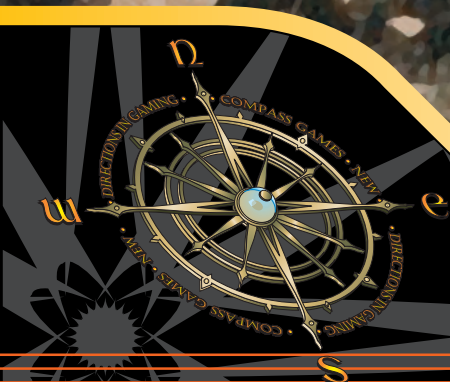


KHARKOV BATTLES

BEFORE AND AFTER FALL BLAU
Rules & Scenarios



Compass Games
New Directions in Gaming

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[1.0] INTRODUCTION

[1.1] GAME VISION

With the success of Fall Blau, Compass asked for further titles using this system to be expedited. I already had the Second Kharkov scenario done using its own map and counters. Looking at a full product approach, I decided to combine it with a game on Operation Star/Gallop and Manstein's Backhand Blow which was fought in roughly the same area. The following rules are basically the same as those used in Fall Blau with all non-applicable sections removed and minor changes to better represent the winter campaign of 1943.

Actual changes from the original Fall Blau rules are highlighted in blue.

Updates from printed rules are in purple.

[1.2] GAME SCALE

Each hexagon on the map represents just over ten kilometers (6.5 miles) from side to side. Each Game Turn represents three days of real time. The game of Kharkov Battles uses one ten sided die (results 0-9) for all die rolls called for in the rules.

[2.0] KEY GAME TERMS

[2.1] NATIONALITIES

Each nationality has its own base color to differentiate between units of each side. All Axis units are considered friendly to each other (**Exception:** 6.14).

[2.2] UNIT SIZE

Unit size is important for identification purposes, stacking, and combat. When the symbol is bracketed, each counter represents more or less than the unit size shown but is treated as that size for all game functions. If the size symbol is backed with white, it counts as half a unit for combat, but still counts as an individual unit for movement (6.2, 10.0, 11.0). Unit sizes used in the Fall Blau series are shown below from smallest to largest:

Company = I	Battalion = II	Regiment = III
Brigade = X	Division = XX	Corps = XXX

Headquarters:

Corps/Korps = XXX	Army = XXXX
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German mechanized divisions have counters primarily based on their individual schuetzen or panzer grenadier regiments, but the attached panzer regiment has been

abstracted as it would very rarely operate alone. When attacking or defending, combined assets from the division were available, thus boosting their combat ability, shown by the white behind the unit size symbol allowing both units to participate in one combat when stacked. Note that the German 3SS 'Totenkopf' and 5SS 'Wiking' Divisions are special formations with three panzer grenadier regiments.

Designer's Note: Technically, all German mechanized regiment units should have brackets as they represent the attached armor battalions and support troops as well as the normal regiment. However, this fact has no effect on game play.

[2.3] HEX OWNERSHIP

The idea of possessing a hex—which side “owns” which hexes at any given instant—is very important for towns and cities with regards to victory (20.0). At the start of play, the Axis Player owns all hexes west of the start line, while the Soviet Player owns all those hexes to the east of the start line. The ownership status of a hex switches from one side to the other whenever a ground unit from the other side enters it. This switching is immediate and may occur and reoccur in the same hexes any number of times during play. Note that supply status has no effect on a unit's ability to change possession of a hex. On the same token, simple possession of a hex has no effect on tracing of supply.

[2.4] ZONE OF CONTROL

Most units exert a Zone of Control. The six hexagons immediately surrounding a unit compose that unit's Zone of Control (ZOC). These Zones of Control affect movement, combat, supply, and possibly displacement. Hexes upon which units exert Zones of Control are called "controlled hexes." Unless specifically noted that something (like terrain or enemy unit) negates it, all units possessing a Zone of Control will **always** exert it into all six surrounding hexes. Only small battalions, cadre units, and Headquarters units do not exert a Zone of Control (**Exception:** 7.13). The combat units without a ZOC are designated with a white band across their counter. The term EZOC stands for Enemy Zone of Control.

[2.5] UNIT CLASSES

There are two classes of units. Mechanized units are either tank/assault gun or mechanized/motorized infantry units. Non-mechanized units consist of cavalry, regular/light/mountain/ski infantry, security, and HQ units.

[2.51] Units of different Classes (*as defined above*) pay different Movement Point costs for each hex entered and have different advance after combat restrictions. Their movement costs vary depending on the type of terrain in the hex moved into (or hexside moved across). See the Terrain Effects Chart for a complete explanation of Movement Point costs by terrain and by Class.

Example: During a Clear turn, an infantry unit need only expend one Movement Point to enter a Woods hex. However, a tank/panzer unit must expend two Movement Points to enter the same type of hex.

[2.52] Units of different Classes also have different abilities and use separate Replacement Points (16.0).

[2.6] STRENGTH CHITS

Larger units have a letter which represents their fighting ability based on the relative size and quality of manpower. This letter (Combat Rating) indicates which value to use on its corresponding Strength Chit. When a unit with a Combat Rating is about to perform combat for the first time (or for a step loss due to a combat result to the stack), the owning Player picks a Strength Chit for that unit. This is nothing more than a counter with a set of numbers on both sides, one number of which will represent the Combat Strength of the unit in question. These are placed in an open container (like a bowl or cup, hereafter called the Strength Chit Pool) for easy selection during the game. Note the reduced side of a Strength Chit is the lighter colored side. From the moment the Strength Chit is picked, it must remain underneath its 'parent' combat unit until that unit is eliminated due to combat, reduced to cadre status, or receives replacements. For "Fog of War" purposes, it is suggested that the opposing player not be allowed to inspect these chits. Strength Chits are never eliminated, they are always returned to the Strength Chit Pool when not attached to a 'parent' combat unit.

[2.7] UNIT STEPS

The following is a summary of the number of steps possessed by each unit in the game:

- (a) Generally, a unit with a Combat Rating has three steps of strength. When such a unit takes a step loss, it flips its Strength Chit over to its reduced side to indicate this loss (*obviously, its new Combat Strength will be smaller than the original*). When the unit takes a two-step loss (or the unit takes a step loss after having taken a previous step loss), the Strength Chit is put back in the appropriate chit pool and the

'parent' combat unit is flipped to its cadre side. This cadre is now considered a combat unit with a Combat Strength of one (and worth one step). If it loses three steps in combat, the Strength Chit is returned to the pool and the 'parent' combat unit is eliminated.

- (b) Axis-Satellite divisions, Soviet Guards rifle divisions, and some other smaller units have just two steps. When such a unit takes a step loss, it is flipped to its cadre side. If it takes a loss of two steps in combat, the unit is eliminated. They never possess a Strength Chit.
- (c) All HQ units, cadre units, breakdown units, Soviet rifle divisions, and most units smaller than a division (*including some German security divisions*), consist of one step only. If any of these units are ever forced to lose a step from combat, they are immediately removed from play (see 16.3). They never possess a Strength Chit.

Important Note: A unit's Combat Strength may never be halved more than once, even if it is subject to more than one penalty. Also note that in Kharkov Battles, after all modifiers and adjustments, a unit may never have less than a Combat Strength of one.

[2.71] When a multi-step unit is in its cadre state, it is badly battered due to previous combat. All cadre units have a Combat Strength of one and a Movement Point Allowance based on its type. Cadre units are always considered to have one step of strength and never exert Zones of Control (**Exception: 7.13**). All cadre units may freely stack and will not count against stacking limitations (6.0).

[2.72] OPTIONAL SOVIET HIDDEN STRENGTH RULE

Soviet rifle divisions consist of one step but are printed on their reverse side with an 'Untried' status. To add further uncertainty to the quality of Soviet forces, players may utilize this status instead of the pre-determined strengths matched to each unit ID. When setting up the game, place all rifle divisions in the Replacement Pool and randomly select units for setup. As reinforcements enter the game, they are randomly selected for entry from the pool. When using this rule, **any** Soviet HQ unit may satisfy the requirements of Command & Control (13.2) as icon colors will be mixed around.

[2.8] COMMAND RANGE

The Command Range is the maximum distance (in hexes) a unit may be from the HQ unit and still receive its effects. When a HQ unit is Unsupported or

Uncommitted it has no Command Range and therefore, cannot be used as a conduit for any game related function (9.3 & 13.2).

[2.9] ARMOR BAND (AB)

Units that possess Armored Fighting Vehicles (AFVs) have an Armor Band. If it is blue, the unit consists of almost all AFVs. If it is yellow, the unit has a mix of AFVs and infantry. Proper combinations of these units will give a Combined Arms Bonus (12.4).

[3.0] COUNTER EXAMPLES

Refer to the Player Aid charts for additional examples.

Multi-step units have their upper edge highlighted as a reminder.

The magenta letter(s) denotes which scenarios the unit appears in.



A mechanized unit's Armor Band behind the strength or Combat Rating and Movement Point Allowance, is blue or yellow.

White behind the unit size symbol makes a unit count as half for combat stacking purposes (i.e., two such units would count as one multi-step unit for an attack or defense).

A black number in a white circle on the upper right portion of the counter denotes the turn of arrival during the full campaign. If there is an asterisk, a scenario specific rule applies to that unit.



Units with a white stripe across the middle of their counter have no Zone of Control.



Units with only a silhouette have certain restrictions as further outlined in the rules.

Headquarters units have values from left to right... Command Range – Movement Point Allowance. German PzK HQ units also have a three in oval as a reminder of the three mechanized division limit.

Both Soviet and Axis units have either a colored icon or a specific color circle to reflect their parent army or start group. This color coding assists in their proper use with regards to Command & Control (13.2) and Prepared Assaults in the Second Kharkov scenario.

[4.0] SEQUENCE OF PLAY

[4.1] GAME-TURN SEQUENCE OUTLINE

Kharkov Battles is played in Game-Turns. Each Game-Turn is comprised of one independent Preparation Stage plus two player turns. The player whose player turn is in progress is termed the Phasing Player.

The following detailed Game-Turn Sequence Outline is an explanation of the flow of play. Strictly follow the Sequence of Play, phase by phase, until the end of the scenario being played.

Note: Scenario specific rules will always take precedence if there is a conflict.

A. Preparation Stage

1. Weather Phase (19.0):
Consult the Turn Record Track and place the appropriate marker for the weather condition. The Soviet Player rolls a die on each indicated turn to see if Mud conditions apply. (19.1)
2. Air Allocation Phase (5.0):
 - a. The number of Air Points available to each player is determined from the Turn Record Track. They are placed in the 'Available for Sortie' boxes. (5.1)
 - b. Axis Player may place Air Points for Interdiction. (5.3)
3. Mutual Supply Determination Phase (MSDP) (8.0):
Both players determine the general supply status of all their units on the map. Supply lines are traced by Friendly units to a Friendly supply source. Units are determined to be in one of the following states: 'Operational', 'Out of Supply', or 'Isolated'. Players roll for Pocket Attrition as needed. (8.4)
4. Mutual Maintenance Phase (9.0/15.2):
 - a. Axis Player may breakdown or recombine eligible divisions.
 - b. Axis Player determines how many Support Points are received for this turn. Scenarios have a set number of Support Points available, as noted in their specific rules. Add the new Support Points to the Replacement & Support Track. Support Points may then be expended through flipping HQ units to their Supported side as they

- are counted down. (9.2)
- c. All 'Operational' German mechanized regimental units then check that they receive full support from a supported HQ unit by tracing within its' Command Range. (9.3) If they cannot so trace, a 'Limited Support' marker is placed on them. (9.4)

5. Mutual Reinforcement and Replacement Phase (MRRP) (16.0/17.0):

- a. Axis Player may place his eligible reinforcements for this turn, on the map in their Entry Area or designated hex.
- b. Soviet Player may place this turn's eligible reinforcements in their Entry Area.
- c. Each player uses Replacement Points to return units to the map (16.32/16.34) or rebuild eligible units, marking units that receive replacements with a 'Repl' marker. (16.2)
- d. Either player may return one HQ unit to the map (16.33). Axis Player may return up to three silhouette units to the map (16.35).

B. Axis Player Turn

1. Axis Construction Phase (18.0):

Axis units may build FZ by placing or advancing the marker now. (18.15)

2. Axis Movement Phase (10.0/11.0):

Axis Player may move all, some or none of his eligible units by using Tactical or Strategic Movement using all appropriate movement rules. A unit may not use both Tactical and Strategic Movement in the same phase. Units may be moved in any order desired by the player. Mobile Assaults (11.2) and Overruns (11.3) may be conducted by eligible moving units.

3. Axis Combat Phase (12.0):

- a. Axis Player places Prepared Assault markers on all his designated attacking stacks which have been given full support. (12.1) Attacks may be conducted in any order, following b. through e. for each combat.
- b. Air Points are allocated. (5.2)
- c. Draw Strength Chits for units that require them. (2.6)
- d. Remove the Prepared Assault markers for this combat. Determine combat

ratio and roll the die.

- e. Determine combat results, performing any retreats and advances called for. (12.7-12.9)
- f. Remove 'Disorganized' (11.28) markers from Axis units bearing them.

C. Soviet Player Turn

1. Soviet Command Phase (13.0):

- a. (Second Kharkov scenario)- All Soviet units are committed on turn 3 as outlined in those rules.
- b. Soviet Player checks his units for Command & Control (13.2).

2. Soviet Construction Phase (18.0):

- a. Soviet units may build FZ by placing or advancing the marker now. (18.15)
- b. 'Pontoon Bridge' markers may be placed if available. (18.2)

3. Soviet Movement Phase (10.0/11.0):

Soviet Player may move all, some or none of his eligible units using Tactical or Strategic Movement using all appropriate movement rules. A unit may not use both Tactical and Strategic Movement in the same phase. Units may be moved in any order desired by the player. Overruns (11.3) and Mobile Assaults (11.2) may be conducted by eligible moving units.

