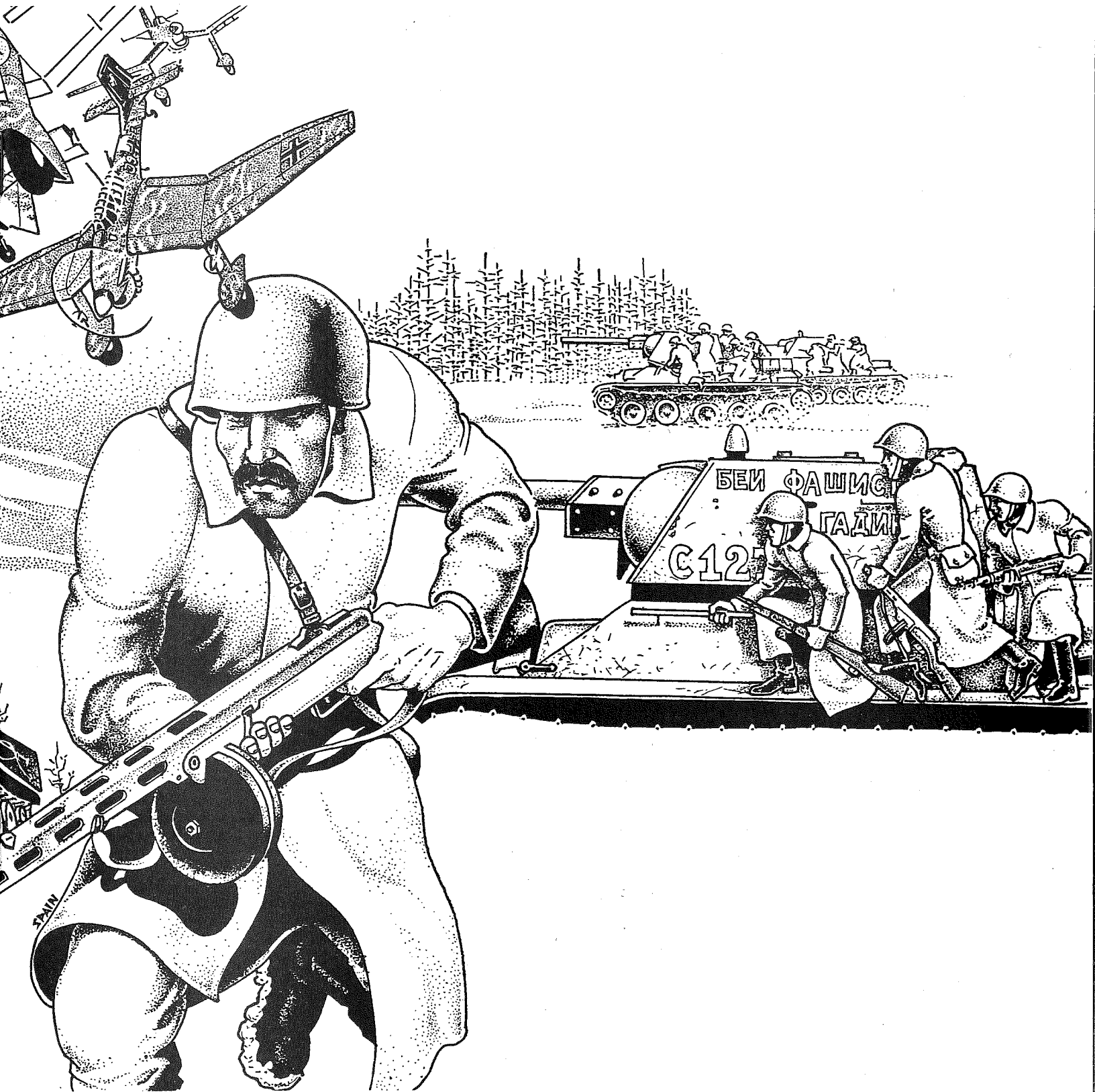


# DUEL FOR KHARKOV



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This game is dedicated to the grandchildren of the Soviet veterans of the Kharkov campaign and to our own children, may they live in a world in which war is found only in games.

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## ABBREVIATIONS

### Soviet

|                                  |                          |
|----------------------------------|--------------------------|
| <b>A</b>                         | Army                     |
| <b>Cav</b>                       | cavalry                  |
| <b>Cz</b>                        | Czechoslovak             |
| <b>G, Gd</b>                     | Guards                   |
| <b>GC</b>                        | Guards Cavalry           |
| <b>Golik</b>                     | Golikov                  |
| <b>Khart</b>                     | Kharitonov               |
| <b>Mosk</b>                      | Moskalenko               |
| <b>NKVD</b>                      | Police/Border Guard unit |
| <b>P</b>                         | partisan                 |
| <b>Popov</b>                     | Mobile Group "Popov"     |
| <b>Rybal</b>                     | Rybalko                  |
| <b>Shum</b>                      | Shumilov                 |
| <b>SW</b>                        | Southwest Front          |
| <b>Tk</b>                        | tank                     |
| <b>Voron,</b><br><b>Voronezh</b> | Voronezh Front           |

### German

|                |   |
|----------------|---|
| <b>AH</b>      | "Adolf Hitler"<br>1st SS Panzer Division  |
| <b>Arko</b>    | artillery regiment group  |
| <b>Cramer</b>  | Corps Cramer (later Corps Rauss)  |
| <b>Donets</b>  | "Donets Division"<br>(ad hoc formation)   |
| <b>DR</b>      | "Das Reich"<br>2nd SS Panzer Division   |
| <b>FA</b>      | feld ausbildung (training unit)   |
| <b>Flm</b>     | flame thrower tank unit   |
| <b>Fu Bg</b>   | Fuhrer Begleit  |
| <b>Fus</b>     | Fusilier  |
| <b>GD</b>      | Gross Deutschland   |
| <b>Ger</b>     | "Germania" SS Motorized<br>Infantry Regiment                                    |
| <b>Gr</b>      | Grenadier   |
| <b>HG Don</b>  | Army Group Don  |
| <b>HJg</b>     | Hungarian Jaeger division<br>(remnants)   |
| <b>kg</b>      | kampfgruppe   |
| <b>Lanz</b>    | Army Detachment "Lanz"  |
| <b>LvMk</b>    | "Leave Regiment Mikisch"<br>ad hoc grouping of soldiers<br>returning from leave |
| <b>LW</b>      | Luftwaffe (air force ground unit)   |
| <b>Man.</b>    | von Manstein  |
| <b>pz</b>      | panzer (armored)  |
| <b>Ravenna</b> | "Ravenna" Italian infantry<br>division (remnants)                               |
| <b>Sec</b>     | security  |
| <b>StG,S</b>   | sturmgeschutz (assault gun)   |
| <b>T</b>       | "Totenkopf"<br>3rd SS Panzer Division   |
| <b>T</b>       | Tiger (heavy tank company)  |
| <b>Turc</b>    | Turcoman  |
| <b>V.Mack</b>  | von Mackensen   |
| <b>W</b>       | "Wiking" 5th SS Motorized<br>Infantry Division                                  |
| <b>WB</b>      | Werfer Brigade (rockets)  |
| <b>Wes</b>     | "Westland" SS Motorized<br>Infantry Regiment                                    |

|               |                   |
|---------------|-------------------|
| <b>Inf</b>    | infantry          |
| <b>Tk, Pz</b> | armor             |
| <b>Cav, C</b> | cavalry           |
| <b>Arty</b>   | artillery         |
| <b>AT</b>     | anti-tank         |
| <b>Rkt</b>    | rocket            |
| <b>F</b>      | fighter           |
| <b>S</b>      | Stuka, Shturmavik |
| <b>B</b>      | bomber            |

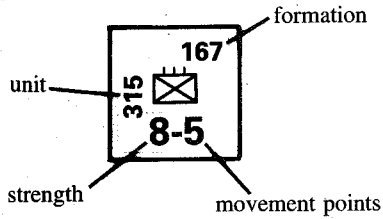


# TABLE OF CONTENTS

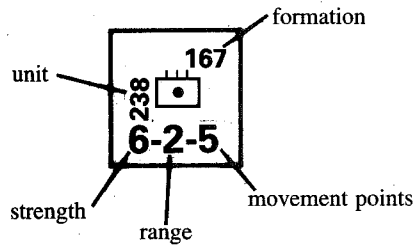
|   |    |  |
|---|----|--|
| 1. INTRODUCTION   | 3  |  |
| 2. COMPONENTS   | 3  |  |
| A. How to read the counters   | 2  |  |
| B. Unit Types   |    |  |
| C. Markers  |    |  |
| 3. TURN SEQUENCE AND DESCRIPTION  | 3  |  |
| A. Weather Phase  |    |  |
| B. Supply/Replacements Phase  |    |  |
| C. Orders Phase   |    |  |
| D. Initiative Phase   |    |  |
| E. First Player Turn  |    |  |
| I. First Player 1st Movement Round<br>(Reserve Designation)   |    |  |
| II. First Player 1st Combat Round   |    |  |
| III. Reconnaissance/Second Player Reserve Movement  |    |  |
| IV. First Player 2nd Movement Round   |    |  |
| V. First Player 2nd Combat Round  |    |  |
| F. Second Player Turn   |    |  |
| G. Soviet Recruitment   |    |  |
| H. End of Turn  |    |  |
| 4. WEATHER  | 3  |  |
| 5. FORMATIONS AND UNITS   | 4  |  |
| 6. ORDERS   | 4  |  |
| A. Orders   |    |  |
| I. Assault  |    |  |
| II. Defense   |    |  |
| III. Mobile   |    |  |
| IV. Retreat   |    |  |
| V. Pursuit  |    |  |
| VI. Travel  |    |  |
| B. Procedure  | 5  |  |
| 7. INITIATIVE   | 5  |  |
| 8. SUPPLY   | 6  |  |
| A. Supply/Fuel Points   |    |  |
| B. Supply Requirements  |    |  |
| C. On Board Supply Dumps  |    |  |
| D. Supply Lines   |    |  |
| E. Truck Points   |    |  |
| F. Supply Effects   | 7  |  |
| 9. STACKING   | 7  |  |
| 10. TERRAIN   | 7  |  |
| 11. MOVEMENT  | 8  |  |
| A. Normal Movement  |    |  |
| B. Overrun  |    |  |
| C. Probe  |    |  |
| D. Reaction Movement  |    |  |
| E. Railroad Movement  |    |  |
| F. Movement Misc.   | 9  |  |
| 12. RESERVES  | 9  |  |
| 13. ZONES OF CONTROL (ZOCs)   | 9  |  |
| A. ZOC Effects  |    |  |
| B. Overlapping ZOCs   | 9  |  |
| 14. COMBAT  | 10 |  |
| A. Who Can  |    |  |
| B. Procedure  |    |  |
| C. Retreat Before Combat  |    |  |
| D. Defensive Reserve Commitment   | 11 |  |
| E. Headquarters Support   |    |  |
| F. Tank/Antitank Effects  |    |  |
| G. Direct Air and Artillery Support   |    |  |
| H. Terrain Effects on Combat  | 12 |  |
| I. Bombardment  |    |  |
| J. Combat Resolution  |    |  |
| K. Combat Options   | 13 |  |
| L. Losses   |    |  |
| M. Cadres   |    |  |
| N. Retreats   |    |  |
| O. Advances After Combat  |    |  |
| P. Disruption   |    |  |
| 15. LIMITED INTELLIGENCE  | 14 |  |
| A. Dummies  |    |  |
| B. Probes   | 15 |  |
| C. Reconnaissance   |    |  |
| 16. ARTILLERY   | 15 |  |
| 17. HEADQUARTERS AND COMMAND  | 15 |  |
| 18. AIR UNITS   | 15 |  |
| A. Bombers  | 16 |  |
| B. Ground Attack  |    |  |
| C. Fighters   |    |  |
| D. Air to Air Combat  |    |  |
| 19. REINFORCEMENTS  | 17 |  |
| Intermap Transfers  |    |  |
| 20. REPLACEMENTS  | 18 |  |
| Soviet Recruitment  |    |  |
| 21. SPECIAL UNITS   | 18 |  |
| A. Partisans  |    |  |
| B. Uprising   |    |  |
| C. Armored Trains   | 19 |  |
| D. Flammpanzer  |    |  |
| E. Ski Units  |    |  |
| F. Detachments  |    |  |
| G. Donets Division  |    |  |
| H. Trash  |    |  |
| I. Axis Allies  | 20 |  |
| J. Brandenburgers   |    |  |
| K. Army Group Center  |    |  |
| 22. SCENARIOS   | 20 |  |
| Victory Conditions  | 20 |  |
| "Operation Star" Feb 1 to Mar 1 1943,<br>(STAVKA Release Table)   | 20 |  |
| Third Battle of Kharkov Feb 1 to Mar 1, 1943<br>(SS AH Release Table)   | 22 |  |
| Duel in the South, Pursuit and Counterattack<br>Feb 1 to Mar 1, 1943  | 23 |  |
| Backhand Blow Feb 19 to Mar 5, 1943   | 24 |  |
| The Fourth Battle of Kharkov Feb 19 to Mar 19,<br>1943  | 25 |  |
| Riposte Feb 19 to Mar 19, 1943  | 26 |  |
| The Duel for Kharkov Feb 1 to Mar 19, 1943<br>(The Campaign Game)   | 26 |  |
| KNOCK KNOCK, WHO'S THERE? OR<br>WHO WAS THAT DUMMY I SAW YOU WITH?<br>THAT WAS NO DUMMY, THAT WAS THE<br>XII TANK CORPS |    |  |
| COUNTER ERRATA  | 27 |  |
|   | 28 |  |

## HOW TO READ THE COUNTERS

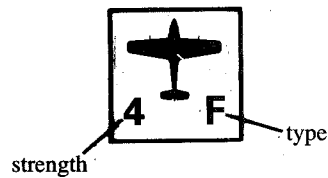
### Unit



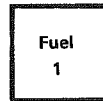
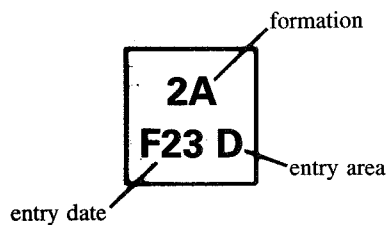
### Artillery Unit



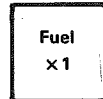
### Air Unit



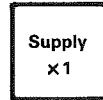
### Counter Back



Fuel Point



Fuel Marker for Player Display



Supply Marker for Player Display



Attack Marker



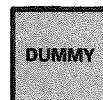
Rail Break Marker



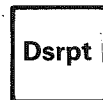
Uprising Marker



Loss Marker



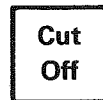
Guess What?



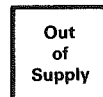
Disrupted Marker



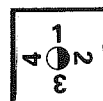
Out of Command Marker



Cut Off Marker



Out of Supply Marker



Supply Marker



detachment



company, co



battalion, bn



regiment, rgt



brigade, bde



division, div, D



corps, C



army, A



army group, front



headquarters



motorized



infantry



cavalry



armor



armored reconnaissance



armored infantry



armored artillery



armored flamethrower



artillery



rocket



rocket



engineer



ski



armored train



motorcycle

Soviet units are black on red, German Army and fascist allied units are black on gray, SS units are white on black, Luftwaffe units are black on blue (we told the printer a lighter shade but what can you do at this point?)

## 1. INTRODUCTION

Duel for Kharkov is a simulation game of the battles that raged between the Donets and Dnepr rivers in the late winter of 1943 including the Third and Fourth battles of Kharkov. This campaign was the high water mark of the second winter's offensive by the Red Army that began at Stalingrad and ended on the Donets and Mius rivers. The wide frontages and scarce resources, combined with the massive commitment of mobile formations by both sides created a wild and fluid action that ranged across snowy steppes and thawing streams. Powerful German reserves railed in from Western Europe, together with a blow by the remnants of the 1st and 4th Panzer Armies, sent the overextended Soviet Armies of the Southwest and Voronezh Fronts reeling back to the Donets.

The game is played on a game map, which is divided by a hexagonal grid, each cell of which is called a "hex." Each hex is 3 miles across. Each game turn is two days in length, with each player "round" being approximately 12 hours. The game is played with two kinds of cardboard counters; markers and units. The units are of varying sizes ranging from divisions to companies, with most Soviet units being divisions or brigades; and most German units, regiments. In all cases the "0" result on the die is read as a "10".

## 2. COMPONENTS

800 1/2 inch square die-cut counters  
2 34" x 22" game maps  
1 rules booklet  
many charts and tables

If any components are damaged or missing when you open the box, please return them to People's War Games, 448 62nd Street, Oakland, Ca 94609. If you screw them up yourself or lose them, write us and we will sell you a replacement.

## 3. TURN SEQUENCE AND DESCRIPTION

### A. Weather Phase

### B. Supply/Replacements Phase

### C. Orders Phase

### D. Initiative Phase

### E. First Player Turn

#### I. First Player 1st Movement Round (Reserve Designation)

#### II. First Player 1st Combat Round

#### III. Reconnaissance/Second Player Reserve Movement

#### IV. First Player 2nd Movement Round

#### V. First Player 2nd Combat Round

### F. Second Player Turn

(as above I-V with 1st and 2nd Player positions reversed)

### G. Soviet Recruitment

### H. End of Turn

#### A. Weather

The Soviet Player rolls one die and modifies the result according to the turn it is and reads the Weather Table to determine the Air Condi-

tions. The die is rolled again, the result is modified if appropriate, and the Ground Condition is read from the weather table.

### B. Supply/Replacements

Each player consults his replacement and supply chart and adds the appropriate amount to his totals on his player display. Supplies, fuel, and replacements may now be added to units or formations that are not cut off.

### C. Orders

Both players now give orders to their formations; adjusting the formation markers on their player's displays and paying appropriate costs in supplies and fuel. The orders available are Assault, Defend, Mobile, Retreat, Pursue, and Travel.

### D. Initiative

The players each count two for each formation on Assault orders and add one for each formation on Mobile or Pursue orders. Each player then rolls a die and adds it to his total which he then announces. The player with the higher total is now the First Player and has the initiative for this turn. (Reroll in case of ties.) If this result has caused the initiative to change hands, there is now a special Reserve Designation phase for the new Second Player.

### E. First Player Turn

**I. First Player First Movement Round:** The first player may now move all of his units to the extent allowed by their movement abilities and orders. During the course of their movement the First Player's units may engage in combat by conducting overrun attacks and/or probes, the First Player can create reserves, and may be obliged to pause during a unit's movement to allow an enemy unit to conduct reaction movement. All of the first player's available dummies may be placed in play at this time.

**II. First Player First Combat Round:** The First Player places combat markers on all hexes that he intends to attack or bombard plus up to three hexes per map that he does not intend to attack or bombard. Then both sides secretly commit air units by placing them on the appropriately numbered box on their Player Display. The First Player then selects a hex he marked and resolves combat against the hex. First independent air and artillery bombardments may be carried out by both players, then possible retreat before combat and defensive reserve commitments are executed by the defending player. Then the strengths and tank/antitank strength ratios are calculated for all units attacking and defending the marked hex, all modifiers and column shifts are determined, and final odds are arrived at, after which the die is rolled by the attacking player and the combat result is read. The Combat Options Matrix is looked at to determine if the players have any options of taking losses as retreats or vice versa, and the combat results are implemented, the defender first. The process is repeated for each combat marked hex in turn, producing losses, disruptions, retreats and advances. All units that began the combat round disrupted and did not suffer another disruption during the round now have their DSRPT markers removed. After all combat has been resolved, the combat round ends.

**III. Reconnaissance/Reserve:** The First Player may now perform reconnaissance operations against a limited number of enemy occupied hexes, and the Second Player may commit reserves, moving them up to half of their movement allowance but not into enemy Zones of Control (ZOCs).

### IV. First Player Second Movement Round:

Any of the First Player's units (that are allowed to by their orders) may now be moved. Reserves may now be committed by the first player, moving their full movement allowance. As in their first movement round the units may overrun and probe, and the second player's units may perform reaction movement. No reserves may be designated in this round.

**V. First Player Second Combat Round:** Just like the first combat round.

### F. Second Player Turn

The Second Player Turn is a repeat of the first player turn, with parts I-V but with the positions of First and Second Player reversed.

### G. Soviet Recruitment

The Soviet player now rolls one die for each Village, Town, or City hex that he holds that was not previously recruited. The results are added to the replacement total on the Soviet player display.

### H. End of Turn

The players advance the game turn marker one space on their turn record tracks. If this has ended the last turn of the scenario, count up the victory points and determine who won the game.

## 4. WEATHER

During the course of the battle the weather changed from late winter deep freeze to early spring mud. The Soviet player rolls one die and reads the results off of the Weather Table's first column. If the result is a natural 10 (0) on the die, there are Blizzard conditions and the ground is automatically Snow. If any other number is rolled the die is rolled again and read as modified from the second column to determine the Ground Condition.

Until the February 13 turn (turn 7), subtract four from each die roll, after the March 3 turn (turn 16) add two to the die. In all cases a natural roll of 10 stands unmodified, (note that a roll of 10 on the second die roll is always ignored and rerolled; the only way to get snow on the ground is with a Blizzard) and any modifications that make the die result read more than 9 or less than 1 are treated as 9 or 1 respectively.

In Clear Air Conditions all air units may operate freely, in Partial conditions each air unit's strength is reduced by half, and no air activity or reconnaissance is possible in Fog or Blizzard. Artillery units have their barrage strengths halved in Fog or Blizzard conditions.

Freeze Ground Conditions allow players to use the set of numbers on the left on the Terrain Effects Chart. If there is already Snow in effect, a Freeze result continues the Snow conditions. A Thaw result requires players to use the second number printed on the Terrain Effects Chart, greatly increasing most movement costs, and making some previously passable ground (water) impassable. All major rivers are considered

frozen at the beginning of all scenarios, as well as all minor rivers, swamps, lakes and marshes. Any time after the March 3 turn that there have been three consecutive turns of Thaw, minor rivers may only be crossed by non-motorized units, not including artillery. Motorized units and artillery may cross minor rivers only at bridges, which are assumed to be anywhere a road or railroad crosses a river or where a town or city straddles a minor river. Major rivers are considered still frozen even during Thaw turns, and melt only after five consecutive thaw turns. It then takes three straight turns of Freeze conditions to refreeze thawed major rivers.

During Snow Ground Conditions, all units add ½ a movement point to the cost of entering any hex except for those hexes entered on a road or railroad, or in City hexes. Ski units use their full eight movement points in Snow conditions and add nothing for off road movement, paying only normal terrain costs.

The first turn of all scenarios that begin February 1st the weather is not rolled for on the first turn but is assumed to be Clear and Snow; in later scenarios the die is used, with a beginning condition of Frozen being assumed.

Thaw results will cause the disappearance of Snow (right, it melted) which can only reappear as a result of a Blizzard result. Note that a roll of 10 on the second die roll is always ignored and rerolled; the only way to get snow on the ground is with a Blizzard.

If players are agreeable, on both first movement rounds (first player's first and second player's first) of a Blizzard turn, player's units must pay snow movement penalties while using secondary roads.

## 5. FORMATIONS AND UNITS

All ground combat units are organized into Formations; their formation number is displayed on the unit counter in white. Each formation includes a headquarters unit and several combat units. The basic formation of the Germans is the Division although there are some units that are subordinate to Army level formations. The basic formation of the Soviets is the Army or Corps.

A formation is given specific orders for a turn (see 6. Orders) and all sub-units of the formation are considered to be under the same orders unless 1) the unit is cut off and cannot spend or receive the supplies necessary for the orders, or 2) the unit is clearly in the friendly rear area and contact with enemy units is impossible or very improbable this turn, in which case the unit may be considered to be under Travel orders no matter what other orders have been given to its formation. (If your style of play requires tighter restrictions, impossible means that the travelling unit and the nearest enemy unit could not come in contact even if each made a maximum move toward each other in both movement rounds).

Formations are used in determining supply, command, orders, and ability to receive headquarters, artillery, and air support.

The German player has a few units that are labeled HG Don, and others labeled 1PzA, 4PzA, and Lanz. These are attached directly to army group or army commands and if not

attached directly to another formation may always be considered to be on Mobile or Travel orders without supply cost. If unable to trace a supply line, however, they are considered to be Cut Off like other units, see Supply rules, and may always be assumed to be under Mobile or Travel orders as the German player chooses.

The Kampfgruppe of 4th Panzer Division is a special case and is discussed under the rules for Special Units.

**Formation Holding Boxes:** The sub-units of a formation, plus any one other friendly unit larger than a battalion or company, plus any number of battalions, companies, or Soviet regiments, may be placed on the player display instead of on the board, if they are stacked with the formation's HQ. In this case the units are placed on the formation's holding box on the player display while the formation's HQ remains on the board. The sub-units are considered to be in the hex and may engage in combat or other game activity as the player desires, but they remain out of sight of the enemy. When engaging in combat the owning player need only reveal the total combat strengths ("I've got 10 strength points and 4 tank points in the hex") and the HQ must be displayed face up. A player need not remove any or all units in an HQ's hex to the holding box, and units stacked off board in the holding box may be brought on to the map at any time during a player's movement round, likewise units so deployed may be brought onto the map by retreating or advancing in different directions before or after combat. Any supply status marker deployed on the HQ applies to all units stacked off the board as well, while these units may also be individually marked to indicate losses, disruption, lack of supply, etc.

Holding boxes may also contain up to two points of supply and/or fuel (2 supply, 1 supply and 1 fuel, or 2 fuel). These stack for free.

If a formation HQ is destroyed, its holding box may not be used and all units in the box are placed immediately on the map in the hex where the HQ was.

German Corps HQ markers are provided but should not be used on the orders track unless they have at least four regiment sized units directly subordinate to them that cannot trace a line of supply or command directly to their own formation HQ. This is to prevent the German player from paying supplies to give these HQs orders in order to artificially pump up his initiative total. Don't do it, hear? These HQs can function normally as if they are on Mobile orders without having to pay additional supplies for them. If such an HQ becomes cut off, it suffers the usual penalties but does not require the expenditure of a supply point to recover from an Out of Supply condition. The Soviet Army HQs for the Southwest Front (6th, 1st Guard Armies and the Popov group) similarly do not function on the Orders Track unless they have three division/brigade sized units directly subordinate to them as above. The same applies to the Voronezh Front HQ.

Non-motorized German divisions and Soviet corps, while they have markers that function on the orders track, have no off board holding boxes.

## 6. ORDERS

Orders play a critical role in this game, determining movement, combat and combat-option abilities, determining how a formation may make use of its turn, in which direction it may move and how far, whether or not units may receive artillery and/or air support, advantages or disadvantages in combat, the option of trading losses for retreats and vice versa, and whether or not the unit can advance after combat or retreat before it. Orders are also the major cause of supply consumption.

Except as described in the second paragraph of the Formation rules, all units of a formation operate under the strictures of the order that has been given to the whole formation.

### A. Orders

**I. Assault:** A formation with assault orders is considered concentrated, stocked with supply, well tied in with its air and artillery assets and able to deliver a powerful punch. However, it is not terribly flexible and will pay for its combat advantages by suffering heavier losses, if such are called for on the Combat Results Table (CRT).

A formation with assault orders must make at least one attack with non-artillery ground units in each of its combat rounds. Up to all of its sub-units may do so in each combat round if so desired. An attack made by units with Assault orders receives a column shift of one to the right on the Combat Results Table (CRT).

Assaulting units may move up to their full movement allowance in their first movement round and half of their movement allowance in their second movement round.

It costs the German player two supply points to issue Assault orders to a formation and the Soviet player three supply points (and possibly a fuel point—see Supply rules).

Assaulting units may receive direct support from air and artillery units both when attacking and defending.

Assaulting units may attack in both combat rounds. Successful attacks by assaulting units must be followed by an advance into the defeated unit's hex by at least one of the assaulting units. No further advance is possible beyond the defeated unit's hex.

Except against defending units with Travel orders, assaulting units may never convert losses into retreats instead, so assaulting tends to be a costly business.

**II. Defense:** The other side of the coin from assault. While extensive defense works were not constructed during the campaign as the ground was either too frozen or too wet, this order considers that the units are making what use they can of available cover and concealment, are wired in with their supporting resources, and most importantly they are committed to hold that piece of ground.

A formation on Defense pays no supply cost for the order, unless it engages in combat (defensively or offensively). The owning player has the option of having a unit engage in Unsupplied Defense, in which case there is no supply cost but the defender loses his advantageous combat shift and his retreats become

mandatory. Units on Defense may move only one hex in each friendly movement round.

Units on Defense may receive direct support from friendly air and artillery in any offensive or defensive combat they engage in.

Units on Defense may attack in only one friendly combat round, but may not advance after combat if successful.

When defending, units on supplied defense orders receive a column shift on the CRT of one shift to the left.

The chief disadvantage of defense orders, besides the dangerous lack of mobility, is that when attacked by enemy units operating under Assault, Mobile, or Pursue orders (the most likely situations), the defending units may not convert their losses to retreats.

**III. Mobile:** A formation with Mobile orders is in its most flexible mode; not able to do an outstanding job of any particular thing, but best suited to a fluid situation. If supplies allow, most formations should be under Mobile orders. Mobile orders cost a supply point and, for Soviet motorized formations, a fuel point as well.

A unit with mobile orders may move its full movement allowance in the first friendly movement round, and half of its movement allowance in its second movement round.

German units with mobile orders may receive direct support from friendly air and artillery units, Soviet units may not.

A unit with Mobile orders may attack in either the first or second friendly combat rounds, but not both.

If successful in combat, a unit with Mobile orders may advance the full amount permitted, (see Combat rules).

If both Soviet and German units in a combat are under Mobile orders, the Soviet player will be obliged to take his losses and retreats as dictated by the CRT, while in any other situation a player whose units engage in combat with Mobile orders will usually be able to take his losses as retreats or vice versa. This is a key dynamic, dig it.

**IV. Retreat:** Retreat gives a formation more movement ability with the restriction that it must be towards the rear; this does not mean a disorderly rout, but rather involves the ability to run or fight one's way out of a bad situation.

Retreat orders cost a supply point and, in the case of Soviet motorized units, a fuel point.

Units with Retreat orders must move towards a friendly board edge, ending their move closer to it than they began the movement round. At least half of the units of a formation with retreat orders must fulfill this condition, and the others may not move away from a friendly board edge. Use common sense here, none of those retreats forward so well loved by some wargamers, please.

German units with Retreat orders may receive direct air support (but not artillery support), no other units on Retreat orders may receive either direct air or artillery support.

Retreating units may attack in one or the other friendly combat round but not both.

If successful in an attack, retreating units may advance after combat to their full ability, but the advance must be towards a friendly board edge.

**V. Pursuit:** Pursuit orders allow a unit greater movement ability at the expense of some combat power, and with a requirement of forward movement, the opposite of retreat.

Pursuit orders cost a supply point and for Soviet motorized formations, a fuel point.

Pursuing units may move their full movement allowance in both friendly movement rounds. This movement must involve at least half of the units of a formation with pursuit orders and must cause them to end their turn closer to an enemy board edge than they began.

Only German pursuing units may receive direct air and artillery support in combat.

Units in Pursuit that attack or defend receive a one column shift against them on the CRT, to the left if attacking, to the right if defending.

Units with Pursuit orders may attack in either friendly combat round but not both. If successful in an attack, the pursuing units *must* advance to their full ability.

**Travel:** Travel orders allow units full movement in whatever direction they choose, but are not intended for combat at all. Travel orders are *assumed* for units entering the map or moving in what is clearly the friendly rear area, (more than one move from the nearest enemy unit) even though the unit's formation is operating under different orders.

Travel orders cost no supply points, except for Soviet motorized units which require a fuel point.

Units with Travel orders may never attack, may never receive direct artillery or air support (but may receive Headquarters support), and suffer a shift of two columns to the right on the CRT if attacked. Since they cannot attack, they need not worry about advancing after combat, do they?

Note that units attacked while under Travel orders will usually be required to take their combat results as dictated by the CRT without options. (The only exception is when attacked by units with Retreat orders).

Units using Travel orders, although their own formations are not under Travel orders, may not enter enemy ZOCs.

## B. Procedure

Formations are given orders during the Orders section of the turn, both players adjusting the markers on the Orders Track on their player displays. Each formation has a counter for use on these tracks. The supply (and fuel) tracks are likewise adjusted to reflect the supplies etc., expended by giving out the orders.

*Units from formations with different orders may stack together but may not attack together*, units with different orders attacking the same hex do so separately, so that a hex may be attacked several times during the course of a combat round. If units of formations with different orders are stacked together and are attacked, the modifiers resulting from orders that the majority of the strength points defending are under are used for the whole stack.

