganized result nullifies a no retreat declaration.*

b. **Breakthrough Result:** An *arrow* ▶ result on the CRT indicates an attacker "Breakthrough". If a breakthrough result occurred, then the attacker retreats the defender's units two hexes in accordance with the retreat rules. The attacker may then advance his units up to two hexes in accordance with the advance rules. The attacker may then place a **Breakthrough marker** on any *eligible* unit that *advanced* in the combat (see 12.1.4). A Breakthrough result nullifies a No Retreat declaration. *Note: Units not eligible to receive a Breakthrough marker may advance two hexes but do not receive the marker.*

After resolving each combat, remove all *Combat* and *Air* markers but retain *Disorganized* and any *Breakthrough* markers. All losses, retreats, advances, and disorganized results must be taken before proceeding to the next combat. *Exception: Combat against an extended Soviet division* (Section 4.7). All individual combats must be resolved during the Combat Segment before proceeding to the *Breakthrough Segment.*

▶ **[12.1.4] Breakthrough Segment**

During the *Breakthrough Segment,* individual units or stacks with *Breakthrough* markers may conduct either one hex movement or combat but not both. Breakthrough movement or combat actions may occur individually or as a stack in any combination or order.

▶ **Units Eligible for Breakthrough Movement or Combat**

When a Breakthrough result occurs, the attacker may place a **Breakthrough marker** on the following types of units that advance: 1) Armor, and 2) Mechanized/Motorized infantry or Reconnaissance units that were stacked with an armor type unit during the combat.

A. **Breakthrough Movement**

Units with a *Breakthrough* marker may move one hex ignoring ZOC/ZOI and armor intercept rules. Units may not enter a hex prohibited by terrain restrictions or cross rivers and may not violate stacking restrictions. Breakthrough units within a hex may move individually or as a stack. Remove the Breakthrough marker from units that move.

B. **Breakthrough Combat**

Units with a *Breakthrough* marker may conduct one combat against any adjacent enemy hex. All

rules for combat apply except the following:

1. Units with a Breakthrough marker in the same hex may either individually attack separate hexes or attack a single hex as a stack. *Note: this is an exception to normal combat rules.*

2. Ignore all enemy ZOCs effects from adjacent units that were previously attacked during the current turn.

3. Attacks are automatically supported if the original attack was supported.

▶ 4. Attacking and defending units may not receive artillery, air support, or Assault Engineering support, but may receive combat odds shifts from combined arms, armor superiority, hilltop, minefield, and OOS effects.

5. Combat is resolved normally per Section 12.1.3-D except that a *Breakthrough* marker is not placed if a Breakthrough results occurs.

6. Remove the *Breakthrough* marker after each combat.

All breakthrough actions must be completed before any *Reserve* movement or reserve combat occurs.

[12.1.5] Reserve Movement Segment

Units in reserve (designated with a Reserve marker) may move per the Reserve Movement rules (see Section 9.7).

[12.1.6] Reserve Combat Segment

After all units in *Reserve* have moved, reserve units that are adjacent to enemy units may then conduct *Reserve Combat*. Place a combat marker on enemy hexes that are to be attacked. *Reminder: Units in a hex that are not in Reserve may not participate in the Reserve Combat.*

All combat rules apply for *Reserve Combat* except the following:

1. If the combat is supported, an SP is expended relative to the unit's location **prior to reserve movement.**

2. Ignore all ZOC effects from enemy units that were previously attacked during either the *Combat* or *Breakthrough Segment.*

▶ 3. Attacking and defending units may not receive Soviet Division bonus, air, artillery, or Assault Engineer support, but may receive combat odds shifts from combined arms, armor superiority, hilltop, minefield, and OOS effects.

4. Combat is resolved per Section 12.1.3-D except that a *Breakthrough* marker is not placed if another Breakthrough results occurs.

5. Remove all *Reserve* markers at the end of the segment.

[12.2] Units Which May Attack

Only units with a non-parenthesized combat strength **may** attack.

[12.3] Units Which May Be Attacked

Friendly attack-capable units may attack enemy units in any, some or all adjacent hexes. Friendly units adjacent to enemy units are not obligated to attack. Enemy ZOC/ZOIs have no bearing on which units may be attacked. The attacking player chooses which friendly occupied hexes will attack adjacent enemy occupied hexes at the time of resolving each individual combat.

[12.3.1] Unit Participation within a Hex During Combat

▶ 1. When attacking, all **attack-capable** units attacking from the same hex must be included in the combat. *However, Out-of-Supply units in an attacking stack may be withheld from the attack (Also, see exceptions during Breakthrough and Reserve combat).*

▶ 2. When defending, all units in the defending hex (up to a maximum of three) must be included in the combat. Exceptions:

a. Artillery units occupying a defending hex (See *Artillery Support and Defense Restrictions,* Section 12.10.7).

b. Units that previously retreated into a hex containing other units and are subsequently attacked in a later combat of that segment are not included in the defense.

3. All attacking and defending units are subject to the combat results (including OOS withheld units per Case 1 above). However, the following units cannot absorb step losses unless all other units in the hex are eliminated:

• Defending units with a parenthesized combat value.

• Units that retreated into a hex and are subsequently attacked in a later combat in that segment.

4. Attacking stack limits are never affected by the stacking limits of the defending terrain hex.

[12.3.2] Multi-hex Combat

Units in separate hexes may attack single or multiple enemy hexes as a single declared combat as long as all attacking units are adjacent to all defending units. Combine all attacking and defending combat strengths and resolve as a single combat.

[12.3.3] Unit Attack/Defense Limits

Individual units may attack only once per turn in either their *Combat* or *Reserve Segment. Breakthrough units (only) may attack again in their Breakthrough Segment.* Units may be attacked in each of the *Combat, Breakthrough* and *Reserve Segment* but only once in each segment. There is no limit to the total number of attacks in a *Combat Phase.*

[12.4] Supported/Unsupported Combat

Units that attack in a given combat may be either supported or unsupported. It is possible that some attacking units in a combat may be supported and some units unsupported. *Supported* units attack at their printed combat strength (full value) and may also receive combat air support, artillery support and assault engineer support. *Unsupported* units attack at half their combat strength (rounded up) and cannot receive artillery support, combat air-support or assault engineer support. Attacking units become supported by the expenditure of Supply Point (SPs) as in each below case.

CASES:

Soviet Support: At least one unit of each Soviet army and tank/mechanized/cavalry korps that participates in an individual combat must be in-supply in order for units of that army or corps to be supported.

German Support: At least one unit from each German korps and panzer division that participates in an individual combat must be in supply in order

for units of that korps or division to be supported.

▶ **Supporting Multiple Soviet Armies and Corps:** when units from multiple infantry armies or corps (tank/mechanized/cavalry/infantry) participate in a single combat, one SP must be expended for each infantry army and corps that is to be supported in the combat.

▶ **Supporting Multiple German Korps and Panzer Divisions:** when units from multiple panzer/grenadier divisions or korps participate in a single combat, one SP must be expended for each panzer/grenadier division and korps that is to be supported in the combat.

▶ **Combat Support Range:** The SDM supporting the combat unit must be the SDM that placed the unit in supply (even if the attacking unit is beyond the supply range as a result of its movement). Expend SPs only from that SDM.

[12.5] Effects of Terrain on Combat

Unit combat strength is affected by certain map terrain features as indicated below and on the *Terrain Effects Chart (TEC)*.

Units *defend* with their printed combat strength in all terrain. In addition, some terrain features add defensive strength points to a combat in that terrain. Attacking across certain terrain hexsides halves a unit's combat strength.

NOTE: A unit's combat strength may never be halved more than twice due to terrain, ZOC effects and unsupported combat. Always round up fractions for each halving.

Attack-capable units may attack into all hexes except across Lake hexsides. However, all of a unit's combat attributes may not apply when attacking into certain terrain or across certain hexsides.

[12.5.1] Defending in Multiple Terrain Types

Use the terrain that most favors the defender when a combat occurs into a hex with multiple terrain types or multiple hexsides types.

[12.5.2] Effects of Terrain on Combat

Woods Hex:
▶ ATTACKING: Each armor unit attacks into woods with one-half its combat strength (rounded up). DEFENDING: Infantry type units receive an additional 2 combat strength points per hex (not per unit). Reminder: Soviet armor brigades are eligible if not reduced to cadre.

Forest Hex:
ATTACKING: Each armor unit attacks into a forest hex with one-half of its combat strength (rounded up). Armor units may not advance into or retreat out of a forest hex except through a connected road or rail line hexside.
DEFENDING: Defending attack-capable infantry units receive either; a.) one additional strength point for each attack-capable infantry step that occupies the hex, or b.) two additional strength points total per hex, whichever is greater. Armor, artillery, anti-armor, anti-air and non–attack-capable infantry units do not receive or contribute to added strength points. Reminder: Soviet armor brigades are eligible if not reduced to cadre.

Village Hex:
ATTACKING: All units attack into village hexes with their normal combat strength.

DEFENDING: Infantry type units receive an additional 2 combat strength points per hex (not per unit). Reminder: Soviet armor brigades are eligible if not reduced to cadre.

Town Hex:
ATTACKING: Each armor unit attacks into a town with one-half of its combat strength (rounded up).
DEFENDING: Defending attack-capable infantry units receive either a] one additional strength point for each attack-capable infantry step that occupies the hex or b] two additional strength points total per hex, whichever is greater. Armor, artillery, anti-armor, anti-air and non–attack-capable infantry units do not receive or contribute to added strength points. Reminder: Soviet armor brigades are eligible if not reduced to cadre.

Hilltop Hex
ATTACKING: If an attacker occupies a hilltop and the defender does not, then the attacker receives a one-column shift to the right.
▶ DEFENDING: If a defender occupies a hilltop and the attacker does not then the defender receives a one column shift to the left. If a defending unit has a *supporting* artillery unit on a hilltop that is adjacent to the defending hex, the defending player receives an automatic *shift* to the left, in addition to any possible shift from the artillery die roll.

- Supporting artillery in a hilltop hex that is being attacked (or has been attacked) may provide a hilltop combat shift only to itself.
▶ • No combat can receive more than one hilltop shift for combat units occupying a hilltop.
- If both attacker and defender occupy adjacent or the same hilltops then neither attacker nor defender receives a combat shift.

River and Stream Hexside:
ATTACKING: Each unit *attacking* across a river or stream hexside has its combat strength halved (rounded up).

▶ **Bridge hexsides:** A bridge hexside (with or without a road) has no effect on determining combat odds (i.e., calculate the combat odds as if the bridge was not there). Bridges do allow advance and retreat across a river.

Ford hexsides (optional rule): A ford across a river hexside negates the combat effects of the river. Combat effects are determined by other terrain. A ford allows units to advance and retreat across a ford only if they are able to move across a ford hexside.

Swamp hexsides: An armor unit attacking across a swamp hexside has its combat strength halved (rounded up). Armor units may not advance or retreat across a swamp hexside except through a connected road hexside.

Roads, Trails, and Railroads: Primary and secondary roads, trails and railroads have no effect on combat odds determination. They do allow advance and retreat along the road (or railroad) in otherwise prohibited terrain.

Lake Hexside: Units may never attack or retreat across a lake hexside.

[12.6] Effects of ZOCs/ZOIs on Combat

The combat strength of an attacking unit is halved if it is in the ZOC of an enemy unit that is not being attacked during the current *Combat Segment*. During the *Breakthrough* and *Reserve Segments*, an attacker's combat strength is not affected by the ZOC from units that were attacked in a previous combat segment. Enemy zones-of-influence do not affect attacking combat strength.

Note: a unit's combat strength may never be halved more than twice due to terrain, ZOC effects and unsupported combat. Always round up fractions for each halving.

[12.7] Combined Arms Combat Shift

DESIGN NOTE: Combined arms represent the ability of trained infantry and armor to mutually support one another in combat. Not all types of units were capable of such mutual support.

The **German** player receives a combined arms combat shift to the CRT odds for each hex that contains both an armor unit and an attack-capable infantry type unit. The **Soviet** player receives a combined arms combat shift to the CRT odds for each hex that contains an armor brigade that has a red star ★ (see case 4.5.3). No other Soviet units may receive combined arms.

- For each attacking stack with Combined Arms, the attacker receives one combined arms shift to the right on the CRT odds ratio (for a maximum of 2 shifts).
- For each defending hex with a stack that has Combined Arms, the defender receives one combined arms shift to the left on the CRT odds ratio.

CASES:

1. A cadre unit cannot be used to provide a combined arms shift.

2. Anti-armor or anti-air units do not contribute to or nullify Combined Arms shifts.

3. Attacker and defender are each allowed a maximum of two shifts per combat in **clear**, **village** and **woods** terrain. Note: The defender can only receive two shifts for combined Arms if the attacker is attacking 2 defending hexes, otherwise the most shifts for Combined Arms a defending hex can have is one.

4. Attacker and defender are each allowed one shift per combat in **towns**.

5. Combined arms shifts are not allowed when *attacking* into a **forest** or across a **river** or **swamp** hexside unless the hexside is crossed by an intact bridge. *Note: If using the optional bridge collapse rule then the bridge collapse roll should occur before determining combined arms.*

6. Combined arms shifts are not allowed when *defending* in a **forest**.

[12.8] Armor Superiority

▶ Either attacker or defender (not both) receives *Armor Superiority* if a combat contains any armor units with white dots. Armor Superiority provides shifts to the CRT for the attacker or defender, and is determined by comparing the number of white dots of a single attacking unit against the number of white dots of a single defending unit.