4. Soviet Combat Phase (12.0):

- a. Soviet Player places Prepared Assault markers on all his designated attacking stacks. (12.1) Attacks may be conducted in any order, following b. through e. for each combat.
- b. Air Points are allocated. (5.2)
- c. Draw Strength Chits for units that require them. (2.6)
- d. Remove the Prepared Assault markers for this combat. Determine combat ratio and roll the die.
- e. Determine combat results, performing any retreats and advances called for. (12.7-12.9)
- f. Remove 'Disorganized' (11.28) markers from Soviet units bearing them.

D. End Turn Phase

- Remove any Air Point (5.12), 'Repl' (16.0), or 'OOC' markers. (13.2)
- Return all Axis HQ units to their unsupported side and German mechanized units have any

- 'Limited Support' markers removed.
- Advance the Game-Turn marker to indicate the start of a new Game-Turn.

[5.0] AIR POWER

Both Players can possess a certain number of Air Points. These are not historical units per se; rather, they are abstract counters representing an indeterminate number of airplanes of varying types. Each Air Point may be used for only one mission per Game-Turn. Note that Air Points are only considered to be markers – under no circumstances should they be considered combat units. Air Points have no Zones of Control and do not affect stacking.

Note there is no Air Resupply available as there was in Fall Blau.

[5.1] AVAILABILITY OF AIR POINTS

[5.11] Total Air Point availability is printed on the Turn Record Track. These are placed in the 'Available for Sortie' box. Air Points may never be eliminated during the course of play.

[5.12] Each Air Point may only be used once per Game-Turn and must come from the 'Available for Sortie' box. Any Air Points placed on the map or remaining in the boxes are always removed at the conclusion of the End Turn Phase.

[5.2] GROUND SUPPORT

Ground Support is a means by which Friendly attacks may be increased in effectiveness or Enemy attacks reduced in effectiveness. Both Players' Air Points may be utilized for Ground Support in either a friendly or enemy phase.

[5.21] After an attack is designated, the Phasing Player must declare if he is allocating any of his available Air Points to his attack. Next, the non-Phasing Player must declare if he is using any of his available Air Points for the combat in which his units are being attacked.

Mobile Assault - One Air Point from each side may be committed to Ground Support. An Air Point so committed will adjust the die result as shown on the Mobile Assault Table.

Prepared Assault - For each Air Point allocated by the Phasing Player, "shift" the final ratio column one to the right on the same terrain line on the Combat Results Table. For each Air Point allocated to a defense by the non-Phasing Player, "shift" the final ratio one column to the left on the same terrain line on the Combat Results

Table. A maximum of two Air Points may ever be allocated to support a single attack. A single Air Point is the maximum amount that may be allocated per defense. Air Points are simply placed directly on top of the unit(s) that is the subject of this attack.

[5.22] Immediately after performing Ground Support, all participating Air Points are removed and may not be allocated again until the next Game-Turn.

[5.3] AIR INTERDICTION (*Axis Player Only*)

Only the Axis Player is permitted to use Air Interdiction. During the Air Allocation Phase of the Axis Player Turn, the Axis Player may place Air Points on **any** hexes traversed by a road (*not railroad only*) on the map.

Note: This differs from Fall Blau due to having a single map and no Rail Movement in Kharkov Battles.

[5.31] When being placed, a maximum of one Air Point may be placed in the same hex per Game-Turn. Axis Air Points used for Interdiction may be placed in Soviet-occupied hexes.

[5.32] Axis Air Points used for Interdiction only affect the ability of Soviet units to move by Strategic Movement. Any interdicted hex may not be entered by a Soviet unit utilizing Strategic Movement; the Soviet Player must stop in an adjacent hex. The interdicting Air Point prohibits units starting in the hex from using Strategic Movement this turn. They have no other effect; units using Tactical Movement may freely use the hex as normal.

[5.4] RUBBLE

Cities were the site of multi-day battles that waged for control of their road and rail hubs. Part of the reason for the protracted fighting was massive aerial bombardments would turn the city into a veritable fortress. This rule represents those unintended consequences.

[5.41] If two Air Points are used against an enemy unit or stack in a city hex, a Rubble marker is placed. The marker is placed in the city hex immediately upon resolution of the combat and has no effect on that particular combat; it will affect subsequent combat and movement.

[5.42] The Rubble marker has no effect on stacking once placed and may never be removed.

[5.43] A unit may not use a Road within a hex containing a Rubble marker (i.e., 10.22 & 10.33 do not apply in a Rubble hex).

[5.44] Any unit defending in a hex containing a rubble marker receives an additional one-column shift to the left on the Combat Results Table.

[6.0] **STACKING**

There may never be more than three combat units stacked in the same hex at the end of a Friendly movement phase. (**Exception:** 6.12 & 6.13). Combat units are defined as any unit which may initiate combat by themselves. In addition, there are certain rules which regulate the number of combat units that may perform combat out of a given hex. (6.2)

[6.1] GENERAL RESTRICTIONS

[6.11] During a movement phase, Friendly units may freely enter and pass through stacks – as long as the stacks comply with the restrictions of this section at the end of that Friendly movement phase. If stacks of units exceed these restrictions at that time, the excess must be immediately eliminated by the owning player.

[6.12] Cadres may freely stack with any number of friendly units; the stacking limit does not affect cadre units. Headquarters units are not combat units and normally do not count against the stacking limit, but neither player may stack more than one HQ unit in a single hex.

[6.13] A maximum of two Axis infantry division sized units may occupy the same hex as part of a stack. No more than two Soviet corps units may stack together.

[6.14] Axis-satellite units may not stack with certain friendly units. They can only stack with units of their own specific nationality and German units. German units may stack with any other Axis units.

[6.2] STACKING AND COMBAT

[6.21] Regardless of the physical stacking limitations listed, there are further restrictions when it comes to units that may actually perform combat from within a single hex during a particular combat phase. Only one multi-step combat unit (2.7) may participate in combat out of a hex during a combat phase. Units with one step (e.g., cadres, HQ units, battalions, etc.) may freely participate in any combat out of a hex. However, units with their size symbol on white count as half a multi-step unit and Soviet Guards rifle divisions will count as having only one step for purposes of this rule.

[6.22] The choice of which units in a stack will participate in a combat during a combat phase (after following the prior restriction) is left entirely to the owning Player. The units that do not participate in a

combat are still affected by the results of the combat, whether it succeeds or not. The non-participating units may also be used to fulfill other requirements.

[6.23] The stacking restrictions concerning combat apply to both attacker and defender.

[6.24] Since stacking restrictions apply at the end of a Friendly movement phase, units may retreat as a result of combat onto Friendly stacks in violation of stacking restrictions. However, this situation must be corrected by the end of the next Friendly movement phase.

Designer's Note: *It may seem odd that only one and a half panzer divisions can stack in a hex, but two infantry divisions and a regiment may. This was a concession I had to make to keep things like stacking simple and not allow panzer divisions to become more powerful for breakthroughs than they already are. The balance made by the stacking rules has been carefully thought out and tested. Within the framework of the game, the proper feel of the units is there.*

[7.0] **ZONES OF CONTROL**

[7.1] EFFECTIVENESS OF A ZONE OF CONTROL

[7.11] If an Enemy unit and a Friendly unit, both of which exert Zones of Control, are adjacent to each other, each unit is affected by the other unit's ZOC.

[7.12] There is no additional effect in having more than one unit exert its ZOC into a given hex. Both sides may exert a ZOC into an empty hex and it would be 'controlled' (2.4) by each side.

[7.13] A stack consisting of units with and without a ZOC will exert a ZOC. A stack with **three or more cadres** will exert a ZOC despite their white band.

[7.14] Units in a city hex lose their ability to exert a ZOC, but will negate any EZOC in that hex.

[7.15] **Impassable and Dnepr River hexsides always block a ZOC.** Therefore, a ZOC never extends through these hexsides into hexes on the other side. **Exception:** *Pontoon Bridges* (18.21).

[7.2] ZONE OF CONTROL AND MOVEMENT

[7.21] All units must initially stop movement upon entering an EZOC. Certain units have the ability to perform a Mobile Assault (11.2) and thereby possibly continue movement. All others must finish their movement after entering.

[7.22] Units exiting an Enemy Zone of Control must pay a special Movement Point penalty of two Movement Points plus the terrain cost of the hex entered.

[7.23] A unit may move freely and without penalty into and through hexes that are adjacent to units that do not exert Zones of Control.

[7.24] For the purposes of movement, Friendly units **do not** negate Enemy Zones of Control in the hexes they occupy. **Exception:** *Occupied city hex (7.14).*

[7.25] A unit which started a movement phase in an EZOC may leave an Enemy-controlled hex only if it moves immediately into a hex that is not Enemy-controlled. Units may never move directly from one Enemy-controlled hex to another Enemy-controlled hex. **Exception:** *Mobile Infiltration (11.1).*

[7.26] A unit which crosses a Major River hexside into an empty hex within the EZOC of an enemy unit adjacent to the same side of the river as the hex to be entered must attack that unit in the following combat phase. Place a 'Prepared Assault' marker on the unit. **Note:** *Any Axis units which fail to receive full support (9.3) in the Combat Phase must retreat back across the river (all normal retreat rules apply).*

[7.3] ZONE OF CONTROL AND COMBAT

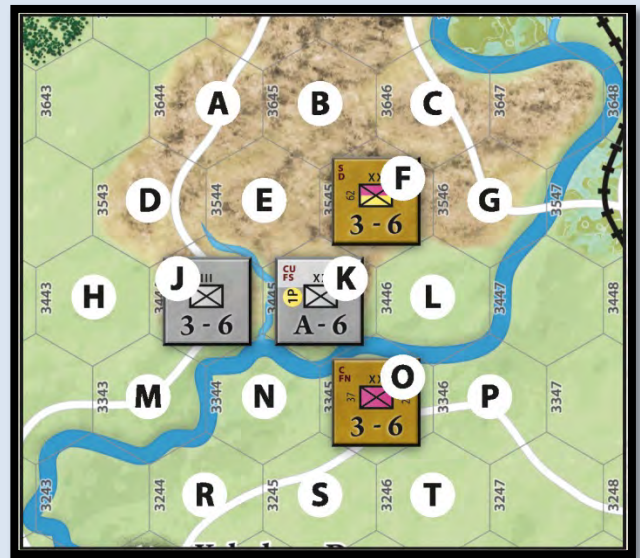
[7.31] During a combat phase, a unit's ZOC may not extend across a Major River hexside without a bridge.

[7.32] During retreats, Friendly units negate the presence of EZOC in the hexes they occupy.

[7.4] ZONE OF CONTROL AND SUPPLY

[7.41] An Enemy-controlled or Enemy-occupied hex blocks the tracing of Friendly supply through that hex.

[7.42] Friendly units negate the presence of Enemy Zones of Control in the hexes they occupy for the purposes of tracing supply lines.



Zone of Control Example: *Units which possess a Zone of Control will always exert it. However, in certain cases it will be negated by terrain or enemy units. In the above example, Axis units exert a ZOC into hexes D, E, F, H, J, K, L, M, N, and O. Note that if hex K was a city hex, hexes F, L, and O would not be Axis controlled (7.14). Soviet units exert a ZOC into hexes B, C, E, G, K, L, N, P, S, and T. This is true except during the Mutual Supply Determination Phase, the retreat from a Mobile Assault, and the Combat Phase. During those three conditions the Axis units will negate the Soviet ZOC in hex K, and Soviet units will negate Axis ZOC in hexes F and O (7.32 & 7.42). Also, during the entire Combat Phase, there would be no Axis ZOC into hex N (7.31).*

[8.0] SUPPLY

Each side has three possible general supply states which a unit may enter during the Mutual Supply Determination Phase (MSDP 4.1, A, 3): Operational (8.31), Out of Supply (8.32), and Isolated (8.33). A unit that is in a certain supply state is in that state until the next MSDP (**Exception:** 8.34). The state of an individual unit does not affect the supply of the rest of the stack, and vice versa.

[8.1] SUPPLY LINES

A supply line is defined as a path of continuous hexes from a combat unit to the destination.

[8.11] Path of a supply line may never pass through Enemy-occupied or Enemy-controlled hexes unless they are occupied by Friendly units (7.42). A supply line may only cross a Major or Dnepr River hexside, by bridge (Road, Rail, or Pontoon) or a Major River by being the

first hexside crossed (i.e., unit is adjacent to the Major River). There is no trace through prohibited hexes or impassable hexsides.

[8.12] Supply lines are never directly affected by the weather condition.

[8.2] SUPPLY SOURCES

Supply sources are defined within the scenario rules. A supply source may provide supply for any number of units. Supply sources for each side are listed in the scenario rules.

[8.3] SUPPLY STATES

[8.31] **Operational** - When units can trace a supply line of any length to a supply source during the Mutual Supply Determination Phase, they are 'Operational'. Units begin the game 'Operational' unless stated otherwise. Units that enter play after the MSDP are also considered 'Operational'. Being 'Operational' is not designated by any markers.

[8.32] **Out of Supply (OOS)** - Place an 'OOS' marker on all units that are unable to trace a supply line of any length to a supply source during the MSDP.

All units that are considered 'Out of Supply' have their combat and movement abilities modified as noted below:

- (a) If eligible to attack, their Combat Strengths are halved (round down).
- (b) If the units are defending, their Combat Strengths remain the same.
- (c) If the units are mechanized, their Movement Point Allowance is three MP.
- (d) If the units are non-mechanized, their printed Movement Point Allowances are halved (round down).
- (e) Units may not move using Strategic Movement (10.3) or conduct an Overrun (11.3).

[8.33] **Isolated** - Place an 'Isolated' marker on all units that already have an 'OOS' marker at the beginning of the MSDP and are still unable to trace a supply line of any length to a supply source during the MSDP. This replaces the 'OOS' marker. An 'Isolated' marker may only be removed from a unit when it becomes 'Operational'.

All units that are 'Isolated', have their combat and movement abilities modified as noted below:

- (a) If eligible, may attack with a maximum Combat Strength of one.
- (b) If the units are defending, their Combat Strengths are halved (round fractions down).
- (c) If the units are mechanized, their Movement Point Allowance is one MP.
- (d) If the units are non-mechanized, their printed Movement Point Allowances are halved (round down).
- (e) Units may not move using Strategic Movement (10.3), conduct Mobile Infiltration (11.1), or Overrun (11.3).

