

Breakout

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CREDITS

Design: Ty Bomba

Developer: Antony Birkett

Managing Game Developer: Doug Johnson

Playtesting: Dr. Christopher Cummins, Dave Moseley, Keith Powell, Thomas Prutch, Michael Stultz, Robert Zmuda,

Proofers: David Boe, Michael C. Neubauer,

Map Graphics: Joe Youst

Counters: Nadir Elfarra

Production: Richard Aguirre

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FIRST PANZER ARMY

***Note:** To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to, by peeling from the top and then the bottom, meeting in the middle. The card is not intended to be removed.*

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. References to rule case numbers will appear in the rulebook inside parentheses. Check for e-rules updates to this game @ www.worldatwarmagazine.com/waw/

1.0 INTRODUCTION

1st Panzer Army allows players to examine the operational challenges in the battles between the Soviet and German armies in the northwestern Ukraine in March and April 1944. These led to the 1st Panzer Army (Kamenets-Podolsky) pocket battles that involved the German 1st Panzer Army and primarily the Soviet 1st Ukrainian Front that the game recreates.

1.1 Scale

Each full turn represents three days. Each hex represents 4.2 miles (6.8 km).

2.0 COMPONENTS

The components of **1st Panzer Army** game include the rules/charts, a 22 × 34 inch map sheet and 176 ¾ inch die-cut counters (also called units/counters). Players must provide one or more standard six-sided dice to resolve combat and other possible events that occur during play.

2.1 Game Map

The Game Map represents the area where the fighting for the Kamenets-Podolsky Pocket occurred and shows the major terrain found in the late winter and early spring of 1944 across the northwestern Ukraine at the game's scale. A hexagonal (hex) grid is printed across the map to regulate unit placement and movement. A unit is always in only one hex at any one time. Each hex contains natural and/or manmade terrain features that may affect movement and combat, simulating the same geographical challenges that faced both forces. The map's terrain has been

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amended slightly to make it conform to the map's hex-grid. Each hex has a four-digit number printed in it. These numbers are provided to help you find specific locations referred to in the rules. They also allow you to record unit positions if a game is interrupted and must be taken down before it can be completed.

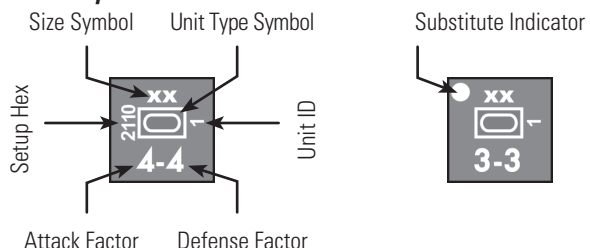
Example: The town of Proskurov is in hex 2607

Map Note: Ternopol (hex 0805) is printed on the map and used in the rules as it was spelled in 1944.

2.2 Counters

The counters in the game mostly represent combat units; others are provided as memory aids and informational markers. Carefully punch out all the counters. Trimming the dog ears from their corners with a fingernail clipper will facilitate their handling and stacking during play and enhances their appearance. Each combat unit counter displays several types of information: nationality and type, organizational size, attack factor, defense factor, historical identification, initial placement hex number, reinforcement turn number and substitute counter status.

2.2a Sample Unit.



2.3 Armies & Colors

A unit's nationality, and therefore the army to which it belongs, is shown by its color scheme.

German Units

Mobile Mechanized Units: White on Gray

Mobile Non-Mechanized Units: Black on Field-Gray

Static Garrison Units: Black on Field Gray

Air units: Aircraft symbol on blue

Soviet Units

Mobile Mechanized Units (Non-Artillery): White on Red

Mobile Mechanized Artillery Units: White on brown

Mobile Non-Mechanized Units: Black on Light Brown

Air Units: Aircraft symbol on light Red

Important: All artillery units in the game are considered mechanized for movement purposes. They also have special characteristics that separate them from other types of non-artillery mechanized units.

2.4 Unit Types & Organizational Sizes



Infantry/Rifle



Panzer Grenadier/Motorized Rifle



Soviet Army Motorized Rifle Support Units



Panzer/Tank



Heavy (Tiger) Panzer



Static Garrison



Field Artillery



Assault Gun



Multiple Launch Rocket Artillery

XXX: Corps

XX: Division

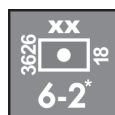
(XXX): Ad hoc formations

(XX): Soviet Army support units

X: Brigade

II: Battalion

Designer's Note: The brackets atop the German corps-sized garrison units designate them as ad hoc formations. The German garrison units were similar in strength to regiments or brigades. The corps symbol was chosen as historically their commanders were given the status of actual corps commanders. These deployed garrisons do not correspond with the fortified localities shown on most historical maps of this campaign. Those maps depict the places Hitler had ordered to be fortified; the unit deployments in the game correspond with those actually in place just prior to the start of the campaign.



Important: The German **18th Artillery Division** has an asterisk to the right of its defense factor to remind players that this division has a range of two (13.1).

2.5 Counter Abbreviations

The abbreviations appear on the units are as follows.

B: Breakthrough
Br: *Korpsgruppe Breith*
Ch: *Korpsgruppe von der Chevalerie*
CG: *Chernovtsy Garrison*
G: Guards
Go: *Korpsgruppe Golnick*
GM: Guards Mortar
J: Jaeger
KhG: Khotyn Garrison
KPG: Kamenets-Podolsky Garrison
SS: *Schutzstaffel*
TG: Ternopol Garrison

2.6 Counter/Unit information

Movement Factors (MF): Movement factors are not printed on any of the counters. Movement is described in the rules (12.0).

