

POPOV VS MANSTEIN, FEBRUARY 1943

ENEMY ACTION KHARKOV



SOVIET SOLO RULES



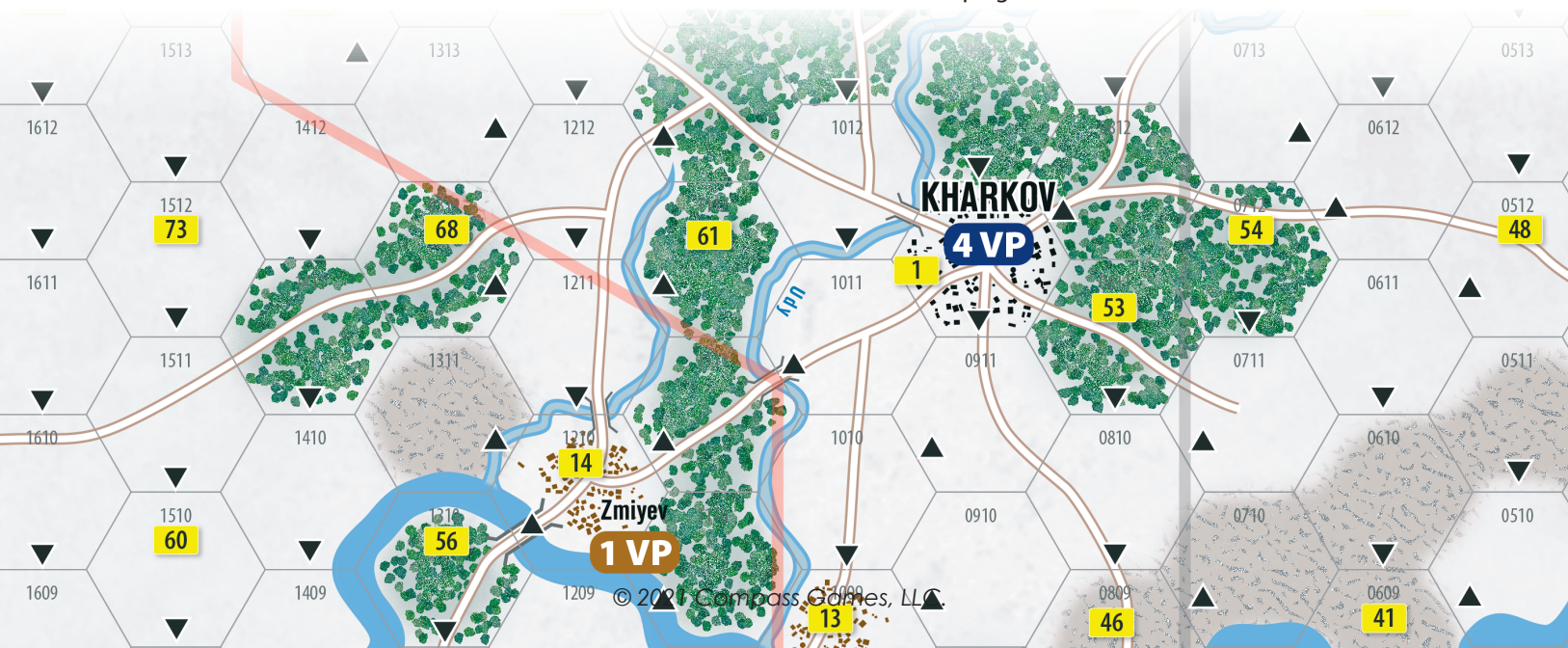
DESIGNED BY JOHN BUTTERFIELD



Compass Games
New Directions in Gaming

TABLE OF CONTENTS

1. INTRODUCTION	3	11. MOVEMENT	24
2. GAME COMPONENTS	3	11.1 Effects of Other Units on Movement	24
2.1 Map	3	11.2 Moving on Roads	25
2.2 Playing Pieces	4	11.3 Crossing River Hexsides	25
2.3 Cards	6	11.4 Stacking Units	25
2.4 Player Aids	7	11.5 Soviet Strategic Movement Bonus	25
2.5 Ten-sided Die	7	11.6 Soviet Front Boundaries	27
3. SETTING UP FOR PLAY	7	12. ZONES OF CONTROL (ZOC)	27
4. SEQUENCE OF PLAY	9	12.1 Soviet Withdrawal	27
5. SOVIET DRAW PILE AND HAND	10	13. COMBAT	27
5.1 Playing Cards from Your Hand	10	13.1 Attack Eligibility	28
5.2 Activation Commands	11	13.2 Combat Tactics	29
5.3 Deploy Reserves Commands	11	13.3 Drawing Combat Chits	30
5.4 Event and Special Event Commands	11	13.4 Combat Hits	31
5.5 Replacement Commands	11	13.5 Applying Step Losses	33
5.6 Discarding Cards	11	13.6 Retreats	33
6. ACTIVATING SOVIET UNITS AND FORMATIONS	11	13.7 Advance after Combat	35
6.1 Activating One Unit	11	13.8 Dispersal	35
6.2 Consecutive Activation Restriction	11	14. SUPPLY	37
7. SOVIET RESERVES	12	14.1 Tracing Supply	37
7.1 Deploying Soviet Reserves	12	14.2 Effects of Unsupply	38
7.2 Multi-Unit Deployments	12	14.3 German Reserve Supply	38
7.3 Delayed Reserves	12	14.4 Air Resupply	39
8. GERMAN DRAW PILE AND COMMANDS	12	14.5 Soviet Support	39
8.1 German Impulse and Commands	14	15. TOWNS, CITIES AND IPs	40
8.2 Selection Preferences	14	15.1 Town and Cities	40
9. GERMAN RESERVES	15	15.2 Improved Positions	40
9.1 The <i>Deploy Reserves</i> Command	15	16. REPLACEMENTS	41
9.2 German Reserve Deployment Methods	15	16.1 Replacing Lost Steps	41
10. GERMAN ACTIVATIONS, MOVEMENT METHODS AND ACTION CARDS	17	16.2 Replacement Restrictions	41
10.1 German Action Steps	17	17. VICTORY CONDITIONS	41
10.2 German Units behind Soviet Lines	20	17.1 Soviet Victory Points	41
10.3 German Action Terminology	20	17.2 Winning the Game	41
10.4 Checking an Action Card	22	17.3 Interpretation of Victory Levels	41
10.5 Performing an Action Card Action	22	18. SCENARIOS	42
10.6 German Garrisons	24	18.1 The Initial Assault	42
		18.2 Operations Star and Gallop	42
		18.3 The Campaign Game	42



1. INTRODUCTION

Enemy Action is a series of card-driven games simulating pivotal military operations in World War II. Each game in the series may be played by two players or one player, playing either side in the conflict.

This second volume in the series, **Enemy Action: Kharkov** portrays a key battle on the Eastern Front in which the German Army ended a string of Soviet victories that began at Stalingrad. In the late winter of 1943, dual Soviet Operations code-named Star and Gallop drove the Germans from the city of Kharkov and threatened a complete breakthrough, only to be driven back by the German counteroffensive popularly known as *Von Manstein's Back Hand Blow*.

This rules book covers the SOVIET SOLO version of **Enemy Action: Kharkov**. You control the Soviet armies while the game system controls the Germans.

FOR NEW PLAYERS: We recommend playing the Two Player game first before trying out the German and Soviet Solo games. Doing so will get you familiar with the game system before taking on the additional complexity of the "paper AI" in the two solo games.

2. GAME COMPONENTS

Enemy Action: Kharkov includes the following components:

- ▶ Three game maps, one each for the German Solo, Soviet Solo, and Two Player games
- ▶ 432 playing pieces on four die-cut sheets
- ▶ 110 cards
- ▶ Seven player aids, four of which are used in the Soviet solo game (2.4)
- ▶ Three rules books, one for each game
- ▶ One box and lid set
- ▶ One ten-sided die

Rules and game functions in effect for specific game turns are highlighted in the rules, cards and play aids as follows:

- ▶ **Individual game turn** – applies to the particular game turn only. Example: **8** (game-turn 8)
- ▶ **Starting game-turn** – applies to the listed game-turn and to every game-turn after that. Example: **8+** (starting on game turn 8 and continuing in effect every game turn after that)
- ▶ **Game-turn ranges** – applies to the range of game-turns, inclusive of those listed. Example: **8-12** (starting on game turn 8 and continuing in effect through the completion of game turn 12)

ABBREVIATIONS: Certain abbreviations are frequently used and may appear in advance of their formal definition:

DOS – In danger of surround, defined in 10.3.

FAR – Fixed Artillery Range for the Soviet *Fixed Artillery* combat tactic (see the EVENTS & TACTICS player aid).

GT – Game-turn

IP – Improved Position – defined in 15.2.

MP/MPs – Movement Point(s) – defined in 11.0.

OOS – Out of Supply – defined in 14.21.

VP/VPs – Victory Point(s) – defined in 17.0.

ZOC – Zone of Control – defined in 11.1 and 12.0.

GERMAN SYSTEM INTELLIGENCE: The Soviet Solo game uses a unique methodology for the German system intelligence, which is primarily documented in rule sections 8.0, 9.0 and 10.0. Special terminology is defined in section 10.3. Two important terms – **proximate** and **surround** – are also illustrated in that section.

2.1 Map

The map for the Soviet Solo game portrays the area of southwest Russia where the battles occurred. A hexagonal grid is superimposed over the terrain features to regulate the placement and movement of the playing pieces. Each hex is identified by number, and represents an area twelve km (7.5 miles) across.

Terrain

The map terrain and other key features are identified in the map terrain key. **In-hex** terrain types are clear, broken, marsh, woods, town and city. Roads can appear with in-hex terrain types. **Hexside** terrain features are minor rivers, the Donets River, the Dniepr River, and blocked Dniepr River hexsides.

Army/Front Boundary Lines running generally east-west define areas for three German Armies and two Soviet Fronts. German Army areas are labeled along the west map edge and Soviet Front areas along the east map edge. The German Army areas abut each other. The two Soviet Front areas overlap each other. Soviet Front boundaries limit where Soviet units can move and Soviet reserve units can deploy. German army boundaries limit where German units can deploy; they affect but do not limit German movement.

Victory Point (VP) Hexes

Certain hexes are marked as VP hexes. These include all towns and cities as well as specially marked hexes on the east and south map edge. The Soviets earn the VPs listed for owning each town/city hex. The four map-edge hexes award the Soviets VPs only when occupied by Soviet units per 17.1.

Soviet and German Map Edges

Every hex along a map edge is Soviet-friendly or German-friendly and this status does not change during the game. Each side traces supply to a friendly map edge.

- ▶ Soviet map-edge hexes are all those along the portions of the east and north map edge marked as Soviet.
- ▶ German map-edge hexes are all other map-edge hexes; that is, all hexes on map edge portions not marked as Soviet. Some German map-edge hexes along the north and east map edge are marked to indicate that they aren't sources of German *reserve* supply in the Soviet solo game (14.3).

Soviet Artillery Line (from 0107 to 1901)

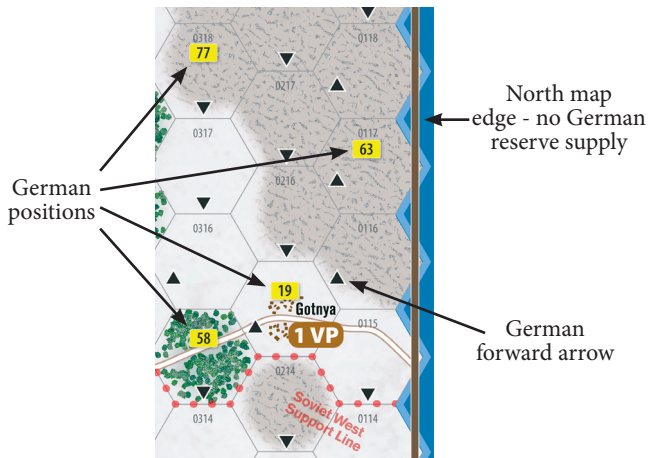
This line defines three limits at different stages of the game:

- ▶ **1-2** Soviet attacks in hexes east of this line are in the Artillery Barrage Zone, thus gaining a bonus artillery combat tactic (13.24).
- ▶ The Soviet *fixed artillery* combat tactic applies in all hexes east of this line, and extends a number of hexes beyond the line equal to the current *Fixed Artillery Range (FAR)*.
- ▶ **8+** Starting on Game turn 8, this line serves as the **Soviet East Support Line** (14.51).

Soviet Support Lines The *East* and *West* Soviet Support lines define the extent of Soviet Support (14.5) at different stages of the game:

- ▶ **1-4** Prior to game turn 5, all hexes on the map are in Soviet support.
- ▶ **5+** Starting on Game-turn 5, all hexes on the Soviet side of the West Line (from 0114 to 2501) are in Soviet support.
- ▶ **8+** On Game-turn 8 and after, the current Soviet VPs determine if the West Line or the East Line (same as the Soviet Artillery Line) is used.

HEX FEATURES SPECIFIC TO SOVIET SOLO



German Positions

A hex with a position ID number/symbol is a German Position. All VP hexes are German positions as are many non-VP hexes. Every German position has a unique position ID number.

German units favor occupying position hexes and German reserves appear in position hexes during play. A German unit may occupy any hex, not just position hexes.

German Forward Arrows

Most hexes include an arrow, indicating the direction a German unit in the hex will favor when moving in certain actions, and when advancing after combat.

OTHER MAP FEATURES

The Calendar

Each space of the calendar lists Soviet card allotments and other information specific to the game-turn. You record the passage of game-turns by moving the *Game-turn* marker along the calendar on the map. Each space of the calendar lists Soviet card allotments and other information specific to the game-turn.



Soviet Victory Point Track and Schedule

As you gain or lose Victory Points move the VP markers along the VP track to indicate your current VP total.

Unit Boxes

Both sides have boxes to hold Reserve Units and Eliminated Units.

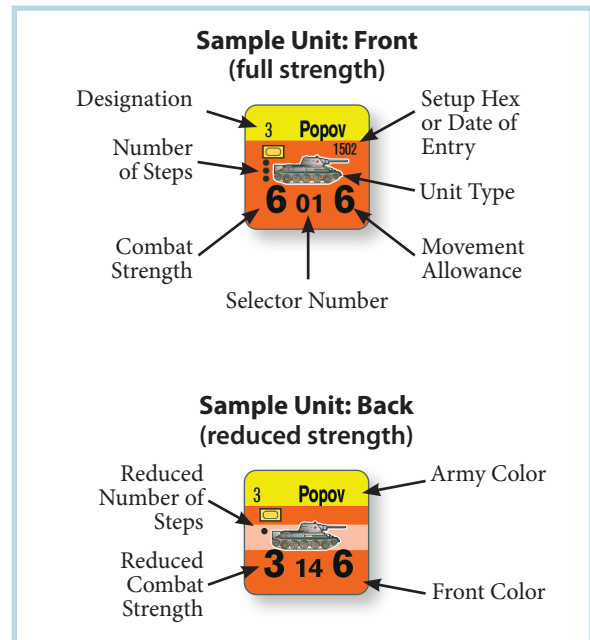
German Card Boxes

Four boxes hold the Draw Pile and its discards, and the German Action Deck and its discards.

2.2 Playing Pieces

The playing pieces consist of units, representing Soviet and German military forces; combat chits, used to resolve combat; and markers, placed on units, tracks, or the map to denote information or status.

2.2.1 Units



Unit Colors identify the army and corps to which a German unit belongs, or the front and army to which a Soviet unit belongs.

A unit's field color denotes the unit's front or army:

Soviet	
Voronezh Front	
South West Front	
German	
Army Det. Kempf	
4th Panzer Army	
1st Panzer Army	

A color stripe across the bottom of each unit denotes a Soviet unit's Army or a German unit's corps. A Soviet unit's army is also identified by letters and numbers; and a German unit's corps by roman numerals. Affiliations are as follows:

- ▶ Soviet Voronezh Front: 3rd Tank, 40th and 69th Armies
- ▶ Soviet Southwest Front: 6th Army, 1st Guards Army and Mobile Group Popov (MGP, considered an army)
- ▶ German Army Detachment Kempf: Corps Raus (considered part of 4th Panzer Army for command purposes; independent for deployment purposes.)

- ▶ German 4th Panzer Army: IISS Panzer, XLVIII Panzer and LVII Panzer Corps
- ▶ German 1st Panzer Army: III Panzer and XL Panzer Corps

Unit Types

Non-Mechanized Units	
Infantry	
Cavalry	
Mechanized Units	
Armor	
Mechanized Infantry	
Armored Cavalry (considered Armor in combat)	

Designation

Every unit has a two-part or three-part historical designation:

- ▶ A unit with a three-part designation is a regiment or brigade that is part of a division. The first part of the designation identifies the regiment or brigade, the second part is the division to which the unit belongs, and the third part is the German corps or Soviet army.
- ▶ A unit with a two-part designation is a regiment, brigade or entire division attached directly to a German corps or Soviet army.

Examples:



679.333.XL is the 679th Regiment of the 333rd Division in 40th Corps.



1GC.3T is the 1st Guards Cavalry Corps in the 3rd Tank Army.

German corps and Soviet army designations affect activation and deployment. Regimental, brigade and division designations are for historical interest only.

Designation Abbreviations

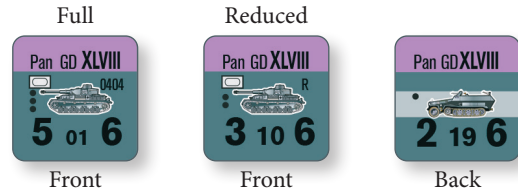
A: Armored; C: Cavalry; G: Guards; GA: Guards Armored; P: Panzer; T: Tank.

Combat Strength is a numerical expression of the unit's combat effectiveness, used when resolving combat. When a unit loses a step (but is not eliminated), its combat strength is reduced.

Movement Allowance is the number of Movement Points (MP) the unit may spend to move during one activation (see 11.0 and the TERRAIN EFFECTS CHART).

Steps: Each unit possesses one to three steps, shown by the number of step dots on the unit's counter. A unit with one or two steps has one counter

with one or two printed sides. A unit with three steps has two counters, with one printed side on one counter and two printed sides on a *reduced steps* counter, distinguished by an **R** symbol, for reduced. Only one counter for a given unit is in play at a time.



Units lose steps as a result of combat and from surrender. As a unit loses steps, its combat strength is reduced. In addition, certain armor units lose their armor upon losing a step, becoming mechanized infantry. Units regain lost steps as a result of receiving replacements.