[8.34] Whenever units of the same mechanized division end the friendly movement phase stacked together, they assume the same general supply state, whichever is most beneficial (i.e., if one is in 'Out of Supply' and the other is 'Operational', they become both 'Operational').

[8.4] POCKET ATTRITION

All hexes with units that are determined to be 'Isolated' during the MSDP, which already had an 'Isolated' marker from the previous turn, must roll one die on the Attrition Table. One roll is made for each stack no matter how many 'Isolated' units are present in it. Units which are simply 'OOS' in the hex, are not affected by the roll. Results are immediately applied.

[9.0] **SUPPORT**

After the results of 1941, the Germans never had enough material to attack across the expansive Eastern Front. Commanders had to pick and choose among meager resources to carry any advance. By 1943, the situation was even worse. Here the Axis Player is given a marginal ability to decide which units will be ready for the fight within the overall restraints of the situation.

Only the Axis Player is required to provide support. By allocating Support Points (SP), the Axis Player is dictating which of his corps HQ units will receive priority in terms of fuel and attack-potential in the upcoming Game-Turn. Axis Player must determine which of his HQs will be "in support", and which will be "unsupported" for the following Game-Turn. All Axis units must have full support in order to conduct a Mobile Assault (11.2) or Prepared Assault (12.0). Support basically applies to a unit's ability to attack; it may conduct any other game function no matter what its support condition (see 9.4). At the end of the turn, all Axis HQ units are returned to their unsupported side and 'Limited Support' markers are removed.

[9.1] WHEN TO DETERMINE SUPPORT

Axis Player must determine support every Game-Turn. This is done during the Mutual Maintenance Phase (4.1, A, 4). No aspect of Axis HQ support may be changed except in the Mutual Maintenance Phase. Units of mechanized divisions check for full support at the end of this phase, while all other units check at the beginning of the Combat Phase, if they wish to attack.

[9.2] HOW TO DETERMINE SUPPORT

The Axis Player may roll on the Support Table (*except for turn 1 during the 'Operation Star' scenario*) to determine the number of Support Points to add to his total. If both players agree (*or required if playing the Second Kharkov scenario*), he may use the historical number given on the TRT. In this instance, the Axis Player is limited only by any applicable scenario rules. A running total is maintained with markers on the Replacement & Support Track. Support Points may be saved and used in subsequent turns.

[9.21] Support Points are distributed among the German HQ units in any way the Axis Player desires. He does this by flipping a German PanzerKorps HQ unit to its Supported side for each Support Point expended from the track. A Support Point may also be expended to allow up to two German ArmeeKorps HQ units to flip.

[9.22] Support from an expended Support Point can only be given to a HQ unit that is 'Operational' (8.31).

[9.3] FULL SUPPORT

All 'Operational' German mechanized regimental units (*including any in a cadre state*) **must** check at the end of the Mutual Maintenance Phase whether they receive full support for the entire turn. Those unable to receive full support will only receive limited support and are marked with a 'Limited Support' marker. All other Axis units will check for full support when they wish to declare a Prepared Assault (12.1).

[9.31] To receive full support, a combat unit must be able to trace a supply line (8.1) to a supported HQ unit equal to or less than the Command Range (2.8) of the HQ unit providing the support. Those HQ units must then trace a supply line of three or less hexes to any hex traversed by a road which in turn leads along a continuous series of road hexes of any length (although note that once this path begins to trace along the road, it may never leave a road) to a supply source.

[9.32] Each supported German PanzerKorps HQ unit may provide full support **only** for mechanized regimental units from up to **three** divisions within its

Command Range. (**Exception: 15.3**) Regimental units (*including any in a cadre state*) of German mechanized divisions may **only** receive support from a German PanzerKorps HQ.

[9.33] Supported German ArmeeKorps HQ units may provide full support for **all** silhouette and non-mechanized German units that are within its Command Range. **Exception: 9.35**

[9.34] For game purposes, **Fuehrer Begleitabteilung** is independent and may receive full support from either an ArmeeKorps or PanzerKorps HQ unit. This unit does not fall under the normal maximum of three divisions.

[9.35] German silhouette units stacked with mechanized regimental units may be considered attached to the division and assume the support status of the regimental unit. *Historically the following battalions were attached to panzer divisions: 228 StG – 6.Panzer, 232 StG – 7.Panzer, 203 StG – 17.Panzer, 209 StG – 19.Panzer.*

[9.4] LACK OF FULL SUPPORT

Unsupported headquarters may not be used to distribute full support (they have no ranges, just a 'U' as a reminder). Axis units with a 'Limited Support' marker may never attack (*Mobile or Prepared Assault*) and they have their Movement Point Allowance halved (**round up**). They may function normally in all other respects. **Exception: 9.42.**

[9.41] Units with limited support or no support may not be present in a hex which declares a Prepared Assault (*having these units in a stack therefore limits the actions of the others and is especially important for following cases 7.26 & 12.1*).

[9.42] Cadre units with a 'Limited Support' marker may still use their full MPA if moving toward a friendly supply source or HQ unit.

[10.0] MOVEMENT

During a normal movement phase, the Phasing Player may move as many or as few of his units as he desires, as many or as few hexes provided its Movement Point Allowance is not exceeded in a single movement phase. Players should note that movement is divided into just two types: Tactical and Strategic Movement. Each type of movement has its own set of restrictions.

Note there is no Rail or Sea Movement as there was in Fall Blau.

PROCEDURE:

The Phasing Player's units may be moved in any order he desires. Eligible units are moved **individually**, tracing a path of contiguous hexes through the hex grid. Once a player begins moving a unit, he must complete its movement before any other unit can be moved. Units expend Movement Points from their Movement Point Allowance for each hex entered during movement, according to the terrain in the hex (or a crossed hexside) whose costs are summarized on the Terrain Effects Chart based on the type of unit. Only one type of movement (*Tactical or Strategic*) can be utilized during a single movement phase.

[10.1] EFFECTS OF OTHER FRIENDLY UNITS ON MOVEMENT

A Friendly unit may move through hexes occupied by other Friendly units at no additional cost in Movement Points. There is no limit to the number of Friendly units that may be moved through a hex in a single movement phase.

[10.2] TACTICAL MOVEMENT

Tactical Movement is deployed movement in the proximity of Enemy forces.

[10.21] Tactical Movement is movement close to enemy units which allows entering and exiting an Enemy ZOC.

[10.22] A unit using Tactical Movement which enters a hex through a hexside crossed by a road may ignore the normal Movement Point cost of that hex (and hexside, if applicable), and treat that hex as a Road hex. **Exception:** *Mobile Assault 11.2 Procedure.*

[10.3] STRATEGIC MOVEMENT

Strategic Movement is exclusively moving via transport, and as such, is somewhat faster than when deployed in the proximity of the enemy.

[10.31] A unit may move by Strategic Movement only if it did not use any other type of movement during the current movement phase.

[10.32] A unit may only use Strategic Movement if it remains at least three hexes away from Enemy units while moving (including at the start and at the end of the move). Basically, two hexes between the Enemy unit's hex and the moving unit's hex.

[10.33] Units using this type of Movement can utilize the bonuses provided by Roads as listed on the Terrain Effects Chart.

[10.4] EFFECTS OF TERRAIN ON MOVEMENT

[10.41] The standard Movement Point costs for entering hexes or crossing hexsides are influenced by unit type.

[10.42] If more than one terrain exists in a hex, use the highest cost for movement.

[10.43] All types of bridges (Road, Railroad, or Pontoon) negate the cost of crossing a river hexside during movement.

[10.5] GENERAL MOVEMENT RESTRICTIONS

[10.51] A Friendly unit may never enter a hex occupied by an Enemy unit. **Exception:** *Overrun (11.3).*

[10.52] A unit that enters an EZOC must stop movement completely and move no further during that movement phase. **Exception:** *Mobile Assault (11.2).*

[10.53] A unit may not expend more Movement Points than its total Movement Point Allowance in a single movement phase. Any unit may expend all, some, or none of its Movement Points in a movement phase. A unit may not save Movement Points for another Game-Turn, nor may any unused Movement Points be transferred to another unit.

[10.54] Units may conduct movement only during their friendly movement phases, although some moving may occur as a result of attacks (in terms of advances or retreats). These are not considered movement and do not require the expenditure of Movement Points.

[10.55] Units may have their movement capabilities restricted to some degree as per the supply or support rules (8.0 & 9.4).

[10.56] One-Hex Tactical Movement

A unit may always move at least one hex per friendly movement phase, even if it does not possess enough Movement Points to accomplish this movement, except where prohibited by terrain or Enemy Zones of Control.

[11.0] SPECIAL TACTICAL MOVEMENTS**[11.1] MOBILE INFILTRATION**

German mechanized units and Soviet mechanized or cavalry units which are not 'Isolated' have the ability to ignore EZOC for purposes of a One-Hex Tactical Movement (10.56). This may not be done to cross a Major River into an empty hex or enter an empty enemy

Fortified Zone hex. **Mobile Infiltration cannot be used for crossing the Dnepr River.**

[11.2] MOBILE ASSAULT

Each fully supported Axis or 'Operational' Soviet mechanized multi-step unit has the ability to conduct **one** attack (Mobile Assault; MA) during Tactical Movement against certain target hexes. Each unit may continue moving following a successful attack but cannot make a subsequent attack during the same movement phase. In order for a unit to conduct a Mobile Assault, it must currently reside in an EZOC that is exerted from **only** the target hex (i.e., no other enemy stacks may be exerting a ZOC on the friendly unit) or a non-controlled hex adjacent to enemy units without ZOC. **Note:** A unit may not conduct a Mobile Assault in the same movement phase as Mobile Infiltration (11.1).

PROCEDURE:

An attack is initiated by the friendly unit expending two Movement Points plus the cost of entering the target hex (any roads or railroads are ignored). If the unit doesn't have enough Movement Points available, the Mobile Assault may not be conducted. Each player may commit up to one Air Point (5.2) to the attack (attacker choice then defender). Combat strengths are tallied (*chits drawn if needed*) for the attacking unit and for the **entire defending hex** (**Note:** This ignores any stacking restrictions on combat as it takes place during the movement phase). An odds ratio is found as in a normal combat. A die is rolled and compared to the Mobile Assault Table. The die result may be modified by any and all conditions that are applicable which are listed on the table. If the target hex is vacated, the attack is considered successful and the friendly unit is moved into that hex. It may continue movement if it has Movement Points left and is not currently in an EZOC.

[11.21] If the ratio is less than **1-1**, the attack cannot be made and simply place a 'Disorganized' marker on the attacking unit (*Air Points are considered used*) (11.28).

[11.22] Mobile Assaults may not be made into a town or city hex, from or into a Marsh hex, or across a Major or Dnepr River.

[11.23] Mobile Assaults are not allowed during Mud turns. (19.14)

[11.24] A single hex can only be used to initiate from or be the target of a Mobile Assault twice in a friendly movement phase.

[11.25] A unit may be the target of Mobile Assault any number of times within the enemy movement phase.

[11.26] **Results** - A result of 'Dr3' **requires** the target units in the hex retreat three hexes as per normal retreat rules (i.e., steps may not be lost in exchange for these hexes). If this result is 'D(1)r3', the stack retreats and also loses one step. **Note:** *In both cases, this retreat is conducted by the attacking player.*

[11.27] **Results** - Any 'AD' or 'A(n)D' result ceases movement for the attacking unit. Place a 'Disorganized' marker on the unit. If this result is 'A(n)D', the attacking unit also loses *n* number of steps.

[11.28] **Disorganized** - When a unit has been designated as 'Disorganized', its strength is halved (round down) for any combat during the immediately following friendly combat phase. Markers are removed at the end of that combat phase. Disorganization only affects Combat Strength and there is no effect on their ability to advance or retreat.

Designer's Note: *It is important for players to acknowledge the differences in resolving the two kinds of attacks allowed during the game. A Mobile Assault is a mechanized 'Blitz' attack which is more successful against a smaller number of defenders. It uses a table based on defender's strength utilizing applied Die Roll Modifiers. A Prepared Assault is more of a set-piece attack which may take the entire turn to develop. It uses a standard odds table with supporting factors applied as shifts to the odds column. These are made this way to highlight the appropriate results given by using the different attacks.*

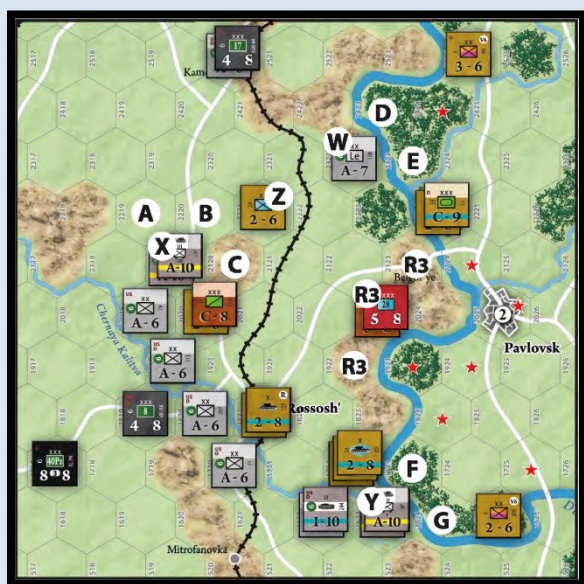
[11.3] OVERRUN

[11.31] Multi-step combat units (i.e., those with a stripe at the top of the counter) may move into or through a hex occupied by a lone enemy HQ or cadre, or any other lone unit without a ZOC. This may occur during Tactical Movement at the cost of one extra Movement Point for entering the hex. This is the only time a unit may enter an Enemy occupied hex. **Note:** A unit may not conduct an Overrun in the same movement phase as Mobile Infiltration.