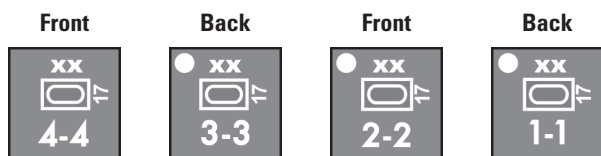
Attack & Defense Factors (AF & DF): Each unit's attack and defense factors, called combat factors (CF), are numeric measures of its ability to participate in combat relative to the other units in the game (13.0).

Unit Steps: Units with CFs on both sides of their counters are more than one-step units. Those with CF on only one side are one-step units. Step strength is used to describe a unit's overall ability to absorb an amount of personnel and equipment losses.

- All multi-step units set up with their highest step strength (CF) showing, along with either their initial placement hex number or reinforcement turn number.
- When a multi-step unit suffers a step loss, it is turned over or replaced until it reaches its last step.
- When a one-step unit or an already reduced substitute unit, takes a step loss, it is eliminated and removed from the map and placed permanently in the dead pile.

German multi-counter units: Only German divisions begin with more than two steps. Some units either have four, six or eight strength steps.

- When those units are reduced, remove that counter from the map and replace it with the next-lower substitute counter.
- No multi-step unit will ever have more than one counter in play on the map at any one time.
- The substitute counters are marked with dots in their upper left corners.
- All units already deployed on the map or that enter as reinforcements, do so at their maximum step strength.



2.7 Static Garrison Units

There are four German static garrison units in the counter-mix.

- Once placed on the map, they cannot be moved.
- They can never attack and only defend the hex they are deployed in.
- They do not count for stacking purposes

2.8 Information Counters

The following counters/markers are included in the game as informational aids. Their functions are explained in the relevant sections of the rules.



3.0 GAME SET UP & HEX CONTROL

Players should first decide who will command the German and Soviet forces. The Soviet player should sit on the north side of the map facing south, while the German player sits opposite him on the south side of the map facing north.

3.1 Initial Marker Placements

Place the **turn marker** and **thaw** weather/ground condition marker, in the **Turn 1 Box** of the Turn Track printed on the map.

- Set aside, the **storm** and **frost** weather/ground condition markers.
- Place Soviet **hex control** markers in Krasilov (2603) and Khmel'nik (4004).
- Place the Soviet **VPx1** marker in the **2 Box** of the Soviet Victory Point Track printed on the map.
- Place the Soviet **VPx10** marker in the **0 Box** of the Soviet Victory Point Track.

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3.2 Initial Unit Deployment

Use the following step sequence.

1) The Soviet player places all his units with set up hex numbers in their upper-left corners directly onto the map. This will temporarily result in over-stacking in violation of the normal stacking rules. This is the only exception to this rule and is allowed at the start of the game.

2) The Soviet player determines his air superiority for Turn 1 (5.2).

3) The German player places all four static garrison units in their setup hexes, corresponding with the hex number printed on them.

4) The German player places all other units with hex numbers on them in or adjacent to the hex listed.

Exception: The **96th** and **291st** Infantry Divisions must set up in the exact hexes printed on their counters: **2908** and **2807**, respectively.

5) The Soviet player begins the game and must use the move/fight phase sequence on Turn 1. All Soviet over-stacking must be resolved by the end of the Soviet Movement Phase of Turn 1.

6) Hitler Stand fast Order: This is in effect throughout Turn 1. All German units set up in or east of hex row 23xx may not move west of that hex row on Turn 1 only.

3.3 Hex Control

Control of a hex is determined by the last unit to move through or occupy the hex. Control may change several times during the game. Hex control is significant for town and fortified locality hexes and victory conditions.

4.0 VICTORY CONDITIONS

The Soviet player is on the offensive, attempting to win by:

- 1)** Capturing town and fortified locality hexes.
- 2)** Destroying German divisions.
- 3)** Exiting units off the map's southwest edge.

- Victory points (VP) are awarded for each of the above.
- The final game total is cross referenced with the Victory Point Table (4.4).
- The historic outcome of the battle, 31 VP (all for territorial captures and unit exits) is considered a draw for competitive and comparison purposes.
- Only the Soviet player earns VPs.

4.1 Soviet Territorial VP Awards

The Soviet player earns VP as follows:

1 VP: For every map town hex controlled by his forces at the end of play. The three-hex town of Vinnitsa (4513/4612/4613) yields 1 VP for each of its three hexes. The supply status of the hex has no bearing on VP award.

4 VP: For every fortified locality hex controlled by Soviet forces at the end of game. The supply status of the hex has no bearing on VP award.

1 VP: At the end of Turn 8, for every German controlled town and fortified locality hex out of communications (9.0).

1 VP: For each Soviet corps exiting the map between hexes 0729 and 1729, inclusive. The maximum award is 4 VP. It costs 1 MP for a unit to move off the map edge. Units exited may never be brought back onto the map. Their supply status does not impact the award of VP.

4.2 Soviet VP for German Step Losses

If a German division is eliminated while it is out of command and communications (9.0) the Soviet player scores a number of VP equal to the maximum number of steps in that division.

Example: If the last step of the eight-step 9th SS Panzer Division is eliminated while OOC, that would give the Soviet player 8 VP.

Important: Eliminated garrisons and battalions never generate any VP regardless of their communication status.

