



KESSELSCHLACHT

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1.0 INTRODUCTION

Kesselschlacht (literally, "cauldron battle") is a simulation depicting the encirclement and escape of the German First Panzer Army from the Ukraine in the Spring of 1944. The German forces were very low on fuel and ammunition and had been caught flat-footed by yet another overwhelming Soviet offensive. First Panzer Army had been cut-off by a total of nine Soviet armies. Its breakout began on March 25, 1944, and continued into early April. In these two weeks, the Germans continuously conducted a mobile defense as their pocket drove westward in an effort to meet a relief force (which was spearheaded by the II SS Panzer Corps) attacking eastward. Supplied by air much of the time, First Panzer Army deceived the Soviet forces by moving west, instead of south as the Soviet generals had anticipated. The pocket crossed several swollen rivers, and struggled through thick mud and deep snow, yet somehow remained intact. Unlike the Korsun Pocket disaster the month before, this time the Germans avoided another debacle. The commander of the First Panzer Army, *Generaloberst* Hans Hube, through his skillful leadership, proved to be a master of mobile defensive warfare.

1.0.1 Game Scale: Each turn represents one full day; each hex is about 5.5 kilometers across. All Axis units are battalions or regiments unless otherwise noted. Soviet units are usually brigade or division-sized.

2.0 GAME COMPONENTS

Your copy of **Kesselschlacht** should contain the following items:

- One 23" x 34" mapsheet depicting the terrain the battle was fought over and containing the game tracks.
- One set of 360 die cut ½" playing pieces representing ground combat units, headquarters units, aircraft units, and markers.
- One 24 page rulebook including charts and tables.
- Two copies of the Air Sector Chart printed on separate cardstock sheets.

Not supplied with this game but also required for play are two six-sided dice. If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
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Southeastern, PA 19399-0165 USA
Attn: Kesselschlacht
Or send an e-mail to: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

2.1 The Game Map

The game is played on a stylized map divided into hexagons (hexes). The map portrays the western Ukraine, over which a hexagonal grid has been superimposed. The hexes facilitate positioning and movement of the playing pieces. Each hex contains a terrain type that is referenced on the Terrain Effects Chart. A hex is also individually designated with a four-digit number, which is used in set-up. Fractional hexes without numbers are unplayable and may not be entered.

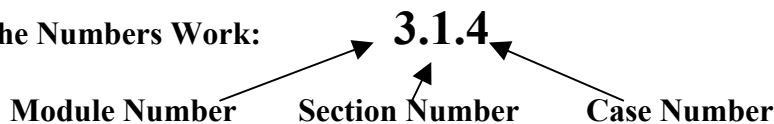
2.1.1 Map Features: Various types of terrain and certain features are denoted on the game map, and are defined and their effects explained on the Terrain Effects Chart. These terrain types and features are: Clear, Swamps, Rough, Mountainous, Major Rivers, Minor Rivers, Cites, and Towns. In addition, both Railroads and Roads run through many of the terrain features above.

2.1.2 Map Charts and Tables: Also printed on the mapboard is a Turn Record Track to assist in recording the game turn, the two Aircraft Unit Holding Boxes, and the Terrain Effects Key.

Read This First:

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the *Case System*. This approach divides the rules into *Modules* (each of which deals with a major important aspect of play). Modules are *numbered* sequentially as well as possessing a title. Each Module is divided into *Sections* that deal with a major sub-topic inside the Module) which are also *numbered* sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of *Cases*. These are the specific, detailed rules that govern play. Each Case is also *numbered* sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Using it, players can always determine where a Case is located in the rules.

How the Numbers Work:



The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game:

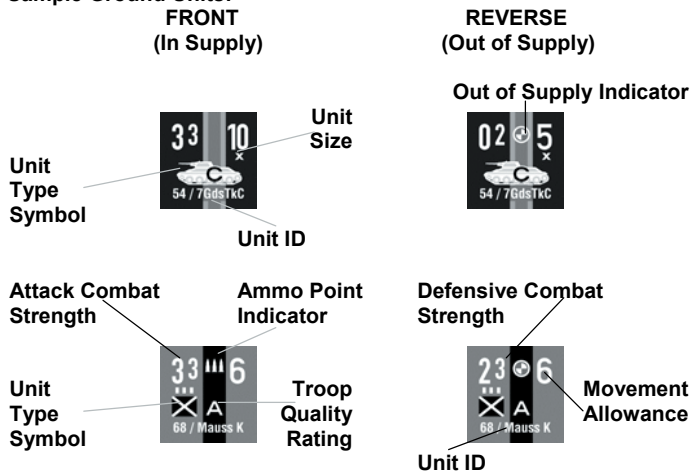
Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. Last, we're always open to suggestions on how to improve the comprehension of our rules. Write to us at the above addresses if you have an idea on how we can communicate better with you.

2.2 The Playing Pieces

The cardboard playing pieces (or counters) in the game should be carefully separated before trying to play. The pieces are of different types depending on the information that appears on each. In general the pieces represent either combat units or headquarters or informational markers.

Most of the playing pieces in the game represent ground combat units and headquarters (both of these are simply referred to as "units" in the rules). Infantry is the most common type of ground combat unit. These pieces represent the actual historical units that fought, or could have fought, in the operation. The top face of each combat unit shows the combat unit at full strength (or operating normally) while the back of the counter (usually) represents the same combat unit when Out of Supply and thus at a weaker strength. Each face of a combat unit presents information that determines its capabilities in the game. Sample unit counters are illustrated below. The numbers and symbols on each counter is explained in the notes that follow.

Sample Ground Units:



2.2.1 Unit Type Symbol: The Unit Type Symbol identifies both the kind of unit the playing piece represents, and its degree of mobility (proportion of vehicles) as follows:

Leg Units		Motorized Units	
Type	Symbol	Type	Symbol
Headquarters		Motorized Headquarters	
Artillery		Motorized Artillery	
Infantry		Motorized Infantry	
		Mechanized Infantry	
		Motorized Anti-Tank Guns	
		Assault Guns	
		Armor	
		Heavy Armor	

2.2.2 Unit Size: Printed near the Unit Type Symbol is the unit's Size indicator. Most Axis units in the game are battalions or regiments. Most Soviet units are brigades or divisions.

Symbol	Size
II	Battalion
III	Regiment
KG	Kampfgruppe (a "battle group" - roughly equivalent to a regiment in size for game purposes)
X	Brigade
XX	Division
XXX	Corps
XXXX	Army

2.2.3 Unit ID: Printed at the bottom of each counter is the unit's historical designation. To the right of the slash is the identification (ID) of the unit's controlling formation.

2.2.4 Attack Combat Strength: This value is the large number printed in the upper left-hand corner of the unit counter. This is the unit's strength when attacking, expressed numerically. Basically, it represents the unit's present troop strength and equipment. An Attack Combat Strength of zero means the unit cannot attack.

2.2.5 Defensive Combat Strength: This value is the smaller number printed in the upper left of the counter. This is the unit's strength when defending, expressed numerically. It too represents the unit's present troop strength and equipment.

2.2.6 Troop Quality Rating (TQR): Printed in the lower center of the counter, this letter value indicates the inherent morale and training of the unit. Values are A, B, or C, representing crack, average or poor troops, respectively.

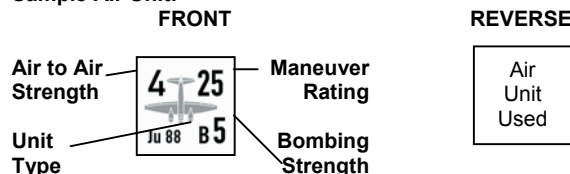
2.2.7 Movement Allowance: Printed in the upper right-hand corner of the counter, a unit's Movement Allowance is the maximum number of Movement Points (MPs) a unit may expend in a single Movement Phase as it moves from hex to hex. A clear terrain hex generally costs 1 MP to enter, for example. In general, a unit with 6 or fewer MPs is considered a "leg" type (meaning it travels primarily on foot or is horse-drawn). A unit with 7 or more MPs is considered "motorized" (meaning it moves largely by vehicle). Many of the trapped 1st Panzer Army motorized units do not have a fixed Movement Allowance printed on them; their Movement Allowance is variable from turn to turn.

2.2.8 Range: Not printed on the counter, but a characteristic of all combat units is its range, or how far it may attack. All non-artillery combat units have a range of one, they can only attack units that are adjacent. Artillery combat units can use their Attack Combat Strength in battles to which they are not adjacent, up to three hexes away. Range is the distance (in hexes) that an artillery unit can reach with effective fire. When counting hexes to determine range, include the target hex but not the hex containing the artillery unit.

2.3 Air Units

Both players have air units. All air units have an unlimited range.

Sample Air Unit:



2.3.1 Unit Type: There are three basic types identified by a letter in the lower right of the counter: Fighters (F), Fighter-bombers (FB) and Bombers (B). The Axis player (only) also has Transports (TR).



2.3.2 Air to Air Strength: This strength is printed in the upper left of the counter and refers to the aircraft unit's ability to damage other aircraft units. It is used only during air to air combat.

2.3.3 Maneuver Rating: This strength is printed in the upper right of the counter and is an abstract rating reflecting the aircraft unit's speed and combat characteristics.

2.3.4 Bombing Strength: An abstract rating printed in the lower right of the counter reflecting the aircraft's ability to damage ground targets. For Transport (TR) type aircraft, this number instead symbolizes the aircraft's ability to fly in Fuel and Ammo Points. Transports cannot attack ground units with this factor.

2.4 Game Markers

Use game markers to track critical functions during the course of play.

2.4.1 Fuel Point (FP) Markers: Fuel Point markers are used to simulate the 1PzA's critical fuel shortages throughout the battle. A FP is an abstract amount of fuel and is tracked with a FP marker on the Turn Record Point Track printed on the map. For amounts above 20, flip the FP marker over so that it reads "+20". FP markers are printed with the names of specific German corps. FPs are consumed to generate Movement Points for 1PzA motorized units.



2.4.2 Ammo Point (AP) Markers: Ammo Point markers are used to simulate the 1PzA's critical ammo shortages throughout the battle. An AP is an abstract amount of ammunition and is tracked with an AP marker on the Turn Record Point Track printed on the map. For amounts above 20, flip the AP marker over so that it reads "+20". AP markers are printed with the names of specific German corps. 1PzA units consume APs when attacking, but not defending.



2.4.3 Disorganized (DO) Markers: This marker is placed on any unit that has suffered Disorganization as a result of combat or air attack. Players may make more of these markers if they run out.



2.4.4 Disruption (DIS) Markers: This marker is placed on any unit that has suffered Disruption as a result of combat or air attack. Players may make more of these markers if they run out.



2.4.5 Routed (RT) Markers: This marker is placed on any unit that has suffered Rout as a result of combat. Players may make more of these markers if they run out.



2.4.6 Hasty Position (HP) Markers: This marker is placed on any German infantry unit to indicate it has adopted a mild defensive position. Players may not make more of these markers than are provided in the counter mix.



2.4.7 Prepared Position (PP) Markers: This marker is placed on any German infantry unit to indicate it has adopted a strong defensive position. Players may not make more of these markers than are provided in the counter mix.



2.4.8 Pontoon Bridge Markers: Both sides used pontoon bridges during the campaign to cross major rivers. Pontoon bridges are specifically assigned to HQs during the game. Players may not make more of these markers than are provided in the counter mix.



2.4.9 Zhukov Directive Count Marker: During the course of play, the Axis player may deceive the Soviet player as to the direction of his breakout. This marker is used to keep track of Axis units crossing the Dnestr River.



2.5 Game Charts and Tables

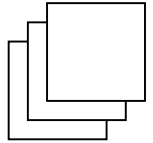
Various charts and tables are supplied to aid players in moving and having combat with their units. The most important of these charts and tables are the Terrain Effects Chart (TEC) and the Combat Results Tables (CRTs). Chart and table usage is explained in the rules.

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. Presented here are rules on Zones of Control, Stacking, Troop Quality Ratings and an explanation of the organization of each side's forces.

3.1 Stacking

Stacking is the act of having one or more friendly combat units (and HQ(s)) in the same hex after movement. A stack of combat unit(s) and any HQ(s) in the same hex is referred to as a force.



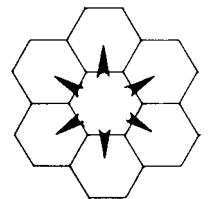
3.1.1 Unity of Stacks: All units of the same side in a hex must form a single stack; that is, a player cannot have more than one force in a hex. During combat, all units stacked together in a hex defend as a single combined total.

3.1.2 Stacking Limits: The Soviet player may have up to two combat units of brigade or division size in the same hex. The Axis player may stack up to three combat units of any size in the same hex. In all cases, HQ units stack freely. Markers and aircraft units never count for stacking purposes.

3.1.3 When Stacking Applies: Stacking limits apply after movement (there is no additional MP cost to stack or unstack units) and during combat, and during retreats and advances. A force may not violate stacking limits when executing, or at the conclusion of, a retreat. If this is unavoidable, the retreating unit(s) may displace other friendly units in the retreat route to another hex (or hexes) until no stacking violations exist (see Case 3.1.2 above). If the situation is such that the only possible outcome of the retreat is overstacking and no displacement is possible, then the retreating units are instead destroyed.

3.2 Zones of Control (ZOCs)

Most combat units project a Zone of Control (ZOC) into the six hexes surrounding the hex they occupy. These surrounding hexes are considered "controlled" hexes in that they inhibit enemy unit movement and the tracing of enemy supply paths through them.



3.2.1 Who Projects a ZOC: The six hexes surrounding a hex containing a combat unit constitute that combat unit's Zone of Control (ZOC). Any KG, regiment, brigade or division-sized combat unit, or any three battalion-sized combat units occupying a single hex, project a ZOC into all six surrounding hexes. Two or fewer battalion-sized combat units in a hex do not project a ZOC. HQ units do not project a ZOC. A unit's Troop Quality Rating has no impact on whether or not it projects a ZOC.

3.2.2 Mutual ZOCs: There is no additional effect when one or more friendly units each project a ZOC into the same hex. If both enemy and friendly ZOCs project into the same hex, they coexist mutually and both players exert control on that hex. A friendly unit's occupation of a hex in an enemy ZOC does not negate that enemy ZOC for movement purposes (see Case 3.2.4) but does negate that enemy ZOC for purposes of tracing a friendly supply path or retreating.



3.2.3 Terrain and ZOCs: Units project ZOCs into all terrain types, except across unbridged major river hexsides or into hexes containing a city. Units do project ZOCs across bridged major river hexsides and units do project ZOCs out of city hexes they occupy (but not into other city hexes).

3.2.4 Movement and ZOCs: Units entering a hex in an enemy ZOC must immediately stop for the remainder of that Movement Phase. Units which begin the Movement Phase in an enemy ZOC may freely exit it at no extra cost, but may not move directly from one enemy ZOC to another without first entering a hex free of enemy ZOCs.

Exception: See Case 11.2.1

3.2.5 Combat Effects of ZOCs: Enemy ZOCs block the opposing side's units from using their ability to retreat after combat, or to use displacement. See Case 11.2.3.