Once orders have been assigned at the beginning of the turn, these orders stand until the beginning of the next orders phase in the next turn. Since you do not know who will move first in a turn, some thought is required. For example

a player who places his units on Defense orders in anticipation of a stable defense and is then dismayed to see the enemy blast a hole somewhere and go roving far into his rear area, will wish that his units were on Retreat or Mobile orders so that they could scramble back out of the way. Sorry about that. Similarly, a player who gives out Pursuit and Travel orders in order to take advantage of an anticipated enemy retreat that turns out to actually be a counterattack will find his vulnerable columns being mauled without the opportunity to correct the mistake.

## 7. INITIATIVE

To determine which player will move first in a turn, the players must determine which player has the Initiative. This is done immediately after issuing orders to all formations. The principle reflected in this rule is that the side which is pressing its attack is best able to get the jump on its opponent—with a little luck.

Both players secretly count the number of formations they have given Assault orders to and double this number. To this is added the number of formations on Mobile and Pursue orders. Finally all this is added to the results of a die roll. Each player then announces his total and the player with the higher total has the Initiative, becoming the First Player for that turn. In cases of ties, roll the dice again and keep at it until one has the higher total. If so desired, a player may decline the initiative; but if his opponent likewise refuses to take it the turn is over and no one gets to move or have combat.

The astute wargamer will immediately note a potential for abuse in this system, namely if I am the second player this turn and win the Initiative the next turn, why then I will get essentially two player turns back to back. Let's see now, four movement rounds and four combat rounds before the enemy can lift a finger. Sounds like fun . . . for me!

Here's how we keep the rules lawyers in order: if the initiative changes hands from one turn to the next, as soon as the previous second player wins the initiative, the new second player may now designate as many reserves as his counter mix will allow. Between the enemy's first combat round and second movement round, these and any other reserves available may be committed to make a full move if so desired.

If the Germans succeed in taking the initiative from the Soviets, the Soviet player may, during the special reserve placement phase that occurs when the initiative changes hands, place reserve markers designated for armies whose HQs are neither on the map nor in play on the player display, as well as those he would normally be able to deploy. This ability is for this special reserve placement phase only.

Other ways to deal with this problem might involve limiting the number of times the initiative may change hands during the course of a game (3 or 4) and after that number of exchanges the initiative would be fixed with the last player to get it and that player would remain the first player for the rest of the game. I don't like "Iron Maiden" rules like this but if you do, go ahead and use it.

For the first game turn of a scenario, the scenario may designate one player as auto-

matically the first player for that turn. Then there is no Initiative phase that turn, but from the second turn of the scenario on, the initiative is determined as per usual.

## 8. SUPPLY

The supply situation in the Dnepr/Donets/ Kharkov area during this campaign can best be summarized by saying that the Germans were falling back on supply bases that had been in position since the Spring of 1942 while the Soviets were at the farthest extension from the bases back on the Don established for the Stalingrad counter offensive in the Fall of 1942. The Soviets were short fully 50% of the necessary vehicles to supply their forces, and fuel and the means to transport it were particularly scarce.

### A. Supply/Fuel Points

Supply is represented in simple Supply Points (SPs) for the German player and for the Soviet player in both SPs and FPs (Fuel Points).

Fuel Points and Supply Points are either kept on the player's Supply Tracks on the player displays, or are located in on-board dumps (for the Germans), or they may be carried to a limited extent (2 supply, 1 supply and one fuel, or 2 fuel) by Headquarters units by placing appropriate markers in the division, corps or army holding boxes on the player displays.

Supply and Fuel points take up no "room" in a hex, and do not count against stacking limits. Fuel and Supply points may not be attacked by enemy units, or by air and/or artillery units. They may be captured by moving friendly units into hexes occupied only by enemy supply counters or dumps. Only the Soviet player can capture enemy supplies by occupying enemy supply dumps. In this case the Soviet player may take 1/2 the number of supply points as fuel points; either leaving them where they are or removing them to the Soviet player supply track on the player display, or by "picking them up" with HQ units that pass through the hex.

Supply or Fuel points stacked with or carried by a unit that is destroyed, or reduced to cadre strength in combat, are destroyed.

In Blizzard turns, the number of Fuel and Supply points arriving are reduced by two, and on Thaw turns they are halved.

### B. Supply Requirements

Supply and Fuel points are received by the players in the Supply/Replacements phase. The amount to be received is indicated for each map for each player, and the players adjust the markers on their supply tracks to reflect this addition.

Supplies and fuel must be spent to issue orders to formations. It costs one supply point to give Mobile, Pursue, and Retreat orders. It costs the Germans two supply points to give Assault orders, the Soviets must pay three supply points to do the same. Travel orders cost no supply points at all, and Defense orders cost a supply point only if any sub-unit of the formation engages in combat with adjacent enemy units. This supply cost is assessed at the moment of combat, not during the Orders phase. This one supply point is sufficient for the whole formation

to be in Supplied Defense the whole turn, and if other sub-units of the formation engage in combat (artillery fire excepted) in the rest of the turn there is no further supply cost.

Every time an artillery unit is "fired" offensively or in defense of another unit, it costs one supply point. This point is paid at the moment of combat by deducting it from the player's supply total on the supply track, or by using any other available supply point.

Further complicating the supply picture for the Soviets is the question of fuel. Fuel is not considered for the Germans because during the course of the battle they suffered from no special problems regarding fuel while the Soviets had very serious problems indeed. German supply points are assumed to include sufficient fuel.

To give Assault, Mobile, Pursue, Retreat, or Travel orders to a motorized formation costs the Soviet player one fuel point. Motorized formations are tank corps, and armies that have in play, in non-cadre form, three or more tank or motorized brigades. (Tank regiments are not counted). This means the status of some of the Soviet armies change as reinforcements appear on the map (and as units are destroyed) so that players will have to check to see if an army requires fuel points or not. Formations that require fuel have a horizontal line on their formation marker; some formation's markers can be flipped over to indicate when their fuel requirements change. Some German formations also have the stripe, blame this on the gremlins. Since tank corps require fuel points of their own, the motorized *corps* assigned to an army do not by themselves require the expenditure of fuel for the *army's* orders so that neither Popov's group nor the Third Tank Army require the expenditure of fuel until they have three or more *independent* tank or motorized brigades assigned directly to them.

Formations composed entirely of cadre do not require fuel or supply points, nor do cadre count against the fuel requirements of a Soviet army.

### C. On Board Supply Dumps

The German player can secretly establish as many on board dumps he chooses by writing their location on a piece of paper and keeping track of how many supply points each dump contains. Players may also use supply counters stacked on the board to indicate the location of dumps. The dumps must be located in City, Town or Village hexes and must be on or within 10 connected road hexes of a railroad that leads to the A,B,C, or S entry areas and is not interdicted by Soviet units, ZOCs or rail break markers. During the Supply/Replacement phase supply points may be directly deposited in these dumps, or moved out of them to the supply track on the player display, or moved from dump to dump if the dumps are connected by uninterrupted rail lines.

Supply points may be picked up by headquarters units moving through the hexes containing these dumps during any German movement round. The points are simply removed by subtracting them from the scratch paper total and depositing the appropriate number of supply points in the headquarter's formation's holding box on the player display. Supply dumps are considered

to have an intrinsic defense strength of 1; it may only be used to defend against Soviet partisan, ski, or cavalry units without HQ support. If attacked by any other Soviet ground units while stacked with any Axis units, the intrinsic point is ignored. The Soviet player must be informed of the presence of a dump if he moves adjacent to it. If a dump using its intrinsic defense point receives any adverse result on the CRT, the dump is destroyed and half of its contents of supply points is converted to fuel points and captured, the balance being destroyed.

### D. Supply Lines

During the Supply/Replacements phase, players determine if any of their formation HQs and subunits are capable of receiving supplies during the Orders phase that is coming up.

For a player to expend supplies to give a formation an order, the formation's headquarters unit must be able to trace a valid supply line. In general, the line must be no more than 15 movement points in length (the movement points being spent at the motorized movement rate for motorized formations and at foot rate for all others) and must lead from the HQ to a road or railroad that is connected to a friendly supply source by a continuous line of connected road and/or railroad hexes. A supply source is a friendly board edge or supply dump.

If an HQ cannot trace such a supply line, either because it is blocked by enemy units, ZOCs or impassable terrain, it can receive orders that cost supplies only if it has its own supplies in its formation holding box or stacked in the hex it is in.

If the HQ is in supply in some manner, then the formation can receive orders which cost supply. Individual units of the formation must also at this point trace their own supply line, no more than 5 hexes in length to their HQ. If they cannot do so, and cannot trace a line to some other HQ or supply dump, they are marked CUT OFF. Cut off units may function normally, using whatever order has been given to their formation, but if they engage in combat against adjacent enemy ground units (not being bombarded by air or artillery), they will have their marker flipped to OUT OF SUPPLY. Units marked out of supply that are non-motorized are considered in Travel or Unsupplied Defense orders at the player's discretion (announce it) and operate under the restrictions of one of those orders. Motorized units that are out of supply must assume Unsupplied Defense orders. Soviet non-motorized units in a formation that requires fuel points may still receive orders even if the fuel is not spent—but the motorized units of the formation must be on Defensive orders only.

### E. Truck Points

Soviet headquarters that are more than 15 hexes West of the Donets River may only receive supply or fuel points, or have supplies spent for their orders, if the Soviet player spends one truck point for each fuel and/or supply point used. Truck points are received by the Soviet player for use during one turn only, so that, for example, the truck points received in turn one and not used are lost and cannot be carried over to turn two.



Truck points can also be spent to extend a supply line by 3 Movement Points (MP).

Headquarters units that are themselves unable to trace a supply line to supply source are marked CUT OFF.

If an HQ unit is carrying supply or fuel points with it, it may itself be used for a supply source, spending its supply and/or fuel points to pay for the orders given its or another formation, or to provide supply points for an artillery unit to fire.

Partisan units and armored trains are never considered out of supply.

If an artillery unit can trace a valid supply line it may be used to provide combat support or to conduct bombardment (fired). It costs one supply point to fire once. Thus, if an artillery unit fires in both enemy combat rounds and both friendly combat rounds, (which it conceivably could supporting units with Assault or Defense orders), it would use four supply points. For a Soviet artillery unit that is 15 hexes or more West of the Donets, the Soviet player would have to spend a truck point for each supply point used by the artillery unit.

## F. Supply Effects

A unit or formation that is marked with a Cut Off marker may function normally except that formation is severely limited in the orders it may receive (Defense, Travel). A cut off unit that moves or engages in combat does so normally, except that after the combat (unless it solely involves the cut off unit being bombarded by enemy air and/or artillery unit) the cut off marker is flipped to OUT OF SUPPLY. Note that this means that a cut off unit attacked twice in a combat round will be out of supply after the first attack.

Units that are out of supply have their defense strength halved and may not attack. If they are motorized units they may not move. If Soviet and out of supply but with fuel they may move normally. They are in big trouble. If forced to retreat, motorized units that are out of supply may not retreat more than one hex and must take any additional retreats as losses.

If, at the beginning of a Supply/Replacements phase, a unit or formation that was previously marked Out of Supply or Cut Off can now trace a valid supply line, the marker is removed. If the majority of the units of a formation and including the HQ are marked Out of Supply and they are able to trace a valid supply line during a Supply/Replacements phase, the owning player must pay a supply point to remove the marker. If the formation is Soviet and its HQ is more than 15 hexes West of the Donets, a truck point must be spent as well. If the formation is a motorized Soviet one more than 15 hexes West of the Donets, a supply point, a fuel point, and two truck points would be needed to put the formation back in supply before giving it any orders.

## 9. STACKING

The stacking rules limit how many units and formations may occupy one hex at one time. Stacking limits do not apply during a player's movement or retreats. Thus units may move or retreat through each other during movement,

reserve movement, or retreats in violation of the stacking limits.

Stacking limits apply at the end of both the movement and combat rounds. Units may never stack in the same hex as enemy units.

*The stacking limits are: for the German player one hex may contain all the units of one formation and one regiment OR four regiments, plus in either case any number of battalions or companies. For the Soviet player, one hex may contain all the units of one corps, plus one brigade or division OR up to four brigades and/or divisions plus in either case any number of tank regiments.*

The units of no more than one other formation may be stacked with a divisional HQ, of no more than two formations with a corps HQ, and in no circumstance may units of more than three formations ever stack together. When a formation stacks together, it may never contain more than 5 regiments (German), or 5 divisions or brigades (Soviet). For both the Soviets and Germans, one headquarters may stack freely per hex, any additional HQs in a stack are counted as German regimental or Soviet brigade-sized units. The Axis allied units, the Luftwaffe division, and the kampfsgruppe of 4th Panzer division are treated as regiment-sized units while the armored trains are treated as battalion-sized units.

The Soviet player may never have more than one artillery unit in a hex at a time.

Units that are forced to retreat and may only do so in such a way as to end their retreat in violation of the stacking limits must continue to retreat until in accord with the stacking limits. If this is impossible the units must each (if there are several) take a step loss and end their retreat in an overstacked condition. The overstack must be corrected at the earliest opportunity. While overstacked, only a stacking limit's worth of units in the hex may take part in offensive or defensive combat, but the excess is subject to all combat results suffered by the rest of the stack. The owning player shall designate the excess.

If a player wishes to move units as a stack, they will move at the rate of the slowest unit in the stack (the unit paying the most MP per hex and/or having the least MP to spend, whichever is less). Units in a stack must be attacked as a whole by enemy ground attacks, while enemy bombardments will attack each unit in a stack separately.

Units of different formations or on different orders may stack together, but units with *different orders* cannot combine their strengths to make an attack but rather must make separate attacks.

For a defending stack which contains units with different orders, or in which some are disrupted and some aren't, determine the status of the whole stack by determining the orders or disrupted status of the majority of strength points in the hex, and this value is used for all the units in the hex.

## 10. TERRAIN

The portion of the Eastern Ukraine shown on the map has been the scene of much fighting in Russian and Ukrainian history, including the historic defeat of Charles XII of Sweden at

Poltava as well as numerous battles of the Russian Civil War. It contains the second largest city of the Ukraine and its biggest manufacturing center, Kharkov. The great Dnepr River lies in the southwest; it comes down from Kiev to the northwest, cutting sharply away to the southwest below Zaporozhe to empty into the Black Sea at Kherson. Rostov lies 110 miles to the southeast of Stalino, the Sea of Azov at Mauriopol lies but 30 hexes, 90 miles, to the south.

To the southeast of Stalino lies the hilly Donbas industrial basin, land of coal mining and metals, while to the east lies the mighty Don River, the Volga and Stalingrad. North of the map lie Kursk and Orel.

The terrain on the map is exceptionally flat and open farming land, and the wooded and hilly steep west bank of the Donets. The smaller rivers, swamps and lakes are frozen solid at the beginning of the game. Tanks safely cross them. They will thaw when the weather does, while the ice on the major rivers will stay solid until near the end of the game; see the Weather rules.

To use road movement, a unit must be moving directly from one road hex to another over a connecting road. Bridges are assumed anywhere a road or railroad crosses a minor river, causeways are assumed wherever they cross swamp hexes. Units moving on a road ignore the other terrain in the hex, thus motorized units may move through swamp hexes in thaw if they use a road or railroad.

Railroad lines may be broken by Soviet units during any Soviet movement round by any unit, including partisans and detachments, spending one movement point in the hex. The number of rail break markers in the counter mix is deliberately set small. The Soviets planned to be using the rail lines shortly and were not anxious to screw them up. German armored trains have the ability to repair rail breaks, taking one player round to repair a break in all weather except blizzard, in which it takes a full player turn. The train cannot move in the same round in which it repairs the break.






Terrain costs and from hexside terrain (Marshy Banks, Dune Hexsides, and Rivers), are assessed when crossing the hexside and are in addition to the cost of the hex entered. Combat effects for such terrain are applied only if all attacking non-artillery ground units are attacking through the same or equivalent hexside types.

Note that there are a number of lakes that neither cover an entire hex nor hexside. They are there for decoration only. Also please note that the entry areas are indicated by yellow bars; these are not dunes nor dune hexsides and always have a letter in the map margin next to them. If a very small amount of a terrain type slopes over a hexside into another hex please disregard the slope. If roads or railroads seem to almost connect but are millimeters apart, or are prevented from joining by place names or village/town/city symbols, assume that they join. Cities can be distinguished from towns by the size of the type of their place names; the only cities are Kharkov, Stalino, Zaporozhe, and Dnepropetrovsk.



## 11. MOVEMENT

*Duel for Kharkov* is a battle of movement, a fluid, confusing and ever-changing pattern of strength, weakness, and uncertainty, so some effort has been put into allowing a certain amount of interactive play. Combat can sometimes take place during movement and a player sometimes gets an opportunity to move during or between an enemy player's movement or combat phases.

For purposes of movement during the friendly movement rounds, retreats before and after combat, advances after combat, and some reserve movement, all units are divided into five classes: Motorized, Non-motorized, Cavalry, Ski and Railroad. All units bearing as some part of their unit's symbol either  or , are considered motorized and have 10 Movement Points (MPs). All units with a  symbol are cavalry units, and have 8 MPs and use the non-motorized values on the Terrain Effects Chart. All units marked  are Ski units, having 8 MPs in snow conditions and 5 otherwise. They use non-motorized values on the TEC.  are armored trains and have an unlimited amount of movement points which may be spent moving from one railroad hex to another connected railroad hex. All other units use non-motorized values on the TEC.

Units move from one hex to another, usually paying movement points to enter hexes and cross certain hexsides. A unit's movement costs may not exceed its available movement points in a movement round. The amount a unit may move is limited by its available movement points, by the rules governing the part of the turn in which it is moving, and by its orders and supply state. The rate at which it spends movement points depends on the unit's movement type, the terrain being moved through, and the ground conditions.

No, you cannot accumulate movement points to use in some other movement round, nor skip hexes during movement nor any of that silly stuff neither, no sir.

### A. Normal Movement

During a friendly movement round a player may move all, some, or none of his units, within the restrictions of the orders each unit is under. For example, a unit with Travel orders may use its full movement allowance in both friendly movement rounds but may not enter enemy Zones of Control (ZOC), while a unit with Defense orders may move no more than one hex in each friendly movement round but may enter a ZOC.

The owning player moves one unit or stack of units at a time, completing their movement before moving another friendly unit or stack. When moving adjacent to an enemy unit the moving player asks, "Does this unit have a ZOC?" If the enemy player announces that there is indeed a ZOC, he must also announce if the ZOC effects all units or non-armored units only.

If the moving unit enters an enemy ZOC, it may not move directly to another enemy ZOC exerted by the *same* enemy units. Units may not overrun into a hex that is in the overlapping ZOC of enemy units not being overrun. (See ZOC rules).

If a player wishes to move a unit from a hex adjacent to an enemy unit directly to another hex adjacent to the same enemy unit, the moving player must announce this intention and then stop, allowing the enemy player to use Reaction Movement; see below.

After the enemy unit has either reacted or declined the opportunity, the friendly unit may resume its movement, possibly having to pause to allow the same or other enemy units the opportunity to react. Note that while only some units exert ZOCs all may perform reactive movement, including dummies. Dummies unaccompanied by real units cannot move from one hex adjacent to an enemy unit (real or dummy) directly to another.

### B. Overrun

To overrun an enemy unit or stack, a friendly unit or stack moves adjacent, the moving player asks the enemy if the hex is indeed occupied or if there are only dummies there. If only dummies, the moving player's units may enter the hex (paying normal movement costs for the hex) and continue to move normally. If the hex is occupied, however, the moving player must conduct an immediate attack on the enemy in the hex. In order to do this, the moving player must expend a movement point, and if the unit(s) do not have the movement point to spend, they may not overrun. In addition to the movement point paid to overrun, the overrunning unit(s) must have sufficient movement points remaining to pay the movement cost to enter the hex being overrun. Road movement rates may *not* be used when entering a hex being overrun. Units can overrun enemy units even when the act of moving into the enemy unit's hex would be movement from one enemy ZOC directly into another, but a unit that is in the overlapping ZOC of two adjacent friendly units may not be overrun at all. If a unit attempts an overrun and discovers that it cannot due to the presence of overlapping enemy ZOCs, it may not continue its movement. Units that are in Travel orders or Disrupted cannot overrun.

The overrun is resolved using the normal combat procedures, including the retreat before combat option (see Combat rules), except that there may be no air or artillery participation in the combat and the combat odds are shifted two columns to the left on the CRT. If the defending units are forced out of the hex, the attacker may continue his movement if he has movement points remaining. If he has enough movement points and the opportunity he may overrun again, against the same or other enemy units. Remember, the unit must initially pay the movement point cost to enter the hex in which the overrun takes place, in addition to the movement point to overrun.

If the attacker in an overrun fails to oust the defenders from the hex, or if the attacker retreats due to combat results, or if the attacker is disrupted in the combat, then the attacking unit may not move further in that movement round. The loser of an overrun is always disrupted. The loser is the side that takes the greater total of losses and retreats. If the obligations are equal, neither side is disrupted strictly as a result of losing the overrun.

Please note that a unit may be overrun repeatedly by one or several enemy units or stacks. If a defending unit is forced to retreat by an overrun, it is automatically disrupted.

### C. Probe

A unit or stack may conduct a probe during the course of movement by moving adjacent to an enemy occupied hex, spending a movement point, and announcing a Probe. The player then conducts an immediate attack on the hex, with neither side able to provide air or artillery support, or HQ support unless the HQ is in one of the two involved hexes. There is no shift on the CRT (unlike overrun) and if the defender vacates the hex, the attacker may not advance into it. A probe ends the prober's movement no matter what the outcome, and if the defender suffers any combat result, the defender must reveal the defending units, though not their strengths or supply status.

### D. Reaction Movement

When an enemy unit that is adjacent to a friendly unit moves directly into another hex adjacent to the same friendly unit, the enemy must first announce his attention to do so. At this point the friendly player may move his unit one hex. It may not move into a hex that has been vacated by the enemy unit that triggered its reaction movement, and it may not enter hexes or cross hexsides that it normally could not. Disrupted units may not use reaction movement.

Each unit or stack of units may use reactive movement twice in each enemy movement round. The use of reactive movement does not affect a unit's ability to move at any other point during the turn.

### E. Railroad Movement

Units may move along railroads paying the railroad costs and ignoring all other terrain movement costs as long as the movement is from one hex containing a rail line into another adjacent hex with the rail line connecting the hexes.

In addition to the above, there are two circumstances under which units may use special abilities to move along the rail lines. The German 15th, 106th, 167th, and 333rd Infantry Divisions enter the map by railroad. On the Order of Appearance Chart the German player will see the notation next to these formation's appearance of RR and a letter. This means that the formation enters the map at the entry hex corresponding to the letter, and may use rail movement during its first friendly movement round on the map. When using rail movement, the units of that formation may be placed on the map in any town or city hex that is on a rail line that is connected by continuous connected rail hexes with the entry hex. If the rail line is occupied by a Soviet unit, or in its ZOC; or is marked with a rail break marker, then the rail line may not be traced through the hex.

A unit which uses rail movement may not use any other type of movement during that movement round, and must be on Travel orders.

There are also three German armored trains that may *only* move by rail movement. In any friendly movement round they may move an



unlimited number of hexes, as long as they are over continuous unblocked rail lines. If an armored train is ever required to retreat and cannot do so into a connected rail hex, it is eliminated.

### F. Movement Misc.

Retreats before and after combat, reaction movement, and advances after combat are not treated as movement per se, and do not affect a unit's ability to move during the regular movement rounds.

The movement of Reserves is explained in the Reserve rules (below). Air units are not moved from hex to hex but simply placed in the hex where they are needed and then removed to the player displays.

Dummies are moved like motorized units.

Units that lack enough movement points to pay the cost to enter a hex may not enter that hex. For example, a motorized unit that moved along a primary road in frozen ground conditions would pay  $\frac{1}{2}$  a movement point per hex entered. If it expended  $7\frac{1}{2}$  MP in this fashion and it then wished to move off road into a forest hex, it could not do so since it has only  $2\frac{1}{2}$  MP remaining and the forest hex costs a motorized unit 3 MP to enter.

No matter what the circumstances, unless completely blocked by enemy held hexes or prohibited terrain, units may always move one hex per player turn (not movement round).

## 12. RESERVES

During a player's *first* friendly movement round, and immediately after the Initiative phase in which he loses the initiative, a player may designate certain of his units as reserves by placing a reserve marker on them. The German player has a number of reserve markers; these have no designations on them. They may be used with any units that the German player desires as long as they meet the necessary criteria to be reserves. The Soviet reserve markers are labeled for a particular army and may only be used with units of that army and in conjunction with that army's HQ.

To be placed in reserve, a unit must be in Mobile or Pursuit orders, must be in supply, and must be in command (see Command rules). A unit may not be placed in reserve if it is disrupted or in an enemy ZOC.

A unit may move up to half of its available MP during its first movement round, and the owning player may then place a reserve marker on it, ending its movement for that round. Once a unit is marked with a reserve marker, it may not move more than half of its available MP during any subsequent first movement round and may not move at all in a friendly second movement round. A reserve unit must be committed in order to move further than half of its movement allowance or to move in the second friendly movement round. There is no requirement for a unit placed in reserve to move at all, but if a unit moves more than half of its MP in its first movement round, it may not be placed in reserve that turn. A unit may never be placed in reserve during its second movement round. All units in a stack, if they all meet the criteria, may be placed in reserve. Note that placing a

headquarters in reserve, representing a formation stacked in its player display holding box, affects all units in the box.

There are four times when reserves may be committed voluntarily; 1) the player's first movement round, 2) his second movement round, 3) during an enemy combat round, or 4) immediately following an enemy first combat round. A reserve unit that is attacked by any adjacent enemy non-artillery unit is automatically committed thus losing its reserve status. A reserve unit attacked solely by enemy air or artillery bombardment loses its reserve status only if it becomes disrupted.

Reserves that are committed during a friendly movement round may move their full movement allowance that movement round, so that a unit with Mobile orders that was committed during the second friendly movement round could move its full movement allowance. In essence, the use of reserve designation for units with Mobile orders is to allow them to reverse their usual order of movement, so that instead of moving half of their movement allowance in the second movement round, they may move it during the first.

Units may not be designated as reserves in a friendly movement round in which they have combat, so that a unit could not move, perform an overrun and/or probe and then become a reserve all in one movement round. While a reserve, a unit may not attack, but it does exert a normal ZOC.

Units may be committed from reserve during either friendly movement round, moving their full MP and engaging in combat normally.

During an enemy combat round, after the enemy player has indicated which hexes he will attack by placing combat markers, the friendly player may defensively commit reserves, moving them up to two movement points. This movement may take them into hexes under attack or in enemy ZOC.

If an attack marker is placed on a reserve marker, the defender first announces where he will commit defensive reserves, then the attacker announces which attacks are real. If a reserve is subject to a real attack, it is resolved before the reserve commitment is *executed* but after it is announced. If the attack is by ground units the reserve marker is removed and no reserve commitment may be made, if it is solely a bombardment by air or artillery units, then those units that are not disrupted may be committed.

Reserves may also be committed immediately following the enemy player's first combat round. Reserves committed during this phase may use half of their movement allowance, but may not enter enemy ZOCs nor overrun.

It is perfectly legitimate to place reserve markers on dummy counters, or to conceal reserve markers under stacks or units, although it is generally easier to place them on top, otherwise it may not only be the enemy who is unaware of their location . . .

A unit on reserve must be on the same orders as the rest of its formation. A stack of units in reserve could have some of the stack committed and the rest stay in reserve, the same for a stack off board in the formation holding box.

Reserves that are marked and then later

become out of command remain reserves but cannot be committed until in command again, while reserves that are no longer under the appropriate orders lose their reserve status.

A unit placed in reserve will stay in reserve until committed or until it loses its status due to enemy ground action, or inappropriate orders.

## 13. ZONES OF CONTROL (ZOCs)

Some of the units in the game exert Zones of Control (ZOCs) into some adjacent hexes. The effects of a ZOC are to inhibit enemy movement, prevent the tracing of lines of supply and HQ support, and to inhibit and penalize retreat. ZOCs may not be exerted into certain types of terrain. Some ZOCs affect units that are armored, while most do not.

*Infantry or cavalry divisions exert ZOCs into Village, Rough, Clear, Woods, Swamp, and Dune hexes. Any hex containing both artillery and non-artillery non-HQ units exerts a ZOC into all adjacent Village, Rough, Clear, Woods, Swamp, and Dune hexes; the ZOC exerted into Clear terrain affects armored units. Any hex containing either 1) an HQ and at least two armored strength points, 2) a German panzer regiment or 3) two or more Soviet tank brigades exert ZOCs into all adjacent Clear terrain hexes, and all adjacent hexes connected to their hex by road or rail lines, these ZOCs affect armored units.*

*ZOCs NEVER extend into Forest, Rough Forest, or City hexes, nor across Major Rivers. Battalions, companies, detachments, partisans, disrupted units, and Soviet tank regiments never exert ZOCs.*

### A. ZOC Effects

Units may not move directly from one enemy ZOC to another. Units may not use road movement rates in an enemy ZOC, nor may units trace a line of supply through an enemy ZOC, nor may headquarters support be sent through them.

A unit or stack of units may retreat out of and into hexes in enemy ZOCs hexes under most circumstances. For each hex exited that is in an enemy ZOC, each retreating unit or stack of units must lose one strength point. A unit advancing after combat must stop upon entering an enemy ZOC. In both cases, the ZOC of the unit(s) with which the advancing or retreating unit was fighting is ignored for these purposes.

### B. Overlapping ZOCs

Overlapping ZOCs occur where a ZOC is exerted into a hex from two mutually non-adjacent enemy units. In other words if two enemy units that can exert a ZOC are adjacent to the same hex, but not to each other, the hex they are adjacent to has an overlapping ZOC exerted into it.

Units may not retreat into overlapping ZOCs, but instead must take these retreats as losses (see Combat rules). If one of the units exerting the overlapping ZOC exerts a zone effective against armored units, then the overlapping ZOC is likewise effective against armored units. ZOCs, overlapping or not, never have any effect in against cadres.

The effects of enemy ZOCs on retreat, supply, and headquarters support are negated by the presence of a friendly unit in the ZOC hex. The ZOC effects on movement from one ZOC to another and the use of roads persist even in a friendly occupied hex.

## 14. COMBAT

As the experienced wargamer will have already noted, there are a lot of opportunities for combat in a game turn, with multiple overruns, independent air and artillery bombardments, attacks by different units with differing orders against the same enemy, and two rounds of combat before the enemy gets to do the same. However, a few factors mitigate the bloodshed to some extent; a Combat Results Table (CRT) that discourages low odds attacks, a strength point reduction system that allows units to waste away by attrition rather than by rapid unit elimination, a cadre and replacement system that allows even units that have been practically destroyed to be brought back up to strength thanks to a steady flow of replacements and repaired equipment, and the many options to run rather than die that are afforded to a unit by reaction movement, retreat before and after combat.

### A. Who Can

After the conclusion of friendly movement, the moving player places numbered combat markers on the hexes which he intends to attack or bombard. Up to three additional markers may be placed on the map, on hexes that the player does not intend to attack. These markers are placed in order to mislead the enemy especially when he commits air units or reserves.

A player is never required to place combat markers, except in the case of units with Assault orders which requires a certain number of units of that formation to do so. There is never a movement point cost to place combat markers.

The counter mix provides a limit to the number of attack markers that may be used; if players find this restrictive they may make more.

The combat markers serve two purposes: allowing the players to secretly allocate their air resources; and remembering which hexes they were attacking.

An overrun attack or probe is made during friendly movement and involves no combat marker, but is rather an immediate attack without artillery or air support involved. The procedure is described in the Movement rules; in all other respects it is resolved like a normal attack.

Note that while all defending units, regardless of their orders, are totalled together to defend their hex, only units with the same orders may combine their strengths to attack a hex. If units with both Assault and Mobile orders were adjacent to an enemy unit marked with a combat marker, the units with Assault orders would first attack, and after this had been resolved, the other units would carry out their attack if the enemy remained.

### B. Procedure

- 1) Air Commitment
- 2) Retreats Before Combat

- 3) Defensive Reserve Commitment
- 4) Deception Removal
- 5) Combat Resolution
  - a) Total Strengths
  - b) Odds and Tank/Antitank Modifiers Calculation
  - c) Offensive Shifts
  - d) Defensive Shifts
  - e) Die Roll and Results Implementation

After placing all of the combat markers he wants to, the attacking player announces that it is now the Air Commitment phase. Both players may now secretly move air units from the Ready box to one of the numbered boxes on the Combat Marker track of their player display; the numbers correspond to the numbers of the combat markers on the map.