Example: Unit with both white and black ASV Dots

Black dots are not used to determine Armor Superiority.

PROCEDURE:

▶ 1. The attacker determines which attacking unit has the largest number of white ASV dots.

2. The defender determines which defending unit has the largest number of white ASV dots.

3. Compare the number of attacker's white ASV dots to the defender's white dots.

4. If the ***attacking unit's*** number is greater than the defending unit's, the attacker receives a number of CRT shifts based on the following levels of difference:

1 greater:	shift the CRT odds **1** to the right.
2, 3, or 4 greater:	shift the CRT odds **2** to the right.
5 greater:	shift the CRT odds **3** to the right.

5. If the ***defender's*** number is greater than the attacker's, then shift the CRT odds **1** column to the left. If the attacker's and defender's number are equal, then no shifts are applied to the CRT.

[12.8.1] Terrain Effects on Armor Superiority

Armor Superiority is not allowed for armor units:

- *attacking* into or *defending* in a **town** or **forest** hex.

- *attacking* **across a river or swamp** hexside, unless the hexside is crossed by an intact bridge. *Note: If using the optional bridge collapse rule then the bridge collapse roll should occur before determining armor superiority.*

[12.9] Special Unit Effects on Combat

[12.9.1] Assault Engineer Combat Bonus

Both the Soviets and Germans possess engineering units with assault capability that provide a combat bonus when declared. They are designated with a red **A** on the counter.

CASES:

1. An attacking player (only) must declare the use of an Assault Engineer prior to the combat odds determination.

2. The **Assault Engineer Combat Bonus** shifts the combat ratio one column to the right. Only one shift is allowed regardless of the number of assault engineer units involved in the combat.

3. An Assault Engineer may only use its combat bonus if stacked with attack-capable units of their own division (German) or army (Soviet).

[12.9.2] Soviet Division Combat Bonus

▶ Each Soviet division with 2 or more steps (not a cadre) has an intrinsic combat bonus that shifts the CRT odds one column to the right when attacking. This combat bonus applies to attacks only, but is not applied if the division is:

- halved due to being in an enemy ZOC that is not being attacked (see Section 12.6).

- Out-of-Supply (OOS1 or OOS2).

- extended, or broken down into regiments.
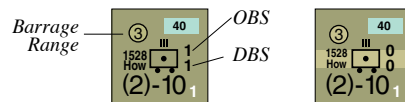
[12.10] Artillery Support

GENERAL RULE

Attacking and defending units within the *Range* of an artillery unit may receive artillery support to that combat. A maximum of *three* individual artillery units may provide *offensive support* in any given combat. Only *one* artillery unit may provide *defensive support* in any given combat.

Exception: Soviet "Special Barrage" (see Section 17.1.3).

12.10.1 Artillery Unit Barrage Strength and Range

Example: Front and back side on a Soviet artillery unit

Barrage Strength: Each artillery unit has two artillery support values printed on the counter: *Offensive Barrage Strength (OBS)* and *Defensive Barrage Strength (DBS)*. Only the OBS may be used to support friendly units in an attack. Only the DBS may be used in support of defending friendly units in a hex. These values are used to determine combat shifts in combats to which they are supporting.

Range: An artillery unit's Barrage Range is counted from the *artillery unit* to any defending hex(s).

[12.10.2] Artillery Support During Combat

Artillery support to each individual combat is determined following the below protocol:

1. The attacking player and then the defending player must announce which artillery units will provide support for that combat per the declarations in Section 12.1.3.

2. Each player totals the face-side-up *Barrage Strengths* from all their participating artillery units and cross reference that total to the corresponding column on their separate *Artillery Support Table*.

3. Both players flip their supporting artillery units to back side. *Note: For German artillery regiments see Section 12.10.5.*

4. Each player rolls one die for offensive and defensive support on their respective *Artillery Support Tables*. Add the following modifier to their respective die rolls:

   +2 Storm (both player's die)

   +1 German attacking a Minefield (German die only)

   +1 If German is defending in a special barrage combat (German die only)

5. Cross reference each modified die roll to the column on the Soviet and German *Artillery Support Table* that corresponds to the total OBS/DBS declared for the combat.

6. The result of the roll determines the number of shifts that are applied to the *Combat Results Table* (CRT).

7. OBS results shift the CRT odds to the right and DBS results shift the CRT odds to the left.

Example: The German player allocates three artillery units to support a combat with OBS values

of 1, 2, and 2 for a total of five OBS points. The German player rolls a single die with a result of 4 and receives two combat shifts to the right.

Player's note: Soviet and German artillery units function differently in order to reflect the differences in systems, training and doctrine.

[12.10.3] Soviet Artillery Fire

Soviet artillery units may only provide artillery *support* once in a turn; either offensive or defensive support, but not both. The player automatically flips the unit to its back side (Out-of-Ammo) when declaring either offensive or defensive combat support.

[12.10.4] Soviet Artillery Support Restrictions

1. Tank, Mechanized, and Cavalry corps artillery may only provide artillery support to units within their own corps.

2. *Army designated* artillery units may provide artillery support to any unit within their own Army, including any corps units within that army.

3. *Soviet Front designated* artillery units may provide artillery support to any unit within their own Front.

[12.10.5] German Artillery Fire

GERMAN ARTILLERY BATTALIONS may only provide artillery *support* once in a turn; using either its Offensive Barrage or Defensive Barrage Strength, but not both. The player automatically flips the unit to its back side (Out-of-Ammo) when declaring either offensive or defensive artillery support.

EXAMPLE: One offensive <u>or</u> defensive fire conducted by a battalion

Offensive or Defensive Fire

Out-of-Ammo Side

Flip Counter
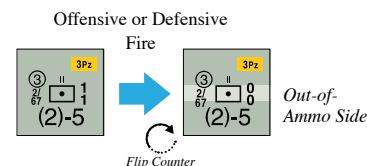
GERMAN ARTILLERY REGIMENTS may provide artillery support using either its Offensive Barrage Strength once or its Defensive Barrage Strength twice, in a *Combat Phase*. When declaring **Offensive** artillery support, the unit must be on its front side. The player flips the unit to its back side and places an Out-of-Ammo marker on the unit.

EXAMPLE: One offensive fire conducted by a regiment

Offensive Fire

Add Out-of-Ammo Marker

Flip Counter
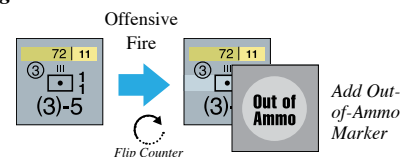
When declaring **Defensive** artillery support, the unit may be on either its front or back side (but not Out-of-Ammo). If on its front side, the unit flips to its back side but does not receive an Out-of-Ammo marker. If on its back side, the unit then receives an Out-of-Ammo marker.

Note: German divisional artillery regiments (only) have a DBS value on their back side allowing defensive fire when on their back side.

EXAMPLE: Two defensive fires conducted by a regiment.

First Defensive Fire → Second Defensive Fire →

Flip Counter — *Add Out-of-Ammo Marker*
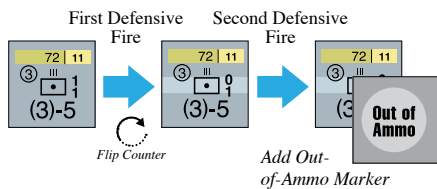
[12.10.6] German Artillery Support Restrictions

1. *Division* artillery regiments may only provide artillery support to units within their own division.

2. *Korps* artillery battalions may only provide support to units within their own korps including divisional units within the korps.

[12.10.7] Artillery Defense and Support Restrictions

▶ 1. An artillery unit that is adjacent to an enemy unit may provide offensive or defensive artillery support to other combats if the hex containing the artillery unit is not the subject of a combat.

▶ 2. If a single artillery unit is the only unit that occupies a hex and is subject to an attack, it may only use its defensive combat strength. It cannot provide artillery support to itself or other combats.

3. If more that one artillery unit occupies a hex that is subject to an attack, then...

• only one artillery unit may provide defensive artillery support to the defending hex it occupies (players choice)

• the remaining artillery units in the hex must apply their defensive combat strength to the combat.

[12.11] High and Low Combat Ratios

Attacks made at ratios lower or higher than those printed on the *Combat Results Table* use the lowest or highest ratio column indicated on the table. In addition, any combat that occurs at odds lower than 1:3 causes an automatic Disorganized result to the attacker. Any combat that occurs at odds greater than 10:1 causes an automatic Disorganized result to the defender.

[12.12] Combat Resolution

Combat results for each combat are determined by the roll of two six-sided dice. Armor/Anti-armor combat (for icon units) and General Combat occur simultaneously.

a. **Armor/Anti-armor Combat:** Each *individual* die (black for German and red for Soviet) is used to separately determine the step loss to participating German and Soviet armor, anti-air or anti-armor units (Section 12.12.1).

b. **General Combat:** The *sum* of the two die determines the general result of the combat for all participating units using the Combat Results Table (Section 12.12.2).

The following table indicates the method of conducting combat for the various possible armor and infantry type combinations.

Note: Attacking anti-armor/anti-air units never participate in Armor/Anti-armor combat.

Units Present in Combat		Combat Result	Armor/Anti-armor Combat
ATTACKER	**DEFENDER**		
Infantry only	Infantry and/or Armor/Anti-armor only	CRT	No
Armor only	Infantry only	CRT	Yes*
Infantry & Armor	Infantry & Armor/Anti Armor	CRT	Yes
Armor	Armor/Anti-armor	CRT**	Yes

* If defending infantry has a black dot;
** use retreat & breakthrough results only

▶ ### [12.12.1] Armor/Anti-armor Combat

Armor/Anti-armor Combat must be conducted for any combat in which there are attacking armor units (units with white ASV dots) eligible to advance into the attacked hex and defending units with at least one ASV dot (white and black). Results from the Armor/Anti-armor Combat are applied simultaneously to both sides.

Attacking Player: The Attacking player determines the largest number of *white* ASV dots on one of the attacking *armor unit(s)*. If the number on the attacker's die from the combat die roll is less than or equal to that number, a defending armor unit or anti-armor unit with the *greatest* number of total ASV dots must take a step loss.

Defending Player: The Defending player determines the largest number of *white and black* ASV dots on a single defending *armor, anti-armor, or infantry unit.* If the number on the defender's die from the combat die roll is less than or equal to that number, an attacking armor unit with the greatest number of *white* dots must take a step loss.

CASES:

1. Armor dots are determined prior to all combat resolution.

2. If combat involves only friendly and enemy Armor/Anti-armor units, then *do not* apply any attacker or defender step loss result from the CRT. Apply only the *Disorganize, Retreat* and *Breakthrough* results.

3. *Attacking* infantry and anti-armor units (with black dots only) are never subject to Armor/Anti-armor Combat step loss (they only contribute their combat strength).

[12.12.2] General Combat Resolution Using the CRT

General combat is resolved using the *Combat Results Table*. Determine the final odds by applying all combat shifts to the initial combat odds ratio. Cross reference the die roll to the final odds column on the CRT. Each row of the odds column is divided into two parts: left for the attacker and right for the defender and separated by a forward slash (/). Each part may contain possible combat results for the respective players consisting of the following:

•	No result
1,2	Step Losses: The number of step losses applied to the owning player's units.
D	Disorganized: Some or all of the owning player's units are *Disorganized* (see 12.17).
R	Retreat: Retreat one hex
R▶	Breakthrough: The attacking player retreats the defending combat units two hexes. Advancing eligible units receive a breakthrough marker (see 12.1.4).

NOTE: The attacker and defender each apply their combat results separately.

Example: 1/**1DR**

The above result is read as follows: The attacker must lose 1 step. The defender must lose 1 step, retreat one hex and disorganize all defending units.

[12.12.3] How Attacking Units Satisfy Step Losses

The attacking player must satisfy the *General Combat* result step losses according to the following priority:

a. If an *Assault Engineer Combat Bonus* was declared then the first step loss **must** be taken from the declared *Assault Engineer* unit.

b. If "a" above does not apply, then the first step **must be taken from a participating infantry type unit with the highest "unmodified" combat strength.**

c. If "b" above does not apply, then the first step loss **may be of the owning player's choice.**

d. After the first step loss has been satisfied, the attacking player may take additional losses from any participating unit (e.g., 12.14.2).

[12.12.4] How Defending Units Satisfy Step Losses

The defending player must take the first step loss, as a result of *General Combat*, from the unit with the highest unmodified combat strength. Any additional required losses may be taken from any defending unit. *Note: Artillery units in the hex that provided artillery support and non–attack-capable units may not take step losses unless they are the last remaining unit(s) in the hex.*

[12.13] Retreat after Combat

All units in a hex that receive a Retreat result must retreat one or two hexes as indicated. *EXCEPTION: See "No Retreat" (Section 12.14).*

[12.13.1] How Units Retreat after Combat

1. The owning player retreats his own units except in a "Breakthrough" retreat result, wherein the attacking player retreats the defending units.

2. Retreats indicated in the CRT are expressed in hexes, not movement points.

3. Units must retreat the required number of hexes.

4. Units in a stack may retreat into separate hexes.

5. The path of retreat must meet the following conditions:

▶ • The unit's retreat path must be in the general direction away from the enemy front line so as to keep the retreating unit in-supply (unless such a path is not available).

• The final retreat hex must be the maximum distance possible from the defending hex.

▶ • The path-of-retreat must avoid enemy ZOCs and ZOIs if possible.