Every unit counter has one of three indicators of how it enters play:

- ▶ **Setup Hex** Four-digit ID number of the hex in which the unit is placed at the start of the game.
- ▶ **Game-Turn of Entry** The numbered game-turn on which the unit is available to enter play as a **reserve**.
- ▶ **R (reduced)** Every 3-step unit has a second reduced unit counter with the same designation. When the 3-step unit loses a step, it is replaced by its reduced 2-step unit counter.
- ▶ ***** Four German units are marked with an asterisk, indicating that their printed hex number or game-turn is disregarded in the Soviet Solo game; instead follow the special set-up instructions (3.0) for those units. A Soviet unit with an asterisk enters play normally; disregard the asterisk on Soviet units in the Soviet solo game.

Unit Selector Number

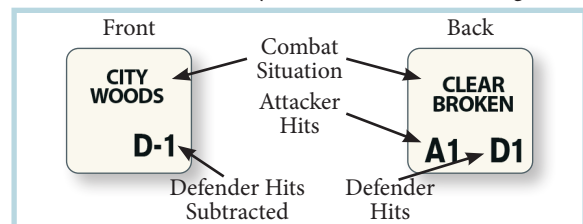
Each unit has a selector number from **01** to **39**, used when selecting a unit from a group or to determine the order in which several units perform an action. A unit's selector number changes as it loses steps.

Example: You may be called on to select German units in ascending (▲) numerical order (starting with the lowest selector) or in descending (▼) numerical order (starting with the highest selector).

In the event that you must select from units with the same selector (possible between units in different German corps or Soviet armies), select the unit in the lower numbered corps or army. Soviet *Mobile Group Popov* and German Corps *Raus* are considered to be higher-numbered for this purpose.

2.22 COMBAT CHITS

The sixty combat chits are drawn randomly from a cup to resolve combat. Two identical sets of sixty combat chits are provided with the game. Use only one set at a time. Use the second set if the first gets worn from use. The two sets are differentiated by color –don't mix them together!



Combat Situation

A situation that may apply to the combat being resolved.

Example: If the defending unit in a combat is in clear terrain, the back side of the combat chit shown above would apply, the front side would not. If the defender is in a town hex, the combat chit would not apply at all.

In most cases, the situations listed on the two sides of a combat chit are mutually exclusive. However, when both situations apply, the side of the chit with a Priority Symbol **P** takes precedence (13.31).

Attacker Hits / Defender Hits

The number of combat hits applied to the attacker or to the defender if the situation on the combat chit applies. A positive number indicates hits added to the hit total. A negative number indicates hits subtracted from the hit total.

The three darker combat chits in each set operate like other combat chits and also trigger a remixing of all combat chits (13.33).

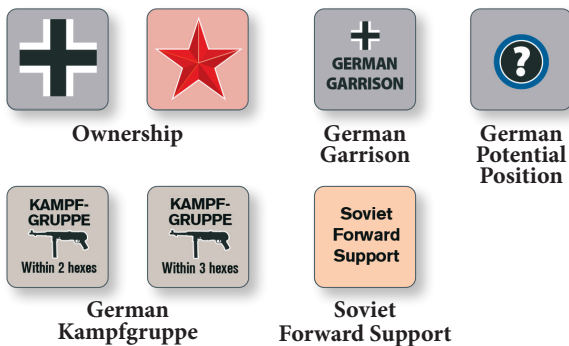
2.23 Markers

The markers used are in the Soviet Solo game:

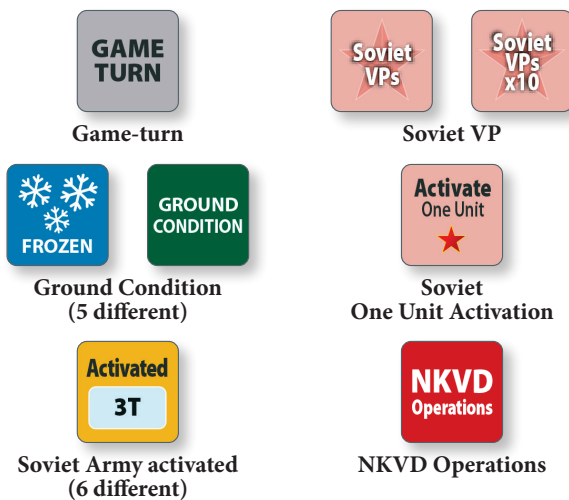
Placed **on units** to indicate unit status:



Placed **on the map** to indicate special conditions:



Placed **in boxes, tracks, or off-map**:



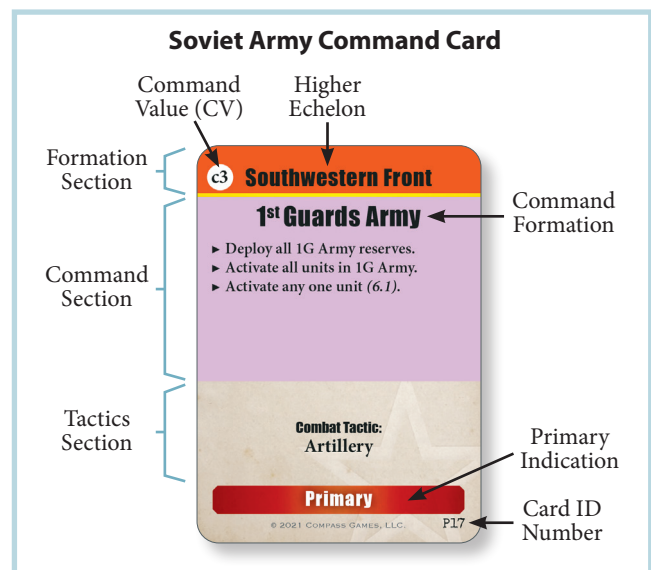
2.3 Cards

65 of the 110 cards in *Enemy Action: Kharkov* are used in the Soviet Solo game: **22 Soviet Player command cards** (P1-P22), **23 German Enemy command cards** (E23-E45), and **20 German Action cards** (A1-A20). Return all other cards to the box; they are not used in the Soviet solo game.

2.31 Soviet Player Command Cards

Your cards drive everything you do. You start each Soviet impulse by playing a card from your hand to initiate a command. Each card has three sections:

- ▶ The **Formation section** displays one or more formations (groups of units)
- ▶ The **Command section** lists commands that you may undertake by playing the card during your impulse, some commands involve the card's formation.
- ▶ The **Tactics section** lists combat tactics for which you can play the card when attacking or defending in a combat.



Command Formation appears in the large box on the card. A command formation can be certain units in a German corps or Soviet Army, all the units in a German Corps or Soviet Army, a German army (several corps), a Soviet Front (several armies), a German Army Group, Soviet STAVKA high command, and German General von Manstein.

Command Value (upper left corner). Quality of leadership and organization represented when playing the card.

Higher Echelons indicate the larger formations to which the command formation belongs. Formations are color coded to match unit colors, for ease of identification.

Commands are functions you may undertake with the play of a card. Some commands apply to the formation listed on the card, while others do not, as stated in the command text. Some commands are marked with a game-turn or game-turn range, limiting when the command may be played. Certain commands are events, independent of the formation listed on the card: the **command events** and **special events** are fully described on the SOVIET EVENTS & TACTICS player aid.

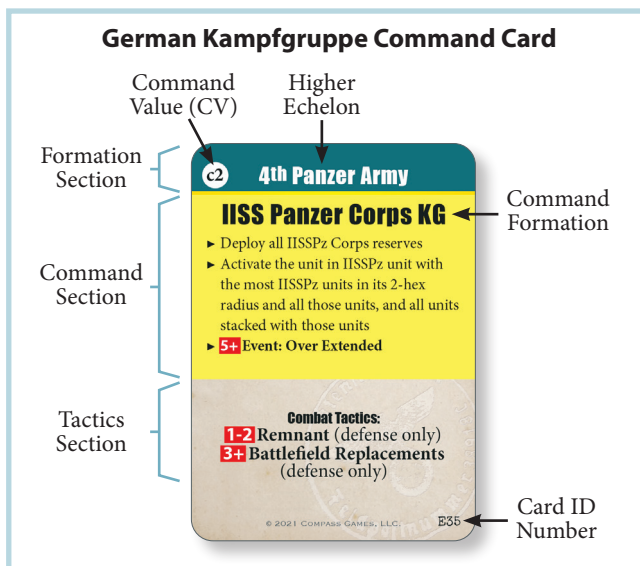
The **Tactics Section** lists combat tactics, fully described on the player aid. Combat tactics are independent of the formation listed on the card. Some tactics are limited in the game-turns in which they may be applied.

Game-turn of Entry (upper right corner, Soviet only) indicates when the card enters play.

Primary Indication A card marked **Primary** is available to you every game-turn. Cards without the primary indication are **supplemental** and are available to you on a random basis.

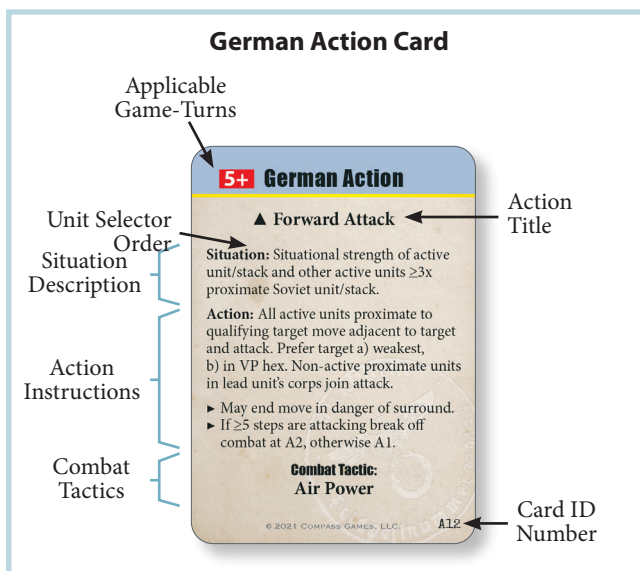
2.32 German Enemy Command Cards

You draw cards from the German Command deck to activate German formations, bring in German reserves and perform other German functions. German Enemy Command Cards are identical in format to Soviet Player Command Cards.



2.33 German Action Cards

You draw German Action Cards when directed by an action step during a German activation. If the situation listed on the action card applies to an active unit or stack, those units perform the action described on the card.



Applicable Game-Turns

Each card lists the game-turns in which that card is included in the German action deck.

Unit Selector Order

Active units are checked for eligibility to conduct the card's action in ▲ ascending or ▼ descending numerical order.

Situation Description

A description of a specific situation that must exist in order for the card's action to be conducted.

Action Instructions

If the card's situation applies, you conduct the described action per the card's instructions and restrictions.

Combat Tactics

Actions involving an attack often include combat tactics for the attack. These are in addition to combat tactics on a drawn command card.

2.4 Player Aids

Key reference aids for the Soviet Solo game include:

- ▶ SOVIET COMMAND CARD DISPLAY
- ▶ SEQUENCE OF PLAY SUMMARY (back cover of rule book)
- ▶ COMBAT PROCEDURES, COMBAT TACTICS & EVENTS
- ▶ GERMAN ACTIVATIONS and various rules summaries
- ▶ TERRAIN EFFECTS CHART (backside of unused German card display)

2.5 Ten-sided Die

A 10-sided die is used for all die rolls, generating a number from 1 to 10. If you use a ten-sided die numbered from 0 to 9, treat each roll of 0 as a 10.

3. SETTING UP FOR PLAY

Lay out the map for the Soviet Solo game so you are sitting on the east side. Place the SOVIET COMMAND CARD DISPLAY next to the map.

Choose a Scenario to Play

All scenarios use the setup instructions in this section.

- ▶ **The Initial Assault:** Game-Turns 1 and 2. An introductory scenario taking about 90 minutes to complete. See 18.1 for modifications for this scenario.
- ▶ **Operations Star and Gallop:** Game-Turns 1-6. This scenario takes about five hours to complete. See 18.2 for modifications for this scenario.
- ▶ **The Campaign:** up to fourteen game turns, taking about nine hours to complete. See 18.3 for modifications for this scenario.

Unit Placement

Every unit has a placement designation on its front side:

- ▶ Place each unit with a **4-digit hex number** in the indicated hex on the map.
- ▶ Place each unit marked with **Game-turn number 1** in their national-city's reserve box.
- ▶ **Exceptions:** Place four German armor units marked with an asterisk (*) as follows, instead of as indicated on their counters: 6/7P/XL, 25/7P/XL and 74/19P/III in the Reserve Units box; 2/LAH/IISS in Kharkov (0912).
- ▶ Place each unit marked with **Game-turn 2 or later** in the indicated space of the calendar. For ease of play, sort units into stacks by Soviet Front and German Army.

Illustration of Soviet Solo Game initial set-up (3.0)

RESERVE UNITS

5 04 6	5 05 6	4 09 6
4 03 6	4 02 6	3 05 6

RESERVE UNITS

35 40	386 1G
4 04 4	2 11 4
16 Popov	410 Popov
5 04 6	5 05 4

Not pictured:
Place eight additional German garrison markers; one each in five city hexes and hex 2317, 2320 and 2016.

- ▶ Place aside each unit with an **R** (for replacement). These will enter play as certain units lose steps.

Marker Placement

- ▶ Place ten **German garrison markers** on the map; one in each of the seven empty city hexes, and one each in Position 103 (2317), 110 (2320) and 130 (2016).
- ▶ Place the **Game-turn marker** in the Game-Turn 1 space of the calendar.
- ▶ Place the Soviet **IVP** marker in the “2” space and the **IOVP** marker in the “0” space of the Soviet Victory Point Track.
- ▶ Place one set of sixty **combat chits** in a coffee mug or other wide-mouth container to draw from during play.

Card Preparation

Sort the **command cards** by side – Soviet Player Command cards (P01-P22) and German Enemy Command cards (E23-E45). Separate the initial Soviet cards (those with no game-turn number in the upper right corner) from the Soviet reinforcement cards (those with a game-turn number).

Soviet Player Command Cards

Separate the Soviet initial cards into two piles, those marked PRIMARY and all others (referred to as supplemental cards). After sorting, prepare the cards as follows:

1. Place the six Soviet initial primary cards face down in the Draw Pile box of your Card Display.
2. Shuffle and place the eleven Soviet initial supplemental cards in the Available Supplemental Cards box, face down.
3. Draw **six** cards from the available supplemental card box sight unseen and place face down in the Draw Pile box.
4. Shuffle the twelve cards now in the Draw Pile.
5. Draw **five** cards from the Draw Pile to form your initial hand.
6. Place the **five** Soviet reinforcement cards in the Reinforcement Card box.

German Enemy Command Cards

Shuffle all 23 German command cards and place them face down in the German Draw Deck box on the map.

German Action Cards

Shuffle the nine German action cards marked for use in Game-Turn 1 to form the initial German Action deck and place it face down in the German Action Deck box on the map. Set the other action cards aside for use on later game-turns.

Start the game with the first Soviet Impulse of the Command Phase of Game-turn 1. That is, on Game-turn 1 only, skip the first three phases of the normal sequence of play.

4. SEQUENCE OF PLAY

Enemy Action: Kharkov is played in **game-turns**, each representing three days of the campaign. Each game-turn consists of five phases, conducted in sequence. In the Reserve Phase, Card Prep Phase and Supply Phase you prepare for the turn's operations and set supply status of all units. The Command Phase is the heart of the game-turn, consisting of repeating Soviet and German impulses, in which you play Soviet cards or draw German cards to activate units to move and attack or to implement other functions. In the End of Turn Phase, you check for victory and conduct end-of-turn activities.

I. RESERVE PHASE **2+**

Conduct the following steps in sequence:

1. **2+** Deploy to the map all German units already in the Reserve Units box from previous game-turns, (9.0).
2. **3+** You may deploy to the map any Soviet units in the Reserve Units box with a printed entry turn two game-turns earlier than the current game-turn (7.3).
3. Take all Soviet and German units from the calendar space for the current game-turn and place them in their respective Reserve Units box.

II. CARD PREPARATION PHASE **2+**

Using your Command Card Display, prepare the Soviet draw pile for the day and draw your initial hand, in this step-by-step order:

1. Place **Soviet Reinforcement Cards** scheduled to enter play this date face down in the Draw Pile box if **Primary**, or face down in the Available Supplemental Card box if **Supplemental**.
2. Shuffle the **Available Supplemental Cards**. Draw the number of cards indicated for this game-turn and place face down in the Draw Pile box.
3. Place all **Supplemental Discards** from the previous day face down in the Available Supplemental Card box.
4. Place all **Primary Discards** from the previous day face down in the Draw Pile box.
5. Shuffle the **draw pile** and draw five cards for your initial hand of the game-turn.

Shuffle the German command deck, including discards from the previous game turn.

Update the German Action Deck

Remove action cards from the German Action deck not marked for use on the current game-turn, and add cards marked for use on the current game-turn to the deck. Then shuffle the deck. *For example, on GT 2 remove card A02 from the deck (used only on GT 1) and add card A10 to the deck (used starting on GT 2).*

III. SUPPLY PHASE **2+**

Conduct the following steps in sequence:

1. Determine supply status of all German units and then **4+** all Soviet units (14.1). Remove all *Out of Supply* and *Isolated* markers from units able to trace supply.
2. Adjust supply status of units unable to trace supply (14.2): Place an *Out of Supply* marker on each unsupplied unit. If an unsupplied unit is already out of supply, place an *Isolated* marker. If already isolated, remove one step from the stack (14.23).
3. **8+** Check Soviet VPs to determine which Soviet Support Line to use throughout the game-turn (14.51).

IV. COMMAND PHASE

Alternate conducting impulses for both sides, beginning with a Soviet impulse. **7+** From Game-turn 7 onward, begin the game-turn with a German impulse.

1. SOVIET IMPULSE

Play one Soviet card to initiate one command of your choice listed on the card. You can't pass. All the possible Soviet Commands are listed below. A given card possesses a subset of these.

- ▶ **Activate all units in the formation** listed on the card (6.0).
OR
- ▶ Once per game-turn, **activate any one supplied unit** in a hex from which supply can be traced, regardless of formation (6.1). A unit activated this way may not attack.
OR

- ▶ **Deploy reserve units** in the formation listed on the card by moving them from the Reserve Units box to the map (7.1).
OR
- ▶ **Implement the command event** or **special event** listed on the card. See the EVENTS & TACTICS player aids.
OR
- ▶ **3+** **Assign replacements** to one unit in the formation listed on the card (16.1).

ACTIVATIONS

“When conducting a Soviet unit activation command, you can’t activate a Soviet formation or unit activated in the immediately preceding Soviet impulse (6.2). Activated Soviet units conduct operations in the following sequence:

1. Remove garrison markers adjacent to active Soviet units (10.62).
2. Movement (11.0).
3. Combat (13.0). You may play additional Soviet command cards as combat tactics and you draw German command cards as combat tactics, each in support of one combat.
4. Withdrawal (12.1)
5. Place one improved position (15.21).
6. Dispersed marker removal (13.8).