Then the second player may conduct Retreats Before Combat and Defensive Reserve Commitment. Retreat Before Combat involves units that are under a combat marker and are faster (have more MP) than all adjacent enemy units. They may retreat two hexes and any enemy units so retreated away from may advance into the vacated hex and may move the combat marker one hex as well. Defensive Reserve Commitment allows the defending player to commit any reserve unit(s), moving them up to two movement points. These units moved by Defensive Reserve commitment may enter enemy ZOCs and/or move into hexes marked with a combat marker.

At this point the attacking player indicates which combat markers are deceptions (up to three per map). If the defending player had any fighter units on Combat Air Patrol assigned to a bogus combat marker, he may now roll one die, the result of which is the distance the fighters may move to another combat marker. If there is no combat marker within that distance, the fighter unit is returned to the Unready box on the player display; if it can reach another combat marker, the fighter unit may move there and may function normally.

The attacking player then indicates a combat that he wishes to resolve. Both players now carry out Bombardment attacks against units defending or attacking the hex, with the attacker going first. Both players then decide if they will support the combat with artillery and/or headquarters support, paying appropriate supply points for the former.

The players each count up their total strength points, and tank or antitank points, and announce their totals ("I've got 10 strength points and 5 antitank points"). The attacker then calculates the raw odds, comparing his strength to the defender's, and determines any column shifts that are applied due to the orders of the attacking unit. The attacker also compares the tank to antitank strengths to produce a ratio and possible die roll modifiers.

The defender then announces all the column shifts produced by the orders his units are under, and any disruption or terrain effects produced by the terrain the defending units are in or the attacker is attacking through. This will produce a final odds and possible die roll modifier. The attacker rolls one die and reads the results on the CRT.

The results are expressed in terms of retreats and losses, the former in hexes and the latter in strength points. The players may then consult the Combat Options Matrix to determine if they may take retreats as losses or losses as retreats or if they are required to fulfill their combat results in some special manner. This is done by reading the appropriate result by comparing the orders the attacker has versus those of the defender.

The defending player then implements his combat results, followed by the attacker, who may at this time advance after a successful combat (except when the attacker is on Defense orders or is conducting a Probe).

The attacker then proceeds to resolve combat against each marker-designated hex, one at a time, in some cases conducting several attacks against a hex. When all such combat is resolved, the combat segment is over.

### C. Retreat Before Combat

During the Retreat Before Combat segment of a movement round, units marked with a combat marker may be retreated out of the hex if the following criteria are met:

- 1) all of the retreating units are faster than all of the attacking units. Faster means that they have more movement points available. Note that a unit's available MP may be restricted by the orders it is under or its supply status.

- 2) the retreating units are not disrupted nor out of command

- 3) they are able to retreat without entering overlapping ZOCs, enemy occupied hexes, prohibited terrain or impassable hexsides.

If a unit meets these criteria, the owning player may, during the Retreat Before Combat/Defensive Reserve Commitment phase, announce that the units in question are retreating before combat. They may now retreat two hexes according to the following priority:

- 1) two hexes away from the combat marker
- 2) out of enemy ZOCs
- 3) away from enemy units
- 4) towards a friendly board edge or friendly HQ

Note: infantry/foot mobile units may not retreat before combat, cavalry (and ski troops in Snow ground conditions) may retreat away from foot mobile only, while motorized units may retreat away from non-motorized units only.

Units may retreat before combat through enemy ZOCs but for every hex of enemy ZOC that they retreat out of (not counting the hex they began the retreat in) the retreating unit (or stack of units) loses one strength point.

Immediately after the unit has retreated before combat, the attacking unit may advance the combat marker one hex in any direction, and likewise advance into the vacated enemy hex any units that were adjacent to that combat marker and have not already taken part in combat in that round. Any air units assigned to that combat marker remain assigned to it.

If the defender wished he could now retreat the newly marked units before combat (all conditions being met) but the combat marker could not be moved again, and if there were no enemy units in the hex the marker would be removed and all air units returned to the Ready

box on the player's display. Dummies may not retreat before combat.

#### D. Defensive Reserve Commitment

Units committed as Defensive Reserves may move up to two movement points, and may end their move in an enemy ZOC or combat marked hex. If they do so, their strength is added to the units in the hex under attack. Defensive Reserves may not move into prohibited terrain, across prohibited hexsides, in excess of stacking limits, or out of enemy overlapping ZOCs.

Headquarters or artillery units moved by Defensive Reserve commitment are able to provide support or bombardment in the same combat round.

#### E. Headquarters Support

Headquarters can provide headquarters support to units of their formation. In both enemy combat rounds, and as many friendly combat rounds as their orders permit, a headquarters may provide Headquarters Support to any one friendly hex per combat round. The friendly hex to be supported must be within 5 hexes of the HQ. Soviet Front and Germany Army Group Headquarters cannot provide HQ support to any units, and their strengths are for defense only.

Headquarters support represents antitank, anti-aircraft, and engineer assets, (and whatever ad hoc reserve the HQ has up its sleeve) as well as the concentration of command attention, signals assets, extra ammunition, etc. Unlike artillery support, headquarters support must be delivered overland, while the former is delivered through the air. Therefore HQ support may not be given unless it is possible to trace a line from the HQ to the supported hex that is free from enemy units, ZOCs, and prohibited terrain. The line may be no more than 5 hexes in length.

A hex receiving HQ support automatically receives 1 point of antitank strength. It also receives the strength of the HQ which is added to the strength of the friendly units in the hex. This can be used to attack or defend with and costs no additional supply.








Thus a German infantry regiment with a strength of 6 that received HQ support from its divisional HQ (2 points) would now attack with a strength of 8 or defend with 8 strength points and 1½ antitank points. Panzer division and Tank corps HQs have an Antitank point but, their symbol notwithstanding, they have no tank points.

Disrupted units may receive HQ support, but disrupted HQs cannot provide HQ support. Headquarters units can only support units of their formation or of a subordinate formation.

If a headquarters unit is being attacked by an adjacent enemy ground combat unit, it may not provide HQ support for any other unit that round.

#### F. Tank/Antitank Effects

All units that have the oval armor symbol have special combat abilities that can improve their effectiveness in offensive or defensive combat. All of them and most other units have abilities to counter these armored effects.

| Unit  | Tank Points | Antitank Points |
|---|-------------|-----------------|
|  | = strength  | = strength      |
|  | 1           | 1               |
|  | —           | = strength      |
|  | 1*          | = ½ strength    |
|  | —           | 1               |
|  | —           | ½               |
|  | —           | —               |

\* means that these units may use one tank point if there are no other units attacking or defending in that combat that have any

When calculating combat odds the attacker adds up all of his tank points and compares that number to the antitank points of the defender. If the attacker has tank points and the defender has none, the attacker receives a shift to the right of one column on the CRT. In addition, if the attacker has tank points and the defender neither tank nor antitank points, the attacker adds four to his die roll.

If the attacker has more tank points than the defender has antitank points, the attacker adds one to the die roll, if twice as many tank as antitank points, two is added to the die, if triple the number then add three to the die and if quadruple or more add four to the die roll. These are in addition to any CRT shifts caused by orders, terrain, etc.

If the defender has any tank points and the attacker has none, the CRT column used to resolve the attack is shifted one to the left, if the defender has more antitank points than there are tank points then subtract one from the die result, if the defender has double or more antitank points versus tank points of the attacker then subtract two from the die. The die result cannot ever be reduced to less than one.

If the attacking player uses his tank units to achieve tank effects, then the first loss taken by any of his forces must be taken from tank units, likewise a player using antitank effects must take his first loss from a unit that used antitank strength in the combat.

Stacks or units that used tank or antitank effects during combat and suffered losses must take their losses from the largest pure tank units present, if there are any, or from antitank units or pure tank units if defending, in preference over other units that used tank/antitank effects. Thus a hex defended by a tank regiment, a mechanized regiment and a recon battalion that used antitank effects and suffered losses, would have to take the first loss from the tank regiment, even though the other units also had antitank effects.

It is possible to avoid these required tank or antitank losses by using those units in combat and adding their strength to the friendly strength total *without* using their tank or antitank strengths, so that a Soviet tank brigade could attack with its strength of 2 but decline to use its tank strength of 2. It would lose its abilities to use its tank points to cause CRT column shifts and die modifiers but it would also be free of requirements to take strength losses first. Thus if it were stacked with, say, a friendly infantry unit and they attacked but did not use any tank points to attack with and the attackers were

required to take a loss, it could be taken from the infantry. Similarly units with antitank strengths are not required to use them defensively, and if they chose not to do so then they are not required to take the first loss as above.

There are two other special effects involving tanks in the game. Heavy tanks are indicated with a large dot next to their strength. These are German Tigers, and Soviet KVs and lend-lease Matildas and Valentines. The use of heavy tanks offensively or defensively causes a column shift in favor of the side possessing them; shifting to the right for the attacker and left for the defender. The use of heavy tank effects in combat does *not* impose on the using player the requirement of the first loss coming from the heavy tanks unless they are the only friendly tank units using tank effects in the combat.

The second special tank effect available applies only to the German Tiger companies, here operating in their first major debut (a battalion was active around Leningrad about this time.) Their long barreled 88mm gun far out-ranged anything the Soviets had then available and exacted a heavy toll of Soviet armor in the open terrain. In any combat involving Tiger units and Soviet tank units that takes place in Clear air conditions and where the combat marker is in a Clear terrain hex, all Soviet tank losses are doubled. This special ability is indicated on the Tiger units with an \*.

*Example:* Thus a force of three Soviet tank brigades and a motorized rifle brigade supported by their tank corps HQ, would attack with, say, 10 strength points and 6 tank points, assuming that all five units each had a strength of 2. If they attacked a German reconnaissance battalion with a strength of 2 stacked with a Tiger company with a strength of 1, thus giving the Germans a defensive strength of 3 with 2 antitank points and a heavy tank shift, the odds would be 10 to 3 or 3 to 1. With the German heavy shift that would make it 2 to 1, while the Soviet 6 to 2 or 3 to 1 tank advantage would add three to the die roll. If the Soviets rolled a 1 through 5 or a 7, they would have to take a tank loss, which the Tigers would force them to double to two losses if the Germans were defending in clear terrain and the weather was clear.

Tank effects cannot be used to attack into hexes or across hexsides that the tanks could not enter or cross due to terrain problems.

In order to use tank effects, tank units attacking into or defending Forest, Rough/Forest, or City hexes must be stacked with friendly units that are not tank, headquarters or artillery units.

See also the rules for Flammpanzer (flame tanks) under Special Units.

#### G. Direct Air and Artillery Support

Air, artillery, and rocket units are capable of independently attacking targets by a procedure called Bombardment. This is discussed later in these rules. In some cases they can also give direct support to attacking or defending units by adding their strengths directly to that of the attacking or defending units.

Soviet artillery and air units may only directly support friendly units that are on Assault or



Defense orders, while the Germans may give direct support to units on Assault, Defense, Mobile, or Pursuit orders, and may give direct air support (but not artillery) to units with Retreat orders. For artillery units to provide direct support they must be of the same formation as the supported unit, or else must be of a formation that the supported unit is subordinate to. The artillery unit must be within range of the unit being supported if the support is defensive, or within range of the unit being attacked if the support is offensive. Direct support can never be given by artillery units that are disrupted or under attack by adjacent enemy units.

Direct air support can only be provided by air units marked S (Stuka) for the Germans and Shturmaviks for the Soviets). To provide direct air support, the air units must have been committed to the box corresponding to the combat marker in the hex during the air commitment segment, and not have been driven off by enemy fighters (see Air rules). These conditions being met, the air support strength is added to that of the attackers only; direct air support is never available defensively. No matter what the result, the air units return to the Unready box on the player's display.

## H. Terrain Effects on Combat

On the Terrain Effects Chart (TEC) there are various combat effects for different terrain types, some of which change with the ground condition. Most of the effects are expressed in shifts to the left on the combat results table.

*Terrain effects on combat are cumulative up to 5 shifts on the CRT. Any further CRT shifts caused by terrain are ignored.*

No tank effects are possible attacking into or defending swamp hexes. All artillery fire into swamp hexes is halved.

All combat effects due to enemy attacks across River, Major River, Marshy Banks, River Bluff, Dune Hexside or Entrenchments hexsides are only applied if *all* attacking units are attacking across the same or equivalently effective hexside type. Equivalently effective means that the combat effects of the hexsides are identical even though the terrain is different. Units cannot attack across hexsides they could not cross during movement.

Entrenchments and River Bluff hexsides are directional, facing generally East or towards the Donets River. Their combat effect only applies if the attack is made exclusively across the hexside from the East or Donets direction.

Bridges are ignored for combat purposes, except that they allow movement and therefore combat across hexes that would be otherwise prohibited. Bridges do not allow attackers to ignore hexsides combat effects.

In Thaw conditions, units attacking out of a Swamp hexes have their strength halved, Major Rivers and Lakes produce -4 shifts rather than -1, and Marshy Banks cause combat effects.

Tank units attacking or defending in Forests, Rough/Forests, and City hexes may not use their tank effects unless they are stacked with infantry, ski, or cavalry type units.

## I. Bombardment

There is a separate procedure for independent attack on a hex by air and/or artillery bombardment, which uses its own table, the Bombardment Results Table (BRT).

Bombardment can be carried out by artillery and rocket units, and also by bomber, Stuka, and Shturmavik air units. Bombardment may be carried out offensively against any hex with a combat marker on it. This hex may also be under attack by adjacent non-artillery enemy units. When combat is resolved against a hex marked with a combat marker, the first action is both players announcing whether or not they have air units committed to the hex. If both sides have air units in the hex and either side has fighter units, air to air combat is resolved (see Air Rules). After that, any of the attacker's artillery and/or bomber or ground attack units may now Bombard the target, paying a supply point for each artillery or rocket unit involved.

After all offensive bombardment is resolved, the defender may use any appropriate air units and/or supporting artillery units within range, and bombard any attacking units in hexes adjacent to the combat marker.

Bombardment is resolved by totalling up the strengths of all units bombarding the hex and then using that total strength on the Bombardment Results Table to attack each unit in the hex separately. Thus if a hex contains three units, or perhaps an HQ with two other units in the formation holding box, the total strength bombarding the hex would be used three times to attack each unit separately.

Units that are in clear terrain have a defensive strength against bombardment of 2, units in any other terrain have a strength of 3, while all headquarters, artillery, and armored units have a defensive strength of 4 in any terrain. The bombarding strength attacking the hex is totalled, then compared to the defense strength of each unit to produce a ratio, the column equal to or less than this ratio is read on the BRT and the die is rolled. There are no terrain modifiers applied to the BRT, nor shifts for orders or any other reason.

The results on the BRT consist of misses (-), disruptions (D), strength point losses plus disruptions (D1), and flak hits (\*). These results are implemented immediately and the effected unit may not exchange a hex retreated for a strength point loss.

A miss naturally indicates that the bombardment had no effect, a Disruption result will be described below in more detail, a strength point loss is from the unit hit and is always accompanied by a disruption result, while a flak hit always causes one strength point loss to the air units bombarding the hex, if the bombardment is solely carried out by artillery, the flak hit result is ignored.

Air and artillery units may only bombard one hex in a combat round. For artillery units to attack a hex, the artillery units must be within range of the hex and there must be a friendly unit adjacent to the enemy hex.

When a hex is being bombarded, the player being bombarded needs to reveal to the bombarding player the odds column to be used against each unit in the hex. He may report that there

are more units in the hex than there really are. I would recommend limiting this to one or two bogus units but without this rule a player could reconnoiter by artillery fire; bombarding a hex to discover how many units it held. Not too realistic . . .

One supply point allows an artillery unit to attack one hex, regardless of the number of units in the hex.

Artillery bombardments carried out in fog or blizzard have their bombardment strength halved.

## J. Combat Resolution

When resolving combat against a hex, the attacking player announces whether or not he has air units committed to the hex, and the defender does likewise. If there are air units from both sides in the hex and either player has fighters in the hex they resolve air to air combat (see Air rules). If either player intends to carry out Bombardment by air and/or artillery units, it now takes place, the attacker bombarding first, then the defender. (See Bombardment rules). The Bombardments may cause some units to be disrupted and/or take losses.

Then the attacker determines if all of the units attacking the hex are under the same orders. If not, he first resolves combat against the hex with all the attacking units with one order, then repeats the procedure with all the units on other orders that he wishes to attack with until all units that are adjacent to the combat marked hex that the attacker wishes to attack with have been used. (Conceivably you could attack the same hex three times with units on Assault, Mobile, and, say Pursuit if it was a real important point and the first few attacks weakened but did not gain the objective.

The attacker then totals the strengths of all units attacking a hex, adding in any headquarters support and/or air and/or artillery direct support. He also totals the number of tank points (if any) attacking the target hex. He finally adds up any shifts or modifiers due him due to his orders or other effects.

The defender likewise totals up all the strength points defending the hex, no matter what their orders, adds to them any headquarters or artillery or air direct support, totals the number of antitank points (if the attacker is attacking with tanks) or tank points (if the attacker has none), and figures any shifts or modifiers due to him due to terrain, orders (if the defending units have different orders use the orders covering the largest number of strength points, or if even it's the defender's choice) and any other factors such as disruption and supply.

The totals are then announced, odds calculated and rounded off, the tank/antitank ratio is calculated by the attacker, possibly producing column shifts and/or die roll modifiers, and all other shifts are applied, producing a final odds column and possibly a die roll modifier. Modifiers pushing the odds to the right are totaled first, then those to the left.

The attacker then announces the final odds and modifiers, rolls one die, and reads the result (with mods) from the Combat Results Table. This is done by cross indexing the odds, as read from the top of the columns, with the die result,



read from the side of the column. For example an unmodified roll of 6 with 4-1 odds will produce a result of -2 over 1 2. This is read as Attacker loses one strength point, the Defender loses two strength points and retreats two hexes. If the Attacker wishes to advance after combat, he would have to take a strength point loss first, and if he uses tank effects in the attack the loss must be from a unit that used tank effects.

## K. Combat Options

To determine how they may implement these combat results, the players consult the Combat Options Matrix, cross-indexing the attacker's orders and the defender's orders. The answer, assuming the two sides above were both on Mobile orders, would reveal that both side's retreats were optional (the attacker had none), and the losses would be optional if they applied to the German player and mandatory if they applied to the Soviet player.

Let's assume that the attacker was the Soviet player. He would automatically take a one step loss, and could advance after combat if he so wished. The defending Germans could either retreat 3 hexes and take a one strength point loss, or retreat two hexes and take two strength points loss, or retreat one hex and take three strength points loss, or remain heroically in the hex and take four (whew!) strength points loss. The reason he cannot retreat four hexes is that if two or more losses are called for on the CRT, no more than one of them may be converted to a one hex retreat. If only one loss is called for, however, it may, if allowed, be converted into a retreat. No matter which option he chose, his units would be disrupted since the CRT called for 2 losses, whether they were implemented as losses or retreats.

Let's say that the Soviet player was the defender instead. In this case the attacking Germans could retreat one hex (in which case they would not be able to advance after combat) or they could take the one strength point loss and thus be eligible to advance. The defending Soviet player's options would be more limited, having the ability to either take two losses and retreat two hexes, or take three losses and retreat one hex, or take four losses and remain in the hex. His units would be disrupted as explained before.

Note that the other possible result on the Combat Options Matrix is P for prohibited. Let's say that the attacker in our little drama was on Assault orders (that would produce a column shift on the CRT to the right when calculating the combat odds but let's assume that was already figured in arriving at 4-1 odds). Note that now the attacker would not be able to exercise any options about that one loss, it must be taken, and if the die roll had been a 2, producing a one loss and one retreat for the attacker, the attacker would have to take two losses (only the first from tanks if they were involved) because retreat is prohibited to Assaulting units and this must be converted to an additional loss. When using the Combat Options Matrix to convert losses into retreats and vice-versa one strength point loss is equal to one hex retreated.

There are some results on the CRT that are marked as mandatory results; this overrides the dictates of the Combat Options Matrix. In our example, no matter what the orders if with 4-1 odds, a 1, 4, or 10 result is thrown, or if the die result is modified to 14, the combat results are all implemented exactly as written regardless of what the Combat Options Matrix, or the unit's orders or nationality might say.

## L. Losses

When losses are called for on the CRT, they are expressed in strength point losses. When units in several hexes are involved in attacking a hex and the result calls for one or more strength points loss from the attacker, the number represents the total number of losses taken from the total strength attacking, not from each unit or each attacking hex. Likewise losses from the defender are the total of losses taken from the defender's hex, not from each unit in the hex. If two attacking stacks with 5 and 12 strength points were required to take one strength point loss, reducing the 5 to 4 would satisfy the requirement.

When a unit takes a strength point loss, a loss marker is placed under it, with the number 1 on the loss marker (tip of the pilotka to comrade Pollard) facing up and in the same orientation as the unit. If the unit takes another loss, reorient the loss marker so the number 2 or whatever is appropriate, is now oriented up. When figuring the unit's strength, subtract the number that is "up" on the loss marker. Of course, there are some people who prefer to read the number on the loss marker as the remaining strength of the unit, thus eliminating the need for subtraction. You can do it either way, but be sure you are all on the same wavelength before a game starts or very unpleasant confusion can ensue. Hint: the most likely source of strength point marker confusion is flipping units over, so if you have a stack of hexes that can be inverted to show only a tank silhouette, just invert the top counter and save yourself a lot of trouble.

## M. Cadres

When a unit loses its final strength point, the loss marker is oriented to read CADRE. The unit is now as cadre unit or "cadred" which may change its movement type. Motorized units that are cadred become non-motorized for movement purposes, artillery, AT, and rocket units become foot mobile, while cavalry units remain cavalry for movement purposes.

Cadres have no ZOCs, require no supplies to move, have no stacking value, may freely move through all but overlapping enemy ZOCs, are considered to be on Travel orders, and may never take part in combat in any way.

*If an enemy unit tries to move into a hex occupied by a cadre, the cadre may retreat before the enemy if the cadre is as fast as or faster than the moving unit.* If not, and the enemy chooses to overrun a cadre, it is destroyed and the cadre is removed from play. Since the cadre marker goes under the unit, there is considerable room to bluff with a cadred unit, but it is risky. A cadred unit does not cut enemy lines of supply or headquarters support by its presence.

Cadred units may move freely through any enemy ZOCs and may move directly through hexes solely occupied by enemy pure tank units in City, Forest, or Rough Forest hexes, but they not end their movement in such hexes.

Detachments and armored trains do not form cadres. Those units that may receive replacements (see Replacements rules) may be rebuilt from cadre status by adding the appropriate replacements to them.

If a unit is overrun in clear terrain and its losses would make the unit into a cadre, the unit is eliminated instead and does not form a cadre.

If so desired, a player may remove cadred units from play, if they can trace a supply line, simply be removing them from play. This may be done so as to avoid the unit's complete destruction, but if done the unit cannot be rebuilt or reintroduced into the game in a later turn.

Antitank strengths that are given as 1 point or 1/2 point always remain at this level unless the unit is cadred, while the antitank or tank strength of a unit type with "all" tank or antitank strength varies with and is always equal to the unit's current strength.

## N. Retreats

Retreats are read from the CRT in terms of hexes retreated, and not in movement points. When a unit retreats it is always according to the following priority: to end its retreat out of enemy ZOC, as many hexes as possible from the units it was in combat with, towards a friendly HQ; supply source or board edge.

If a unit is forced to retreat out of any enemy ZOC effective against them excepting the hex they were in during combat, each retreating unit must lose one strength point. Retreating units ignore ZOCs that do not affect them, thus a panzer division or tank corps that retreated through a ZOC that had no effect against armor would have to lose a strength point from its motorized infantry while the armored elements of the division or corps could retreat without loss.

Friendly units negate enemy ZOCs for purposes of retreat, including overlapping enemy ZOCs, so that units retreating through enemy ZOCs that are friendly occupied do not suffer losses.

Units that are stacked together are not required to retreat as a stack but may either do so or may retreat in different directions.

Attacking units that are required to retreat in a situation where the defender was also required to retreat (or was destroyed) must retreat as if the enemy hex was still occupied, and is still exerting a ZOC if it did so before combat.

If a unit either at the beginning of its retreat or at any point during its retreat moves adjacent to a friendly artillery or HQ unit that has either supported the retreating unit or has not supported any other units this round, the artillery and/or HQ unit(s) may retreat with the retreating unit. In this case the retreating unit "picks up" the HQ/artillery unit and they move in such a way that they remain in the same position relative to the units that picked them up.

For example, a German unit in Mikhailovka (on the southern map) is forced to retreat and retreats to the southwest. After retreating one hex it comes adjacent to its HQ occupying the



the cross roads hex to the northwest of the retreating unit. The retreating unit now retreats another hex to the southwest and so does the HQ, providing it hadn't supported some other unit during that combat round, moving in relationship to the infantry unit like a paperclip picked up by a magnet.

Any number of artillery/HQ units can be picked by one retreating unit as long as they meet the requirements. Artillery and HQ units are never required to be moved in this fashion. If in this type of retreat, the artillery or HQ would be required to retreat into, across, or through terrain that is either prohibited, or in an enemy ZOC, they may make a reasonable (one hex) adjustment to their retreat so as to avoid this if possible, including retreating in such a way as to end up in the same hex as the unit that picked them up.

## O. Advances After Combat

If defending units are forced to vacate their hex by retreat or annihilation, and attacking units have either not been obligated to retreat, or have satisfied this obligation by taking a loss, the attacking units may advance.

The advancing units may first enter the hex that was marked with a combat marker. If their orders allow, the advancing units may advance up to a maximum of three hexes, depending on their movement type and the terrain advanced through.

Motorized units may advance up to three hexes, cavalry (and skiers in snow) may advance up to two hexes, and infantry units may advance only into the defender's vacated hex. After occupying the defender's original hex, cavalry and motorized units may move in any direction they desire.

Advance after combat is limited to one hex only in thaw, and to more than one hex only if none of the hexes entered would cost more than 1½ movement points. However, units may advance counting terrain costs using road movement rates (when advancing along a road or railroad) for purposes of this rule. In any event, units may always advance at least one hex after combat, no matter what the terrain, if their orders allow.

Only the attacker can advance after combat, and attacking units that are on the Defense orders may not advance at all.

Units may not advance out of hexes that are in overlapping enemy ZOCs and may only advance out of one hex that is in an enemy non-overlapping ZOC. As per usual, ZOCs that do not affect armored units are ignored by armored units. The hex originally occupied by the defender is not counted against these limits, and advancing units ignore all ZOCs exerted into the defender's original hex.

Units may not advance so as to end their advance in violation of the stacking limits.

Units that are adjacent to units that can advance, and are themselves not in enemy ZOCs or engaged in combat against any enemy units, and whose orders allow advance after combat, may also advance after combat with those units they were adjacent to. These second echelon units may advance as far as their movement type will allow, so that, for example if an infantry

unit destroyed an enemy detachment in combat and adjacent to the infantry, but unengaged, was a friendly tank corps, the infantry could advance one hex but the tank corps could advance three hexes (assuming that they were under Mobile, Retreat, or Pursue orders) ending up one hex beyond the infantry unit. If the roles were reversed, with the tank corps up front and the infantry in the second echelon, the tanks could advance up to three hexes while the infantry could advance only one hex, which would put it in the hex the tank corps attacked from. Such advancing units need not enter the defender's original hex.

Advance after combat must be performed immediately after the defender has implemented his combat results, and if the attacker chooses not to advance at this point, he loses the opportunity to do so.

## P. Disruption

Units can become disrupted by either regular combat or by bombardment. If a unit received a combat result on the CRT that calls for two strength point losses, *whether or not they were implemented as losses*, or if it receives a Disrupted result on the BRT, or if it loses an overrun combat, it is immediately Disrupted and has a DSRPT marker placed on it.

The disrupted marker will remain on the unit only until the end of the next player round, whether friendly or enemy, so that a unit disrupted in the first enemy combat round will have its disrupted marker removed at the end of the second enemy combat round, the unit would stay disrupted until the end of the first friendly combat round immediately following. If the unit receives another disrupted result before the disrupted marker is removed, the clock, as it were, is restarted and it is as if the disruption had just started.

Units that are disrupted may not move or attack. When a disrupted unit is attacked it suffers a -1 shift on the CRT, but retains its full combat strength and tank/antitank strength. Disrupted headquarters units cannot be used for support or command purposes. If defending Disrupted units are stacked with non-disrupted units, the status of the stack is that of the majority of the strength points in the hex, if it is an even split then the stack is considered not to be disrupted. Disrupted artillery units may not fire. Disrupted units have no ZOC.

## 15. LIMITED INTELLIGENCE

Both sides during the Kharkov battles had fairly good intelligence as to the other's strengths and whereabouts as a result of reconnaissance both on the ground and in the air, as well as signals intelligence and espionage. And yet, there was never as much information available to the decision makers as there is to wargamers examining a game map. There is no way to deny the gamers the knowledge of the outcome of the battle, the order of battle and of appearance of both sides and such matters. But both sides in the battle were able to lose sight of large enemy

groups of up to army size for as long as a week at a time. Radio silence and bad weather interfering with air reconnaissance could produce this effect. The Soviets suffered at the critical point of the battle from a sudden blackout of strategic intelligence when Hitler flew to Zaporozhe (Manstein's HQ) in order to direct the battle from close up, leaving the GRU's (Soviet military intelligence) Lucy Ring bereft of useful information from the German OKW in Berlin.

In a modest attempt to simulate some of the uncertainty that makes operational level warfare an art rather than a bookkeeping exercise, players are not allowed to examine enemy stacks except under special circumstances. In addition, all motorized units of any kind are marked on their back with a tank silhouette. There are also a number of dummies in the game likewise marked. These units are always played face down, being turned up only as a result of enemy action or their own entry into combat. When dummies are turned up they are removed from the board, when motorized units are turned up they may be reinverted at the end of the combat round in which they were turned up. Players are obliged to turn up at least one unit per stack that engages in combat with ground units.

## A. Dummies

Dummies may be placed on the board on or adjacent to any friendly units at the beginning of a friendly movement round, when a unit retreats before combat or advances after it, when reserves are committed or brought into the board as if they were real units. The only restriction is that the only time that dummies can be removed from the board and then placed back on it somewhere else is during a friendly movement round, during all other instances to place a dummy on the map you must have one unused off the board to put into play. Dummies may move like motorized units except that they may not enter Village, Town, or City hexes that have not previously been entered by friendly real units, nor may they move from one hex adjacent to an enemy unit directly to another hex adjacent to the same unit, nor may they attack nor overrun enemy units, nor does their presence negate enemy ZOCs. If an enemy unit attempts to probe or overrun a dummy that is alone in a hex, the dummy is simply removed from play. It may be reintroduced onto the board in the next friendly movement round.

If an enemy air unit is targeted on a hex occupied solely by dummies, and the hex is in clear terrain, the dummies are removed and the air units roll a die, the result being the distance they may move; this move must be to another hex marked with a combat marker. If there is no combat marker within their die-generated range, the air units are returned to the Unready box on the player display.

Dummies do not count against stacking limits. If a dummy is attacked by bombardment by artillery, or by air units against a non-clear terrain hex the owning player may give a defense value for the bombardment resolution and may place strength point loss markers on or under the dummy to simulate combat results.

There are several procedures that may reveal



Army Det.