• Units cannot retreat into an enemy occupied hex.

• Units cannot retreat into hexes or across hexsides prohibited by movement on the Terrain Effects Chart (Section 12.16).

6. Units may retreat into or through friendly occupied hexes in violation of stacking limits.

▶ 7. Units unable to retreat suffer a 1 step loss per hex for each retreat result not satisfied.

[12.13.2] "Breakthrough" Retreats

During a "Breakthrough" retreat result, the attacking player retreats the defending units. When retreating a defender's units, the attacking player may not intentionally retreat the units such that it violates any of the above conditions.

[12.13.3] How Unit Types Affect Retreat

German Regiments: German Regiments may breakdown into battalions prior to retreat but only after taking any received combat losses.

Soviet Divisions: Soviet Divisions may not breakdown or extend during a retreat.

Artillery: An artillery unit that retreats is immediately *Disorganized*.

Engineers: Any engineer unit with a parenthesized combat strength that retreats must take an automatic step loss in addition to the retreat result.

[12.13.4] Retreats through ZOCs and ZOIs

Soviet units that retreat into an enemy ZOC are *Disorganized*. **German** units that retreat into enemy ZOCs become *Regroup*. Units that are already *Regroup* or *Disorganized* suffer no additional effect when retreating through ZOCs. There is no effect for retreating into enemy ZOIs.

[12.14] "No Retreat"

[12.14.1] Declaring No Retreat

▶ A defender may declare "No Retreat" during the *Combat Declaration Segment* and prior to combat resolution. There must be at least one attack-capable infantry type step in a defending hex in order to declare "No Retreat". *Note: The front side (★) of a Soviet Armor Brigade has one infantry step.*

"No Retreat" may be declared only in the following terrain:

- Woods, village, town, forest
- Clear terrain if it contains an improved position or minefield.
- Clear terrain if all attackers are attacking across a river or stream hex side.

[12.14.2] Resolving "No Retreat" and Additional Attacker Loss

If a "No Retreat" declared combat receives a defender retreat result the defender must take a step loss instead of retreating. The loss is in addition to any step losses indicated on the CRT. Also, the defender may cause the attacker to take an additional step loss if the defender takes an additional step loss due to "no retreat".

PROCEDURE:

▶ 1. The **defender** must take one additional step loss if a retreat result is indicated on the CRT. This "no retreat" loss must come from the defender's largest infantry type unit.

2. The **defending** player rolls 1 die. If the die roll is less than or equal to the remaining number of attack-capable *infantry* type steps in the defender's hex, then the attacker's largest strength unit (unmodified combat strength) must lose 1 step.

3. All remaining defending units that participated in the combat must remain in the hex in which the combat occurred.

[12.14.3] Nullifying a No Retreat Declaration

If a "No Retreat" declared combat suffers a Disorganize or Breakthrough result, or if no infantry type units remain after combat, then the "No Retreat declaration is nullified. The defender's units must retreat and the "Additional Attacker Loss" does not occur.

[12.15] Advance after Combat

A retreating unit leaves a path of hexes which are called the path-of-retreat. Any attack-capable unit may only advance along this path-of-retreat. (Exception; see Special Armor/Mechanized Advance After Combat below).

[12.15.1] How Units Advance After Combat

1. Units are never required to advance after combat. When units do advance, the owning player always conducts the advances.

2. Units may advance individually or as a stack.

3. In any advance after combat, the first hex entered must be the hex formerly occupied by the retreating or eliminated units. Advancing units may ignore enemy ZOCs and ZOIs during the entire advance.

4. If all defending units in a hex are eliminated, then the attacking units may advance an additional hex in any direction after entering the combat hex up to a maximum advance of two hexes.

5. If all defending units in the hex are eliminated and the attacker has a retreat result, then the attacking units ignore the attacker retreat result and stay in place.

[12.15.2] Restrictions on Advance After Combat

1. Non-attack-capable units may never advance after combat.

2. Units cannot advance into prohibited terrain or across prohibited hexsides (Section 12.16)

3. Defending units may advance only one hex if the attacker retreats or is eliminated (however, defending units that declared "No Retreat" may not advance after combat; see 12.14.2).

4. Units may not violate stacking limits at the completion of an advance after combat.

5. If a unit can advance two hexes, then the second hex may not be entered if it crosses a non-bridge river hexside.

[12.15.3] Special Armor/Mechanized Advance After Combat

All attacking armor, reconnaissance and mechanized infantry (but not motorized) type units may advance the permissible number of hexes but may deviate from the path of retreat *after the first hex entered*. They may advance up to the allowable number of hexes.

[12.16] Effects of Terrain on Advance/Retreat

[12.16.1] The Map Edge

Units may retreat off the map only if no other retreat hex is available and they could trace a path to their supply source during the *Supply Phase*. Units that could not trace during the *Supply Phase* are eliminated from play. During the next turn units that could trace may reenter the map

on the next adjacent road hex (closer to a supply source) on the same map edge.

[12.16.2] Streams

A unit advancing across a *stream* hexside must end its advance in the first hex entered.

[12.16.3] Rivers

Retreat: A unit that retreats across a *river* hexside suffers *Regroup*. **Advance:** A unit advancing across a *river* hexside must end its advance in the first hex entered. A unit may only advance across a river if it was adjacent to that river at the beginning of the combat.

Note: Armor, anti-armor, anti-air and artillery units can only retreat or advance across a river hexside if the hexside is traversed by a bridge.

[12.16.4] Woods/Forest

Units may advance only one hex when advancing into a woods or forest hex.
EXCEPTION: A road hex negates this restriction.

[12.16.5] Swamp Hexside

Units may advance only one hex when advancing across a swamp hexside. Armor and motorized type units may not retreat or advance across a swamp hexside unless connected by a road. Armor and motorized units retreating across a swamp hex via a road are *Disorganized*.

[12.16.6] Towns

Units may advance only one hex when advancing into a town hex.

[12.17] Disorganization and Regroup

Disorganized: A unit becomes *Disorganized* due to any of the following:

- Either the attacker or defender becomes *Disorganized* due to a specific combat result indicated on the *Combat Results Table*.
- A unit that is in *Regroup* declares an attack.
- A unit occupies a hex in violation of stacking restrictions.
- A Soviet unit retreats through an enemy ZoC.

In each instance, place a *Disorganized* marker on all affected units.

Regroup: A unit assumes *Regroup* status in the following ways:

- Whenever it recovers from *Disorganized (see 12.17.4)*.
- German units that retreat into an enemy ZOC.
- Certain German units that move from enemy ZOC-to-ZOC (see 10.3.2).
- Artillery units that move using strategic or rail movement (see 9.10).
- Whenever a *non-Disorganized* unit retreats across a river or swamp hexside.

In each instance, place a *Regroup* marker on all affected units.

[12.17.1] Disorganization During Combat

A *Disorganized* result from a combat is applied *after* any step losses are applied, but *before* any advances or retreats. All **defending units** in a combat hex that receive a "D" result are *Disorganized*. For the **attacking units,** the number of **attacking** stacks (from multiple hexes) that become *Disorganized* depends on the status of the defending units.

0 **No stacks disorganize** if all defending units were *Disorganized* at the beginning of the combat

1 **One stack disorganizes** if a) all defending units were eliminated, b) the defending units retreat, or c) defending units remaining in the hex do not exert a ZOC.

2 **Two stacks disorganize** if units remaining in the defending hex exert a ZOC. No more than two attacking stacks are required to *disorganize* in any given combat.

The attacking player chooses which of his stacks will disorganize.

Note: Disorganization only affects the units involved in the combat and does not affect units that had retreated into a combat hex prior to a given combat.

[12.17.2] Effects of Disorganization

Disorganization only affects units that have been designated as *Disorganized*. It has no effect on *non-Disorganized* units that subsequently occupy the same hex due to movement, over stacking, advance, or retreat. *Disorganized* units suffer the following effects:

1. A unit's movement and combat strength are halved (rounded up). *Note: This is in addition to any halving effects from terrain and supply/support.*

2. A unit cannot use strategic movement.

3. Engineer units cannot provide the Assault Engineer Combat Bonus.

4. Units cannot provide combined arms.

5. Units cannot declare "No Retreat".

6. Units may advance only one hex after combat.

7. Engineers cannot destroy, repair or construct bridges, construct IPs, or minefields.

8. Units cannot receive replacements.

9. Armor units cannot conduct armor interception.

10. Armor units cannot perform 1 hex reaction or withdrawal movement.

11. Artillery units cannot provide offensive or defensive artillery support

▶ 12. A Disorganized unit only exerts a ZOI and cannot contribute its number of steps to a ZOC. Units with a ZOI retain their ZOI.

13. There are no additional effects to a *Disorganized* unit that subsequently becomes *Disorganized*.

[12.17.3] Effects of Regroup

A unit with a *Regroup* marker suffers the same effects as a disorganized unit. In addition, if a unit with a *Regroup* marker attacks, then it reverts to *Disorganized* prior to combat odds determination.

[12.17.4] Recovery from Disorganization and Regroup

A unit's recovery from *Disorganized* is a two-part process.

1. During the ***enemy** Disorganization/Regroup Phase,* any friendly unit that is Disorganized has its *Disorganized* marker flipped to the *Regroup* side.

2. During the the ***friendly** Disorganization/ Regroup Phase,* remove the *Regroup* marker from all friendly units under *Regroup.*

NOTE: Terrain, supply status and ZOCs/ZOIs have no effect on the recovery process.

13.0 Supply

GENERAL RULE

Both players establish *"Supply Networks"* during the *Supply Determination Phase* by placing *Supply Distribution Markers* (SDMs) on a road hex. A *Supply Network* consists of all of the following:

1. A **Supply Source** (Section 13.1)

2. A supply path from a *Supply Source* along a road to a **Supply Distribution Marker** (SDM) (Section 13.2)

3. A supply path from an *SDM* to a **Combat Unit** (Section 13.3)

Players then determine the supply status of each of their units within their respective network. Units are either *In-Supply* or Out-of-Supply. Players then distribute Supply Points (SPs) within each network to their *In-Supply* combat units for the purpose of:

• Resupply of artillery (*Supply Phase*)

• Combat "support" (*Combat Phase*)

• Specific engineering actions (*Engineering Phase*)

[13.1] Supply Sources

The Soviet and German players have dedicated supply sources printed on the map edge as depicted by the following symbol. Each supply source may only supply formations indicated on the supply source symbol.

Examples:

27 Ar	8 Ar
Soviet 27th Army Supply Source	German 8th Army Supply Source
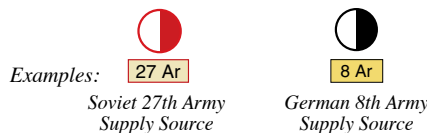
Soviet: Each Soviet Army has a single map edge supply source. In addition, the 27th Army has three supply sources.

▶ • The 5th Guard Cavalry Corps is a 1st Ukrainian Front formation and can use either the 4G Ar or 5G Tk Ar Supply Source on Map A.

German: The German 8th Army has three map edge supply sources and the 1st Panzer Army has two. In addition, the German player has rail terminals along rail lines that serve as a supply source.

[13.1.1] German Rail Supply Sources

▶ *Rail Terminals:* German *Rail Terminals* serve as a supply source for all German units. Any rail terminal along a railroad line that traces a continuous, *uninterrupted* path to any German supply source (regardless of which German army is indicated) serves as a supply source (See the *Terrain Key* on the map for the *Rail Terminal* symbol.)

Rail Lines: A rail line serves as a supply path of infinite length from its map edge supply symbol to any *Rail Terminals* along that rail line.

Interrupted Rail Lines: A *Rail Terminal* may not serve as a supply source if any of the following conditions exist:

a. A Soviet unit occupies a railroad hex or projects a ZOC or ZOI into a rail line hex and that hex is between its supply source and that rail terminal.

b. The path from the *Rail Terminal* to the supply source crosses a destroyed rail bridge.

[13.1.2] Cutting a Rail Line

Whenever a Soviet division or brigade occupies a railroad hex at the end of the Soviet *Movement Phase,* place a "Rail Cut" marker in the railroad hex. The rail line is consider cut and all Rail Terminals in and beyond that hex cease to be a supply source unless the rail line is repaired (See Section 15.2.5 for rail repair procedures).

[13.1.3] Special Korsun Supply Source

The rail terminal in the town of Korsun serves as a normal German supply source as long as an uninterrupted rail line extends from Korsun to any German map edge supply source. If (during the German *Event Phase*) an uninterrupted rail path cannot be traced from Korsun to a map edge supply source, then the German player may, but is not required to, declare "Korsun Isolated". Once Korsun is declared isolated, the town of Korsun becomes a special supply source" (*see Korsun Special Supply Source, Section 14.5*).

[13.2] Supply Distribution Markers (SDMs)

Design Note: Supply Distribution Markers (SDM) are a representation of each army's distributed logistics systems. They reflect the ability of their general supply system to distribute supply to the various units within their army. These markers are not vehicles or depots but rather represent the central position of the distribution system.
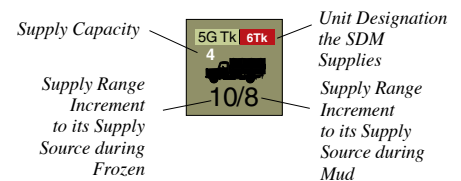
Supply Distribution Markers (SDMs) that trace a supply path to their supply source may provide general supply to their component units and are eligible to receive and distribute "supply points" per the supply point rules of (Section 14.2).