After completing the command, draw cards from your draw pile to bring your hand up to five cards, unless your draw pile is exhausted.

2. GERMAN IMPULSE

Draw the top card of the German command deck. Conduct the first applicable command listed on the drawn card. All German Commands are listed below. A given card possesses a subset of these.

- ▶ Implement command event – if applicable on the current game-turn. See German EVENTS & TACTICS in the Soviet Solo player aid.
- ▶ Deploy reserves – if the minimum number of units in the formation specified on the card are in the Reserve Units box (9.1).
- ▶ Activate formation (8.13); active units conduct actions in accordance with the German action step sequence in effect for the current game-turn (10.0). If no active units can act, the activation command is not conducted.
- ▶ 3+ Assign replacements – if any units in the card’s formation are eligible (8.12 & 16.0).

If no command on the German command card can be conducted, discard that card and draw another. Repeat until a command is conducted.

3. REPEAT IMPULSES

Repeat Soviet and German impulses in the Command Phase until you have no cards left in your hand and draw pile. If all Soviet cards run out during the Soviet impulse, complete the impulse, then conduct one last German impulse to end the day. If all Soviet cards run out during the German impulse, complete that German impulse to end the day. The game-turn ends even if cards remain in the German draw pile.

If the German command deck runs out at any point in the game-turn, immediately reshuffle and start the German deck over.

V. END OF TURN PHASE

If the space for the current game-turn on the calendar includes Victory Levels, check to see if you have won or lost the game (17.2). If not:

- ▶ Return all combat chits to the cup.
- ▶ Remove all *Dispersed* and *Forward Support* markers from the map.
- ▶ Remove German garrison markers in hexes to which German reserve supply can’t be traced.
- ▶ Advance the *Game-Turn* marker to the next space on the calendar and start a new game-turn.

5. SOVIET DRAW PILE AND COMMANDS

At game start, the 17 primary and supplemental Soviet cards marked with Game-Turn 1 are available to you. More cards become available to you over the course of the game per the reinforcement card schedule on the SOVIET COMMAND CARD DISPLAY.

From your available cards each game-turn, you assemble a draw pile consisting of all your primary cards plus a number of randomly drawn supplemental cards indicated for the current turn on the calendar, by following the procedure in the sequence of play and your card display. The supplemental cards in your draw pile come from **all** available supplemental cards **except** those that were in your draw pile on the previous game-turn. Once the draw pile is formed, you use it to draw and replenish your *command hand* throughout the game-turn.

For example, on Game-turn 1 the Soviet draw pile totals twelve cards (six primary plus six supplemental).

The Soviet hand size limit remains constant throughout the game – five cards.

Example:

Turn 1

- ▶ You begin the game with six primary cards and 11 supplemental cards potentially available.
- ▶ Shuffle the 11 supplemental cards.
- ▶ The Turn 1 space of the calendar indicates that you receive six supplemental cards, so you draw six cards face down from your 11 supplemental cards.
- ▶ You then shuffle the six supplemental cards together with your six primary cards to form your draw pile for the turn, consisting of 12 cards.
- ▶ From this draw pile, you draw five cards to form your initial hand for the turn. Your hand size is always five.
- ▶ At the end of each Soviet impulse, you draw cards from your draw pile to bring your hand back up to five, until the draw pile is exhausted.

Turn 2

- ▶ As listed on the SOVIET COMMAND CARD DISPLAY, three new cards become available to you on Turn 2 -- all supplemental, giving you a total of six primary and 14 supplemental cards potentially available.
- ▶ However, the six supplemental cards that were in your draw pile on Turn 1 are not available to you this day, leaving you with eight supplemental cards available.
- ▶ You shuffle those eight cards and draw seven for this turn, as noted on the calendar.
- ▶ You shuffle these 7 supplemental cards together with your six primary cards to form your draw pile for the turn.
- ▶ You then draw five cards from the draw pile to form your initial hand.

5.1 Playing Cards from your Hand

In your impulse, you must play one card from your hand to initiate a command listed on the card, such as activating a formation, deploying reserves or implementing a command event. You may also play cards from your hand as combat tactics during a combat in a Soviet or German impulse (13.2).

5.2 Activation Commands

You may play one of the following command cards during your impulse to activate a specific set of Soviet units, per 6.0.

- ▶ Play an **Army** card to activate all units in the named army. The formation *Mobile Group Popov* is a Soviet army for all command purposes.
- ▶ Play an **Army Units** card to activate units stacked in up to two hexes in the named army.
- ▶ Play a **Front** card to activate all units of one army of your choice in the named Front, plus units in the same front that start the activation stacked with units of the chosen army.
- ▶ Play the **STAVKA** card to activate all units of one army of your choice, plus units that start the activation stacked with units of the chosen army.
- ▶ Once per game-turn, play any Soviet card to activate one unit of your choice.

5.3 Deploy Reserves Commands

You may play one of the following command cards to deploy available Soviet reserve units to the map, per 7.1.

- ▶ Play an **Army** or **Army Units** card to deploy all reserve units in the named army.
- ▶ Play a **Front** card to deploy all reserve units in the named Front.
- ▶ Play the **STAVKA** card to deploy all Soviet reserve units.

5.4 Event and Special Event Commands

You may play a command card to implement an event or special event shown on the card. Cards that do not list an event valid on the current game-turn can't be played as a command event. Events are implemented per the Event's instructions on the SOVIET COMBAT TACTICS & EVENTS player aid.

Soviet **Front** and **STAVKA** cards may be played as any Command Event. When you play one of these cards choose any command event listed on the player aid, available to you on the current game-turn. Special events can't be selected when choosing any command event.

5.5 Replacement Commands

3+ Beginning on Game Turn 3, you may play a Soviet Army card that lists a Replacement command to replace one lost unit step in that Army, per 16.1.

5.6 Discarding Cards

Once you play a card for any purpose and its effects are implemented, discard it. Your Command Card Display has two boxes for discards, one for primary cards and one for supplemental cards. This separation facilitates card preparation at the start of the next game-turn.

6. ACTIVATING SOVIET UNITS AND FORMATIONS

During the Soviet impulse, you may play a command card to activate the on-map Soviet units indicated on the card. Conduct the activation in the following sequence.

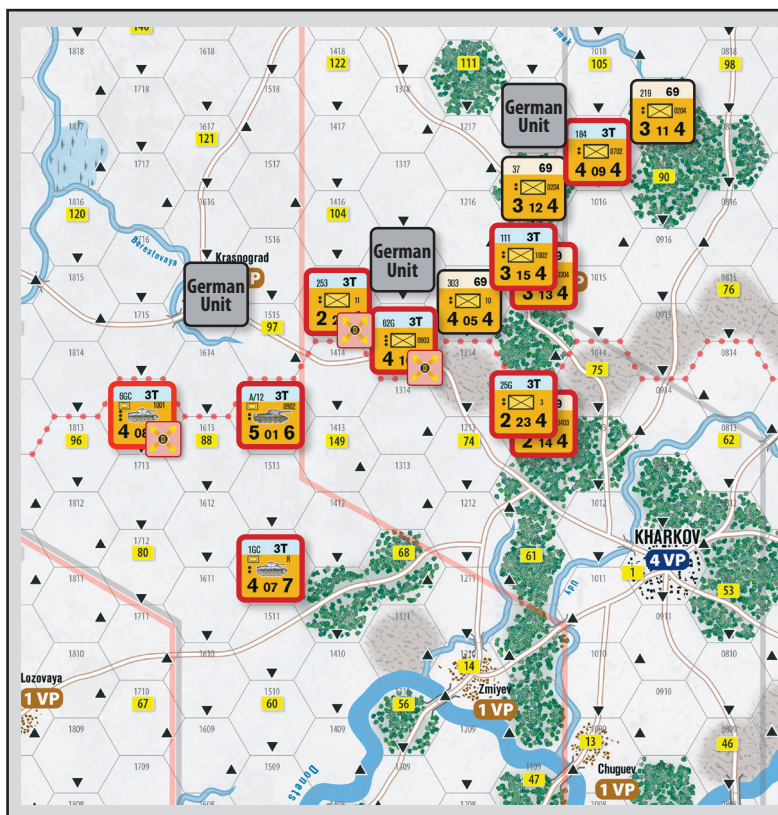
1. Remove garrison markers adjacent to active units (10.62).
2. Active units may move (11.0).
3. Active units may attack adjacent enemy units (13.0).
4. Active units that did not move or attack may conduct *withdrawal* (12.1).
5. You may place an IP marker in one hex containing an active unit that did not move, attack or withdraw (15.2).
6. Dispersed units in the active formation become undispersed (13.8).

6.1 Activating One Unit

Once per game-turn, you may play any Soviet command card to activate any one supplied Soviet unit in a hex from which supply can be traced, regardless of the unit's designation. A unit activated in this manner can't attack. *You can place the optional marker provided on the current game-turn space of the calendar as a reminder when you use this activation; flip the marker to show availability or use.*

6.2 Soviet Consecutive Activation Restriction

You can't activate a Soviet unit or army containing units that were activated in the immediately preceding Soviet impulse. You can't activate a unit if any units in that unit's army were activated in the immediately preced-



Example of Army Activation:

You play the Voronezh Front command card for an army activation of the 3rd Tank Army. All the units of that army on the map are activated, including units from other formations stacked with units of that army. Thus, two units from the 69th Army - the 270.69 unit and the 180.69 unit - are also activated.

When an Army command card (rather than a Front command card) is used for activation, units stacked with that Army are NOT activated.



ing Soviet impulse. Thus, if you activate units in two hexes using an *Army Units* command card, (a) you could not activate those units in your next impulse **and** (b) you could not activate the army or any units in the army to which the units belong.

Playing a command card to deploy reserves or assign replacements for a formation are not activations and do not prevent play of a card to activate that formation in the next impulse. Conversely, activating a formation does not prevent deploying reserves or assigning replacements for that formation in the next impulse.

Bringing a unit into a combat via the *Reinforce Battle* or *Assault Coordination* combat tactic card play is not considered an activation and so is not subject to these restrictions.

These restrictions do not carry over from the last impulse of one game-turn to the first impulse of the next. Consecutive activation restrictions apply only to Soviet activations, not German.

You can use the optional army activation markers as reminders of army activation restrictions. At the end of each impulse in which you activate units, place markers for the active units' corps in an easy to see location, such as an unused area of the map or card display. Remove or replace the markers at the end of your next impulse.

Examples:

- ▶ You play the 3rd Tank Army card to activate units in that army. In your next impulse you cannot activate the 3rd Tank Army or any units in that army.
- ▶ You play the Voronezh Front card to activate the Third Tank Army. Some units of the 69th Army are stacked with 3T units; they are also activated. In your next impulse, you may not activate any units in either army.
- ▶ You play a card for the command "Activate any one unit" and choose to activate the single unit 1GC.3T. In your next impulse, you cannot activate any units in Third Tank Army.

7. SOVIET RESERVES

Reserves include units that have not yet entered play, and units previously eliminated that have received replacements. A unit is a reserve when in the Reserve Units box.

- ▶ During the Reserve Phase of each game-turn, place your units marked with the current game-turn in the Soviet Reserve Units box.
- ▶ During your impulse, when you play a Replacement Command you may place a previously eliminated Soviet unit in the Reserve Units box, per 16.1.

Units in the Reserve Units boxes are deployed onto the game map when you play a card as a Deploy Reserves command, or after two game-turns have passed since their scheduled game-turn of arrival.

7.1 Deploying Soviet Reserves

As your command card play for an impulse, you may play a card to deploy all the reserve units in the formation listed on the card.

- ▶ Play an **Army** or **Army Units** card to deploy all reserve units in the named army.
- ▶ Play a **Front** card to deploy all reserve units in the named front.
- ▶ Play the **STAVKA** card to deploy all Soviet reserve units.

Soviet units may be deployed via *Tactical Deployment* or *Strategic Deployment*, some by one method and some by the other, at your option.

TACTICAL RESERVE DEPLOYMENT

Place Soviet reserve units in hexes of your choice on the map within all the following restrictions:

- ▶ In the unit's front area.
- ▶ In a Soviet map edge hex or road hex that is a valid friendly supply head (14.1), or a clear terrain hex adjacent to such a hex.
- ▶ Within two hexes of a unit in the same Soviet front.
- ▶ At least three hexes away from a German unit or German town or city, excluding isolated enemy units. This distance is reduced to two hexes if placing the unit in a Soviet map-edge hex.
- ▶ Not in a hex containing a German garrison, but may be adjacent.
- ▶ **5+** Starting on Game-turn 5, the placement hex must be in Soviet support.

Within these restrictions for tactical reserve deployment, place the unit within two hexes of a unit in the same army, if possible.

STRATEGIC RESERVE DEPLOYMENT

Place Soviet reserve units in any Soviet map-edge hex or road hex that is a valid friendly supply head (14.1) in the unit's front area, and at least five hexes away from all non-isolated German units, German garrisons, German towns and cities and German map edge hexes. This distance is reduced to two hexes if placing the unit in a Soviet map-edge hex. **5+** Starting on Game-turn 5, the placement hex must be in Soviet support.

7.2 Multi-Unit Deployments

Reserve units are placed one at a time in any sequence. The moment a unit is placed it is considered in play when determining where subsequent reserves may be placed in the same impulse.

Example: If you are deploying two reserve units in the same front via tactical deployment, you may place one unit within two hexes of an on-map unit in the same front, and then place the second unit within two hexes of the just placed unit.

Reserve units may be deployed in hexes with other friendly units as long as stacking limits are observed.

7.3 Delayed Soviet Reserves **3+**

During the Reserve Phase any full-strength Soviet units in the Soviet Reserve Units box with a printed game-turn two turns earlier than the current turn may be deployed to the map without a card play, in accordance with the reserve placement rules. The delayed reserves rule does not apply to reduced units in the reserve box.

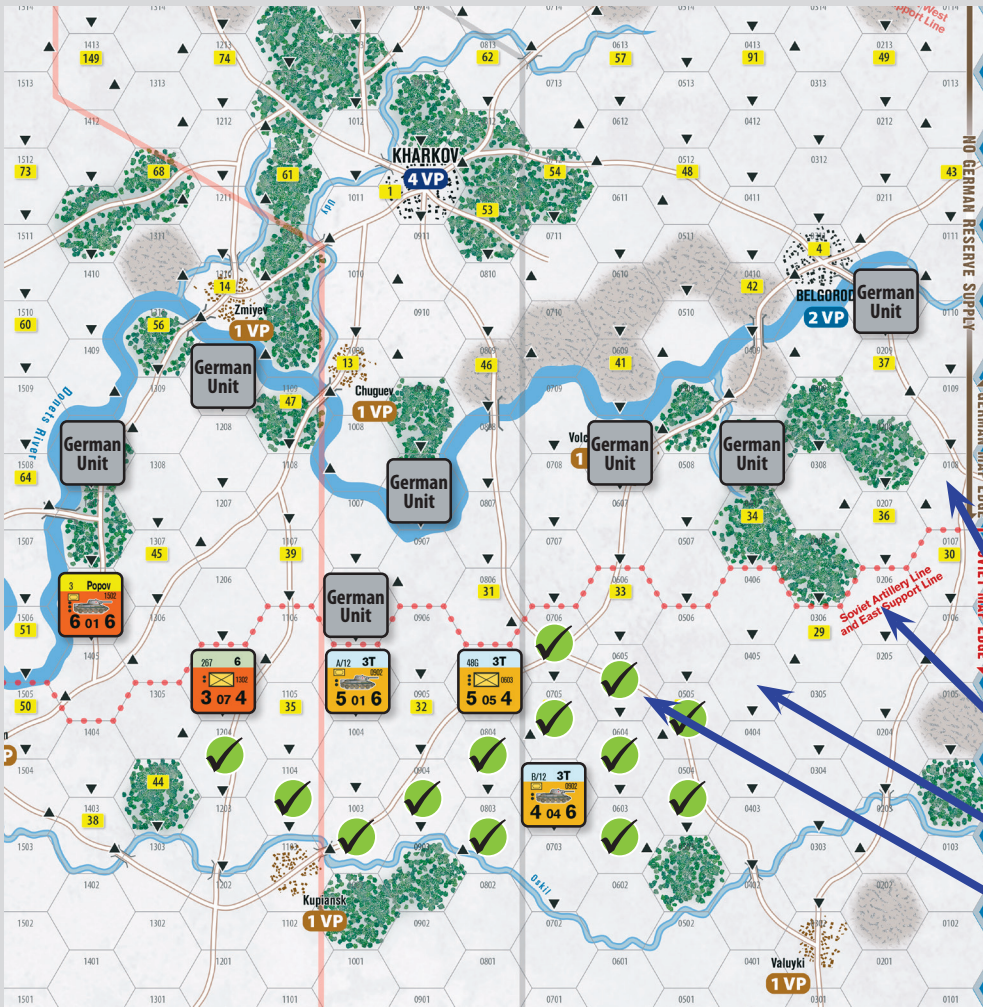
Example: A Soviet unit printed with Game-Turn 1 may be deployed during the Reserve Phase of Game-Turn 3, if still in the Reserve Units box.

8. GERMAN DRAW PILE AND COMMANDS

The German draw pile consists of all 23 German Enemy Command cards. During the course of the game you draw and reveal German command cards from the draw pile for the following:

- ▶ During each German impulse you draw a command card and perform the first applicable command listed on the card. If no command on the card can be performed, draw another command card until a command is performed.
- ▶ During your impulse, when Soviet units attack an undispersed supplied German unit, you draw a German command card to see if the German defenders benefit from combat tactics (13.2).
- ▶ During the German impulse, for each attack conducted by German units, you draw a command card to see if the German attackers benefit from combat tactics (13.3).

Deploying Soviet Reserves (7.1):



c4 Voronezh Front gt2

- ▶ Deploy all Voronezh Front reserves.
- ▶ Activate one Voronezh Front Army, plus stacked Voronezh Front units.
- ▶ Activate any one unit (6.1).
- ▶ Event: Any Command Event

Combat Tactics:
Any Tactic

© 2021 COMPASS GAMES, LLC. P21

RESERVE UNITS

④ 183 40
4 06 4

③ 56 40
3 07 6

② 300 40
4 05 4

① 296 3T
2 23 4

25 Popov
6 02 6

40G.4
4 01 6

3 02 6

On Game-Turn 3, you receive seven new units in the reserve box. You decide to play the Voronezh Front card to deploy all the reserves of that front to the map via tactical deployment.