Kempf

1st Pz Army

4th Pz Army

ARMY GROUP DON

|         |             |   |
|---------|-------------|---|
| ASSAULT | AIR<br>BASE | Ready   |
| MOBILE  |             | Unready   |
| PURSUIT |             |   |
| DEFEND  |             | Unit Breakdown  |
| RETREAT |             |   |
| TRAVEL  |             | <div>Inf Replacements North</div> <div>Armor Replacements North</div> |

Supply Track

South North

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Inf Replacements South

Artillery Replacements North

Armor Replacements South

Artillery Replacements South

Turn Record Track

|       |       |       |       |       |        |        |        |        |        |
|-------|-------|-------|-------|-------|--------|--------|--------|--------|--------|
| Feb 1 | Feb 3 | Feb 5 | Feb 7 | Feb 9 | Feb 11 | Feb 13 | Feb 15 | Feb 17 | Feb 19 |
|-------|-------|-------|-------|-------|--------|--------|--------|--------|--------|

|        |        |        |        |       |       |       |       |       |        |        |        |        |        |
|--------|--------|--------|--------|-------|-------|-------|-------|-------|--------|--------|--------|--------|--------|
| Feb 21 | Feb 23 | Feb 25 | Feb 27 | Mar 1 | Mar 3 | Mar 5 | Mar 7 | Mar 9 | Mar 11 | Mar 13 | Mar 15 | Mar 17 | Mar 19 |
|--------|--------|--------|--------|-------|-------|-------|-------|-------|--------|--------|--------|--------|--------|

Combat Track

|    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |



# TERRAIN EFFECTS CHART

| Terrain        | Motorized |      | Non-Motorized |      | Combat Effects   |
|----------------|-----------|------|---------------|------|--|
|                | Freeze    | Thaw | Freeze        | Thaw |  |
| Clear          | 1         | 4    | 1             | 2    | -  |
| Rough          | 2         | 4    | 1             | 2    | -1   |
| Woods          | 1         | 4    | 1             | 2    | -1   |
| Rough/Woods    | 2         | 4    | 1             | 2    | -2   |
| Forest         | 3         | 6    | 1 1/2         | 3    | -2   |
| Rough/Forest   | 4         | 8    | 2             | 3    | -3   |
| Swamp          | 2         | P    | 1             | 3    | -1, no tank effect into arty<br>1/2 into Thaw = attacks<br>out of halved |
| River          | +1        | +3   | +1            | +2   | -1 if all attacks across   |
| Major River    | +2        | P    | +1            | +3   | -1, -4 if thawed   |
| River Bluff    | -         | -    | -             | -    | -1   |
| Marshy Banks   | +1        | P    | -             | +2   | -2 in thaw, if all<br>attacks across                                     |
| Dunes          | 2         | 4    | 1             | 2    | -1   |
| Dune Hexside   | +1        | +1   | -             | -    | -1 if all across   |
| Lake           | +2        | P    | +1            | +3   | -1 if all attacks across,<br>-4 in thaw                                  |
| Village        | 1         | 2    | 1             | 2    | -1   |
| Town           | 1/2       | 1    | 1             | 1    | -2   |
| City           | 1/2       | 1/2  | 1             | 1    | -  |
| Primary Road   | 1/2       | 1    | 1             | 1    | -  |
| Secondary Road | 1         | 2    | 1             | 2    | -  |
| Railroad       | 1         | 1    | 1             | 1    | -  |
| Entrenchments  | -         | -    | -             | -    | -1 if all attacks across   |

The first number applies during Frost, the second during Thaw; during Snow use Frost but add 1/2 MP to each hex cost except Roads and Railroad. P means prohibited, all combat effects are in column shifts on the CRT. Roads negate other terrain costs when using road movement, Bridges are assumed where roads cross Rivers. The Donets is frozen until the Mar 17 turn, as are all other Rivers, Swamps and Marshy Banks during Frost and Snow turns.

# COMBAT RESULTS TABLE

| Die | 1-3      | 1-2      | 1-1      | 1.5-1    | 2-1      | 3-1      | 4-1      | 5-1      | 6-1      | 7-1      | 8-1      | 9-1      |
|-----|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| 1   | 1-<br>3- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 2   | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 3   | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 4   | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 5   | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 6   | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 7   | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 8   | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 9   | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 10  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 11  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 12  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 13  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| 14  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |

The results are read: Attacker Retreats Attacker Losses Defender Retreats Defender Losses

Shaded results are mandatory and override the Combat Options Matrix. The defender must implement their results first. 0 is read as 10 on the die. Negative column shifts move the odds to the left, positive shifts move it to the right. Die roll mods add or subtract from the dice. Odds of more than 9-1 are as 9-1 those less than 1-3

## GERMAN SUPPLY AND REPLACEMENT TABLE

| North Map |        |       |      |      |        | South Map |      |      |   |
|-----------|--------|-------|------|------|--------|-----------|------|------|---|
| Date      | Supply | PzRpl | Pers | Arty | Supply | PzRpl     | Pers | Arty |   |
| February  | 1      | 4     | 2    | 1    | —      | 3         | —    | 1    | — |
|           | 3      | 4     | 1    | 1    | —      | 5         | —    | 1    | — |
|           | 5      | 4     | 2    | 1    | —      | 5         | 1    | 1    | — |
|           | 7      | 4     | 1    | 1    | —      | 6         | —    | 1    | — |
|           | 9      | 5     | 2    | 1    | —      | 7         | 2    | 10   | — |
|           | 11     | 5     | 1    | 1    | —      | 7         | 1    | 1    | — |
|           | 13     | 5     | 5    | 10   | —      | 7         | 2    | 1    | — |
|           | 15     | 5     | 9    | 10   | —      | 7         | 2    | 16   | — |
|           | 17     | 10    | 2    | 1    | —      | 10        | 2    | 1    | — |
|           | 19     | 10    | 2    | 1    | —      | 15        | 6    | 1    | 5 |
|           | 21     | 8     | 1    | 1    | —      | 11        | 3    | 1    | 5 |
|           | 23     | 8     | 2    | 1    | —      | 11        | 1    | 1    | — |
| March     | 25     | 8     | 2    | 1    | —      | 11        | 2    | 1    | — |
|           | 27     | 8     | 4    | 2    | 8      | 11        | 1    | 1    | 4 |
|           | 1      | 8     | 2    | 1    | —      | 12        | 2    | 1    | — |
|           | 3      | 8     | 1    | 1    | —      | 12        | 2    | 1    | — |
|           | 5      | 9     | 2    | 1    | —      | 12        | 2    | 20   | — |
|           | 7      | 9     | 2    | 1    | —      | 12        | 2    | 1    | — |
|           | 9      | 9     | 2    | 1    | —      | 12        | 2    | 1    | — |
|           | 11     | 9     | 2    | 1    | —      | 12        | 2    | 7    | — |
|           | 13     | 9     | 2    | 1    | —      | 12        | 2    | 1    | — |
|           | 15     | 9     | 2    | 1    | —      | 12        | 2    | 1    | — |
|           | 17     | 9     | 2    | 1    | —      | 12        | 2    | 1    | — |
|           | 19     | 9     | 2    | 1    | —      | 12        | 2    | 1    | — |

Supply = Supply Points (SP), PzRpl = Panzer Replacement Points (PzRP), Pers = Personnel Replacement Points (PRP), Arty = Artillery Replacement Points (ARP). On the turn on the Date column, the German player receives the indicated points which are added to those on the player display at the beginning of each turn.

## Weather Table

| Die | Air      | Ground |
|-----|----------|--------|
| 1   | Clear    | Freeze |
| 2   | Clear    | Freeze |
| 3   | Clear    | Freeze |
| 4   | Clear    | Freeze |
| 5   | Partial  | Freeze |
| 6   | Partial  | Thaw   |
| 7   | Partial  | Thaw   |
| 8   | Partial  | Thaw   |
| 9   | Fog      | Thaw   |
| 10  | Blizzard | Snow   |

## GERMAN ORDER OF APPEARANCE

### NORTH MAP

**Feb 1**  
**Feb 3**  
**Feb 5**  
**Feb 7**  
**Feb 9** [320 ID enter from south map at 4233]  
**Feb 11**  
**Feb 13** [Corps Cramer becomes Corps Rauss]  
**Feb 15**  
**Feb 17** 167 ID (RR C)  
**Feb 19** SS T PzD (B) [SS DR PzD exits to south map between 1433 and 1734]  
**Feb 21** [SS T PzD, SS PzC HQ exit to south map as above]  
**Feb 23** 57 ID (D) [Army Detachment Lanz becomes Army Detachment Kempf]  
**Feb 25**  
**Feb 27**  
**Mar 1**  
**Mar 3** [SS DR, 6, 17 PzDs enter from south map between 2734 and 3934]  
**Mar 5** 106 ID (RR B) [SS T PzD, SS PzC HQ enter from south map as above]  
**Mar 7** Exit KG 4 PzD (C or D)

**Mar 9**

**Mar 11**

**Mar 13**

**Mar 15**

**Mar 17**

**Mar 19**

### SOUTH MAP

**Feb 1**  
**Feb 3** 7 PzD, 209 StG Bn, 28 ArTrn (N), XL PzC HQ (O), 333 ID (RR S)  
**Feb 5**  
**Feb 7** III PzC HQ, 3, 11 PzDs (N), 7 LW D (P) [320 ID exit to North Map at 4201]  
**Feb 9** SS W PzGrD (P)  
**Feb 11**  
**Feb 13** 4th Pz Army HQ and assets (RR S)  
**Feb 15**  
**Feb 17** 15 ID (RR S)  
**Feb 19** 17 PzD (Q), 6 PzD (R), 1 WB (O)  
**Feb 21** XLVIII PzC HQ (R) [SS DR enter from North Map at 1401-1702]

**Feb 23** [SS PzC HQ, SS T PzD enter from North Map as above]

**Feb 25**

**Feb 27**

**Mar 1**

**Mar 3** [SS DR, 6, 17 PzDs exit to north map between 2801 and 4001]

**Mar 5** LVI PzC (S) [exit SS T PzD, SS PzC HQ to north map as above]

**Mar 7**

**Mar 9**

**Mar 11**

**Mar 13**

**Mar 15**

**Mar 17**

**Mar 19**



6th Army

Mobile Group  
Popov

1st Guards  
Army

SOUTHWEST FRONT

|         |                    |                      |                    |             |
|---------|--------------------|----------------------|--------------------|-------------|
| ASSAULT | Ready              |                      |                    | AIR<br>BASE |
| MOBILE  | Unready            |                      |                    |             |
| PURSUIT |                    |                      |                    |             |
| DEFEND  | Unit Breakdown     |                      |                    |             |
| RETREAT |                    |                      |                    |             |
| TRAVEL  | Inf<br>Replacement | Armor<br>Replacement | Air<br>Replacement |             |

### Supply, Fuel & Truck Point Track

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|

### Turn Record Track

|        |        |       |       |       |        |        |        |        |        |        |        |
|--------|--------|-------|-------|-------|--------|--------|--------|--------|--------|--------|--------|
| Feb 1  | Feb 3  | Feb 5 | Feb 7 | Feb 9 | Feb 11 | Feb 13 | Feb 15 | Feb 17 | Feb 19 | Feb 21 | Feb 23 |
| Feb 25 | Feb 27 | Mar 1 | Mar 3 | Mar 5 | Mar 7  | Mar 9  | Mar 11 | Mar 13 | Mar 15 | Mar 17 | Mar 19 |

### Combat Track

|    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |



# SOVIET FORMATION HOLDING BOXES

## SOUTHWEST FRONT

## VORONEZH FRONT

|                   |                    |                 |                  |
|-------------------|--------------------|-----------------|------------------|
| 6th Army          | 1st Gd Army        | 40th Army       | 69th Army        |
| IV Gd Rifle Corps | VI Gd Rifle Corps  |                 | 64th Army        |
| XV Gd Rifle Corps | Mobile Group Popov |                 |                  |
| I Gd Tank Corps   | III Tank Corps     | 3rd Tank Army   | VI Gd Cav Corps  |
| XXV Tank Corps    | IV Gd Tank Corps   | V Gd Tank Corps |                  |
| I Gd Cav Corps    | X Tank Corps       | XII Tank Corps  | II Gd Tank Corps |
| II Tank Corps     | XVIII Tank Corps   |                 | XV Tank Corps    |

## GERMAN FORMATION HOLDING BOXES

|                               |                                 |
|-------------------------------|---------------------------------|
| <b>AH SS Panzer Div</b>       | <b>DR SS Panzer Div</b>         |
| <b>T SS Panzer Div</b>        | <b>W SS Panzergrenadier Div</b> |
| <b>GD Panzergrenadier Div</b> | <b>3rd Panzer Div</b>           |
| <b>6th Panzer Div</b>         | <b>7th Panzer Div</b>           |
| <b>11th Panzer Div</b>        | <b>17th Panzer Div</b>          |
| <b>1st Panzer Army</b>        | <b>4th Panzer Army</b>          |
| <b>Army Detachment Lanz</b>   | <b>Army Group Don</b>           |





40th Army    69th Army    3rd Tank Army    64th Army    **VORONEZH FRONT**

|         |  |                    |                      |                    |
|---------|--|--------------------|----------------------|--------------------|
| ASSAULT |  | Ready              | AIR<br>BASE          |                    |
| MOBILE  |  | Unready            |                      |                    |
| PURSUIT |  |                    |                      |                    |
| DEFEND  |  | Unit Breakdown     |                      |                    |
| RETREAT |  |                    |                      |                    |
| TRAVEL  |  | Inf<br>Replacement | Armor<br>Replacement | Air<br>Replacement |

### Supply, Fuel & Truck Point Track

|          |          |          |          |          |          |          |          |          |          |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| <b>0</b> | <b>1</b> | <b>2</b> | <b>3</b> | <b>4</b> | <b>5</b> | <b>6</b> | <b>7</b> | <b>8</b> | <b>9</b> |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|

### Turn Record Track

|               |               |              |              |              |               |               |               |               |               |               |               |
|---------------|---------------|--------------|--------------|--------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|
| <b>Feb 1</b>  | <b>Feb 3</b>  | <b>Feb 5</b> | <b>Feb 7</b> | <b>Feb 9</b> | <b>Feb 11</b> | <b>Feb 13</b> | <b>Feb 15</b> | <b>Feb 17</b> | <b>Feb 19</b> | <b>Feb 21</b> | <b>Feb 23</b> |
| <b>Feb 25</b> | <b>Feb 27</b> | <b>Mar 1</b> | <b>Mar 3</b> | <b>Mar 5</b> | <b>Mar 7</b>  | <b>Mar 9</b>  | <b>Mar 11</b> | <b>Mar 13</b> | <b>Mar 15</b> | <b>Mar 17</b> | <b>Mar 19</b> |

### Combat Track

|           |           |           |           |           |           |           |           |           |           |
|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| <b>1</b>  | <b>2</b>  | <b>3</b>  | <b>4</b>  | <b>5</b>  | <b>6</b>  | <b>7</b>  | <b>8</b>  | <b>9</b>  | <b>10</b> |
| <b>11</b> | <b>12</b> | <b>13</b> | <b>14</b> | <b>15</b> | <b>16</b> | <b>17</b> | <b>18</b> | <b>19</b> | <b>20</b> |



## TERRAIN EFFECTS CHART

| Terrain               | Motorized |      | Non-Motorized |      | Combat Effects   |
|-----------------------|-----------|------|---------------|------|--|
|                       | Freeze    | Thaw | Freeze        | Thaw |  |
| <b>Clear</b>          | 1         | 4    | 1             | 2    | -  |
| <b>Rough</b>          | 2         | 4    | 1             | 2    | -1   |
| <b>Woods</b>          | 1         | 4    | 1             | 2    | -1   |
| <b>Rough/Woods</b>    | 2         | 4    | 1             | 2    | -2   |
| <b>Forest</b>         | 3         | 6    | 1½            | 3    | -2   |
| <b>Rough/Forest</b>   | 4         | 8    | 2             | 3    | -3   |
| <b>Swamp</b>          | 2         | P    | 1             | 3    | -1, no tank effect into arty<br>½ into Thaw = attacks<br>out of halved |
| <b>River</b>          | +1        | +3   | +1            | +2   | -1 if all attacks across   |
| <b>Major River</b>    | +2        | P    | +1            | +3   | -1, -4 if thawed   |
| <b>River Bluff</b>    | -         | -    | -             | -    | -1   |
| <b>Marshy Banks</b>   | +1        | P    | -             | +2   | -2 in thaw, if all<br>attacks across                                   |
| <b>Dunes</b>          | 2         | 4    | 1             | 2    | -1   |
| <b>Dune Hexside</b>   | +1        | +1   | -             | -    | -1 if all across   |
| <b>Lake</b>           | +2        | P    | +1            | +3   | -1 if all attacks across,<br>-4 in thaw                                |
| <b>Village</b>        | 1         | 2    | 1             | 2    | -1   |
| <b>Town</b>           | ½         | 1    | 1             | 1    | -2   |
| <b>City</b>           | ½         | ½    | 1             | 1    | -  |
| <b>Primary Road</b>   | ½         | 1    | 1             | 1    | -  |
| <b>Secondary Road</b> | 1         | 2    | 1             | 2    | -  |
| <b>Railroad</b>       | 1         | 1    | 1             | 1    | -  |
| <b>Entrenchments</b>  | -         | -    | -             | -    | -1 if all attacks across   |

The first number applies during Frost, the second during Thaw; during Snow use Frost but add ½ MP to each hex cost except Roads and Railroad. P means prohibited, all combat effects are in column shifts on the CRT. Roads negate other terrain costs when using road movement. Bridges are assumed where roads cross Rivers. The Donets is frozen until the Mar 17 turn, as are all other Rivers, Swamps and Marshy Banks during Frost and Snow turns.

## COMBAT RESULTS TABLE

| Die       | 1-3      | 1-2      | 1-1      | 1.5-1    | 2-1      | 3-1      | 4-1      | 5-1      | 6-1      | 7-1      | 8-1      | 9-1      |
|-----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| <b>1</b>  | 1-<br>3- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>2</b>  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>3</b>  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>4</b>  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>5</b>  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>6</b>  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>7</b>  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>8</b>  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>9</b>  | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>10</b> | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>11</b> | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>12</b> | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>13</b> | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |
| <b>14</b> | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>2- | 2-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- | 1-<br>1- |

The results are read: Attacker Retreats    Defender Retreats  
Attacker Losses    Defender Losses

Shaded results are mandatory and override the Combat Options Matrix. The defender must implement their results first. 0 is read as 10 on the die. Negative column shifts move the odds to the left, positive shifts move it to the right. Die roll mods add or subtract from the dice. Odds of more than 9-1 are as 9-1, those less than 1-3

# SOVIET SUPPLY AND REPLACEMENT TABLE

| Soviet: Voronezh Front |      |      |       |      |      |     | Soviet: Southwest Front |      |       |      |      |  |
|------------------------|------|------|-------|------|------|-----|-------------------------|------|-------|------|------|--|
| Turn                   | Supp | Fuel | Truck | Tank | Pers | Air | Supp                    | Fuel | Truck | Tank | Pers |  |
| 1                      | 3    | 0    | 1     | 1    | —    | —   | 3                       | 2    | 1     | 1    | —    |  |
| 3                      | 4    | 2    | 1     | 1    | —    | —   | 3                       | 2    | 1     | 1    | —    |  |
| 5                      | 4    | 2    | 2     | 1    | —    | —   | 4                       | 2    | 1     | 1    | —    |  |
| 7                      | 4    | 2    | 2     | 1    | —    | —   | 4                       | 2    | 2     | 1    | —    |  |
| 9                      | 4    | 2    | 1     | 1    | —    | —   | 5                       | 3    | 2     | 1    | —    |  |
| 11                     | 4    | 2    | 2     | 1    | 1    | —   | 5                       | 3    | 2     | 2    | —    |  |
| 13                     | 7    | 3    | 2     | 2    | —    | 1   | 8                       | 6    | 3     | 2    | 1    |  |
| 15                     | 7    | 3    | 2     | 1    | —    | —   | 9                       | 7    | 3     | 1    | —    |  |
| 17                     | 7    | 3    | 2     | 2    | 1    | —   | 10                      | 7    | 4     | 2    | 1    |  |
| 19                     | 7    | 4    | 2     | 1    | —    | —   | 11                      | 7    | 3     | 1    | —    |  |
| 21                     | 7    | 4    | 2     | 1    | 1    | 1   | 12                      | 8    | 4     | 2    | 1    |  |
| 23                     | 7    | 4    | 2     | 2    | —    | —   | 12                      | 8    | 4     | 1    | —    |  |
| 25                     | 7    | 4    | 2     | 1    | 1    | —   | 13                      | 8    | 4     | 2    | 2    |  |
| 27                     | 7    | 4    | 2     | 1    | 1    | —   | 13                      | 8    | 4     | 3    | 2    |  |
| 1                      | 7    | 4    | 3     | 1    | 2    | 1   | 13                      | 8    | 4     | 1    | 3    |  |
| 3                      | 7    | 5    | 3     | 2    | 2    | —   | 13                      | 8    | 4     | 2    | 3    |  |
| 5                      | 8    | 5    | 3     | 2    | 3    | —   | 13                      | 8    | 4     | 1    | 3    |  |
| 7                      | 8    | 6    | 3     | 4    | 3    | 1   | 13                      | 8    | 4     | 2    | 3    |  |
| 9                      | 8    | 6    | 3     | 2    | 4    | —   | 13                      | 8    | 4     | 2    | 4    |  |
| 11                     | 8    | 6    | 3     | 2    | 4    | —   | 13                      | 8    | 4     | 2    | 4    |  |
| 13                     | 9    | 7    | 3     | 2    | 4    | 1   | 14                      | 7    | 4     | 2    | 3    |  |
| 15                     | 9    | 7    | 3     | 2    | 4    | —   | 13                      | 7    | 3     | 2    | 2    |  |
| 17                     | 9    | 8    | 4     | 3    | 5    | 1   | 12                      | 6    | 3     | 2    | 2    |  |
| 19                     | 10   | 8    | 4     | 5    | 5    | —   | 11                      | 6    | 3     | 2    | 1    |  |

Supp = Supply Points (SP), Fuel = Fuel Points (FP), Truck = Truck Points (TP), Tank = Tank Replacement Points (TRP), Pers = Personnel Replacement Points (PRP). The points are added to the appropriate tracks on the Soviet Player Display at the beginning of each turn. -2 Fuel -2 Supply per turn of Blizzard, -1/2 Fuel & Supply in Thaw.

## SOVIET ORDER OF APPEARANCE

### NORTH MAP

**Feb 1** 305 RD (H), 184,270 RDs (I), VI GCC (J), [III TC enter K, exit to south map] 40th and 69th Army HQs on Orders Track  
**Feb 3** 100,161,309 RDs (H), 59th Army HQ, 48 GRD, 173 TB, 6 ATB (I), XV TC, 111 RD (J), 201 TB (K)  
**Feb 5** 219 RD, 37 RB (I), 62 GRD, 115 TB (K)  
**Feb 7** 107 RD (I), 180 RD (J), XII TC (K)  
**Feb 9** 10 Arty D, 40th Army HQ, 160 RD (I), 3rd Tank Army HQ (K)  
**Feb 11** 183 RD (H), 194,340,25G RDs, 59,60 TRs (I), 6,8 Ski Bs (H)  
**Feb 13** V GTC (H), 127 RD, 116 TB (I), 4 Ski B (H)  
**Feb 15** 2 ATB (H)  
**Feb 17** 10 ATB (H), [6,172,350 RDs enter from south map between 2734 and 3934]  
**Feb 19** Voronezh Front HQ, 125 TB (I), 179 TB (J)  
**Feb 21**  
**Feb 23**  
**Feb 25**

**Feb 27** 104 RB (K), (64th Army HQ on orders track)  
**Mar 1** 4 G Rkt D, 253 RB (J), II GTC (K) add one fighter and one shтурмовик unit to Voronezh Front's ready box  
**Mar 3** 148 RD, 96 TB, 17 NKVD Motz B (J), 24 RD (K)  
**Mar 5** Cz Motz Bn (K)  
**Mar 7** 170, 206 RD, 4 GTR (G)  
**Mar 9** 315 RD, 132 TR (I)  
**Mar 11** 303 RD (I), 3G, 19, 113, 244 RDs (J)  
**Mar 13** 325 RD, 61 TR (I), 64th Army HQ (J)  
**Mar 15** 40 GRD (I)  
**Mar 17** 192 TB (I)  
**Mar 19**

### SOUTH MAP

**Feb 1** 57 GRD (N. of L), (III TC N. of L.), 38 GRD (L), 6th Army on Orders Track  
**Feb 3** 6, 267, 35G RDs (N. of L), 195 RD, IV GRCHQ (L)  
**Feb 5** XV GRC HQ, 172 RD, 106 RB (N. of L), 52, 41G RDs, X TC, 9 Arty D, Popov HQ (L)

## Soviet Recruitment Table

### Die

|    |   |
|----|---|
| 1  | — |
| 2  | — |
| 3  | — |
| 4  | — |
| 5  | — |
| 6  | 1 |
| 7  | 1 |
| 8  | 1 |
| 9  | 1 |
| 10 | 2 |

Village -1  
City +1  
to die

**Feb 7** 350 RD (N. of L), IV GTC (L)

**Feb 9**

**Feb 11** 6th Army HQ (N. of L), XVIII TC (M or L)

**Feb 13** IG, XXV TCs, IGCC (N. of L)

**Feb 15** 16, 44 Motz Bs, 5,7,10 Ski Bs, VI GRC HQ, 9, 11 TBs, 1G, 8 ATBs (L) [6,172,350 RDs exit to N. Map between 2001 and 3001]

**Feb 17**

**Feb 19**

**Feb 21** 16 TB (N. of L), 127, 212 TRs (L)

**Feb 23** 197, 304 RDs, VI GRC HQ (L), (1st Gd Army HQ on Orders Track)

**Feb 25** 78 RD (L)

**Feb 27** 44, 58 GRDs, 229 RB, 156 TB (L)

**Mar 1**

**Mar 3**

**Mar 5** 60 GRD (N. of L)

**Mar 7** 152 RD (N. of L)

**Mar 9** II TC, 50, 20G RDs (L)

**Mar 11**

**Mar 13**

**Mar 15**

**Mar 17**

**Mar 19**

## Order Chart

| Order   | Supply Cost             |     | Move  |       | Support          |        | Combat                              |       | Advance   |
|---------|-------------------------|-----|-------|-------|------------------|--------|-------------------------------------|-------|-----------|
|         | SP                      | FP* | 1st   | 2nd   | Air              | Arty   | 1st                                 | 2nd   |           |
| Assault | G2                      | 1   | Full  | Half  | Yes              | Yes    | A + 1                               | A + 1 | 1 hex     |
|         | S3                      | 1   |       |       |                  |        |                                     |       | Mandatory |
| Defense | 1 if any<br>in combat   | —   | 1 hex | 1 hex | Yes              | Yes    | D + 1                               | D + 1 | No        |
|         |                         | —   |       |       |                  |        | only one attack<br>allowed per turn |       |           |
| Mobile  | 1                       | 1   | Full  | Half  | G only           | G only | one attack per turn                 |       | Full      |
|         |                         |     | **    |       |                  |        |                                     |       |           |
| Retreat | 1                       | 1   | Full  | Full  | G only           | No     | one attack per turn                 |       | Full      |
|         |                         |     | **    |       |                  |        |                                     |       |           |
| Pursuit | 1                       | 1   | Full  | Full  | G only           | G only | A - 1                               | A - 1 | Full      |
|         |                         |     | **    |       |                  |        | only one attack per turn            |       | Mandatory |
|         |                         |     |       |       |                  |        | D - 1                               | D - 1 |           |
| Travel  | 0                       | 1   | Full  | Full  | No               | No     | No attacks                          |       | No        |
|         |                         |     |       |       |                  |        | D - 2                               | D - 2 |           |
| Reserve | no extra<br>supply cost |     | Half  | No    | As per<br>orders |        | No                                  | No    | No        |

Reserve preconditions — must be in command

— must be in supply

— must be on Mobile or Pursue orders

Units committed from reserve in the second movement round may always move fully in that round and have combat

\* Fuel Points (FP) are required only for motorized (tank corps, and armies with 2 or more motorized or armored brigade sized sub units on the board)

\*\* May Probe, Overrun, and Retreat before Combat

G = German, S = Soviet. Supply #s = supply points or fuel points. Move #s = full and half refer to movement allowances 2 & 1 hex maximums, must have movement allowance for it. Air and Artillery Support refer to adding Air & Arty directly to attack and defense strengths of friendly units. Combat = + and - are column shifts the CRT (+ = right, - = left), Defense, Mobile, Retreat and Pursuit may attack in either friendly combat round.

## COMBAT OPTIONS MATRIX

| Attacker | Defender |   |        |   |        |     |        |   |         |   |        |   |
|----------|----------|---|--------|---|--------|-----|--------|---|---------|---|--------|---|
|          | Assault  |   | Pursue |   | Mobile |     | Defend |   | Retreat |   | Travel |   |
| Assault  | P        | P | P      | O | P      | O   | P      | O | P       | M | O      | M |
|          | M        | M | M      | O | M      | O   | M      | M | M       | O | O      | M |
| Pursue   | O        | P | O      | O | O      | O   | O      | O | O       | M | O      | M |
|          | O        | M | O      | O | O      | O   | M      | M | O       | M | O      | M |
| Mobile   | O        | P | O      | O | O      | O   | O      | O | O       | M | O      | M |
|          | O/M      | M | O      | O | O/M    | O/M | O      | M | O       | O | O      | M |
| Defend   | M        | P | M      | O | O      | O   | O      | O | O       | O | O      | M |
|          | O        | M | O      | O | O      | O   | M      | O | O       | O | O      | O |
| Retreat  | M        | O | M      | O | M      | O   | M      | O | M       | M | O      | M |
|          | M        | O | O      | O | M      | O   | M      | O | O       | O | O      | O |

P = prohibited (prohibited losses become retreats and vice versa)

M = mandatory

O = optional (optional losses may be taken as retreats and vice versa except that if 2 losses are called for on the CRT at least one must be taken as a loss, if 3 losses are called for at least 2 must be taken as losses etc.)

O/M = German optional, Soviet mandatory

Shaded results on the CRT override this table in all cases

AR

DR

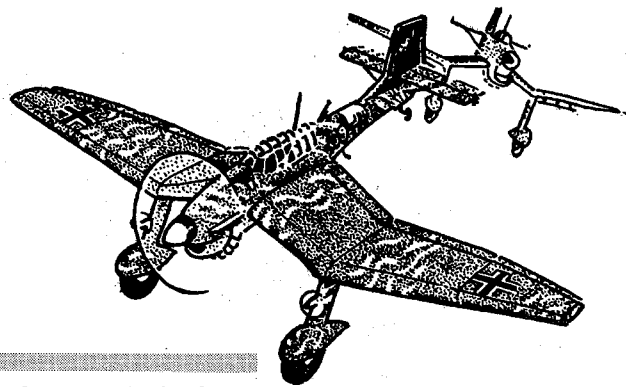
AL

DL

### Bombardment Results Table

| Die | 1-3 | 1-2 | 1-1 | 1.5-1 | 2-1            | 3-1            | 6-1            | 8-1            |
|-----|-----|-----|-----|-------|----------------|----------------|----------------|----------------|
| 1   | —•  | —•  | —•  | —•    | —•             | —•             | —•             | —•             |
| 2   | —   | —   | —   | —     | —              | —              | —              | —              |
| 3   | —   | —   | —   | —     | —              | —              | —              | d              |
| 4   | —   | —   | —   | —     | —              | —              | d              | d              |
| 5   | —   | —   | —   | —     | —              | d              | d              | d              |
| 6   | —   | —   | —   | —     | d              | d              | d              | d              |
| 7   | —   | —   | —   | d     | d              | d              | d              | d              |
| 8   | —   | —   | d   | d     | d              | d              | d              | d <sub>1</sub> |
| 9   | —   | d   | d   | d     | d              | d              | d <sub>1</sub> | d <sub>1</sub> |
| 10  | d   | d   | d   | d     | d <sub>1</sub> | d <sub>1</sub> | d <sub>1</sub> | d <sub>1</sub> |

Defense Strength 2 in clear  
 3 in all other terrain  
 • = FLAK hit 4 for armor, artillery, HQ



| Unit | Tank Points | Antitank Points |
|------|-------------|-----------------|
|      | = strength  | = strength      |
|      | 1           | 1               |
|      | —           | = strength      |
|      | 1*          | = 1/2 strength  |
|      | —           | 1               |
|      | —           | 1/2             |
|      | —           | —               |



something about enemy units in a hex. By attacking the hex the enemy will have to turn up at least one unit in the hex, and announce the hex's total strength and tank/antitank strength. Making an overrun attack against a hex will reveal whether or not there are enemy units in a hex, and if successful, all enemy units in the hex must be revealed. In addition to these two techniques, there are two other ways in which information may be gained about enemy units: Probes and Reconnaissance.

### B. Probe

A player performs a Probe during movement just like an overrun attack except that a Probe does not produce any shifts against the attacking player and that a probe automatically ends the probing unit's movement. As in an overrun there is no air or artillery participation possible and the probing unit or stack must pay one movement point to do it, but the cost of the terrain in the enemy's hex is not paid, and the enemy's hex cannot be entered even if the probe succeeds in clearing the hex.

A unit that made a probe during movement may attack the enemy unit it probed during the ensuing combat round, but could not attack any enemy units not stacked with the probed unit.

Units that may not attack may not probe either.

### C. Reconnaissance

Reconnaissance allows a player, after his first combat round, in clear weather only, to reconnoiter one enemy-held hex per friendly army or (German only) corps HQ. The enemy-held hex must be within 5 hexes of the HQ making the reconnaissance. If the hex being reconnoitered contains armored units, then the players each roll one die, and only if the reconnoitering player rolls higher does he successfully complete the reconnaissance. A successful reconnaissance will reveal how many enemy units and of what types occupy a hex. No information is revealed about strength, or disruption or supply status of the units, nor their identity.