4.3 Victory Point Table

At the end of Turn 8 total the Soviet VP:

32 or more: Soviet Victory

28–31: Draw

27 or less: German Victory

5.0 TURN SEQUENCE

I Weather & Ground Condition Phase

II Mutual Air Phase

III German *Korpsgruppe* Deployment Phase

IV Soviet 1st Move/Fight or Fight/Move Phase

V Soviet 2nd Fight/Move or Move/Fight Phase

VI German 1st Move/Fight or Fight/Move Phase

VII German 1st Mechanized Combat Phase

VIII German 2nd Wave Fight/Move or Move/Fight Phase

IX German 2nd Wave Mechanized Combat Phase

X German Reinforcement Phase

XI Soviet Replacement Phase

XII Administrative Phase

Example: Both German Combat Phases are immediately followed by a corresponding German Mechanized Combat Phase, regardless of the move/fight or fight/move sequence chosen. See 5.5 for details.

5.1 Weather & Ground Condition Determination Phase

Weather and ground condition determines the movement factors of both sides units for that turn. See chart on Map.

- If a Storm (**S**) occurs, no units project zones of control (ZOC) for that turn and no combat air support (CAS) can be used that turn.
- On Turn 1, the weather and ground condition is automatically Thaw (**T**).
- On all subsequent turns, the weather and ground condition must be determined at the start of the turn by an openly made die roll by the Soviet player. The result is cross-indexed with the Weather & Ground Condition Table (14.1).

5.2 Mutual Air Phase

On Turn 1 the Soviet player automatically has air superiority. That means his combat air support markers are in play that turn and there are none for the German player.

- To determine the degree of that superiority for the first turn, the Soviet player openly rolls a die and gets that many markers (1 through 6).
- On all subsequent turns, each player rolls two dice (reroll ties). The player who rolls the higher total subtracts the losing player's total from his result and gets that many combat air support markers (1 to 10) for use that turn.
- Each marker may be used to support one combat per turn. Markers that go unused may not be saved for use on a later turn. See 13.3 for further details.

5.3 German Korpsgruppe Deployment Phase

Important: This phase is ignored on Turns 1 and 2.

- Starting Turn 3, the German player may deploy his three *Korpsgruppe* (KG) markers onto the map.
- Each KG marker may be deployed into any hex on the map, including hexes containing Soviet units.
- No more than one marker may be deployed into any one hex. See 12.4 and 13.4 for further details.

5.4 Move/Fight or Fight/Move Phase Sequence

Prior to the start of the Phase IV after Turn 1, the Soviet player must announce whether he will choose the move/fight or fight/move phase sequence for that turn.

Important: On Turn 1, the Soviet player must always choose the move/fight sequence.

The German player does not have this restriction on Turn 1. The German player announces the same steps at the start of phase VI.

5.5 German 2nd Wave Mechanized Combat Phases

Regardless if the move/fight or fight/move sequence is chosen by the German player, each German Combat Phase is immediately followed by a German 2nd Wave Mechanized Combat Phase.

- During these phases, every German mechanized unit may attack again even if the German unit attacked in the immediately preceding regular German Combat Phase.
- Non-mechanized German units never attack in these sub-phases. Even if stacked with a German mechanized unit, this does not in any way inhibit or prevent such attacks by the mechanized German units.

Example: This means the German player may attack up to 4 times in a game turn with each mechanized unit.

5.6 German Reinforcement Phase

German reinforcements are placed on the map in this phase.

5.7 Soviet Replacement Phase

Previously eliminated Soviet rifle corps may be brought back into play at this time at their reduced strength. See 11.0 for more details.

5.8 Administrative Phase

During this phase, both player's complete a map clean up.

- Retrieve the German KG markers from the map for deployment in the next turn.
- Retrieve any combat air support markers.
- Confirm that the VP count matches the VP hex control situation on the map.

6.0 STACKING & FOG OF WAR

Stacking is the term used to describe the placing of more than one friendly unit in the same hex at the same time.

Important: Markers and garrison units have no stacking values.

- Stacking rules only apply at the end of each phase and at the end of every advance and retreat after combat (13.0).
- If any hexes are found to be over stacked, the opposing player must eliminate the minimum number of units of his choice necessary to bring the hex back with the stacking rules for that scenario.
- Opposing units may never stack together.

Exception: German KG markers can stack with Soviet Units (5.3).

6.1 German Stacking Limit

The German player may stack up to nine steps worth of any unit type in a hex.

6.2 Soviet Stacking Limit

The Soviet player may stack up to any four non-artillery steps plus one artillery step in any hex.

6.3 Fog of War

It is forbidden to look beneath the top unit in enemy stacks until an attack is declared against that stack. Once revealed, an attack may not be called off.

7.0 ZONES OF CONTROL (ZOC)

Every ground unit on the map exerts a ZOC into its hex and the six hexes adjacent to it. This is not affected by the supply/communication status of the unit(s).

7.1 Enemy Zones of Control (EZOC)

These are not negated by the presence of one or more friendly units.

7.2 ZOC & Movement

A moving unit must end its move for that phase when it first enters an EZOC.

- A unit that begins its move already in an EZOC may leave that hex, but only by entering a hex that does not contain any EZOC and it must stop for that phase as soon as it enters another hex containing an EZOC. Thus, units may not move directly from EZOC to EZOC.
- ZOC and EZOC do not extend off the map.

7.3 EZOC & Retreat & Advance

A friendly unit may retreat after combat into an EZOC. Similarly, EZOC have no effect on advances after combat See 13.9 and 13.10 for more details.

7.4 EZOC & Supply/Communications Status

Soviet units may trace their supply lines into but never through an EZOC hex (8.0). Similarly, German units may trace their communications paths into but never through an EZOC hex (9.0).