- ① You can deploy these units in any order. You decide first to deploy 25G.3T. It can be deployed to any hex that is a) at least three hexes away from a German unit, b) within 2 hexes of a unit of that army, and c) a valid supply head or a clear hex adjacent to a valid supply head. Road hexes in supply are considered valid supply heads. Under these criteria, the valid hexes for placement of this unit are indicated by green checkmark circles. You decide to put the unit in hex 0605.
- ② Next you will deploy the reserves of the 40th Army. For purposes of this example, assume there are no units of 40th Army on the map. In this case then, a reserve unit must be placed within two hexes of a unit in the same front. The other considerations also apply (3 hexes from a German unit, on a supply head or adjacent clear hex). You decide to put 340.40 in hex 0405.
- ③ Once this unit is placed, it “counts” as an on-map unit for the purposes of placing other units. Therefore, any further units of 40th Army cannot be placed according to proximity to the 3T Army but must be within two hexes of a 40th Army unit on the map, namely, within two hexes of 340.40. You decide to place 5G.40 in hex 0206.
- ④ You have one more unit to place. It can be within two hexes of either of the 40th Army units now on the map. You decide to put 183G.40 in hex 0108. In this way, incoming reserve units can be “chained” along into hexes at some distance from the first unit’s placement.

As you complete the use of German command cards, place each face up in its discard box on the map. If the deck is exhausted before the game-turn ends, return all discards to the deck and reshuffle to continue play.

8.1 German Impulse and Commands

At the start of each German impulse draw the top card of the German command deck. Read through the commands on the drawn command card *in order* from top to bottom and *perform the first command* that is possible to carry out. If no command on the card can be conducted, discard that card and draw another. When a command is completed, the German Impulse ends; place the card in the discard pile.

German commands may include any of the following:

8.11 Deploy Reserves

If the formation named in the command description has units in the reserve units box, then check for deployment of all those units to the map (9.0). Starting on Game-turn 2, some deployment commands require the deployment of a minimum number of units in order to conduct the deployment command at all.

8.12 Assign Replacements

3+ If the corps shown on the card has 1 or 2 replacement-eligible units (as indicated on the card) in play or in the eliminated units box, assign replacement steps (16.0).

8.13 Unit Activation

Activate on-map units in the formation specified in the card's activation command. Conduct the activation in accordance with the German Activation Sequence in effect for the current game turn (10.1). German units are not subject to consecutive activation restrictions.

- ▶ **Corps KG card.** Locate the unit in the listed corps with the most units in the same corps within two hexes. Activate all those corps units (even if only one) and **all units stacked with those units** (regardless of corps). If units are tied for having the most corps units in their two-hex radius, select the easternmost unit, then the southernmost unit.
- ▶ **Corps card.** Activate all on-map units in the listed corps.
- ▶ **1st Pz Army card.** Locate the unit in 1Pz Army with the most 1PzA units within two hexes of the unit. Activate all those units. If tied for most units in two-hex radius, select the easternmost unit, then the southernmost unit.
- ▶ **4th Pz Army card.** Locate the unit in 4Pz Army with the most **mechanized** 4PzA units within two hexes of the unit. Activate that unit and all 4Pz Army units (not just mechanized units) within two hexes. Corps Raus units are considered part of 4Pz Army for this activation. If tied for most units in two-hex radius, select the easternmost unit, then the southernmost unit.
- ▶ **Army Group South card.** Locate the German unit with the most German units within three hexes of the unit. If two or more units qualify, select the easternmost, then southernmost unit. Activate that unit and all German units within three hexes. Also activate all German units in city hexes.
- ▶ **Manstein card.** Locate the German unit with the most mechanized German units within two hexes of the unit. If two or more units qualify, select the easternmost, then southernmost unit. Activate that unit and all German units (not just mechanized units) within two hexes. After completing the activation, conduct another German impulse.

German Corps Kampfgruppe Activation (8.13):

c2 4th Panzer Army

IISS Panzer Corps KG

- ▶ Deploy all IISSPz Corps reserves
- ▶ Activate the unit in IISSPz unit with the most IISSPz units in its 2-hex radius and all those units, and all units stacked with those units
- ▶ **5+** Event: Over Extended

Combat Tactics:

1-2 Remnant (defense only)

3+ Battlefield Replacements (defense only)

© 2021 COMPASS GAMES, LLC.

The German Command Card is a Kampfgruppe card for the IISS Pz Corps. The card activates the unit of the IISS that has the most units of that corps within 2 hexes. In this example, it is the DL.DR.IISS unit. All IISS units within two hexes of DL.DR.IISS are activated, along with and units stacked with them (such as Fus.GD.XLVIII).

8.14 Command Event

If the card lists a command event valid on the current game-turn, implement the event (see the EVENTS & TACTICS player aid). If the event is not valid on the current game-turn or it can't be carried out, proceed to the next command on the command card.

8.2 Selection Preferences

Many command instructions include lettered selection preferences to be used when more than one hex, unit or stack meets the instruction's requirements. When more than one item is eligible, process the preferences in alphabetical order. If preference (a) applies to just one item, select that item. If (a) applies to more than one item, then apply preference (b) to those items, and so on through the lettered preferences until the choice is narrowed to one item. If a preference applies to no items, skip it and proceed to the next preference in the list.

9. GERMAN RESERVES

Units in the German Reserve Units box are reserve units; they are eligible to enter play via reserve deployment at two times during the game-turn.

During a German impulse, when you conduct the German Deploy Reserves command, deploy all eligible reserve units in the formation listed on the command card (9.1).

2+ Delayed German Reserves

At the start of the Reserve Phase on Game-turn 2 and all game-turns thereafter, deploy all eligible German reserve units remaining in the Reserve Box from the previous game-turn.

9.1 The Deploy Reserves Command

To conduct the Deploy Reserves command, deploy reserve units in the German Reserve box matching the formation shown on the command card to the map:

- ▶ **Corps KG card:** deploy all reserve units in the corps listed on the card.
- ▶ **Corps card:** deploy all reserve units in the corps listed on the card. Starting on Game-Turn 2, some Corps deployment commands are conducted only if at least two units can be deployed, as noted on the card.
- ▶ **Army:** deploy all reserve units in the listed army. Starting Game-Turn 2, deploy only if at least three units can be deployed.
- ▶ **Army Group:** deploy all German reserve units. Starting Game-Turn 2, deploy only if at least four units can be deployed.

If an insufficient number of matching units are in the reserve box, the Deploy Reserves command is not conducted.

9.2 German Reserve Deployment Methods

These methods apply when conducting the *Deploy Reserves* command and when deploying *delayed reserves*.

▲ Deploy German reserve units one at a time, in **ascending** numerical order. That is, the eligible unit with the lowest selector number in the Reserve Units box is checked for deployment first, then the next lowest, and so on. When two units have the same selector number, deploy the unit in the lower numbered corps first, *Corps Raus* last.

A reserve unit is placed via one of two methods. **Method A** places reserve units in unoccupied position hexes to extend German lines and protect key hexes. **Method B**, available beginning Game-turn 4, places reserve units with on-map German units to strengthen German lines and build counterattack forces.

DEPLOYMENT PROCESS 1-3

Check every eligible reserve unit one at a time, for deployment by Method A. Deploy those that meet the criteria. Those that do not meet the criteria remain in the Reserve Units Box. Do not check Method B.

DEPLOYMENT PROCESS 4+

1. **METHOD A CHECK:** First check each eligible reserve unit for deployment by **Method A**. Deploy those that meet the criteria.
2. **METHOD B CHECK:** If eligible reserve units remain, check each such unit for deployment by **Method B**.

DEPLOY RESERVES COMMAND MINIMUM

If after checking all eligible units, the number of reserve units able to be deployed meets or exceeds the minimum required in the deploy reserves

command, the German impulse is over. If the minimum number can't be deployed, then no units are deployed; instead proceed to the next command on the German command card.

You may use the *German Position* markers to assist marking potential deployment locations when processing these deployment methods.

Deployment Method A

Place the reserve unit in a **position hex** meeting ALL the following requirements:

- ▶ Hex is empty or occupied solely by a German garrison, or is a **city** hex occupied solely by a one-step German unit;
- ▶ In the reserve unit's army area;
- ▶ Not in the Soviet Artillery Barrage zone;
- ▶ In German **reserve supply** (14.3) were the hex German-occupied;
- ▶ A Soviet unit is **proximate** to the hex or, **3,4** on Game-turn 3 or 4 (only) the position hex is a German city. See 10.3 for *proximity* definitions.
- ▶ If placed in the hex, the reserve unit would **not** be in **danger of surround** unless a) the hex is a **German city**, or b) the hex is on a German map edge, or c) placement would remove danger of surround from another German unit, or **5+** d) the hex is not in Soviet support. See 10.3 for danger of surround definitions.
- ▶ The hex is not a Soviet-owned town or city.
- ▶ Not adjacent to a German-occupied hex unless a) the placement hex is a VP hex, or b) supply can't be traced from the German-occupied hex and the placement would enable supply trace.

Among qualifying position hexes prefer:

- a) a VP hex with the lowest position number;
- b) within three hexes of a unit in the same corps;
- c) a hex that removes danger of surround from another German unit or enables supply trace from the other unit's hex;
- d) a hex not in danger of surround;
- e) a non-map edge hex
- f) lowest numbered position.

4+ Deployment Method B

Place the reserve unit in a hex occupied by a unit in the same corps, within stacking limits, and from which reserve supply can be traced. Among qualifying hexes prefer a hex a) in the reserve unit's army area; b) occupied by a unit in the same corps with the lowest ID.

9.21 If no placement hex meets the requirements for **Method A** or **B**, do not place the reserve unit; the unit remains in the Reserve Units Box for possible deployment later. Proceed to check other eligible reserve units for placement.

9.22 Garrisons and Reserve Placement

A position hex containing a garrison is eligible for German reserve unit placement. Upon placing a German reserve unit in a garrisoned hex, remove the garrison. During German reserve placement, Soviet proximity may be traced into and through a garrisoned hex as if the garrison weren't there.

9.23 Instantly in Play

The moment a reserve unit is placed, it is immediately in play and affects the placement of reserve units yet to be placed.

German Reserve Deployment by Method A (9.2):

During a German impulse on Game-turn 1 you draw card E34 as the German command card. The card's first command calls for the deployment of IISSPZ Corps reserve units. Three units of that corps are in the reserve box, so you carry out the command. One unit of that corps 2.LAH.IISS has already been placed in Kharkov per the Soviet Solo setup instructions.

According to Method A, the reserve units must go into position hexes (yellow boxes with numbers) that meet all of the relevant criteria, including: Unoccupied, in the relevant unit's army area, not in the Soviet barrage zone, with your units proximate, etc. Your Soviet units are proximate to many empty German positions. Use the placement preference list to determine which positions receive units.

Placement of reserves follows ascending unit number, therefore DF.DR.IISS (unit 04) goes first. The first placement preference is the lowest eligible position in a VP hex. There are two eligible VP positions, 13 and 14. Place Unit 04 in position 13, Chuguev. Note that although it appears that the German unit in Chuguev is in danger of surround (which the deployment requirements don't allow) such is not the case, because the armored units of the Southwest Front can't cross the front boundary line running adjacent to Chuguev.

Unit 05 is next. Although there is another VP position, 14, that position is danger of surround. The unit instead goes to position 60 - it's the lowest numbered position to which a Soviet unit is proximate, is not in danger of surround and meets all other requirements.

Once position 60 is occupied, the VP position 14 is no longer in danger of surround. Unit 09 goes there.

RESERVE UNITS

- DF DR IISS (5 04 6)
- DL DR IISS (5 05 6)
- LG DR IISS (4 09 6)

4th Panzer Army
IISSPz Corps

- Deploy all IISSPz Corps reserves.
- 3+** Replace 2 steps in IISSPz Corps
- Activate all units in IISSPz Corps

Combat Tactic:
Airpower

© 2021 COMPASS GAMES, LLC. E34

10. GERMAN ACTIVATIONS, ACTIONS & ACTION CARDS

When units are activated by a German activation command, conduct actions with those units by checking the sequence of *action steps* in effect for the current game-turn.

If, after checking all actions steps, no units actually performed an action or no garrison markers were placed, the activation command is considered to not have occurred. In this case, move on to conduct the next applicable command on the German command card.

10.1 German Action Steps

Conduct an activation by checking the sequence of action steps in effect for the current Game Turn. Each step describes a possible action involving a unit, a garrison, or a German action card draw.

- ▶ In a step involving units, check active units that have not yet performed an action in **ascending** (▲) or **descending** (▼) unit selector order as noted in the step's action description. If the action can be conducted by a unit, conduct the action. Then check the next unit in order for the same action step, until all units have been checked for that step.
- ▶ In a step involving a garrison marker, check for garrison placement per the action description.
- ▶ In a step involving action cards, draw a card or cards as directed and conduct the action described on one of cards. The action will involve either units or a garrison marker.

After finishing a step, if any active units have not yet conducted an action, proceed to the next step, until all units have acted or all steps in the sequence are checked.

A given unit performs only one action per activation. **Suggestion:** As you complete a unit's action, turn its facing to remind you that the unit has completed its action for this activation.

10.11 German Movements Restrictions

When an action instructs you to move German units, do so within the limits of the movement rules (11.0) and the following restrictions. These restrictions supersede action instructions and may prevent a German unit from moving into a given hex or from moving at all. When checking for proximity (10.3) of a German unit to a given hex or unit, these restrictions apply.

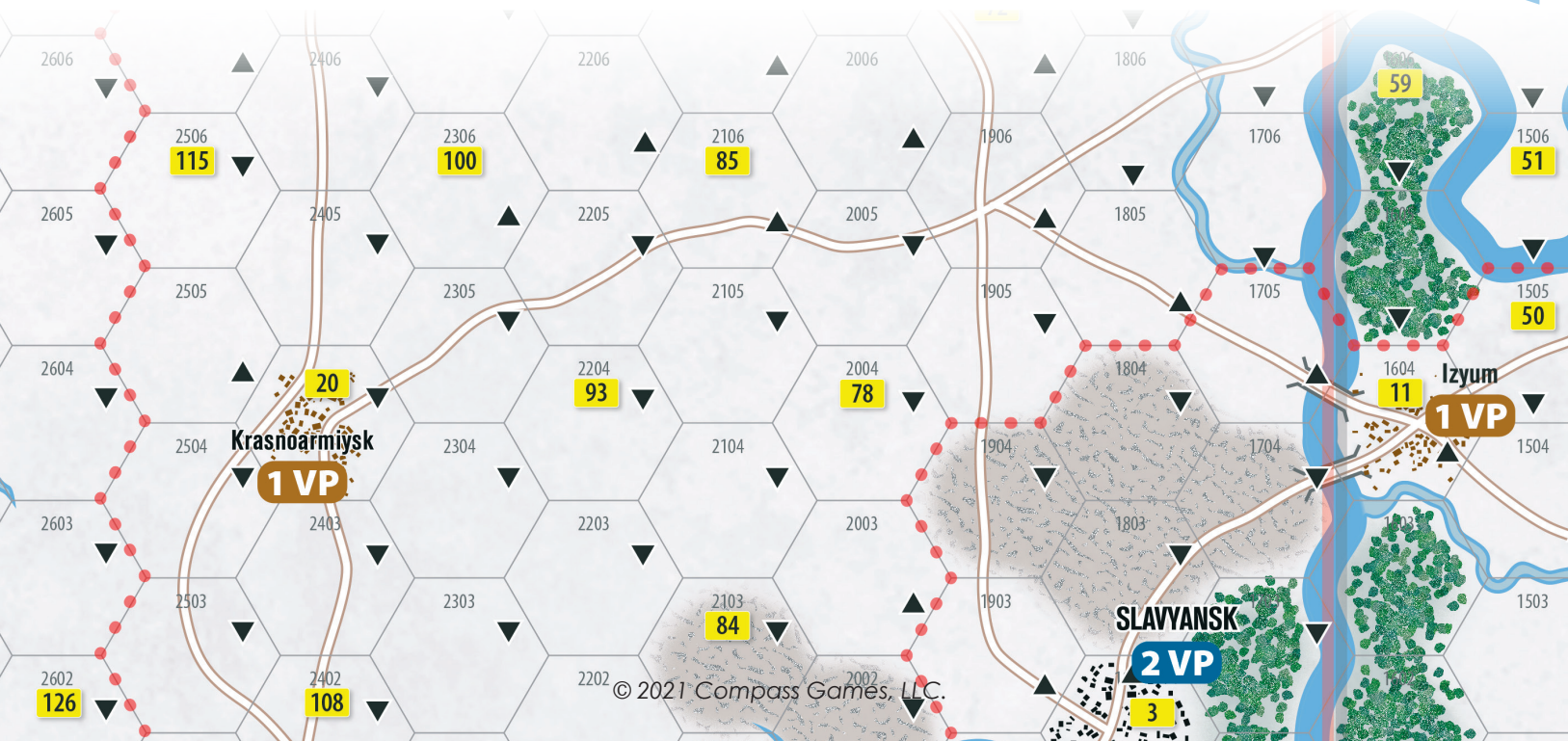
1-3 On Game-Turns 1 through 3 only

- ▶ Do not move out of Dnepropetrovsk (2518) or Kharkov (0912) if doing so leaves the hex empty, regardless of Soviet proximity.
- ▶ Do not conduct a move that results in a Soviet unit becoming proximate to an empty or garrisoned German **city hex** or **map-edge VP hex**.
- ▶ Do not conduct a move that causes another unit in the same Corps to be put in danger of surround, unless that other unit is active and has not yet performed its action.
- ▶ A unit that starts its move not in danger of surround can't end its move in a hex in danger of surround unless ending its move in a city hex, or specifically allowed in the action description.
- ▶ Do not end a mech unit move in a marsh hex unless no other option is available.

4+ From Game-turn 4 onward

- ▶ Do not conduct a move that results in a Soviet unit becoming proximate to an empty or garrisoned **German VP hex**.
- ▶ Do not conduct a move that causes another German unit to be put in danger of surround **in a hex in Soviet support**, unless that other unit is active and has not yet performed its action.
- ▶ **4-7** A unit that starts its move not in danger of surround can't end its move in danger of surround unless ending in any of the following:
 - a VP hex,
 - a hex outside Soviet support,
 - a hex that causes a Soviet unit to become surrounded;
 - or specifically allowed by the action step or card.
 This restriction does not apply from Game-Turn 8 onward.
- ▶ Do not conduct a move that causes a surrounded Soviet unit to become unsurrounded.
- ▶ Do not end a mech unit move in a marsh hex unless no other option is available.

General Tiebreaker: When a German unit is moving, retreating or advancing and a choice of more than one destination hex remains after applying all requirements and preferences, prefer a) a hex that enables supply to be traced from another German-occupied hex, b) the lowest-numbered hex.