## 16. ARTILLERY

Artillery units include artillery regiments, (motorized, non-motorized and armored), rocket regiments and divisions, artillery divisions and armored trains. Artillery units can participate in combat with units they are adjacent to or within range of. Artillery can never participate in overrun attacks, or probes. Artillery units may provide direct support to units by adding their strength to that of the defending or attacking units, or they may bombard independently or in conjunction with air units. Artillery units may only provide direct support to German units with Pursue, Mobile, Assault, or Defense orders, or to Soviet units with Assault or Defense orders. German divisional artillery can support units of other divisions.

Artillery units have one point of antitank strength that is useable only when the artillery unit is attacked by enemy armor, but rocket units have no antitank points.

Artillery units may participate in only one combat in each combat round. Each time an artillery unit attacks an enemy unit whether by bombardment or by direct support, it costs one supply point.

Non-motorized artillery units move like infantry, with 5 movement points, while motorized artillery moves like other motorized units with 10 movement points. Soviet artillery divisions may not move and fire in the same round.

When determining artillery range to a target, if firing offensive support or if bombarding a hex, the range is counted from the artillery unit to the target, counting the target's hex but not the artillery's. If the artillery is firing defensive support, it's range is counted to the defending unit, counting the defending unit's hex but not the artillery's. Artillery units that fire must be revealed to the enemy player.

Artillery units that are being attacked may fire defensive support (orders allowing) for themselves but they may not fire defensive bombardment or defensive support for any other friendly units, having business at home that is more urgent. Artillery units that are attacked and do not fire defensive support for themselves defend with a strength of 2 if their barrage strength is more than 4, and with 1 if it is 4 or less. Losses are taken from the artillery's barrage strength, not from its defense strength. If an artillery unit is alone in a hex and is forced to retreat, or if it is successfully overrun whether stacked or not, the artillery unit loses half of its current strength (rounded down) in addition to any other combat losses required.

Artillery units never suffer any combat results from firing on enemy units, and only are affected by being bombarded themselves or being attacked by enemy ground units.

German armored artillery units are able to use their armor status for crossing enemy ZOCs that do not affect armor, and for combat when there are no other armor units, friendly or enemy in the combat. They may use their antitank points only when directly attacked by enemy armored units.

No artillery units, except German armored artillery units, may enter enemy ZOCs unless there is a friendly unit in the ZOC hex.

Artillery units that are directly attacked by enemy units and use their defense strength to defend with rather than firing defensive bombardment or support, do not have to spend a supply point. (Not for firing anyway; if the artillery unit was on Defense orders and was the first of the formation attacked and the player wished to fight with supplied Defense then a supply point would have to be expended but the supply point would also provide for any other units of the formation that were attacked that turn).

Artillery support can never be given to partisan, detachments, or non-German Axis allied units, unless the artillery is stacked with these units. (Air units may never support any of these types of units).



## 17. HEADQUARTERS AND COMMAND

Headquarters units (HQs) consist of not only a command group and its signals support, but also the supply establishment of its formation or larger organization as well as various specialist units too small to appear in the countertermix; engineer, antitank, reconnaissance, antiaircraft and some artillery. Also included are the ad hoc groups put together by a headquarters to give a formation some small reserve, sometimes concealed from superior headquarters even more zealously than from the enemy!

Headquarters have three functions. They serve as a source of supply, as outlined in the Supply rules, and they may provide support in combat as described in the Combat rules. Their third function is that of command.

Each formation's and unit's command status is checked at the beginning of the orders phase. If a formation is out of command it may not change its orders, or if it does it must be to an order that uses less supply than the one that it is under. A formation is out of command if its HQ is more than 20 hexes from its superior headquarters (if this is not on the map yet then 20 hexes to the friendly board edge). Thus a German divisional HQ must be within 20 hexes of its corps or army HQ, and these corps or army HQs must be within 20 hexes of army group HQ. Soviet corps HQs must be within 20 hexes of their army or front HQ, while army HQs must be within 20 hexes of either front HQ or a friendly entry area on the map edge.

Units are also checked for command at the beginning of each friendly player turn. For a unit to be in command it must be within 10 hexes of its formation's HQ, or an HQ superior to its formation's HQ, or the HQ of a formation it is attached to. If a unit's HQ is not yet on the map and there is no other HQ available, a unit will be in command if it is within 20 hexes of a friendly entrance area on the board edge. Units that are out of command lose half of their movement allowance (rounded up) and may not use Assault orders, even if their formation has them. They are treated as if they were on Mobile orders. Units that are out of command may not receive artillery, air, or headquarters support. Units that are out of command may not be in or committed from reserve status.

When tracing a line of command, enemy units and ZOCs have no effect, nor does prohibited terrain, and lines of command may be freely traced through them. Radio waves, right?

If players so desire, the command status of units (not formations) can be ignored in the interests of a simpler and quicker game, simply mutually agreeing not to send their subunits roaming too freely.

A Soviet Army or German Corps or Army HQ that is destroyed is placed on the turn record track as a reinforcement to appear two turns after it is destroyed.

## 18. AIR UNITS

There are three types of air units: Fighters, Bombers, and ground attack (Stukas for the Germans and Shturmoviks for the Soviets). These air units are capable of attacking enemy

units on the ground either independently or in conjunction with friendly artillery or as direct support for an attack. Fighter air units may also interfere with the other side's ability to attack ground targets with air units.

Air units are kept in one of two boxes on the player display when not in use. At the beginning of a turn all air units are placed on the Ready box, indicating that these units are ready to be used. To use an air unit, during any combat round in clear or partial weather, a player may secretly place any amount of air units in any of the numbered boxes of the Combat Track on the player display. This will commit these air units to action in or adjacent to the hex with the corresponding numbered combat marker. When the air units have completed whatever action they take, they are returned to the Unready box, and may take no further actions until the next turn.

Air units may never take any actions during Blizzard or Fog, and have their strengths reduced by half in Partial conditions.

### A. Bombers

Bomber units may only perform offensive and defensive bombardment, they may never give direct air support. They may bombard independently or in conjunction with friendly artillery units.

Example: a combat marker might be placed on an enemy unit that is showing only a tank silhouette. Assuming the marker is number 3, the friendly player places several bomber units with a total strength of 12 in box number 3 on the Combat Track on his player display during the air commitment part of the combat round. During combat the player will indicate that he wishes to resolve combat against the hex marked three and will announce that he has air units in the hex. If his opponent has no fighter units in the hex, the air units will total their strength and resolve bombardment combat against each unit in the hex separately, as outlined in the Combat rules under bombardment. If the hex is clear terrain and is solely occupied by a dummy, the attacking player may roll one die and move the air units to another combat marker within the number of hexes equal to or less than the die result. If there is no such combat marker, or if it turns out to be on top of another dummy alone in a clear hex, the air units go back to the Unready box. If the hex is not clear or is occupied by real enemy units, the player with the air unit does not learn what they are, only what odds on the bombardment table are produced by his attack. (If the target is a dummy or dummies, the owning player may announce a strength of 3 or 4 as he chooses). If a 1 is rolled on the bombardment table, the air units take a one strength point loss, which reduces their strength in any subsequent attacks, including those in the same combat. If the twelve points of bombers attacked a hex containing a headquarters unit and an infantry unit in clear terrain, the 12 would attack the HQ (defending player selects the order in which the units will be attacked) at 3-1 odds, if they rolled a 1 not only would they miss but the bomber's strength would be reduced from 12-2 or 6-1 down to 11-2 or 5-1, but the nearest column equal to or less

than 5-1 is 3-1, that is how the bombardment will be carried out.

### B. Ground Attack

Ground attack air units may do everything bomber units can do, but they can also (under the right circumstances) add their strength to that of friendly attacking units. The right circumstances are: the attacking unit is German and is on any order but Travel, or is Soviet and is on Assault or Defense orders.

For example, a Soviet player commits four points worth of Shturmaviks and four points worth of bombers to attack a hex that is under attack by friendly units with Assault orders. The player could choose to first bombard the hex with the four bomber points, and then attack with the assaulting units adding to their strength the four points of Shturmaviks. Alternatively he could bombard the hex using both the bombers and the Shturmaviks and then attack the hex with his ground units. If he had artillery available he could, for a supply point, either combine its strength with the strength bombarding the hex or the strength attacking the hex but not both.

Likewise as an optional rule, German Stukas may be committed defensively, but only for defensive bombardment, while Soviet Shturmaviks may be committed for defensive bombardment only by being placed on a formation holding box during the Ordres phase of the turn. During that turn, these Shturmaviks may be committed offensively or defensively, with the above restriction, to support any units of the formation that are in command. If no one bothers the units of that formation during the turn, and they are not used offensively, they are returned to the Unready box on the player display.

### C. Fighters

Fighter units can be used to escort friendly bomber or ground attack units, or they can be used as combat air patrol (CAP) to attempt to deny the enemy the use of the sky over a hex. Fighter units may be committed to escort missions simply by stacking them with the bomber/ground attack units in the box on the combat track. Combat Air Patrol missions are flown by fighter units by placing them on the numbered box on the combat track corresponding to the hex they wish to try to control. Combat Air Patrol can be flown during friendly combat rounds, to try to interfere with enemy air units flying defensive bombardment missions, or during enemy combat rounds to interfere with his offensive bombardment and direct support missions.

### D. Air to Air Combat

Whenever both players have air units committed to the same combat marker, and any of these units are fighter units on combat air patrol (not escorting bomber or ground attack units) then air to air combat occurs. If one side has fighters on CAP in the hex and the other has no fighters, then a number of non-fighter units equal in strength to the CAP strength is removed to the owning player's Unready box. In addition, the players each roll one die, and if the fighter's die is higher, the non-fighters lose one strength point. The fighters can never lose strength in combat against non-fighters.

If one side has CAP and the other has escorting fighters, then the CAP strength and the escort strength are compared; the fighters with the lower strength are removed to their Unready box and the other side removes the same amount back to his. Any remaining CAP units may then attack enemy bombers and/or ground attack units as above. Thus if one player has 6 strength points of fighters and the other 3, the 3 and half of the 6 go back to base. Since the 6 are probably a 2 and a 4, remember that they have 3 strength points available to attack bombers or ground attack planes and put all of them back on the Unready box. If the fighter strengths are equal these fighters resolve combat between themselves by a die roll, the player with the lower die roll losing one strength point. If the die rolls are a tie, each player loses a strength point. In either case, fighters always return to the Unready box after combat.

If the only fighters assigned to a combat marker are on escort mission, they may not attack enemy bombing or ground attack air units assigned to that combat marker.

In fighter vs. other air unit combat, and in fighter vs. fighter combat when one side's fighters outnumber the other by at least two to one, the player with the fighters in the first case or the one with double or more in the second case receives a die roll modifier of +1.

Fighters are never effected by losses to air units from the bombardment CRT. (Flak hits).

Example: continuing the example of the Soviet player with four bomber points and four ground attack points assigned to a combat marker, let's add four points of fighters assigned to CAP the hex. The German player, let us assume has assigned 8 points worth of fighters to the combat marker, four points of them on CAP and four points escorting 12 points worth of bombers.

After air commitment, and when the Soviets chose to resolve combat in the hex, the players would both announce that they had air in the hex. With four points of CAP each, the player's would each roll one die, let's say a Soviet 10 and a German 9; this would cause the German fighters to lose one strength point and both would return to their respective Unready boxes. If the Germans had committed both of their fighter units totaling 8 points to the hex in a CAP role rather than putting four on escort, it would have produced 2-1 odds and added one to the German die roll, causing a tie and a one strength point loss to each side.

Then the Soviet bombers could bombard the hex, ignoring the escorting German fighters. The German player could then bombard any hex adjacent to the combat marker containing Soviet units that were attacking the combat marked hex. They could throw all twelve strength points at one hex, or they could bombard one hex with four points and another with eight, or four each on each of three separate hexes. Assuming one hex turned out to be a dummy, the German player would be able to redirect the bombers to





attack another enemy hex from which an attack was directed at the combat marker. The Soviet ground attack air units might now join their strength to that of the assaulting ground units and take part directly in combat. As each air unit carried out its mission it would return to the Unready box on the player display.

If the above example had taken place under Partial conditions, it would have been identical except that all the strengths would have been halved. The losses that were taken would be in full strength points however. This would mean that a four strength point bomber unit that suffered a flak hit while bombarding a hex with more targets still to hit would now have a strength of three, but due to partial conditions this would be counted as a one and a half, rounded down to one. If the next turn was clear weather, the three strength point bomber would then bombard with a strength of three.

Note that the German player has a lot more flexibility in how he uses his ground attack units since they are available offensively to fly direct support or bombardment as desired to help units with most orders.

Offensively both players can commit any air units they desire, but in the air commitment part of an enemy combat round, a player may only commit fighter units on CAP. Bomber and Ground Attack air units may only be committed offensively.

Optionally, both players may agree to the following rule, that Soviet fighters add +1 to their die rolls when attacking Stukas, to reflect their relatively greater vulnerability.

Individual air units cannot be split to attack different targets, nor can fighter units attack ground targets. If, say, a fighter unit with a strength of 3 (from prior losses) flies CAP against a bomber unit with a strength of 4, the bomber unit could still attack ground targets with a strength of 1 if it suffered no losses in the air to air resolution.

For those who really want to get into it, the German air units active in the campaign (who after Feb. 20 were able to fly over 1000 sorties a day), were based on the map; the bombers mostly at Zaporozhe (east of the Dnepr), while the fighters and Stukas were distributed in two roughly equal groups based at Stalino and Poltava. If you want to mess with it, you can throw in the air fields, about a strength point of airfield security and flak, Soviet air raids and ground raids capable of catching planes on the ground (Unready box contents?) and all that sort of thing. It didn't happen in the campaign, and I don't intend to include it. Similarly with rules for interdiction strikes. You want it, you write it. It appears, however, that the main use of the Luftwaffe was as a hammer supporting the ground offensives, harrying Soviet armor forces wherever they were found, rather than trying to shoot up the much more dispersed trucks and sleighs that were providing the logistical support.

Although the Luftwaffe air transport assets had been decimated during the Stalingrad siege, and were heavily committed trying to pull every last available man out of the cul-de-sac in the Kuban, nonetheless it seems likely that in extremis enough Ju-52s could and would have been scraped together to keep at least two

surrounded divisions in supply for a brief period. Therefore the German player may, at the cost of two supply points, "drop" one supply point to any formation HQ that is Out of Supply. This can only be done in Clear or Partial air conditions. If there are two maps in play, the Germans can drop up to two points in a turn, both of which may be dropped on one map. These points may be dropped in any Village, Town, City, Clear, Rough, or Wooded hex within 5 unblocked hexes of the HQ receiving it. It then is considered to be automatically moved to the HQs hex.

Air units taking flak hits must take the hits from ground attack air units before taking them from bombers.

## 19. REINFORCEMENTS

Both sides receive reinforcements during the course of the game, indeed the Soviet player begins the game with no units except partisans on the map and during the course of the campaign all of the Soviet units enter the playing area from the east or north map edges. The Germans also receive many formations, mostly from Western Europe (where a second front was yet some 16 months away), and also from 1st and 4th Panzer Armies swinging up from Rostov, marching or railing in from the west and south edges of the map.

The player's Order of Appearance indicates when which reinforcements enter where and how. By each turn date, the chart will list which units enter through which entry area and whether they march in or arrive by rail. Note that the entry areas are printed in yellow on the map.

When a formation or unit is listed as entering the game at a certain entry area on a certain turn it means that the unit's formation marker is deployed on the player display on the Orders Track, even if the HQ of the formation is still not on the map, it should be listed as entering play off map on the turn that the first of its sub-units enters the map. In this case orders are given to the on board units by paying for the orders with the formation marker on the orders track, while command and supply are traced to the entry area the unit entered the map at.

When a unit enters the map according to the Order of Appearance, it may move in the first friendly movement round like any other unit, paying the movement point cost to first enter any hex in its entry area.

If a unit's entry area is completely blocked by enemy units or their ZOCs, the unit may either enter through any hex within two hexes of its entry area, at the cost of one extra movement point, or it may enter at any adjacent entry area but at the delay of one turn.

Soviet units scheduled to enter at areas I or H may change their entry area one area to the west per turn with the following restrictions: no unit may enter at area G until the Feb. 5 turn, or at area F until the Feb. 9 turn. No Soviet unit may enter at areas A through E or O through S at any time. Thus the 100th Rifle Division which

is due at entry area H on turn Feb. 3, could delay its entry by three turns and enter the map at entry area F. Or it could delay one turn and enter at area G, or enter on Feb. 3 at area H. It could not enter at area I unless it was prevented from entering at area H by enemy units.

## Intermap Transfer

Both sides in the battles of Kharkov showed a complete disinclination to confine their maneuvers so that they would conveniently fit onto a game map. How inconsiderate of them. Consequently a number of units transfer from one map to the other during the course of the game. If players are playing a two map scenario, there is no problem, as intermap transfers will be completely at the discretion of the players. When playing one map games, however, the players may be required to exit units off the map or may have units entering the map from the other map rather than through entry areas. Victory points are awarded in the scenarios for doing this, so that players may keep forces in play in a one map scenario that historically had other chores to perform, but at the cost in victory points.

There are three entry areas between the two maps; one lies on the Krasnograd-Lychkovo railroad line exclusive to the Krasnograd-Kegichevka rail line inclusive, another between and including the Yefremovka-Losovaya road and the Donets River, and a third between the Oskol and Donets Rivers.

In the scenario played on the Southern map starting February 1, there are a good number of units listed as entering N. of L, which means north of the L entry area, specifically between the Oskol River and the Zherebets River. On the counter backs this is noted as "NL." In a two map scenario starting February 1, the 3rd Tank Corps entered historically at entry area K but promptly moved on down off of the northern map. Thus units slated to enter N of L will enter at K in a two map scenario (see below) and in a one map (southern) scenario they will enter between the Oskol and Zherebets Rivers.

North of L entry—when playing one map scenarios on the southern map, Soviet units entering at entry area North of L will be entering at the historically correct time, however units entering at N of L in a two map game will enter at K and require at least one movement round to reach the southern map. Of course in a two map scenario they are under no compulsion to enter the southern map, in which case they will be more or less in the right place at the right time. Consequently Soviet units entering a two map scenario at N of L will be able to double their first movement round's normal movement allowance provided the units end their movement on the southern map.

Reinforcements often enter the game far from the fighting and are thus often able to move with Travel orders even though the rest of their formation had other orders.

Reinforcements always enter the map at full strength unless they are indicated as having losses in the scenario instructions.

Reinforcements are automatically in supply and command on the turn in which they enter the game.



## 20. REPLACEMENTS

During the course of the battle, *every* available replacement on the German Eastern Front was being sent to Army Group Don. These men and weapons were in addition to the equipment that was being repaired in the mobile and base repair shops. Often the number of division's vehicles under repair would be three times the number of "runners" available. Since the Germans were falling back on to a long established logistical base, they had plentiful recovery and repair facilities available.

The Soviet command was carefully building up fresh formations for the summer campaign season ahead, and at the same time suffering from a manpower shortage from the heavy losses of the first year of the war. Consequently, the weakened forces of the Southwest and Voronezh Fronts were reduced to recruiting able bodied men who had managed to elude the Germans and were still living in the villages and towns that the Red Army was now liberating. While some of them had had some military training, and the partisan units were experienced fighters, most such replacements were not of high military value, due to a lack of training, and experience, as well as malnutrition from living under German occupation.

Soviet equipment was only augmented in the latter stages of the battle. By early March the rail line had been converted as far as Belgorod, and the Soviets were receiving replacements from as far away as Vladivostok (on the Soviet Pacific coast!), as well as at least one train load of T-34s. The Soviet mobile repair shops were few and far between and the Soviets were just learning how to conduct and support operations of groups of tank corps in a winter offensive. Although their continued advance allowed them to recover many valuable damaged tanks, they were far less able than the Germans to get them running again quickly.

Replacements in personnel, tanks, and artillery are received in the Supply/Replacements phase and are placed on the appropriate track on the player display. A separate record is kept for each category on each map. After replacements are received, they may be assigned to units on the board. One replacement point assigned to a unit will reduce the strength points losses that unit has taken by one, in other words it adds one strength point to the unit.

A unit may never have its strength raised above its printed strength; it may not receive replacements if it is at full strength. An individual unit may not receive more than 3 strength points in one turn. Units may receive replacements as long as they are in supply and command. Personnel replacements may be used to build up infantry, motorized infantry, and mechanized infantry, as well as armored reconnaissance units. Tank replacements may be used to rebuild tank, assault gun, cadred armored reconnaissance and cadred mechanized infantry units (an armored reconnaissance or mechanized infantry unit that has been cadred must use a tank point as the first point to rebuild it, the rest of the points it receives may be personnel

points). To rebuild a cadred Tiger company requires two tank replacement points. Artillery replacements may be used to rebuild artillery, armored artillery, or headquarters units; it may not be used on rocket or antitank units.

The following unit types may never receive replacements: partisans, detachments, commandos, engineers, cavalry, skiers, antitank, armored train and rocket units.

To receive replacements a unit must be in command and supply. It is perfectly alright if the unit is adjacent to enemy units or in enemy ZOCs. Simply remove or reorient the loss marker under the unit to indicate how many strength points the unit gained, and reduce the amount of that type of replacement in the replacement pool.

While no hard and fast rule will be proposed, it seems from the evidence that when German replacements of men and equipment were shared out, the SS Panzer Corps got its share first, so that it would be unrealistic for the German player to give more replacements out to non-SS panzer corps units than to the corps, as long as the SS are understrength. After Hausser's boys got the pick of the equipment, Grossdeutschland seemed to have been second in line.

Air units may receive replacements like any other unit, using air replacement points.

### Soviet Recruitment

At the very end of the turn, before the game turn markers are advanced to indicate that the turn is over, the Soviet player may attempt to recruit replacements from villages, towns, and cities he has taken. Each such hex may only be "recruited" once in the game. To recruit in a hex, the Soviet player rolls one die and consults the Soviet recruitment table. If the hex is in a Village, the Soviet player subtracts one from the die, if it is a City hex he adds one. The points gained are personnel replacements and are added to the Soviet players' replacement pool for the map on which they were recruited.

The counter mix does not provide markers to show which Towns, Villages, and Cities have been recruited, you can either mark them off on a reduced size map copy, or if you use a plastic sheet on your game you can use grease pencil or China marker, or you can use blank counters, or pennies, or something to indicate which places have been recruited. It will not be necessary to mark all of them, just a line of them indicating how far forward the line of recruitment has passed since all the ones behind it can be assumed to have been already recruited. A hex cannot be recruited if it is in a German ZOC or if a line of supply cannot be traced to it.

Soviet players may absorb partisan units directly into Soviet infantry units as replacements; this is allowed in excess of the three point per turn limit, but not in excess of the unit's printed strength.

Replacements can be accumulated from turn to turn on the replacement tracks, and do not ever have to be assigned to any unit.

Units that have been reduced to cadres may be rebuilt with replacements back up to their original strength if so desired. Units that have been destroyed, cadres and all, or that do not form cadres, cannot be replaced.

Players should note that if they fail to make intermap transfers in an historical pattern there will be some distortion in the amount of supply and replacements that are provided for the different maps. Players may transfer supplies and replacements from one map to another but be moderate about it (say three points per turn of each: supply, replacements and fuel). Neither player may do this until the Feb. 19 turn.

## 21. SPECIAL UNITS

There are a variety of special units in this game, mostly for their chrome value, and a few units that operated under the control of distant headquarters that the commander that the player represents had no direct control over.

### A. Partisans

Partisan units are deployed on the map with their strength hidden. There are 10 partisan units, no more than 6 may be deployed on the same map and in one map scenarios no more than 5 may be deployed. They are placed on the map after the German player sets up and the Soviet player should not be aware of their strengths when they are placed. They may not set up in Clear, Village, Town or City hexes.

Partisan units do not have ZOCs, may only attack if they have an unparenthesized strength, or are stacked with units that do. Partisans never pay any attention to the supply or command rules, and may ignore enemy ZOCs in all terrain but Clear, Village, Town, or City hexes. As long as their retreat does not pass through any Clear, Village, Town or City hexes, partisans may always retreat the full amount of their retreats and losses called for by the CRT. Partisans may never receive any artillery or air support in combat.

Partisan units begin the game in an inactive state. Until activated they may not move or take part in combat, if attacked by enemy units they may retreat before combat from any enemy units as long as the retreat is not through Clear, Village, Town or City hexes. To activate a partisan unit the Soviet rolls the die once to represent himself and once for the partisan unit. If the player's roll is higher than the partisan's, the partisan unit is activated. This allows the Soviet player, but not the German, to examine the partisan unit's strength and to move and have combat with the unit. Once a partisan is activated it stays that way for the rest of the game. It may operate as an independent unit and is considered to be under Mobile orders for combat purposes and Travel orders for movement purposes. The partisan unit may be attached to a unit that has taken losses and the partisan unit is removed from play and its strength points are added to the unit's just as if they were replacement points.

Partisans may not be used to recruit, nor to claim territory for victory points, but may occupy roads, Towns, or Villages for purposes of allowing road movement.

### B. Uprising

As the Soviet's Voronezh Front closed in on Kharkov from three sides, and as the SS Panzer Corps was throwing its last reserves into the fight outside the city, the remnants of the Kharkov proletariat rose in the city. They began blocking and barricading streets, attacking iso-

lated German units and spreading fire and panic in the Nazi's rear. There is on record a very plaintive cry from SS General Hausser wailing that he has no troops available and low class people are shooting at his men in the city and please, dear Führer, can't he get the hell out of this place?

The Soviet player has one uprising counter. It may be placed in any hex in the cities of Kharkov, Dnepropetrovsk or Stalino any time that the Soviet player has a formation HQ within five hexes of the city. It is placed during the orders phase of the turn, and stays on the board for one turn. (The workers are brave, but have few bullets.) The uprising counter may be placed in a hex with a German unit or supply dump, and in the latter case if the hex has no German unit in it, the dump is captured and may be destroyed by the Soviet player. The uprising counter can be placed once per city per game. If the opportunity arises for uprisings simultaneously in two cities, make another counter or use something else to represent it.

When the uprising counter is placed, the German player must pay two movement points extra to move out of its hex or any city hex adjacent to it. Lines of supply may not be traced through or adjacent to the uprising hex unless it is occupied by a German unit.

If the Soviet player is able to move a unit that is in supply into the uprising hex or adjacent to it while it is still on the board, the Soviet player immediately receives 5 personnel replacement points.

### C. Armored Trains

These were well armored platforms for artillery and flak; extremely mobile if the track was clear, embarrassingly immobile if it was cut behind them. The Germans had three and used them for rear area security work rather than for front line support.

Armored trains may use rail movement every friendly movement round, moving an unlimited amount from rail hex to connected rail hex, as long as the way was not blocked by enemy units, broken rail lines, or other armored trains. Armored trains do not form cadres, may not be rebuilt if damaged or lost, are eliminated if forced to retreat out of rail hexes, may provide offensive or defensive support or bombard independently or in conjunction with other artillery or air units. Armored trains may only advance after combat if their path of advance is along connected rail lines. Armored trains advance after combat like motorized units, and treat enemy ZOCs as armored units do.

Armored trains may repair rail breaks that are not enemy occupied or in enemy ZOC at a rate of one hex per friendly movement round (one hex per turn in blizzard).

### D. Flammpanzer

The flammpanzer (flame throwing tank) battalion of the Grossdeutschland Division was only provided with tanks in the first week of March. It would seem to have made more sense to attach them to the SS Panzer Corps that was soon to be engaged in street fighting for Kharkov, rather than the Grossdeutschland which was attacking across fields northeast of the city, but sometimes the logic of the German command is

too inscrutable for me to understand. At any rate, in addition to acting like a normal tank unit, any attack made by the flammpanzer battalion together with other non-tank units against any City or Town hexes receives a +2 shift on the CRT. The flammpanzer unit must take the first tank loss required in any attack in which it is involved, and the unit takes two panzer replacement points per strength point to rebuild (note that it starts as a cadre, so it takes 6 panzer replacement points to build to full strength). The flammpanzer battalion has no antitank strength.

### E. Ski Troops

The Soviet ski brigades were fairly strong units of good quality infantry that were well armed with automatic weapons and were highly mobile over snow. This mobility was bought at the cost of an almost complete lack of supporting weapons such as artillery, heavy mortars, anti-tank guns, etc.

Ski troops function like other infantry except that in Snow conditions they have 8 movement points and ignore Snow movement penalties. In Frozen and Thaw conditions, they have 5 movement points and pay for terrain costs like any other infantry unit. In Snow conditions they advance after combat and retreat before combat like Cavalry.

Ski troops cannot be rebuilt with replacements, but they do form cadres.

### F. Detachments

Both players have a limited ability to breakdown units into smaller units, or to split detachments off from larger units. This may be done during a friendly movement round, and has no movement cost.

To split a detachment off of a unit, the player selects a detachment of the same type (infantry, motorized infantry, cavalry, armor) and places it on the unit's hex. The strength point markers of the unit and detachment should be set to give the detachment whatever strength the player chooses, up to the detachment's printed value and to deduct a like amount from the unit. For example, the Soviet 100th Rifle Division with a printed strength of 9 decided to split off a 3 point detachment, the Soviet player would stack a 3 strength point detachment with the 100th Division and put a strength point loss marker reading 3 under the division.

A unit can likewise recombine with a detachment that originally came from another parent unit. In the above example, if the detachment and division started a turn in the same hex, the detachment would be removed from play and its strength added to the division's.

To completely breakdown a unit into detachments, the unit is removed from the map and placed in a breakdown box on the player display, while the detachments in that box are placed on the map in the unit's hex, with their strengths adjusted as necessary in order that their total strength not exceed that of their parent unit.

It is specifically considered to be abuse of this rule to "breed" detachments by, say, splitting a strong detachment from a unit, then pumping replacements back into the unit, essentially allowing the unit to have more strength than its original printed strength. If it happens by

accident that is one thing, but please don't go doing this deliberately. The limit on a unit's strength is a statement of its command structure and core of veterans, and the limit to which they can be stretched. For example, if the 100th Rifle Division split off a 3 point detachment (essentially a regiment) and took three replacements on three consecutive turns, the division would now effectively be running 6 regiments, with presumably 3 new regimental commanders, staffs, support troops, weapons, equipment, etc. all in the space of a week. OK, don't do it?

Detachments that are not armored have no AT strength and may not attack independently (but may if stacked with other non-detachment units). Armored detachments have one antitank point and if they are pure tank units they use their strength as their tank and antitank strength.

Detachments do not form cadres, but if destroyed they may be reused. If all the detachments of a broken down unit are destroyed, that unit is returned to the board in the hex of the last detachment destroyed. It is now a cadre.

### G. Donets Division

The Donets "Division" was a scraped together mess of everyone capable of bearing arms who could be hustled forward to face the gaping hole in the German front between Armee Abteilung Lanz and 1st Panzer Armee. It included such elite units as Volksdeutsch Home Guard Cavalry, Wacht companies, leave battalions, military police, white cossacks, etc., without benefit of artillery, antitank or signals equipment. Consequently Donets units may never receive direct support of air or artillery units (unless they are stacked with the artillery), nor may CAP be flown in hexes solely occupied by Donets units, nor may the division receive Assault orders, or receive headquarters support from any but its own formation's HQ, nor may a Donets unit alone in a hex receive any combat benefit from Defense orders. Donets units may only attack partisan units unless stacked with non-Donets units that are also attacking the same hex.

If Donets are out of supply or out of command and attacked by any Soviet unit larger than themselves, they are automatically destroyed. Donets units never form cadres, nor may they be reused once destroyed. All Donets units must be set up in a Feb. 1 scenario within the line of entrenchments along the Sukhoi and Kazemnyy Torets Rivers and around Slavyansk.

The only units of the Donets Division that has any antitank strength is the HQ and it has 1/2 point. The HQ does not exert a ZOC.

### H. Trash

Armeeabteilung Lanz and the 4th Panzer Army both have some detachments under their control; these are the same sort of "soldiers" that made up the Donets Division. All of these units have a parenthesized strength of (1). These units operate under all the restrictions that the Donets units do except for setup, and the fact that they may never attack, no matter whom they are stacked with.

Units of the 213th Security Division have no ZOC, the HQ does not exert a ZOC, and none of the units have any antitank points.