7.5 ZOC & Storm Weather Conditions

During storm weather (**S**) turns, no units exert ZOC.

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8.0 SOVIET SUPPLY

8.1 Soviet Supply Determination

For Soviet units to be able to move and fight at full strength, they must be in supply.

- Supply for movement is determined at the moment the Soviet unit begins to move and that status lasts all that Movement Phase.
- Supply for combat is determined at the start of each individual Soviet attack for all the attacking units in that combat.

8.2 Tracing Supply Lines

Soviet supply networks are abstracted by the process of supply line tracing (tracing supply).

- A Soviet unit anywhere on the map is in supply if it can trace a path of contiguous hexes of any length from its location to an appropriate supply source hex.
- None of the chosen supply source hexes may be enemy occupied.
- Soviet supply sources are any hexes along the north and east map edges from 1101 to 4729, inclusive.

8.3 Out of Supply (OOS)

If a Soviet unit is found to be without a supply line at the start of its move, that unit may only use up to half its movement factors (round up).

- If a Soviet attack contains one or more non-artillery units that are OOS, those units' attack factors are halved. (round up).
- Any OOS artillery or army support forces that are OOS may not attack.
- All Soviet units' defense factors are not affected by being OOS.
- No Soviet unit is ever reduced for being OOS. Soviet units may remain OOS indefinitely.
- The Soviet player may move units into hexes where they may be OOS.

8.4 Soviet Supply & EZOCs

A Soviet unit's supply path may always be traced into any one EZOC hex; however, no supply path may be traced through or out of such a hex.

Important: Soviet units in a supply source hex are in supply even if an EZOC is also being projected into that hex.

9.0 GERMAN SUPPLY & COMMUNICATIONS

9.1 German Auto-Supply

German units are always in supply

Designer's Note: German units were well prepared due to a successful combination of aerial supply by 2nd Air Transport Command and extensive supply caching set in place by Gen. Hube.

9.2 German Command & Communications (C & C)

Although German units are always in supply, they must be able to trace a command and communications line to an appropriate hex.

- None of these hexes may be enemy occupied or contain an EZOC.
- German C & C sources are all the west and south map edge hexes from 0101 to 4628, inclusive.
- German units in a C & C source hex are in C & C even when that hex is in an EZOC.
- Being out of C & C during a game turn has no impact on the units' movement or combat factors.

Important: German units that are destroyed when out of C & C have a significant VP impact.

10.0 GERMAN REINFORCEMENTS

10.1 German Reinforcements

Only the German player receives reinforcement units.

- It does not cost any movement points to place reinforcement units on the map. They operate normally within the phase sequence as soon as they are brought into play.
- The turn of entry is indicated by a number in the top left-hand corner of the relevant counter.
- The arrival of reinforcements may never be accelerated or delayed across phases or turns. Those not entered onto the map at the designated time are forfeit.
- They may be entered at Ternopol (0805) if German controlled; or, may be entered on any C & C source hex from 0101 to 0113, inclusive. Ternopol can only be used as an arrival hex when it has a C & C line. It may be in an EZOC

10.2 German KG Arrival

All three German KG first become available during Turn 2 Reinforcement Phase.

- They may be deployed from Turn 3 onwards during the KG Deployment Phase (5.3, 12.3 & 12.4).
- They are removed from the map each turn in the Administrative Phase.

11.0 SOVIET RIFLE CORPS REPLACEMENT

Designer's Note: Historically during this campaign, as the Soviet ground forces advanced across the Ukraine, they quickly pressed into service large numbers of newly liberated service-age inhabitants. Those impressments were called Booty Ukrainians and the following rules govern their use.

11.1 Procedure

Each time a Soviet rifle corps is fully eliminated, the Soviet player rolls a die. The result is halved (round up) for a final number of one, two or three. The rolled-for corps is then placed reduced side up in the box of the Turn Track the number of turns hence determined by the die roll.

Example: It is Turn 2 and a rolled-for rifle corps gets the die roll result of 2, which is halved to 1. That counter would be placed in the Turn 3 Box on the track with its "1-1" reduced side facing upward.

11.2 Returned Rifle Corps Deployment

During the Soviet Replacement Phase, any available reduced rifle corps may be deployed on the map at its reduced strength. No more than one unit may be placed in any friendly controlled in-supply town or fortified locality hexes that does not contain an EZOC

11.3 Soviet Replacements

The Soviet player does not receive reinforcements.

- A Soviet rifle corps may be replaced any number of times if sufficient game turns remain.
- All reduced Soviet rifle corps operate normally each time they are returned to play.

12.0 MOVEMENT

Movement of non-static units is voluntary.

- Units are moved as stacks or one at a time.
- As each unit enters a hex, it pays one or more movement points (MP) from its movement allowance.
- Units may only be moved during a player's own Movement Phase.
- Retreat and advance after combat are not considered regular movement and therefore do not consume MP (13.9 & 13.10).
- A unit may never expend more MP during a given movement phase than it has available. Unused MP may not be accumulated from turn to turn or phase to phase,

12.1 Movement Factors

The MF of non-static units are determined by cross-indexing their mobility class with the weather and ground condition (5.1). This provides the MF for that unit for that turn.

Example: During storm weather turns, all non-mechanized units of both sides have MF of 5. Soviet MF may be halved due to being out of supply (8.0). See Map Charts.

12.2 Movement Restrictions

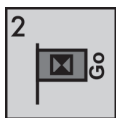
If a unit does not have available the MP needed to pay all costs associated with entering a hex, that unit may not enter that hex.