3.3 Troop Quality Ratings (TQRs)

All combat units and HQs have a letter printed on the counter that reflects that unit's morale and historical performance. Units have an A, B, or C rating, which impacts the final differential CRT column determination and the unit's ability to stop enemy advances after combat.

3.3.1 TQRs and Combat: TQRs are used during combat when either attacking or defending. Total the corresponding values among the friendly units involved on each side as follows:

A = 3 B = 2 C = 1

If the sum for a side is 3 or less, use the lowest letter rating among the friendly units involved to determine CRT column shifts. If the sum is 4 or more for a side, use the highest friendly TQR present to determine CRT column shifts.

3.3.2 TQRs and Advance After Combat: During advance after combat, advancing units must immediately stop upon entering the first hex containing a ZOC projected by an enemy unit with a TQR rating of "A". So, in some cases, no further advance after combat may occur if the defender has such a unit adjacent to the first hex into which the attacker chooses to advance. Defender units with a "B" or "C" TQR rating and their ZOCs are ignored when the attacker advances after combat. If the defender has a unit with an "A" rating that is in a Disorganized, Disrupted or Routed condition, that unit and its ZOC are also ignored when the attacker advances after combat.

3.4 Facing

Combat units and HQs possess all around facing in *Kesselschlacht* and do not need to orient themselves in any particular way to the grid.

3.5 Organization of Forces

It is important for players to understand there are four distinct superior groupings of units in *Kesselschlacht*, with many special rules applying to only one, or perhaps two, groups. These forces will be continually referred to by their superior formation name throughout the rules. A list of which units are in which group is presented below:

Soviet Superior Formations

1st Ukrainian Front (1UK)

- 1st Guards Army
- 18th Army
- 38th Army
- 60th Army
- 4th Guards Tank Corps
- 6th Guards Tank Corps
- 7th Guards Tank Corps
- 10th Guards Tank Corps
- 11th Guards Tank Corps
- 6th Guards Mechanized Corps
- 8th Guards Mechanized Corps
- 9th Mechanized Corps

Axis Superior Formations

1st Panzer Army (1PzA)

- III Panzer Korps
- XXIV Panzer Korps
- XLVI Panzer Korps
- LIX Army Korps
- Group Gollnick
- Group Mauss

Axis Relief Forces (ARF)

- XLVIII Panzer Korps
- II SS Panzer Korps
- VII Hungarian Army Corps

2nd Ukrainian Front (2UK)

- 40th Army
- 5th Guards Tank Corps
- 5th Mechanized Corps

3.6 The Fog of War

Players may not examine each other's stacks on the mapboard except insofar as the top counter of a stack is always visible (players may look under a marker on the top unit as well). Otherwise, players may only inspect the identities and strengths of a stack of enemy combat units and leaders in a hex during the Combat Phases.

Exception: Do not reveal the identity or strengths of combat units or HQs when attacks are made solely by non-adjacent enemy artillery combat units.

4.0 THE SEQUENCE OF PLAY

Game play is divided into game turns. Each game turn is further subdivided into a uniform sequence of phases. During a player turn each player will follow the game sequence indicated. At the end of the final game turn (Turn 17) the victory conditions are consulted to determine the victor. The sequence of play must be followed and may not be changed; however, if a phase does not apply, a player may skip over it. The player who is currently using the sequence is called the phasing player, and his opponent is called the non-phasing player.

A Weather Determination Phase: The Axis player rolls for the weather condition this turn. Weather is only rolled for in the March 24th through March 30th game turns. Beginning on the March 31st game turn, use the historical weather condition printed on the Turn Record Track.

B Air Initiative Phase: The Axis player rolls a die to determine who has Air Initiative this turn. The player with Air Initiative may immediately conduct surprise bombing missions or air supply missions (Axis only) without undergoing air to air combat and free of enemy interference.

C. Air to Air Combat Phase: After resolving surprise missions (if any), both players secretly place their remaining air units in any air sector(s) of their Air Sector Chart. When done, both players reveal their Air Sector Charts and check to see if any opposing air units occupy the same air sector. If friendly and enemy air units exist in the same air sector then air to air combat occurs. Attacks are conducted and the losers are forced to abort (taken off the map).

D. Air Mission Resolution Phase: If no enemy air units are present in a given air sector, unopposed F-type aircraft and any friendly air units conducting bombing or air supply missions do so immediately and are then taken off the map. Since ground support missions are conducted during the player's friendly Combat Phase, air units conducting this mission remain in the air sector until that time.

E. Axis Defensive Position Phase: During this phase the Axis player may place any German infantry units which qualify into either a Hasty or Prepared Position.

F. Zhukov Directive Phase: This phase happens only once per game and may occur on or after the March 25th game turn but prior to the March 31st game turn. The Soviet player may be forced to send units south of the Dnestr River. If the Directive was issued, then on the March 31st turn (Game Turn 8), the Soviet player is allowed to recall units south of the Dnestr River. See Module 9.0 for more details.

G. Soviet HQ Activation Phase: The Soviet player checks the supply status of all his units and HQs at the start of this phase to determine



which HQs are eligible to activate. During this phase, the Soviet player must also trace a Path of Supply (POS) from each eligible HQ back to a Soviet supply source, noting each POS length in MPs. He then rolls one die per eligible HQ he wishes to activate, cross-referencing that HQ's POS length with the die roll on the Soviet Activation Table. A maximum of only four Soviet Corps HQs and one Soviet Army HQ may attempt to activate per turn. Note that the Soviet 38th and 40th Army HQs have priority to activate (*see Case 9.2.1*). Only Soviet Army or Corps HQs that activate can have their subordinate combat units voluntarily move and possibly attack that turn.

H. Soviet Movement Phase: Activated Soviet HQs (and their subordinate combat units) only are now free to move, up to the limit of their respective Movement Allowances. Unactivated units may not voluntarily move at all except in certain specific directions as specified in the rules (*see Case 11.3.4*).

I. Soviet Combat Phase: The Soviet player checks the supply status of all his activated HQs and units at the start of his Combat Phase. Activated Soviet HQs and their subordinate combat units which are in supply may now conduct attacks. Unactivated units cannot attack.

J. Axis Movement Phase: The Axis player checks the supply status of all his combat units and HQs at the start of his Movement Phase. All Axis combat units and HQs are free to move, up to the limit of their respective Movement Allowances. However, all German motorized units under the command of the 1PzA which wish to move must first expend Fuel Points (FPs), if available, in order to move. ARF motorized units (i.e., the XLVIII and II SS Panzer Korps, plus the Hungarian VII Corps) do not have to expend FPs to move. Leg units (from any corps or army) never have to expend FPs to move in this phase.

K. Axis Combat Phase: The Axis player checks the supply status of all his combat units and HQs at the start of his Combat Phase. Axis units may now conduct attacks. However, any unit under the command of the 1PzA must expend Ammo Points (APs), if available, in order to attack. ARF units never have to expend APs to attack.

L. Axis Motorized Movement Phase: The Axis player checks the supply status of all his motorized combat units and HQs at the start of his Motorized Movement Phase. All Axis motorized units (only) are free to move again, up to the limit of their respective Movement Allowances. However, all Axis motorized units under the command of the 1PzA that wish to move must first expend FPs if available, in order to move. ARF motorized units do not have to expend FPs to move. Leg units (from any corps or army) may never move in this phase.

M. Mutual Recovery Phase: Each side may now remove any Disorganized markers on its units, and attempt to remove any Disruption or Rout markers. After each side has done so, a new game turn begins.

5.0 THE WEATHER PHASE

During this phase, weather conditions are rolled for on Game Turns 1 through 7 (March 24-30). The Axis player simply rolls one die and on a 1-3 the weather is snow, and on a 4-6 the weather is mud. Starting Game Turn 8 (March 31 through April 9) and afterwards, the weather is fixed for each turn. Consult the historical weather condition printed on the Turn Record Track for each turn's weather.

5.0.1 Mud or Snow Effects: The main impact mud or snow weather has is on the ability of units to move. Consult the appropriate column containing the type of unit on the Terrain Effects Chart (TEC) to determine the terrain MP costs for mud and snow weather. Dirt roads do not exist for most movement purposes during Mud weather turns; use the other terrain types present in such hexes to determine the actual MP costs.

5.0.2 Heavy Snow Effects: Heavy snow (actually, blizzard) conditions are mandated by the Turn Record Track (no die roll) and have a number of effects as follows:

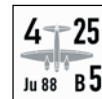
1. There is no Air Phase or any use of air units during heavy snow conditions, and;
2. During heavy snow conditions all roads cost 1 MP; however, the ½ MP (normal) road cost is still used when tracing a POS from a Soviet HQ to a map edge, and;
3. During heavy snow conditions, all unit attack and defense combat strengths are halved (round up - so the lowest combat strength a unit can be reduced to is one).

6.0 AIR OPERATIONS PHASE

Both players will find command of the air to be critical to their success. For the Axis player this is literally a life or death matter, because 1PzA's ability to break out is highly dependent on air supply missions. Remember, the Air Phase does not occur during heavy snow turns. This module covers Phases B, C and D of the sequence of play.

6.1 Aircraft Types and Missions

Both players have air units. There are three basic types: Fighters (F), Fighter-bombers (FB) and Bombers (B). The Axis player (only) also has Transport (TR) types. All air units have an unlimited range and are always considered to be in supply. Air units remain off map until used. Air units never consume Fuel or Ammo Points.



6.1.1 Mission Types: Bomber type aircraft may only conduct bombing missions. Fighter type aircraft battle over control of air sectors using the air to air combat rules. Only F types (and FB types acting as F types) may conduct air to air combat. FB types are the most flexible type of aircraft. They may be used as Fighters or as Bombers (the owning player's choice at the instant of combat) during the Air Operations Phase or be used in the Combat Phase to conduct ground support missions. TR types are used to fly in supplies for 1PzA.

6.1.2 Mission Restrictions: Each aircraft unit may only conduct one mission in a given turn. A FB type could not conduct a bombing mission in the Air Operations Phase and then a ground support mission during the Combat Phase in the same turn.

Exception: *F and FB types may conduct multiple air to air combat missions each turn (see Case 6.4.1A).*

6.1.3 Multiple Air Attacks: Ground units can be air-attacked more than once per turn by enemy FB or B types. For example, a FB or B type could conduct a surprise bombing mission (*see Case 6.2.1*) in the Air Initiative Phase against an enemy ground unit. Then the same ground unit could be attacked again by a different FB or B type (via a normal bombing mission) during the same game turn right after the Air to Air Combat Phase if the air sector it occupies is under the control of enemy air units.

6.2 Air Initiative Determination Phase

The Axis player rolls one die. If the roll is 1-3, the Axis player has Air Initiative. On a 4-6 the Soviet player has it. The player with Air Initiative may then conduct surprise bombing missions (if any) without undergoing air to air combat. If the Axis player has Air Initiative, he may also conduct surprise air supply missions, free of enemy interference.

6.2.1 Surprise Missions: Normally, players fight over air sectors during the Air Combat Phase of the game turn. If a player has Air Initiative, however, he may conduct surprise bombing or air supply missions that are free of any enemy air interference. If a surprise mission is desired, simply place the selected air units on the map and resolve the mission immediately. The player with Air Initiative may conduct as many separate surprise missions as he has available aircraft



units, but all such aircraft units will then be unavailable for use during the remainder of the game turn.

6.3 The Air Combat Phase

During this phase, each player's air units attempt to control air sectors and conduct air missions (or prevent the other player from doing so).

6.3.1 Air Sectors: The mapboard is sub-divided into 24 air sectors that have no effect on ground units. Both players have a corresponding Air Sector Chart (ASC) that mimics the air sectors found on the map. Each sector represents an abstracted 'air zone' in which both players may wish to fight during the Air Combat Phase. Controlling an air sector enables the controlling player to conduct bombing, ground support for ground units, and air supply (Axis only) missions in that air zone. If the air to air combat results in a draw and neither side is forced to abort, both players are considered to be controlling the air sector and both may conduct missions in it.

6.3.2 Procedure: After any surprise missions are resolved, both players secretly and simultaneously place their remaining air units where they wish on their Air Sector Charts. The player with Air Initiative may only place his remaining (unused) air units (i.e., those that did not conduct surprise missions). After completing their allocations, each player reveals to the other his Air Sector Chart. If a given air sector contains both friendly and enemy air units, air to air combat occurs prior to resolving any other missions in that sector. If the sector only has friendly air units, no air to air combat occurs and the owning player controls that air sector.

6.4 Air Combat Procedure

Air to air combat occurs when friendly F or FB types, and enemy F, FB, B or TR types, are present in the same air sector.

6.4.1 General Rule: The player with Air Initiative always will attack first. Combat between F and FB types always occurs first. After the player with Air Initiative resolves his attack, the opposing player attacks before either side applies any results. Combat results from air to air combat are cumulative, but are applied only after both players have conducted their attacks.



A. If after the first round, all of one side's F (and FB type aircraft acting as F types) abort, the opposing player may conduct a second round of air combat using his (non-aborted) F and/or FB air units to attack any enemy B and TR types in that air sector.

6.4.2 Procedure: To attack, simply total the respective air combat strengths of any F types (and FB types acting as F types) of each side within the air sector. Divide the attacker's total by the defender's total to form an odds ratio. In air combat, any such odds ratio is always rounded downward to the nearest odds column in the defender's favor. Locate the correct odds column on the Air Combat Results Table (ACRT). Make any column shifts called for due to aircraft maneuver rating comparisons and roll one die. Any "DA" result causes all of the opposing side's aircraft involved in the air battle to abort. Return them to the holding box printed on the map.

6.4.3 Maneuver Ratings and Combat: Maneuver Ratings (MRs) printed on the aircraft units represent their basic speed and agility. Always compare the best MR among all the attacking aircraft with the worst MR among the defending aircraft to determine MR column shifts on the ACRT. Subtract the worst defending MR from the best attacking MR and interpret the results as follows:

1. If a negative number results, ignore the MRs in that attack.
2. If the positive difference is four or more, shift the odds column one to the right.
3. If the positive difference is ten or more, shift the odds column two to the right.

There are no other effects.

6.4.4 Air Combat Phase Follow Up: If both sides are forced to abort, any remaining FB or B types may complete their bombing missions and TR types may complete their transport missions, the player with Air Initiative first. If one side is forced to abort, the winning player may attack any enemy FB, B and TR types in the air sector with his F types (and FBs acting as F types). Any FB, B or TR types surviving this attack may complete their respective missions as above.

6.5 Bombing Missions

After all air combat rounds have been resolved, any surviving B or FB types assigned to bombing missions may do so on any target hex in the air sector. When bombing, ignore the terrain the defender occupies. To conduct a bombing mission, add up the bombing strengths of the aircraft involved, consult the Bombing Combat Results Table and roll one die.