## I. Axis Allies

There are two Axis Allied divisions in the game: the Hungarian 23rd Jager Division and the Italian Ravenna Division. Both had recently been thoroughly trashed by the Red Army and were about to be pulled back to their homelands. The entire Italian Alpini Corps, that is, what had survived of it, was about to be disbanded for what the Germans reported as "BOLSHEVISM!"

Neither division may attack any but partisan units, no matter whom they are stacked with, they have no antitank strength, and do not form cadres. Axis Allied units may not receive German artillery or air direct support. They operate under the orders of German army HQs. If players so desire, if these units take casualties, they automatically go into retreat orders and make a maximum move towards Dnepropetrovsk or Poltava and must continue until they arrive at one of these locations. Perhaps there should be a victory point apiece available for riling them off the board from there.

## J. Brandenburg (Optional Rule, pure chrome)

The Brandenburg battalion attached to Army Group Don was not apparently used to perform any special commando chores during the battle, but rather was kept back as a special reserve for Army Group.

The Brandenburg battalion has the ability to move through all Soviet ZOCs. Soviet units the Brandenburg battalion moves past may not use reaction movement to respond to the move. In Blizzard or Fog the Brandenburgs may move directly from one Soviet ZOC to another without risk, but if attempted in Partial or Clear weather, the Brandenburgs must first roll one die. If the result is 4 or more, the attempt succeeds in Clear weather, while a 3 or better will work in Partial. If the attempt fails, the Brandenburgs must immediately probe the hex or hexes they were trying to move past.

## K. Army Group Center

Two German formations enter the game that were not under the command of von Manstein and Army Group Don (later South); a Kampfgruppe (ad hoc battle group) of 4th Panzer Division, and the 57th Infantry Division. These formations can trace a supply and command line from entry hexes C or D. They cannot receive air support, nor artillery nor HQ support from any other German units. They may also not stack with other units or jointly attack with them. They are restricted to an area bounded on the west by entry area C and to the south by the Vorskla River, and to the east by entry area F. They never receive any replacements, but may form cadres. Note that the KG/4 Pz unit must be withdrawn from the map on the March 5 turn. The KG of 4th Panzer Division does not have a formation marker, does not use supply points (but must be able to trace a normal supply line) and is assumed to always be on Mobile orders.

Reasonably the Soviet player should be required to maintain some contact with the northern board edge, but a line of units or ZOCs is excessive.

## 22. SCENARIOS

There are seven scenarios for *Duel for Kharkov*: the first three take the battle from Feb 1 to Mar 1, covering the initial Soviet drive and the first stage of the German riposte on the south and north maps separately and together. The next three cover the battle on the south map from Feb 19-Mar 5, the German retaking of Kharkov from Feb 19 to Mar 19 on the north map, and from Feb 19 to Mar 19 on both maps, and finally there is the two map, Feb 1-Mar 19, 24 turn, full-tilt-boogie campaign game.

With each scenario is given the information of what troops start on the map and where and with what strengths, how many air units are available, supply points, fuel points, replacements of what kinds and where, the starting weather, who sets up first, if either player is given the initiative on the first turn, some historical background and some play hints.

Victory conditions are measured according to the following section on Victory Conditions.

In any one map scenario, only half of the available partisan, dummy, and German reserve markers may be in play. German air reinforcements are likewise halved.

### Victory Conditions

As I have said before in other games, it usually is hardly necessary to end an exciting gaming session with a laborious counting up of victory points. Either one of you clearly kicked the other's ass or it was a close game. In warfare there is no counting up of victory points to declare a winner in a close fight, instead the press spokesmen of both sides claim a victory and after the war the generals on both sides explain why the campaign was really a success or if it wasn't then the sun was in their eyes or their political leadership let them down or something of the sort. You can do this too, just like the professionals. And if you lose clearly you can claim it was due to being outnumbered or that the rules were all wrong! However, to simulate some of the external factors that were driving the commanders on the spot, and for those of you who like victory conditions, you may do as follows. To score victory points for holding an objective, the entire location must be occupied by friendly units, or have been last passed through by friendly ground units and lie clearly behind friendly lines. If a division is required to exit to fulfill victory conditions, all sub-units and identifiable detachments of the division must exit. Exiting formations should be at least as strong as at scenario's beginning if possible. Note that cross map transfers of units do not score victory points in two map scenarios. Victory points for exited strength points in two map scenarios. Victory points for exited strength points only count if the player controls the exit hexes and can trace a line of supply from them to a valid supply source at the end of the scenario.

In addition to the victory points available in the Victory Objectives Table, players receive a point per each enemy strength point destroyed

and double for enemy units completely destroyed if the unit can form cadres the cadre too must be destroyed to destroy the unit), and double for armor, artillery, engineer, and HQ strength points and units. Thus a tank brigade of 6 strength points annihilated would be good for  $6 \times 2 \times 2 = 24$  victory points.

Determining victory is done at the end of a scenario by adding up the victory points for fulfilling objectives and for destroying enemy strength and units. Add up all replacements received during the scenario and subtract from them any points still in the replacement pool. Soviet replacements raised by recruitment are not counted. To this total is added all losses that units on the board show, minus any losses that they started the scenario with. Make separate totals for those strength losses that count double and double them. Now add all of these numbers and each side gives their opponent points equal to their adjusted losses.

The side with the greater total wins, if their total is double their opponent's they have scored a significant victory. Triple or more than the enemy's total is a decisive victory.

### "Operation Star" Feb 1-Mar 1, 1943

The Southwest Front's drive to the Azov Sea and the Dnepr River was called Operation Star; the ultimate southward slash by the Red Army to finish the job of cutting off the German's southern flank against the Sea of Azov. General Markian Popov, Deputy Front Commander, was to take an ad hoc "mobile group" and push around the open left flank of the 1st Panzer Army. Then after taking Slavyansk the group was to drive down to Krasnoarmeyskoye ("Red Army Ville") cutting the rail lines into the Donbas, and then down to Mauryopol on the Sea of Azov. To support him, the 6th Army's IV Guards Rifle Corps was to beef up the badly depleted tank corps of the mobile group and to help cover its rapidly stretching flank.

Meanwhile 6th Army's other corps, the XV Guards Rifle, was to push to the west, aiming for the Dnepr River crossings at Zaporozhe, Dnepropetrovsk and Dneprodzerzhinsk, supported by two tank corps and a cavalry corps. About half of the XV Guards Corps would protect the northern flank of this long thrust and link up with their neighbor to the north, the Voronezh Front in the area of Kegichevka-Yefremovka.

These two widely separated and indeed diverging drives could only in the broadest sense be considered the inner and outer fronts of a vast encirclement, and it could be argued that General Vatutin's Southwest Front lacked the strength to successfully achieve either objective, much less both. The forces were tired, badly understrength and low on supplies, with little likelihood of these situations improving in any way in the near future.

Meanwhile, units of IV Guards Corps had moved without substantial opposition through Barvenkova headed west, (Izium was apparently bypassed and evacuated by the Germans). With the 35th Guards Rifle Division leading, and brushing aside a tentative attack by the German 333rd Infantry Division, they thrust to Losovaya, where they were joined by a mobile group

(without its own command group) consisting of the I Guards and XXV Tank Corps and the I Guards Cavalry Corps. The Germans missed this build-up because the Soviets were moving under radio silence and heavy cloud cover. They were discovered only when they stormed Pavlograd and Novomoskovsk, threatening the Dnepr crossings, the rail links to the rest of Army Group Don, and Adolf Hitler himself, visiting von Manstein in Zaporozhe. That is, they would have posed a threat if they had had fuel or supplies to continue their headlong advance, or sufficient infantry to protect their flanks. Without that they were out on a long and shaky limb.

To this limb, von Manstein proceeded to apply a chainsaw of massive proportions, namely the SS Panzer Corps, consisting of Das Reich and the freshly arrived Totenkopf Panzer Divisions, each as large as some other German panzer corps. Striking south from Krasnograd, they made short work of Vatutin's overextended spearheads, rolling up the 267th Rifle Division and 106th Rifle Brigades and then falling on the widely dispersed and unsupplied XXV Tank Corps. They were joined in the attack by the 15th Infantry Division, railed in at full strength from France to protect Sinelnikovo, and by XLVIII Panzer Corps, consisting of 6th and 17th Panzer Divisions who swung up from the south towards Losovaya.

The counterattack jumped off on the 20th of February, and by the 26th the SS had taken Losovaya and were preparing to strike north. In their wake the survivors of the Soviet spearheads were making their way on foot either to join the partisans in the rough ground along the Samara River or across country back to the frozen Donets. The German panzer divisions were on too tight a schedule to mop them up and the available German infantry was far too thin on the ground to do the job.

At the end of February the Southwest Front had been mauled and forced back across the Donets, except for a small bridgehead near Izyum and a larger one near Savintsy. The six tank corps were wrecked and despite a shift of units from the Front's left flank, the high hopes of mid-February were all smashed and the apparently open door to the western Ukraine had been slammed shut.

This scenario is played on the southern map only, starting on the February 1 turn and ending at the end of the March 1 turn. The beginning ground condition is Snow and the air condition is Clear. The Soviet player has the initiative automatically on turn 1.

The German player sets up first on the board:

**Donets Division:** anywhere adjacent to entrenchment hexsides

**320 Infantry Division:** west of the Oskol River (note that they must exit the map on the Savintsy-Northern map edge rail line before game turn 7; this division was under the command of Armeekorps Lanz)

**1st Panzer Army HQ:** Gorlovka

**All Army Group Don Assets:** may be deployed anywhere on the map at least 3 hexes west of the Donets River, Army Group HQ in Stalino.

14 points of bombers, 6 points of fighters and 4 points of Stukas are available on the Ready

box at the beginning of the scenario. Place a similar number of air units on the turn record track allotting no more than 4 points per turn; these are reinforcements that will appear on these turns.

All German units are at full strength to start, and may trace supply to the Savintsy-board edge rail line for 320th Division, and to any normal source for the others. The Germans start with no replacement points, and 30 supply points.

The Soviet player sets up five randomly picked partisan units with their strength concealed and unknown to the Soviet player. On the first turn of the game the Soviet player may enter north of entry area L the 57th Guards Rifle Division, and the III Tank Corps. The 6th Army marker is deployed on the player display in order to give orders to the 57th Rifle Division and the III Tank Corps formation marker is also placed on the display.

The Soviet player places all air units of Southwest Front in the Ready box and places 5 supply points and 5 fuel points in his supply tracks. He has no replacement points available.

Both players receive the supplies, replacements, truck points and reinforcements called for in the Feb. 1 turn.

Yet, there was a huge hole in the German lines, with great victories that would make Stalingrad look like a sideshow by comparison beckoning just over the horizon. It seemed likely that the Germans would continue to fall back as they had been doing and try to establish a defensive line on the other side of the wide Dnepr River. The German units that were trying to hold things together in the south were for the most part badly worn down themselves, and while it is claimed that their morale was basically high, it is a little hard to believe this to be completely true at the end of the winter that started with the encirclement of the German 6th Army, which was finally liquidated just as the game gets underway.

General von Mackensen's 1st Panzer Army was also facing a threat to its right flank off the map to the east. Here other forces of Southwest Front had crossed the Donets at Voroshilovgrad and, led by the extremely tough VII Guards Bashkir Cavalry Corps, had advanced as far as Debal'tsevo, a mere 5 hexes east of entry area 0 (hence the Soviet victory points for units exited here). The German 6th and 17th Panzer divisions plus an infantry division were kept busy parrying this thrust much longer than expected. The cavalry were finally surrounded and smashed at Debal'tsevo, being forced to break out with heavy losses. Further to the south the Soviet South Front under General Rodion Malinovsky managed to punch a mechanized corps across the Mius River against the rear guards of 4th Panzer Army, but got bogged down by an early thaw and were then beaten back by German counterattacks.

It all looked basically promising for the Soviets. But, as J.V. Stalin pointed out, oh too prophetically, in 1936, "An intelligence hypothesis may become your hobbyhorse on which you will ride straight into a self-made trap."

Popov fought it out against XL Panzer Corps for possession of Slavyansk, Kramatorsk, and

Artemovsk. Unable to mass all of his badly depleted tank corps, and facing insurmountable problems of logistics and communications, Popov essentially wheeled his four corps one after the other (supported by a few rifle divisions and an artillery division) counter-clockwise around Slavyansk, which was held by 7th Panzer Division, thence to Kramatorsk which was held by the reinforced 11th Panzer, and finally to Krasnoarmeyskoye, only to run into the SS Wiking Division. Each corps (III, IV Guard, X, and XVIII Tank Corps) functioned essentially independently and spasmodically as supplies arrived only at intervals. Finally on Feb. 20 the Germans managed to sideslip 7th Panzer down from Slavyansk to join Wiking, the 333rd Infantry Division reached the same area after fleeing south from Barvenkova, and 17th Panzer coming up from mopping Debal'tsevo, attacked Krasnoarmeyskoye from the three sides.

Together they were enough to boot Popov's forces out of Krasnoarmeyskoye and drive them back to Barvenkovo (although they were unable to surround them effectively.) Here Popov held out until the end of the first week of March when the Germans slipped past him to the Donets and forced Southwest Front bodily back across the River in most places.

**Player's notes:** The Soviet player will never be in a better position to inflict losses on the German player than now, so go for it. A Soviet order captured by the Germans read in part, "No more clumsy attacks will be tolerated!" and don't you forget it. Maneuver and concentrate to kick ass. Figure out what objectives you are going for, and what will be needed to get there and not be cut off when you arrive. Carefully examine the road net and use your head. If you keep your offensive moving, you will keep your infantry from melting away too fast as you will have opportunities to recruit, but if you are stopped in your tracks you will soon lose the battle of attrition.

You need to fix and smash several of your enemy's mobile formations in order to have any chance of holding onto your gains. The German's advantages in mobile warfare and his replacement (repair) rate will make this hard to do, but you must do it. If you fail to firmly deal with the 1st Panzer Army before 4th Panzer Army joins them, you will find yourself cut off and hamstrung around the Slavyansk-Barvenkovo area while your spearheads are striking air (and running on the same stuff) deep in the enemy rear.

There is not a lot you can do about the big hammer coming down from the north, but if you manage to preserve some of your armor strength, you may be able to duel the Germans to a tie on the west bank of the Donets. Good luck, you will need it.

To give the Soviet player an additional headache, he cannot freely take advantage of hindsight. Southwest Front commander Vatutin is blamed by STAVKA writers Vasilevsky and Shtemenko for having been the one to underestimate the German capabilities and intentions and to have pushed his troops forward too far and too fast, but it is pretty clear that the optimism was radiating not just from the Front commanders. Stalin was in the midst of rede-



ploying the old Don Front under General Rokossovsky from Stalingrad, where they had just finished off von Paulus's German 6th Army, to the north of Kursk, where they were to be renamed Central Front. Their objective was to attack, in cooperation with General Reiter's Bryansk Front, in the direction of Bryansk, Roslavl and Smolensk, with the intention of rolling up the dangling southern flank of Army Group Center.

Had Rokossovsky's "Don boys" been directed instead to reinforce Vatutin, the one task of enveloping 1st and 4th Panzer Armies might just have been possible, although they wouldn't have arrived until the second week of February at the earliest. But they certainly could have prevented the debacle that followed. In the event their drive towards Smolensk accomplished little and it was necessary to pull parts of Rokossovsky's Front away to backstop Voronezh Front north of Belgorod in mid March.

It is nonetheless clear that while Vatutin and to a lesser degree Golikov shared the excessive optimism of Stalin and STAVKA, the army commanders were having none of it, and were constantly asking for time to recover their strength and rest the troops, as well as the opportunity to bring up fuel, ammunition and supplies, and warning of stiffening enemy resistance.

As a result of optimism in higher places, the Soviet player may not give Retreat orders to any of his formations in any scenario that starts February 1 until either the Feb. 27 turn or until he rolls successfully on the STAVKA Release Table. On the Feb. 19 turn he may begin rolling one die.

**STAVKA Release Table**

| Turn   | Die       |
|--------|-----------|
| Feb 19 | 10        |
| Feb 21 | 8         |
| Feb 23 | 4         |
| Feb 25 | 2         |
| Feb 27 | automatic |

The Soviet player rolls one die which must be equal to or greater than the number for the turn he is rolling on. Once he is successful he may freely give any orders to his formations that he wishes to.

It is in the spirit of this rule that all Soviet mobile formations should be pressing forward, if not every turn, at least every other turn towards their objectives to the extent that their movement allowance, supply state, and enemy action will allow. It is *not* true, however, as some SPI (remember them?) games would have us believe that the Soviets were incapable of surrounding enemy units because their orders required them to move in straight lines only. For example, Popov's group first tangled with XL Panzer Corps around Slavyansk and Kramatorsk as he attempted to encircle the Panzer Corps there, and only when his attempts were repulsed did he redirect his tanks on Krasnoarmeyskoye.

The German player on the Feb 13 turn receives the HQ of the 4th Panzer Army and 12 units by railroad from any rail line entering the map on the west bank of the Dnepr River. They may use rail movement on the turn that they arrive, and may be deployed in any Village,

Town or City hex connected with Dnepropetrovsk or Zaporozhe by rail. These units, among other assignments, were tasked primarily with keeping the Soviets from getting across the Dnepr or taking Zaporozhe until the German counter blow could be launched. Only after that threat was removed were they allowed to follow behind the SS and XLVIII Panzer Corps to mop up those bypassed Soviet units they could catch. (Although the Soviets lost a lot of equipment and casualties, there were relatively few prisoners taken. Most of the survivors made it back across the frozen Donets or joined the partisans who returned to their previous occupation when the Red Army fell back).

The units of 4th Panzer Army that arrive on Feb 13 should not engage in offensive combat or be sent forward until the German counter-offensive is clearly underway. That judgement call is left open to the players.

When the SS Panzer Division Das Reich enters the southern map on that Feb 21 turn, its units are somewhat understrength, as follows:

*Das Reich Panzer Division* Panzer Rgt - 5, Mech Inf Rgt - 4, Motz Inf Rgt - 4, Artillery Rgt - 5, StG Bn - 2, Tiger Co cadred, Recon Bn - 1, HQ OK.

### Third Battle of Kharkov, Feb 1-Mar 1, 1943

In January the Soviet's Voronezh Front under General Golikov had smashed the Hungarian 2nd Army and cut off and crushed the right flank of the German 2nd Army. Unfortunately this meant that with opportunity beckoning in the direction of Kharkov and Kursk, the Front's assets were badly dispersed, and were not available to hit en masse. While 38th and 60th Armies pursued the German 2nd Army past Kursk north of the game area, the 40th under General Moskalenko, the newly formed 69th under General Kazakov and General Rybalko's 3rd Tank Army were given the task of taking Kharkov and pursuing the enemy past Akhtyrka and to Poltava, and perhaps thence to Kiev, Cherkassy, and Kremenchug on the Dnepr. The 40th Army was to envelop Kharkov from the north, against Korps Cramer (later Korps Rauss), while Kazakov's 69th Army was to attack from the east and Rybalko's 3rd Tank Army struck at the city from the southeast and curled around south of it with cavalry.

Standing in their way was Armeearbeitung Lanz, consisting of three very powerful elite divisions with another on the way, along with a few infantry divisions, some of them battered almost into oblivion.

Lanz's left flank was held by Korps Cramer which had the Grossdeutschland Panzer-grenadier Division (really panzer) but not much else until the 167th Infantry Division became available on Feb 17th. This is clearly not enough to hold back the 40th Army, once it is able to make its weight felt.

The SS Panzer Corps is an immense and brand new formation, with a tendency to feel itself above the requirements of following orders or submitting reports, etc. Hausser, the corps commander, evacuated Kharkov over Lanz's direct order to hold on, and later stormed the

city during the counterattack over 4th Panzer Army's commander Hoth's direct order to go around the city. The latter blunder cost the SS 14,000 casualties, but Hausser was never disciplined for it. We decided not to include any special rules to govern Hausser's erratic behavior in order to keep things simple, but if enough players are available, one should run the SS Panzer Corps. Note that the Adolf Hitler 1st SS Panzer Division was detached from the corps and attached to Cramer/Rauss from Feb 19 until March 3.

As the Soviets attacked, they had an initial advantage over Hausser's corps because it was far from concentrated when the battle began. In fact the LAH division did not move into action until about Feb 7 because its units were arriving a battalion at a time, but for simplicity's sake, let the German player begin to roll to release the division on the Feb 3 turn:

**SS AH Release Table**

| Turn   | Die       |
|--------|-----------|
| Feb 3  | 10        |
| Feb 5  | 8         |
| Feb 7  | 6         |
| Feb 9  | 3         |
| Feb 11 | automatic |

The German player rolls one die secretly at the beginning of each turn's orders phase until he either rolls a number equal to or greater than the number for the date on which he is rolling or he reaches the Feb 11 turn when release is automatic. Once it is released it stays that way for the rest of the game. Until the division is released, it must be on Defense, Mobile, or Retreat orders, and must not move or attack until released. If any subunit excepting the recon battalion of the division is attacked by Soviet ground units, it automatically releases the whole division.

Although 3rd Tank Army's two corps were badly attritioned by the powerful guns of the SS, the cavalry corps hooked behind the Germans towards Merefa. The SS lashed back with the LAH Division, but mostly hit air as the panzers stuck to the roads and the cavalry stayed in the woods with their sleds. Meanwhile the 69th was smashing Das Reich back into the city and 40th Army had outflanked Cramer and threatened to encircle the city from the north and northeast. On the 14th of February an uprising began in the city and Cramer fell back on Valki and Bogodukhov, while the SS fell back on Merefa and Novoya Vologda, the city being liberated by elements of all three Soviet armies by Feb 16. There was apparently a lot of panic and a rush to evacuate a great deal of loot from the city with the SS and army both charging that the other was looting while they were doing all the fighting. While Moskalenko drove towards Akhtyrka with Kravchenko's 5th Guards Tank Corps (just made a guards corps for their work at Stalingrad and Valuiki), taking it by Feb 26th, Kazakov pushed towards Poltava against heavy resistance. Rybalko's depleted tank corps and battered cavalry were pulled back into reserve to recuperate.

Meanwhile the Germans brought in reinforcements, including the full strength Totenkopf division, which had finally extracted itself from

the mud of the central Ukraine. A line of Grossdeutschland, 320th Infantry, and LAH SS, interspersed with bits of the 168th and 298th Infantry Divisions stretched from the Poltava—Kharkov railroad, through Ogultsy, Merefa, to and along the Berestovaya River. Das Reich (somewhat refurbished) and Totenkopf were directed south through Krasnograd to attack the Soviet 6th Army's spearheads above Dnepropetrovsk. Consequently they and the SS Panzer Corps HQ must exit the map south of Krasnograd on the Feb 19th and 21st turns.

By the end of February the 40th and parts of the 69th Armies had pushed across the Vorskla River between Poltava and Akhtyrka, and had forced the Germans two thirds of the way to Poltava along the Kharkov—Poltava line. All of this was indecisive, however. As the 4th Panzer Army came surging up towards the north in the general direction of Yefremovka, 3rd Tank Army was assigned to Southwest Front, advancing to the Kegichevka area where it was surrounded by the SS Panzer Corps and forced to break out in small units, abandoning most of its remaining equipment. This took the first week in March, and is outside of the considerations of this scenario.

### German Set UP

**SS LAH** may be set up within two hexes of the Donets River between Khotomlya and Zmiyev, on either side of the river, the Pz Rgt -3, the Artillery Rgt -3 and the Tiger Co cadred, the rest of the division's units are OK. The recon bn is set up within 4 hexes of Kupyansk.

**SS DR** may be set up between Bolshe Troitskoye and Kamenka. The division has the following losses: Pz Rgt -4, both infantry rgts -4 each, arty rgt -5, HQ -1, StG bn -2, Tiger Co cadred, recon bn OK. (You say we're supposed to defend what???)

**298th Inf Div** sets up full strength within three hexes of, but not west of Kupyansk.

**213th Sec Div** sets up in Kharkov at full strength

**Grossdeutschland** sets up within three hexes of Kurocha with the following losses: Pz Rgt -2, both inf rgts -2 each, artillery rgt -2, recon bn -1, StG bn -1, Fü Beg Rgt -1, Tiger co and flame bn cadred, HQ OK.

**168th Inf Div** full strength sets up within 3 hexes of Kurocha

**Hungarian 23 JG Div** sets up within 3 hexes of Kurocha

**HQs of SS and Cramer Corps** set up behind the formations of their corps as desired

**Lanz HQ and assets** may be set up anywhere west of the Donets

14 points of bombers, 6 points of fighters, and 4 points of Stukas are available on the German ready box and a similar number are set up on the turn record track, no more than 4 points worth per turn as reinforcements.

The Germans have no replacement points and 40 supply points to begin, placed in dumps wherever the German player chooses.

The Soviet player sets up 5 partisan units so as neither player knows their strengths, and sets up 6 points of fighters, 4 points of Shturmaviks and 4 points of bombers on the Voronezh Front's player display. He also places 5 supply and 5

fuel points on his supply track. Both players receive all that they have coming to them on Feb 1 in the way of supplies, reinforcements, replacements, fuel and trucks.

Note that the 320th German Infantry Division enters the southern map—edge on the rail line to Balakleya, full strength on February 9th. On March 1, the German player receives the following units anywhere between directly south of Yefremovka and the Donets: SS DR pz rgt -6, StG bn -2, arty rgt -2, each inf rgt -4, recon bn -1, Tiger co cadred, HQ OK, 6th Pz Div pz rgt -2, inf rgts -1 each, rest OK, 17th Pz Div full strength. These units are automatically in command and supply during this turn (the last of the scenario).

The Soviet player will receive the 6th, 172nd, and 350th Rifle Divs on the southern map edge as indicated on the order of appearance within 20 hexes west of the Donets.

The scenario ends on the end of the Mar 1 turn.

**Player's Notes:** Playtester Jim Arnold put it well, looking at the board from the German side for the first time, "welcome to the Eastern Front; spread out and be overrun or bunch up and be surrounded, your choice!" The German player has some very powerful units, and it is easy to get carried away using them to punch in the nose of every Soviet column to show itself in the first few turns. But get tied down with two of the growing Soviet armies and next thing you know the third one will be in Kharkov behind you and all the roads you'd like to use for maneuver will have been blocked and it's either fight in encirclement time or break your way back across rugged terrain and snow. No fun. Know when to hold 'em, know when to fold 'em, know when to walk away and know when to run like hell.

The Soviets should pile it on, pinning the enemy from the front while bypassing him with mobile forces and seeking to surround him and beat him in detail. Take the fight to the powerful German formations on your terms and write down his strength while you can, or you will soon see him grow too large to handle. Be bold and aggressive, but don't use your tank corps for a frontal assault on his strongest units unless you have them cut off and have lots of infantry support and maybe some artillery.

The Soviets should try to surround and destroy their opponents, the Germans should avoid this at all cost and try to inflict maximum losses on the Soviets consistent with survival. If the Soviets can make the pressure strong enough and weaken the Germans enough, then the Germans may hesitate to exit the SS Panzer Corps and thus lose victory points.

Dummies are crucial in this scenario to keep your enemy guessing. Substituting dummies for a strong armored formation while the tanks slide laterally to a new sector is often the key to successfully ripping open the enemy's front or repulsing a breakthrough. Conversely, try to keep track of the enemy's striking forces; if you lose them they may appear in the most embarrassing places.

### Duel in the South, Pursuit and Counterattack, Feb 1 - Mar 1.

This scenario involves both maps, uses the set ups and restrictions of the previous two scenarios, but eliminates all requirements and victory points for intermap transfers. Remember that separate totals are kept for supplies, fuel, replacements, truck points and Soviet air units for the two maps. STAVKA release and LAH SS release rules and deployment restrictions are as per the two previous scenarios, except that the German player may take all the air units available on both maps and use them as he chooses. The air reinforcements available from the two scenarios are likewise combined for the Germans.

Ideally two players should play the Soviet side. Note that while the usual Soviet practice was to coordinate the actions of two fronts operating on the same general axis by assigning a STAVKA representative to supervise and coordinate their functions, there was no such person assigned to coordinating Southwest and Voronezh Front's actions. Vasilevsky, Chief of the General Staff, was coordinating the Voronezh and Bryansk Fronts in their preparation for the drive on Smolensk, and then was withdrawn to Moscow, leaving Antonov, the head of the operations section of the General Staff, to supervise the Bryansk Front. Marshal Zhukov was off at the Volkhov Front, supervising Operation Iskra (Spark) and the relief of Leningrad along with Marshal Voroshilov, while Voronov, head of the Red Army's artillery, was just returning to Moscow from Stalingrad. As a result, coordination between the two fronts was minimal. Extensive consultation between the Soviet players after the scenario begins is poor simulation, although they should be able to talk freely before the game gets underway. It is possible to transfer up to an army between the fronts, but it should not be automatic or immediate. If it is done, supplies for the army or formation or whatever should be allocated from the front it transferred from, as the supply rate is calculated with historical deployments in mind. If there are two players on the Soviet side and they cannot agree on such a point, the die is rolled by each player, high man gets his way.

The German side can be played by as many as four, one commanding each army and one commanding them all; if there are only three then one should command Lanz/Kempf, one should have both 1st and 4th Panzer Armies, and one should be in the position of von Manstein, commanding the other players. If there are only two German players one should obviously take each map, and they either agree on the use of the air assets or roll for them as above.

The Germans in this scenario have to think carefully and try to have a strategic purpose and schedule; playing this game a counter at a time will get you nowhere. There is a time to roll with the punch and a time to punch back. Units saved from destruction can always be rebuilt with the lavish replacements but if a unit is surrounded and destroyed it is lost, and the Germans are desperately short of units to stretch



to cover their front. (These things will happen when you lose five armies in a few months.) When it is time to hit, however, hit with all of your might, overrunning weak units as much as possible and pinning your enemy's mobile forces with air strikes (especially effective during your own second combat round, hopefully disrupting some of them and preventing their use of their own first movement round). Overrunning allows you to make larger territorial gains while greatly simplifying the problem of mopping up strong pockets.

The Soviet player has different problems on the two maps. In the north he should be out for blood, attempting to inflict maximum casualties on the opposing forces, while in the south the Soviets have so much ground to cover towards their objectives that they must tie down and fix the Germans with their infantry while maneuvering their armor to gain the maximum amount of ground towards the distant objectives. Of course, you can play it differently, trying to fight 1st Panzer Army for the Barvenkovo—Krasnoarmeyskoye—Artemovsk triangle. If you ignore them, and direct all of your Southwest Front mobile assets towards Losovaya—Dnepr or Losovaya—Krasnograd, the First Panzer Army can quickly win the battle for your supply lines around Barvenkovo, leaving you out on the line to dry.

The Soviet player will just have to trust to his skill in the early game to weaken the Germans and put them in a bad position, and to his luck with the STAVKA release table to allow him to adjust to a changing situation.

The Soviet player should as much as possible keep his formations on Mobile or Pursue orders. Assault should be used sparingly if at all, but when used the maximum benefit should be sought, with every available unit brought to bear, along with direct air and artillery support. Defensive orders should be used when supply must be conserved, when a rifle corps must repulse a panzer division's counterattack, or when there is no better alternative.

The German player should generally avoid Defense orders, unless it is for a vital piece of ground, due to the danger of excessive losses and the risk of being unable to retreat out of a bad situation. The Germans hardly need Assault orders, usually using Mobile in their place and relying on overwhelming strength and air and artillery to provide the improved odds.

All dummies, partisans, and reserves are used in this scenario; use them wisely. Both sides should do their best to keep their powerful armored formations as concealed as possible from the enemy, both to avoid air strikes and most importantly to keep your opponent guessing and off balance. Often two lines will face each other, both sides sure that the other's contains nothing but dummies but unable to risk revealing a unit to find out for fear of giving away the fact that most of one's own line is likewise an optical illusion.

Air assets seem to be most effectively used en masse, but if you always commit every available plane on your first combat round, your opponent's problem of getting his air through your CAP will be greatly simplified. Likewise if you use it all on one combat early in the turn,

it won't be available when you need it later. This is not much of a problem for the Soviets who have practically no air assets to speak of, but the Germans will have many temptations, and not enough air units to cash in on them all.

The Soviet player will have to count his supply points and fuel points like a miser. The German player will have to avoid the temptation to fire off all of his available supply points in defensive artillery support or bombardment, for fear of leaving nothing for the counter offensive or an emergency. Both sides, but especially the Soviets, would be well advised to wherever possible give his spearhead formations at least a point of fuel and maybe one of supply in case the next kholkoz store they stop at is fresh out of diesel fuel and 76.2mm armor piercing and there are Germans across the supply line.