10.12 1,2 German Action Steps for Game-Turns 1 and 2

- ▲ If the unit is “behind Soviet lines” conduct an action as described in 10.2.
- ▲ Move the unit to an empty or garrisoned VP hex to which a Soviet unit is proximate. If the VP hex is a city the unit may end its move in danger of surround. If the unit starts the activation in a VP hex, move only to a destination with a higher VP value.
- ▲ If the unit is in *4 Pz Army* or *Corp Raus* and in the Soviet Artillery Barrage Zone, move to a hex outside the Zone. The first time during the move the unit vacates a position hex not adjacent to a Soviet unit or exits a hex adjacent to an empty position hex not adjacent to a Soviet unit, place a garrison marker in that empty position hex. Prefer ending the move in: a) a hex not in danger of surround; b) an empty hex; c) a hex not adjacent to a German unit; d) a non-clear terrain hex.
- ▲ If the unit is in danger of surround, move to a position hex not in danger of surround. Prefer a position hex: a) that removes danger of surround from another German unit; b) within the unit’s army area; c) if outside the unit’s army area, closer to the area; d) that is empty; e) with the lowest position ID.
- Draw one German Action card. If the card’s situation applies, conduct its action instructions with eligible active units or by placing a garrison (10.3-10.5).
- If in Step 5, no unit acted or no garrison was placed, draw one more German Action card (only) and conduct its action if the action’s situation applies.

- ▼ Move the unit to a hex that removes danger of surround from another German unit currently in danger of surround. Prefer: a) removes danger of surround from the most German units; b) a position hex with the highest ID; c) a hex adjacent to a Soviet unit; d) the westernmost hex.
- ▼ If a Soviet unit is proximate to an empty or garrisoned German city hex, move the active unit to a hex that blocks Soviet proximity to that city hex.
- ▼ If in a non-VP hex and stacked with or adjacent to another German unit, move to an empty position hex not adjacent to any German unit and to which a Soviet unit is proximate. Prefer a hex: a) not in danger of surround; b) with the lowest position ID.
- ▼ Place an IP marker on the unit if eligible and a Soviet unit is proximate. Doing so constitutes an action. A unit is eligible if in supply, undispersed and not in a hex with a town, city or IP marker.
- ▼ If a dispersed marker is on the unit, remove the marker. Doing so constitutes an action.

Example of Processing German Action Steps (10.1):

It is late on Game-turn 1. You draw card E36 as the German command card. The first command on the card doesn’t apply but the second one does, so the three units of XLVIII Corps are activated. You follow the action steps listed in 10.12 to resolve the activation.

- No active units are behind Soviet lines (per 10.2), so you skip this step.
- No active units are proximate to an unoccupied German VP hex in Soviet proximity, or to an unoccupied Soviet VP hex. Skipped.
- This step calls for moving units out of the Soviet artillery zone. Check units in ascending order. German unit 01 is in the artillery zone, so it must move if it can. Hex 0307 is adjacent to a German unit, and 0507 is clear terrain. Hex 0407 is non-clear and not adjacent to a German unit, so unit 01 goes there.

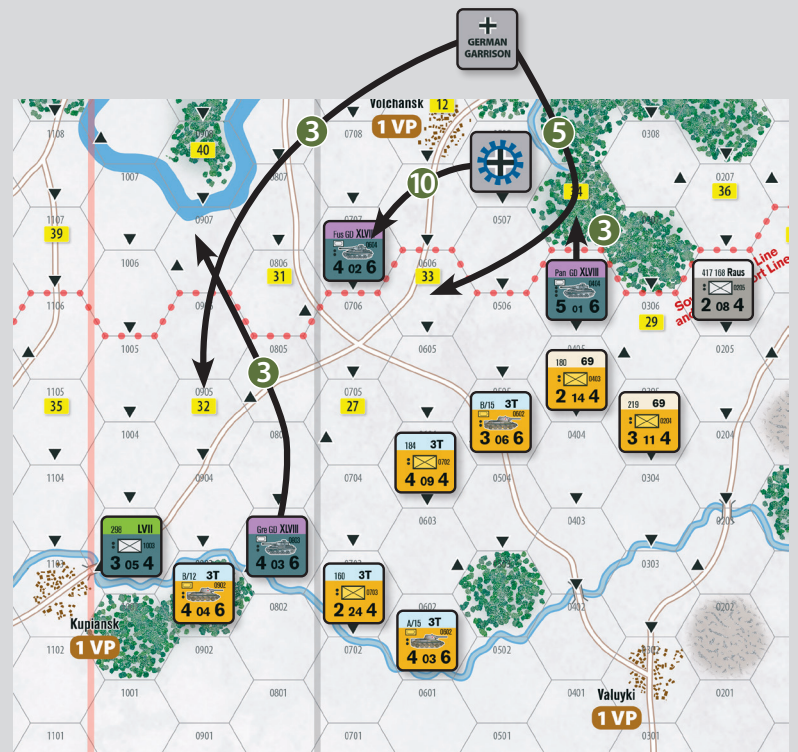
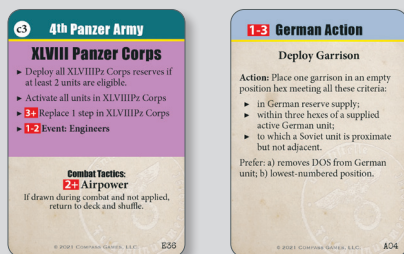
Unit 03 is also in the artillery zone. It moves to 0907 (not adjacent to German unit, and lowest numbered hex by tie-breaker). Furthermore, as unit 03 moves it passes adjacent to position 32, causing placement of a garrison there.

- With the movements of step 3, unit 02 is no longer in danger of surround. This step is skipped.
- You draw a German action card, Card A04. This calls for the placement of a garrison. Position 33 meets the criteria of the card (empty, with Soviet unit proximate but not adjacent). Place a garrison in Position 33.

6-9. The actions in steps 6 through 9 do not apply so you skip them all.

10. Unit 02 is eligible to receive an improved position, so you place an IP marker.

All units in the formation have acted, so the card is now resolved.



10.13 3, 4 German Action Steps for Game-Turns 3 and 4

1. ▲ If the unit is “behind Soviet lines” conduct an action as described in 10.2.
2. ▲ Move the unit to a VP hex regardless of ownership. Move to a German VP hex only if empty or garrisoned and only if once the unit completes the move, a Soviet unit would be proximate to that unit. The unit may end its move in danger of surround. If the unit is alone in a VP hex and a Soviet unit is proximate to the unit, the unit does not move at all in this activation.
3. ▲ If the unit is in danger of surround in a non-VP hex, move to a position hex not in danger of surround. Prefer a **position hex**: a) that removes danger of surround from another German unit; b) within the unit’s army area; c) if outside the unit’s army area, closer to the area; d) that is empty; e) with the lowest position number.
4. Draw **two** Action cards. Check the card with the lower ID. If its situation applies, conduct that card’s action.
5. Check the other drawn card. If its situation applies, conduct that card’s action.

10.14 5-7 German Action Steps for Game-Turns 5 through 7

1. ▲ If the unit is “behind Soviet lines” conduct an action as described in 10.2.
2. ▲ Move to a VP hex regardless of ownership. Move to a German VP hex only if empty or garrisoned and only if once the unit completes the move, a Soviet unit would be proximate to that unit. The unit may end its move in danger of surround. If the unit is alone in a VP hex and a Soviet unit is proximate to the unit, the unit does not move at all in this activation.
3. Draw **two** Action cards. Check the card with the lower ID. If its situation applies, conduct that card’s action.
4. Check the other drawn card. If its situation applies, conduct that card’s action.
5. ▼ Move the unit to a hex that removes danger of surround from another German unit **in a hex in Soviet support**, or that enables supply trace from a German occupied hex (regardless of support). Prefer: a) a position hex with the lowest position number; b) a hex adjacent to a Soviet unit; c) the easternmost hex.
6. ▲ Move the unit to a hex in which the unit would be proximate to an empty Soviet VP hex if not already proximate to any such hex. Prefer: a) a position hex, b) the hex closest to the VP hex, c) the hex with the lowest position number.
7. ▼ Move the unit to a hex that causes a Soviet unit to become surrounded. Prefer: a) a hex adjacent to unit being surrounded, b) the lowest numbered hex.
8. ▲ If not adjacent to a Soviet unit, move to a hex closer to the nearest Soviet unit. Hex selection preferences: a) adjacent to Soviet unit; b) empty or garrisoned position hex; c) within three hexes of unit in same corps; d) closest to nearest Soviet unit.
9. ▼ If a dispersed marker is on the unit, remove the marker.

6. ▼ Move the unit to a hex that removes danger of surround from another German unit or that enables supply trace from another German occupied hex. Prefer: a) enables supply trace to, or removes danger of surround from, the most German units; b) a position hex with lowest position number; c) a hex adjacent to a Soviet unit; d) the easternmost hex.

7. ▼ If the unit is not in a VP hex, and a Soviet unit is proximate to an empty or garrisoned German VP hex, move the unit to a hex that blocks Soviet proximity to that VP hex.

8. ▼ Place an *IP* marker on the unit if eligible and a Soviet unit is proximate.

9. ▼ If a dispersed marker is on the unit, remove the marker. Doing so constitutes an action.

10.15 8-14 German Action Steps for Game-Turns 8 through 14

In all steps, the moving unit can end its move in danger of surround.

1. ▲ If the unit is “behind Soviet lines” conduct an action as described in 10.2.
2. ▲ Move the unit to a VP hex regardless of ownership. Move to a German VP hex only empty or garrisoned and only if once the unit completes the move, a Soviet unit would be proximate to that unit. If the unit is alone in a VP hex and a Soviet unit is proximate to the unit, the unit does not move at all in this activation.
3. Draw **two** Action cards. Check the card with the lower ID. If its situation applies, conduct that card’s action.
4. Check the other drawn card. If its situation applies, conduct that card’s action.
5. ▲ Move the unit to a hex in which the unit would be proximate to an empty Soviet VP hex if not already proximate to any such hex. Prefer: a) a position hex, b) the hex closest to the VP hex, c) the hex with the lowest position number.
6. ▼ Move the unit to a hex that causes a Soviet unit to become surrounded. Prefer: a) a hex adjacent to unit being surrounded, b) the lowest numbered hex.
7. ▼ Move the unit to a hex that enables supply trace from a German-occupied hex. Prefer: a) a hex adjacent to a Soviet unit; b) the easternmost hex.
8. ▲ Move the unit to a hex in the unit’s army area and adjacent to a Soviet unit to which no other German unit is adjacent. Hex selection preferences: a) closest Soviet unit, b) lowest numbered hex.
9. ▲ Move the unit in the direction indicated by the forward movement arrows.
10. ▼ If a dispersed marker is on the unit, remove the marker.

10.2 German Units Behind Soviet Lines

A German unit or stack is considered wandering behind Soviet lines if all the following are true:

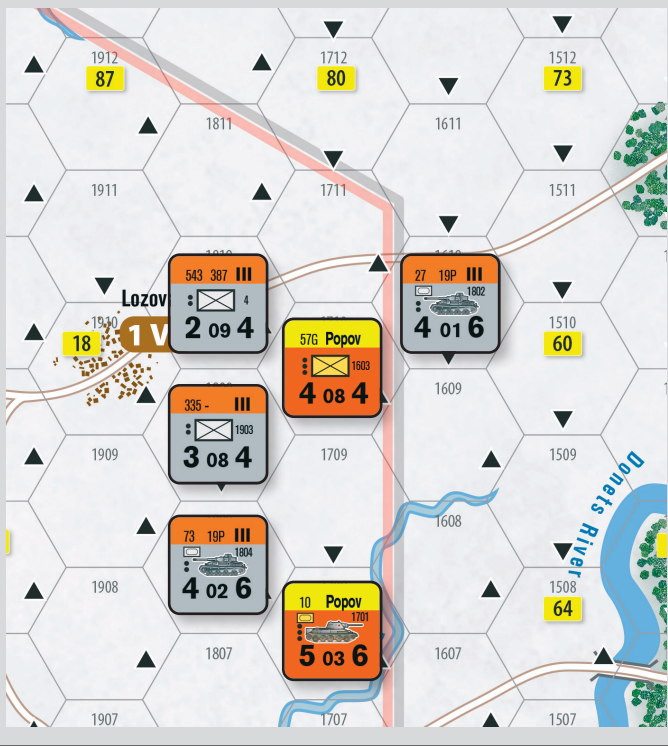
- ▶ German supply can't be traced from the unit's hex (14.1);
- ▶ The unit is not in a VP hex;
- ▶ The unit is not surrounded;
- ▶ The unit is able to move (that is, it is not dispersed and is not an isolated mechanized unit).

An active unit/stack meeting the above requirements performs the first of the following actions that it can:

1. Move the unit into an empty or garrisoned VP hex.
2. Move the unit into a hex from which German supply can be traced.
3. **6+** Move the unit to a hex that causes a Soviet unit to become surrounded.
4. If in danger of surround, move the unit to a hex not in danger of surround.
5. Move the unit to a hex in which it would be proximate to a hex from which supply could be traced.
6. If in danger of surround, move the unit to a hex in which it would be proximate to a hex not in danger of surround.
7. **1-5** Roll the die. On a result of 1-5, remove any status markers from the unit and place the unit on the calendar, a number of turns ahead equal to the die result, retaining its current number of steps – the unit is making its way back to German lines and will re-enter play as a reserve unit. On a result of 6 or more, the unit does nothing.

Example of Causing Surround (10.3):

Soviet unit 57G.Popov is surrounded: All adjacent hexes are occupied by German units or their Zones of Control. However, only one of the German units is CAUSING surround: 27.19P.III. The other three German units are not individually causing surround. If any one were removed, the German unit would still be surrounded. A unit causes surround only if its removal alone would break surround. Note that unit 27.19P.III could move to hex 1609 or 1510 and still be causing surround.



If more than one hex qualifies in a given action step prefer a hex: a) not in danger of surround; b) within two hexes of a unit in the same corps, c) the westernmost hex, d) the southernmost hex. Movement restrictions for being out of supply or isolated apply.

10.3 German Action Terminology

Definitions that aren't specific to German or Soviet units apply to units of both sides.

Action

During a German activation, a set of instructions in an action step or action card involving a German unit, group of units or garrison; such as unit movement, unit relocation, combat, garrison placement, IP placement or dispersal removal.

Active Unit

A unit in the activated formation that has not yet performed an action in the current activation.

Break Off

When conducting a German Attack, the point at which you stop drawing combat chits, as specified in 13.32. Break Off may not occur until after you have drawn the minimum required number of combat chits.

Closer and Closest

If Hex A is n hexes away from Hex B, then any hex less than n hexes away from B is closer to B. Among all the hexes closer to B, a hex that is adjacent to B is closest to B.

Examples of being in Danger of Surround (10.3):

German unit 387.III is in danger of surround in hex 1809. Two Soviet units have sufficient movement points to move to hexes that, in combination, would cause every hex adjacent to 1809 to be occupied by or in the zone of control of a Soviet unit.

German unit 13.19P.III in hex 1511 is not in danger of surround. If Soviet units could move to hexes 1610 and 1411, the German unit would be surrounded. However, Soviet unit 267.6 does not have enough movement points to reach 1411.

German unit 587.320.Raus in hex 1405 is in danger of surround, even though Soviet units can't move to hexes to surround it, because a German supply path of any length can't be traced from hex 1405.



Danger of Surround (DOS)

A given hex is in **danger of surround** by Soviet units if not currently surrounded and either of the following are true:

- ▶ Soviet units are proximate to hexes that, if occupied by those Soviet units, would cause every hex adjacent to the given hex to be occupied by or in the ZOC of a Soviet unit; or
- ▶ You can't trace a path of hexes **of any length** free of Soviet units or Soviet ZOCs from the given hex to a German supply head.

DOS REMINDERS

Determining if a given hex is in DOS can be tricky. Keep the following in mind:

- ▶ Consider all supplied active and non-active Soviet units, even if dispersed.
- ▶ Do not trace proximity in violation of Soviet front boundaries.
- ▶ Assume the given hex is occupied by a German unit.
- ▶ Do not consider strategic movement when checking Soviet proximity.
- ▶ Check combinations of hypothetical moves by multiple Soviet units as well as Soviet units already adjacent to the target when checking for DOS. DOS can be achieved by two, three or even four Soviet units.
- ▶ A Soviet unit's proximity can't be traced through a German town or city hex, unless a different Soviet unit could move into the town/city first (to stop and make it Soviet owned).
- ▶ During a German activation or event, Soviet proximity can't be traced through a garrisoned hex or a hex adjacent to a garrisoned hex unless any Soviet unit is already adjacent to the garrison. (During German reserve deployment, disregard all German garrisons when checking for DOS.)

Empty

A hex is empty if there are no units or garrison markers in the hex.

Join Attack

When conducting a German attack, a non-active German unit proximate to the Soviet unit/stack under attack may be eligible to join the attack if called for by an attack action description. If so, move the unit adjacent to the Soviet unit to participate in the attack. The restrictions of 10.11 and adjustments of 10.54 apply.

Move Forward (Forward Direction)

When moving a German unit, move in the direction indicated by the forward arrow in each hex.

Move Back (Rearward Direction)

Move a German unit in the direction opposite the forward arrow in each hex, or in a direction adjacent to the opposite direction. Among these three directions, prefer a hex not adjacent to a Soviet unit, then the directly opposite direction.

Proximate

A unit is proximate to a target hex or unit if it has sufficient Movement Points to reach the target in one move.

- ▶ **Proximate to a hex:** A unit is proximate to an empty or friendly-occupied hex if it has sufficient Movement Points to move to and enter the hex.
- ▶ **Proximate to a unit:** A unit is proximate to an enemy unit if it is adjacent to the enemy unit or has sufficient Movement Points to move to and enter a hex adjacent to the enemy unit.
- ▶ **Proximate to a garrisoned hex:** A Soviet unit is proximate to a hex containing a German garrison marker if it has sufficient movement points to enter a hex adjacent to the garrisoned hex. A German unit is proximate to a garrisoned hex if it has sufficient movement points to enter the hex.

Movement restrictions imposed by terrain, enemy ZOCs, supply state, and front boundary lines, as well as stacking limits in the destination hex are considered when determining proximity. The German movement restrictions of 10.11 are considered when determining German proximity. Do not consider strategic movement when checking Soviet proximity.