Note: *There is no anti-aircraft fire in this game.*

6.5.1 Bridge Bombing Restrictions: Bridges, both those printed on the map and pontoon bridges, may be destroyed by either side's FB or B aircraft conducting a bombing mission. Treat bridges straddling an Air Sector Boundary as being in the Air Sector to the west or south of the bridge. Each side may attempt a maximum of one aerial bridge bombing attempt per turn (i.e., one per turn and not one per bridge). Roll on the Bombing Combat Results Table and an asterisked result indicates the bridge has been destroyed. Historically B aircraft were relatively ineffective at bridge bombing, and to reflect this, a player must add +1 to the die roll if any B aircraft types conduct the mission, even if in conjunction with FB types.

6.6 Ground Support Missions

Air units providing ground support may only do so in conjunction with an attack by friendly ground units during the Combat Phase. Air units can never be used when defending against a ground attack. A maximum of two FB types may be used to provide ground support to a particular attack. Each FB providing ground support will shift the attacker's final column one to the right on the Combat Results Table (so there is a maximum of two such column shifts possible per attack). B type aircraft may not provide ground support

6.7 Axis Air Supply Missions

Only units of the 1PzA can be the recipients of air supply missions. Other Axis units (i.e., the ARF) simply trace a POS as per the supply rules. Only units of the 1PzA are required to expend APs and FPs. This requirement continues even if units of 1PzA manage to break out to the west. Thus, units of 1PzA must trace to their correct Korps HQ (see Section 10.4) regardless of where they are on the map.

6.7.1 General Rule: Air supply missions may occur on all non-heavy snow turns. There are always 10 APs and 20 FPs stored "off the map". These points are flown in by TR aircraft but always in whole numbers.



A. Each TR aircraft unit has a cargo capacity that indicates how many APs or FPs the TR aircraft unit can carry. The mix of FPs or APs each TR aircraft carries is up to the Axis player, but a single TR aircraft unit can carry no more than 10 APs, the rest must be FPs. Selection must be made secretly, ahead of the Air Initiative roll. (The Axis player should jot down the amounts allocated to each TR type on a piece of paper.)

6.7.2 Air Supply Procedure: Once the Axis player decides how many and what type of supplies to fly in, TR aircraft units are used to deliver the supplies. If the Axis player won Air Initiative and is conducting a surprise air supply mission, place the TR aircraft units in an air sector containing an Axis-controlled airfield and/or directly atop a Corps HQ unit belonging to 1PzA (simulating a direct paradrop). It is the Axis player's choice how to allocate his TR air units. If the Axis lost Air Initiative, TR units are placed secretly on the Air Sector Chart. In this case, surviving TR aircraft units may only unload supplies at airfields



in air sectors under Axis “control” (defined as no Soviet F or FB types present in the air sector after all air combat has been resolved). If there are no airfields in the air sector, then surviving TR aircraft units must “paradrop” the supplies on top of a Corps HQ unit belonging to 1PzA.

A. If the supplies are unloaded at an airfield, the Axis player can select up to two different Corps HQs (max) in the same air sector to receive the supplies. If more than two Corps HQs are in the air sector, the Axis player must decide which two Corps HQs receive the supplies. If supplies are paraded on top of a Corps HQ unit, that Corps HQ (only) instantly receives them. Supplies delivered by air cannot be divided among multiple Corps HQs unless they are landed at an airfield.

Note: Remember, the maximum number of Corps HQs (per air sector) that can be supplied by air supply missions is two per turn, even if the air supplies are landed at a friendly airfield.

6.7.3 Marking Supplies Received: When a Corps HQ receives APs or FPs, simply add them to that particular Corps HQ's total on the Point Track. While FPs and APs may accumulate on the Point Track, the overall number of 10 APs and 20 FPs available “off map” to the Axis player to transport in by air per turn remains the same and cannot accumulate (but they do “regenerate” each turn).

6.7.4 Air Supply Mission Abort: If the TR units were forced to abort they are considered to have not arrived for that turn. All supplies carried are lost. The Axis player may attempt air supply missions again on the following turn.

7.0 THE AXIS

DEFENSIVE POSITION PHASE

During this phase, the Axis player decides if any of his German infantry units (only) will adopt special defensive positions. Only the Axis player may utilize defensive positions and only German infantry units may assume them (though other units may benefit by stacking with such units).

7.1 Position Types

There are two types of defensive positions: Hasty and Prepared.

7.1.1 Hasty Positions: To create a Hasty Position, a German infantry unit must be within 10 MPs of its parent Corps HQ and able to trace a Path of Supply back to it. It may be adjacent to enemy units and have been attacked the preceding turn. Creation is automatic (up to the countermix limit of Hasty Position markers) so long as the unit meets the above criteria. A Hasty Position, when occupied by a defending unit, will modify the attacker's final CRT column by shifting it one to the left.



7.1.2 Prepared Positions: To create a Prepared Position a German infantry unit must have already been in a Hasty Position on the immediately preceding turn. The unit must also be within 10 MPs of its parent Corps HQ and able to trace a Path of Supply back to it. It may be adjacent to enemy units but may not have been attacked in the preceding turn. Creation is automatic (up to the countermix limit of Prepared Position markers) so long as the unit meets the above criteria. It is not mandatory that units in Hasty Positions create Prepared Positions; it is optional. Having defending units in a Prepared Position will cause the attacker's final CRT differential column to shift two columns to the left.



7.1.3 Uniformity of Positions: Whenever a German infantry unit successfully creates a Hasty or Prepared Position, all other units stacked with it are assumed to be in that position as well (even if they were otherwise ineligible to create one) and gain the defensive benefit. Units that retreat into a hex containing friendly units already in a defensive position assume that position henceforth. This is true even if the retreating units are Disorganized, Disrupted, or Routed.

7.1.4 Restrictions: The number of hexes that may have either type of position is limited to the markers supplied in the countermix. Only one type of defensive position may be in the same hex. German infantry units which are Out of Supply, or currently in Disorganized, Disrupted, or Routed status, or whose parent Corps HQ itself is in DO, DIS, or RT status, cannot create either type of defensive position.

Exception: Retreating units that are themselves in DO, DIS or RT condition may still retreat into an existing defensive position. Units whose parent Corps HQ has no APs or FPs remaining may nonetheless create either type of defensive position, provided they can trace a Path of Supply of 10 or fewer MPs back to their Corps HQ. Units that are already in either type of defensive position and subsequently become Out of Supply may remain in the defensive position at the player's discretion (but may not improve their position).

7.1.5 Leaving Positions: Units already in defensive positions from a previous turn are free to leave either type (remove the marker), or to remain in, or if eligible, “upgrade” that position. If a unit voluntarily leaves either type of defensive position, it loses the benefits of the position (though any remaining units in the position hex retain it so long as at least one infantry unit remains in the hex). All units occupying a defensive position lose the benefits of the position if any unit in the position conducts an attack from the position (remove the marker). Units may remain in either type of position even if a DO or DIS combat result is scored against them. If a Retreat or RT result occurs, they must exit the hex and lose the position.

7.1.6 Terrain Effects: Terrain within the hex does not hinder a unit from creating either type of position. Terrain effects on combat are cumulative with the effects of defensive positions; use the best defensive terrain in the hex in addition to the position's benefits when applying this rule.

8.0 THE ZHUKOV

DIRECTIVE PHASE

Until March 31st, Marshal Zhukov, the commander of the 1st Ukrainian Front (and hence, most of the Soviet units in this game), remained convinced that the Germans would break out towards the south. This was because most of the reports he received indicated that most of 1PzA's units (in reality, the non-combat troops) were being evacuated in that direction.



8.1 Zhukov Directive

Once per game (**not** game turn!), the Soviet player's units may receive a special directive from Zhukov based upon what Zhukov perceives the Axis player is doing. Once the Zhukov Directive is issued, no further Directives occur.

8.1.1 General Rule: The Zhukov Directive can only be issued between the March 25th and March 30th game turns (inclusive), and only in a Soviet player turn immediately following a Axis player turn during which the Axis player moved one or more units which began the game north of the Dnestr River to the south of it. Until this happens, skip over this phase.

Note: The exact turn it may happen is variable and governed by Axis play – it is possible that the Axis player may refuse to evacuate units over the Dnestr and thus never cause the rule to be invoked.

8.1.2 Procedure: During the first applicable turn, simply count the number of German units (of any type) that crossed to the south of the Dnestr River in the previous Axis player turn (a marker is provided to keep count on the Point Track). German units that were already south of the Dnestr on the previous turn are not counted. If no units crossed over the previous player turn, the rule is not invoked this turn. The first time German units (even just one) cross to the south of the Dnestr River, the Soviet player must announce which Soviet Corps HQ (not Army) will be the recipient of the Directive.

Exception: The Soviet Player may not choose the formations in the 2nd Ukrainian Front as recipients of the Directive.

Locate the correct column on the Zhukov Directive Table and roll one die. The result is the number of brigade-sized combat units from the selected Corps HQ (up to all the number it possesses, if possible) that are affected by the Directive.

Player Hint: *It is in the Axis player's interest to stage a one time mass crossing (if at all possible) to maximize the Soviet response.*

8.1.3 Mandatory Action: The Corps HQ that is the recipient of the Directive, and the indicated number of its subordinate brigades, automatically activate (even if otherwise ineligible) this turn and each subsequent turn until the Corps HQ and the indicated number of subordinate brigades are all south of the Dnestr River. This activation counts towards the overall Soviet Corps HQ activation limit each turn until the Directive's requirements are satisfied. The Corps HQ and the specified number of its subordinate brigades must move south of the Dnestr River as quickly as possible (take the most direct route requiring the fewest MPs). The chosen HQ and specified number of brigades may enter enemy ZOCs and conduct attacks against enemy units. Once all are south of the Dnestr, this Corps HQ is not automatically activated thereafter (but may be selected for a normal activation attempt if otherwise eligible). The chosen Corps HQ and (at least) the indicated number of its subordinate brigades must remain south of the Dnestr unless it is subsequently the formation specifically recalled by Zhukov (see Section 8.2 below).

8.1.4 Restrictions: When the Zhukov Directive occurs, the result indicates how many Soviet brigades from the same Corps HQ must move south of the Dnestr River. While the Soviet player may always voluntarily move units south of the river, if this happens prior to the Zhukov Directive roll occurring, such units are NOT counted for purposes of the Zhukov Directive rule. If the Soviet player moves his units south of the river on turns after the Directive has been issued (or in excess of the Directive's requirement on the turns it is in effect), these units are simply treated as being committed in addition to those ordered by Zhukov, but are not subject to the Directive's requirements.

8.2 Zhukov Recall Order

If the Zhukov Directive is in effect, then at the start of the March 31st game turn's Soviet HQ Activation Phase (only) the Soviet player may issue a recall order (this is his option). The recall action does not occur if no units were ever subjected to the original Zhukov Directive.

8.2.1 Recall Procedure: The Soviet player selects any one Soviet Corps HQ that is then south of the Dnestr River, automatically activating it (even if it is otherwise ineligible) by selecting it that turn. This counts against the overall Soviet Corps HQ activation limit.

Exception: *The Soviet Player may not choose the formations in the 2nd Ukrainian Front as recipients of the Recall Order.*

8.2.2 Mandatory Action: The selected Corps HQ and all its subordinate combat units must move back north of the Dnestr River (or closer to a crossing point) this turn. The selected Corps HQ and its subordinate units must take the most direct route requiring the fewest MPs, but avoiding enemy units and their ZOCs, each turn, until all units are north of the Dnestr (*this is an exception to Case 11.3.2*). Once the Recall Order is in effect, the Soviet player must continue to select and activate the same Corps HQ and its subordinate combat units each turn thereafter (this counts against his overall Soviet Corps HQ activation limit) until all such units are north of the Dnestr River.

9.0 THE SOVIET HQ ACTIVATION PHASE

During this phase, the Soviet player determines which of his HQs will activate for the upcoming turn.

9.1 General Rule

In order for any Soviet unit to move or attack during a turn, the unit's parent HQ must first be activated. If its parent HQ is not activated, the unit cannot attack or move, and depending on its supply situation, may or may not defend at full strength.

Exception: *See Case 11.3.4 where Soviet formations ineligible to activate are allowed limited movement to regain eligibility.*

9.1.1 Activation Eligibility: During the Soviet HQ Activation Phase, the Soviet player checks the eligibility of all his HQs and their subordinate units to activate. Eligibility is checked in order of those HQs the Soviet player wishes to activate first or is forced to attempt to activate (see Cases 9.1.2, 9.1.3 and 9.1.4 below). For a HQ to even attempt to activate, the HQ itself and all its subordinate units must **each** be eligible, as follows:

1. The HQ itself must be on or within one hex of a road. If not, the HQ is ineligible and no activation attempt may occur. Moreover, a HQ which is in DO, RT, or DIS status cannot attempt to activate that turn. Its subordinate combat units automatically cannot activate either.

Note: *For purposes of Soviet HQ activation, any road type will suffice and both road types exist for this purpose during MUD turns.*

2. All of the HQ's subordinate combat units must be within 6 MPs of their HQ (trace from the unit to the HQ). An activation path cannot be traced across an unbridged Major River hexside, but may be traced across all other terrain types. The path must be free of enemy units and their ZOCs; either will block the path. However, a friendly unit occupying a hex through which the path is traced will negate any enemy ZOC in that hex for purposes of tracing a path through that hex. Note that when calculating the route, road MP costs may change due to weather conditions and thus vary. However, a subordinate combat unit's supply status is ignored for activation purposes; eligibility is purely a matter of distance. If **any** subordinate combat unit of the HQ is itself ineligible to activate, the parent HQ cannot attempt to activate.

9.1.2 Activation Procedure: Once a HQ is determined to be eligible for activation, trace a path from the HQ to a road exiting the northern or eastern map edge marked with a Soviet supply symbol and calculate the number of MPs from the HQ to the map edge. Calculate this path from the HQ to the map edge by (always) using road MP costs of 1/2 under all weather conditions. Then locate the column containing the MP total on the Soviet Activation Table and roll a die. An "A" result means that the HQ is activated.

Note: *Remember that units that activate still must be able to trace a POS after moving in order to be able to attack (see Module 10.0).*

9.1.3 Restrictions: The maximum number of Soviet HQ activation attempts allowed per turn is up to any four Corps HQs and any one Army HQ. The 38th and 40th Army HQs and the 5th Guards Tank Corps HQ have priority (see Section 9.2 below). Thus, possibly **five activation attempts** (four Corps plus one Army) may occur each turn. There are no other permissible combinations. Each pass or failure counts against the activation **attempt** limit.

Exception: *See Case 9.2.1 below.*

So due to poor die rolls, it is possible for less than four Soviet Corps HQs and one Soviet Army HQ to activate each turn.

9.2 HQ Activation Priority Rules

Certain formations have priority when activating as detailed below.