### **Backhand Blow, Feb 19 to Mar 5, 1943**

On February 20, von Manstein had his major units in position and mounted the first part of his grand counterattack. Lanz's army was now subordinated to Manstein (as Army Group B was dissolved), and had by this time managed to stabilize the front in the rough country southwest of Kharkov. The AH SS Panzer Division was attached to Cramer's corps (Cramer was shortly replaced by Rauss and the corps became Corps Rauss) to cover his right flank and Grossdeutschland was temporarily withdrawn to refit and rest. The rest of the SS Panzer Corps, now reinforced with SS Totenkopf, was available to strike south to Novomoskovsk to destroy Soviet forces on both sides of the Samara River. The 4th Panzer Army took over command of the SS Panzer Corps and sent XLVIII Panzer Corps, consisting of the 6th and 17th Panzer Divisions, striking up from the south.

At the same time 1st Panzer Army gave up Slavyansk to shorten its front and struck at Krasnoarmeyskoye with 333rd Infantry, SS Wiking Panzergrenadier, and 7th Panzer Divisions. The 11th Panzer Division struck west from Kramatorsk into Popov's rear, and Popov's poorly supplied brigades were forced north to Dobropolye and then Barvenkovo.

Southwest Front's right flank had been reaching towards Sinelnikovo and Zaporozhe, getting to within 40 miles of the latter before running out of gas. But unsupplied tank brigades waiting for fuel and cavalry or rifle divisions without a friendly unit within 15 miles were easy prey for massive counterattacks. Over their heads the German Luftwaffe released deluges of bombs, while the German counterattack rapidly rolled up unit after unit. By the 23rd, the light had dawned on the Soviet command that the Germans were no longer in retreat, and by the 24th, Popov was back at Barvenkovo and the SS were converging on Losovaya and Pavlograd. The XLVIII Panzer Corps was striking at Losovaya from the south, and the Soviets were in retreat all across the board, with their westernmost spearheads smashed.

### **German Set Up**

**1st Panzer Army** HQ at Gorlovka, Army assets between Entry Area N-Kramatorsk-Dzerzhinsk. Each Turco bn is -1.

**7th Luftwaffe Division** Stalino  
**III Panzer Corps** HQ Zaytsevo  
**Donets Division** -9, between Kramatorsk and Novo Ekonomischskoye

**3rd Panzer Division** -2 Pz, -1 Inf, between Kramatorsk and Entry Area N

**XL Panzer Corps** HQ Dzerzhinsk  
**SS Wiking Panzergrenadier Division** -1 Pz, -4 Inf, between Sotnaya River and Novo Ekonomischskoye inclusive

**7th Panzer Division** -4 Pz, -2 Inf, -1 StG, -2 Arty, between Konstantinovka, Kramatorsk, and Novo Ekonomischskoye exclusive

**11th Panzer Division** -1 Pz, -1 Inf, within two hexes of and east of Kramatorsk exclusive  
**333rd Infantry Division** within two hexes of Leninsky

**4th Panzer Army** HQ Dnepropetrovsk, assets in Dnepropetrovsk, Zaporozhe, Sinelnikovo, Kilmenstal, or Vasilkovka

**15th Infantry Division** two regiments, artillery and HQ in Dnepropetrovsk, one regiment in Sinelnikovo.

The German player sets up first, with seven bomber units, three fighter units and two Stuka units in his ready box. He may deploy 5 dummies and 8 reserve markers. If players agree this may be upheld a little as these assets were not split exactly evenly between the two maps but were concentrated in the south during the period covered by the scenario. The German player has 20 supply points and 10 personnel replacement points to start.

### **Soviet Set Up Popov Group** HQ Barven-

**Popov Group** HQ Barvenkovo  
**X Tank Corp** -3 armor, -1 inf, within one hex of Grishino inclusive

**IV Gd Tank Corps** -5 armor, within one hex of Grishino inclusive

**III Tank Corps** -5 armor, -1 inf, within one hex of Krasnoarmeyskoye inclusive

**XVIII Tank Corps** -1 armor, within two hexes of Dobropolye inclusive

**5th Ski Bde** -1, within one hex of Krasnoarmeyskoye inclusive

**7th Ski Bde** within three hexes of Troitskoye inclusive

**10th Ski Bde** within three hexes of Dobropolye inclusive

**9th Tank Bde** -3, within one hex of Krasnoarmeyskoye inclusive

**1st Gd AT Bde** Krasnoarmeyskoye

**8th AT Bde** Barvenkovo

**6th Army** HQ Izyum

**I Gd Tank Corps** -1 armor, within five hexes of Pavlograd inclusive

**XXV Tank Corps** within 10 hexes of Znamenka, exclusive of any towns, cities or villages, and not west of the Dnepr River

**I Gd Cav Corps** within five hexes of Dmitrovka, exclusive of any other towns or villages

**16th, 44th Motz Bdes** Bogdanovka

**XV Gd Rifle Corps** (HQ, 6th, 172nd, & 350th RDs off map to the north)

**267th RD** Pereshipino





**106th RB** adjacent to and east of the Bogataya River

**IV Gd Rifle Corps** HQ Lozovaya

**195th RD** -1, Slavyansk

**35th Gd RD** -2, within two hexes of Sinelnikovo exclusive

**41st Gd RD** -3, within 3 hexes of Pavlograd

**52nd RD** -1, between Ray Alexandrova and Yama inclusive

**57th Gd RD** -2, within 1 hex west of Kramatorsk exclusive

**38th Gd RD** Yama

**9th Arty Div** adjacent to Slavyansk

All Southwest Front air units are on the ready box, the Soviets have 5 personnel replacement points available as well as three supply points and two fuel points. These may start the scenario in a corps holding box (up to its capacity of 2) if so desired. The Soviet player may deploy 3 partisan units and 11 dummies in this scenario but may not set up any units in reserve. The Soviet player is under the restrictions of the Stavka release rule as in Scenario 1. (If players wish to play a less historical but better balanced game, this restriction may be omitted.)

The German player should note that his DR SS, 6th and 17th Panzer Divisions must all exit the map to the north, on or between the road and railroad from Losovaya and the Donets River on the Mar 3 turn, and the T SS Panzer Division departs in the same place on Mar 5, the last turn of the scenario.

**Player's Notes:** For the Soviet player this should be as much fun as root canal work. He must, if using the Stavka release table, stick his head into the lion's mouth, or Tiger's mouth as it were. If lucky, he will be able to quickly gain control of his spearheads and start moving them for some defensive ground. If unlucky, he will never get them under control before they are smashed up. Even if maneuverability can be organized at the top, supplying it will be murder. Best leave those of the forlorn hope hanging out there and try to evacuate their cadres and save the supply and fuel for those with a chance of accomplishing something. Unless the German player is incompetent or monumentally unlucky, the best bet for the Soviets is probably to get those troops you can move and circle the wagons around Losovaya and Barvenkovo. That is assuming there are enough wagons left to make a circle. Realizing that this game simulates the last triumph of the German operational art, be stoic and take your lumps. Of course if the German player gets sloppy you may be able to get in a few licks; be sure not to miss the opportunity.

The German player is faced with an opponent well worn down, short on supply, and with his neck stuck out so far that it is embarrassing. So many vulnerable points, which to strike first?

It is essential to first clear the Soviets off of the Dnepropetrovsk-Stalino rail line. This accomplished, it is necessary to get the maximum effect out of the troops available in the shortest possible time. The scenario is eight turns long, and by the end of that time the Soviets should be back across the Donets with their armor crushed. In order to get the most mileage out of formations like the Totenkopf SS and the 6th Panzer Division, extensive use must be made of

overrun. Assume the enemy is weak, and if you run into something tough, whistle up the Luftwaffe, concentrate a few divisions against it, and destroy it. Don't get bogged down in secondary and unproductive attacks; go right for your objectives and let a second echelon mop up.

The 1st Panzer Army has the harder row to hoe, but Popov is so worn down that it should not be impossible. It is probably not a good idea to split up your more powerful formations in order to mop up more thoroughly. Historically both sides left the Artemovsk sector alone after the second week in February, the Germans finally taking the right bank of the Donets below Slavyansk by default after the Soviets had been driven back between Slavyansk and Barvenkovo.

### **The Fourth Battle of Kharkov Feb 19 to Mar 19, 1943**

This scenario is played only on the northern map, beginning on the Feb 19 turn and ending at the end of the Mar 19 turn. It covers the Voronezh Front's drive on Akhtyrka, Poltava, and Krasnograd, the defeat of the 3rd Tank Army's attempt to rescue the 6th Army, and the German thrust to Kharkov and Belgorod.

February 19 found Armeeabteilung Lanz under new management, General Kempf having replaced Lanz after the loss of Kharkov. Kempf's left wing was shattered and withdrawing in the direction of Akhtyrka and Lazki. Grossdeutschland and SS AH were holding his center in the rough ground west and southwest of Kharkov, supported by the remnants of the 213th Security, 298th and 320th Infantry Divisions. These formations were gradually being pushed back towards Poltava and Krasnograd by the 69th Army. The Soviet 40th Army was plunging ahead into the gap between Kempf's left and Army Group Center's right flank. Rybalko's battered 3rd Tank Army was resting and refitting in the Kharkov area, only to be whistled up and attached to the Southwest Front in an attempt to break up the attack of 4th Panzer Army by striking for Krasnograd, Kegichevka, and Pereshipino.

The attack was launched by February 25th, only to run into the SS Panzer Corps swarming back up onto the northern map towards Yefremovka. Rybalko's troops got pocketed around Kegichevka by March 3rd, fighting in encirclement until the 7th when the survivors broke out to the Donets, leaving behind most of their equipment. The only thing this sacrifice accomplished was to delay the SS Panzer Corps by less than a week.

The Germans struck next at Torenovka and were heavily counterattacked there by the 69th Army's tank assets. Blocked on the direct route to Kharkov, the 4th Panzer Army ordered the SS Panzer Corps to swing around Kharkov to the west, cutting through Valki, Olshany, and Lyubotin. Corps Cramer (shortly to be commanded by General Rauss) at the same time sent the refurbished Grossdeutschland Division along the north bank of the Kolomak River towards Lyubotin and then turned it north into the rear of the 40th Army.

By March 10 the SS were swinging around the north of Kharkov towards Lyptsy and then

south. Voronezh Front's line was coming apart in several places with one pocket forming between Merefa and Kharkov, another between Torenovka and Zmiyev while 40th Army desperately backpedalled from Bogodukhov. The Soviet II Gd Tank Corps was brought up in support, but despite its strength it was not used decisively. The Soviets also committed the 64th Army out of STAVKA reserve, but it was not up to strength nor well supported with tanks or artillery and consequently was unable to prevent the fall of Kharkov.

The German plan was to encircle Kharkov with a clockwise wheel around the city from the west and north with the SS Panzer Corps while XLVIII Panzer Corps cleared the west bank of the Donets from Zmiyev to Chugayev. This was tossed to the winds by SS Corps Commander Hausser on the 11th of March when he decided to take Kharkov by storm. This took until March 14th and cost the SS Panzer Corps 14,000 casualties, but no disciplinary action was forthcoming for General Hausser. Grossdeutschland in the meantime had sliced north to Grayvoron, but failed to bag the 40th Army. It then wheeled east and struck towards Tomarovka and Belgorod. The AH SS Division got to Belgorod first, chasing out the headquarters of the Voronezh Front.

At this point, March 19, the increasingly warm weather, accumulated German casualties,, and the arrival of General Chistyakov's 21st Army (some of General Rokossovsky's troops diverted south to meet the threat) and General Katukov's newly formed 1st Guards Tank Army just north of Shapino and entry area F brought a halt to the German drive and indeed the whole winter campaign of 1942-1943.

### **Soviet Set Up**

The Soviets set up first in this scenario as follows:

**40th Army** HQ Belgorod

**100th RD** -4, within two hexes of Dergachi, inclusive

**107th RD** within two hexes of Zolochiv, inclusive

**161st RD** within two hexes of Bogodukhov, inclusive

**183rd RD** within two hexes of Belgorod, inclusive

**305th RD** -3, within two hexes of Dergachi, inclusive

**309th RD** within two hexes east of Kolontayevka exclusive

**340th RD** within three hexes of Kharkov, inclusive

**25th Gd RD** -1, Olshany

**V Gd Tank Corps** within two hexes of Bogodukhov, inclusive

**10th Arty Div** Dergachi

**116th Tank Bde** -2, within two hexes of Dergachi, inclusive

**4th Ski Bde** within two hexes of Bogodukhov, inclusive

**6th Ski Bde** within two hexes of Zolochiv, inclusive

**8th Ski Bde** within two hexes of Dergachi, inclusive

**10th AT Bde** within two hexes of Belgorod, inclusive

**59th Tank Rgt** within two hexes of Zolochiv, inclusive

**60th Tank Rgt -2**, within two hexes of Dergachi, inclusive

**69th Army HQ** Kharkov

**127th RD -1**, within two hexes of Lyptsy

**160th RD -2**, within three hexes of Kharkov

**180th RD -2**, within three hexes of Kharkov

**184th RD -3**, within three hexes of Kharkov

**194th RD** within three hexes of Kharkov

**219th RD -1**, within three hexes of Kharkov

**270th RD -3**, within three hexes of Kharkov

**37th RB -2**, within three hexes of Kharkov

**173rd Tank Bde -2**, within three hexes of Kharkov

**6th AT Bde -2**, within three hexes of Kharkov

**3rd Tank Army HQ** Chugayev

**XII Tank Corps -7 armor, -3 inf**, within three hexes of Kharkov

**XV Tank Corps -5 armor, -2 inf**, within three hexes of Kharkov

**VI Gd Cav Corps -8**, within two hexes of Torenovka, inclusive

**111th RD -2**, between Merefa exclusive and Kharkov

**48th Gd RD -4**, within two hexes of Torenovka

**62nd Gd RD -4**, within four hexes of Kharkov, exclusive

**115th Tank Bde -2**, within four hexes of Kharkov

**201st Tank Bde -4**, within four hexes of Kharkov

**6th Army HQ** off map to south

**XV Gd Rifle Corps HQ** Alexeyevskoye

**6th, 172nd, and 350th RDs (350th -2)**

**all three within 3 hexes of Yefremovka**

Six points of fighters, four of Shturmoviks and four of bombers are set up on the Voronezh Front's player display, along with six points of supply and six points of fuel. These latter two may be assigned to various formations as desired within their capacity. The Soviets are under the restrictions of the STAVKA release rule as per scenario 1. One partisan unit, appropriate reserve markers and eleven dummies may also be deployed.

### German Set Up:

**Armeeabteilung Kempf HQ** Poltava

**Arko Lanz** Valki

**23rd Hungarian Jaeger Div and detachments** all destroyed

**Corps Cramer/Rauss HQ** Valki

**167th ID** within one hex of Kolontayevka inclusive

**168th ID -3**, between the Kolomak and Merla Rivers

**298th ID -7 inf, -2 arty**, within one hex of Valki

**320th ID -15 inf**, within two hexes of Merefa inclusive

**213th Sec Div -4**, Novaya Vologda

**GD Pzgr Div -6 inf, -2 pz, -5 arty**, flammpanzer and Tiger both cadre, between Olshany and Lyubotin inclusive

**SS AH Pz Div -3 inf, -1 pz, -1 arty, -1 StG**, between Torenovka-Krasnograd exclusive

**SS Panzer Corps HQ** Krasnograd

**SS DR Pz Div -5 pz, -2 StG, -8 inf**, Tiger cadred, within one hex of Krasnograd

**SS T Pz Div** with two supply points, Poltava, recon battalion is at Valki

The German player sets up at least half of all available German air units in the ready box, and, if agreed on with the Soviet player, can receive more air units beginning Mar 1 as the German air effort shifted north with their offensive. The German player may deploy half of the available reserve and dummy markers and may start units in reserve. He also starts the scenario with 2 panzer replacements, 5 personnel replacements, and 20 supply points on his player display at the beginning of the scenario.

The Germans must exit the SS DR Pz Div off the southern map edge towards Pereshipino on the first turn, the SS Panzer Corps HQ and the SS T Pz Div on the second turn. SS DR, along with the 6th and 17th Pz Divs enter the map again between the Yefremovka road and the Donets River on the Mar 3 turn, followed next turn by the SS T Pz Div. When these units reenter the map on Mar 3, they have the following losses:

**SS DR -6 pz, -7 inf, -2 StG, -5 arty, -1 recon**, Tiger cadred

**SS T -2 pz, -3 inf, -2 StG**

**6th Pz -2 pz, -2 inf, -1 recon**

**17th Pz -1 inf**

On the Mar 7 turn, the KG 4th Pz must exit through entry area C or D.

**Player's Notes:** The Soviets should have things all their way for the first six turns. During that time they must inflict the maximum possible casualties on the Germans. Unfortunately for historical simulation the Soviet player knows that disaster is looming up from the south, and will doubtless be caught less off balance than Golikov was. Golikov was still urging his troops forward during the last week in February, aiming for Kremenchug on the Dnepr upriver from Dnepropetrovsk. Then as Southwest Front was battered, 3rd Tank Army was transferred from Golikov to Vatutin and went off southwest towards Kegichevka and Krasnograd to counterattack the SS in the flank and rear. Instead, Rybalko's decimated brigades were pounced on by the Luftwaffe and encircled in the area of the map edge near Kegichevka. This transfer is not simulated as it is right on the map boundary and thus not workable for a one map scenario. It is specifically antihistorical and chickenshit gaming to line the southern mapedge to mechanically prevent the SS and XLVIII Panzer Corps from entering. Don't do it, hear? This does not prevent the Soviet player from garrisoning Yefremovka and Alexeyevskoye, however.

During the course of the German offensive there was a flow of units and formations from Southwest Front, namely II, I Gd, IV Gd and XVIII Tank Corps and I Gd Cavalry Corps (which seems to have played a significant role in delaying the SS Panzer Corps north of Kharkov) moving up the east bank of the Donets paralleling the German drive. These formations were mostly burnt out (though being slowly rebuilt) and were held back in anticipation of any drive by von Manstein across the Donets. Such an attack was contemplated but rejected as too risky, so to prevent players who might fight to the last piece of cardboard while their historical counterpart had some sense of conser-

vation of formations, these units do not enter this scenario. Units of the 21st Army and 1st Guards Tank Army are nonavailable as they took no part in the battle until the last turn and then served to prevent the Germans from exiting the northern edge of the map.

The German player should give ground slowly until the end of February, not missing opportunities of local counterattacks that look promising. He should then go like hell when his reinforcements appear, keeping the main objectives in sight and leaving mopping up to second echelon units. Overruns and massive airstrikes should be the hallmarks of this operation.

### Riposte, February 19 to March 19, 1943

This is a scenario of the German counter thrust, involving both maps. To do it, simply combine the previous two scenarios, with the usual proviso of eliminating the inter-map transfers. The STAVKA release rule is in effect.

### The Duel For Kharkov, February 1 to March 19, 1943

This is it, the campaign game, both maps, all units and a full twenty turns. The set up is the same for the third scenario, both the AH and Stavka release tables are used, no intermap transfers are required, and victory points are determined at the end of the March 19 turn. It is possible to end the game sooner, in the case of one side or the other conceding, or by mutual agreement in the event of the victory seems well established and warm weather has set in to such a degree as to excessively inhibit movement.

**The Duel for Kharkov** essentially models the over-extended pursuit of the Red Army after the winter victories of 1942-43 and the German riposte. The lack of a Stavka representative overseeing the whole operation, as well as the diversion of major reinforcements away from this crucial front, both indicate that Stalin thought that this battle was safely won and the campaign's problems consisted of keeping a pursuit to the Dnepr and Sea of Azov in supply until the mud came. The failure to include the Wehrmacht in this vision is striking, clearly indicating that Stalin had become truly "dizzy with success" and was guilty of committing the classic American football gaffe of starting to run with the ball before you have caught it.

The Soviet player's units are probably too weak and ill supplied to pull off the plan that Stavka envisioned of seizing the Dnepr crossings, driving to the Sea of Azov as well as clearing the Germans off the northern map. Even if the Germans were actually retreating behind the Dnepr as the Soviet leadership had imagined, it seems doubtful that the Soviet forces and supplies would have been enough to prevent that, although the Germans would no doubt have lost even more material than they did. Since reinforcement by Rokossovsky's Front, if it had been sent to this axis rather than further north, would not have been possible until after disaster struck in the third week in February, Stavka's objectives appear to have been unobtainable even if their strategic assets were

committed into this crucial sector. On the other hand, the insertion of the Don Front's forces in between Vatutin's and Golikov's Fronts in March might well have prevented the recapture of Kharkov by the Germans.

The Soviet player must nonetheless play the first part of the game very aggressively, looking to destroy German units and seize important terrain while the opportunity exists. A failure to take the game to the Germans early will result in sure disaster later, for the Germans are flooding replacements into the area and you have to keep them from getting too strong. Likewise, since the Soviet infantry is dependent on liberated villages for recruiting replacements, you must advance or a bad attrition situation is sure to result. If the Soviets can hurt the Germans badly enough in the early game, there is every reason to hope for some chance in the middle game, the monster SS divisions and the Luftwaffe notwithstanding. This will probably require the Southwest Front to turn most of its attention to the problem of smashing up the 1st Panzer Army. This is not easy but, due to the weakness of most of its panzer divisions, it is possible. It will mean forsaking the Dnepr for the moment, however. This is much safer and more effective than the alternative of trying to screen the 1st Panzer Army and driving directly west for Dnepropetrovsk. Your spearheads will quickly find themselves hopelessly out of supply and all their lines of communication cut by the bypassed panzers.

At the same time on the north map the Germans should be faced with a full court press that prevents their detaching strong forces to strike south. This is an eminently attainable objective unless the Germans are very well played, or the Soviet player makes a lot of scattered attacks against German strongpoints and defeats himself.

The German player must, in the early game, make the most of his advantages in mobile warfare. Hit and run, shuttle reserves and dummies around, counterattack where you can and confuse the enemy where you can't. Avoid getting surrounded but hold key crossroads as long as you can to slow down the enemy. Use your airforce to pin down enemy concentrations and use reserves wherever possible on defense. Try to save some supplies for later in the game, but if you have to pay artillery supply to break up enemy attacks, do it. In the north, beware of temptation and arrogance. It is no gain to smash up an enemy rifle division only to find three more of them behind you.

In the midgame the question will be how far the Soviets have gotten and in what shape they are versus how much damage they have done to their opponents. There is nothing the Soviets can do about the Luftwaffe, or the big panzer divisions, or the German replacement rate, so the Germans are sure to gain the initiative in the midgame. But if the Soviets have done well so far, it may be hard for the Germans to create a mass of maneuver for decisive action. But this they must, for single division attacks here and there will not produce a decision.

This last point cannot be overstressed. It applies to both players and is the key to getting control of the game. It is essential that the

players back away from the map to do their planning so that they can see the forest rather than the trees. The Germans succeeded in the battle because of material superiority including air superiority, because of a much better logistical situation, and especially because they had all of their forces acting under centralized command, with von Manstein in Zaporozhe calling the shots. The two Soviet Fronts were not under any kind of centralized control except from Moscow, which had other operations underway and seemed to regard the problem in the south as basically already solved. So two tank corps struck at Kharkov, two more at Dnepropetrovsk, Popov's depleted four went for Mariupol by way of Krasnoarmeyskoye, without a fraction of the infantry necessary to cover the flanks of any of these drives. No massing of resources, no clear vision of an encirclement with the concentration to pull it off, just a general expansion in all directions and pursuit along the path of least resistance. It should serve as an example to players of this game of what not to do.

### **Knock Knock, Who's There?, or Who Was That Dummy I Saw You With Last Night? That Was No Dummy, That Was A Tank Corps**

Not only is it vital to plan on a large scale, it is impossible to plan realistically without some idea of the enemy's order of battle. To implement a plan it is crucial to be able to locate the enemy's strengths and weaknesses. This section will examine how this can be done.

There are about six ways to find out what an enemy armor silhouette counter represents. These are to Overrun, Probe, Reconnoiter, Attack, Air Bombard, or attempt to move past it. Each technique has its advantages and disadvantages.

We will go through a few examples; in each case the hidden unit will be Soviet, in hex A there is XII Tank Corps with 22 strength points, 13 tank points with a heavy tank bonus, and a total of 15 antitank points, in hex B is a tank brigade with 2 tank points and in hex C is a dummy. The German player will have the AH SS Panzer Division in all cases. Both sides are under Mobile orders and the defender is in a clear terrain hex.

**Overrun** In the first case, let us suppose that the German player is ignorant of what is facing him and he is on the attack and in a hurry. Suppose he tries to overrun the unknown Soviet unit, using the whole panzer division and relying on his overwhelming strength. Against hex A he would pay a movement point and make an attack with 34 strength points including 12 tank points and with a heavy tank bonus. The Soviet player flips over the XII Tank Corps HQ and announces with glee that he has 22 strength points defending the hex with 13 antitank points and a heavy tank bonus. The German player gulps, and announces odds of 34-22 or 1.5-1, shifted twice to the left for the overrun makes it 1-2, with one subtracted from the die for defender's antitank superiority, and neither side gaining anything from the heavy tank effect since both have it. The Tiger company will still double any Soviet tank losses.

Rolling a 6 modified to 5 gives the Germans

a mandatory lose one strength point (which must be armor since armor effects were used and is doubled since the weaker side had more than 20 strength points) and a retreat of two hexes. Having lost an overrun combat the SS division ceases its movement and is disrupted. "Damn and double damn!" says the German player, "but at least I know where the XII Tank Corps is..." and he orders up half of the Luftwaffe to plaster the hex. If this all happened in the first German player round, the German player could mass several divisions in his second round to attempt to smash the XII Tank Corps, or else mask it with dummies and try to bypass it, looking for something easier to beat on.

Let's try that same divisional overrun on hex B. In this case the odds will be 8-1 add four (34-2 or 9-1 becomes 7-1 because of the overrun and then 8-1 because of the heavy tanks, with four added for a 4-1 advantage in the tank-antitank ratio). The very worst die roll, a 1, will produce two Soviet strength points lost (which would normally cadre the unit but the unit does not form a cadre in an overrun so it is destroyed) and leave the Germans in possession of the hex and still able to move if they have additional movement points.

The same overrun against hex C will cost no movement points except the cost to enter the hex, will remove the dummy from the map, and leave the German units still able to move if they have additional movement points.

Lets suppose that the German player is a little more cautious, and would rather not risk the possible consequences of encountering large Soviet forces. He can do the same maneuver, but only use, say, the recon battalion of the division, with a strength of 3 and one tank point. Against hex A this will clearly produce a minimal attack, with two off the die roll. Rolling a four, which becomes a two, calls for a loss of two strength points and two hexes retreated, which can be converted by the German player to three hexes retreated and one strength point loss, in either case the unit is disrupted and ends its movement, still having learned the contents of the hex. This represents no great loss to the German player and can easily be made good next turn with a personnel replacement point. Meanwhile an important enemy formation has been located and during the friendly movement round, so that forces can either be concentrated to attack it this combat round, or else units can be routed around it if so desired.

If the recon battalion attempts to overrun hex B, this will produce odds of 3-2 or 1.5-1, becomes 1-2 for the overrun and two is subtracted from the die since there are two antitank points to one tank point. In the worst case this will produce a loss of two strength points and a retreat of two and a disruption. Against a dummy, of course, the recon battalion will be as effective as the whole division.

**Probes** When a unit probes it moves adjacent to the enemy held hex and announces a probe, thus ending the movement of the probing unit and producing an immediate attack. Lets try it with the whole division and with the recon battalion. The SS AH probing hex A will produce odds of 34-22 or 1.5-1, with one subtracted from the die for Soviet antitank

superiority as before. Note that there is no two column shift as in an overrun. If you roll a nine, which becomes an eight, that causes one German loss (doubled to two since the weaker side has more than 20 strength points) and the Soviets must lose one strength point (doubled to two) and retreat two hexes. Since the Soviets used their tank effects they will take four (!) tank losses (it is doubled again due to the presence of the Tigers) and must either go back two or take further losses (which could come from their motorized rifle brigade). Note that although the Soviets will lose four strength points of tanks, they will not be disrupted, since the Combat Result only mandated a loss of one, the other losses were caused by other factors.

At the moment of combat both sides would have to flip up the headquarters in the hex, so the Germans have learned the identity of the tank corps and its strength, from which can be surmised the fact that the whole corps is there. The disadvantage of the probe is that the German division may not advance to occupy the Soviet's hex, and thus may not be in position to make an attack in the upcoming combat round. If the recon battalion had been used instead of the whole division, its situation would have been no worse than in the overrun, the odds would still be minimal with two off the die roll.

In the case of hex B, the probe would be even more overwhelming from the full division since there is no shifts as in overrun, but once again the inability to advance will somewhat compensate for the destroyed tank brigade (which in this case will form a cadre) as the division will possibly not be able to attack in the combat round if it is not adjacent to an enemy hex. The recon battalion probing hex B will immediately notice the difference from overrun, however, as its odds will improve to 1.5-1 subtract two from the die, still not good but better than 1-2 and with a 30% chance of inflicting loss on the tank brigade. A probe against a dummy will cause the probing unit to end its movement for that round and will take the dummy off the board. The probing unit may not occupy the dummy's hex.

**Reconnaissance** A reconnaissance is carried out after a player's first combat round, and thus is of somewhat less value than information acquired by overrun or probe during the first movement round, as the information can't be used until the player's second round when units may be less able to move and attack. On the other hand it risks nothing.

Assuming that the headquarters of the SS Panzer Corps is within 5 hexes of hexes A, B, and C, the German player would have the opportunity to reconnoiter one of these hexes during the Reconnaissance phase. Against hex A, he would immediately be informed that there was armor in the hex, and both sides would roll a die, if the German player had the higher result he would be informed that hex A contains three tank brigades, a motorized rifle brigade and a corps headquarters but would learn nothing of their strength or designation. The procedure would work the same way against hex B, but not against hex C it would cause the dummy to be removed from the map. Note that each German corps or Soviet army headquarters may

only perform reconnaissance against one hex per reconnaissance phase.

**Attack** By attacking a hex in the combat round, a player will force the defender to turn up a headquarters unit if any is in the hex, or if none, one unit in the hex, and will also force him to reveal the hexes total strength and antitank strength etc. An attack against a dummy will allow the attacking units to occupy the dummies hex and move the combat marker one hex if there are any enemy occupied hexes adjacent to its original location, and that hex may now be attacked. If it also contains only a dummy the dummy is removed, the attacking units may occupy its hex and the combat marker is removed.

Of course it is nicer to know what is in a hex before you attack it; it can often avoid embarrassment. Embarrassment can be defined as ordering up 20 points of bombers to bombard a hex occupied by a dummy, or sending a moderate strength attack against what turns out to be a very strong enemy formation.

**Air Bombardment** An air strike against a clear terrain hex will at least reveal whether the hex contains a dummy or not. If the hex is occupied by a real unit or units, note that while the defender must announce the number of units in a target hex, he is also free to inflate this number. The additional non-existent units may be assigned any strength against bombardment (3 or 4) that the defender wishes, just so long as he remains clear which unit, real or otherwise, each bombardment die roll applies to. So that an air bombardment against hex A would be resolved by at least 5 die rolls, four of them attacking targets with strengths of 4 and one against a strength of 2 (the motorized rifle brigade being more vulnerable in its trucks). Additional defending units could be claimed (make the Germans think there is an extra brigade or a couple of tank regiments in there?).

In hex B the Soviet player could announce the need for 5 die rolls, making it sound like the hex contained a tank corps as well. If the target hex was not a clear terrain hex, the dummy could also be announced as being 5 targets, or any other number the owning player decided, but since hex C is a clear terrain hex the dummy would be removed. Generally there are better things to do with one's air assets than striking at vague targets, but sometimes it's just the thing. For example, supposing hex C was deep in the German rear and there were no units available to send it and no HQ close enough to reconnoiter it. Sending out one or two air units would be a quick way determining whether or not the threat was real. It would be embarrassing to send a panzer division after it only discover that it was dummy all along.

**Moving Past** The final way of collecting intelligence involves moving adjacent to an enemy unit and announcing the intention to move into a second adjacent hex. If the terrain the moving unit is in and is intending to enter are both of the kind that allow enemy ZOCs to be exerted into them, the defender will announce that there is a ZOC in the hexes in question and that the move is not possible. This will reveal the presence of either enemy artillery, tanks, or headquarters; namely something capable of

exerting a ZOC. If the friendly unit doing the moving is armored, the information that the ZOC effects armor will reveal yet more about the likely occupant of the hex.