Proximity (10.3):

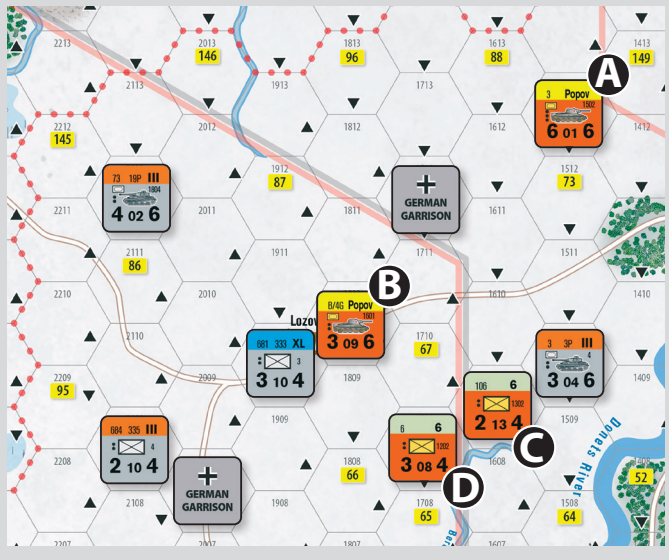
Examples of Proximity of Soviet units to ...

An unoccupied hex – Hex 1911. Unit A is proximate to 1911 because it can move to and enter the hex in a single move. Unit B is not proximate to 1911 even though adjacent; enemy ZOCs and a garrison prevent the unit from being able to enter the hex. Units C and D are not proximate; they can move adjacent to but can't enter the hex.

A friendly occupied hex – Unit B in 1810: Units C and D are proximate to unit B; they can move to and enter the hex. Unit A is not proximate to unit B; it can't enter the hex in a single move.

An enemy unit – German unit in 1910: Unit B is adjacent to and thus proximate to the German unit. Units A, C and D are all proximate to the German unit since they can move to and enter a hex adjacent to it.

A garrisoned hex. All four Soviet units are proximate to the garrison in 1712 since they can all move to a hex adjacent to the garrison. All Soviet units except unit A are proximate to the garrison in 2008. Unit A cannot reach a hex adjacent to the garrison due to German zones of control.



During a German activation command or event, Soviet units can't trace proximity through hexes containing or adjacent to a German garrison, unless any Soviet unit is adjacent to the garrison.

Situational Strength

A calculation and comparison of German and Soviet combat strength made when called for by a German action card; used only to determine if German units are eligible to conduct an attack (see 10.52).

Strongest

The unit or stack with the highest total situational Combat Strength. If tied, the unit or stack with the lower selector number.

Surround

A unit is surrounded when every hex adjacent to its hex is occupied by an enemy unit or enemy ZOC, regardless of the presence of friendly units. A unit in a map edge hex can be surrounded even though there are fewer than six hexes adjacent to the unit.

Unit/Stack

A unit and any units it is stacked with, including non-active units.

Unoccupied

A hex is unoccupied if it is empty or contains only a German garrison marker.

Weakest

The unit or stack with the lower total situational Combat Strength. If tied, the unit or stack in the lower numbered position, then higher unit selector number.

10.4 Checking an Action Card

When called for by an action step, draw a German Action Card. Most action cards describe a **situation** which must apply in order to conduct the described **action**. Some action cards list only an action, performed by placing garrison markers.

HOW TO CHECK: Check to see if the action card's situation applies. If the situation involves active units, check active German units individually, in the order indicated on the action card, to determine if the listed situation applies to the unit. The unit being checked is referred to as the **lead unit**. Do not check units that have already conducted an action in the current activation.

- ▶ If the card's subject is a **unit**, check to see if the situation applies to the lead unit by itself.
- ▶ If the card's subject is a **unit/stack**, check to see if the situation applies to the lead unit together with all other units in its hex, including active units and non-active units. It does not include units that have already performed an action in the current activation.
- ▶ If the subject is a unit/stack and other active units, check to see if the situation applies to a group of units together, consisting of the lead unit, active and non-active units with which the lead unit is stacked, plus all other active units proximate to the target listed in the situation. This does not include units not in the active formation (unless stacked with the lead unit) and units that have already performed an action in the current activation.

TAKE ACTION: If the situation applies, immediately conduct the action described on the card in its entirety. After completing the action, or if the situation does not apply to the lead unit, check to determine if the situation on the same Action card applies to the next active German unit in sequence.

CONTINUE CHECKING: Continue checking active units in sequence, and immediately conduct the card's action if it applies, until all active units have been checked or all have participated in an action. If after completing all checks for the action card, active units remain that have not yet performed an action this activation, proceed to the next step in the German action sequence.

ACTION CARD DISCARDS: After you draw and finish using an Action Card, place it in the German Action Discards box printed on the map. If the German action deck is exhausted during the game-turn, immediately shuffle all the discards and start the deck over.

10.5 Performing an Action Card Action

If an Action Card's situation description applies to a given lead unit, unit/stack, or unit/stack and other active units, carry out the card's action once for all those units together.

An action may consist of units moving, or units attacking (preceded by movement to reach the target if necessary); conducted according to the rules for Movement (11.0) and Combat (13.0) as modified by the rules in this section. Complete an action in its entirety for a given lead unit and those units acting with it, then proceed to check the Action Card situation with next potential lead unit.

Example: If conducting the Attack action (card 09) you would move German units participating in the action to the target, and conduct the combat and implement its results, before checking other active German units for the card's situation.

10.51 Restrictions May Override Situation

The German movement restrictions of 10.11 apply to all action card actions unless specifically excepted. An active German unit that meets the criteria of an Action Card's situation may still be unable to perform the action or may be limited in its movement when performing the action due to these restrictions.

10.52 Situational Strength

Action Cards with Attack actions include a comparison of German to Soviet strength in the card's situation description. For example, the situation on the **Attack** Action Card (13) reads "Unit/stack strength $\geq 2X$ proximate Soviet unit/stack." This means that the total combat strength of the lead German unit and any units with which it is stacked must be equal to or greater than two times the total combat strength of a proximate Soviet unit/stack in order to attack that Soviet target. In making this situational strength comparison, apply the following adjustments to the Combat strengths of the participating units:

- ▶ Halve the total strength of German units that would be attacking the target across a Dniepr river hexside, and of German mech units that would be attacking from or into a marsh hex (rounded down).
- ▶ Add to or subtract from the total strength of the defending Soviet units for all of the following that apply:

Defending unit in IP (but not if the action card includes the Engineers tactic)	+1
Defending unit adjacent to supplied Soviet unit	+1
All German units across Donets Riv. hexsides	+1
Defending unit in unsupported hex	-1
All defending units dispersed	-1
All defending units out of supply/isolated	-1/-2
German command card value of 4 or 5.	-1
German attack action is Major Offensive	-1

Minimum situational strength is **1**. The situational strength ratio is used only to determine attack eligibility, not to resolve the combat.

10.53 Attack and Supply Status

An out of supply German unit can't be the lead unit in a situational strength check or an attack, but may participate in a check or attack in which another German unit leads. An isolated German unit is not included in a situational strength check or attack at all.

10.54 Movement Adjacent to Soviet Unit

▲ When an action calls for German units to move adjacent to a Soviet unit, move the units one at a time, first the lead unit, then in **ascending** numerical order. All such moves are subject to the German movement restrictions (10.11).

The following preferences apply to **all** moves in which a German unit is moving to a hex adjacent to a Soviet unit from a hex not adjacent to that Soviet unit, and take priority over instructions in a given action. Prefer: a) a hex that would cause the Soviet unit to become surrounded; b) a hex not adjacent to a German unit adjacent to the same Soviet unit; c) an empty hex; d) a hex occupied solely by German units not attacking in this action; e) most movement points to reach.

ALREADY ADJACENT: During a German attack action, a participating German unit already adjacent to the target will move to a different hex adjacent to that target if doing so causes the Soviet unit to a) become surrounded or b) become flanked.

Examples of German Action Card Checks (10.4):

German III Corps, consisting of five units, is activated during a German impulse on Game-turn 3. Actions steps 1 through 3 do not apply. For step 4, you draw two German Action cards. Card 13 is an Attack action, card 14 is Escape the Pocket. Cards are resolved in numerical order, so the Attack card is resolved first. Assume all Soviet units are in support.

Units are checked for the Attack action in ascending selector order, so you look at the lowest numbered unit in III Corps first. Unit 01 is 27.P.III in hex 1314. The card has you check whether the unit and any other units it is stacked with are proximate to a Soviet unit/stack where they hold a situational combat strength advantage of at least 2:1. Unit 01 is proximate to 3.Popov, A/4G.Popov, and 25G.3T. To check for a 2:1 strength ratio, calculate the situational strength of the defending units (10.52). With 3.Popov and A/4G.Popov, the situational strength is the same as the printed defense strength. 25G.3T, however, is adjacent to a supplied Soviet unit, which increases its *situational strength* by +1, to a total of 3. German unit 01 does not hold a 2:1 advantage in any of these cases, so it is skipped.

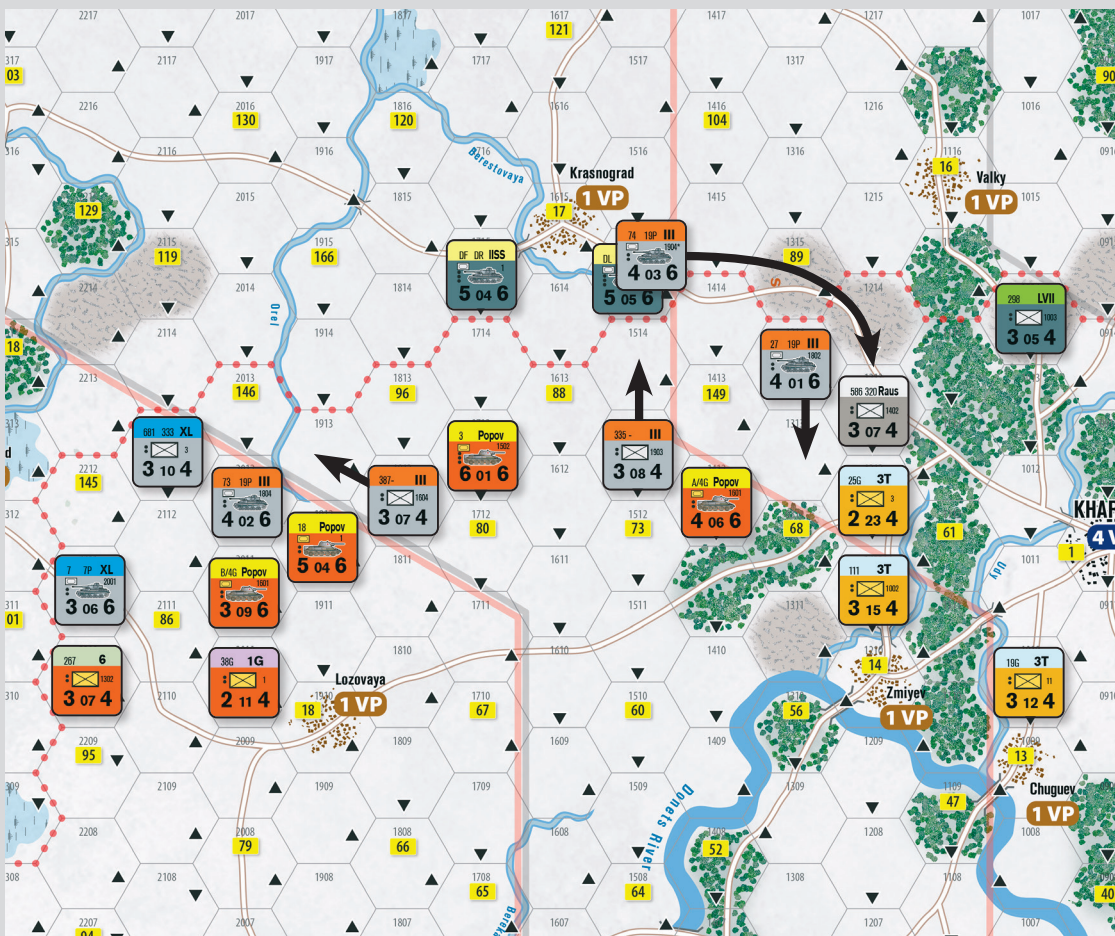
Unit 02, 73.19P.III, also does not have a 2:1 advantage over any Soviet unit/stack to which it is proximate.

Unit 03 is 74.19P.III. By itself it is not proximate to any Soviet unit/stack where it holds a 2:1 advantage or more. However, the card's subject is a unit/stack, so the inactive unit of IISS Corps stacked with active unit 03 is included in the attackcheck. The total attack strength of the stack is 9. This meets the situational strength requirements against two targets: A/4G.Popov and 25G.3T. The weakest target is preferred, so the Unit 03 stack will attack 25G.3T.

In ascending order, move active units that have not yet acted and are proximate to the target unit adjacent to the target. Unit 03, the lead unit, moves first and goes to 1213. Then proceed in ascending order. Unit 01 is proximate to 1213 and 1313; the empty hex is preferred (see 10.54), so it moves to 1313. Unit 05 is moved next. Hex 1213 would violate stacking limits, so it goes to 1313. Unit 08 cannot reach a hex adjacent to 25G.3T that is not already full, so it is not activated.

After completing movement to target, resolve the combat per the procedures of 13.0. Then continue checking the remaining unactivated units of III Corps for the attack action. None of them are proximate to a Soviet unit/stack with 2:1 odds or better. The Attack card is finished and is discarded.

The second card, Escape the Pocket, is now resolved. Check if the remaining active units of III Corps are surrounded or in danger of surround, in descending selector order. Unit 08 is not in danger of surround. Unit 07 is surrounded and will move to a hex in German supply. It moves to 1913, based on the preference (c) on the card to move in a direction opposite the forward arrow in the hex. Note that with the movement of Unit 07, Unit 08 is now in danger of surround. However, Unit 08 was already checked and is not checked again. Unit 02 is the last active unit, and is not surrounded or in danger of surround; it does not move in this action step. The Escape the Pocket card is now resolved and is discarded.



3+ German Action

▲ **Attack**

Situation: Situational strength of active unit/stack ≥ 2 x proximate Soviet unit/stack.

Action: All active units proximate to qualifying target move adjacent to target and attack. Prefer target a) weakest, b) in VP hex.

► If ≥5 steps are attacking break off combat at A2, otherwise A1.

© 2021 COMPASS GAMES, LLC. A13

1-5 German Action

▼ **Escape the Pocket**

Situation: Active unit surrounded or in danger of surround, not in a city or German map-edge hex, and adjacent to hex in German supply.

Action: Move to an adjacent hex in German supply, ignoring Soviet ZOCs into starting hex. Then, if not in Soviet ZOC, move additional hexes; each must be in German supply. Prefer hex:

- a) not in danger of surround;
- b) not adjacent to Soviet unit;
- c) in rearward direction.

Stop when not in danger of surround or MPs exhausted.

► May end move in danger of surround.

© 2021 COMPASS GAMES, LLC. A14

STACKING LIMITS APPLY: When the number of German units eligible for a situational strength comparison exceed the stacking limits of the accessible hexes adjacent to the target, then include the lead unit followed by eligible units in ascending numerical order, until those stacking limits are reached. Do not include units in excess of stacking limits.

10.55 Action Card Combat Bonuses

German Action Cards with combat-related actions list one or more combat tactics that are automatically applied to every attack conducted by units performing the card's action. The combat tactic (and its additional chit draw) is applied to each attack; and is in addition to any other combat tactics applied.

***Example:** The Major Offensive Action Card (#11) provides the Artillery and Intelligence combat tactics to every German attack conducted with this Action Card, and increases the maximum German combat chit draw for each attack by two.*

10.56 Major Offensive Bonus Activation

The action card *Major Offensive* will reward the Germans with a second activation if one or more attacks triggered by the card causes the **total elimination** or **dispersal** of the attack's target. If this is achieved in one or more attacks triggered by the *Major Offensive* card, then upon completion of the current activation, conduct one new separate activation command using the same Command card.

For example, you are processing an activation command listed on the XLVIII Panzer Corps card. In the course of the activation you draw the Major Offensive action card triggering a German attack, which results in the retreat and dispersal of the defending units. You continue to process the activation, working through all its action cards and action steps. Then, because Soviet units were dispersed in a Major Offensive attack, you immediately conduct another entire activation command using the same XLVIII Corps command card.

10.6 German Garrisons

German garrison markers, representing small delaying forces, are placed when called for by a German action step, action card, event or combat tactic. Garrisons are placed only in empty German position hexes and only if German reserve supply can be traced from the position.

A hex with a garrison marker in it is referred to as a *garrisoned hex*. Garrisons do not move or attack and can't be attacked. A garrisoned hex does not block the tracing of Soviet supply, even through the garrisoned hex.

10.61 Effects of Garrisons

German garrisons affect play only in the following instances. Garrisons have no effect at other times.

- ▶ During a Soviet activation command, a Soviet unit must stop its movement or advance upon entering a hex adjacent to a garrison.
- ▶ During a Soviet reserve command, a Soviet reserve unit can't be placed in a hex occupied by a garrison, but may be placed in a hex adjacent to a garrison.
- ▶ During a German activation or event, proximity of a Soviet unit to a hex or unit can't be traced through a hex occupied by or adjacent to a garrison. **Exception:** Ignore garrisons adjacent to Soviet units when tracing Soviet proximity.
- ▶ A garrison can't be placed in a hex already occupied by a garrison.

NO EFFECT DURING GERMAN DEPLOYMENT. When determining placement of German reserve units, garrisons do not affect Soviet proximity. If you place a German reserve unit in a hex with a garrison, remove the garrison.

10.62 Removal of Garrisons

A garrison marker is removed from the map in the following ways:

- ▶ In step 1 of a Soviet activation if an active Soviet unit is adjacent to the garrison's hex. This is the only time during a Soviet activation that a Soviet unit causes garrison removal.
- ▶ When a German unit ends its move in or is placed in the garrison's hex.
- ▶ During the End of Turn Phase if German reserve supply can't be traced to the Garrison marker.
- ▶ If a Soviet unit retreats into the garrison's hex during a German attack.

11. MOVEMENT

Activated undispersed Soviet and German units move during their respective impulses.

- ▶ During a Soviet impulse, when you play a command card to activate Soviet units, you may move all, some or none of your active units.
- ▶ During a German impulse, when units listed on a German command card are activated, German actions may direct you to move some of those units.

All movement is conducted within the rules of this section.

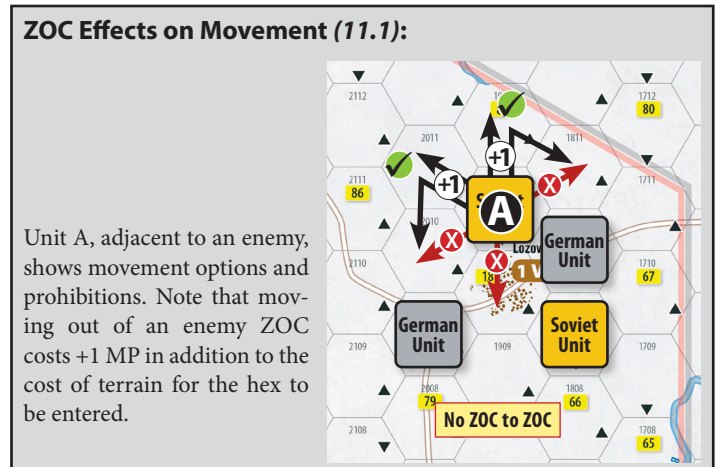
Move each unit individually through one or more contiguous hexes, up to the limit of the unit's movement allowance. Each hex entered costs one or more Movement Points. The Movement Point (MP) cost to enter a hex varies with the type of unit moving (infantry or mechanized), the terrain in the hex being entered, and the presence of a river along the intervening hexside, as specified on the TERRAIN EFFECTS CHART.