[11.32] Units that are 'overrun' in this manner are removed to the Replacement Pool (*if appropriate*) or eliminated. An exception is made in the case of a defending unit which is also in a friendly (to the displaced unit) ZOC; that unit may move to the hex of the unit exerting the ZOC. If more than one friendly hex is available, the owning player may choose which one to use. Note that this may cause stacking limits to be exceeded, but remember the restrictions apply only at the end of a Friendly movement phase. This exception is called 'Forced Displacement'.

[11.33] Overruns **may not** be made against a unit in a city hex, hex with a town, or across a Major or Dnepr River.

[11.34] 'Isolated' and 'OOS' units may not conduct an Overrun. However, full support (9.3) is not required as an Overrun is considered movement. An Overrun may be conducted as part of a One-Hex Tactical Movement (10.56).



Mobile Tactical Movement Example: German mechanized unit *X* wants to gain an Encirclement Bonus on the adjacent stack of Soviet units. It has two options. It could conduct a Mobile Infiltration into hex *C*, but this would require the Soviet unit *Z* to also be attacked because of the rules of Attack Determination (12.1). Or it could leave the EZOC by entering hex *A* at the cost of 3 MPs. Then move into hex *B*, expending another 1 MP and entering the ZOC of Soviet unit *Z* which requires it to stop. Because this is a German mechanized unit and in the EZOC of only the adjacent unit, it may conduct a Mobile Assault against Soviet unit *Z*. The unit expends 3 more MPs (Mobile Assault into clear hex, 2+1) for a total of 7, and conducts the Mobile Assault. If successful and the Soviet unit survives, it may be retreated into any of the **R3** hexes. The German panzer unit would then be allowed to continue movement to encircle the enemy stack.

German unit *W* may cross the Major River by entering hex *D* or *E*, but if it enters hex *E* within the EZOC of the Soviet tank corps adjacent to the same river, it will have to attack that stack in the combat phase. German unit *Y*

is prohibited from entering hexes *F* or *G* because you cannot conduct Mobile Infiltration across a Major River into an empty hex. However, if there was an Axis unit in hex *G*, the infiltration would be permitted.

[12.0] PREPARED ASSAULT

Friendly units which are adjacent to Enemy units during a Friendly Combat Phase may attack those Enemy units subject to the stacking restrictions. A given unit possesses a Combat Strength which is used when attacking or defending. This strength may not be divided among different combats either on the attack or defense. No unit may attack more than once per Combat Phase, and no unit may be attacked more than once per Combat Phase. The Phasing Player is termed the attacker and the non-Phasing Player is termed the defender regardless of the overall strategic situation.

PROCEDURE:

All attacks are determined and designated before any are resolved (i.e., before the die is cast). Each Axis stack must receive full support (9.3) in order to be designated. Separate combats may be resolved in any order the Phasing Player desires, so long as all his necessary combats are resolved at some time during the current Combat Phase. Follow these steps in order to resolve each combat. Assign any attacker and then defender Air Points (5.2). Total the Combat Strengths of all units participating in combat against a specific defender by examining the Strength Chits possessed by the applicable units (drawing new ones if necessary) or the Combat Strength printed on the counter while keeping in mind the multiple unit rules (6.2). Next, the Defending Player does the same for all his units participating in the defense. Compare the total Combat Strength of the Attacker to the total Combat Strength of the Defender and state this comparison as a probability ratio: Attacker's strength to Defender's strength. Round the ratio in favor of the Defender to conform to the simplified ratio columns found on the Combat Results Table. Next, determine the terrain in the hex occupied by the Defender. Cross index this terrain line with the proper ratio column on the Combat Results Table. Make whatever cumulative "shifts" in the ratio column necessary for this combat based on terrain and bonuses. The attacker rolls one die. Read the result on the appropriate terrain line under the proper ratio. Apply the result immediately, before resolving any other attacks (**Exception:** 12.23.).

[12.1] ATTACK DETERMINATION

The Phasing Player places Prepared Assault markers on all eligible units he wishes to attack with. Every non-phasing unit which exerts a ZOC on a Phasing unit, which is designated to attack, must be attacked by some Phasing unit during that Combat Phase.



Attack Determination Example: Stacks 4 & 5 may declare an attack on stack B. If stack 6 declares an attack, then stack A must also be attacked by someone as stack 6 is in its ZOC. Because both multi-step units have a white size symbol, the Axis Player could split and attack both A & B, each with one unit from stack 6 (or all 6 on A, and 4 & 5 on B). With stack D in a city hex and therefore not exerting a ZOC, both stacks 2 & 3 may attack stack C. If stack 2 declared against D, stack C would have to be attacked by someone (stack 3 in this case). Stack 1 may declare against either stack D or stack E as the ZOC of stack E does not extend across the Major River during the combat phase. Note, however, if stack 1 does attack stack E, the AG battalion may not participate as silhouette units may not attack into marsh hexes without crossing a road hexside.

[12.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[12.21] Units in two or more different hexes may combine their Combat Strengths to attack a single, adjacent hex. Units in two or more different hexes may be attacked from a single adjacent hex. A single attack may involve numerous attacking or defending units. For an attack to be resolved as a single combat, however, all attacking units must be adjacent to all defending units.

[12.22] An attack on a hex involves all possible combat units in that hex. The defender may not withhold a unit

in a hex under attack, except as called for in the stacking restrictions (6.2).

[12.23] When a single hex contains more than one unit, each of those units may attack a different hex at the owning Player's discretion subject to the stacking restrictions. Note that any combat results will have to take effect after all attacks from a single hex have been rolled for. If units in a single hex are attacking different hexes, no combat results may be applied until all attacks have been rolled. These units will only follow results from the combat they participated in or if not designated as attacking, one result of owning player's choice.

[12.24] If the multiple units subject to a single attack are defending in more than one hex, use the terrain from the hex which is most favorable to the defender.

[12.3] TERRAIN EFFECTS ON COMBAT

[12.31] All units attacking across Major River hexsides (bridged or un-bridged) have their Combat Strengths halved (round fractions down). **Exception: Freeze 19.2.**

[12.32] If all attacking units are attacking across Minor River hexsides or a combination of Minor and Major River hexsides, shift the odds one column to the left. **Exception: Freeze 19.2.**

[12.33] Mechanized units which attack *into* a Marsh hex have their Combat Strength halved (round fractions down). Silhouette only mechanized units are prohibited from attacking into Marsh hexes unless the hexside being attacked across is also crossed by a road or railroad. **Exception: Freeze 19.2.**

[12.34] If any defending units are in a hex with a Town, shift the odds one column to the left.

[12.35] No attacks may be made across an Impassable hexside.

[12.36] **No attacks or retreats may be made across a Dnepr River hexside (Exception: 18.2).**

[12.4] COMBINED ARMS (CA) BONUS

[12.41] A unit with an Armor Band (2.9) will make an attacking or defending stack eligible for a Combined Arms Bonus if one of the following conditions is met:

- The unit has a yellow AB (*Automatic*).
- The unit has a blue AB **and** there is a mechanized/motorized infantry or non-mechanized unit (including cadres, but excluding HQs) in the stack which is not participating in a different attack.

[12.42] German 60.Motorized division has a panzer battalion attached, therefore, if the two regiments of the division are both participating in the same combat (*need not be in the same hex*) they qualify for a CA Bonus.

Note that contrary to Fall Blau certain German panzer grenadier regiments have no Armor Band in Kharkov Battles as they were weakened by previous fighting and/or lacking significant armor assets when entering the map. This is why only the one German motorized division may use this rule to qualify.

[12.43] For each attack that qualifies for a CA Bonus, the player may shift the odds one column to the right. (*One bonus per combat*)

[12.44] If a defending stack of units is also eligible for a CA Bonus, then the attacking player is denied any CA Bonus against those defending units during the Combat Phase. This is known as a Combined Arms Defense. However, it is purely defensive, meaning that nothing may ever be awarded to the defending player if the attacker does not also possess such a Bonus.

[12.45] Units are never allowed a CA Bonus against a Fortified Zone (18.11), a city hex, or across a Major River.

[12.5] ENCIRCLEMENT BONUS

When the defender is comprised of a single stack in a hex and all adjacent usable hexes are occupied by an enemy unit or an EZOC **at the time of combat resolution**, the attacker receives an Encirclement Bonus of one shift to the right. This bonus may not be granted against defenders in a city hex or if the defender has friendly units in any adjacent hexes. (*Also remember 7.31.*)

[12.51] Non-mechanized units which benefit from an Encirclement Bonus may only advance one hex as a result of that combat, no matter the result. *Think of this as time spent taking care of prisoners of war.*

[12.6] COMBAT RESOLUTION

After the die is rolled, the combat's Prepared Assault markers are removed and combat results are applied. All combat results are expressed in terms of a number of steps lost and/or hexes retreated. The letters "A" and "D" on the Combat Results Table stand for attacking force and defending force, respectively.

[12.61] All numbers in the combat result which are parenthesized indicate mandatory step losses for the affected player's force.

[12.62] All numbers in the combat result which are preceded by an 'r' signify that the affected unit(s) must either retreat the indicated number of hexes and/or take a step loss which equals the number result.

Example: A defending Axis force receives a 'D(2)r2' result. The Axis Player reduces two units in a stack by one step each (12.61). (*Alternatively, he could choose to reduce any one unit by two steps instead.*) Next, the Axis Player must choose one of the following options:

- Take two more step losses and not retreat (*only, of course, if he has these steps available to him in the rest of his units*);
- Retreat two hexes as normal (12.7); or
- Lose only one more step and retreat the rest of his force one hex

[12.63] All units in a stack are affected by any combat result (*unless participating in a different attack*). However, the first step loss must be from a unit **directly participating** in the combat (**if attacker, mechanized units lose the first step**) and the other units in a stack may take losses if more than a one-step loss is called for (i.e., except for the first step loss, distribution of losses is entirely up to the owning player). Remember that distributed step losses are calculated not per unit, but per attacking or defending force (*a force could consist of multiple stacks and units*).

[12.64] All combats conducted at odds of **12-1** or greater (after all shifts are applied) are considered to be a "**D(3)r4**" without an actual roll of the die. Combats conducted at odds of **1-6** or less (after all shifts are applied) are considered to be a "**A(3)r2**" without an actual roll of the die.

[12.65] A side that receives a result with an 'r' is considered the loser; the other side is the victorious side. The losing side will always resolve their result first, then the victorious side.

[12.7] RETREATS

[12.71] Retreats are expressed in hexes, not Movement Points. **Terrain has no effect on retreats.** Stacks forced to retreat off the map or into hexes they could not normally go (e.g., across Impassable hexsides, enemy occupied hexes, etc.), instead **must lose one step for each unfulfilled hex** of the retreat result.

[12.72] Retreats are conducted by the owning player (**Exception:** 11.2). When a retreat is called for, he moves the stack as a whole (not each unit individually) one hex at a time into a hex which is free of EZOC (remember 7.32) toward a hex that is closer to a Friendly supply source, or if that is not possible, to a hex that is

closer to a Friendly HQ unit. The player has the choice of where to retreat the units as long as no retreating unit or stack enters the same hex more than once, and they end the retreat in a hex that is the maximum possible distance from all Enemy unit(s) that participated in the attack, given the combat result. When a stack is forced to retreat as a result of combat, it will leave a path of vacant hexes behind it called the Path of Retreat.

[12.73] A unit may retreat into or through Enemy Zones of Control. However, for each Enemy-controlled hex entered during a retreat, the owning player must remove one step of strength from a single unit of the retreating stack. If those Enemy-controlled hexes are occupied by Friendly units, no loss is taken. A defending stack containing a unit(s) which is capable of Mobile Infiltration (11.1) that must retreat through an EZOC may instead make a 'Breakout Attempt'. Roll one die and consult the Breakout Table. This is entirely optional and results may always be applied normally.

[12.74] If the only possible end hex of the retreat is either Enemy-controlled (*remember EZOCs are negated by Friendly units*), or adjacent to Enemy units which have Prepared Assault markers, the stack must continue its retreat until a free hex is found (note these extra hexes have no effect on the enemy advance).

[12.8] ADVANCES AFTER COMBAT

Any victorious units which participated in the combat (*or which are stacked with units which participated*) are allowed to advance along the chosen Path of Retreat and sometimes deviate from it. They can advance up to the number of hexes taken as a retreat, which may differ from the original combat result. A unit's supply status never affects whether it may advance or not.

[12.81] If all defending or attacking units are eliminated due to combat, the victorious unit(s) may advance the number of hexes remaining in the eliminated unit's retreat obligation. **In this case, the victorious player decides the Path of Retreat according to the retreat criteria.**

Example #1: If two one step units received a "D(1)r3" result and the owning player wishes to satisfy the result by eliminating the two units, the victorious unit(s) could advance only two hexes, since that is the number remaining in the defender's numbered retreat obligation.

Example #2: If a full strength multi-step unit alone in a hex received a "D(1)r2" and the owning player wishes to convert the "r2" into step loss, thereby eliminating the unit, the victorious unit(s) may not

advance. *Consider the defending unit to have fought a delaying action with heavy casualties.*

[12.82] Advances after combat are conducted in the following sequence:

Step 1 - Move each victorious unit individually. The first hex entered must be the hex formerly occupied by the retreating units. If the retreating units occupied more than one hex, the advancing player may choose which to enter and its corresponding Path of Retreat to follow. If this first hex is a city hex, or the hex is entered by crossing a Major River hexside, no further advance is permitted.

Step 2 - All non-mechanized units not currently in an Enemy Zone of Control (after Step 1) may continue their advance the permissible number of hexes along the Path of Retreat just conducted by the defeated player. This move is conducted hex-by-hex and may not deviate from the Path of Retreat. They must stop their advance immediately upon entering any Enemy Zone of Control. If currently in an EZOC or having utilized an Encirclement Bonus during combat, these units may advance no further.