There are, of course, other techniques for gathering information from the game board, including staring intently at your opponent's hands as he moves his units, waiting for him to flip one over by accident. You can also examine the enemy player's stacks and player display when he is out of the room. For that matter you can win the game by removing the enemy player's counters from the board, or moving your units great distances when no one is looking. If you like to play this stuff I certainly can't stop you, but for the record it is bullshit. If your opponent requests, please have the courtesy to either look away or leave the room during his movement, otherwise it is difficult to reintroduce dummies into play or pull off deceptive regroupings.

Of the six techniques then, overrun will work against weak opposition or dummies, is quick, and will often allow a successful unit to keep moving, possibly overrunning again, and/or engaging in combat in the subsequent combat round. Note that a strong mobile formation could overrun five adjacent clear terrain hexes and then attack a sixth hex during combat (assuming that there wasn't an ugly surprise anywhere along the way that halted the attacker's movement). Against strong opposition, the two column shift disadvantage makes overrun too risky, but if a small unit is used for the overrun, there is a chance of learning useful information and keeping your losses down at the same time.

Probes are best conducted by weak units, as they seldom set up the probing unit for an attack in the coming combat round. They are safer than an overrun but by the same token less versatile.

Reconnaissance is of limited value, but can be useful for locating dummies.

Attacks will reveal the difference between occupied and unoccupied clear hexes, and can cause disruption and losses to a real target, but most of the information your historical counterpart gleaned from air recon is simulated by your examination of the board with your eyes.

Finally it is possible to learn something of the enemy's composition by attempting to move close to them: you can be sure that a dummy is not exerting a ZOC.

In addition, you can surmise some things by watching enemy movement. If an armor silhouetted counter is moving through enemy territory passing through villages and towns, you can assume that it is real; if it avoids all inhabited localities it is either a dummy or a real unit pretending to be one.

**Counter Errata, or can't they ever get it all right?**

The following German headquarters didn't get marked in white like the others: (Yes, I know it is hard to mark in white-check your art supply store for advice) 7th Panzer Division, 106th Infantry Division, 168th Infantry Division. The same is true of the III Soviet Tank Corps. The German detachments c, c, d, c, and d should be grey-use a pencil to shade them. For your convenience the use of a green or yellow pencil might be used to shade the 23rd Hungarian

Jaeger Division and the Ravenna Italian Division. The XLVII Panzer Corps HQ should, of course, be the XLVIII. The Luftwaffe were all supposed to be in a much lighter blue, this was a printer's mistake and there isn't a thing we can do about it at this point.

The Sturmgeschutz battalions have been labeled in a variety of ways (you want consistency already?). In the GD Division the battalion is labeled StG, likewise the 232nd battalion attached to 7th Panzer Division; both are labeled on the left of the unit symbol. Similarly the Tiger company of GD is labeled Tiger to the left of the unit symbol. The SS Sturmgeschutz battalions and Tiger companies are identified by a S or T respectively placed to the right of the unit symbol. Just to keep it confusing, the PzA and HG Don have nothing at all identifying them as StG battalions, but they are.

Finally (?) the following Soviet formation markers should have a horizontal line through them: V G, II G, XII, and XV Tank Corps, and the 11th Tank Bde should have the word Popov in white.

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 and piles of microfilm

## VICTORY POINTS

### Soviet Objectives

**Feb 19**

#### North Map

Kharkov 50  
 Belgorod 20  
 Krasnograd 20  
 Akhtyrka 20  
 Poltava 20

#### South Map

Dnepropetrovsk 50  
 Zaporozhe 50  
 Stalino 50

per town or village on the Dnepropetrovsk-Stalino-entry area Q railroad 5

per town or village on the Slavyansk-Konstantinovka railroad 10

Artemovsk 20

per strength point exited at entry areas O, P, or Q 1 (doubled for armored units)

**Mar 19**

#### North Map

Kharkov 50  
 Belgorod 30  
 entry area G 20  
 each strength point west of the Donets 1

#### South Map

each strength point west of the Donets 1

### German Objectives

**Feb 19**

#### North Map

Kharkov 50  
 Belgorod 10  
 Krasnograd 10  
 Akhtyrka 10  
 Poltava 10

#### South Map

Dnepropetrovsk 25  
 Zaporozhe 25  
 Stalino 25  
 Artemovsk 10  
 No Soviet units on either of the railroad lines they can score points for 50

**Mar 19**

#### North Map

Kharkov 50  
 Kupyansk 50  
 Belgorod 30  
 Each strength point exited at G or H 1 (double for armor)  
 No Soviet units west of the Donets 20  
 (-1 for each Soviet strength point west of the river, double for armor)

#### South Map

No Soviet units west of the Donets 20  
 (-1 for each Soviet strength point west of the river, double for armor)

### Both sides

For units that fail to exit the map in one map scenarios: double the strength of the units at full strength

For enemy units reduced to cadre: 1 point per strength point of the full strength unit, double for HQs, armor and artillery

For enemy units completely destroyed, cadres and all: 2 points per strength point, double for HQs, armor and artillery.

14 February 1943

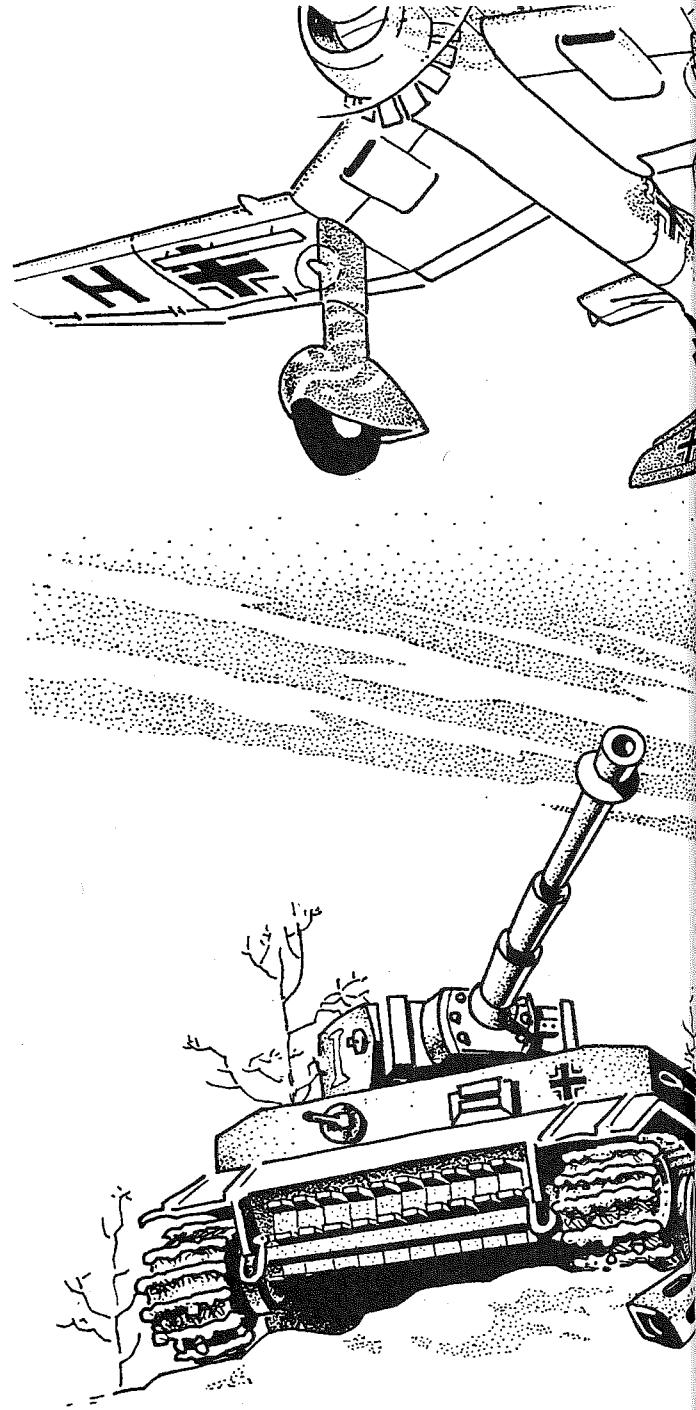
2200 Hours

TO: ARMEE-ABTEILUNG LANZ

FROM: SS PANZERKORPS

Enemy heavily reinforced in E and NE fronts of Kharkov. Attacks on the road Chugayev-Volchansk thrown back with our last reserves. 12 kilometer deep breakthrough from south of the airport to Ossnova. (3421 area) Mopping up with insufficient forces in progress. No forces available for cutting off enemy breakthrough NW Of Kharkov at **Division Grossdeutschland**. Above all, all assault forces tied up in the South. Situation precludes deployment to attack in the next few days. Supply road threatened by enemy breakthrough in the NW, foreseeably cut off from the 15th on. Detour through Valki or Krasnograd is delaying supply, particularly ammunition, due to deep snowdrifts. Road clearing in progress. In Kharkov low-class people are shooting at our soldiers and vehicles. No forces to clear them up, all in the frontline. Railroad, provisions and ammo-dumps effectively demolished on Army orders.

The city is burning. Planned withdrawal daily more unlikely. Assumption of operational significance of Kharkov appears no longer valid. Request renewed **Fuhrer** Directive as to whether Kharkov should be held to the last man. [or "Mein Fuhrer, I think I left the bath running back home in Munich, can I go home and check?"]



People's War Games



Duel for Kharkov Front 1

|     |     |      |      |      |      |      |      |        |       |
|-----|-----|------|------|------|------|------|------|--------|-------|
| 6A  | 6A  | IV G | IV G | IV G | IV G | XV G | XV G | XV G   | XV G  |
| 2-8 | 2-5 | 6-5  | 4-5  | 7-5  | 9-5  | 5-5  | 6-5  | 267    | 4-5   |
| 350 | XVG | 106  | 20G  | 111  | 162  | 175  | 20   | XXV    | 6A    |
| 6-5 | 4-5 | 6-5  | 2-10 | 2-10 | 3-10 | 3-10 | 2-10 | 8-2-10 | (3)-8 |

|      |      |      |      |      |      |      |      |      |      |
|------|------|------|------|------|------|------|------|------|------|
| IG   | IG   | IG   | IG   | IG   | 6A   | 6A   | IGC  | IGC  | IGC  |
| 2-10 | 4-10 | 4-10 | 4-10 | 3-10 | 5-10 | 4-10 | 1-10 | 2-8  | 5-8  |
| 2G   | IGC  | IGC  | IGC  | 6A   | 156  | 6A   | 26   | 99   | 169  |
| 5-8  | 5-8  | 4-8  | 2-10 | 2-10 | 2-10 | 2-10 | 2-10 | 2-10 | 2-10 |

|       |      |      |      |      |      |      |      |      |      |
|-------|------|------|------|------|------|------|------|------|------|
| Popov | III  | III  | III  | III  | IV G | IV G | IV G | IV G | IV G |
| 2-10  | 2-10 | 2-10 | 2-10 | 3-10 | 2-10 | 2-10 | 2-10 | 2-10 | 3-10 |
| IV G  | X    | X    | X    | X    | X    | X    | X    | X    | X    |
| 2-10  | 3-10 | 2-10 | 2-10 | 3-10 | 2-10 | 2-10 | 2-10 | 2-10 | 1-10 |

|       |       |       |       |       |       |      |      |      |      |
|-------|-------|-------|-------|-------|-------|------|------|------|------|
| XVIII | Popov | Popov | Popov | Popov | IGA   | VI G | VI G | VI G | VI G |
| 2-10  | 6-10  | 5-8   | 4-8   | 4-8   | (2)-8 | 2-5  | 3-5  | 3-5  | 6-5  |
| VI G  | 60G   | 55G   | 78G   | 152G  | 187G  | 304G | 229G | 212G | 4G   |
| 5-5   | 4-5   | 5-5   | 5-5   | 4-5   | 5-5   | 5-5  | 3-5  | 1-10 | 4F   |

|       |          |          |          |          |        |          |          |          |           |
|-------|----------|----------|----------|----------|--------|----------|----------|----------|-----------|
| SW    | SW       | SW       | 6th      | IV Gd    | XV Gd  | I Gd     | XXV      | II       | I Gd      |
| 4S    | 4S       | 4B       | Army     | Corps    | Corps  | Tk Corps | Tk Corps | Tk Corps | Cav Corps |
| Popov | III      | IV Gd    | X        | XVIII    | 1st Gd | VI Gd    | DUMMY    | DUMMY    | DUMMY     |
| Group | Tk Corps | Tk Corps | Tk Corps | Tk Corps | Army   | Corps    | DUMMY    | DUMMY    | DUMMY     |

|          |          |          |          |       |       |       |        |       |       |
|----------|----------|----------|----------|-------|-------|-------|--------|-------|-------|
| DUMMY    | DUMMY    | DUMMY    | DUMMY    | Popov | 40    | 69    | 3 Tank | 64    |       |
| V G      | II G     | XII      | XV       | Voron | Voron | Voron | Voron  | Voron | Voron |
| Tk Corps | Tk Corps | Tk Corps | Tk Corps | 4F    | 2F    | 4S    | 4S     | 4B    |       |

|         |         |         |         |         |         |         |         |          |     |
|---------|---------|---------|---------|---------|---------|---------|---------|----------|-----|
| IGA     | 6A      | 40A     | 64A     | 69A     | 3TA     | 3TA     | Popov   | Voronezh | a   |
| ★       | ★       | ★       | ★       | ★       | ★       | ★       | ★       | ★        | 2-5 |
| Reserve | Reserve | Reserve | Reserve | Reserve | Reserve | Reserve | Reserve | Reserve  |     |
| DUMMY   | DUMMY   | DUMMY   | DUMMY   | DUMMY   | DUMMY   | DUMMY   | DUMMY   | DUMMY    |     |

|     |     |     |     |     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| a   | a   | b   | b   | c   | c   | c   | d   | d   | d   |
| 2-5 | 2-5 | 2-5 | 2-5 | 2-5 | 2-5 | 2-5 | 2-8 | 2-8 | 2-8 |

|     |       |       |      |      |      |      |      |      |      |
|-----|-------|-------|------|------|------|------|------|------|------|
| 2-8 | Truck | Truck | Fuel | Fuel | Fuel | Fuel | Fuel | Fuel | Fuel |
|     | SW    | Voron | 1    | 1    | 1    | 1    | 1    | 1    | 1    |

|        |        |        |        |        |        |        |        |        |        |
|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| Fuel   | Fuel   | Fuel   | Fuel   | Fuel   | Fuel   | Supply | Supply | Supply | Supply |
| 1      | 1      | 1      | x1     | x1     | x10    | x1     | x1     | x10    | x10    |
| Supply | Attack | Attack | Attack | Attack | Attack | Attack | Attack | Attack | Attack |
| x10    | 1      | 2      | 3      | 4      | 5      | 6      | 7      | 8      | 9      |

|        |        |        |        |        |        |        |        |        |        |
|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| Attack | Attack | Attack | Attack | Attack | Attack | Attack | Attack | Attack | Attack |
| 10     | 11     | 12     | 13     | 14     | 15     | 16     | 17     | 18     | 19     |

|        |        |        |  |  |  |  |  |  |      |
|--------|--------|--------|--|--|--|--|--|--|------|
| Attack | Supply | Supply |  |  |  |  |  |  | Game |
| 20     | x1     | x10    |  |  |  |  |  |  | Turn |

|      |     |     |     |     |     |      |      |      |        |
|------|-----|-----|-----|-----|-----|------|------|------|--------|
| 40A  | 40A | 40A | 40A | 40A | 40A | 40A  | 40A  | 40A  | 40A    |
| 2-10 | 9-5 | 5-5 | 7-5 | 4-5 | 6-5 | 303  | 305  | 309  | 315    |
| Mosk | 325 | 40A | 340 | 25G | 40G | 40A  | V G  | 45   | 65     |
| 2-10 | 3-5 | 6-5 | 3-5 | 3-5 | 5-5 | 2-10 | 2-10 | 2-10 | 8-2-10 |

|      |       |       |       |      |         |      |      |     |     |
|------|-------|-------|-------|------|---------|------|------|-----|-----|
| 40A  | 40A   | 40A   | 40A   | 40A  | 40A     | 40A  | 40A  | 40A | 40A |
| 5-10 | 3-10  | 2-10  | 2-10  | 3-10 | 2-10    | 2-10 | 1-10 | 3-8 | 4-8 |
| 8    | 40A   | 2     | 10    | 40A  | Kazakov | 127  | 160  | 180 | 184 |
| 5-8  | (3)-8 | (3)-8 | (3)-8 | 5-5  | 5-5     | 4-5  | 5-5  | 6-5 | 6-5 |

|     |      |      |      |      |      |     |     |      |      |
|-----|------|------|------|------|------|-----|-----|------|------|
| 69A | 69A  | II G | II G | II G | II G | 69A | 69A | 69A  | 69A  |
| 5-5 | 8-5  | 3-10 | 5-10 | 5-10 | 4-10 | 4-5 | 253 | 125  | 4-10 |
| 219 | 270  | 4G   | 25G  | 26G  | 4G   | 37  | 9   | 9    |      |
| 5-5 | 3-10 | 5-10 | 5-10 | 5-10 | 4-10 | 4-5 | 3-5 | 4-10 |      |

|      |      |      |      |     |     |     |         |       |     |
|------|------|------|------|-----|-----|-----|---------|-------|-----|
| XV   | XV   | XV   | XV   | 3TA | 3TA | 3TA | 3TA     | VI GC |     |
| 3-10 | 3-10 | 3-10 | 4-10 | 5-5 | 9-5 | 7-5 | 10-1-10 | 2-10  | 2-8 |
| 88   | 113  | 195  | 52   | 111 | 48G | 62G | 4G      | 2     |     |
| 3-10 | 3-10 | 4-10 | 5-5  | 5-5 | 64A | 64A | 113     | 148   | 64A |

|     |        |      |       |     |     |          |       |       |       |
|-----|--------|------|-------|-----|-----|----------|-------|-------|-------|
| 64A | 64A    | A    | B     | C   | D   | E        | F     | G     | H     |
| 5-5 | 5-10   | 2-6  | 2-6   | 1-6 | 1-6 | (1)-6    | (1)-6 | (1)-6 | (1)-6 |
| 104 | 17NKVD | 17   | 17    | 115 | 201 | Voronezh | DUMMY | DUMMY | DUMMY |
| 5-5 | 5-10   | XV G | DUMMY | 3TA | 3TA | Golik    | DUMMY | DUMMY | DUMMY |

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |



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|       |   |   |      |       |       |   |   |   |
|-------|---|---|------|-------|-------|---|---|---|
| 3TA   |   | 3TA   | 3TA  | 3TA   |       |   |   |   |
| F1 J  |  |  | F5 K | F3 I  | F3 J  |  |  |  |
| 64A   | 64A   | 64A   | 64A  | 64A   | 64A   | 64A (F27)   | 3TA   | 3TA   |
| M11 J | M3 J  | M11 J   | M3 K | M11 J | M11 J | M13 J   | F1 J  | F1 J  |

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]A 10x2 grid of 20 identical black silhouettes of a person in a dynamic pose, set against a red background. The silhouettes are arranged in two vertical columns of ten. Each silhouette depicts a person in a dynamic pose, possibly a dancer or athlete, with one leg raised and arms extended. The background is a solid, vibrant red.[illegible]

|                |   |   |   |   |   |   |   |   |   |   |
|----------------|---|---|---|---|---|---|---|---|---|---|
| 1st Gd<br>Army | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 6th<br>Army    | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 1st Gd<br>Army | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 6th<br>Army    | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 1st Gd<br>Army | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 6th<br>Army    | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 1st Gd<br>Army | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 6th<br>Army    | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 1st Gd<br>Army | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |
| 6th<br>Army    | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S | 2  S |

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15

|                    |                    |                    |                    |                    |                    |                    |                    |                    |                    |
|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|
| $\square^d$<br>1-8 | $\square^d$<br>1-8 | $\square^c$<br>1-5 | $\square^c$<br>1-5 | $\square^c$<br>1-5 | $\square^b$<br>1-5 | $\square^b$<br>1-5 | $\square^b$<br>1-5 | $\square^a$<br>1-5 | $\square^a$<br>1-5 |
| Fuel<br>2          | Fuel<br>2          | Fuel<br>2          | Fuel<br>2          | Fuel<br>2          | Fuel<br>2          | Fuel<br>2          |                    |                    | $\square^d$<br>1-8 |

[illegible]



Duel for Kharkov Front 2

|      |      |      |      |        |      |      |      |
|------|------|------|------|--------|------|------|------|
| GD   | GD   | GD   | GD   | GD     | GD   | GD   | GD   |
| 3-10 | 7-10 | 5-10 | 6-10 | 6-2-10 | 2-10 | 3-10 | 3-10 |
| 2-10 | 4-10 | 6-10 | 6-10 | 3-2-10 | 2-10 | 2-10 | 6-10 |

|        |      |      |      |      |      |        |        |
|--------|------|------|------|------|------|--------|--------|
| 6      | 9    | 7    | 7    | 7    | 7    | 7      | 11     |
| 6-2-10 | 2-10 | 2-10 | 5-10 | 7-10 | 6-10 | 6-2-10 | 2-10   |
| 4-10   | 6-10 | 6-10 | 6-10 | 2-10 | 2-10 | 2-10   | 2-2-10 |

|      |       |       |       |       |         |         |       |
|------|-------|-------|-------|-------|---------|---------|-------|
| 17   | DUMMY | DUMMY | DUMMY | DUMMY | +       | +       | Kg 4  |
| 1-10 |       |       |       |       | Reserve | Reserve | 4-10  |
| 2-5  | 8-5   | 8-5   | 8-5   | 2-5   | 8-5     | 8-5     | 6-2-5 |

|     |     |     |     |       |     |     |       |
|-----|-----|-----|-----|-------|-----|-----|-------|
| 106 | 239 | 106 | 106 | 167   | 167 | 331 | 167   |
| 2-5 | 8-5 | 8-5 | 8-5 | 6-2-5 | 2-5 | 8-5 | 6-2-5 |
| 168 | 417 | 168 | 442 | 298   | 525 | 526 | 527   |

|     |     |     |     |       |     |     |     |
|-----|-----|-----|-----|-------|-----|-----|-----|
| 320 | 585 | 320 | 587 | 320   | 333 | 679 | 333 |
| 2-5 | 8-5 | 8-5 | 8-5 | 6-2-5 | 2-5 | 5-5 | 5-5 |
| 213 | 177 | 213 | 318 | 213   | 2-5 | 3-5 | 3-5 |

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |

|       |       |       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|-------|-------|
| Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt |
| Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt |
| Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt | Dsrpt |

|     |     |     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|-----|-----|
| Cut | Cut | Cut | Cut | Cut | Cut | Cut | Cut |
| Off | Off | Off | Off | Off | Off | Off | Off |
| Cut | Cut | Cut | Cut | Cut | Cut | Cut | Cut |

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |

|        |        |        |        |        |        |        |        |
|--------|--------|--------|--------|--------|--------|--------|--------|
| Donets | Donets | Donets | Donets | Donets | Donets | Donets | Donets |
| 1-5    | 1-5    | 1-5    | 1-5    | 1-5    | 1-5    | 1-5    | 1-5    |
| 1-10   | 3-3-10 | 8-4-10 | 4-2-10 | 4-1-10 | 3-1-10 | 5-1-10 | 3-5    |

|       |        |       |       |        |        |        |       |
|-------|--------|-------|-------|--------|--------|--------|-------|
| 4P2A  | HG Don | 1P2A  | 1P2A  | HG Don | HG Don | HG Don | III   |
| 1-1-R | 1-1-R  | 1-1-R | 1-10  | 1-10   | 3-10   | 2-10   | 2-10  |
| 2-10  | 2-10   | (1)-5 | (1)-5 | (1)-5  | (1)-5  | (1)-5  | (1)-5 |

|       |       |       |       |      |      |      |      |
|-------|-------|-------|-------|------|------|------|------|
| 4P2A  | 4P2A  | 4P2A  | 4P2A  | 1P2A | 4P2A | 4P2A | 4P2A |
| (1)-5 | (1)-5 | (1)-5 | (1)-5 | 2-10 | 2-10 | 2-10 | 2-10 |
| 4     | 4     | 4     | 4     | 4    | 4    | 4    | 4    |

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

|      |      |      |   |   |   |   |   |
|------|------|------|---|---|---|---|---|
| e    | e    | e    |   |   |   |   |   |
| 3-10 | 3-10 | 2-10 |   |   |   |   |   |
| 1    | 1    | 1    | 1 | 1 | 1 | 1 | 1 |

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |

|          |    |    |    |       |      |      |      |
|----------|----|----|----|-------|------|------|------|
| SS       | AH | DR | T  | W     | SS   | AH   | AH   |
| Pz Corps | Pz | Pz | Pz | Pz Gr | 3-10 | 8-10 | 8-10 |
| AH       | AH | AH | AH | DR    | 8-10 | 8-10 | 8-10 |

|      |       |      |      |        |      |       |       |
|------|-------|------|------|--------|------|-------|-------|
| DR   | DR    | T    | T    | T      | DR   | DR    | DR    |
| 3-10 | 1*-10 | 3-10 | 8-10 | 8-10   | 8-10 | 8-10  | 8-10  |
| 2-10 | 2-10  | 5-10 | 5-10 | 6-2-10 | 1-10 | DUMMY | DUMMY |













|       |       |       |       |        |        |     |     |
|-------|-------|-------|-------|--------|--------|-----|-----|
| DUMMY | DUMMY | DUMMY | DUMMY | 15     | 57     | 106 | 167 |
|       |       |       |       | Inf    | Inf    | Inf | Inf |
| 298   | 320   | 333   | 213   | Donets | Cramer | GD  | 6   |



|    |    |          |          |          |          |         |         |
|----|----|----------|----------|----------|----------|---------|---------|
| 11 | 17 | III      | XL       | XLVIII   | LVI      | +       | +       |
| Pz | Pz | Pz Corps | Pz Corps | Pz Corps | Pz Corps | Reserve | Reserve |
| +  | +  | +        | +        | +        | +        | +       | +       |














|       |       |       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|-------|-------|
| 1PZA  | 1PZA  | 1PZA  | 1PZA  | 1PZA  | 1PZA  | 1PZA  | 1PZA  |
| F3 N  | F3 N  | Start | Start | Start | Start | Start | Start |
| 4PZA  | 4PZA  | 4PZA  |       |       |       |       |       |
| F13 S | F13 S | F13 S |       |       |       |       |       |

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| HGD on  | Lanz  | HGD on  | Lanz  |      |      | 4P2A<br><input type="checkbox"/>   | 4P2A<br><input type="checkbox"/>  | 4P2A<br><input type="checkbox"/>  | 4P2A<br><input type="checkbox"/>  |
|---|---|---|---|---|---|--|---|---|---|
| Start   | Start   | Start   | Start   |   |   | (1)-5  | (1)-5   | (1)-5   | (1)-5   |
|  2 B |  2 B |  2 B |  2 B |  2 B |  2 B |  2 B |  2 B |  2 B |  2 B |

|   |  |   |   |   |   |      |   |   |   |   |   |
|---|--|---|---|---|---|------|---|---|---|---|---|
| 2 F   | 2 F  | 2 S   | 2 S   | 2 S   | 2 S   | 1P2A | 2 F   | 2 F   | 2 F   | 2 F   | 2 F   |
|   |   |    |    |    |    |      |    |    |    |    |    |
| 2 F   | 2 F  | 2 S   | 2 S   | 2 S   | 2 S   | 1P2A | 2 F   | 2 F   | 2 F   | 2 F   | 2 F   |
|  |  |  |  |  |  |      |  |  |  |  |  |

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| SS<br>Pz Corps  |   |   |   |   |   |   |   |   |  |   |
|---|---|---|---|---|---|---|---|---|--|---|
|  |  |  |  |  |  |  |  |  |  |  |

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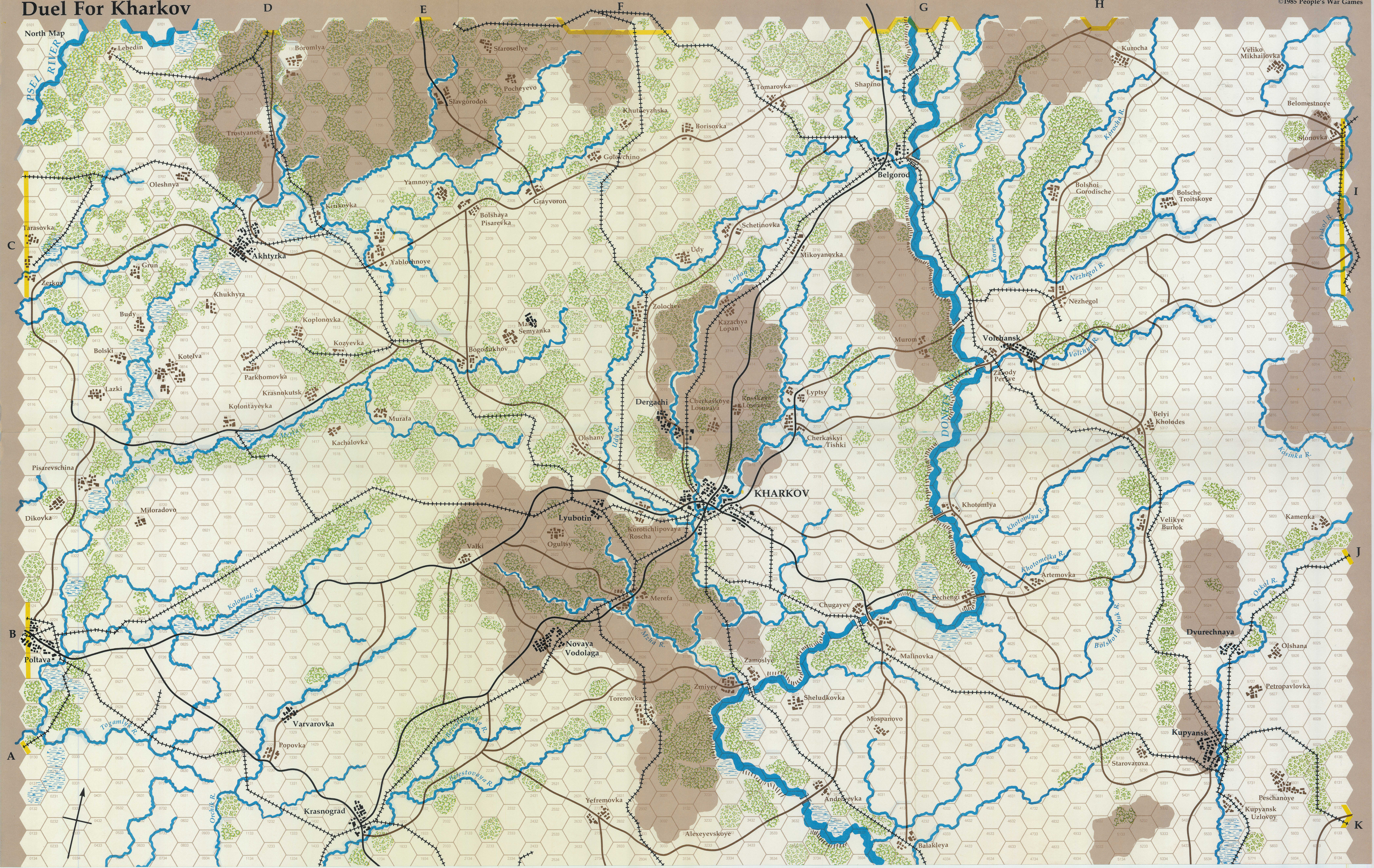
|      |       |   |
|------|-------|---|
| 2A   | F23 D |  |
| 2A   | F23 D |   |
| 2A   | F23 D |   |
| 2A   | F23 D |  |
| 2A   | F23 D |  |
| 4PZA | F17 S |  |
| 4PZA | F17 S |  |
| 4PZA | F17 S |  |
| 4PZA | F17 S |  |
| 4PZA | F17 S |  |

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|                  |                  |                  |                  |                  |               |               |               |
|------------------|------------------|------------------|------------------|------------------|---------------|---------------|---------------|
| 1PZA<br>Start    | 1PZA<br>Start    | 1PZA<br>Start    | 1PZA<br>Start    | Lanz<br>Start    | Lanz<br>Start | Lanz<br>Start | Lanz<br>Start |
| $\otimes$<br>1-5 | $\otimes$<br>1-5 | $\otimes$<br>1-5 | $\otimes$<br>1-5 | $\otimes$<br>1-5 | Lanz<br>Start | Lanz<br>Start | Lanz<br>Start |
| <sup>b</sup>     | <sup>b</sup>     | <sup>b</sup>     | <sup>a</sup>     | <sup>a</sup>     |               |               |               |

[illegible][illegible][illegible][illegible][illegible]





North Map

C

B

A

K

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A

K

I

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G

F

E

D

C

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A

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