BASIC RESTRICTIONS: A unit may not exceed its movement allowance when moving (however, see 11.5 for Soviet Strategic Movement). A unit with insufficient Movement Points to enter a hex may not do so. **Exception:** A unit may always move at least one hex, as long as the move is otherwise allowed.

The movement of one unit must be completed before the next is begun. Any Movement Points left unused by a unit are lost; they are not saved for a future activation or impulse. Movement Points can't be transferred between units.

11.1 Effects of Other Units on Movement

ZONE OF CONTROL (ZOC) EFFECTS: The movement of units is affected by enemy units and their zones of control (12.0). A unit must pay one Movement Point to leave an enemy-controlled hex, in addition to the cost of the terrain in the hex being entered. A unit can't move from one enemy-controlled hex directly into an adjacent enemy-controlled hex. There is no additional cost to enter an enemy-controlled hex, but a unit must stop upon doing so.



HEX ENTRY RESTRICTIONS: A unit can't enter an enemy-occupied hex. A unit may move or advance into an unoccupied enemy-owned town or city hex, but must stop upon doing so. Additional restrictions apply to Soviet strategic movement (11.5). Friendly units have no effect on the movement of other friendly units.

11.11 Effects of Garrisons on Soviet Movement

A Soviet unit must stop moving upon entering a hex adjacent to a German garrison marker. A Soviet unit can't enter a hex occupied by a German garrison marker.

11.2 Moving on Roads

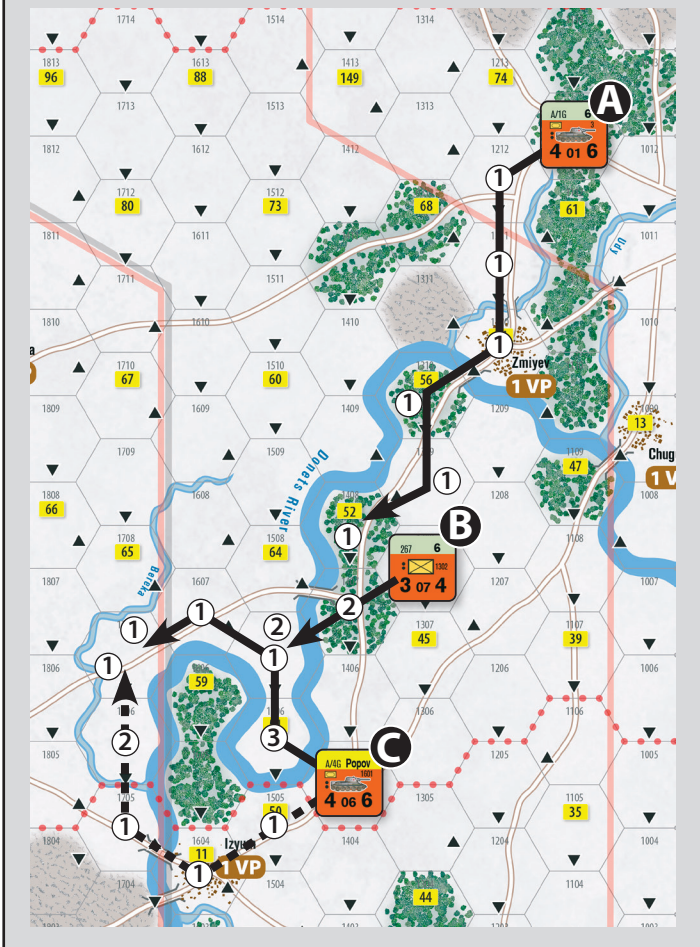
A unit entering a hex through a connecting road hexside (including a bridge) pays just one Movement Point to enter the hex, regardless of other terrain in the hex. Soviet mechanized units conducting *strategic movement* pay ½ movement point to enter a hex through a road hexside.

Illustration of Movement (11.2):

Armored unit A moves 6 hexes expending 6 MPs by using the road at a cost of 1 MP per hex entered, regardless of other terrain.

Infantry unit B spends 2 MP to enter a woods hex, 1 MP to cross the Donets River and 1MP to enter the hex across the river.

Armored unit C moves four hexes expending 6 MPs; crossing the Donets adds +2. Alternatively, it could have moved south of the Donets by first crossing the bridge at Izyum and the stream(+1).



11.3 Crossing River Hexsides

11.31 Unbridged River Hexsides

Units moving across an unbridged river must spend movement points to cross the hexside in addition to the cost to enter the hex, as noted on the Terrain Effects. The hexside costs vary depending on the type of unit (mechanized or non-mechanized) and the type of river (minor river, *Donets River* or *Dniepr River*), and are higher if the ground condition is *light mud* (18.34)

A unit must spend its entire movement allowance to cross an unbridged *Dniepr River* hexside. That is, the unit must start its move in a hex bordering the river hexside to be crossed and end its move upon entering the adjacent hex across the river hexside. A *blocked Dniepr River* hexside can't be crossed at all.

11.32 Bridged River hexsides

A river hexside crossed by a road is considered bridged. A unit crossing a river hexside via a road disregards movement penalties for the river.

11.4 Stacking Units

More than one friendly unit may occupy a hex; this is called stacking. The maximum number of units that may occupy a hex is **three units or six steps**.

Example: If two 3-step units occupy a hex, a third unit could not stack with them. If three one-step units occupy a hex, no more units can stack with them.

Stacking limits must be observed at all times, except during the movement portion of an activation and during retreat or advance after combat. That is, units may move through other units in violation of stacking limits but when all movement in an activation is complete, or when all retreats and advances in a given combat are complete, stacking limits are enforced.

A German unit may end its move in an over-stacked situation as long as it is obvious that other active units in the hex (which have not yet moved) will be leaving the hex when they move, thus correcting the over-stack by the time the movement step of the activation is complete.

If Soviet units are found to be in violation of stacking limits after completing movement, retreat or advance, you must remove steps or eliminate units to meet the limits.

11.5 **2+** Soviet Strategic Movement Bonus

Starting on Game-turn 2, an active Soviet unit in supply may use the strategic movement bonus during its movement, within the following restrictions:

- ▶ The unit can't start its move adjacent to an enemy unit or garrison;
- ▶ The unit can't move adjacent to an enemy unit or garrison during the activation;
- ▶ The unit can't enter a German-owned town or city hex, or an empty map-edge VP hex.
- ▶ The unit can't enter a hex further west than the westernmost unit in its army, or further south than the southernmost unit in its army.
- ▶ **5+** The unit's move can't start in a hex outside Soviet support (14.5).
- ▶ **7+** Strategic Movement is not allowed in light mud ground conditions (18.34).

Strategic Movement Bonuses:

- ▶ Mechanized units: Movement cost to enter a road hex through a connected road hexside is ½ movement point instead of 1 movement point. When entering a hex not connected by road, normal movement costs apply.

Examples of Soviet Strategic Movement (11.5):

Soviet infantry unit A has a strategic movement allowance of 6 MPs (4 MP base plus the infantry strategic bonus of 2 MP). It cannot move to 0806 because strategic movement cannot move adjacent to an enemy (the German unit in 0807).

Soviet armor unit B does not gain extra MPs like infantry. Its strategic movement bonus is to pay only 1/2 MP for movement along roads. It expends all 6 MPs to reach its destination.

Soviet armor C unit uses its strategic movement bonus of 1/2 MP per road hex. It expends 4 of its 6 MPs to reach hex 0411. It has 2 MPs remaining but cannot enter Belgorod, because a unit using strategic movement can't enter an enemy VP hex at any point during its move. The unit also cannot enter hex 0412, 0513 or 0612, because a unit using strategic movement can't move farther west than the western-most unit in its Soviet army (unit 6GC.3T in hex 0112).



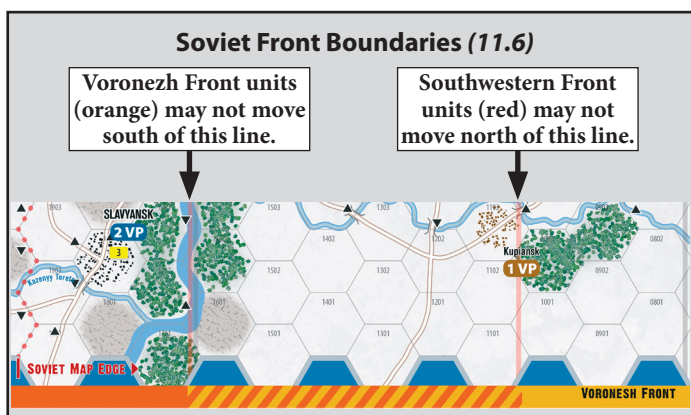
- ▶ Infantry and cavalry: movement allowance is **increased by two** (to six or seven)

11.6 Soviet Front Boundaries

Soviet units are restricted in where they can be deployed and move on the map depending on the Front to which the unit belongs.

Boundary lines for the two Soviet Fronts are printed on the map. A Soviet reserve unit must be deployed within its Front boundaries. No Soviet unit may end its movement outside of its front boundary. The boundaries of the two fronts overlap. Units of both fronts may operate in the overlapping area.

A Soviet unit may attack across its front boundary but may not advance across the boundary. A unit may retreat across a front boundary only if that is the only possible route of retreat for the unit. A unit that retreats across a front boundary can subsequently move only if each hex entered is across or closer to the unit's front boundary line. This requirement is removed as soon as the unit enters a hex within its boundary.



12. ZONES OF CONTROL (ZOC)

Every non-isolated unit exerts control into the six adjacent hexes. Control inhibits enemy movement, retreat, advance and the tracing of enemy supply. Units that are isolated do not exert control. Zones of control extend across hexsides and into hexes of all terrain types, including across **blocked** Dniepr River hexsides.

EFFECTS OF CONTROL

- ▶ A unit must stop movement upon entering an enemy-controlled hex and cannot move further that activation.
- ▶ A unit that starts its move in an enemy-controlled hex must pay an additional Movement Point to exit the hex, and may not move directly into an adjacent enemy-controlled hex. The presence of other friendly units in the adjacent hex does **not** negate this effect.
- ▶ Supply may be traced from but not through an enemy-controlled hex. The presence of a friendly unit in a hex negates enemy control for the purposes of tracing supply through the hex. German *reserve supply* (14.3) can't be traced through an enemy controlled hex, even if occupied by a friendly unit.
- ▶ A unit may retreat into an enemy-controlled hex, within the retreat priorities of 13.6. If the hex is occupied by a friendly supplied unit there is no penalty. If the hex is unoccupied, or occupied only by a friendly unsupplied unit, the retreating unit or stack must lose a step.
- ▶ A unit may ignore enemy zones of control when advancing one hex. If advancing a second hex, the unit may not advance from one

enemy-controlled hex to an adjacent enemy-controlled hex. **Exception:** An advancing unit following the path of retreat of a unit that retreated two hexes may ignore enemy zones of control if following the path of retreat into the second hex.

- ▶ A hex may be mutually controlled by opposing units. There is no additional effect when more than one unit exerts control into a hex.

12.1 SOVIET WITHDRAWAL

Under certain circumstances, a surrounded Soviet unit or stack may be moved one hex via withdrawal, sometimes at the cost of losing a step.

An active non-isolated undispersed Soviet unit/stack may conduct withdrawal after all combats in the activation are resolved, if all the following are true:

- ▶ The withdrawing unit/stack did not move or attack in the current activation.
- ▶ Every hex adjacent to the withdrawing unit is occupied by an enemy unit or in an enemy zone of control.
- ▶ The unit is adjacent to a hex (the destination) not occupied by an enemy unit and from which supply could be traced if the withdrawing units were in that hex. The destination hex may, but need not be, occupied by a friendly unit. The destination hex can't be an enemy-owned VP hex.

To withdraw an eligible unit/stack, move all withdrawing units together to the destination hex. Observe stacking limits. If the destination is not already occupied by a supplied undispersed friendly unit, **remove one step from the withdrawing unit/stack.**

13. COMBAT

Combat occurs during an activation command in a Soviet impulse, when your units attack German units; and during an activation command in a German impulse, when German units attack your units.

SOVIET COMBAT SEQUENCE

After you have completed moving your active Soviet units in an activation, you may have any of your active units attack adjacent enemy units. Declare and resolve Soviet attacks one at a time, in any order you choose. You are the **attacker** and the Germans are the **defender**. Each combat is against all the enemy units in one hex and is resolved in the following sequence:

1. Declare Target and Attacking Units

Choose an enemy-occupied hex adjacent to at least one active unit as the target of the attack, and choose which of your active units adjacent to the target hex are participating in the attack.

2. Play Combat Tactic Cards

If at least one of your attacking units is in support (14.5), you may play cards as combat tactics for the attack. If the combat tactic allows additional units to join the attack, select and move those units.

3. Draw one German Command Card

Skip if all defending units are unsupplied or dispersed. Draw one German command card and apply the card's combat tactic, if valid on the current game-turn and beneficial to the defense. If not applied, discard the card without effect. **Exception:** Some cards instruct you to return the card to the German Command Deck if drawn as a combat tactic and not applied; then shuffle the deck.

4. Draw Combat Chits

Draw combat chits up to a maximum equal to the number of your attacking units. Other factors may modify the maximum number of chit draws allowed (13.3).

- a) **Required Draw.** First, draw a number of chits equal to the number of steps in the defending units. You may then stop, or draw additional chits.
- b) **Declared Draw.** If you continue, declare a number of additional chit draws up to the allowed maximum, less the already drawn required chits. Then draw your declared number of additional chits.

Examination: As you draw each chit check to see if the situation on either side of the chit applies to the combat. If so, retain the chit for step 5. If not, set the chit aside (but it counts as a chit draw).

5. Calculate Hits

Once you stop drawing chits, add up the number of defender hits and attacker hits listed on the retained combat chits to arrive at hit totals incurred by the defender and the attacker.

6. Apply Hits to Defending German Units

Apply each hit incurred by the defending units as a step loss or retreat, in accordance with the German hit application priorities. If the defending units occupy an improved position, the IP marker is removed to satisfy the first hit.

7. Apply Hits to your Attacking Units

The first attacker hit must be applied as a step loss. The second and third hit may be applied by dispersing all attacking units or as step losses. All subsequent hits must be applied as step losses.

8. Advance after Combat

If the defending units retreated or were eliminated and the attacking units are not dispersed, you may advance your attacking units into the hex vacated by the defending units (13.7). If the defending units retreated two hexes or were completely eliminated, attacking mechanized units may advance two hexes.

9. Clean up

Discard any combat tactic cards drawn or played (but not a German card drawn as a combat tactic and not applied if it instructs you to return it to the deck). Set aside all the drawn combat chits.

GERMAN COMBAT SEQUENCE

German units attack Soviet units during a German activation command in a German impulse, as called for by a German Action Card. German attacks are resolved one at a time. The Germans are the **attackers** and you are the **defender**. Once you have determined that a specific Soviet-occupied hex is the valid target of a German attack, per the instructions on an Action Card, resolve the combat in the following sequence:

1. Move Proximate Attacking Units to the Target

Per the action card's instructions, move eligible active German units that are proximate to the target to hexes adjacent to the target to participate in the attack. Some action descriptions also call for certain non-active units proximate to the target to join the attack; if so, move those units adjacent to the target as well.

2. Apply German Combat Tactics

Apply combat tactics listed on the German action card, if any. Then draw one German command card. If the drawn card lists a combat tactic valid on the current game-turn and beneficial to the attack, apply the tactic to the combat (13.2). If not, discard the card without effect. Exception: Some cards instruct you to return the card to the German Command Deck if drawn as a combat tactic and not applied; then shuffle the deck.

3. Play one Soviet Combat Tactic Card

You may play one card as a combat tactic for your defending units (13.2). If you play the Reinforce Battle combat tactic you may move one Soviet unit/stack into the defending hex, within the restrictions of the combat tactic description.

4. Draw Combat Chits

Draw combat chits from the combat chit cup.

- 1. Minimum Draw.** First, draw a number of chits equal to the total number of steps in your defending units.
- 2. Continue to Maximum or Break Off.** Then continue drawing chits one at a time until you reach the maximum number of chit draws allowed to the German Attackers (13.3), or until the combat results on the chits drawn thus far trigger a break off of the German Attack (13.32).

Examination: As each chit is drawn, check to see if the situation on either side of the chit applies to the combat. If so, the chit is retained for step 5. If not, the chit is set aside (but still counts as a chit draw).

5. Calculate Hits

Once you stop drawing chits, add up the number of defender hits and attacker hits listed on the retained combat chits to arrive at hit totals incurred by the defender and the attacker.

6. Apply Hits to your Defending Units

Apply hits by removing one step per hit or retreating all units one hex per hit. If the defending units occupy an improved position, the IP marker is removed to satisfy the first hit. Up to two defender hits may be satisfied by retreat; all other hits must be satisfied by step losses.

7. Apply Hits to Attacking German Units

The first attacker hit is applied as a step loss. Apply additional hits by dispersing all attacking units or applying additional step losses, per 13.43.

8. Advance after Combat

If the defending units retreated and the attacking units are not dispersed, conduct advance checks for German attacking units to see if any advance after combat (13.8). If the defender retreated two hexes or was completely eliminated, attacking mechanized units may advance two hexes.

9. Clean up

Discard any combat tactic cards drawn or played (but not a German card drawn as a combat tactic and not applied if it instructs you to return it to the deck). Set aside all the drawn combat chits.

13.1 Attack Eligibility

An attack is conducted against only one target hex at a time. Any number of active units in hexes adjacent to the target hex may participate in the at-

Examples of Attack Eligibility (13.1):

- The attacker may attack only one hex at a time.
- Units are not required to attack.
- A unit may attack while another unit stacked with it attacks a different hex or not at all.
- A unit may participate in only one attack in an activation.
- Inactive units may not attack unless allowed by a combat tactic.
- A defending unit may only be attacked once in an activation and a unit that is dispersed may not attack.



tack. Units are not required to attack. Some units in a stack may participate while others do not. Non-active units do not attack, even if stacked with active units, unless allowed by the *Reinforce Battle* or *Assault Coordination* combat tactic card, or in the case of German units, unless an attack action calls for specific non-active units to join the attack.