9.2.1 Special 38th and 40th Army Rules: The activation of the Soviet 38th and 40th Armies is a special situation. These two Army HQs have "priority" to activate over all other Soviet Army HQs, but only if either Army HQ and its units are eligible as per Case 9.1.1 above. Check for these two Army HQs first by simply rolling one die and referencing the Soviet Activation Table for the 38th and 40th Armies during the Soviet HQ Activation Phase. On a





roll of 1-3, the 38th Army has priority to activate (if eligible), while on a 4-6 the 40th Army has priority to activate (if eligible). If the Army HQ designated by the die roll is unable to activate because it is ineligible, automatically choose the other Army HQ instead (if it is eligible). If the Army HQ selected is eligible to activate, then roll on the Soviet Activation Table as per a normal activation attempt. If either Army HQ activates, then that Army HQ counts towards the turn's Soviet Army HQ activation attempt limit (of one).

Exception: *If neither the 38th or 40th Army HQ activates during a turn due to failure of the activation roll the Soviet player is then free to choose another eligible Army HQ to activate i.e., this failure does not count as an activation attempt for purposes of Case 9.1.3 above.*

If both the 38th and 40th Armies were ineligible to activate from the start, then neither Army HQ can be chosen to activate and no choice roll occurs. The Soviet player is free to choose another eligible Army HQ to attempt to activate.

9.2.2 Special Soviet 5th Guards Tank Corps Rules: The Soviet 5th Guards Tank Corps (which begins the Campaign Game Scenario 18.2 south of the Dnestr River) has special priority to activate as well. Each turn during the Soviet HQ Activation Phase, check for the activation of this Corps first by making a special die roll.



A. The first time a roll of 1 or 2 occurs, this HQ and all of its subordinate combat units (even if otherwise ineligible) automatically activates this turn. This formation continues to activate each subsequent turn until the Corps HQ and all of its subordinate combat units exit the map from the south map edge. This activation counts towards the overall Soviet Corps HQ activation limit each turn. The HQ and all its subordinate combat units must move off the south map edge as quickly as possible (taking the most direct route requiring the fewest MPs, but avoiding enemy units and their ZOCs). Units of the 5th Guards Tank Corps continue each turn to move south off of the map even if they were otherwise ineligible to activate or unable to trace a POS and even in the absence of their HQ (i.e., if it exits first).

B. If a roll of 3-6 occurs instead, no automatic activation occurs. Instead, a normal activation attempt of this HQ may then be tried by the Soviet player (*see Case 9.1.1 above, i.e. the Corps HQ and its subordinate units must be eligible to activate*) but he does not have to select this Corps (he is free to choose another). If this normal activation attempt succeeds, the Corps and its subordinate units do not have to exit off the south map edge and are free to move and attack as the Soviet player sees fit. However, the 5th Guards Tank Corps HQ and all its subordinate combat units may only conduct attacks when south of the Dnestr River.

C. If activated via either method above, the 5th Guards Tank Corps counts toward the total number of Soviet Corps HQs that are allowed to activate that turn. Once the 5th Guards Tank Corps (in its entirety) exits the map, the special required activation procedure ceases.

D. Since the 5th Guards Tank Corps may not be chosen to be the recipient of the Zhukov Directive (*see Module 8.0 above*), any 5th Guards Tank Corps units that activate and must move south off the map edge **are in addition to** the Corps HQ and units that must move south of the Dnestr River due to the Zhukov Directive roll.

10.0 THE SUPPLY PHASE

The supply status of all units of a particular side is determined at the start of a number of phases for each side. Check the Sequence of Play for details.

10.1 General Rule

To avoid being in Out of Supply status, a unit or force must be able to trace a Path of Supply (POS) from itself through a series of hexes back to a friendly Supply Source. The POS cannot be traced across an unbridged Major River hexside, but may be traced across all other terrain types. The POS must be free of enemy units and their ZOCs; either will block the path. However, a friendly unit occupying a hex

through which the POS is traced will negate any enemy ZOC in that hex for purposes of tracing a POS through that hex. No unit is ever removed from play due to being Out of Supply. The Soviet player may not voluntarily move his units so that they become Out of Supply, but the Axis player may do so freely.

10.2 Soviet Supply Rules

For supply purposes, a Soviet unit can be in "Attack Supply" (the best condition), or "General Supply" (intermediate), or "Out of Supply" (worst). For a Soviet unit to attack at all both its HQ must be activated **and** the unit itself must be in Attack Supply. Units that are in General Supply may only be used to defend, even when activated.

10.2.1 Attack Supply: Soviet units are in Attack Supply if they are within 6 or fewer MPs (count at their respective MP costs on the TEC) of their parent Corps or Army HQ. The HQ in turn must be within one hex of a road along which a POS of any length, free of enemy units or their ZOCs, can be traced back along the road(s) to any northern or eastern map edge marked with a red supply symbol. If a Soviet unit is able to meet these conditions, it is in Attack Supply status. Such units may attack and defend at full strength. Such units may move normally if activated. Even so, Soviet combat units must still be activated and in Attack Supply at the instant of combat in order to attack.

10.2.2 General Supply: For a Soviet unit to be in General Supply, the unit must be able to trace a POS of 6 or fewer MPs back to a road. Once traced to a road, a second POS must be able to be traced back along the road(s) (it may be of unlimited length) to any northern or eastern map edge marked with a red supply symbol. If a Soviet unit is able to trace this POS, it is (at the minimum) in General Supply status. Such units may not attack, but defend normally. Such units may move normally if their HQ is activated.

Note: *Soviet units do not have to trace a POS to their HQ in order to be in General Supply, only to the road network. Do not flip such units over; just note they are in General Supply Status (for example, by turning the counters 90 degrees so all units in General Supply are oriented the same direction, etc.).*

10.2.3 Out of Supply: If a Soviet unit is not in General or Attack Supply as defined above, the unit is Out of Supply. Flip the counter over. Such units cannot attack and their defense strength is halved. If their HQ is activated, any of its Out of Supply leg units may move normally, but its Out of Supply motorized units have their Movement Allowance halved. The reverse side of the counter reflects these modifications. No unit is ever removed from play due to being Out of Supply.

10.3 ARF Supply Rules

Units comprising the ARF (i.e., the XLVIII Panzer and II SS Panzer Korps, plus the Hungarian VII Corps) are considered to be either in "Attack Supply" or "Out of Supply" status.

10.3.1 Attack Supply: Units in Attack Supply status move, attack and defend at their full potential. To be in Attack Supply status, an ARF unit must be able to trace a POS of 10 or fewer MPs to the unit's parent Corps HQ. Units may never trace a POS to any Corps HQ other than their own parent Corps HQ. Hungarian units may not trace to a German HQ.

Note: *Units of the ARF do not have to expend FPs since they have a Movement Allowance printed on the counter. They also do not have to expend APs to attack.*

10.3.2 Out of Supply: If an ARF unit is unable to trace a POS of 10 or fewer MPs back to its HQ to claim Attack Supply status, it is Out of Supply. Flip the unit over. If Out of Supply, any ARF infantry units may move normally, but motorized units have their Movement Allowance halved. Out of Supply ARF units may still attack, but at half strength. Their defense strength remains normal. The reverse side of the counter reflects these modifications. Out of Supply units may not create defensive positions.

10.4 1PzA Supply Rules

1PzA units are also either in Attack Supply or Out of Supply and determine their supply status by tracing a POS back to their parent Corps HQ. 1PzA units may never trace a POS to any Corps HQ other than their own parent Corps HQ.

10.4.1 Attack Supply: To be in Attack Supply, 1PzA combat units must be able to trace a POS of 10 or fewer MPs to their parent Corps HQ. Units that are within the 10 MP range of their parent HQ are still considered to be in Attack Supply even if their parent HQ has no FPs or APs remaining on the Point Track. 1PzA units in Attack Supply have the following capabilities:

1. Leg units in Attack Supply (and leg HQs) may move using their full Movement Allowance.
2. Motorized units in Attack Supply (and motorized HQs) may select how many MPs are to be "bought" if their parent HQ has FPs remaining on the Point Track (see Case 10.5.2). If their parent HQ has no FPs remaining, motorized units and HQs have their Movement Allowance restricted to 2 MPs.
3. Both leg and motorized 1PzA combat units may attack at full combat strength if their parent HQ has APs remaining on the Point Track. Each such attack expends one AP per unit attacking. If units are in Attack Supply, but the parent HQ itself has no APs remaining on the Point Track, the units may still attack, but at half strength with each unit rounded up (do not flip the counter over).

10.4.2 Out of Supply: 1PzA units unable to trace a POS of 10 or fewer MPs back to their parent Corps HQ are Out of Supply. Flip the counter over. Out of Supply 1PzA units may still attack, but at the reduced strength printed on the reverse of their counter. They defend normally. Out of Supply 1PzA motorized units have their Movement Allowance restricted to 2 MPs. Infantry units still move with their normal printed Movement Allowance. The reverse side of the counter reflects these limitations. Out of Supply units may not create defensive positions.

10.5 1PzA Unit Fuel Consumption

To reflect the critical fuel shortage 1PzA units faced, use the following rules. These pertain only to units of this Army.

10.5.1 Whom Does FP Expenditure Affect?: All motorized units and HQs in 1 PzA (see Section 3.5 for a definition of these units) must first expend FPs prior to the unit moving. These units are identified by being printed with a large Fuel Drop symbol in place of a Movement Allowance on the front side of their counters. For a unit to consume FPs from its parent Corps HQ, the unit must be able to trace a POS (of 10 MPs or less) back to its parent Corps HQ; otherwise, a 1PzA motorized unit or HQ can only move up to 2 MPs.



Note: All motorized units and HQs under the command of 1PzA have no Movement Allowances printed on the front side of the counter.

10.5.2 Converting FPs into MPs: Generally, the number of FPs consumed translates into an equal number of MPs for that unit or force to use to move in that phase. Any FP expenditure occurs prior to the unit or force moving. FP expenditure is also required if a 1PzA motorized unit wishes to advance after combat. Each FP expended generates 1 MP. Thus, a single motorized unit or force of motorized units consuming 6 FPs has 6 MPs with which to move. A single unit or force of motorized units may never expend more than 10 FPs in a given Movement Phase. FPs are expended per force (if any), not per unit of the force. FPs cannot be expended in fractional portions (e.g., 1/2 point).



Example: A force of motorized units comprising the 6th Panzer Division of the LIX Army Korps moves. Prior to moving the Axis player notes how many MPs will be required to move to a certain hex. Assume movement to the desired hex requires 6 MPs. The LIX Army Korps HQ has 6 FPs on the Point Track and it is decided that this force will expend all 6. The division moves. After moving the Axis player decides to move a second force of motorized units comprising the 11th Panzer Division (same corps). Since LIX Army Korps HQ has no FPs remaining, the 11th Panzer may only move with up to 2 MPs. This limit would

be the same if the Korps HQ actually had FPs available but if the 11th Panzer Division were unable to trace a POS to its HQ (thus rendering the division Out of Supply).

A. If the Axis player anticipates that he will break apart a force of 1PzA motorized units during its move in order to move units in different directions, he must calculate in advance the **extra** FPs required to move the (now) multiple forces the desired distances. Remember, FPs are expended on a per force basis. If the Axis player decides to break the force apart during its move after announcing his FP assignment, the remaining FPs already bought must be parceled out among the (now) multiple forces, and the total MP expenditure of all forces cannot exceed the number of FPs originally expended.

Example: Assume a 1PzA force of two armor units wishes to advance three hexes in clear terrain during a snow turn to attack a nearby Soviet unit barring the way west. Normally, this would cost 3 FPs. However, merely attacking the enemy unit from a single hex would not be decisive, so the Axis player announces his force will receive 9 precious FPs! The Axis force advances two hexes (costs 2 FPs total so far), then separates. One armor unit advances the remaining hex (costs 1 FP) and being adjacent to the enemy unit and in its ZOC, stops. The second armor unit uses the 6 remaining FPs to swing wide around the ZOC the enemy unit is projecting to strike directly at its rear!

B. If the Axis player ceases to move his force(s) and thereby fails to use all of the MPs bought, any excess FPs "spent" were wasted.

10.5.3 Mixed Forces and FP Usage: If motorized units from different Corps are stacked in the same hex, then each Corps HQ must expend FPs for its particular motorized unit(s) in the force if the combined forces are to move together in a force. In other words, this force cannot move by consuming FPs from only one of the Corps HQ tracks.

10.5.4 No FPs Available: If a Corps HQ has no FPs on its track, the motorized units (and the HQ itself) of that Corps may still move, but only up to 2 MPs per Movement Phase. If a motorized unit is currently Out of Supply but its parent Corps HQ has FPs on its track, it may still move, but again only up to 2 MPs. If it moves under either case above, the motorized unit expends no FPs.

10.5.5 FPs and Combat: FPs are not expended when conducting an attack. FPs are not expended by motorized units during a retreat, but must be expended in order for them to advance after combat.

10.5.6 Accumulating FPs: Each turn the Axis player may attempt to fly in up to 20 FPs. These FPs are lost if they are not flown in; they do not accumulate outside the pocket. Delivered FPs accumulate on the individual 1PzA Corps HQ tracks (and not on motorized combat units belonging to the Corps themselves). FPs may never be transferred to other Corps HQs tracks once allocated.

10.5.7 1PzA HQ FP Consumption: 1PzA HQ does not possess its own FP marker set. Instead, it consumes FPs from any one of its subordinate Corps HQs each turn. 1PzA HQ may select a different Corps HQ each turn, but must be able to trace a POS (of 10 MPs or less) to the Corps HQ selected.

10.6 1PzA Unit Ammo Consumption

Ammo rules, like fuel consumption, pertain only to units of the 1PzA. Only 1PzA units use APs when conducting an attack.

10.6.1 Whom Does AP Expenditure Affect?: In order to attack at full strength, all subordinate units in 1 PzA (see Section 3.5 for a definition of these units) must first expend APs prior to attacking. These units are identified by being printed with the three shell Ammo symbol in the top center on the front of their counters. For a unit to consume APs from its parent Corps HQ, the unit must be able to trace a POS (of 10 MPs or less) back to its parent Corps HQ.



10.6.2 AP Procedure: If APs are present on the Corps HQ track, the APs **must** be expended at the rate of 1 AP per attacking unit from that Corps HQ. In other words, if APs





are present at the HQ it is mandatory that they be expended if the HQ's subordinate units wish to attack. Units may **not** voluntarily attack at half strength to avoid paying the AP costs. APs cannot be expended in fractional portions (e.g., ½ point).

10.6.3 No APs Available: If there are no APs on the Corps HQ track when an attack occurs, or units are unable to trace a POS back to their parent Corps HQ (which has APs), then the units may attack at half strength, rounding each unit's fractional strength upward. They do not consume any APs in this case.

Note: Remember, if the unit is able to trace a POS back to its Corps HQ and that Corps HQ has APs, the unit **must** consume an AP to attack.

10.6.4 Mixed Attacks and AP Usage: Units from different 1PzA Corps that are attacking the same hex each expend APs from their own Corps HQ. A single unit will never expend more than 1 AP to attack. It is also possible that in a given combat, some units will have APs to expend (and thereby attack at full strength) and some units may attack at half strength (due to their parent Corps HQ's not having APs or because they were unable to trace a POS back to their parent HQ).