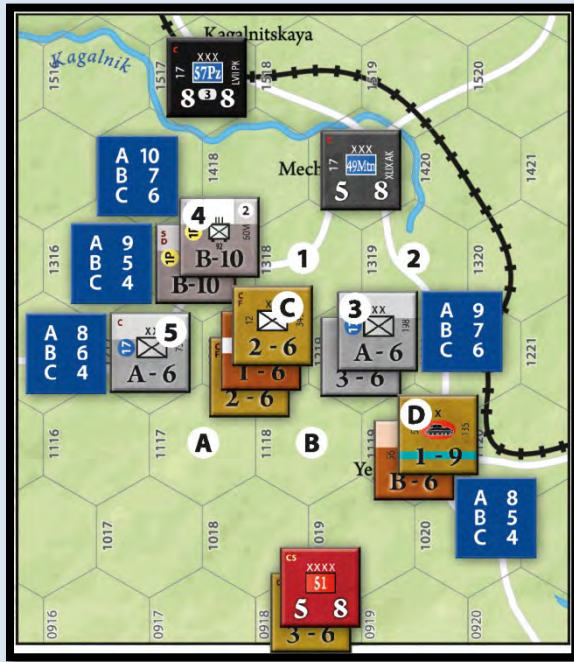
Step 3 - Mechanized units may now continue their advance the permissible number of hexes, ignoring any EZOC in their current hex (from Step 1). However, they must stop their advance immediately upon entering any other EZOC. These units may deviate from the Path of Retreat - they are not obligated to strictly follow it.

Important Note: *Victorious units may cease their advance at any point during execution. They are never required to advance.*

[12.83] Units may never advance across a Major River hexside after the first hex of the advance, unless that hexside is traversed by a bridge (*Road, Rail, or Pontoon*).

[12.84] Units may never advance across a Dnepr River hexside, unless that hexside has a bridge (*Road, Rail, or Pontoon*).

[12.85] Units must stop their advance immediately upon entering a city.



Combat Example: Axis Player wishes to attack these three Soviet units in stack C. To ensure their destruction, he decides to add stack 3 to the Prepared Assault. Because of the rules for Attack Determination, Soviet stack D must also be attacked. The breakdown regiment is tasked with the soak-off against them.

No air is assigned for either side, so chits are pulled as shown. Axis Player decides to resolve the main attack first. Odds are 29:5 or 5:1. The 60 Motorized Division gains a CA Bonus and there is also an Encirclement Bonus from being surrounded by enemy units and ZOC. Note that if Soviet stack D was instead in hex B, there would have been no Encirclement Bonus. Defender in clear terrain with final odds of 7:1, a die roll of 4 results in a 'D(1)r2'.

Because the two units in stack 3 are conducting two different attacks they both must be resolved before any results are applied. Therefore, the soak-off regiment with a Combat Strength of 3 against the Guards rifle division and tank brigade gives an odds ratio of 3:6 or 1:2. Die is rolled a '6' with a result of 'Ar1'. The Axis Player decides to accept the retreat vice being eliminated, and the regiment must retreat into hex 2 as hex 1 still has an EZOC.

Soviet Player, as losing side, now applies the results of the main combat. One step (unit) must be eliminated to satisfy the 'D(1)' and will be permanently removed because the surrounding enemy units and ZOC block any supply lines. He can either permanently remove the remaining units to satisfy the retreat hexes of the 'r2'

allowing no advance; or retreat the two hexes through the EZOC. A retreat into either hex A or B will cause one unit to be eliminated by the step loss, but because those two hexes can trace a supply line, the unit (if one of the rifle divisions) would be placed in the Replacement Pool for possible return on a later turn (16.31). However, this option also allows the Axis mechanized units to advance two hexes and may not be the best choice given the situation.

Once this is done, units in stacks 3, 4, & 5, may advance. However, due to the retreat of the breakdown regiment, if the infantry division in stack 3 chooses to advance, the Soviet stack D would be allowed to advance into the now vacated hex!

[13.0] SOVIET COMMAND

Certain Soviet units are considered 'uncommitted' at the start of the game. All other units are always committed.

[13.1] COMMITMENT EFFECTS

[13.11] Uncommitted units may not move or perform combat during their Player Turn. They do not trace supply and supply effects do not apply to them until they are Committed. As a reminder, HQ units of uncommitted armies are flipped to their commander's name side until they become committed.

[13.12] Uncommitted Soviet units have their army (icon color) immediately committed by being attacked by an Axis unit.

[13.13] Committed units can move and function normally for the duration of the game. Units are considered 'Operational' on the turn of commitment. Soviet units that enter as reinforcements are considered committed the moment they enter the map.

[13.2] COMMAND & CONTROL RULE

Soviet combat units that are within three hexes of an enemy unit during the Soviet Command Phase must be within the Command Range of a committed army HQ unit in order to function normally for the Soviet turn. **Note:** Enemy units and ZOC do not interfere with this determination. Any Soviet units which meet the first criteria, but are not within a Command Range, must roll on the Soviet Command & Control Table. Each unit in this situation rolls one die and resulting actions are applied to that unit only. If the unit is a Guards unit, add one to the roll.

[13.21] Units in Fortified Zones are exempt from this rule.

[13.22] Units must be in the Command Range of the HQ unit with the same color icon. Units with no color in their icon are reserve units and may be within Command Range of **any** committed HQ unit.

[14.0] **SOVIET EFFECTIVENESS**

[14.1] NKVD TENACITY

A NKVD unit of any type in a town or city hex has its strength doubled when defending.

[14.2] WINTER COMBAT BONUS

During Freeze turns Soviet **tank or mechanized corps** units will have their *attacking* Combat Strength doubled *after* all other adjustments. Cadre **units** may not use this bonus. **Note:** *This does not apply to Mobile Assaults (11.2).*

[15.0] **DYNAMIC UNITS**

[15.1] HEADQUARTERS (HQ) UNITS

[15.11] Headquarters units never exert Zones of Control and may never attack by themselves. Any HQ unit alone in a hex that is declared as being attacked defends with a strength of one.

[15.12] If stacked with other units, HQ units will add one to the total Combat Strength. HQ units do not count as the non-mechanized unit for a CA Bonus. All HQ units are affected by any combat results suffered by the stack.

[15.13] If taken as a step loss, HQ units are placed on the TRT, five turns from the current turn. They become eligible for return on that turn (16.33).

Exception: *Group HQ units Popov and Bobkin may never return once eliminated.*

[15.14] HQ units can function normally for support and supply purposes even when in an Enemy-controlled hex.

[15.15] Axis combat units may only conduct attacks if they have full support via a friendly HQ unit. To facilitate this, Axis HQ units must be supported and be within the limitations given on each HQ unit. (9.3)

[15.2] GERMAN BREAKDOWN REGIMENTS

[15.21] During the Mutual Maintenance Phase (4.1, A, 4), German infantry (*not light or mountain*) divisions which are not in an EZOC, may breakdown or re-combine. A division is only eligible for breakdown when it either has no Strength Chit or has a full-strength chit. When breakdown occurs, the original parent unit is removed to the Breakdown Pool (any Strength Chit is returned to the Strength Chit Pool) and three breakdown regiments are placed in the hex.

[15.22] Also during the Mutual Maintenance Phase, three German breakdown regiments stacked in the same hex, not in an EZOC, may reform into a full-strength infantry division. These regiments are removed from the map and the division is returned from the Breakdown Pool to the hex formerly occupied by the regiments. Breakdown regiments are generic so any division may be brought back, but there must be an available division unit in the Breakdown Pool.

[15.23] Cadres and units which are 'Isolated', cannot breakdown or re-combine. If less than three regiments are on the map, no divisions may be brought back (**Exception:** 16.34). The maximum number of breakdown regiments is defined by the counter mix and scenario special rules.

[15.3] GERMAN TIGER TANKS

German **Tiger battalion or company** units are able to apply a favorable shift to the combat resolution of their stack *after* all other adjustments. There is no limit to the number of these shifts for a single combat. **Note:** *Only battalions have a Combat Strength along with their shift which can be added to any friendly stack, companies may only utilize their shift when stacked with at least one unit of their parent formation.* Units that actually use their shift will fall under 12.63 and would be taken as the first step loss.

[15.31] Tiger companies receive full support (9.3) from eligible PanzerKorps HQ units along with their division. Tiger battalions are treated as other silhouette mechanized units in attaining full support (9.33).

[15.32] Tiger companies count as cadre for stacking purposes. If alone in a hex, they defend with a Combat Strength of one and may not use their shift. In all other respects, Tiger battalions and companies are treated the same as other silhouette mechanized units (16.35).

[16.0] **REPLACEMENTS**

Each side in the game has Replacement Points available to rebuild units that have suffered losses during the Mutual Reinforcement and Replacement Phase (MRRP 4.1, A, 5). Soviet Replacement Points are available only for the turn they are received. They cannot be saved for future turns. A total number of Axis Replacement Points available are listed in the specific scenario or campaign rules.

[16.1] **ELIGIBILITY**

To be eligible for receiving replacements, the unit must not be adjacent to an enemy unit and be able to trace a supply line of any length to a supply source.

[16.2] **PROCESS**

[16.21] Units which receive RPs will normally do so with one RP equal to one step. A unit with a reduced strength chit takes one RP to remove the chit and return the unit to full strength (no Strength Chit needed). When a cadre for a unit with a Combat Rating receives replacements, the cadre takes two RPs to become a full-strength unit. **Note:** This kind of cadre may not receive only one RP (*because of the increased reorganization needed for such an action*). All other cadre will be flipped to their full-strength side by using one RP.

[16.22] Units which receive steps through the use of RPs are immediately marked with a 'Repl' marker, they may not attack or move for that turn. *This effect shows their reduced effectiveness when incorporating replacements during combat operations.*

[16.3] **RETURNING UNITS**

[16.31] Whenever a Soviet rifle (*not Guards rifle*) division or Soviet silhouette mechanized unit is eliminated, determine if it can trace a supply line of any length to a supply source. If it can, it is placed in the Replacement Pool for possible return later in the game (remember to flip all Soviet rifle divisions to their 'Untried' side and silhouette mechanized units to their 'Tank Repl' side whenever placed in the Replacement Pool). If unable to trace, it is permanently eliminated. Units with "No Repl" printed on their reverse side may not be replaced and are always considered permanently eliminated.

[16.32] One Soviet rifle division in the Replacement Pool may be brought into play in exchange for two non-mechanized Replacement Points. One Soviet silhouette mechanized unit may be bought into play in exchange for one mechanized Replacement Point. These units are

placed in a hex with an eligible HQ unit which is not adjacent to an enemy unit. The HQ unit must be Committed (13.0), and 'Operational' (8.31).

[16.33] One eligible HQ unit from each nationality may be returned to play from the TRT, each turn during the MRRP. The returning HQ unit is placed in any friendly Entry Area or city hex. If there are more HQ units available, they are moved forward on the TRT for possible entry in the next turn.

[16.34] Axis Player may expend two non-mechanized Replacement Points and replace one breakdown regiment on the map with a German infantry division from the Breakdown Pool. Only one division can be returned each turn. A 'Repl' marker is placed as normal.

[16.35] Whenever a German silhouette mechanized unit is taken as a loss it is placed on the TRT five turns ahead as is done with eliminated HQ units (15.13). They also return in the same manner as friendly HQ units (16.33) with a limit of three per turn (any more than three are permanently eliminated).

Designer's Note: *This represents the ability of the Germans to reclaim their AFVs and have more ready to return to service at a later date. The Soviets would simply have to build more...*

[16.36] Units with a Combat Rating, those with two steps, and those labelled 'No Repl', are placed in the Permanent Dead Box when eliminated. They cannot be restored to play by expending Replacement Points.

[17.0] **REINFORCEMENTS**

Both Players may receive reinforcements. These units appear during the Mutual Reinforcement and Replacement Phase (MRRP 4.1, A, 5) on the Game-Turn indicated, in the Entry Area that is designated. Entry Areas are strictly holding boxes for reinforcements and there can be no combat into or out of them as they do not represent space on the playable map. Units may enter the map from an Entry Area using Strategic Movement (10.3) as long as the actual entry hex is three hexes from an enemy unit.

[17.1] **GENERAL PARAMETERS**

[17.11] When placed on the map, all units are considered 'Operational' (8.31), Axis mechanized units have received full support (9.3) from an off-map HQ unit, Soviet units are Committed (13.0), and Axis HQ units are Unsupported (*unless the scenario rules specify otherwise*).

[17.12] Reinforcements may not leave an Entry Area for an entry hex that is currently occupied by an Enemy unit

or an Enemy Zone of Control. Therefore, if all of an Entry Area's entry hexes are occupied by Enemy units or in an Enemy Zone of Control, the player may not use that Entry Area and must shift his reinforcements to any adjacent open Entry Area (*Example*: from S1 to S2 or B to C). However, such an action entails a one Game-Turn delay in the entry of these units. Remember that some units have more than one Entry Area which the owning player may choose from.

[18.0] **MAN-MADE TERRAIN FEATURES**

[18.1] FORTIFIED ZONES (FZ)

Fortified Zones represent foxholes with cleared fields of fire, some basic slit trenches, sighted artillery coordinates, light barbed wire entanglements, a scattering of mined approaches, etc. Some of these hexes are clearly marked on the map and may never be destroyed; additionally, others can be made during the course of play (*or designated in the scenario rules*) and may be destroyed by enemy occupation. A Fortified Zone may only benefit the player that builds it (markers are color coded by side).

[18.11] Any stack in a FZ has the final column shifted one to the left when attacked. Stacks are not eligible for a CA Bonus (12.4) when attacking a Fortified Zone.

[18.12] All units within a FZ exert a ZOC no matter what type of unit is in the hex. The supply state of occupying units has no effect on any function of a FZ. Any unit in a FZ may attack adjacent Enemy units during a Friendly Combat Phase, but if they do all normal combat rules apply.

[18.13] Units **may not** use Mobile Infiltration (11.1) to **enter** an enemy built Fortified Zone hex.

[18.14] Multi-step units (*not cadre units*) and Soviet rifle divisions, that are 'Operational' (8.31), may build a Fortified Zone. If eligible, place a 'Building 3' marker during the Axis Construction Phase (4.1, B, 1) or Soviet Construction Phase (4.1, C, 2) on the unit. If there is already a 'Building *n*' marker present and conditions are still met, advance the marker down one step until complete. **Example**: 'Building 3' marker would be flipped to its 'Building 2' side and next turn replaced by a 'Building 1' which is then flipped to a completed 'FZ' marker on the following turn.