[13.2.1] How SDMs are Placed

SDMs are placed on the map each Game-turn during the *Supply Marker Phase*. Once placed they cannot move for the remainder of the turn. However, players may relocate their SDMs each Game-turn. When placing SDMs the following requirements must be met:

• They may only be paced in a road hex.

• They must be able to trace a supply path along a road to their designated supply source. That path may not pass through an enemy ZOC/ZOI (unless occupied by a friendly unit) or through a hex occupied by an enemy unit (Exception: Korps Isolation [16.2]).

• They may not be placed more than one increment beyond the number of increments indicated by their supply capacity.

[13.2.2] Soviet SDMs

▶ The Soviet player has two SDMs for each army, one for each tank army, and one for each tank, mechanized and cavalry corps. Army SDMs can only supply units in their Army, including corps units within that army. Tank, mechanized, or cavalry corps markers can only supply and support units within their corps. Units without an army designation may trace supply to and be supported by any

Army SDM in their Front. (see exception 18.3).

▶ [13.2.3] German SDMs

The German player has two SDMs for each korps and one for each panzer/panzer grenadier division. In addition, the Germans have a Korsun, Wal and KG Haake SDM. Korps SDMs can supply any unit within their korps. Panzer/Grenadier division, Wal and Haake SDMs can only supply units within their formation. The Korsun SDM traces to Korsun and can supply any German unit.

[13.2.4] How Enemy Units Affect SDMs

Whenever an enemy unit moves or advances adjacent to an opposing player's *Supply Distribution Marker* (SDM) and the marker is not stacked with a friendly combat unit, the SDM must displace either one or two hexes along a road toward its supply source. The marker is displaced by the owning player. It may displace through an enemy ZOC or ZOI but may not displace through an enemy unit. If it cannot displace then it is removed from the map but is again available during the next turn.

Note: Friendly SDMs have no effect on enemy units or SDMs.

[13.3] Tracing a Supply Path

▶ A supply path is a path of contiguous hexes from a unit to its designated SDM *or* a path of contiguous hexes, along a road or rail line, from a SDM to its designated supply source. The *Supply Path* must meet the following conditions:

- None of the path hexes may be occupied by an enemy unit or be in an enemy ZOC/ZOI (unless the path hex is occupied by a friendly unit).
- The path may not cross a lake hexside.
- The path may not cross a *non-bridged* river hexside (unless the hexside is a ford).
- The path may not cross a non-bridged swamp hexside.

Exception: If a unit is adjacent to a river hexside, it may trace a supply path across that adjacent river hexside to an SDM as long as all other supply path conditions are met.

[13.4] Unit Supply State

A unit's supply state is determined during each *Supply Determination Phase*. Additionally, a unit's supply state may change during the friendly *Movement Phase* or any *Combat Phase*. At any time during the game a unit is in one of three possible supply states:

In-Supply – no marker required to indicate the unit is *In-Supply*

Out-of-Supply 1 (OOS1 marker)

Out-of-Supply 2 (OOS2 marker)

Once determined, units retain their supply state for the duration of the game-turn. However, units in OOS1 may change to OOS2 due to movement or combat during the current turn.

[13.4.1] Determining a Unit's Supply State

A unit's supply state depends on the distance in hexes from the unit (its supply range) to either its supply source or to its SDM. During "frozen" ground the supply range is 10 hexes for the Soviets and 6 for the Germans. During "mud"

conditions the supply range is 8 hexes for the Soviets and 4 for the Germans.

***In-Supply*: A unit is considered *In-Supply* if . . .

a. it can trace a supply path to its designated supply source and the length of that path is less than or equal to the "supply range" for the current ground condition, *or*

b. it can trace a supply path to its SDM, and the length of that path is less than or equal to the "supply range" for the current ground condition, *or*

c. it is on the shortest road (path) between its SDM and its designated supply source and can trace a supply path via that road to its supply source.

Out-of-Supply 1: A unit is considered OOS1 if it is unable to meet any of the above "In-Supply" conditions. Place an OOS1 marker on any unit or stack determined to be in Out-of-Supply 1.

Out-of-Supply 2: A unit currently in OOS1 immediately converts to OOS2 after any of the following occurs:

a. it engages in combat (attacking or defending).

b. it moves more than 1 hex using armor or motorized/mechanized movement (infantry movement is unaffected).

Place an OOS2 marker on any unit or stack required to be in Out-of-Supply 2 (see Section 13.5).

PROCEDURE:

During the *Supply Determination Phase*,

1. Remove any OOS1 or OOS2 marker from any unit that is currently *In-Supply*.

2. Retain OOS1 and OOS2 markers on units that remain Out-of-Supply.

3. Place an OOS1 marker on any units that do not meet the requirements for being *In-Supply*.

Reminder: No markers are required to indicate that units are In-Supply.

[13.4.2] German Air-Drop to Out-of-Supply Units.

Out-of-Supply units may be placed *In-Supply* by *Air-Drop Supply* during the *Air-Drop Supply Phase* (Section 14.6.4).

[13.4.3] Transfer of Units to Another Army/Korps

Combat units that cannot trace a supply path of any distance to their designated SDM, may be transferred to another Army (Soviet) or Korps (German).

1. During the *Supply Determination Phase* a player designates which unit(s) is to be transferred to another component command. Retain the unit's current OOS marker.

2. During the following *Supply Determination Phase* the unit may attempt to trace supply to a different Army (Soviet) or Korps (German).

3. Once transferred, the units may trace supply normally to the army or korps to which they were transferred.

4. If on any subsequent Supply Stage the unit(s) can trace to their original SDM or designated supply source, they revert to normal supply.

Exception: German Panzer V (Panther) and VI (Tiger) armor units may only be supplied by their parent division or corps.

[13.5] Effects of being Out-of-Supply

[13.5.1] Effects of Out-of-Supply 1 (OOS1)

Units that are OOS1 are affected as follows:

Supply:

- OOS1 units may not receive SPs for combat support, artillery resupply or engineering actions.

Combat:

- If the unit is defending, its combat strength is unaffected. It flips to OOS2 after combat.

- If the unit is attacking, its combat strength is unaffected (Note: Because the attack cannot be supported, the attacking units will be halved). The unit flips to OOS2 after the attack.

NOTE 1: A unit's Combat Strength may be halved due to other reductions, such as disorganization and terrain effects, but regardless of the amount of reductions, a unit's Combat Strength cannot be less than one.

NOTE 2: Armor Superiority and Combined Arms are not affected.

- An Out-of-Supply Soviet division may not use its *Soviet Division Combat Bonus* during combat.

Movement:

- If an OOS1 unit uses infantry movement, then it retains its OOS1 marker.

- If an OOS1 unit uses armor, motorized or mechanized movement, then its movement allowance is halved (round fractions up). In addition, if it moves more than one hex, then it flips to OOS2 at the end of its movement.

▶ • OOS1 units may not use strategic movement.

[13.5.2] Effects of Out-of-Supply 2 (OOS2)

Units that are OOS2 suffer the same effects as being in OOS1 In addition OOS2 units are affected as follows:

Combat:

- If the unit is *defending* alone or with only other OOS2 units, its combat strength is unaffected, however, the combat incurs a two column CRT shift to the right.

- If the unit is *attacking* alone or with only other OOS2 units, its combat strength is unaffected, however, the combat incurs a two column CRT shift to the left.

NOTE: Because the attack cannot be supported, the attacking units will be halved.

- If defending in conjunction with other In-Supply or OOS1 units, any participating OOS2 units may contribute their combat strength, however, the combat incurs a one column CRT shift to the right.

- If attacking in conjunction with other In-Supply or OOS1 units, then OOS2 units may contribute their combat strength, however, the combat incurs a one column CRT shift to the left.

- Armor, anti-armor and anti-air units subtract one dot (the top dot) from any combat (Combined Arms is not affected).

- OOS2 units cannot declare "No Retreat".

Movement:

- If the unit uses infantry movement, then its

movement allowance remains the same.

- If the unit uses armor, motorized or mechanized movement, its movement allowance is reduced to $1/4$ its original value (round fractions up).

- OOS2 units may not use strategic movement. Units retain their OOS2 marker after all movement and combat, but are eligible for *In-Supply* status during the next turn.
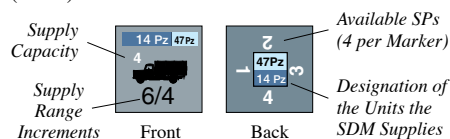
14.0 Supply Points

Supply Points form the basis for all supply activities in the game. They represent the capacity of fuel, ammunition and other supply within the daily distribution systems.

Supply Points (SPs) allow:

- Resupply of artillery ammunition
- Combat to be supported
- Engineering units to repair and construct river bridges
- German engineers to build improved positions
- Truck Movement (Optional Rule)
- Soviet units to construct minefields
- German engineers to construct optional airfields and depots

[14.1] Supply Point (SP) Markers

Supply Point (SP) markers are located on the back side of each *Supply Distribution Marker* (SDM).

The rotated position of the marker on the map is used to indicate the number of SPs available for "expenditure" at specific instances of the Game-turn.

[14.2] Receiving Supply Points

During the *Supply Point Reception Phase*, each *Supply Distribution Marker* (SDM) may receive the maximum number of SPs as indicated by the *Supply Capacity* on its front side (Section 13.2). However, the actual number of SPs available for distribution may be reduced depending on the distance from its placement hex to its supply source.

PROCEDURE:

1. Place the SDM on a road hex on its front side.

2. Select the *Supply Range Increment* indicated on the front side of the SDM that matches the current ground condition (Frozen or Mud)

3. Flip the SDM to its back side and determine the number of available SPs by subtracting one SP (-1 SP) for each *"Supply Range Increment"* (in hexes) beyond its supply source. Rotate the marker such that the final number of SPs available to the SDM is aligned right reading at the base of the counter.

Players note: The rotation of the SDM marker during supply point reception does not indicate actual expenditure of supply but rather indicates that less supply is available for delivery due to the longer distance that

the trucks and wagons in the supply system must travel.

4. SDMs may not be placed more than one increment beyond the number of increments indicated by their supply capacity.

5. If the SDM is one increment beyond the maximum number of its Supply Range Increments to the supply source, then flip the marker to its truck (front) side. *i.e. the SDM may not expend SPs, but may place units "In-Supply".*

CASES:

1. SPs may not be transferred from one SDM to another.

2. SPs may not be saved from turn to turn.

EXAMPLE: The 14 Pz SDM marker is tracing
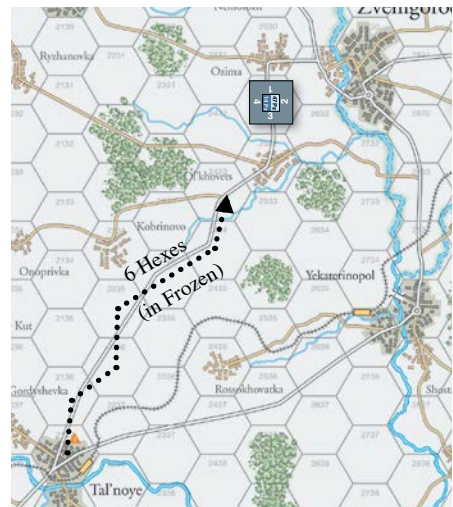
supply to the Rail Terminal at Tal'noye, but it is two hexes beyond the 6 hex "Supply Range Increment" for frozen ground. The "supply capacity" of 4 SPs for the 14th Pz is reduced by one for being one "range increment" beyond the first 6 hex increment. The marker is rotated from 4 to 3 and aligned with the south map edge.

[14.3] Expending SPs

Supply Points may be expended during various phases of a Game-turn. Combat units receiving SPs may only receive them from their own SDM bearing the same army, corps or division designation. Rotate the SP marker on the map to the next lowest number to reflect each expended SP. After the expenditure of the last SP flip the marker to its front side. SPs are expended for specific activities during the following Phases:

Artillery Resupply Phase: One (or two) SPs may be expended to resupply individual artillery units (Section 14.4)

Combat Phase: One SP may be expended to support an attack (see 12.4). The SDM providing support to attacking combat units must be the SDM that placed the units in supply.

Engineering Phase: One SP may be expended to allow engineering units to repair and construct river bridges, build improved positions (German), and to construct minefields (Soviet) (Section 15).

▶ *Extended Supply of OOS Units Phase:* (See 14.7)

Also see optional Korsun airfield and depot construction (see Section 18.8 and Section 18.9).

Note: SDMs are not required to expend SPs.

[14.4] Artillery Unit Resupply

During the *Artillery Resupply Phase*, both players may resupply any artillery unit that is on its back side or has an Out-of-Ammo marker on it. An artillery unit on its front side need not be resupplied.

CASES:

1. Artillery units must be within the supply range of the SDM that placed the artillery unit in general supply. The size or type of the artillery unit determines the number of SPs required to resupply it as follows:

All Soviet Artillery: 1 SP to flip a unit to its front side.

German Artillery Battalion: 1 SP to flip unit to its front side.

German Artillery Regiment (with an Out-of-Ammo marker):
2 SPs to remove Out-of-Ammo marker and flip the unit to its front side
1 SP to remove only the Out-of-Ammo marker.

German Artillery Regiment (without an Out-of-Ammo marker): 1 SP to flip the unit from its back side to its front side.

2. Once an SP is supplied to an artillery unit the SP may not be returned to its SP marker. It may only be expended by artillery fire.