12.3 River Crossing Costs

During frost weather turns or if a unit is crossing a river hexside by entering or leaving a town or fortified locality hex, there is no incremental MF cost to cross a river.

- All other weather and crossing situations have a cost.
- This cost is determined by rolling a die at the time the unit(s) cross the river. The result is cross indexed on the River Crossing Cost Table. The result provides the extra MFs to cross the river. When moving a stack, make just one roll for the whole stack.

Designer's Note: To simplify when crossing rivers, calculate all river crossing cost as **+3 MFs**. The campaign's history shows that many attempted crossings failed, and these were decisive in whether German units got away or not. This is an **optional** rule and does speed up game play.



12.4 German KG Traffic Movement Bonus

German KG markers generate a movement bonus for German units within their hex and all six adjacent hexes. In these hexes the movement costs are reduced to zero.

Example: A German unit/stack would pay no MPs to enter a hex in the KG's range, and could then move across it for free, and only start expending MP again as it exited that range.

Important: Two or three KG can be deployed to create a corridor of free movement. This includes river crossings

Designers' Note: The localized field commander HQs these units represent demonstrate the great flexibility in German operational command and river bridging. This enabled the moving pocket of 1st Pz Army.

- This bonus is not available in storm weather turns.
- A Soviet ZOC projected into any one or more hexes of any given KG's range negates this transport bonus for the whole KG (7.1). The KG combat bonus is still available.

Example: German units can be positioned in a way to screen KG markers from EZOC.

12.5 Soviet Operational Restrictions

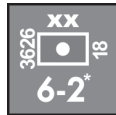
No Soviet units may move or attack into the map area west of the Strypa River and north of the Dnestr River. Soviet ZOCs still extend into the area from adjacent units.

Designer's Note: This rule reflects STAVKA's orders during the battle and allows the game's boundaries to be clearly defined.

13.0 COMBAT

All combat is voluntary.

- Defending units in the same hex are treated as if they were one combined unit.
- A unit's full available combat strength must always be used in a single combat. A unit may not split its combat factor in order to be involved in more than one attack.
- Units in the same hex need not all take part in the same attack. If stacked units are adjacent to more than one enemy occupied hex, one or more of those units might attack into one hex while other units in the same stack attack into another hex or simply not attack at all.



13.1 German 18th Artillery Division

The German 18th Artillery Division (AD) is a non-artillery mechanized class unit with the following special abilities.

- If not adjacent to a Russian unit the 18th AD may support a German attack against a Soviet unit or stack that is up to two hexes away. The unit uses its current AF.
- The 18th AD may contribute to a German defense taking place up to two hexes away from its own location hex. The unit uses its current AF.
- When counting the two-hex range, do not include the 18th AD's hex.
- Its defense factor is only used when its own hex is being attacked by Soviet units.
- The 18th AD is never affected by the combat result in its support role. It may not be used to satisfy combat results requirements nor may it retreat or advance after combat.
- If the division is in an EZOC, the support role cannot be used. It attacks and defends as a mechanized unit using its printed CF.
- The division may support one defense combat in every Soviet Combat Phase, one attack in every German Combat Phase, and one attack in every German Second Wave Mechanized Combat Support Phase during each game turn.

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13.2 Soviet Artillery/Rocket Division Special Rules

Important: Unlike the German 18th AD, Soviet artillery divisions do not have a range of two.

Soviet Artillery divisions:

- Attack and defend normally only when stacked with a non-artillery unit. If attacked without a non-artillery unit in their hex, they are eliminated.
- No more Artillery CFs may be used than the total of non-artillery ground CFs.
- May not attack at all when OOS.



Important: The 3rd Guards Mortar (3GM) Division CF is doubled if attacking into a clear terrain hex. This ability is not negated by river hexsides.

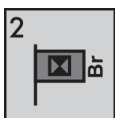
Designer's Note: While named a mortar division, the 3GM consisted of Soviet rocket launchers.



13.3 Combat Air Support (CAS)

During non-storm weather turns, the player with air superiority (5.2) will have available a number of CAS markers.

- Each one of those markers is worth one combat factor during the odds calculation process of any battle it supports.
- Support may take place in any hexes across the map.
- The Soviet player may only use his CAS to support attacks.
- The German player may use CAS to support attacks and defenses.
- Any number of CAS markers may be committed to any combat.
- The player with air superiority may decide to commit CAS at any time during the combat process prior to rolling the die.



13.4 German KG Combat Bonus

- A hex that is the target of any German attack and that is within 2 hexes of a KG marker gains a one column shift to the right. Do not count the KG marker's hex in the 2 hex range.
- A German unit or stack of units that is attacked and that are within 2 hexes of a KG marker gains a one column shift to the left.
- EZOCs and or storm weather conditions do not negate this bonus, unlike the KG Traffic Management Bonus(12.4).
- A maximum of one KG may be added to any one combat.
- An in-range KG may provide combat bonuses to:
 - a) One German defense during every Soviet Combat Phase.
 - b) One German attack in every German Combat Phase.
 - c) One German attack during every German Second Wave Mechanized Sub-Phase.

Important: KGs cannot be used to satisfy any combat step loss requirement.

Example: The German *KG Breith* could support several attacks and defenses in one game turn within its 2 hex range.



13.5 German Heavy Panzer Combat Bonus

When a German heavy (Tiger) panzer battalion is involved in an attack or defense while stacked with a German division, it contributes a favorable one column shift to the right (attack) or left (defense). There is a maximum of one column shift regardless how many Tiger units are involved in a combat.