[18.15] A Fortified Zone may not be built in a hex with a town, any Marsh, or city hex.

[18.16] If during construction, the unit building a FZ is determined to be 'OOS' (8.32), is attacked, or leaves the

hex, building ceases immediately and the marker is removed. If a completed FZ hex is occupied by an enemy unit, it is removed from the map. Supply situation of friendly occupying units never affects a completed FZ hex.

[18.17] The number of FZ which may be built during a game is determined by the counter mix. The owning player may voluntarily remove a building or completed FZ marker at any time to account for this limitation.

[18.2] PONTOON BRIDGES

[18.21] Soviet Player has three Pontoon Bridges which he may place during the 'Operation Star' scenario or are placed during setup for the Second Kharkov scenario. During the 'Operation Star' scenario Pontoon Bridge markers may be placed during the Soviet Construction Phase (4.1, C, 2) in friendly occupied hexes adjacent to Dnepr River hexsides. The marked hexside adjacent to each marker is considered to be bridged. A Dnepr River hexside so designated is treated as a Major River hexside crossed by a bridge (i.e., a ZOC may extend across it, plus movement and combat across is allowed). Once placed, Pontoon Bridges can be used by either player for all purposes.

[18.22] Either player may permanently remove a bridge marker from the map at any time during a turn, if one of the hexes adjacent to the marked hexside is occupied by one of his units and the other is not enemy occupied.

[19.0] **ENVIRONMENTAL EFFECTS**

During the Weather Phase (4.1, A, 1) of each Game-Turn, the players consult the Turn Record Track and possibly roll a die in order to determine if any weather exists for this Game-Turn. Adjust the marker in the Weather box if necessary. Weather conditions affect the number of Air Points and certain terrain effects. The degree to which units are affected by weather is covered in this section.

There are three possible weather conditions: Clear, Mud, and Freeze.

The Clear weather condition has no effect at all, play proceeds normally.

[19.1] MUD

[19.11] This weather condition is represented in the game when either rolling the designated result or automatically as indicated on the TRT.

The die is rolled if there is a 'Clear' and 'MUD?' on the TRT, when the result is within the stated range Clear changes to Mud for a specific turn only.

The die is rolled if there is a 'Freeze' and 'MUD?' on the TRT, when the result is within the stated range Freeze changes to Mud for the remainder of the game (ignore any further 'MUD?').

[19.12] When Mud is in effect, place the marker in the Weather box to indicate this condition.

[19.13] During Mud turns the Movement Point costs of some hexes and hexsides are increased, use the Mud section of the Terrain Effects Chart.

[19.14] No Mobile Assaults (11.2) are allowed during a Mud turn.

[19.15] When Mud is in effect, the number of Air Points available is reduced as noted on the TRT (5.1).

[19.2] FREEZE

Freeze is a combination of snowy weather and frozen ground conditions.

[19.21] When Freeze is called for on the Turn Record Track; place the marker in the Weather box to indicate this condition.

[19.22] During Freeze turns Attrition rolls are raised by one (highest possible roll is still a 9).

[19.23] Use the Freeze section of the Terrain Effects Chart.

[19.24] Soviet combat units get bonuses during Freeze turns (see 14.2).

[20.0] SCENARIOS

[20.1] 'OPERATION STAR' SCENARIO

The Soviet drive for Kharkov and the Dnepr crossings from 1 February to 21 March 1943 comprising of Operations Star and Gallop along with Manstein's Backhand Blow which recaptured Kharkov and territory west of the Donets.

Use the KB Map. Play starts with turn **0** which consists of just a Soviet Player Turn, then continue normally with turn **1** and end at the conclusion of turn **16**. This preliminary Soviet Player Turn is normal in all respects with one Soviet Air Point available as per the TRT.

Setup:

Operation Star Setup Chart

Scenario Specific Rules:

All Soviet HQ units start committed (13.0) for this scenario.

German 1SS 'LAH' Division and the DR Tiger Tank Company are considered to have full support for turn **1**. Starting with turn **2** they revert to normal status.

Axis and Soviet supply sources are marked on the map. (8.2)

On turn **6** the Axis Player receives a total of **eight** mechanized replacement points and **nine** non-mechanized replacement points which are available for the rest of the game. Any number of replacements can be taken during a single MRRWP.

During the MRRWP of turns **2-4** one Ersatz battalion becomes available to the Axis Player. *Each turn for the rest of the game he may select one friendly owned town or city hex and place an available Ersatz battalion in it. When the battalion is eliminated return it to the reinforcement chart and it becomes available again (i.e., one battalion can be placed per turn and maximum of three battalions on the map at same time). These units consist of one step, exert a ZOC, and count as a cadre for stacking. These units are strictly defensive; they may never attack nor move. If forced to retreat, they are eliminated instead. If their stack conducts an attack their combat value is not used, but their step can be removed in order to satisfy the combat results. They can be used as the non-mechanized unit to satisfy Combined Arms Defense (12.44).*

Given the limitation of scale, only the portion of the USSR covered by the battle is shown on the map and each side's front line continues north and south of the

map area. The northern part of the map was rather fluid with German units staying just north of the playing area. To reflect this, all Soviet 38th Army units (yellow icon) may never move south of hexrow KB49xx (if forced to retreat south, they must move north as soon as possible). However, the Axis Player needs to maintain a frontline marker in a friendly controlled eastern map edge hex (linking to the lower Donets and Rostov). If the player cannot maintain control of an edge hex for two consecutive turns, in game terms the Soviets have broken through and taken Rostov from the north. Grant the Soviet Player an automatic victory.

Optional Historical Limitation - Soviet player must start rolling the die for fuel limitations at the beginning of the MSDP of turn **6**. If the die result is equal to or less than **four**, flip the Popov HQ unit over for the remainder of the game, no further rolls are needed. If the die result is greater than this number, nothing happens and play proceeds normally with another roll on the following turn. While Popov is in this 'Out of Gas' state, during each Soviet Command Phase all Soviet mechanized units with an orange or pink icon are automatically forced to roll (**subtract two from the result**) on the Soviet Command & Control Table (*ignoring the presence of any enemy or Soviet HQ units*). Plus, they may no longer use the Winter Combat Bonus (14.2).

Optional Historical Limitation – *Prior to the start of this scenario, Popov sent his armor group on a mad dash for the Donets easily outpacing his fuel supply. For those players requiring a better recreation of the historical event, he must wait a day or two for the trucks to catch up. All mechanized units with an orange icon may not move on turn 0. Soviet 18th Tank Corps may still conduct a Prepared Assault if desired.*

Victory Conditions:

Soviet Player wins a Strategic Victory automatically if at any time he owns Kharkov (KB3617 & KB3618), Dnepropetrovsk (KB1905), Zaporozh'ye (KB1205), and either Stalino (KB1024) or Poltava (KB3505). Supply is not considered for this automatic condition.

Axis Player wins a Strategic Victory automatically if at any time he owns Kharkov (KB3617 & KB3618), Stalino (KB1024), Poltava (KB3505), Dnepropetrovsk (KB1905), Zaporozh'ye (KB1205), and Valuki (KB3631). Supply is not considered for this automatic condition.

Otherwise, at the end of the game, Victory Points are totaled to determine victory.

Axis Player gains points in the following manner:

Owning and able to trace a supply line to a friendly source, any of the Victory Point hexes on the map.

Axis Player loses points in the following manner:

For each eliminated regimental unit of a German mechanized division = **-5 VP**.

Victory is then determined as follows:

Axis Player has **125** VPs or more: **German Major Victory**

Axis Player has **115** but less than **125** VPs: **German Minor Victory**

Axis Player has **100** but less than **115** VPs: **Draw**

Axis Player has **80** but less than **100** VPs: **Soviet Minor Victory**

Axis Player has less than **80** VPs: **Soviet Major Victory**

Comment: *The historical result was a German Minor Victory.*

[20.2] SECOND KHARKOV SCENARIO-(K)

The Soviet attack and German Operation Fridericus to reduce the Izyum Salient from 12-28 May 1942.

Use the KH Map. Play starts with turn **1** and ends at the conclusion of turn **6**. There is no Axis Player Turn of turn **1** (after completing the Preparation Stage, skip directly to the Soviet Player Turn).

Setup:

K Setup Chart

Scenario Specific Rules:

Only Soviet 6th, 21st, and 28th Army units, along with the Group Bobkin units, are Committed (13.0) at the start of this scenario. On the Soviet Command Phase of turn **3**, all Soviet units on the map are committed, if not already committed.

Axis Player receives Support Points (9.0) strictly as shown on the TRT. The Axis Player has only one

restriction on distributing Support Points, *Group Kortzfleisch* (XI. Korps) may never receive Support.

Axis units may receive full support (9.3) through a supported HQ of any color circle. **EXCEPTION:** Hungarian 108 Light Division is always considered to have full support and may attack as long as it is 'Operational'.

German XVII. ArmeeKorps is a special HQ unit and requires one full Support Point to flip. For purposes of this scenario it functions as both an ArmeeKorps HQ and a PanzerKorps HQ. Units from the two mechanized divisions (3 & 23 Panzer) **and** one other German stack that is within its primary range may receive full support through it.

The German 57, 68, 88, and 168 Infantry Divisions entered the battle with less than 3 regiments and thus may not breakdown. (15.2)

Soviet units with different icon colors are part of separate armies and may not attack the same defenders. They may still stack together and attack different hexes as stacking limitations (6.2) allow. Units with no color in their icon are reserve units and free from this restriction.

There are no replacements for this scenario. (16.0)

Supply sources are marked on the map. (8.2)

Supply Road hexes (those that are grey instead of white) may only be used by the Soviet Player to trace supply to a source. They do not count as road hexes for Strategic Movement. However, either player may use them for Tactical Movement.

Soviet units may not conduct Mobile Assaults during this scenario.

Soviet units may only conduct Mobile Infiltration during the first turn (due to surprise).

Soviet Pontoon Bridges (18.2) are placed on the map as per the Setup Chart. They function normally in all respects. Neither player may place any more Pontoon Bridges during the scenario.

Given the limitation of scale, only the portion of the USSR covered by the battle is shown on the map. Therefore, it must be noted that each side has a line of units continuing north and south of the map area. This is simulated by mandating a friendly ZOC must be maintained on at least one hex along the northern map edge (for both players) and southern (Axis) or eastern (Soviet) map edge. If a player cannot maintain control of an edge hex for two consecutive turns the final level of victory should be shifted one level in favor of the opposing player.

Optional Historical Limitation - Soviet Front
commander Timoshenko hesitated until 16 May to release his mobile reserves in support of the 6th Army attack. As a result, they were heading northward as Kleist struck in the south. This prevented their use either to support Gorodniansky or counter the strike of the First PanzerArmee. For full recreation of the historical event, units with an asterisk in the white circle, may not move or attack until that corresponding turn. They will act normally in all respects on that turn and until the end of the game. Be warned that this will substantially handicap the Soviet Player and lean balance toward the Axis Player.

Victory Conditions:

Axis Player wins in the following manner:

Major Victory – If he satisfies two or more of the following conditions.

Minor Victory – If he satisfies any one of the following conditions.

- More than 20 Soviet **division or corps** units eliminated.
NOTE: *Units that are unable to trace general supply at the end of the game are considered eliminated as well as those eliminated by normal combat.*
- Owning and able to trace a supply line of any length to Kupyansk (KH2526).
- Owning and able to trace a supply line of any length to Izum (KH1923).

Soviet Player wins in the following manner:

Major Victory – If he satisfies two or more of the following conditions.

Minor Victory – If he satisfies any one of the following conditions.

- Owning and able to trace a supply line of any length to Dnepropetrovsk (KH1305).
- Owning and able to trace a supply line of any length to Kharkov (Both KH3017 & KH3018).
- Owning and able to trace a supply line of any length to Poltava (KH2905).

If at the end of the game neither player has fulfilled a victory, final victory is a DRAW.

If at the end of the game both players have fulfilled a victory, final victory is given to the Soviet Player.

Comment - *The historical result was a German Minor Victory.*

[20.3] **THIRD KHARKOV SCENARIO - (L)**

The German drive to retake Kharkov in March 1943.

Use the KB Map. Any hex south of row KB29xx (*inclusive*) and north of row KB49xx (*inclusive*) is out of play. Play starts at the beginning of turn **11** and ends at the conclusion of turn **16**.

Setup:

L Setup Chart

Scenario Specific Rules:

All Soviet HQ units are committed (13.0) for this scenario. Units may ignore the color restriction of 13.22 and function normally within the Command Range of ANY Soviet HQ, not just the same color icon.

All German HQ units are considered supported (9.0) for the duration of this scenario.

Axis supply sources are marked on the map and any southern edge hex between KB3001 and KB3019 (*inclusive*). Soviet supply sources are any hex along the northern, eastern, and southern edges of the area of play between KB4820-KB3022 hexes (*inclusive*). (8.2)

Axis Player is allowed **two** mechanized replacement points for this scenario. Axis Player is allowed German non-mechanized replacement points up to a total of **4**. Any number of replacements can be taken during a single MRRWP.

Given the limitation of scale, only the portion of the USSR covered by the battle is shown on the maps. Therefore, it must be noted that each side's front line continues both north and south of the map. This is simulated by mandating an Axis ZOC must be maintained on at least one hex along the northern and southern edge of the play area (*frontline markers may be used for this function*). If the Axis Player cannot maintain control of both edge hexes for two consecutive turns the Soviet Player automatically wins.

Victory Conditions:

Axis Player wins a victory automatically if at any time he owns Kharkov (KB3617 & KB3618), Belgorod (KB4321), and Kupyansk (KB3126). Supply is not considered for this automatic condition.

Axis Player must own both Kharkov (KB3617 & KB3618) and either Belgorod (KB4321) or Kupyansk (KB3126) at the end of the scenario. Supply is not considered. If he fails to own three hexes, the Soviet Player has achieved victory.