10.6.5 Accumulating APs: Each turn the Axis player may attempt to fly in up to 10 APs. These APs are lost if they are not flown in; they do not accumulate outside the pocket. Delivered APs accumulate on the individual 1PzA Corps HQ tracks (and not on combat units belonging to the Corps themselves). APs may never be transferred to other Corps HQs tracks once allocated.

10.7 Axis Garrison Unit Supply Rules

The various Axis garrison units do not have their own HQs. Instead, to be considered in Attack Supply, garrison units must trace a POS of 1 hex (not MPs) or less back to their corresponding set up hex each turn; otherwise, the garrison unit is considered to be Out of Supply (flip the unit over). Out of Supply garrison units attack at half strength, but defend normally. Out of Supply garrison units retain their normal Movement Allowances. If a garrison unit's initial set up hex is captured, the Axis player must reassign the garrison unit to the closest Corps HQ (in MPs) on the map for the remainder of the game. In this case, it must thereafter trace a POS as per the ARF or 1PzA (as applicable) rules indicated above.



11.0 THE MOVEMENT PHASE

Movement is the act of traversing the map. Players will need to move their units in order to reach and capture objectives.

11.1 General Rule

During the Movement Phase, the phasing player may move as many or as few his units as desired in any direction (subject to available FP restrictions). Units are never required to move. Each unit may be moved any number of hexes subject to terrain MP costs and the unit's Movement Allowance. Units may never exceed their Movement Allowance in a phase, and any unused MPs cannot be accumulated or transferred to any other friendly unit.

11.1.1 Procedure: Units can move individually or in forces. In either case, trace a route through a series of contiguous hexes on the map grid. As the unit or force enters a hex, it will expend the appropriate MP cost to enter it and this MP cost is subtracted from the unit's Movement Allowance. When the unit has no more MPs it must stop moving for that phase. If moved as a stack, all units in the force move only as far as the MPs of the slowest unit permit.

11.1.2 Movement and Stacking: Friendly units are free to enter hexes occupied by friendly units but may not end their movement in violation of stacking limits. Moving through a force of units does not cost any

additional MPs and any number of units may pass through a hex. Units may never enter an enemy-occupied hex.

11.1.3 Movement and ZOCs: In general, moving units must stop upon entering an enemy ZOC (see Section 3.2). Friendly ZOCs never effect the movement of friendly units.

11.1.4 Movement and Terrain: When entering a hex, always use the most expensive applicable terrain MP costs listed on the TEC (except units moving along a road may pay road MP costs). Units may never voluntarily cross an unbridged major river hexside and, if a motorized unit is forced to retreat across such a hexside, it is destroyed (leg units may retreat across such hexsides). When crossing any river, the MP cost to cross is in addition to the MP cost of the hex on the other side being entered. Note that the MP cost to enter a hex can be affected by the current weather condition as well.

11.1.5 Movement Along Roads: There are two types of roads on the map:

1. **Paved Roads** – Paved (or “all weather”) roads represent hard-surfaced roads (or at least the best you'll find in the Soviet Union). Paved roads are useable in any weather condition. Units moving along this road type move at the road MP cost listed on the TEC.
2. **Dirt Roads** – Dirt (or “limited weather”) roads are considered to exist only during Snow or Heavy Snow turns. During Mud turns, use whatever other type of terrain is in the hex containing the dirt road in order to determine the MP cost to enter the hex (i.e., ignore the road printed on the map).

Exception: For purposes of Soviet HQ activation, and when required to check supply by tracing a POS from a Soviet HQ to a supply source, either road type will suffice and both road types exist for these purposes during Mud turns.

11.1.6 Movement Restrictions: Movement may not take place out of sequence. A unit may never expend more MPs in a Movement Phase than its printed Movement Allowance, but may expend fewer if desired. Units with insufficient MPs remaining to enter a hex may not do so until the next Movement Phase. Movement is always conducted hex by hex and units may not skip or jump over hexes. A unit may not move off the map, and if forced to due to a retreat result, the unit is destroyed.

11.1.7 Advance and Retreat Movement: During the Combat Phase the non-phasing player may be forced to retreat and if so, the phasing player may advance after combat. In general, retreats and advances after combat are not considered to be general movement and therefore no MPs are expended in doing so.

Exception: While retreats and advances do not require an expenditure of MPs, German motorized units of the 1PzA must expend MPs in order to advance after combat.

11.2 Special Axis Movement Rules

Axis units have some special movement abilities and restrictions.

11.2.1 German Infiltration Movement: Like all units, German combat units and HQs that enter an enemy ZOC must stop all movement. However, German combat units and HQs that begin their Movement Phase in an enemy ZOC have the ability to infiltrate through them. This is done by simply moving the German combat unit or HQ from one enemy ZOC directly into another. Once this one hex infiltration move is complete no further movement by that unit or HQ may occur in that Movement Phase. Infiltration movement may occur again in subsequent Movement Phases. A unit's supply status has no effect on its ability to infiltrate.

Exception: Hungarian HQs and combat units may not conduct infiltration movement.



11.2.2 Axis Movement Restrictions: The Axis player is not obligated to move any units south of the Dnestr River. However, Axis units that voluntarily move across, or are forced to retreat south of the Dnestr River, must remain south of that river for the rest of the game.

Player Hint: *By this rule, the Axis player is effectively forbidden to run away and then move west and north to fight again! Keep that in mind.*

Axis units may freely exit from the map (to avoid being eliminated) but not retreat off. They may only exit from the map along either the west or south map edges.

11.3 Special Soviet Movement Rules

Soviet units have some special movement restrictions as well.

11.3.1 Army Restrictions: No unit of the 1st Guards, 18th, 38th, or 40th Armies may voluntarily move west of the Seret River (or west of hexrow 24xx if south of the Dnestr) during the game. Similarly, no unit of the 60th Army may move west of the Strypa River (or west of hexrow 13xx if north of the Strypa) until Ternopol is captured. If forced to retreat westwards across one of these river boundaries, these units must attempt to move back to the east bank on their next turn (use the shortest route requiring the least expenditure of MPs, but avoiding enemy units or their ZOCs).

11.3.2 Dnestr River Restrictions: In every case, Soviet HQs and combat units that start the game or that move south of the Dnestr River, whether voluntarily, as the result of combat, or due to a HQ activation rule or a Zhukov Directive, must remain south of the Dnestr River for the rest of the game.

Exception: *See Section 8.2 above regarding the Zhukov Recall rule.*

11.3.3 Out of Supply Movement Restrictions: The Soviet player may not voluntarily move his units so that they would become Out of Supply (i.e., unable to even trace General Supply) at the start of the Soviet Combat Phase (when supply is checked).

Exception: *Soviet units are allowed to advance after combat or be forced to retreat as a result of combat so that they become Out of Supply.*

11.3.4 Movement When Ineligible to Activate: The Soviet player is free to voluntarily move his combat units or HQs in such a way so that a Corps or Army becomes ineligible to activate on the following turn (or he may be forced to do so as the result of combat). The units comprising any Soviet Corps or Army thus found to be ineligible to activate may (this is optional, and not required) do the following each turn this condition persists:

1. Soviet HQs may move (up to their current Movement Allowance) during the Soviet Movement Phase in a direction that brings them closer to being within 1 hex of a road. This path must be by the most direct route using the fewest MPs and HQs may stop as soon as they are within 1 hex of the road. HQs north of the Dnestr River may not move further south or west when making this move. HQs south of the Dnestr River may not move further north or west when making this move. HQs may enter enemy ZOCs during this type of movement. HQs must finish their move before any of their subordinate combat units do so (below).
2. Soviet combat units may move (up to their Movement Allowance) during the Soviet Movement Phase in a direction that brings them closer to being within 6 MPs of their parent HQ. This path must be by the most direct route using the fewest MPs and units may stop as soon as they are within 6 MPs of their parent HQ. Units may enter enemy ZOCs during this type of movement but cannot, of course, attack (but may box enemy units in as a result, thus helping the cause).

12.0 THE COMBAT PHASE

Combat between adjacent enemy ground units occurs during the Combat Phase. **Attacking is always voluntary** but all units in a force must attack the same defending hex if any one unit in the force does so.

The phasing player is called the attacker regardless of the overall game situation. The terrain the defender occupies and the defender's own supply status can modify a unit's combat strength.

12.1 Basic Combat Procedure

The phasing player may attack any enemy unit or force to which his units are adjacent during the Combat Phase.

12.1.1 Who May Attack: A defending hex can be attacked by as many as six adjacent forces. No unit may attack more than once per turn and no unit may be attacked more than once per turn (excluding bombing missions). In combat, a force of attacking units may only attack one hex containing an enemy unit (or force) with a single attack; the attacking player may not attack more than once per Combat Phase with the same attacking force and he may not attack more than one defending hex with a single die roll. Defending forces must be attacked in whole; a particular unit in a defending force cannot be singled out for an attack.

12.1.2 Determine Combat Strength Totals: A unit's combat strength is always unitary and cannot be split up. The attacker totals the combat strengths of all his units attacking the defending hex into one sum. The defender totals the combat strengths of all his units in the defending hex into one sum. Attacking units in two or more hexes adjacent to the defending hex may combine their strengths into one total and thereby attack the same hex. Round any fractions up per each unit involved.

Example: *Two IPzA forces, each with two units in them (and each unit with a combat attack strength of three), attack a single Soviet unit with a combat defense strength of five. One of the attacking force's parent Corps HQ has no APs remaining so its two units attack at half strength. The attacker's initial strength is nine ($3 + 3 + 1\frac{1}{2} + 1\frac{1}{2}$), but the two $1\frac{1}{2}$ units are both rounded up to 2 each so the final adjusted strength is ten.*

12.1.3 Determine the Attack Percentage: Once both players have totaled their combat strengths, the Attack Percentage is then determined. Do this by dividing the attacker's combined strength by the defender's combined strength. The result is the Attack Percentage used. Always round any odds percentages downward. There are multiple Combat Results Tables (CRTs) corresponding to different Attack Percentages. Attacks conducted at greater than 200% are treated as 200% and attacks conducted at less than 50% (no matter how small) are treated as that.

Example: *The attacker's total is seven and the defender's total is three. This yields a 233% result that then is rounded down to 200%. The 200% CRT will be used to resolve the combat.*

12.1.4 Determine the TQR Baseline: TQRs are used during combat both in attacking and defending. For both the attacker and defender, total the printed TQR values of the units involved: $A = 3$, $B = 2$, $C = 1$. If the total is 3 or less, use the lowest TQR rating among the units involved to determine the base comparison TQR. If the sum is 4 or more, use the highest TQR present to determine the base. A unit's supply status, distance to its HQ, size, combat strengths, or anything else never affects its TQR.

A. Once both the attacker and defender units have determined which base TQR rating to use for comparison purposes, determine the starting differential column on the CRT. This is simply done by cross-referencing the attacker's final TQR rating with the defender's final TQR rating on the Troop Quality Rating Attack Determination Chart, yielding the differential column that is to be used. This is not the final column to use but simply the starting point from which future column shifts to the right or left are applied. Only the final TQR rating comparison between the attacker and defender determines the **starting** differential column.

Example: *Four Axis units attack with a total attack combat strength of 12. Two are rated an "A" and two are a "C". The Soviet player has two units with a defense strength total of 5; one is an "A", the other, a "B." The Axis totals his TQRs which equal "8." This indicates the highest TQR ("A") will be used in the attack. The defender follows suit; his TQR total is "5", which indicates he too will use the highest TQR ("A"). Both players use the "A" TQR*



When cross-referencing on the Troop Quality Rating Attack Determination Chart, the result is a zero. This "0" column is the differential column used unless additional column shifts will apply.

12.1.5 Determine the Final Combat Result: After the basic attack percentage and TQR bases are determined and the correct column located on the correct CRT, note any final column shifts and then roll one die. Final column shifts are calculated on a net basis between the attacker and defender.

Example: Use the above example but assume the attacker is an "A" TQR while the defender is a "C" TQR. Looking on the Troop Quality Rating Attack Determination Chart the result is "2," indicating to use the +2 column on the CRTs. Assume the attacker has two additional column shifts in his favor (for two Air to Ground Support missions) and the defender also has two (for being in a city). The net effect is zero so no additional column shifts apply either way. The player attacking looks on the CRT and locates the chart under the 200% rating (12 to 5 is 240% rounded down to 200%), finds the +2 column, and rolls the die to obtain the combat result.

12.2 CRT Column Shift Modifiers

Column shift modifiers can be just as important as odds in determining the success of an attack. All column shift modifiers are calculated on a net basis, then applied to the CRT column.

Example: An attacker has a 200% attack with 3 column shifts in his favor, the defender has 1 column shift in his favor. The net +2 column shifts keep the attack on the 200% column. The defender cannot claim the attacker is already maxed out and then shift one column left for his final benefit.

12.2.1 Terrain: Terrain may modify the column on the CRTs. All terrain benefits are printed on the TEC. Only defending units benefit from the terrain located in the defender's hex. The terrain occupied by the attacker has no impact on combat, but terrain attacked into or across (e.g., rivers) can affect the attack. The defending units always use the most advantageous terrain modifier should more than one terrain type exist within their hex.

12.2.2 Combined Arms Combat: A force of units may receive either offensive or defensive combined arms benefits. With offensive combined arms, the attack column is shifted one column to the right, while defensive combined arms shifts the column one to the left. The maximum number of shifts in either direction is one column; ignore any excess for purposes of this rule. In order to use either type of combined arms, the qualifying units must occupy the same hex.

A. To qualify for the offensive combined arms column shift, at least one of the attacker's hexes must contain at least one non-armor and one armor unit attacking the same defending hex. In addition, the defending units must consist only of infantry, motorized infantry, mechanized infantry, or HQs. If the defending hex has at least one armor unit in it (even if the armor unit is alone in the hex), **no** offensive combined arms bonus may be claimed. Also, to claim offensive combined arms benefits, the attackers must be in Attack Supply.

B. If the attacker does not have the offensive combined arms combination, and is attacking a defender who has at least one armor unit in its hex (even if the armor unit is alone in the hex), the defender receives a defensive combined arms column shift. For defensive combined arms purposes, units can be Out of Supply or in General Supply and still claim the benefit.

C. Combined arms benefits can occur in all types of terrain, including cities and towns. However, an offensive combined arms bonus in an attack across a major river may only be claimed if the attack is conducted across a bridged hexside. For attacks across minor rivers, the benefit may be claimed whether the hexside is bridged or not. The presence of any defensive positions and the effects of combined arms bonuses are cumulative and may offset one another. Units that are in a DO, DIS or RT condition may not claim, or serve to negate, any combined arms benefits.

D. The Soviet player may claim an offensive combined arms bonus only if all units comprising the attack come from the same Corps or Army. This restriction does not apply when claiming the defensive combined arms bonus.

E. The Axis player may claim an offensive combined arms bonus even if all of his attacking units are not from the same Division or Corps. Also, if Axis units can trace a POS to their parent HQ but their HQ is without any APs, they are still eligible to claim the offensive or defensive combined arms bonus.