13.6 German Probing Attacks

German units may attack hexes adjacent to one or more Soviet units that contain a Soviet ZOC, but contain no Soviet units.

- Such attacks are called probing attacks and they are resolved by having the probing German unit or stack advance into the hex. That advance counts as a regular attack for the German units involved.
- German mechanized units may also probe during Second Wave Mechanized Sub-Phases (13.7).

13.7 German 2nd Wave Mechanized Combat Phase

During these phases, all German mechanized units (5.5) may attack again. They may attack the same units attacked during the preceding German Combat Phase, or they may attack different Soviet units. These attacks are treated exactly the same as regular German Combat Phase attacks.

13.8 Combat Resolution

Combats may be resolved in any sequence by the attacking player.

- Add together the attack factors of all the attacking units involved in the combat and the defense factors of the enemy units defending in the combat.
- Divide the defender total into the attacker total and convert into a ratio (round down).

Example: If 26 attack factors attack 7 defense factors, the situation yields an odds ratio of **3:1** (three to one). That is, $27 \div 7 = 3.71$, which rounds down to 3. To turn that 3 into an odds ratio, you must set a 1 next to it on the right. Thus 3 becomes **3:1**, which corresponds to a column-heading on the Combat Results Table (CRT).

13.8.1 CRT Odds Limits

The column headings on the CRT range from **1:2** to **7:1**.

- Final odds greater than **7:1** automatically get results of **DL1+DR**.
- Odds less than **1:2** get automatic results of **AL1**.

13.8.2 Concentric Attack Bonus

A concentric attack is:

- a) When an attack versus a defended hex is through two diametrically opposite hex sides; **or**,
- b) When from three hexes with an uninvolved hex between each of the attack hexes; **or**,
- c) When from more than three hexes.

- Concentric attack bonuses are never available against towns or fortified localities.
- The German bonus when attacking with concentricity is to shift that battle's combat odds two columns to the right.
- The Soviet bonus is to shift that battle's combat odds one column to the right.



13.8.3 Terrain Effects & Combat

Hex terrain has effects on combat that are usually expressed as column shifts to the initially calculated combat odds. Those effects are noted on the Terrain Effects Chart (TEC).

Example: An attack with odds of **3:1** would instead be resolved using that CRT's **2:1** column were the defending force in a rough hex.

13.8.4 Defending in Towns & Fortified Localities

There are three combat effects when a combat involves a town or fortified locality hex:

- 1) No concentric attack bonus is awarded.
- 2) All **DR** results are ignored, even if that result was part of a **DL1+DR** result. In this case the **DL1** portion of the result would still be applied.
- 3) Any required Column shift(s)

Important: Once a fortified locality is captured by the Soviets, it is considered just a town for the remainder of the game.

13.9 Combat Results

DR (Defender Retreat): Retreats after combat are always one hex and their direction(s) is always determined by the German player, no matter if the force being retreated is German or Soviet.

- A retreat may potentially be made in any direction(s); stacked units need not be retreated together.
- Units may not be over-stacked at the end of a retreat.
- Units may not retreat into a hex or across a hexside they could not normally move into or across.
- Units blocked from retreating for any reason, remain in place and suffer a **DL1** result in addition to any losses called for.
- Units in towns and fortified localities suffer no further loss.
- If a unit retreats into a hex that is attacked later that same phase, the retreated unit contributes its defense factor to that new battle just as if it had been in that hex at the start of that phase.
- EZOC do not block, nor in any way inhibit, defender retreats.

EX (Exchange): The combat result of **EX** means the attacking and defending force must eliminate one step each. Each player chooses the step to eliminate from his own forces.

Exception: If a hex contains German mobile and static (garrison) units, the loss must be taken from the mobile unit.

- If an **EX** leaves a defended hex empty, it is eligible for advance after combat by the victorious attackers.

AS (Attack Stalled): The combat result of **AS** means nothing happens to either side's units and no post-combat advance or retreat takes place.

AL1 (Attacker Lose): The attacking player must eliminate any one step from his attacking units.

DL1 (Defender Lose): The defending player must eliminate any one step from his defending units. The choice of which step to lose is up to the defending player; however, if the defending forces contains German mobile and static garrison units, the loss must be taken from the mobile unit. If a **DL1** leaves a defended hex empty, it is eligible for advance after combat by the victorious attackers.

DL1+DR (Defender Lose 1 + Defender Retreat): This result is a combination of a **DL1** and **DR** result. The **DL1** portion is always resolved before the retreat (do not forget the **DR**-negating effects of towns and fortified localities).

13.10 Advance After Combat

The victor in every combat may always occupy a vacated defended hex with one or more attacking units. Advances are not mandatory, but each advance must be conducted before starting another combat.



BREAKOUT: FIRST PANZER ARMY

DEVELOPER NOTES

The spring of 1944 saw the German Army Group South in full retreat. The German front had collapsed under a monstrous offensive by the 1st Ukrainian Front supported by two tank armies. General Hube's 1st Panzer Army had become isolated and was being surrounded with its backs against the Dnester river and the Carpathian Mountains.

However, General Hube was an experienced commander and designed a moving battlegroup that could fight westwards.

Ty Bomba has created a fluid, fast moving game that accurately recreates the strengths and weaknesses of both armies across the battlefield of the northwestern Ukraine. The game covers the critical period of the 1st Panzer Army's fight for survival from late March to mid-April 1944.

German Tactics: The German units are battered, with low combat factors reflecting this, but have tremendous staying power with their multiple steps. The game system allows mechanized units to attack up to four times per turn. They also can probe-attack empty hexes and infiltrate to allow the pocket to move westward. The German player should not hesitate to attack where he can inflict a step loss on the Russian, even if he loses a step himself. A battle of attrition can work in the German player's favor, especially when the German player has air support.