Comment: *The historical result was a German Victory.*

[21.0] **CREDITS**

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[27.0] FALL BLAU EXTRAS

[27.1] UPDATED CHART

Included is a new double-sided Terrain Effects Chart. This chart now includes all applicable information for playing either Fall Blau or Kharkov Battles, and future series titles.

[27.2] FALL BLAU ERRATA

Counters:

- The paper insert describing the original errata counters forgot to mention the “Mountain Freeze” counter. This counter is not errata, but rather has been added as a memory aid for players.
- German 291 & 337 Infantry Divisions were assigned to AGC, remove them from the game.
- German 60 Motorized Division should have two regimental counters 92/60M and 120/60M, the 110 on the current counter is a typo.
- Soviet 22 Tank Corps should only have one counter; the replacement on turn 12 is an error. Use the original until it is replaced by the 5 Mechanized Corps on turn 22. The initial counter should be used for the Gates of Stalingrad scenario (22.6).

Maps:

- Mountain Pass between hexes G3303/G3304 should be named “Mamison” and not “Manuson”.
- Railroad line between A3605 and A3412 did not exist in 1942.
- *Hexsides B1127/B1227, B1127/B1228, and B1127/B1128 should be Minor River instead of Major River.*
- Oboyan’ in hex A3602 should be a village instead of a town.
- Oil Derrick hexes currently in C2812 and G3911 did not exist in 1942 (in fact, G3911 was not drilled until after the war). Move these markers to hexes C3007 and G4014 to better represent the oil fields available.

Rules & Scenarios:

- *[2.2] – Change the end of third sentence to... “(6.2, 10.0, 11.0)”*
- [4.1] – Add to (A., 3.) Mutual Supply

Determination Phase: “Players must roll for Pocket Attrition as needed. (8.4)”

- [4.1] – Add to (A., 4.) Axis Maintenance Phase: “d. ‘Pontoon Bridge’ markers may be placed if available. (18.2)”
- [4.1] – Change (C., 1.) steps b. & c. to the following: “**b.** Roll for each uncommitted HQ unit with a Commit Roll marker against the Army Commitment Number (ACN). If the die roll is less or equal to the ACN, the HQ unit is committed. If the die roll is more than the ACN, place an “Auto Commit” marker on the HQ unit. (13.21) Place a “Commit Roll” marker on the HQ unit of any army whose area is adjacent to one that is committed or has an ‘Auto Commit’ marker. (13.24) **c.** If there is an ACN for a Reserve Army, roll for it. (13.22) If the die roll is less or equal to the ACN, the HQ unit is committed. Some reserves are committed as outlined in scenario rules.”
- [4.1] – Add to (C., 2.) Soviet Construction Phase: “c. ‘Pontoon Bridge’ markers may be placed if available. (18.2)”
- [5.3] – Add to the definition that Interdiction may be placed in a road or railroad hex.
- [5.32] – To match the updates in Kharkov Battles, this section should read... “Axis Air Points used for Interdiction only affect the ability of Soviet units to move by Rail or Strategic Movement. Any interdicted Rail hex may not be entered by a Soviet unit utilizing Rail Movement; the Soviet Player must stop in an adjacent hex. Any interdicted Road hex may not be entered by a Soviet unit utilizing Strategic Movement; the Soviet Player must stop in an adjacent hex. The interdicting Air Point prohibits units starting in the hex from using Rail or Strategic Movement this turn. They have no other effect; units using Tactical Movement may freely use the hex as normal.”
- [6.21] – Change third sentence to read... “However, units with their size symbol on white count as half a multi-step unit (2.2) and Soviet Guards or NKVD rifle divisions will count as having only one step for purposes of this rule.”
- [7.12] – Add following sentence: “Both sides may exert a ZOC into an empty hex and it would be ‘controlled’ (2.4) by each side.”
- [7.14] – Change so it reads... “Units in a city hex lose their ability to exert a ZOC, but will

- negate any EZOC in that hex.”
- [8.32] – Remove from item (e) the reference to no Mobile Infiltration (11.1) as those requirements have changed.
 - [9.3] – Change first sentence to read... “All ‘Operational’ German units of mechanized divisions (e.g., 3 Motor, 14 Panzer, Gross Deutschland, etc.) must check at the end of the Axis Maintenance Phase whether they receive full support for the entire turn.”
 - [9.4] – Units in ‘Limited Support’ may now use Mobile Infiltration, remove that reference in the second sentence.
 - [9.4] – Add the following sentence: “**Exception:** Cadre units with a ‘Limited Support’ marker may still use their full MPA if moving closer to a friendly supply source or HQ unit.”
 - [10.21] – Ignore this entire case because Soviet units may use Rail Movement to enter or leave an EZOC if the hex is Soviet owned (2.3).
 - [10.44] – This section says the Soviets can move units by rail “up to the limit printed on the Turn Record Track for that turn.” The Maximum Soviet Rail chart is not with the Turn Record Track. It was moved to the Soviet Play Aid (*also Map A*) and this notation in the rules was not corrected.
 - [11.1] – Change first sentence to read... “German mechanized units which are not ‘Isolated’ have the ability to ignore EZOC for purposes of a One-Hex Movement (10.78).”
 - [12.23] – Change last two sentences to read... “If units in a single hex are attacking different hexes, no combat results may be applied until all attacks have been resolved. These units will only follow results from the combat they participated in or if not designated as attacking, one result of owning player’s choice.”
 - [12.5] – Replace the exception with... “This bonus may not be granted against defenders in a city hex or if the defender has friendly units in any adjacent hexes. (*Also remember 7.31*)”
 - [12.51] – Ignore this entire case because it was deemed too deadly considering how easy the bonus was to achieve.
 - [12.6] – Change to read... “*After a Soviet Counteroffensive (14.1) is announced, Soviet **tank or mechanized corps** units will have their **attacking** Combat Strength doubled after all other adjustments. **Note:** This does not*
- apply to Mobile Assaults (11.2). Cadre **units** may not use this bonus.”*
- [12.72] – Remove part of last sentence... “as pertains to advances (12.9).” It pertains to *all* results.
 - [12.72] – Add after last sentence the following text: “The losing side will always resolve their result first, then the victorious side. **Example:** A defending Axis force receives a ‘D(2)r2’ result. The Axis Player reduces two units in a stack by one step each (12.71). (*Alternatively, he could choose to reduce any one unit by two steps instead.*) Next, the Axis Player must choose one of the following options: 1. Take two more step losses and not retreat (*only, of course, if he has these steps available to him in the rest of his units*). 2. Retreat two hexes as normal (12.8). 3. Lose only one more step and retreat the rest one hex.”
 - [12.81] – Last sentence should clarify... “**must lose one step for each unfulfilled hex**”.
 - [12.83] – Add after last sentence the following text: “If the defending stack contains a unit(s) which is capable of Mobile Infiltration (11.1) which loses the combat and must retreat through an EZOC, that stack will be allowed a Breakout Attempt. Roll one die and consult the Breakout Table (*see FAQ pdf or new PAC*). This is entirely optional and results may always be applied normally.”
 - Fourth paragraph of the combat example on page 14 is altered by the above changes to 12.51 and should read as follows... “*Soviet Player, as losing side, now applies the results of the main combat. One step (unit) must be eliminated to satisfy the ‘D(1)’ result and will be permanently removed because the surrounding enemy units and ZOC block any supply lines. He can either permanently remove the remaining units to satisfy the retreat hexes of the ‘r2’ allowing no advance; or retreat the two hexes through the EZOC. A retreat into either hex **A** or **B** will cause one unit to be eliminated by the step loss, but because those two hexes can trace a supply line, the unit (if one of the rifle divisions) would be placed in the Replacement Pool for possible return on a later turn (16.31). However, this option also allows the Axis mechanized units to advance two hexes and may not be the best choice given the situation.*”

- [13.21] – Change steps to match text in Sequence of Play... “Soviet Headquarters with an “Auto Commit” marker become committed. Roll for each uncommitted headquarters bearing a “Commit Roll” marker against the Army Commitment Number (ACN). This will determine whether they will become committed. The player may roll in any order. Cross-reference the current turn with the line for that particular Army to find the Army Commitment Number (ACN) for that roll. If the roll is less than or equal to the ACN, all units of that army area are committed, remove the marker and flip the HQ unit. If the Army fails to be committed, place an ‘Auto Commit’ marker on the HQ unit to remind the player that it will be automatically committed in the following turn. Place a “Commit Roll” marker on every HQ unit which is in an adjacent set-up area to a HQ unit that is committed or has an “Auto Commit” marker.”
- [15.17] – Change the end of the description to read... *“This may give the Soviet Player too much of a headache, but is recommended when using any Historical Limitations with a novice Axis Player.”*
- [15.17] – Add to the first sentence that it should be... “a friendly **committed** HQ unit”.
- [16.36] – First sentence should read... “Units with a Combat Rating, those with two steps, and those labelled ‘No Repl’, are placed in the Permanent Dead Box when eliminated.”
- [17.11] – To clarify, the first sentence should read... “When placed on the map, all units are considered ‘Operational’ (8.31), Axis mechanized units have received full support (9.3) from an off-map HQ unit, Soviet units are Committed (13.0), and Axis HQ units are Unsupported (*unless the scenario rules specify otherwise*).”
- [17.2] – Add following text: “Entry Areas are strictly holding boxes for Soviet reinforcements and there can be no combat into or out of them as they do not represent space on the playable map. Soviet units may enter from an Entry Area using Strategic or Rail Movement as long as the actual entry hex is three hexes from an enemy unit. Axis units may freely exit through them to satisfy victory conditions even if occupied by Soviet units (these Soviet units would immediately be subject to 17.21 and placed on the TRT for later arrival).”
- [18.21] – Second sentence should read... “‘Pontoon Bridge’ markers may be placed during the Axis Maintenance Phase or Soviet Construction Phase in friendly occupied hexes adjacent to Major or Volga River hexsides.”
- [19.33] – *Regular Freeze should affect Minor Rivers within the Stalingrad Air Zone (not just during Volga Freeze), but they still will maintain their combat effects.* Add the following sentence... “Also, the movement effects of crossing a Minor River in Air Zone Stalingrad are ignored.”
- [19.34] – Remove the last sentence.
- [22.3] – Second sentence under **14th PanzerKorps** heading should read... “The five Axis units (100J, 8/3M, 29/3M, 92/60M, 120/60M) entering via B4036 have their Movement Point Allowance reduced by **two** on this turn of entry.”
- [22.4] – In the Victory Conditions, change “Beslan Oil Derrick (G3911)” to read “Beslan (G3811)” as the hex G3911 no longer has an Oil Derrick.
- [23.1] – Change SSR to read... *“Soviet Naval Assets may be used on Map C and south of column K12xx on Map K (inclusive). (15.4)”*
- [23.1 & 23.2] – Change the requirement on Star Hexes from 6 multi-step units into the following: “Axis Player has moved **three** or more different units”.
- [23.1] – The Victory Conditions sentence... “For each selected Hitler Option taken by the Axis Player during the game = - ?? VP” actually refers to the OKH Options listed earlier in the scenario rules.
- [23.2] – To be accurate, the paragraph on Axis support should read... “For Support Point (9.0) allocation purposes during this scenario, use the following restrictions: Turn **1-3** = All German HQ units of the Second Armee/Fourth PanzerArmee (Purple) and Sixth Armee (Green) only, are supported. Turn **4-6** = Six Support Points may be applied to German HQ units of the First PanzerArmee (Yellow) and Sixth Armee (Green) only. One PanzerKorps HQ of the Fourth PanzerArmee (Purple) may be considered part of the Sixth Armee (Green) for purposes of this rule only. Turn **7-10** = Six Support Points may be applied to any HQ units of any color.”

- [23.3] – Under the Scenario Specific Rules, the first sentence regarding supply sources should read... “Axis supply sources are any road hex along the northern or western boundary of the scenario (B2301, B2602 to B2627) or Taganrog (B2209).”

Play Aids & Setup Charts:

- Axis Play Aid with tracks and tables has a list of unit withdrawals. On turn **11** there is a listing for “German 11 Panzer, 68 & 257 Infanterie Division.” The German 68 Infantry Division was shifted from the First PanzerArmee to the Second Armee at this time but remained just northwest of Voronezh. Remove it so the listing reads... “German 11 Panzer and 257 Infanterie Division.”
- Soviet Play Aid with weather, command and commitment tables has a list of unit withdrawals. Add the following to the list... “Turn **22** - 9 Guards Rifle Division and Turn **37** – 1 Guards Rifle Division.” Also note that both tank corps (23 & 24) will now have places on the Campaign Reinforcement Chart for returning to the game (Turns **57** & **54**, respectively).
- Axis Gates & Campaign Setup Charts have the old image for the Italian “Barbo” Group. Of course, the new counter with a cavalry symbol and values of **2-8** should be used.
- *Rumanian 18 Infantry Division scheduled to enter on turn 4 should be placed on hex A1401 and not B3303 as shown on the Campaign Reinforcement Chart.*
- Soviet 154 Naval Brigade was in the Krymskaya area prior to being sent by train to the Stalingrad Front. It should be included on the Campaign Setup Chart with 47th Army in hex K1119 (Krymskaya) to start as well as be removed as turn **7** reinforcement on the Campaign Reinforcement Chart. *However, this makes it unable to execute that historical move, so purists should allow this unit to commit on turn 7 and use Rail Movement.*
- Nal’chik Setup Chart has the Soviet 3 Rifle Corps in hex G4011 start in a Fortified Zone, but that hex is High Woods and therefore cannot have a FZ. Ignore the FZ marker placement for this unit.

Play Aid Clarification:

Counter Value/Symbol Chart: Motorized Infantry units are considered to be Mechanized units. (2.5)
Soviet Army Commitment Number: The table is comprised of everything below the title. Therefore, all Die Roll Modifiers apply to rolls for regular armies AND those of the reserve armies (63, 6, 7Res).

Map Clarifications:

The original intent was to have actual separate bridge symbols. In case you were wondering, the following hexsides indeed only have bridges and there are no roads connected to them: G4108/G4109, B2224/B2324, B2120/B2220, B2115/B2016, & B2849/B2949. Also, the hexsides B1350/B1351, B2439/B2440, B2741/B2841, & B4306/B4406, are connected to a road only on one side of the bridge and road movement is allowed in only that one direction.