12.2.3 Defensive Positions: Defender's occupying Hasty Positions receive one column shift to the left in their favor; defender's occupying Prepared Positions receive two column shifts to the left.

12.2.4 Ground Support: Each successful ground support mission by the attacker provides a favorable one column shift to the right (up to a maximum of two).

13.0 COMBAT RESULTS

Combat results can take the form of units eliminated, retreats, routs, disorganization and disruption. These results are all described below.

13.1 Elimination Results

On any Ae1 or De1 result, the attacking or defending side as applicable must remove from the game one ground unit involved in the attack or defense. The owning player in either case determines which unit to remove from play. Other units in the force are unaffected.

Designer's Note: Keeping lower rated TQR units in battles to take the "hit" when required to lose a unit helps preserve the higher rated TQR units for subsequent battles.

13.1.1 Soviet HQs and Elimination: For the Soviet player, if a Corps HQ is eliminated, the subordinate units of the eliminated Soviet Corps HQ are assigned to any Army HQ instead. The Soviet player decides to which Army HQ they will be assigned (this is permanent) and notes the assignment on a piece of paper. If an Army HQ is eliminated, it is removed from play for one complete game turn and then returns at the north or east map edge at a Soviet supply source (Soviet player's choice) at the start of the next subsequent Soviet player turn.

13.1.2 1PzA Corps HQs and Elimination: When a Corps HQ from 1PzA is lost during combat, it does not return to the game. Remaining subordinate combat units of that HQ must be reassigned to another Corps HQ belonging to 1PzA. The Axis player decides to which Corps HQ belonging to 1PzA they will be assigned (this is permanent) and notes the assignment on a piece of paper. If this new parent HQ is eliminated, repeat the process of reassigning any surviving units. Note that any FPs or APs assigned to the destroyed Corps HQ are lost.

13.1.3 ARF HQs and Elimination: If the eliminated Corps HQ is from the ARF, it is removed from play for one complete game turn and then returns at the north or west map edge at a Axis supply source (Axis player's choice) at the start of the next subsequent Axis player turn.

13.2 Retreat Results

A Dr1, Dr2 or Dr3 result on the CRT indicates that the defender must retreat the indicated number of hexes. On a Br1 result both players must retreat one hex with the attacker retreating first. A DRt result indicates the defender Routed. All Routed units must retreat **three** hexes and have a RT marker placed on them at the conclusion of the retreat.

Exception: If a German unit suffers a DRt result, but possesses an "A" or "B" TQR, first roll one die for each such unit in the force. If the roll is a 3-6, the unit Disrupts instead (place a DIS marker on it); on a 1 or 2, the unit does indeed Rout (retreat it three hexes and place a RT marker on it). German troops with a "C" TQR automatically Rout, as do all other Axis and Soviet units regardless of their TQR.

13.2.1 Procedure: During a retreat result, the owning player must retreat his units the indicated number of hexes away from the hex they previously occupied. A retreating unit may never refuse a retreat man-

dated by combat results. Retreats are not considered normal movement and do not consume FPs or require MPs to enter the hexes retreated through. In all cases the retreating unit or force must retreat the number of hexes specified. Retreating forces may not split apart and end in different hexes during a retreat. A retreat may not occur in circles and any unit or force that cannot complete the specified retreat length is eliminated. A unit already Disorganized, Disrupted, or Routed still retreats normally within the confines of the rules below.

13.2.2 Terrain and Retreats: A retreating motorized unit may NOT retreat across an unbridged major river hexside. Leg units that retreat across an unbridged major river hexside immediately become Disrupted afterwards (already Disrupted units become Routed, already Routed units are eliminated).

13.2.3 ZOCs and Retreats: Soviet or Hungarian units may not retreat through enemy ZOCs. Such units are instead eliminated. German units may retreat through enemy ZOCs, even multiple ZOCs projected by the same or different enemy units. However, for **each** enemy controlled hex entered during the retreat the following condition (to the German units) occurs at the end of the retreat:

Hexes Entered	Result
One hex:	Units become Disorganized
Two hexes:	Units become Disrupted
Three hexes:	Units become Routed (this is automatic; do not roll for "A" and "B" TQR units as in Section 13.2)
Four hexes:	Units are Eliminated

This rule applies to any German unit or force retreating through enemy ZOCs even if the retreat at some point in time enters a non-controlled hex and then through another enemy ZOC.

Exception: For Retreat purposes, a friendly unit occupying the hex retreated through negates any enemy ZOC projected into the hex. Do not count such hexes when determining the effects of the above rule.

A. For German units which retreat through enemy ZOCs and end their retreat stacked with other friendly Axis units which did not retreat, whatever final retreat status result occurs is placed on the whole stack (both the units that retreated and those that did not). If the final hex retreated into has Axis units already in a (DO, DIS or RT) state that is the same as the retreating units, there is no additional effect. If they are different, use the worst status.

Example: During a retreat, a German stack of units retreats through one enemy ZOC and ends their retreat on top of another German unit already in DO status. There is no further effect. If the retreating stack had moved through two enemy ZOCs, however, the non-retreating friendly DO status unit would now enter DIS status, along with the retreating units.

13.2.4 Stacking Limits and Retreats: Units may retreat through hexes containing other friendly units as long as hex stacking limits are not violated. Units forced to violate stacking limits during or after a retreat are eliminated - retreating player's choice. However, only units that actually violate the stacking limit are lost; the whole force would not be destroyed.

Example: An Axis force comprising three units is forced to retreat. In the retreat path exists one Axis unit. The retreating force retreats through this hex, which violates stacking. There is only one excess unit that violates Axis stacking rules and thus only one unit is removed from play by the Axis player.

A. In order to avoid a unit loss due to overstacking during a retreat, players may choose to displace non-retreating units. The retreating units simply move into a hex and displace the former occupant(s) into another adjacent hex, which could in turn force another non-retreating unit to be displaced, and so on. Any number of units could thus be displaced. The catch is, if any displaced unit in the chain would thereby be forced to be destroyed, or itself cause a stacking violation, the initial retreating unit(s) (i.e., the first in the chain) causing this is **not** allowed to use displacement. Displacement is always a last resort and used only if no other retreat path is possible.

13.2.5 Subsequent Combats: Units that retreat into a hex that is attacked later that turn do not lend their strengths to the defense of the units under attack but do suffer any adverse combat results taken by the other units in that hex.

13.3 Disorganization, Disruption and Rout Results

Disorganization, Disruption and Rout status represent units in increasingly bad degrees of disarray. Units can only be in one of these three conditions at any one time. All units in a force automatically assume the worst status of any unit in the force

Player Hint: Avoid moving into hexes containing RT units and be careful of mixed stacks where the potential recovery of one unit will be stymied by the inability of another to recover!

13.3.1 Disorganization (DO): Units that become Disorganized have a DO marker placed on them. Units in this condition may use only up to 2 MPs during a Movement Phase and may not infiltrate (if German). A DO combat unit still projects a ZOC if it is otherwise eligible to do so. DO units may not attack, but their POS range and defense strengths are normal. DO units automatically recover from DO status at the end of the game turn. If a unit is already in a DO state and it suffers another DO combat result, the unit becomes DIS. Also, if the combat result against an already DO unit is a DIS or RT, either of these two conditions supercede the DO.



13.3.2 Disruption (DIS): Units that become Disrupted have a DIS marker placed on them. A DIS unit may still project a ZOC. DIS units cannot move or attack and their defense strengths are halved. Their POS range remains normal. To remove a DIS condition from a unit at the end of a turn, the parent HQ must be within 4 or fewer hexes of the DIS unit. If a unit is already in DIS status and suffers a DO, ignore the DO result; the unit remains DIS. If it suffers another DIS, it becomes RT.



13.3.3 Rout (RT): Units that become Routed have an RT marker placed on them. Routed units may not move at all and their POS range to their parent HQ is halved. A unit in a RT condition does not project any ZOC. Such units may not attack. Each RT unit within a force has a defense strength of ONE (ignore its printed strength). To remove the RT condition from a unit at the end of a turn, the parent HQ must be within 2 or fewer hexes of the RT unit. If a unit is already RT and suffers a DO or DIS, ignore the DO or DIS result; the unit remains RT. If it suffers another RT, it is destroyed.



13.3.4 Additional German HQ Effects: If a German Corps HQ is in DO, DIS or RT status, its subordinate units cannot be placed in any defensive positions. Subordinate units already in a defensive position when their HQ becomes DO, DIS or RT may remain in the position; however, in such an instance a unit in a Hasty Position cannot enter a Prepared Position.

13.3.5 Additional 1st Panzer Army HQ Effects: 1PzA HQs that are in DO, DIS, or RT status may not receive any FPs or APs flown in by air supply missions that turn.

A. If the HQ is DO, only 6 FPs (maximum) may be expended by that HQ that turn (not phase) for any of its subordinate motorized units to move with (that's 6 FPs maximum for the turn, not 6 FPs per unit or force). If the HQ is DIS or RT, whether it has FPs or not, no FPs can be expended by that HQ.

Note: Remember, if no FPs can be used due to the HQ's current condition, its subordinate motorized units may still move, but with only up to 2 MPs per unit per phase.

B. If the HQ is DO and has APs, only 4 APs (maximum) may be expended that turn (that's 4 APs maximum for the turn, not 4 APs per attack). If a HQ in DO status has no APs to begin with, a maximum of 4 attacks (at half strength, round up per each unit involved) may occur



with units of the Corps. If the HQ is in DIS or RT condition, whether it has APs or not, units of that Corps **cannot** conduct any attacks. In any case above, units may defend normally.

C. 1PzA combat units unable to trace a POS back to their HQ and thus Out of Supply cannot expend their HQ's APs or FPs. Such units may still attack, but at half strength and motorized units may still move up to 2 MPs. Combat units both Out of Supply and whose HQ is in DIS or RT condition cannot attack at all. If Out of Supply but when the HQ is DO, a maximum of 4 attacks (at half strength) by that HQ's Out of Supply combat units are allowed that turn.

13.3.6 Additional Soviet HQ Effects: Soviet HQs that are in DO, DIS, or RT status may not activate.

13.3.7 Combat Effects: Units that are in DO, DIS or RT status suffer adverse effects as follows:

1. If the defending units are DO, modify the attacker's combat roll by minus one (-1).
2. If the defending units are DIS, the attacker shifts one column to the right on the CRT in addition to any other applicable shifts prior to resolving the attack.
3. If the defending units are RT, ignore their printed defense strengths. Each defending unit in the hex defends with a defensive combat strength of **one**.
4. A RT unit that occupies a city or a town does not receive the column shift benefit from that terrain type when attacked. A defending unit in DO or DIS status does receive the benefit when in those terrain types.
5. Any unit in a RT, DO, DIS condition can never qualify for or help satisfy the requirements for any combined arms benefits.
6. The TQR of a unit is never altered by being in DO, DIS or RT status.
7. On any Attacker Disorganized (Ado) or Attacker Disrupted (Adis) combat result, all attacking units that attacked the defending hex are Disorganized or Disrupted respectively. These units do not retreat, however.

13.4 Advance After Combat

Attacking units that successfully eliminate or cause opposing defending units to vacate a hex as a result of combat are eligible to advance after combat. Defending units may never advance after combat, even if the attacker was forced to retreat.

13.4.1 Procedure: An advance may occur by any or all of the attacking units (subject to stacking limits) whenever the defenders in a hex are forced to retreat or are destroyed. In the first instance, the attacker can follow the retreating units along the retreat path. In the second case, the attacker may only enter the vacated hex. Any advance must occur immediately before resolving other combats. Advance after combat is not considered normal movement and does not consume FPs or require MPs.

Exception: See Case 13.4.4 below.

The advancing unit or force must follow along the path of retreat taken by the defending units. Forces may not split apart and end in different hexes while advancing. A unit already Disorganized, Disrupted, or Routed may not advance after combat.

13.4.2 Mandatory Halt: During an advance along a path of retreat, the attackers may halt their advance anywhere along the path. Any advance is halted immediately upon the attacker entering any hex along the path of retreat containing an enemy ZOC projected by an "A" TQR combat unit (but not HQs as they do not project ZOCs). If the enemy unit's TQR is only a "B" or "C", the advancing unit(s) may ignore such enemy ZOCs.

13.4.3 Restrictions: Only units that attacked the defending units forced to retreat can advance along the defenders' retreat path. The attackers may never exit the retreat path. An advance may not occur across an

unbridged major river hexside; however, advances may occur across all other terrain.

13.4.4 Additional 1PzA Restrictions: The motorized units of the 1PzA must expend their parent Corps HQ's FPs (if FPs are available) in order to advance; expenditure occurs as per the movement rules. This applies to each force of 1PzA units that choose to advance. If the advancing units are Out of Supply or if their Corps HQs' lack FPs, the units may still advance, but only so far as to occupy the defender's hex.

14.0 THE MUTUAL MARKER REMOVAL PHASE

During the Mutual Marker Removal Phase, units in any condition may attempt to remove their status markers. Players do this to their respective units. If a unit cannot remove its status marker, the marker remains until it is again eligible for removal in the next subsequent Mutual Marker Removal Phase.

14.0.1 Disorganized Units: Disorganized units may have their DO marker removed automatically regardless of their situation.

14.0.2 Disrupted Status: Disrupted units must be able to trace a path of four or fewer hexes to their parent Corps or Army HQ in order to remove the marker. This HQ itself need not be in supply and is not required to have FPs or APs available. This path cannot be traced through enemy units or their ZOCs (unless the latter are negated by the presence of friendly units).

14.0.3 Rout Status: Routed units must trace a path of two or fewer hexes back to their parent Corps or Army HQ in order to remove the marker. This HQ itself need not be in supply and is not required to have FPs or APs available. This path cannot be traced through enemy units or their ZOCs (unless the latter are negated by the presence of friendly units).

15.0 BRIDGES

Control of bridges across the major water obstacles is critical to both sides. Both players have a few special pontoon bridges they can build during the game to aid their efforts. In addition, these pontoon bridges and the bridges printed on the map may be destroyed. Once a bridge is destroyed, it cannot be rebuilt.

15.1 Bridge Destruction Procedure

Bridges, both those printed on the map and pontoon bridges, may be destroyed. This may be done by either side's aircraft conducting a bombing mission. There is a maximum of one aerial bridge bombing attempt per turn (see Case 6.5.1) or attempt by ground units (there is also a maximum of one attempt per player turn in this case also).



15.1.1 Procedure: A player must move a combat unit adjacent to the bridge. The combat unit must also be in Attack Supply (and activated in the case of the Soviets), and not in a DO, DIS or RT condition. If these requirements are satisfied, roll a die at the end of the player's Movement Phase. A roll of 1 or 2 destroys the bridge (the roll remains 1 or 2 even if more than one eligible combat unit moves adjacent to the bridge).

15.2 Building Pontoon Bridges

The Axis player has two pontoon bridge counters and the Soviet player has one. These represent special pontoon bridging trains. These are the maximum numbers of bridges that can be built in a game.