3. Artillery units may not transfer SPs to another artillery unit.

[14.5] Korsun Special Supply Source

HISTORICAL NOTE: In anticipation of events to come, General Stemmermann of the 11th Korps had ordered the collection of reserve supplies in a depot near the Korsun airfield. These reserves were sufficient to sustain the two isolated korps for a significant number of days.

[14.5.1] Activating the Special Korsun Supply Source

The town of *Korsun* immediately becomes a supply source when the German player declares "Korsun Isolated". Units of the 42nd and 11th Korps that subsequently trace supply to Korsun are immediately considered to be part of "Gruppe Stemmermann" and are used to determine victory conditions for the campaign scenarios.

PROCEDURE:

1. Korsun immediately receives 15 SPs upon declaring Korsun isolated. Place the *Korsun SPs* marker on the corresponding box of the *Korsun Supply Track*.

2. Beginning with the next turn after declaration, the German player may use the *Korsun Supply Track* as a supply source in accordance with the supply procedures of Section 13 and 14. Reduce the number of SPs on the track by one for each SP expended by SDMs that trace supply to Korsun.

Note: It is not required to expend SPs from the Korsun Airfield Track. They need only be expended when used for artillery resupply, combat support or engineering actions.

▶ 3. Beginning with the next turn after declaration, the German player may begin allocating SPs to Korsun air supply on the Uman Airfield Track (see 14.6.2).

▶ 4. Beginning with the second turn after declaration, the German player may begin conducting *Air Supply* missions from the Uman airfield to Korsun (see14.6.3).

▶ 5. In addition, during the *Mutual Supply Stage* the German player may add two (2) SPs to the Korsun Supply track if a *Supply Path* (by road of any length) can be traced from Korsun to any *In-Supply* rail terminal or supply source.

Historical note: The Germans were able to trickle supplies to Korsun via roads during the battle as long as a road path existed from Korsun to a supply source.

Korsun Supply Track (after activation only)

0	1	2	3	4
7	8	9	10	11
14	15	16	17	18

EXAMPLE: The Korsun supply source has 15 SPs for expenditure by SDMs that trace to Korsun.

[14.5.2] Soviet Capture of the Korsun/ Korsun Airfield

If the Soviets capture the Korsun airfield (i.e. occupy the hex at the end of any turn), the following take effect:

1. No further air supply may be conducted to the Korsun airfield. *Note: Air-Drops may still be conducted.*

   If the airfield is recaptured by the Germans, the German player must repeat Section 14.5.1 to reactivate the airfield (except for step 1).

2. If the Soviets capture the town of Korsun (occupy at the end of any turn), the Korsun SPs marker is immediately set to zero on the *Korsun Supply Track.*

   If the town and the airfield are recaptured by the Germans, then normal air supply may continue.

[14.5.3] Korsun Airfield Abandoned

See rule in Section 8.6.4.

[14.5.4] Alternate Airfield and Supply Source

See optional rules in Sections 18.8 and 18.9.

[14.6] Air-Drop Supply and Korsun Air Supply Missions

During any turn of the game Out-of-Supply German units may be supplied utilizing the following types of supply missions:

• Air-Drop Supply to an SDM.

• Air-Drop Supply to an individual hex containing at least one Out-of-Supply combat unit.

In addition, once Korsun has been declared isolated the German player may also begin conducting air supply missions from the Uman airfield to Korsun. See the *German Air Supply Stage* in the turn sequence.

1. A maximum of five total supply missions are available each turn between air drop and Korsun air supply but no more than two air drop missions may ever be allocated or conducted

each turn (e.g. 2 missions for air drop and 3 for Korsun or 1 air drop and 4 for Korsun etc.)

Historical Note: When the Soviets encircled the 11th and 42nd Korps, the Luftwaffe began a determined effort to airlift essential fuel and ammunition to the Korsun Airfield. The Uman airfield served as the principal location for this supply effort. The delivered supply, coupled with reserves already stored in the pocket, was sufficient to sustain the encircled units for a significant number of days.

[14.6.1] Allocating SPs to Air-Drop Missions

The German player may allocate a maximum of two SPs per turn to future Air-Drop missions. Allocation occurs during the *Air-Drop Allocation Phase*. Place the *Air-Drop Supply* marker on the *Uman Airfield Track* to indicate the number of Air-Drop missions conducted next turn. Each air drop mission is a separate mission. Each mission may attempt to supply either an individual hex or to deliver SPs to an SDM. Once placed, the markers may not be reallocated until the next turn.

[14.6.2] Allocating SPs to Korsun Air Supply Missions

The German player may allocate a maximum of five SPs per turn to Korsun Air Supply. Allocation occurs during the *Korsun Supply Allocation Phase*. Place the *Korsun Air Supply* marker on the *Uman Airfield Track* to indicate the number of SPs allocated to Korsun air supply; however, no more than 5 total SPs may be allocated to Air-Drop and Korsun air supply missions. Once placed, the markers may not be reallocated until the next turn.

Example: One SP has been allocated to an Air-Drop Supply and 4 SPs to Korsun Air Supply.

Uman Airfield Track

0	1	2	3	4	5
	Air Drop Supply			Korsun Air Supply	

[14.6.3] Air Supply to the Korsun Airfield

During the *Korsun Air Supply Phase*, the German player may attempt delivery of all the "allocated" *Korsun Air Supply SPs* to the Korsun Airfield. A die roll on the *Korsun Air Supply Loss Table* determines the number of SPs that must be subtracted from the number of *Korsun Air Supply SPs* allocated to be delivered.

PROCEDURE:

1. The German player rolls a six sided die.

▶ 2. Add the die roll modifiers from the Table:

   +1 Each German AA unit within 1 hex of the Korsun Airfield

   −1 Mud ground condition

   −1 1 or 2 Soviet supplied artillery units within artillery range of the Korsun Airfield

   −2: 3 or more Soviet supplied artillery units within artillery range of the Korsun airfield

3. Cross reference the modified die roll to the Korsun Air Supply Loss column.

4. Reduce the number of Korsun Air Supply SPs "available" on the Uman Airfield Track by the amount shown on the table.

5. Add the remaining SPs (if any) to the Korsun Supply Track. Any excess SPs greater than the track maximum are lost.

6. Set the Korsun Air Supply marker to zero on the Uman Airfield Track.

[14.6.4] Air-Drop Mission to SDMs and Units

During the *Air-Drop Supply Phase*, the German player may conduct Air-Drops to deliver available *Air-Drop SPs* to either an SDM and/or a hex(s). If a hex, the hex must contain at least one combat unit. Using the *Air-Drop Supply Table*, the German player determines the result of the *Air-Drop* with the following procedure:

1. Select the SDM or individual hex to be supplied.

2. Roll a six-sided die (no modifiers).

3. Cross reference the die roll to the either the SDM or the individual hex column.

4. Apply the result as follows:

   a. **SDM:** The SDM receives the number of SPs indicated by the die roll.

   b. **Individual Hex:** The result indicates the number of units that may be placed in supply. The units must be in or adjacent to the designated Air-Drop hex. If artillery, they are flipped to their front side (and any Out-of-Ammo markers are removed).

5. If the result is "zero" then no SPs are added to the SDM or no combat units may be supplied.

6. Set the *Air-Drop Supply* marker to zero on the *Uman Airfield Track.*

[14.7] Extended Supply Delivery from an SDM

At the beginning of the *Supply of OOS Units Phase*, each player may extend supply to units that are marked OOS1 or OOS2. Expend SPs as follows and remove the OOS markers from supplied units.

• 1 SP delivers *In-Supply* status from a SDM to a designated hex, via a supply path, that is up to twice its normal frozen (or mud) supply range.

• Up to 3 units may be supplied that are in the designated hex.

• Extended range supply may not be used a) to supply (flip) artillery, b) to support combat or c) for engineering activity.

[14.8] Soviet Air-Drop Supply Missions

During the Soviet *Air-Drop Phase*, the Soviet player may attempt one Air-Drop Supply mission per front into a hex containing OOS units for that front. The Soviet player rolls one die. On a result of 1 through 2 all units in the hex are placed *In-Supply*. Remove the OOS marker for all successfully resupplied units. On a result of 3 through 6 the units remain Out-of-Supply.

15.0 Engineering

[15.1] German Improved Positions (IPs)

DESIGN NOTE: Improved Positions represent enhanced fieldworks or hedgehogs etc. that increase the defensive capability of an occupying combat unit.

GENERAL RULE

German engineers are eligible to construct Improved Positions (IPs). Constructing an IP is a one-turn process and occurs during the German player's *Engineering Phase*.

[15.1.1] Constructing an IP

During the *Engineering Phase*, any engineer unit *that has not attacked* during that turn may construct an IP. Place an IP marker in its hex and expend one Support Point from its *Korps (or Division) SDM*.

CASES AND RESTRICTIONS:

▶ • The hex receiving the IP must be occupied by an *In-Supply* engineer unit and must be in clear terrain (but not a village hex feature). The hex may be adjacent to an enemy unit.

• No more than one IP may occupy a hex.

• *Once constructed, the IP remains in place and need not be occupied.*

[15.1.2] Effects of Improved Positions

An IP in a hex containing infantry type units adds two (2) strength points to the defensive combat strength of the hex. Infantry units which occupy a hex containing an IP may declare "No Retreat." (see 12.14).

[15.1.3] Elimination of Improved Positions

An IP is removed the instant a Soviet unit enters that hex. The German player may freely remove any IP from the map.

[15.2] Bridges

MAP DESIGN NOTE: Not all bridges on the map are depicted with a bridge symbol. Whenever a road crosses a stream or river hexside, that hexside contains an "implied" bridge.

GENERAL RULE

Both players may attempt to destroy bridges, repair existing destroyed bridges and build new bridges during the course of the game. A bridge is considered controlled by the player whose unit last crossed a hexside containing that bridge. Each bridge must be treated independently in hexes with multiple bridges.

[15.2.1] Destroying Bridges

1. A player may attempt to destroy a friendly controlled bridge only during the following phases:

Enemy Movement Phase: at the instant an enemy unit first moves into to a hex containing a bridge hexside.

▶ *Enemy Combat Phase:* at the instant an enemy unit advances or moves into a hex containing a bridge hexside.

Friendly Engineering Phase: any bridge that is friendly control.

2. There is a limit of one attempt per bridge per phase. However, there is no limit to the number of bridges that may be destroyed per turn.

Eligibility for Destroying a Bridge

The following conditions must exist whenever a player attempts to destroy a friendly controlled bridge:

1. The attempt may be made *only* if a friendly engineer unit is within three hexes of the hex containing the bridge hexside.

2. The 3-hex path from the engineer unit to the hex containing the bridge hexside may not be occupied by an enemy unit and may not cross a river hexside (except via another bridge).

PROCEDURE:

1. The controlling player announces which individual bridge he wishes to destroy, rolls one die and adds the below modifiers.

   Modifiers:

   + 2   if a railroad bridge across a river

   + 2   if an enemy unit occupies the hex containing the bridge during the *Engineering Phase*

2. An adjusted die roll of **1–5 destroys the bridge** on that hexside; an adjusted die roll of 6 is no-effect.

3. Place a *Bridge Destroyed* marker next to the destroyed bridge with the arrow pointing toward the bridge.

[15.2.2] Repairing Bridges

Bridge repair takes place during a player's *Engineering Phase*. A player must control both hexes of the bridge hexside in order to begin and/or complete repair. If either hex is in an enemy ZOC/ZOI, then a friendly unit must occupy that hex.

Bridge repair procedures are different depending on the following bridge types.

1. **Railroad Bridges** may not be repaired.

2. **Stream Bridges:** Destroyed stream bridges are automatically repaired during a player's *Engineering Phase* as long as:

   Soviet: *any division unit is adjacent to the bridge hexside or an engineer unit is within three hexes of the destroyed bridge.*

   German: *an engineer unit is within three hexes of the destroyed bridge.*

3. **River Bridges:** An *In-Supply* engineer unit must be adjacent to the bridge hexside. Use the following procedure to repair river bridges:

   a. Expend one SP from the engineering unit's SDM.

   b. Place a *Bridge Repair* marker next to the bridge hexside with the arrow pointing toward the repair hexside.

   c. During the following *Engineering Phase*, the player rolls a die. A result of 1–5 repairs the bridge. Remove the *Bridge Repair* marker. A result of 6 is no-effect (bridge repair is incomplete — retain the *Bridge Repair* marker.

   d. Only one roll per bridge may be made per turn. The player may roll again the following turn.

[15.2.3] Constructing New Bridges

The procedure for new bridge construction is identical to the procedure of Section 15.2.2, except that the Bridge Construction/Completed markers are used (shown below). The markers have a bridge construction symbol on the front side and a completed symbol on the back side.

Under Construction   *Bridge Completed*

• Only Soviet Army and German Korps level engineers may construct new bridges across streams or rivers.

▶ • German Panther (Pz V) and Tiger (Pz VI) armor units are not subject to optional rule 18.3 when attempting to cross these bridges.

[15.2.4] German Class "K" and "J" Brücke Engineers

▶ German Brücke (bridge) engineers function as other engineer units. In addition, they may construct or remove special "K" and "J" bridges across rivers and streams using the below procedure. Once in place, a "K" bridge is usable by all units except by Pz V and Pz VI units. A "J" bridge is usable by all armor units including Pz V and Pz VI units. Ignore the requirement of the bridge collapse rule (see 18.3). K and J bridge construction is normally a one turn process and takes place during a German player's Engineering Phase. A German K or J engineer unit must occupy the hex adjacent to the river hexside in order to construct the bridge. If the opposite river hex is in an enemy ZOC/ZOI, then a German unit must occupy that hex.