The use of the *Korpsgruppe* can, with mechanized probing attacks, create the vital corridor for the infantry to escape. The arrival of the II SS Pz Korps units of 9th SS and 10th SS Panzer can swing the game at the very end.

On Turn 1, the German player should try and:

- a) Regroup and create a hub near Ternopol Hex 0805.
- b) Move westward after set up, especially with the 2 SS Panzer Division.
- c) Guard the southern map edge to ensure no outflanking.
- d) Position 1 SS Panzer Division to the west and avoid it being pocketed. It can provide a useful western edge defense force.

Russian Tactics: The Red Army units are powerful but brittle and need to be used appropriately. If a German unit can be totally surrounded it can be destroyed and generate valuable victory points. On turn 1 the Russian player should attack west and south. The aim is to isolate 1st Panzer Army totally. Make sure support units are stacked with Soviet corps to take any exchange losses. Artillery can be concentrated to create large odds to wear German units down at critical points, but remember, left alone in a hex they are easy prey for enemy counterattacks.





EXAMPLE OF A FULL FOUR PHASE GERMAN TURN

It is the German player's turn. The weather is frost. He has air superiority and three air markers to use in his turn. The pocket has been formed. He deploys his KG markers in an attempt to continue to move the pocket west in his turn phases towards the 1SS Pz in hex 1319.

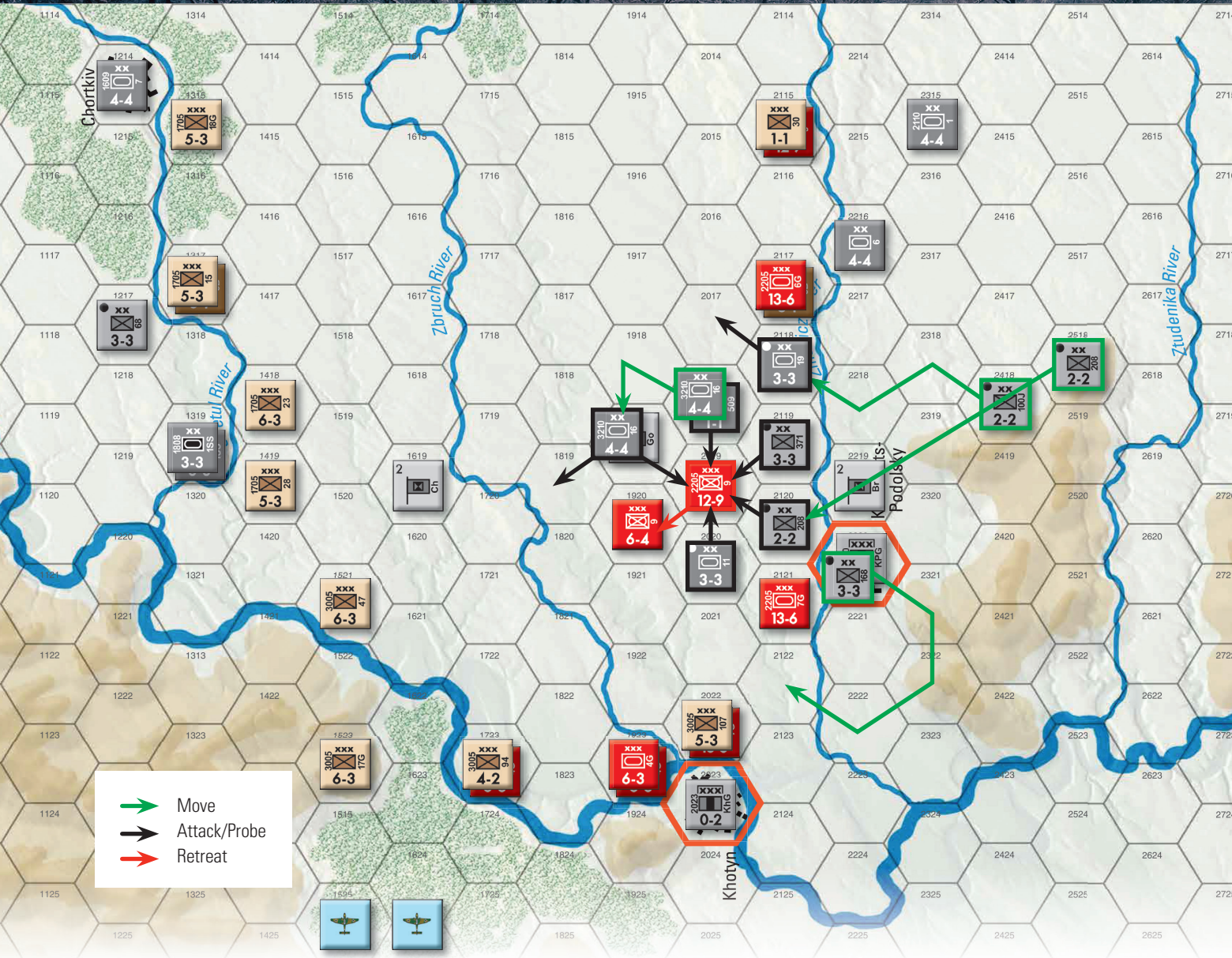
He elects to fight/move first.