15.2.1 Assignment: At the start of the game, the Axis and Soviet players must secretly jot down which of their HQs is actually transporting the precious bridging equipment. Axis pontoon bridges may only be assigned to Corps HQs of the 1PzA (both to the same HQ, if desired). The Soviet pontoon bridge may be assigned to any one of his Corps or Army HQs belonging to 1st Ukrainian Front. Once assigned to a HQ, a pontoon bridge may not be transferred to any other HQ. If the HQ with the bridge(s) is eliminated, so is(are) the bridge(s).

15.2.2 Building Procedure: Pontoon bridges can only be used to connect two hexes across a major river, not a minor river. Neither of the two connecting hexes in which the bridge is built may be enemy-occupied, but they may be in enemy ZOCs. The HQ with the bridging equipment itself must be within four hexes of the major river (only one of the connecting hexes needs to be within the four hex radius, not both). In addition, a player must have at least one mechanized, motorized or leg infantry unit which is both subordinate to the HQ building the bridge and present in one or both of the hexes the bridge is to connect (the labor pool and "garrison"). If these conditions are met, a pontoon bridge may be immediately deployed ("built") by the phasing player during the Soviet Movement Phase (4.8) or Axis Movement Phase (4.10). The Soviet player does **not** have to have had activated the HQ (or the labor unit) that turn for his chosen HQ to deploy the pontoon bridge.

Player Hint: *A clever Soviet player can suddenly deploy his bridge on a seemingly quiet front to put maximum pressure on the Axis.*

15.2.3 Restrictions: The HQ itself and the combat unit erecting the bridge may not be in DIS, DO or RT status; otherwise the bridge cannot be built. If the path leading to the HQ from the hex in which the bridge is to be built runs through any enemy units or their ZOCs (unless negated by the presence of friendly units), the bridge cannot be built. The garrison combat unit may be attacked, but may not itself conduct any attack the turn the bridge is erected. If the garrison combat unit is forced to retreat or becomes DIS, DO or RT, the bridge is destroyed unless another combat unit is present (on the other side of the river) to become the new garrison. A pontoon bridge may also be destroyed via the normal bridge demolition procedure (*see Section 15.1*). Destroyed pontoon bridges are removed permanently.

16.0 ARTILLERY DIVISIONS

Both sides have artillery divisions.

16.1 The German 18th Artillery Division

The only Axis artillery unit(s) in the game is the German 18th Artillery Division. This unique unit has special rules associated with it.

16.1.1 Movement: The 18th Artillery Division's units are considered to be motorized units and require FP expenditure in order to move more than 2 MPs per phase. However, for purposes of the combined arms rule, consider this Division's units as infantry. These units may never move off a road (due to the terrible weather conditions prevailing at the time of this campaign).

16.1.2 Combat: Each unit of the 18th Artillery Division that is not adjacent to an enemy unit may lend its combat strength to support one attack up to three hexes (excluding the hex it occupies) away. Each of the 18th Artillery Division's units may support any one Axis attack within this range by adding its combat strength to the total (or all may support a single attack). However, if there are enemy units adjacent to one of the 18th Artillery Division's own units, such units may only support attacks directed against these adjacent hexes.

A. If it used to support an attack, the unit must expend an AP and may only provide support if it is in attack supply. If the unit is not in attack supply, it cannot provide support. If its Corps HQ has no APs to expend it cannot attack, but will defend normally.

B. When providing support to an attack, the combat strength of the 18th Artillery Division's units are not affected by the presence of major or minor rivers.

16.1.3 Restrictions: Units of the 18th Artillery Division may never provide any support when defending and may not attack by themselves. These units may not advance after combat, even after support has been given and if the defender was forced to retreat. If these units are forced to retreat across an unbridged major river or off of a road hex, the units are eliminated. If these units are forced to retreat across a minor river, they are automatically Disrupted afterwards, in addition to any other effects of the retreat.

16.2 Soviet Artillery Divisions

The Soviet Player has a number of artillery units. Unlike the German 18th Artillery Division, these units are treated as regular infantry units for purposes of movement and combat. Soviet artillery units are road-bound and may not move off a road. They may not provide support from three hexes away but may only attack adjacent hexes, but when attacking, the units' combat strengths are not affected by the presence of major or minor rivers. They may not attack by themselves. If these units are forced to retreat across an unbridged major river or off of a road hex, the units are eliminated. If these units are forced to retreat across a minor river, they are automatically Disrupted afterwards, in addition to any other effects of the retreat.



17.0 VICTORY CONDITIONS

After the last turn of the game, both players will total their respective Victory Points (VPs). Subtract the Soviet total from the Axis total. VP awards that are "conditional" are marked with an * and these pertain only to the units of 1PzA.

17.0.1 Axis Victory Points: The Axis player receives VPs as follows:

1. 2 VPs for each Soviet unit eliminated.
2. 2 VPs* for each German leg unit or motorized HQ which is west of the Seret River (or west of hexrow 24xx if south of the Dnestr) and within 5 hexes of a road. The unit must be able to trace a path of continuous hexes to a road, and then a path along the road back to Podhajce, Stanislau or Rohatyn. In all cases the path must be free of enemy units or their ZOCs (which can be negated by the presence of friendly units in the hex). Such units may be in any supply status or in DIS, DO or RT status and still receive VPs, but only units able to trace the required path receive VPs.
3. 4 VPs* for each German motorized unit (other than HQs) which is west of the Seret River (or west of hexrow 24xx if south of the Dnestr) and within 5 hexes of a road. The unit must be able to trace a path of continuous hexes to a road, and then a path along the road back to Podhajce, Stanislau or Rohatyn. In all cases the path must be free of enemy units or their ZOCs (which can be negated by the presence of friendly units in the hex). Such units may be in any supply status or in DIS, DO or RT status and still receive VPs, but only units able to trace the required path receive VPs.

Note: If **none** of 1PzA's combat units or HQs can trace such a path as described above, the result of the game is an automatic Soviet Decisive Victory.

17.0.2 Soviet Victory Points: The Soviet Player receives VPs as follows:

1. 4 VPs for each German motorized unit (other than HQs) eliminated.
2. 2 VPs for each German leg unit or motorized HQ, or any type of Hungarian unit eliminated.
3. 3 VPs for each German combat unit (including garrisons) that cannot currently trace a POS to any Axis Corps HQ (and not just its parent HQ).



4. A variable number of VPs for capturing each geographic objective hex (these are printed on the map) if a Soviet combat unit in General or Attack Supply is currently occupying it.

17.0.3 Determining Level of Victory: Once the Soviet VP total is subtracted from the Axis VP total, consult the chart below.

VP Differential	Victory Level
51+	Axis Decisive
41-50	Axis Substantive
31-40	Axis Marginal
21-30	Soviet Marginal
20 or less	Soviet Substantive

18.0 THE SCENARIOS

The players should choose sides, one each for the Axis and Soviets. They should then select a scenario to play and consult the Victory Conditions specified by the scenario selected. There are two scenarios in *Kesselschlacht*. The first, smaller scenario represents the situation as of March 31st and carries through to April 9th (10 turns). The second, longer scenario represents the "campaign game," which starts on March 24th and goes through April 9th (17 turns). All information necessary to set up the scenarios is presented in a standard format in several scenario listings. The scenario listing also gives the title of the scenario, its length in game turns, the victory conditions applicable, and any special rules that may apply only to the scenario in play.

Each player carefully separates and sorts his game pieces, taking the numbers and types of units specified by the scenario and placing them on the mapboard in conformity with the scenario instructions. Pieces are listed in the scenarios by the specific number and type of unit. Units are designated as setting up in, adjacent to, or within a specified radius of the indicated hexes. Placement limitations specified must be met by the players when setting up pieces. All units placed on the mapboard must be set up with stacking limits and other restrictions observed.

In both scenarios, the Axis player sets up first, the Soviet player second. The Axis player must place his Fuel and Ammo markers on the recording track. Place the Game Turn marker on the indicated space on the Turn Record Track. Play begins with the first turn of the scenario.

18.1 Scenario 1: "Solution West"

Situation: This scenario begins March 31st (Game Turn 8). It shortens the playing time but it also compresses the size of the pocket in which *Generaloberst* Hube found himself. The deployments make it seem impossible that Hube can get out (in some cases the Soviets may even set up adjacent to the Germans!). Will you fail where he succeeded?

Bridge Blown Markers: The scenario begins with some of printed bridges on the map already destroyed. Place Bridge Blown markers on the following hexes: 2124-2024, 2124-2224, 2724-2624 (both bridges), and 3625-3726.

Axis Forces (set up first):

Unit:	Location:
First Panzer Army Forces	
First Panzer Army HQ:	3322
Group Mauss HQ:	
- 68th Division (3 units)	2818
- 1st SS Pz. "LAH" Div. (2 units)	2918
- 503rd Heavy Tank Battalion	2920
- 7th Panzer Division (2 units)	3119

III Panzer Korps HQ:	3425
- 17th Panzer Division (2 units)	3425
- 168th Division (2 units)	3525
- 101st Jaeger Division (3 units)	3622
- 2nd SS Pz. "DR" Div. (2 units)	3919
- 301st StuG Battalion	3919

LIX Army Korps HQ:	3517
- 6th Panzer Division (2 units)	3318
- 1st Panzer Division (2 units)	3416
- 509th Heavy Tank Battalion	3416
- 11th Panzer Division (2 units)	3517
- 19th Panzer Division (2 units)	3616
- 96th Division (3 units)	3715
- 291st Division (2 units)	4015

XXIV Panzer Korps HQ:	4018 (Dunayevtsy)
- 371st Division (2 units)	3722
- 731st Mot. AT Battalion	3920
- 208th Division (3 units)	4014
- 16th Panzer Division (2 units)	4016
- 911th StuG Battalion	4017
- 20th Pzgrn. Division (3 units)	4018

XLVI Panzer Korps HQ:	3824
- 210th StuG Battalion	3625
- 1st Division KG	Place in any hex adjacent to 3523 (Kamenets-Podol'skiy)

- 300th StuG Battalion	Place in any hex adjacent to 3523 (Kamenets-Podol'skiy)
- 82nd Division KG	3724
- 254th Division KG	3824

Group Gollnick HQ:	3426 (Khotin)
- 18th Artillery Division (2 units)	Place one unit each in hexes 3426 and 3427
- 75th Division KG	3427
- 531st Division (3 units)	3327

Axis Relief Forces (ARF):

XLVIII Panzer Korps HQ:	1202
- 367th Division (3 units)	0303
- 507th Heavy Tank Battalion	1202
- 100th Jaeger Division (3 units)	0806
- 349th Division (3 units)	1301
- 357th Division (3 units)	1403
- 359th Division (3 units)	1404
- 311th StuG Battalion	1405

Hungarian VII Corps HQ:	0417 (Stanislaw)
- 201st Hungarian Div. (2 units)	0427
- 21st Hungarian Division (2 units)	0417
- Url Einh KG (2 units)	0413
- 18th Hungarian Division (2 units)	0817

Garrisons:

- Ternopol Garrison (2 units)	1904 (Ternopol)
- Khotin Garrison	3426 (Khotin)
- Khotin Pontoon Bridge	The bridge is deployed connecting hexes 3425-3426

Note: The Chernovtsy Garrison is not set up in this scenario.

Axis Aircraft: All units in the counter mix are available at the start except the optional ones (marked with an *).

Fuel and Ammo Points: In this scenario the Axis player has 15 APs and 25 FPs at the start which he may divide among 1PzA's Corps HQs, placing the appropriate Corps markers on the Point Track. Remember that supply is determined both at the instant of movement and of combat. The Axis player is free to set up his infantry units (and mixed forces containing infantry units) in Hasty Defense positions if they are otherwise eligible as per the rules, up to the marker limit. Hasty Defense position markers may not be placed on non-infantry units alone in a hex.



Axis Reinforcements: Only the Axis player will receive reinforcements during the game. These units may not be delayed for any reason and these units enter in Attack Supply status. Units arrive at the designated entrance areas only. They may not arrive at any other areas on their designated turn of arrival. Should enemy units or their ZOCs block the designated entrance area on the reinforcements' designated turn of arrival, they may enter at any other entrance area on the next turn.

On Game Turn 11 (April 3rd):

Entry Area A (pick any one hex): All three units of the 9th SS Panzer Div., all three units of the 10th SS Panzer Div., the II SS Panzer Korps HQ, plus the 506th Tiger Bn. and II/23 Panther Bn. (both of XLVIII Panzer Korps). All of these units may only move up to 4 MPs on their first turn of entry.

Entry Area B: Both units of the 2nd Hungarian Panzer Div. (Hungarian VII Corps). Both of these units may only move up to 3 MPs on their first turn of entry.

Entry Area C: 1st Hungarian Mountain Bde., 1030th Regt. (Hungarian VII Corps).

Soviet Forces (set up second):

Unit:	Location:
1st Ukrainian Front Forces	
4th Guards Tank Corps:	HQ and all 4 units set up in any hex adjacent to 1904
6th Guards Mechanized Corps:	HQ and all 5 units set up in or adjacent to hex 3424
6th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 4011.
7th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 2620.
8th Guards Mechanized Corps:	HQ and all 4 units set up in or adjacent to hex 1117
9th Guards Mechanized Corps:	HQ and all 5 units set up in or adjacent to hex 4514
10th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 3523 (Kamenets-Podol'skiy)
11th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 2530 (Chernovtsy) but north of the Prut River
First Guards Army:	
- 1st Guards Army HQ unit	2914
- 3rd Artillery Division	2914
- Any two infantry divisions	2817
- Any five infantry divisions	in or adjacent to hex 3114
- Any five infantry divisions	in or adjacent to hex 3512
- Any seven infantry divisions	in or adjacent to hex 3713
Eighteenth Army:	
- 18th Army HQ unit	4415
- 17th Artillery Division	4415
- 84th Guards Tank Bde.	anywhere within 2 hexes of hex 4415
- Any two infantry divisions	in or adjacent to hex 4415
- Any three infantry divisions	in or adjacent to hex 4318
- Any two infantry divisions	in or adjacent to hex 4218
Thirty-Eighth Army:	
- 38th Army HQ unit	4619
- 13th Artillery Division	4921
- 96th and 173rd Tank Bdes.	4319
- Any three infantry divisions	in or adjacent to hex 4321
- Any three infantry divisions	in or adjacent to hex 4521
- Any three infantry divisions	in or adjacent to hex 4522
Sixtieth Army:	
- 60th Army HQ unit	1906
- 11th Guards and 27th Guards Tank Bdes.	in any hex adjacent to 1904 (Ternopol)

- Any two infantry divisions in or adjacent to hex 1502
 - Any three infantry divisions in or adjacent to hex 1604
 - Any five infantry divisions in any hex adjacent to 1904
 The Soviet player has one pontoon bridge marker deployed at start connecting hexes 2023-2123.