Bridge Engineer Unit   *Construction Completed*   *Under Construction*

PROCEDURE

1. The K or J bridge marker is placed in the hex with the completed side up and with the arrow pointing toward the river hexside. Once placed the marker orientation cannot be moved.

▶ 2. The German player then rolls a single die. If the result is a 1 thru 5 then the bridge is completed. If the result is a 6 then the bridge marker is flipped to its construction side and the bridge is automatically completed during its *Engineering Phase* of the following turn.

3. Either player may attempt to destroy "K" or "J" bridges using the same procedure for Destroying Bridges (see 15.2.1). If destroyed, remove the bridge marker from the game.

4. Soviet units may use a "K" or "J" Bridge if in place during Soviet movement.

[15.2.5] Rail Line Repair

The German player may repair "cut rail lines" during the German *Engineering Phase*. In order to do so, a korps construction engineer must occupy the cut railroad hex.

Construction Engineer   *Back of Rail Cut Marker*

PROCEDURE

1. The German player expends one SP from the corresponding korps SDM and flips the "Rail Cut" marker to its "Rail Repair" side (back).

2. During the subsequent Engineering phase(s) (if a construction engineer is in the hex) the German player may expend an additional SP to complete the repair. Remove the Rail Repair/Rail Cut marker.

Note: Rail terminals beyond the repaired hex revert to supply sources unless blocked by a Soviet unit or another rail cut.

[15.3] Soviet Minefields

GENERAL RULE

Soviet Minefields may be constructed in certain scenarios. Minefields provide defensive combat benefits and slow German movement. The number of Minefields that can be constructed is defined in each scenario. See the scenarios for additional rules and *Minefield* marker availability.

Minefield marker showing the 3 designated minefield hexsides

Construction Side   Completed Side

- *Minefield* markers are directional and only affect units moving across any of its three designated minefield hexsides. Once placed, the designation of the three Minefield hexsides remains for the duration of the scenario or until the *Minefield* marker is removed or eliminated.

[15.3.1] Soviet Minefield Construction

Minefields may be constructed only by Soviet divisions and army engineers and may be constructed only in clear terrain (including villages). The constructing unit must occupy the hex for two turns in order to complete construction.

PROCEDURE:

1. During the Soviet *Engineering Phase*, the Soviet player designates which units begin the construction of Minefields.

2. Expend one SP from that army's SDM for each Minefield construction. For each designated hex, place a *Minefield* marker with its construction side up.

3. During the *Engineering Phase* of the next Soviet player-turn, flip the each marker from its construction side to its completed (front) side. Align the direction of each *Minefield* marker to designate which three hexsides the *Minefield* marker affects.

[15.3.2] Effects of Minefields

Soviet units are never affected by minefields. German units are affected only by completed minefields and at the instant they attempt to move or attack across a designated minefield hexside.

Movement:

1. At the instant that German *armor* units move across a designated Minefield hexside each armor unit is subject to a possible step loss. Roll a single die. If the result is a 1, 2 or 3, then the armor unit suffers a one-step loss. The armor unit may continue movement after the die roll after expending 3 additional movement points.

2. At the instant that a German *infantry* type unit moves across a designated Minefield hexside into a Minefield hex not occupied by an enemy unit, the unit must halt movement. Remove the *Minefield* marker during the *German Engineering Phase* of the current turn.

3. At the instant that a German engineer unit moves across a designated Minefield hexside into a Minefield hex unoccupied by an enemy unit, the engineer unit must halt its movement. The *Minefield* marker is removed from the map. The German player rolls a die. On a result of 1, 2, or 3, the engineering unit takes a one-step loss.

4. Artillery, anti-air and anti-armor units may not move across a minefield hexside.

Combat:

1. At the instant that a German unit attacks a Soviet unit across a designated minefield hexside, the defending Soviet unit receives a one column shift on the CRT.

2. A declared German Assault Engineer neutralizes the above one column shift (in lieu of its combat bonus) but must roll prior to combat resolution. On a result of 1, 2, or 3, the engineer unit takes a one-step loss. If eliminated, the engineer unit does not neutralize the minefield.

3. A minefield hexside has no effect on advance after combat.

4. If a German unit advances across a Minefield hexside after combat, immediately remove the Minefield marker.

Supply:

1. A German supply path cannot be traced through a designated minefield hexside.

[15.3.3] Removed and Eliminated Minefields

1. Any Soviet engineer unit occupying the hex may remove the minefield marker during its Engineering Phase. Removed minefield markers may be reused in the scenario.

2. Eliminated minefield markers may not be reused in the scenario.

16.0 German Special Rules

[16.1] Hitler "Stand Fast" Orders

Hitler insisted on holding onto a position along the Dnepr River near Cherkassy. This insistence is reflected in scenario specific rules contained in Playbook Section 22.1.

[16.2] "Korps Isolation"

GENERAL RULE

The German Player may declare "Korps Isolation" during his Event Phase if any or all units of the 11th and/or 42nd Korps (as currently located) cannot trace a supply path to Korsun or to a supply source. If "Korps Isolation" is declared, the German player conducts the following special withdrawal procedure during that Korps Declaration Segment.

PROCEDURE:

1. Relocate all or some of the SDMs for the isolated korps in any of the following hexes (individually or together):
11th Korps: 3821, 4223, 4114
42nd Korps: 2310, 1911, 2713
   - If the Korsun Airfield has not been activated, then set each relocated SDM to a value of 3 SPs.
   - If the Korsun Airfield has been activated, then the player may transfer SPs from the Korsun Airfield Track directly to the above relocated korps SDM. Reduce the number of SPs on the track by the number of SPs transferred to the SDMs. The number of SPs transferred to the SDMs cannot exceed the number of SPs available on the track.

2. Once placed, the relocated SDMs cannot move. They serve as a supply source for the korps until the korps can again trace supply to a valid supply source.

3. SDMs located in the designated hexes may expend SPs per the normal supply rules. Reduce the value of the SDM SPs by one for each SP expended. If the SDM value is reduced to zero, then the SDM may no longer issue SPs or provide general supply to units.

4. Units of the affected korps (including units subject to the "continuous front" rule) may conduct a special one-time movement of two hexes in a direction toward the above hexes. This movement ignores ZOC and ZOI.

5. Units of the korps are relieved of the requirement to maintain a continuous front and may move and attack freely for the remainder of the scenario.

[16.3] Operation Wanda

HISTORICAL NOTE: Operation Wanda was the German code name for the 3rd Panzer Korps' relief effort of units trapped in the Korsun Pocket. The Luftwaffe allocated additional air units in support of this operation.

Beginning with the *Event Phase* of turn 10 or any turn thereafter, the German player may declare Operation Wanda. On the turn that the German player declares "Wanda" then the Germans immediately receives additional *Combat Air Support* points. In addition, the German player adds +3 to future air availability rolls until the end of the operation.

PROCEDURE:

1. Place the *Start Operation Wanda* marker on the current turn of the Turn Record Track and immediately set the number of *Combat Air Support Points* to four on the Combat Air Support Track.

2. The German player then determines the duration of Operation Wanda as follows:
   a. Roll two dice and add three to the sum of the two dice.
   b. Flip the *Start Operation Wanda* marker on the *Turn Record Track* to its back side (*End Operation Wanda*) and place it on the turn that equals the current turn number plus the above modified die roll number.

3. During turns that the *Operation Wanda* marker is on the *Turn Record Track*, the German player adds a +3 to the air availability die roll.

4. Remove the *End Operation Wanda* marker during the German *Event Phase* of the turn in which the turn marker advances to the *End Operation Wanda* marker. Once the marker is removed, the German player no longer adds +3 to the die roll.

[16.4] "Breakout Declared"

PLAYER NOTE: The breakout rule is only to be used in desperation in cases where the German pocket and relieving forces are in close proximity but the probability of relief is low; i.e., desperation.

The German player may declare a "Breakout" during the *German Event Phase* of any turn in which the following conditions exist:

1. Korsun must have been declared isolated in a

previous Game-turn.

2. Some German units within the pocket (a unit of "Gruppe Stemmermann") must be within 3 hexes of non-isolated units of the 7th Korps or the 3rd and 47th Panzer Korps.

The declaration of "Breakout" causes the following changes to the turn sequence:

1. The *Breakout Phase* is added to the German turn sequence.

2. Special "Every Man for Himself" movement and combat rules apply during the added *Breakout Phase* (see 16.5).

3. The game automatically ends at the end of the Soviet player's next turn.

4. Victory is determined per the scenario victory conditions.

PLAYER NOTE: German players should be mindful of the special German replacement rules during the Replacement Segment of the turn in which a breakout is declared (see 8.6).

[16.5] "Every Man for Himself" Rules

The following rules are to be used only if the above "Breakout" has been declared. Units of "Gruppe Stemmermann" have special stacking, unit recombination, movement and combat actions that occur only during the *Breakout Phase*. Conduct the *Breakout Phase* in the following sequence.

1. Unit Consolidation/Recombination (16.5.1)

2. One Hex movement (16.5.2)

PLAYER'S NOTE: Players should conduct recombination and one-hex movement in a manner that maximizes the possibility of subsequent "Breakout" movement and combat.

3. *Staged Breakout* (Simultaneous Movement and Combat) (16.5.3)

  Wave 1 | Wave 2 | Wave 3 | Wave 4

4. Soviet next Player-turn (16.5.4)

[16.5.1] Unit Consolidation/ Recombination

The German player may incorporate and/or recombine any units within a given division into any of its component infantry regiments. The procedure is similar to Section 4.6 but is more inclusive.

CASES:

▶ 1. Any individual divisional units within a hex (including engineer, anti-air, anti-armor and artillery and also SDM conversion and Korsun evacuation actions) may either combine with an existing infantry regiment or form a new regiment from an eliminated cadre unit. Units that combine or form new regiments add their equivalent number of steps to that regiment. Place the units that combine into or form new regiments into the *Eliminated Units* box (Retain the formed infantry regiments on the map.) The removed units do not count toward victory points. *Reminder: German artillery regiments have 2 replacement steps.*

2. Combined/formed infantry regiments may have up to a maximum of 5 steps. The net number of steps in the regiment must equal the total number of steps that were added/combined.

3. Units from separate regiments within a division may combine.

4. Armor units may not combine or form new units.

[16.5.2] One Hex Movement

After all recombination has been completed,

German units may move one hex. Ignore all ZOC/ZOI effects. Normal stacking limits apply at the end of one-hex movement, except that units from a given division may stack with units of another division.

[16.5.3] Staged Breakout

▶ The German player conducts breakout (movement/combat) from the pocket. Only units of "Gruppe Stemmermann" may conduct breakout. They may move into hexes occupied by Soviet units and have combat. Breakout occurs in four waves. Units may only move and have combat in their own wave. All movement/combat within each wave must be completed before the next wave can move. Units may not over-stack at the end of each wave movement.

Wave 1 units that are within 3 hexes (or less) of non-pocketed German units.

Wave 2 units that are within 4 hexes of non-pocketed German units.

Wave 3 units that are within 5 hexes of non-pocketed German units.

Wave 4 all remaining "Gruppe Stemmermann" units.

PROCEDURE:

1. All units within a given hex must move as a stack and each stack within a wave must complete its movement/combat before another unit (stack) in that wave may move.

2. Units within each wave may move in any order.

3. Each unit (stack) may move up to four hexes even if the hex is occupied by a Soviet unit. If an entered hex is occupied by a Soviet unit(s), then the Soviet unit(s) in the hex must be attacked before continuing movement.

4. The following rules apply for movement and combat:

  a. Ignore ZOC/ZOI rules for movement and combat

  b. All combats are considered supported and a unit's combat strength is only modified by *Disorganized* or *Regroup*.

  c. No combat shifts are allowed for hilltop, air, artillery, assault engineer, combined arms or armor superiority. However, if the attacking stack contains any armor then a single combat shift to the right on the CRT may be applied.

  d. The Soviet player may not declare a "No Retreat".

▶ e. The following additional shifts to the right on the CRT apply for first two attacking stacks during Wave 1 only:

    +2 for the first stack that attacks (surprise)

    +2 for the second stack that attacks (if not the previous hex attacked)

    No shifts for additional combats

  f. Only CRT step losses and Disorganized results are applied to both sides during combat (i.e. retreat and breakthrough results are ignored). Note: Soviet units remain in the hex for the duration of all the breakout waves unless eliminated due to combat.

  g. If either Soviet or German units are Disorganized then those units remain Disorganized for the remainder of the *Breakout Phase*.

  h. After all units within a wave complete their movement/ combat, then units in the next wave conduct their movement/combat.

5. "Gruppe Stemmermann" units that enter a hex occupied by a non-pocketed German unit are immediately removed from play and are counted as victory points.

6. German units that occupy a hex containing a Soviet unit at the end of their wave remain in the hex during the Soviets next turn.

[16.5.4] Soviet Next Turn

The Soviet player conducts his player turn according to the following modified turn sequence:

1. Conduct the Weather, Mutual Air and Mutual Supply Stages, but do not place Soviet or "Gruppe Stemmermann" units Out-of-Supply.