Unit Clarifications:

The Soviet 138+139 Tank Brigade is a “No Repl” unit which starts in the Replacement Pool. Once it enters play through RP expenditure it may not be sent back to the pool when it takes a step loss, it will be permanently eliminated.

When replacing the Soviet 17 (Kuban) Cavalry Corps with the 4 Guards Cavalry Corps, two units are being replaced by one. If either has been eliminated or is currently ‘Isolated’, then 17.12 applies and another cavalry corps would be replaced. In all other circumstances, the Soviet Player has the choice of which unit is physically replaced, but both are still removed.

Rules Clarifications:

6.0 – HQ units are NOT considered combat units.

8.11 – There is no supply trace through prohibited hexes or impassable hexsides.

18.2 – What is represented by the Pontoon markers are major bridgehead apparatus and not a typical quick bridge you’d throw up during an advance. You can cross major rivers easily, but you need a bridge to sustain supply lines for an advance. That is what the ‘Pontoon Bridge’ markers are for.

[27.3] GRAND CAMPAIGN

Included are two Fall Blau Campaign Reinforcement Charts (one chart for each player) and a Grand Campaign Turn Record Track. These now cover all reinforcements up until turn **74** (2-4 February 1943) and can be used with the extra counters provided to extend play of the Fall Blau campaign game (23.1). On the new charts, Soviet 12 Tank Corps and 180 Rifle Division have extra counters which enter at turns **66** & **58**, respectively. These are used like release units and they only are used if the Star Optional versions have not entered the game (they are NOT replacements).

Also provided is Map D which mates to Maps A & B, if desired. Use of this map is purely optional and should only be placed after the Soviet Player has declared a Counteroffensive (14.1). If used, the following modified victory conditions account for the additional **130** VP now available on Map D (*also see* 27.5). Axis reinforcement hexes for Map D correspond as follows: A4102 to D5923 (Kursk), A2801 to D4621 (Belgorod), B3303 to D1324 (Stalino), and B2209 to D0229 (Taganrog).

Grand Campaign Victory Conditions:

Soviet Player wins a Strategic Victory automatically if at any time he owns Rostov (B2114), Voronezh (A3621), Stalingrad (B3050), Groznyy (G3718), and either Stalino (B3303/D1324) or Kursk (A4102/D5923). Supply is not considered for this automatic condition.

Axis Player wins a Strategic Victory automatically if at any time he owns Kursk (A4102/D5923), Stalino (B3303/D1324), Rostov (B2114), Voronezh (A3621), Stalingrad (B3050), Tuapse (C2302), Groznyy (G3718), and Makhachkala (G2832). Supply is not considered for this automatic condition.

Axis Player secretly draws one Hitler Goal chit at the beginning of the game which marks one of the options as a current automatic victory condition. At the beginning of turns **10**, **28**, and **46**, another chit is drawn and then it becomes a current condition. When drawing a new Hitler Goal chit, remove the previously drawn chit from play. If at any time, the Axis Player fulfills this current condition, he wins a Strategic Victory immediately. For realism, the Soviet Player must not know what chit is drawn. Axis Player uses the following condition details:

Moscow: Axis owns Rostov (B2114), Voronezh (A3621), and exits six multi-step mechanized units through any of Entry Areas C-E. Units must be able to

trace a supply line (of any length) from the exit hex to a friendly source at the time they exit.

Volga: Axis owns Rostov (B2114), Stalingrad (B3050), and exits three multi-step mechanized units through either Entry Area H or I. Units must be able to trace a supply line (of any length) from the exit hex to a friendly source at the time they exit.

Caucasus: Axis owns Rostov (B2114), Novorossiysk (K0917), Tuapse (C2302), Groznyy (G3718), and Makhachkala (G2832). Supply is not considered for this automatic condition.

NOTE: *After exiting, no unit may return to the map. If the required number is not met, those that exited are simply lost and not counted as eliminated.*

Optional Historical Limitation: On turns when a new Hitler Goal chit is chosen (i.e., turns **10**, **28**, **46**), before the player chooses a new chit, if the Axis Player does not own at least one of the named hexes listed in the current Hitler Goal, consider him replaced by Hitler and he immediately loses the game. This is a more realistic historical outcome.

Otherwise, at the end of turn **74**, Victory Points are totaled to determine victory.

Axis Player gains points in the following manner:

Owning and able to trace a supply line to a friendly source, any of the Victory Point hexes on the maps.

Axis Player loses points in the following manner:

For each eliminated unit of a German mechanized division = **-10 VP**.

For each selected OKH Option taken by the Axis Player during the game = **-?? VP**.

Victory is determined as follows:

Axis Player has **185** or more VPs: **German Major Victory**

Axis Player has **165** but less than **185** VPs: **German Minor Victory**

Axis Player has **125** but less than **165** VPs: **Soviet Minor Victory**

Axis Player has less than **125** VPs: **Soviet Major Victory**

Comment: *The historical result was a Soviet Minor Victory.*

Inclusion of Map D in this package will allow owners access to a future Fourth Kharkov scenario as well as instructions for combining the two games and

allowing play to a full 90 turns which could possibly appear in a later Paper Wars issue.

[27.4] SOVIET FORTRESS REGIONS

These Soviet units were left out of Fall Blau to keep unit count down and they didn't affect play significantly to warrant their inclusion. Now that the game has been released, there has been a call for things to help a weak Soviet Player against an aggressive Axis Player.

Soviet Fortress Region (FR) units consist of one step, exert a ZOC, and count as a cadre for stacking. These units are strictly defensive; they may never attack nor move. *If forced to retreat via Mobile Assault, they are eliminated instead.* If their stack conducts an attack their combat value is not used, but their step can be removed in order to satisfy the combat results. They can be used as the non-mechanized unit to satisfy Combined Arms Defense (12.44). Supply affects them like any other Soviet combat unit, but they are never affected by Command & Control (15.17). *If they start the movement phase within the radius of a HQ conducting Strategic Withdrawal, they are immediately eliminated.* If eliminated, they act like HQ units and follow rule 15.13 except when returned they are placed in any **Star Hex** not already occupied by a FR unit and not Axis owned (2.3).

These units are **optional** for campaigns 23.1, 23.2, and 27.3 (also by mutual consent 22.1 and 22.2) using the initial setup hexes as follows:

75 FR – A4317, A4019, A3617

53 FR – A3316, A2816

117 FR – A2515, A2115, A1715

118 FR – A1513, A1213

74 FR – B4711, B4412, B4112

These units are utilized when playing the January Campaign (27.8).

[27.5] VARIANT COUNTERS

In January, the German 4.Panzer Division was brought south from Army Group Center to defend the Kursk axis. The map for Kharkov Battles was intentionally drawn along the southern portion of its area of operations for various reasons. However, when using Map D players have the option of including this unit for the Grand Campaign (27.3) - Arrive on turn 72 at Kursk (A4102/D5923).

[27.6] REPLACEMENT COUNTERS

Included are counters which replace counters in the original Fall Blau. Forty-seven Axis and six Soviet units are replaced by their updated counters:

- All German mechanized regimental units
- Luftwaffe divisions (7, 8, & 15)
- Rumanian 4 Mountain & 10 Infantry Division from Option K
- Soviet 154 Naval Brigade
- Soviet 5 Mechanized Corps
- Soviet 22 Tank Corps
- Soviet 240 & 320 Rifle Division
- Soviet NKVD 19 Rifle Division which replaces the Groznyy brigade.

The rest of the extra counters are for use in the Grand Campaign via the included expanded reinforcement charts and the January Campaign (27.8).

[27.7] REALISTIC AXIS REPLACEMENT SCHEDULE

After watching a few games with Axis players building all their reduced units back up immediately, I felt players should act more in tune with history. Use this optional rule instead of the current scenario specific rule for campaign scenarios 23.1 & 27.3.

Axis Player gains a mechanized replacement point every six turns starting with turn 6. These mechanized replacements can only be used on German regimental units. Axis Player gains one German non-mechanized replacement point every fourth turn starting with turn 4. Axis Player is given one each Hungarian, Italian, and Rumanian non-mechanized replacement point every time a Hitler Goal chit is drawn (i.e., turns 10, 28, 46). Any number of replacements can be taken during a single MRRWP limited to the totals recorded on the track. The paragraph on Oil Derricks still applies as normal.

[27.8] JANUARY CAMPAIGN - (J)

Soviet 'Little Saturn' Operation has reached its high water mark and Popov's 5th Tank Army is about to launch attacks of its own. Wintergewitter has failed and Fourth PanzerArmee is conducting a fighting withdrawal – 25 December 1942 to February 1943.

Use Fall Blau rules & counters on Maps A & B, but the **MA/PA PAC**, **TEC PAC**, TRT, J Setup chart, and extra counters come from Kharkov Battles. Play starts with turn **61** and ends at the conclusion of turn **73**.

Setup:

January Setup Chart.

Scenario Specific Rules:

This scenario is designed to utilize the Fall Blau rules encompassing the errata included in this book. Needed from Kharkov Battles are the extra counters, January Setup Chart, the new system **TEC and MA/PA PAC** (27.1), Grand Campaign TRT (27.3), and Kharkov Battles rule 15.3 German Tiger Tanks.

All Soviet units are Committed (13.0) at the start of this scenario. Prior to the start of this campaign the Soviets have declared their counteroffensive and rule 14.12 is in effect.

Axis Player receives Support Points (9.0) as shown on the Grand Campaign TRT.

48th PanzerKorps: This HQ unit **must** be given the one available SP for turn **61**. For all other turns the normal Support rules are followed. *The units of this Korps were advancing to cut-off the Soviet 24th Tank Corps as the scenario starts while most Axis units were retreating.*

Axis Player starts with **2** mechanized replacement points and adds **2** to his total every four turns starting with turn **62** (i.e., **62**, **66**, and **70**). The mechanized replacements can only be used for German regimental units. Axis Player starts with **4** German non-mechanized replacement points and gains **1** to this total every two turns (i.e., **63**, **65**, **67**, **69**, **71**, and ignoring **73** as they cannot affect play on the last turn). Axis Player is not allowed any Axis-Satellite RP for this scenario. Any number of replacements can be taken during a single MRRWP limited to the totals recorded on the track.

Axis supply sources are as printed on the map. Soviet supply sources are as printed and along the northern edge east of the Startline. Axis Air Resupply (5.4) is not available for this scenario as all transport would be ferrying supplies to the Stalingrad defenders.

NOTE: Soviet 24th Tank Corps starts the scenario after its raid on the German airfield at Tatsinskiy. It is

surrounded and will soon be destroyed... this unit will be OOS on the first turn and is the only exception to all units will start scenarios 'Operational'.

The final stages of Operation Ring to reduce the Stalingrad pocket began on 10 January 1943 and continued until the final surrender at the end of the scenario. No units (Axis or Soviet) are allowed within the area of operations around Stalingrad (B3049/B3050). This prohibited area consists of hexes within B2853 to B2846 to B3346 to B3352 (inclusive).

Neither player may place Pontoon Bridges during the course of the scenario.

Given the limitation of scale, only the portion of the USSR covered by the Fall Blau offensive is shown on the maps. Therefore, it must be noted that each side's front line continues north of Map A. This is simulated by mandating a friendly ZOC must be maintained on at least one hex along the northern map edge of Map A. If a player cannot maintain control of an edge hex for two consecutive turns the final level of victory should be shifted one level in favor of the opposing player.

German units arriving on turn **63** have the option to enter at hex B1027 via normal movement or via hex B1013 utilizing a one turn 'Rail Movement'. This entry along rail lines follows the same restrictions as Soviet Rail Movement and is only available for this turn of entry. Any or all of the four units may use this option.

German units arriving along the south map edge (i.e., B10xx) **may not** use the delay option of 17.32 as they are retreating before a Soviet advance.

*Due to the disaster of Uranus, Rumania pulled their troops in this sector back to regroup at the end of the year. All Rumanian units must be withdrawn (17.4) on turn **64** (no substitutions).*

If the Axis Player owns Novokhoperskiy (A2435), the Soviet Player may no longer use Entry Area F.

Liberating the Upper Don: Soviet Player receives one free replacement rifle division the turn after Voronezh (A3621) becomes Soviet owned. This happens only once even if the Soviet Player loses ownership and regains it at a later time.

Fight for Rostov: During any turn in which the Soviet Player has a unit within **5** hexes of Rostov (B2114) and Rostov is Axis owned both players will benefit from the ensuing escalation as follows:

- Axis Player receives one free SP for that turn (must be used and cannot be held for later).

- Soviet Player has their Replacement Points for that turn **doubled**. If already doubled for a previous condition, ignore this added effect.

Star Hexes: If during play the Axis Player moves **three** or more different units into or through these hexes, Soviet Replacement Points for each turn until the end of the game are **doubled** and all Soviet Star Optional units (*2 Guards Cavalry Corps, 88 Rifle Division, 154 Rifle Division, and 274 Rifle Division, minus the 12 Tank Corps and 180 Rifle Division*) may enter as reinforcements through Entry Areas **C-H**.

Victory Conditions:

Soviet Player wins a Strategic Victory automatically if he owns Voronezh (A3621), Valuyki (A2110), and Rostov (B2114) at any time during the game. Supply is not considered for this automatic condition.

Otherwise, at the end of the game, Victory Points are totaled to determine victory.

Axis Player gains points in the following manner:

Owning and able to trace a supply line to a friendly source, any of the town or city hexes on the Victory Point Chart.

Axis Player loses points in the following manner:

For each eliminated regimental unit of a German mechanized division = **-5 VP**.

For each town hex west of the startline over which Soviet units have control = **-10 VP**.

Victory is determined as follows:

Axis Player has **42** or more VPs: **German Major Victory**

Axis Player has **21** but less than **42** VPs: **German Minor Victory**

Axis Player has **15** but less than **20** VPs: **Soviet Minor Victory**

Axis Player has less than **15** VPs: **Soviet Major Victory**

Comment - *The historical result was a Soviet Minor Victory.*