2nd Ukrainian Front Forces

5th Mechanized Corps:	HQ and all 4 units set up in or adjacent to hex 4429 (Brichen'sat)
5th Guards Tank Corps:	HQ and all 4 units are not in play at all in this scenario (they are off the map to the south).
Fortieth Army:	
- 40th Army HQ unit	5027
- 91st and 93rd Tank Bdes.	in or adjacent to hexes 3328 or 3529
- Any two infantry divisions	in or adjacent to hexes 3328 or 3529
- Any two infantry divisions	in or adjacent to hex 4223
- Any one infantry division	in or adjacent to hex 4224
- Any one infantry division	5027

Soviet Aircraft: All Soviet aircraft units in the countertermix are available at the start.

Special Rules: Do not use the special 5th Guards Tank Corps activation rules, or the Zhukov Directive or Recall Order rules in this scenario.

Note that the units of the Soviet 40th Army begin the scenario widely scattered and the HQ will be unable to activate until they regroup.

18.2 Scenario 2: The "Kesselschlacht"

Situation: This scenario depicts the overall situation and opposing sides as they were on March 24th (Game Turn 1) and goes to April 9th (Game Turn 17). The Soviets are poised to surround First Panzer Army and the Germans must improvise their way out of the "bag".

Bridge Blown Markers: The scenario begins with some of printed bridges on the map already destroyed. Place Bridge Blown markers on the following hexes: 2124-2024, 2124-2224, 2724-2624 (both bridges), and 3625-3726.

Axis Forces (set up first):

Unit:	Location:
First Panzer Army Forces	
First Panzer Army HQ:	3523
Group Mauss HQ:	
- 68th Division (3 units)	in or adjacent to hex 3210
- 1st SS Pz. "LAH" Div. (2 units)	in or adjacent to hex 3210
- 503rd Heavy Tank Battalion	in or adjacent to hex 3210
- 7th Panzer Division (2 units)	in or adjacent to hex 3210
LIX Army Korps HQ:	
- 1st Panzer Division (2 units)	4409
- 19th Panzer Division (2 units)	3611 (Gorodok)
- 6th Panzer Division (2 units)	4108
- 11th Panzer Division (2 units)	4109
- 509th Heavy Tank Battalion	4206 (Proskurov)
- 291st Division (2 units)	4206 (Proskurov)
- 96th Division (3 units)	4406
- 96th Division (3 units)	4507
XXIV Panzer Korps HQ:	
- 20th Pzgrn. Division (3 units)	5009 (Derashitsa)
- 911th StuG Battalion	4808
- 731st Mot. AT Battalion	5009
- 16th Panzer Division (2 units)	5009
- 208th Division (3 units)	5109
- 371st Division (2 units)	5112
- 371st Division (2 units)	5210



III Panzer Korps HQ:	5116
- 101st Jaeger Division (3 units)	5114
- 2nd SS Pz. "DR" Div. (2 units)	5115
- 301st StuG Battalion	5215
- 168th Division (2 units)	5216
- 17th Panzer Division (2 units)	5217
XLVI Panzer Korps HQ:	4921
- 300th StuG Battalion	4921
- 210th StuG Battalion	4921
- 1st Division KG	5219
- 254th Division KG	5221
- 82nd Division KG	5123
Group Gollnick HQ:	in or adjacent to hex 4429
- 18th Artillery Division (2 units)	in or adjacent to hex 4429
- 75th Division KG	in or adjacent to hex 4429
- 531st Division (3 units)	in or adjacent to hex 4429

Axis Relief Forces (ARF):

XLVIII Panzer Korps HQ:	1306
- 507th Heavy Tank Battalion	1201
- 357th Division (3 units)	1402
- 311th StuG Battalion	1403
- 359th Division (3 units)	1405 and 1406
Hungarian VII Corps HQ:	0417 (Stanislaw)
- 18th Hungarian Div. (2 units)	0515
- 21st Hungarian Div. (2 units)	1117
- 201st Hungarian Div. (2 units)	1118

Garrisons:

- Ternopol Garrison (2 units)	1904 (Ternopol)
- Chernovtsy Garrison	2531 (Chernovtsy)
- Khotin Garrison	3426 (Khotin)
- Khotin Pontoon Bridge	The bridge is deployed connecting hexes 3425-3426

Axis Aircraft: All Axis aircraft units in the countermix are available at the start except the two TR aircraft units and the optional ones (marked with an asterisk *).

Fuel and Ammo Points: In this scenario, each 1PzA Corps HQ Track starts with 5 APs and 3 FPs. Remember that supply is determined both at the instant of movement and of combat. The Axis player is free to set up his infantry units (and mixed forces containing infantry units) in Hasty Defense positions if they are otherwise eligible as per the rules, up to the marker limit. Hasty Defense position markers may not be placed on non-infantry units alone in a hex.

Axis Reinforcements: Only the Axis player will receive reinforcements during the game. These units may not be delayed for any reason and these units enter in Attack Supply status. Units arrive at the designated entrance areas only. They may not arrive at any other areas on their designated turn of arrival. Should enemy units or their ZOCs block the designated entrance area on the reinforcements' designated turn of arrival, they may enter at any other entrance area on the next turn.

On Game Turn 3 (March 26th):
Both TR aircraft units become available.

On Game Turn 6 (March 29th):
Entry Area A (pick any one hex): All 3 units of the 349th Division (XLVIII Panzer Korps).
Entry Area B: All 3 units of the 367th Division and all 3 units of the 100th Jaeger Division (XLVIII Panzer Korps).
Entry Area C: Both units of the Hungarian Url Einh KG (Hungarian VII Corps).

On Game Turn 11 (April 3rd):
Entry Area A (pick any one hex): All three units of the 9th SS Panzer Div., all three units of the 10th SS Panzer Div., the II SS Panzer Korps

HQ, plus the 506th Tiger Bn. and II/23 Panther Bn. (both of XLVIII Panzer Korps). All of these units may only move up to 4 MPs on their first turn of entry.

Entry Area B: Both units of the 2nd Hungarian Panzer Div. (Hungarian VII Corps). Both of these units may only move up to 3 MPs on their first turn of entry.

Entry Area C: 1st Hungarian Mountain Bde., 1030th Regt. (Hungarian VII Corps).

Soviet Forces (set up second):

Unit:	Location:
1st Ukrainian Front Forces	
4th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 2804
6th Guards Mechanized Corps:	HQ and all 5 units set up in or adjacent to hex 2807
6th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 3707
7th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 3807
8th Guards Mechanized Corps:	HQ and all 4 units set up in or adjacent to hex 2413
9th Guards Mechanized Corps:	HQ and all 5 units set up in or adjacent to hex 4006
10th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 2919
11th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 2510
First Guards Army:	
- 1st Guards Army HQ unit	3907
- 3rd Artillery Division	3807 or 3907
- Any two infantry divisions	set up in or adjacent to hex 3907
- Any seven infantry divisions	set up in or adjacent to hex 3405
- Any two infantry divisions	4007
- Any two infantry divisions	4008
- Any two infantry divisions	4106
- Any two infantry divisions	4205
Eighteenth Army:	
- 18th Army HQ unit	4305
- 17th Artillery Division	set up in or adjacent to hex 4305
- Any three infantry divisions	set up in or adjacent to hex 4707
- Any one infantry division	4405
- Any one infantry division	4506
- Any one infantry division	4607
- Any one infantry division	4807
- 84th Guards Tank Bde.	set up on any single 18 th Army infantry division.
Thirty-Eighth Army:	
- 38th Army HQ unit	5613
- 13th Artillery Division	5613
- Any three infantry divisions	set up in or adjacent to hex 5313
- 96th and 173rd Tank Bdes.	set up in or adjacent to 5314
- Any three infantry divisions	set up in or adjacent to hex 5411
- Any three infantry divisions	set up in or adjacent to hex 5415
Sixtieth Army:	
- 60th Army HQ unit	1906
- 11th Guards and 27th Guards Tank Bdes.	set up in any hex adjacent to 1904
- Any six infantry divisions	set up in any hex adjacent to 1904
- Any four infantry divisions	set up one unit per hex in hex row 15xx adjacent to any German unit of the XLVIII Panzer Korps

The Soviet player has one pontoon bridge marker that may not be deployed at start. (It must be assigned to any Corps or Army HQ of 1st Ukrainian Front).



2nd Ukrainian Front Forces

5th Mechanized Corps:	HQ and all 4 units set up in or adjacent to hex 5428
5th Guards Tank Corps:	HQ and all 4 units set up in or adjacent to hex 5730
Fortieth Army:	
- 40th Army HQ unit	5325
- Any two infantry divisions	set up in or adjacent to hex 5222
- Any two infantry divisions	set up in or adjacent to hex 5223
- 91st and 93rd Tank Bdes.	set up in or adjacent to hex 5224
- Any two infantry divisions	set up in or adjacent to hex 5322

Soviet Aircraft: All Soviet aircraft units in the counter mix are available at the start.

19.0 OPTIONAL RULES

Optional rules are just that, optional. Both players must agree to use this optional rules Module before the start of the campaign game; otherwise, they are not in effect. Each optional rule below has a two six-sided dice roll range associated with it. At the start of the Campaign Game scenario (18.2) only, one player should roll two dice for each of the optional rules below. It may turn out that all, some or none of the optional rules are in effect, and this provides some interesting variations on the campaign.

19.1 Pro-Axis Options:

The following options generally improve the chances of the Axis player to win.

19.1.1 Proskurov Garrison Present (Roll 2-5): Hitler's original "Fortified Places" order of March 8th, 1944 named Proskurov as one of the cities to be held. There was no time, however, to form any sort of organized garrison in accordance with his directive. Suppose there had been time? To simulate this possibility, at the start of the campaign scenario deploy the two optional Proskurov garrison units in Proskurov (4206). These two units are treated as any other garrison. Displace any German units setting up in Proskurov as needed.

19.1.2 Increased Axis Air Effort: (Roll 2-4): With both the Crimea and the home front under serious pressure from the air at this time, it was unlikely the Germans would have committed more air units to the battle. Suppose they had? Add in the optional aircraft supplied in the counter mix (one extra FW 190 FB type, one JU 88 B type, and one additional HE 111 TR type) to the Axis forces available as reinforcements on the March 26th game turn. In addition, both the HE 111 TR and JU 52 TR aircraft are available at the start instead of arriving on the March 26th turn.

19.2 Pro-Soviet Options:

The following options generally improve the chances of the Soviet player to win.

19.2.1 Vatutin Escapes Assassination (Roll 2-5): Anti-Communist partisans assassinated Vatutin, the wily and experienced commander of the 1st Ukrainian Front, at the end of February, 1944. Marshal Zhukov replaced him. Suppose Vatutin had escaped the ambush? To simulate this, allow the Soviet player to ignore the Zhukov Directive rule when playing the campaign game scenario. (Vatutin's style until his death had been that of going for limited objectives and shifting fronts when checked. It is unlikely Vatutin would have been fooled by German deception measures and gambled on the Germans retreating due south.)

19.2.2 Increased Soviet Effort (Roll 2-5): Historically, the Soviet 31st Tank Corps was in reserve, resting in the rear area of Zhukov's 1st Ukrainian Front. It had been badly shot up in previous battles the month before. While never committed to this battle, it could have been had the need been pressing. Suppose Zhukov demands it and

STAVKA agrees? Set up the 31st Tank Corps HQ and its four units in or adjacent to hex 2201 at the start of the game.

19.3 Neutral Options:

The following option can swing the game either way.

19.3.1 Operation Margethe: (Roll 2-8): Shortly before the campaign began, the Germans conducted a friendly "occupation" of Hungary (Operation Margethe) to secure its resources and their lines of communication through the country. Historically, the occupation went rather well but it could have gone either better or worse. To simulate this, before starting roll two dice and implement the result below:

Dice Roll	Result
2 or 3	Bitter Resistance - Remove all Hungarian troops from play at the start of the game. No Hungarian reinforcements arrive. All German reinforcement units arrive two turns later than scheduled.
4 or 5	Passive Resistance - All Hungarian reinforcement units arrive two turns later than scheduled. All German reinforcement units arrive one turn later than scheduled.
6 to 8	No change to standard game. Play normally.
9 or 10	Enthusiasm - All Hungarian reinforcement units arrive two turns earlier than scheduled. All German reinforcement units arrive one turn earlier than scheduled.
11 or 12	Teutonic Nirvana - Add one strength point to all Hungarian units' printed attack and defense strengths. All Hungarian reinforcement units arrive two turns earlier than scheduled. All German reinforcement units arrive one turn earlier than scheduled.

19.3.2 Variable II SS Panzer Korps Entry (Roll 2-6): Historically, the II SS Panzer Korps (9th and 10th SS Panzer Divisions, and the II SS PzK. HQ) had been set aside specifically for the defense of France against the feared Allied invasion. Characteristically, Hitler dithered over releasing this force for the rescue. He might have actually made the final decision sooner or later than he actually did. To simulate this, the German player rolls two dice on the March 25th turn and alter the arrival of the II Panzer Korps as follows:

Dice Roll	Result
2 or 3	"Never! The Eastern Front must make do with what it's got!" - All reinforcing units of the II SS Panzer Korps are not available for the game.
4 or 5	"Do we have to?" - All reinforcing units of the II SS Panzer Korps arrive two turns later than scheduled.
6 to 8	"Hmmm, OK" - No change to standard game.
9 or 10	"The SS must set an example here!" - All reinforcing units of the II SS Panzer Korps arrive two turns earlier than scheduled.
11 or 12	"Anyone delaying the transit of the II SS Panzer Korps will be stood up against a wall and shot!" - All reinforcing units of the II SS Panzer Korps arrive four turns earlier than scheduled.

19.3.3 Variable Bridge Destruction (Roll 2-7): In order to deny the Soviets freedom of movement across the Dnestr, the German Luftwaffe destroyed a number of bridges at the start of the campaign. In real life, this could have been more or less effective than it really was. At the start of the game, the German player points to each printed bridge across the Dnestr River he wishes to begin the game destroyed and rolls a die. On a 1-4, the bridge is destroyed, otherwise it is intact and useable at game start. The German player can also "pass" on any bridge and not roll to destroy it.

20.0 DESIGNER'S NOTES

One of the most difficult things I encountered in this design was the spelling of place names. The area fought over had been controlled by no less than six different nationalities over the past 100 years. One of the first acts of any conqueror was to rename most places in their own language. Some stuck, some didn't. Horodenka in Ukrainian becomes Gorodenka in Russian, and so on. In addition, German war maps spell things very differently than maps published in English language books. For instance, Tarnopol is often spelled Ternopol. The spellings used are derived from a combination of all sources. The map itself is taken from an actual German war map.

On strategy, the only thing I will tell you is that success for either side depends on the Soviet activations. If this is constant, or several adjacent armies/corps activate together, the Axis side will be hard pressed because Soviet strength points are far superior to those of the Axis. Coordination therefore is the principal Soviet problem. Ternopol itself is an interesting choke point. The 60th Army is a powerful formation and can hurt the German XLVIII Panzer Korps if it can seize Ternopol and focus its attention westwards. This game will never play the same twice. I feel it's one of my most innovative designs.

If you feel balance is a problem begin the campaign game scenario on March 27th (Turn 4) instead of March 24th using the same set up.

-Perry A. Moore

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