2. Ignore the *German Air Supply Stage*, the *Soviet Event Phase* and the *Soviet Replacement/ Reinforcement Stage*.

3. Conduct the normal *Soviet Movement Phase*; but with the following exceptions:

  a. Use normal movement except that units may not enter a hex containing German units. Soviet units may (but are not required to) remain in hexes containing German units.

  b. Do not place units in Reserve.

  c. German armor units may not react.

4. Conduct the normal Soviet *Combat Phase*; but with the following exceptions:

  a. Soviet units stacked with German units may only attack the German units in their hex.

  b. Artillery and air support may not be used in hexes containing both Soviet and German units.

5. The scenario ends after the *Soviet Combat Phase* is completed. Determine victory per the scenario rules. German units that occupy hexes containing Soviets units do not count for victory points.

# 17.0 Soviet Special Rules

[17.1] Soviet Artillery Barrage

HISTORICAL NOTE: The Soviets typically used heavy artillery barrages at the beginning of major offensive operations. During the Korsun battle, the 16th Artillery Division was assigned to the 53rd Army while additional independent artillery units were assigned to the 4th Guard Army. These artillery units delivered a devastating barrage at the beginning of the 2nd Ukrainian Front's Operation on January 25th and on several other occasions in the battle.

GENERAL RULE

▶ Specific component artillery units of the 16th Artillery Division (53rd Army) and of the 4th Guard Army are eligible to create an artillery barrage unit. The Barrage unit is created by removing the component artillery units and replacing them with a "special" Barrage unit. Once created, a Barrage unit is capable of performing a special "artillery barrage" (or *Barrage*) as described in Section 17.1.3 for units of its own Army. The Barrage unit is essentially a marker and as such does not move and can only fire a *Barrage*. After firing a *Barrage*, the Barrage unit must be removed during the next turn and replaced with its component artillery units.

EXAMPLE: 16th Artillery Division Barrage Unit

Front   Back
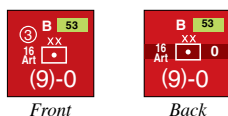
[17.1.1] Creating a Barrage Unit

See the Play Book (Section 22.3) for the specific component artillery units that form each of the barrage units. Some scenarios begin with the barrage unit(s) formed on the map. If not already formed, the Soviet player may wish to create the barrage unit during a desired turn in the scenario. Creation occurs during the *Barrage Creation Segment* of the Soviet *Event Phase*.

PROCEDURE AND RESTRICTIONS:

1. A Barrage unit may only be created (placed) in a clear hex and may not be in a German ZOC or ZOI.

2. All component artillery units must occupy or be adjacent to the hex in which the Barrage unit is created.

3. Each component artillery unit must be on its front side prior to formation (i.e., supplied with ammunition).

4. Place the "special" Barrage unit counter in the designated hex.

5. Remove the five component artillery units from the map and place them in their corresponding *Artillery Holding Box* on their front side.

[17.1.2] Capability and Restrictions

Once placed on the map, a Barrage unit has the following capabilities and restrictions:

• The Barrage unit may not move.

• It may only conduct an *Artillery Barrage* (it may not conduct regular artillery support fire).

▶ • A hex with a barrage marker may only be attacked by units within its own Army.

• It defends with a maximum strength of 9.

• No other friendly units may occupy a hex containing a Barrage artillery unit (at the end of the Soviet *Movement Phase*).

• If a Barrage unit suffers a combat loss, then the first loss must come from a component with the highest "barrage" value.

• If forced to retreat, the Barrage unit is removed from the map and its component artillery units placed in its hex. All component units are automatically *Disorganized* and may retreat into separate hexes per the normal retreat rules.

[17.1.3] Executing a Barrage

The Soviet player may execute a special artillery barrage during turns in which one or more Barrage units are present on the map. Each unit's barrage is conducted separately and in any order.

Barrage Effects Marker

Barrage Range   Front   Back   Shifts Applied to Combat
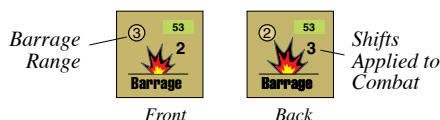
PROCEDURE:

1. During the *Artillery Barrage Segment* of the Soviet *Event Phase*, place up to three *Barrage Effects* markers per Barrage unit on hexes occupied by German units. The marked hexes must be within the 3-hex range of the Barrage unit conducting the barrage. Only one *Bar-*

rage marker may be placed in a single hex.

2. The *Barrage Effects marker* is placed with its front side up (3 shifts) on German units that are two hexes from the Barrage unit.

3. The *Barrage Effects marker* is placed with its back side up (2 shifts) on German units that are three hexes from the Barrage unit.

4. Flip the Barrage unit (and the five component artillery units that are in the *Artillery Holding Box*) to their back side (out-of-ammunition).

5. During the *Soviet Combat Segment*, declared combats will add the number of **face-up shifts** indicated on the Barrage Effects marker to the final combat odds ratio.

• No other Soviet artillery can be used in hexes that receive an artillery barrage.

• Add a "+1" modifier to the German defensive artillery die roll for combats receiving a barrage.

• All defending units in a declared combat that contains a *Barrage Effects* marker receive an "automatic" *Disorganized* result in addition to any other CRT result.

6. Remove the *Barrage Effects* marker after each individual combat is resolved.

7. Units with a *Barrage Effects* marker that are attacked in subsequent *Breakthrough* or *Reserve Combat Segments* do not receive the above shifts to the combat ratio. They do, however, receive an automatic *Disorganized* result after conducting a breakthrough combat or reserve combat. Remove the *Barrage Effects* marker after the combat and place a *Disorganized* marker on these attacked units.

8. At the end of the *Soviet Combat Phase*, remove any remaining *Barrage Effects* markers from units that were not attacked and place a *Disorganized* marker on all units in the hex.

9. Units that retreat into a hex containing a *Barrage Effects* marker are not affected by the marker.

[17.1.4] Resupplying the Component Artillery Units

During the following *Supply Phase*, the Soviet player may resupply (flip to front side) all, some or none of the component artillery units while in the *Artillery Holding Box*. Standard artillery supply rules apply.

[17.1.5] Barrage Unit Redeployment

Any barrage unit on the Turn Record Track, during the current Game-turn, is moved to its-map *Artillery Holding Box* during the *Barrage Unit Deployment Segment*. Any barrage unit currently on the map is then transferred to the Turn Record Track (current Game-turn space plus three turns) and all of its component artillery units are placed on the map in, or adjacent to, the hex formally occupied by their barrage counter. Three of the component units must occupy the former Barrage unit hex

CASES:

1. Component units that are returned to the map must retain the front or back side of their counter (i.e., their ammo supply state) at the instant of transfer.

2. Units must obey stacking restrictions at the end of the *Soviet Movement Phase*.

3. Component units returned to the map may not

move during the subsequent *Movement Phase*. Also see (Section 9.10.2))

4. The *Barrage* marker returns to its holding box on the ame-turn that the *Game-turn* marker advances to the turn containing the *Barrage* marker and is available for reuse that turn.

18.0 Optional Rules

The following optional rules add historical nuance to game play. However, they also add time and complexity to the game. Each rule should be agreed upon by both players prior to start of a scenario. Also, be advised that they have not been extensively play tested in all combinations and variations.

[18.1] Soviet Partisans

Historical Note: Ukrainian partisans operated in and around the forested areas in the northern portions of the Korsun battle area. They had limited effect on the outcome of the battle but were effective in tying up and harassing the 5th SS and Wallonia units.

Front   Back
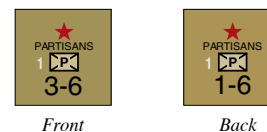
Ukrainian *partisan* units operate out of the forest areas in the northern portion of Map A (only). Partisan units are two-step units that have a combat strength and movement value on both sides. They have special combat and reconstitution rules.

[18.1.1] Partisan Home Base and Supply

Each partisan unit has a home base hex as defined in the scenario. Partisans are never Out-of-Supply.

[18.1.2] Partisan Stacking, Movement and ZOC/ZOI

Partisans may not stack with Soviet units or other partisan units. Partisan units move per the TEC and may only move into woods or forest hexes. They cannot be placed in reserve. They only exert a ZOI. They ignore all German ZOC/ZOIs during movement.

[18.1.3] Special Partisan Combat Rules

1. Partisan units may only attack when on their front side.

2. They may not attack a German unit that is being attacked by a Soviet unit during the current *Combat Phase*.

▶ 3. Partisan units recieve no benefit for terrain during combat while attacking or defending.

4. All other combat rules apply.

[18.1.4] Special Partisan Combat Results

1. German units never suffer a step loss or retreat as a result of combat, but may be *Disorganized*.

2. Partisans that suffer a step loss while on their front side flip to their back side.

3. Partisans that are eliminated are placed on the turn record track two turns later than the current turn.

[18.1.5] Reconstituting Partisan Units in their Home Base

Partisans reconstitute themselves by returning to their home base.

1. Partisans may always return directly to their home base from their current map hex during the Soviet *Movement Phase*.

2. Partisans return to their home base from the *Turn Record Track* during the Soviet *Reinforcement Phase* of the turn in which the *Game-turn* marker reaches the partisan unit.

3. Partisans that return to their home base are placed on (flipped to) their front side during the *Soviet Reinforcement Phase*.

[18.2] German Armor Reliability

HISTORICAL NOTE: German Panther and Tiger tanks were historically prone to mechanical failure or engine fire (Panther only) during 1943/44. Consequently, many of these units suffered significant losses before they reached the battlefield and during combat operations.

Armor symbol on Game-turn Record Track

PROCEDURE:

During the German Event Phase of turns with an armor icon indicated on the Turn Record Track, roll two dice for each Pz V and Pz VI unit on the map. If the sum of the dice is equal to the below value, then the unit suffers a one-step loss. Reduce the unit by one step or eliminate the unit as appropriate. Any other die result is a no effect.

Armor Type	Die Roll
Pz V	5 or 6
Pz VI	7

Also see the Panther/Tiger Reliability Check on the Turn Record Track.

[18.3] Heavy Tank Bridge Collapse

HISTORICAL NOTE: Many bridges in the Ukraine were not capable of supporting the heavier German tanks such as the Panther and Tiger.

GENERAL RULE

The bridge collapse rule is applicable to all bridges except

Pz V Panther *Pz VI Tiger*

railroad bridges, bridges along primary roads and the Bruko "J" bridges. *Reminder: Panther and Tiger tanks are prohibited from crossing a "K" bridge.* The German player must roll for bridge collapse the first time that a Panther or Tiger armor unit attempts to move, advance or retreat across an *applicable* bridge. *Note: Bridges constructed by German korps engineers [15.2.3] can support both Pz V and Pz VI tanks.*

PROCEDURE:

1. Roll a single die for the specific bridge. On a result of 1 or 2, the bridge does not collapse. If the result is a 3, 4, 5 or 6, then the bridge collapses. See the Bridge Collapse Table.

2. If the bridge collapses, place a *Bridge Destroyed* marker in the hex with the arrow pointing toward the bridge. The armor unit and all other units may not use the bridge.

3. If the bridge does not collapse place a *Bridge OK* marker in the hex with the arrow pointing toward the bridge to indicate that Panther and Tiger armor units may cross the bridge.

Bridge OK Marker

[18.3.1] Bridge Improvement

German bridge engineers may make improvements to existing bridges that allow heavy tanks (Pz V and Pz VI) to cross without bridge collapse. During the *German Engineering Phase*, "construction and korps level" engineers that are adjacent to an existing bridge may expend one (1) SP to place a "Bridge OK" marker in their hex with the arrow pointing toward the improved bridge. See rule [18.3] for Bridge OK marker effects. Heavy tanks may cross the bridge during the next turn.

CASES:

1. The German player must control both hexes adjacent to the bridge before improvement.

2. The bridge remains "Bridge OK" for the duration of the scenario unless destroyed.

3. Bridges may not be constructed [15.2.3] and improved during the same turn.

[18.4] Effects of Rail Movement on Supply

HISTORICAL NOTE: The German rail system had a finite capacity to deliver supply to the Korsun battle area. When reinforcements were transported by rail to the battle area, it necessarily reduced the amount of normal rail supply available to units tracing supply over that rail line.

PROCEDURE:

After all reinforcements have arrived (during the *Movement Phase*) on a given rail line, place a *Rail Capacity* marker on the rail line in the hex indicated in the specific scenario rules:

Rail Capacity Marker   *Front*   *Back*

1. Place the marker on its -2 SP side if reinforcements were railed to a hex that is farther along the rail line than the *-2 SP hex* indicated in the scenario.

2. Place the marker on its -1 SP side if reinforcements were railed to a hex that is farther along the rail line than the *-1 SP hex* indicated in the scenario.

3. Do not place the marker if no reinforcements enter by rail.

4. During the *Mutual Supply Stage* of the next turn, the total number of initial supply points (SPs) available to SDMs that trace supply to a rail terminal that is beyond the marker is reduced by the value indicated on the face up side of the *Rail Capacity* marker (Either 1 or 2 SPs). The German player is free to determine which SDMs have reduced initial SPs prior to SDM placement.

5. During the following *Movement Phase*, either remove the marker if no replacements enter by rail or place the marker in accordance with steps 1-2 above.

[18.5] German Truck Movement

Truck 0-10

[18.5.1] Creating Truck Units

The German player may create truck units using the following procedure. Trucks allow non-motorized infantry to use motorized movement.

PROCEDURE:

1. During the German *Movement Phase*, the German player may expend 1SP from an *In-Supply* korps SDM and place a *Truck* marker on that SDM.