- 19 Pz attacks hex 2118 with a probe attack and advances into the hex.
- 11 Pz probe attacks hex 2120 and advances.
- The stack in 2218, comprised of 16 Pz, 371 Inf and 509 Tiger, attacks the 9 Mech in hex 2119. The raw attack ratio is 8 to 9. However, the German player uses one air point to make it 9 to 9 or **1:1** odds. This is modified left one column for the river, then right two for the KG marker stacked in 2219, and the 509 Tiger unit. The final odds are **2:1** and a **DR** result is rolled. The 9 Mech is retreated to 2019. The attacking units advance into hex 2119.

- In the German 1st Mechanized Attack Phase, the 16 Pz and 509 Tiger probe attack and advance into hex 2018.
- 11 Pz probe attacks and moves into hex 2020



BREAKOUT: FIRST PANZER ARMY



German player chooses move/fight for his second phase.

- 168 Inf is moved to 2122 to isolate 7G (hex 2121).
- 208 Inf and 100J advance west, with the KG marker reducing movement costs to zero outside of a Soviet unit's ZOC.
- 16 Pz moves to 1918 then reenters the ZOC of 9 Mech in hex 1919. This only leaves one hex the mechanized corps can retreat to. While it might appear good to totally pocket this unit, this is about moving the unit to create a friendly path of movement west for the German forces. There are no VPs for destroying Russian units.

- The 9 Mech is attacked again, by the 16 Pz, 509 Tiger, 371 Inf, 208 Inf and 11 Pz. There are sufficient combat factors (13 German CF to 12 Soviet CF) to make a **1:1** ratio. Adding the combat bonuses for the KG and a now concentric attack gives a final odds ratio of **3:1**. A die roll of 1 is thrown, with a **DL1 + Dr** result, the 9 Mech is reduced and retreated to the only hex available, 1920. The 371 Inf is advanced into the hex. Remember, EZOC do not block, nor in any way inhibit defender retreats. The battered 9 Mech managed to slip away, but its retreat achieved the German goal of widening the escape path west.
- 19 Pz now probe attacks in the 2nd Mechanized Attack Phase. It advances into hex 1017.
- 16 Pz probe attacks in to 1819 and advances.



It is the end of the example German player turn. A narrow route westwards has been opened by the German player. The reduced 9 Mechanized Corps is out of supply. The same is true of 7 Guard Tank Army and in the north 6 Guard Tank Army. This concludes the German Player Turn. A narrow route to the west has been opened by the German player. The reduced 9 Mech (1920), 7G (2121) and 6G (2117) are out of supply. The German player has two air points. All these challenges will make it difficult for the Soviet player to push the pocket back eastwards. He still has 2 air points he could have used elsewhere in his turn.

This example hopefully demonstrates the following:

- Use of KG markers.
- Use of air points.
- Use of German probe attacks.
- The four possible attack opportunities per turn for the German mechanized units.



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






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BREAKOUT: FIRST PANZER ARMY

14.0 CHARTS & TABLES

TERRAIN EFFECTS CHART				
	Terrain Type	Movement Cost		Combat Effects
		Non-Mechanized	Mechanized	
	Clear	1	1	No Effect
	Forest	1	2	No Effect
	Rough	1	2	Shift Odds 1L
	Marsh	1	3	No Effect
	River Hexside	Variable: See 12.3		Shift Odds 1L if all attackers are coming across river hexsides.
	Town	1	1	No concentric; shift odds 1L & ignore DR portion of all results.
		& Negates River Crossing Costs		
	Fortified Locality	1	1	German Defense: no concentric; shift odds 2L & ignore DR portion of all results.
		& Negates River Crossing Costs		Soviet Defense: no concentric; shift odds 1L & ignore DR portion of all results.

WEATHER & GROUND CONDITION TABLE						
Die Rolls	1	2	3	4	5	6
Turns	2	Thaw	Thaw	Thaw	Frost	Frost Storm
	3	Thaw	Frost	Frost	Storm	Storm
	4	Thaw	Frost	Storm	Storm	Storm
	5	Thaw	Frost	Frost	Storm	Storm
	6	Thaw	Thaw	Frost	Frost	Storm
	7	Thaw	Thaw	Thaw	Thaw	Frost Storm
	8	Thaw	Thaw	Thaw	Thaw	Frost

Weather on Turn 1 is always Thaw.

RIVER CROSSING TABLE						
Die Rolls	1	2	3	4	5	≥ 6
Storm	+0	+1	+1	+2	+2	+3
Thaw	+0	+1	+1	+1	+2	+3

- Add one to rolls for the Dnester, Bug & Prut Rivers
- Town, Fortified Locality & Frost crossings are always +0 cost.

MOVEMENT FACTORS TABLE		
Unit Type	Non-Mechanized	Mechanized
Storm *	5	7
Thaw	7	10
Frost	9	13

*Ignore ZOC on Storm turns.

COMBAT RESULTS TABLE										
Ratio	< 1:2	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	> 7:1
Die Rolls	1	Automatic AL1	DR	DR	DL1	DL1+DR	DL1+DR	DL1+DR	DL1+DR	Automatic DL1+DR
	2		AS	DR	DR	DL1	DL1+DR	DL1+DR	DL1+DR	
	3		AL1	AS	DR	DR	DL1	DL1+DR	DL1+DR	
	4		AL1	AL1	AS	DR	DL1	DL1+DR	DL1+DR	
	5		AL1	AL1	AL1	AS	DR	DL1	DL1+DR	
	6		AL1	EX	EX	EX	EX	EX	EX	

AL1: Attacker Lose
AS: Attack Stalled

DL1: Defender Lose
DR: Defender Retreat

DL1+DR: Defender Lose 1 + Defender Retreat
EX: Exchange