2. The German Player then places the *Truck* marker on any *In-Supply* infantry type unit that can trace a supply path to its in-range SDM.

[18.5.2] Moving Non-motorized Units by Truck

A German non-motorized infantry type unit may move as a motorized unit if it begins and ends its movement stacked with a *Truck* marker. The unit moves using the motorized movement value of the *Truck* marker. At the end of the *Movement Phase* the infantry unit is assumed to be unloaded from the truck. Remove the *Truck* marker from the map after completing the unit movement. The *Truck* marker is available for use by another non-motorized unit during the current turn.

CASES AND RESTRICTIONS

1. Units moving by truck may begin or end movement in hexes adjacent to enemy units but must use tactical movement.

2. Units moving by truck may use strategic movement in accordance with the strategic movement rules.

3. Each korps SDM may support only one truck movement per German Player-turn.

[18.6] Fords Across Rivers

HISTORICAL NOTE: Ukrainian rivers in the Korsun area had varying widths, depths and embankments. There were several instances in the battle where armor units were able to "ford" rivers due to shallow depth and low embankments. See the Terrain Key on the Map for the definition of fordable river hexsides.

Whenever an armor, mechanized or reconnaissance unit moves adjacent to a "Fordable River" hexside (*Gniloy Tikich and Shpolka Rivers*), the moving player may attempt to discover a ford.

PROCEDURE:

1. Pick a hexside and roll a die for each hexside tested. On a roll of 5 or 6, a ford is discovered. Only one roll per hexside is allowed.

2. If successful, place a *Ford* marker on the map pointing toward the discovered ford hexside. Use the front or back side of the maker to indicate whether the Soviets or Germans discovered the ford. The marker remains for the remainder of the scenario.

3. The ford hexside costs additional movement points to cross. See the *Terrain Effects Chart*.

4. Only non-motorized infantry, reconnaissance and armor units may move across a ford hexside.

▶ 1. Both players are limited to 4 attempts for one-map scenarios and 8 attempts for two-map scenarios.

▶ 2. Players may not use fords that are discovered by the opposing player unless they control both adjacent hexes. Players must discover their own fords separately.

3. Fords may not be discovered during advance after combat or retreats.

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[18.7] 24th Pz Division

HISTORICAL NOTE: Von Manstein transferred the 24th Pz Division from the Southern Ukraine to the Korsun relief effort in anticipation of Hitler's approval. The armor vanguard of the division arrived in the 47th Corps area after a 180 mile "mud" journey. The division initiated attacks beginning on the 7th. However, when Hitler learned of the 24th's diversion he immediately ordered it be returned. The situation makes for one of the great "what if" options to the game.

Beginning on the scenario designated turn of arrival, use the following procedure.**:**

1. Select 5 units from the 24th Panzer Division.

2. Roll a single die for each unit.

3. On a roll of 1–4 the unit arrives at the scenario designated entry hex. On a roll of 5–6 the unit does not arrive but may attempt arrival the next turn.

4. Repeat the above process for the following turns until all units of the division have arrived.

NOTE: The division's SDM may be placed on the map during the Supply Stage once a minimum of 4 division units have arrived on the map.

[18.8] Alternative Airfield Construction

HISTORICAL NOTE: German engineers were able to construct an alternate airfield several kilometers from the Korsun airfield. The airfield provided additional logistics support to the isolated German units.

GENERAL RULE

German Korps engineers (only) may construct an alternate airfield to the Korsun Airfield. Construction may only occur on a road in clear terrain and must be within 6 hexes of Korsun. During the *German Engineering Phase,* the German player may construct an alternative airfield using the following procedure:

1. Expend 2 SPs from the *Korsun Airfield Track.*

2. Place the optional *Alternate Airfield* marker on its construction side up in a hex occupied by a korps engineering unit.

3. During the next *Engineering Phase*, flip the marker to its completed *Alternate Airfield* side. Place the *Alternate Airfield SP* marker in the zero space on the Korsun Supply Track.

4. The *Alternate Airfield* may receive SPs during the *Korsun Air-Supply Phase* of the turn following its completion.

CASES:

1. The alternate airfield may receive a maximum of 3 SPs per turn. SPs are tracked separately

on the *Korsun Supply Track* starting with an initial zero number of SPs.

2. Roll separately for the *Korsun* and *Alternate Airfields* on the *Air Supply Loss Table*.

3. The *Uman Airfield Track* remains limited to a maximum of 5 SPs per turn which must be shared between Korsun and the *Alternate Airfield*.

4. The *Alternate Airfield* acts as an identical airfield to Korsun except as noted above. It may serve as a supply source per Section 14.3.

[18.9] Creating an Alternate Supply Source

German korps engineers (only) may create an alternate supply source (referred to as the Alternate Depot). During the German *Engineering Phase*, the *Alternate Depot* marker must be placed on a road within 10 hexes of either the Korsun hex or the hex containing the *Alternate Airfield* marker. Once created, the *Alternate Depot* may serve as a supply source for SDMs able to trace supply to it. Use the following procedure to create the Alternate Depot:

PROCEDURE:

1. Expend 1 SP from the Korsun Supply Track from either the *Korsun SPs* or *Alternate Airfield* markers.

2. Place the *Option Alternate Depot* marker in a road hex occupied by a korps engineering unit and place the corresponding *Option SPs* marker in the zero space on the Korsun Supply Track.

3. Beginning with the *Mutual Supply Phase* of the following Game-turn, the German player may transfer up to 4 SPs from either Korsun or the Alternate Airfield to the Alternate Supply Source. Subtract the transfered SPs from the *Korsun SPs* and/or *Alternate SPs* markers and add those SPs to the *Option SPs* marker total on the Korsun Supply Track.

4. The Alternate Depot may also receive SPs during the *Air-Drop Supply Phase* on turns following its completion using the Individual Hex row on the *Air-Drop Supply Table*.

[18.10] Alternate German Strengths

Note: The basic rule (Section 12.5.2) for adding strength to German units within Improved Positions and certain terrain is a compromise to simplify combat odds determination. Players may wish to use the following additions to combat strength to more accurately reflect the defensive benefits of terrain on unit size.

Units add the following Combat Strength Point (CSP) values to German units defending in *Improved Positions* <u>or</u> terrain designated to receive a +2 defensive strength benefit:

• +3 CSPs for total infantry strength ≥ 13

• +2 CSPs for total infantry strength 7 to 12

• +1 CSP for total infantry strength ≤ 6

[18.11] German 88 Anti-tank Armor Intercept

HISTORICAL NOTE: German 88 Anti-aircraft guns were capable of hitting tanks at a range of 3000 meters with a hit rate of about 25% per round.

Players may wish to allow German 88 Anti-air/Anti-armor units to conduct "Armor Interception" per Section 9.11, with the exception that the intercept by the German 88 unit must be conducted using only two black dots instead of three.

▶ ## [18.12] Rule Removed

[18.13] Stalin Intervenes
(multiple Soviet players only)

HISTORICAL NOTE: During February 12–14 the pocketed troops of the two trapped corps initiated the initial stages of a breakout. They were able to penetrate the Soviet inner ring defenses and advance toward the 3rd Panzer Korps relief effort. When word reached Stalin, he ordered that Vatutin be replaced by Zhukov and that Konev assume command of all forces in the inner ring defenses including Vatutin's 27th Army.

If either of the following conditions occur on or after Game-turn 17, then Stalin intervenes in the conduct of the Soviet battle: a.) Units of the 42nd or 11th Korps are within six hexes of the 47th Pz Korps, or b.) units of the 42nd or 11th Korps are within six hexes of either the 7th Korps or 3rd Pz Korps. If the above Stalin intervention occurs, then the following rules changes are in effect for the remainder of the scenario.

• The nominal boundary conditions for the two Soviet Fronts are eliminated (see 22.11).

• Individual units of the 52nd, 4th Guard, and 53rd Armies may be re-assigned to and receive supply from either of these three armies.

• Individual units of the 27th and 40th Armies may be re-assigned to and receive supply from either of these two armies.

[18.14] SDM Supply Range Extension

HISTORICAL NOTE: Both the Soviets and Germans resorted to extraordinary measures to supply their forces during mud conditions including use of armor units, punji wagons and reallocation of transport units.

Players may use the following procedure to extend supply during the *Mutual Supply Stage* of mud turns.

PROCEDURE:

1. One SDM from each Soviet Army (or German Korps) may be placed front side up at one Supply Range increment from a supply source. Once placed the SDM serves as an additional supply source. However, it may not distribute SPs to units but may only place units in supply that are within its supply range.

2. One, and only one, SDM from that Soviet Army (or German Korps), including Soviet tank corps (or German Panzer Divisions) may then use the placed SDM as a supply source.
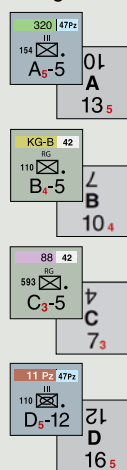
Multi-step Unit Examples [4.4.4]
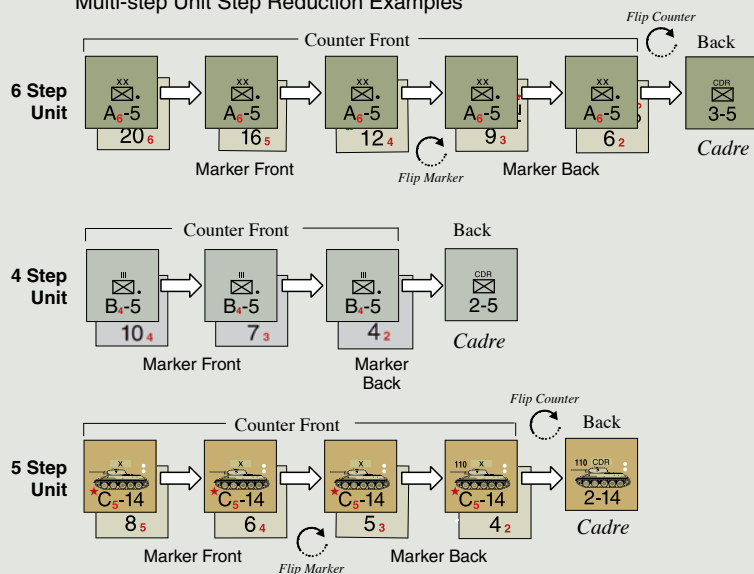
Soviet Multi-step Units with Strength Chit
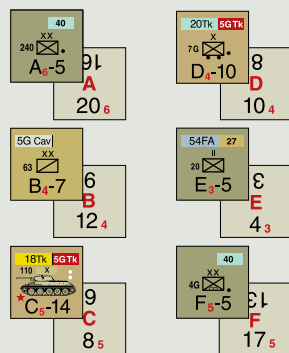
Strength Chits are matched to the unit's Combat Strength Class; A, B, C, etc. Note that some units may start a scenario at a reduced step level.

German Multi-step Units with Strength Chit

Multi-step Unit Step Reduction Examples

6 Step Unit

Flip Counter

Counter Front — Back

Marker Front — Flip Marker — Marker Back

Cadre

4 Step Unit

Counter Front — Back

Marker Front — Marker Back

Cadre

5 Step Unit

Flip Counter

Counter Front — Back

Marker Front — Flip Marker — Marker Back

Cadre

Armor in Combat

Guide to the Use of Armor Superiority Value (ASV) Dots during Combat

Armor Superiority Combat Shifts [12.8]

Attacker: ● ● ●   White Dots Only

Defender: ● ● ●   White Dots Only

Shifts on CRT ◀ or ▶

- Subtract the number of defender's white ASV dots from the attacker's white dots.
- Shifts the odds ratio on the CRT for attacker or defender depending who's number is greater

If **attacking unit's** number is greater, the attacker receives a number of shifts based on the following differences:

1 greater:	shift the CRT odds **1** to the right.
2, 3, or 4 greater:	shift the CRT odds **2** to the right.
5 greater:	shift the CRT odds **3** to the right.

If the **defender's** number is greater, then shift the CRT odds **1** column to the left.

## Armor/Anti-Armor Combat [12.12.1]

Attacker: ● ● ●   White Dots Only

Defender: ● ● ●   White & Black Dots

Check Each Die

- Compare the number of attacker's white dots to the attacker's die.
- Compare the number of defender's white *and* black dots to the defender's die.
- If equal to or less than the number on the die, the opposing Armor/Anti-Armor unit suffers a 1 step loss.
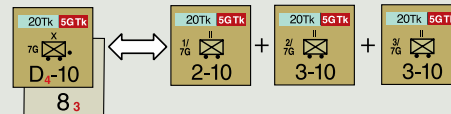

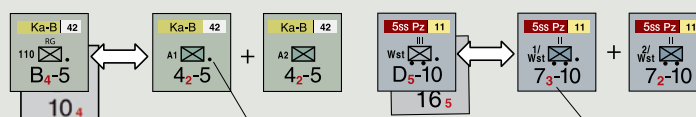# Unit Breakdown and Recombination Examples [6.4]

Breakdown/Recombination of a full strength Soviet Division
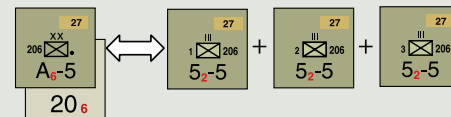
Breakdown/Recombination of a reduced strength Soviet Motorized Infantry Brigade

Breakdown/Recombination of a German Regiment

Only one of the German breakdown battalion retains a black dot.

The final step of a German 3-step battalion is its regiment Cadre unit.

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