Whether active or non-active, a unit may participate in no more than one attack in a given activation. A defending unit may only be attacked once in a given activation (however, see 13.64).

Units that are dispersed or isolated may not attack. Out of supply units may participate in an attack only if the attack includes at least one supplied attacking unit.

13.2 Combat Tactics

PLAYING SOVIET COMBAT TACTICS: In step 2 of a Soviet attack and step 3 of a German attack, you have the opportunity to play cards from your hand as Soviet combat tactics, as long as at least one Soviet unit involved in the combat is in supply, not dispersed and 5+ in a hex in Soviet support. Combat tactics benefit units of any formation, regardless of the formation listed on the card.

DRAWING GERMAN COMBAT TACTICS: In step 3 of a Soviet attack and step 2 of a German attack, draw one German command card if at least one participating German unit is in supply and not dispersed.

- ▶ If the Germans are **attacking** and the card lists a combat tactic valid on the current game-turn and beneficial to the attack, apply it to the combat.
- ▶ If the Germans are **defending** and the card lists a combat tactic valid on the current game-turn and beneficial to the defense, apply it to the combat.

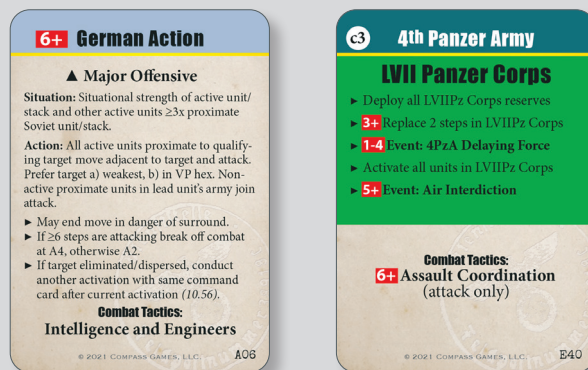
BENEFITS: Each combat tactic provides a specific benefit described on the **EVENTS & TACTICS** player aid. In addition, each combat tactic applied by the attacker allows the draw of one additional combat chit (13.3). Some German cards provide two or three different combat tactics and for each tactic applicable to a German attack, an additional chit draw.

GERMAN BENEFIT REQUIREMENT: A combat tactic is applied to a German attack or defense only if the tactic is valid on the current game-turn and provides a benefit other than an additional chit draw for the attacker. The following tactics are not applicable in certain situations:

- ▶ *Reinforce Battle*, if there are no units available to reinforce.
- ▶ *Battlefield Replacement* if the Germans are attacking.
- ▶ *Engineers*, if the Germans are defending and are not eligible to receive an IP.
- ▶ *Pull Out*, if the Germans are attacking; or are defending in a VP hex; or are defending against an attack with less than 4:1 odds; or cannot legally retreat two hexes.
- ▶ *Remnant*, if the Germans are attacking.
- ▶ *Screen*, if the Germans are attacking.
- ▶ If the combat tactic is identical to a German tactic already applied in this combat.

If a tactic is not applied to a German attack, the attack does not gain an additional combat chit draw for that tactic. If all the tactics on a German command card drawn during a combat are not applicable to the combat, discard it without effect. **Exception:** If a card with unapplied tactics includes an instruction to return the card to the deck, do so then shuffle the deck.

Application of German Combat Tactics (13.2):



In Game-turn 6, you are resolving a German attack initiated by the *Major Offensive* German action card. The action card lists the *Intelligence* and *Engineers* combat tactics, so both of those tactics will be applied to every attack initiated by this action card.

In addition, for the attack you are currently resolving, you draw a German command card for a possible additional combat tactic during Step 2 of the German Combat Sequence. You draw card E40, with combat tactic **6+ Assault Coordination**. Because it is Game-Turn 6, the tactic is valid. However, it is only used if it provides a benefit other than an additional chit draw. In the case of the Assault Coordination tactic, check to see whether there are inactive German units adjacent to the attack target. If so, apply the tactic, adding them to the attack. If not, discard this card without effect.

13.21 Applies to One Combat

A card played as a combat tactic applies only to the combat for which it is played. A specific combat tactic (i.e., artillery) can be applied to a given combat just once; additional instances of the tactic are disregarded.

13.22 Soviet Combat Tactic Wild Cards and Bonuses

You may play a *Soviet Front* or *STAVKA* card as a “wild” combat tactic. You choose any combat tactic available to the Soviets and declare its use in the combat (whether attacking or defending) when you play the card.

13.23 STAVKA Combat Tactic Bonuses

Every attack conducted by units activated by the *STAVKA* command card benefits from **one bonus** combat tactic wild card. Every attack in the activation receives the bonus and its additional combat chit draw, and you may assign each attack a different combat tactic. This is in addition to any combat tactic cards you choose to play in support of a specific attack.

13.24 1.2 Soviet Artillery Barrage Combat Tactic Bonus

On Game-Turns 1 and 2, every Soviet attack against a German unit in the Soviet Artillery Barrage zone receives the *artillery* combat tactic (and its combat chit draw).

13.25 Soviet Combat Tactic Limits

During a German activation you may play **no more than one** combat tactic card in response to each German attack.

You can't apply a combat tactic during a Soviet attack that provides no benefit other than an additional chit draw. *For example, you can't apply a second artillery tactic, and you can't apply Reinforce Battle if you have no units eligible to reinforce.*

13.26 Multiple German Combat Tactics

A German attack may receive combat tactics in addition to combat tactics gained from a command card draw.

- ▶ First, every attack by a formation activated by the *Manstein* card receives the *Air Power* combat tactic.
- ▶ Then, the action card calling for the attack may list one or two combat tactics. These apply to all attacks called for by that action card.
- ▶ Finally, the combat tactics on the command card drawn for the attack are applied.

The effects of each German combat tactic are applied to the combat and the Germans receive an additional combat chit draw for each applied tactic. If the Germans receive the same combat tactic twice in a single attack (such as two *Artillery* combat tactics) the effect is applied just once and only one additional combat chit is drawn.

13.3 Drawing Combat Chits

Draw combat chits blindly from the combat chit cup.

REQUIRED MINIMUM: First, you must draw a number of chits equal to the number of **steps** in the defending units, even if this number exceeds the calculated maximum.

Example: If a hex under attack contains a two-step unit and a one-step unit, draw three combat chits, even if the calculated maximum is just two chits.

MAXIMUM DRAW: The most number of chits that can be drawn in a combat equals the sum of the following factors:

- 1 chit for each attacking unit with one or two steps.
- 2 chits for each attacking unit with three steps.
- 1 chit for every combat tactic applied for the attacker.
- +1 chit if the defender is out of supply.
- +2 chits if the defender is isolated.
- 2 chits if the *Screen* combat tactic was applied for the German defender.

If the ground condition is *light mud* (18.34) the maximum allowed chit draw is capped at **six** chits.

ADDITIONAL DRAWS IN SOVIET ATTACK: Once you have drawn the required minimum number of combat chits in a Soviet attack, you may choose to stop there or to draw any number of additional chits up to the maximum allowed (less the already drawn required chits). Declare the number of additional chits you will draw prior to drawing any additional chits. Once declared, draw that number of chits and only that number of chits.

Example: The maximum chit draw in an attack is calculated at seven. The defending unit has two steps so first you draw the required minimum of two chits. Then you declare that you will draw from zero to five additional chits, for a combined total of two to seven chits.

ADDITIONAL DRAWS IN GERMAN ATTACK: When the Germans are attacking you continue to draw combat chits **one at a time** up to the maximum number allowed or until the Germans break off the combat (13.32), whichever occurs first.

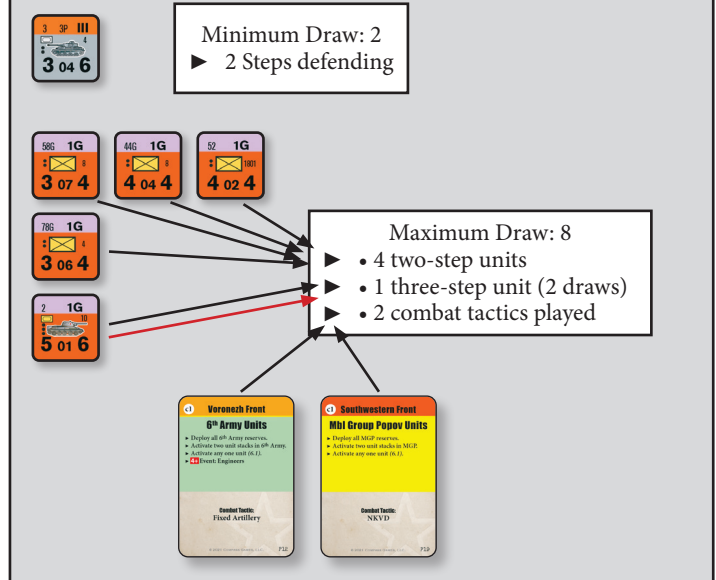
13.31 Combat Chit Situations

As you draw each combat chit, check the situation listed on the front and back of the chit.

- ▶ If either situation applies to the combat, retain the chit and place it in front of you with the applicable side up.

Example of Combat Chit Draw (13.3):

Five Soviet units are attacking a German unit with two steps. One of the Soviet units has 3 steps. You played two combat tactics. A minimum of two combat chits must be drawn and a maximum of eight combat chits may be drawn. After drawing and inspecting the first two chits, you must decide to draw zero to six more chits. Once decided, you must draw that number of chits and abide by the results of the drawn chits.



- ▶ If both situations on the chit apply, use the side with priority, indicated by a **P** symbol.
- ▶ If neither situation applies, set the chit aside; it counts as a chit draw and is not returned to the cup.

Combat chits list the following situations:

Combat Ratios are a comparison of the attacker's combat strength to the defender's combat strength. To determine if a combat ratio situation applies, add up the strength of all attacking units and all defending units and compare the two. The attacker's strength is given first in the ratio.

Examples:

- ≥ 3:1 The attack strength is at least three times the defense strength e.g. 9:3
- > 1:1 The attack strength is greater than the defense strength e.g. 5:4
- < 2:1 The attack strength is less than two times the defense strength e.g. 5:3
- ≥ 8:1 The attack strength is at least eight times the defense strength e.g. 16:2
- < 1.5:1 The attack strength is less than one and a half times the defense strength e.g. 7:5

Terrain affects the calculation of combat ratios in the following situations:

- ▶ The total strength of units attacking across a *Dneipr* river hexside is **halved**.
- ▶ The total strength of mechanized units is **halved** when attacking into or from a marsh hex, or defending in a **marsh** hex.

When halving, total the strength of all affected units and then halve the total, rounding down fractions. **Example:** If two units with a total strength

of seven are attacking across the Dniepr river, their strength is halved and rounded down to three.

Terrain such as **clear**, **broken**, **woods**, **town** or **city** applies if the defending units occupy a hex with one of the terrain features listed on the combat chit.

German or Soviet Airpower applies if the Airpower combat tactic has been applied by the attacker or defender.

Attacker or Defender Artillery applies if the Artillery combat tactic has been applied by the attacker or defender.

Combat Engineers applies if the Combat Engineers combat tactic has been applied by the attacker (only).

Defender Adjacent applies if the defender is adjacent to a non-dispersed unit in supply and friendly to the defender, and which has not yet been attacked in the current activation. **5+** If Soviet, the defender and adjacent unit must be in support.

Dispersed or Unsupplied applies if all defending units are dispersed, out of supply, or isolated.

Flank Attack applies if the attacking units occupy at least three hexes or occupy two hexes not adjacent to each other. Flank Attack does not apply if the defender is in a town or city.

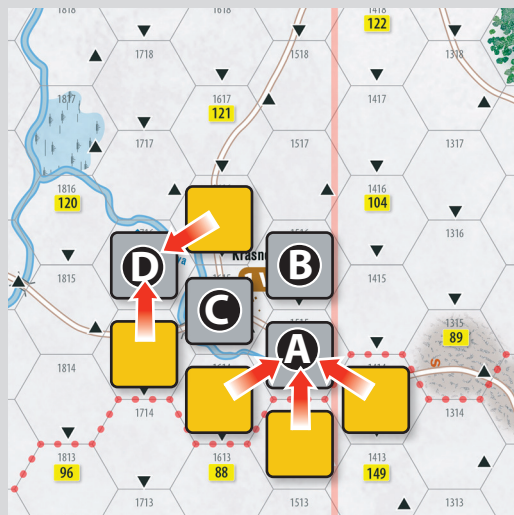
Examples of Flank Attacks:

Unit A is flanked because enemy units are attacking it from three hexes.

Unit B can't be flanked because only one enemy unit is adjacent to it.

Unit C can't be flanked because it is in a town (even though enemy units are in three adjacent hexes).

Unit D is flanked because it is under attack by two enemy units which are not adjacent to each other.



Large Attack applies to a Soviet attack in which at least **seven** combat chits are drawn; and to a German attack in which at least **six** combat chits are drawn.

IP Crossfire applies if the defender occupies an Improved Position.

One-Hex Attack applies if all the attacking units occupy a single hex.

Only Attacker or Defender Armor applies if only one side has an armor unit in the combat. The *Tank Brigade* or *Panzer Battalion* combat tactic fulfills the armor requirement.

Command Value # applies if the attacking units are activated by a card with the matching command value (found in the top left corner of the card).

NKVD applies if the *NKVD* combat tactic or *NKVD Operations* command event has been applied by the Soviet attacker (only).

5+ Attack not Supported applies to a Soviet attack if all attacking and defending units are in hexes outside Soviet support.

5+ Defender not Supported applies to a German attack if the defending units are in a hex outside Soviet support.

5+ Soviets not Supported applies to a German or Soviet attack in which all attacking Soviet units, defending Soviet units and defending German units are in hexes outside Soviet support.

13.32 German Attack Break Off

German attackers break off a combat (stop drawing combat chits) after drawing the minimum required but before reaching the maximum allowed number of chit draws in either of the following situations.

- ▶ The conditions for breaking off the combat described on the Action Card are met. Often an action description will call for break off if the cumulative attacker hit total is one or two hits.
- ▶ The cumulative total of hits incurred by the Soviet defenders is sufficient to eliminate them. Soviet defenders will be eliminated if the cumulative defender hits exceed the number of steps in the defending stack by two or more.

Example: If two steps are defending, a cumulative defender hit total of four or more indicates the defenders will be eliminated.

If the defenders are surrounded and not adjacent to a supplied Soviet unit, reduce the hits required for elimination by one. If the defenders occupy a town, city, or improved position, increase the hits required for elimination by one. If you applied the Soviet Intelligence tactic to the combat, apply its effects before implementing German break-off.

13.33 Replenishing the Chit Cup

Once drawn, combat chits are kept out of the cup. After resolving a combat, place the drawn combat chits to the side with any previously drawn chits until replenishment occurs. Replenishment is triggered when a darker combat chit is drawn. Upon drawing a darker combat chit, immediately return all drawn chits from previous combats to the cup and resume drawing chits for the current combat. Then, after the current combat is resolved return those chits to the cup as well. The combat chit cup is also replenished at the end of the game-turn; return all chits to the cup at that time.

13.4 Combat Hits

After drawing combat chits and determining which ones apply to the combat situation, calculate the total hits incurred by the attacking and defending units. Each combat chit lists an **A** (for attacker) or **D** (for defender) followed by a numerical hit result, for example **A1** or **D2**. Some chits list hit results for both the attacker and defender, such as **A1 D1**. Some chits list a hit result subtraction, such as **D-1**. Still other chits list **S** for Soviet or

G for German followed by a hit number, instead of A or D; these apply to units of that nationality, whether attacking or defending.

Calculate the hits (adding and subtracting as necessary) on all the chits for the defender and attacker to arrive at a hit total for each side.

HIT TOTAL ADJUSTMENTS: When calculating total hits, adjust for the following situations:

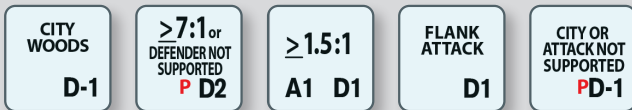
- ▶ If the defender occupies a town, city or improved position, the total number of defender hits is reduced by one. The *IP* marker is removed upon conferring this reduction.
- ▶ If all attacking units are attacking across *Donets* or *Dniepr River* hexsides, the total number of defender hits is reduced by one.
- ▶ If all defending units are dispersed or out of supply the total number of attacker hits is reduced by one.
- ▶ If all defending units are isolated, all attacker hits are ignored.
- ▶ The application of any of the following combat tactics may increase or decrease hits to the defender or attacker; see the play aid for specifics: *Partisans, NKVD, rifle brigade, tank brigade, and battlefield replacements.*

HIT TOTAL LESS THAN 0: A hit total less than 0 (due to subtractions) is treated as 0.

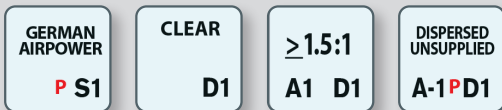
Examples of Combat Hits (13.4):



These three chits total A2 D2; two hits to the attacker and two to the defender.



These five chits total A1 D2; although the chits show four defender hits, the two D-1 results reduce the total defender hits to two. (If the attacker had chosen to draw only four chits, the result would have been A1 D3.)



If the Soviet player is attacking, these four chits total A1 D3; if the Soviet player is defending, these chits total A0 D4.

13.41 Processing Hits

After calculating each side's hit totals, apply defender hits to the defending units, then apply attacker hits to attacking units. Apply each hit by removing a step from a unit participating in the combat or by retreating or dispersing all participating units, within the following restrictions:

- ▶ Defending units may all retreat one hex to satisfy one hit, or retreat two hexes and disperse all defending units to satisfy two hits. All other defender hits must be satisfied by step losses. **Exception:** If any of the defending units are already dispersed, that stack may retreat only one hex.
- ▶ The first hit incurred by attacking units must be applied as a step loss to one of those units. Up to two additional hits may be satisfied by dispersing all attacking hits. All other attacker hits must be satisfied by step losses.

- ▶ You are not required to retreat or disperse Soviet units; you may choose to apply all hits as step losses.

13.42 Assigning Hits to German Defenders

Assign each hit to German units defending in combat either as a one-hex retreat of all units, or a step loss to one unit. Assign each hit one at a time in accordance with the first of the following lettered priorities that applies. If the German units are defending in a town, city or improved position hex, reduce the total number of hits by one (and remove the *IP* marker) before checking these priorities.

- If the defender has already retreated two hexes in this combat, apply a step loss for each remaining hit not yet applied. If not, proceed to B.
- If the number of hits remaining is equal to or greater than the number of steps in the defending units, retreat one hex. If the number of hits is less, proceed to C.
- Conduct a Hold Check to determine if the defending units take a step loss or retreat. Calculate the defender's **Hold Chance** as follows:
 - ▶ + total number of steps in the defending units
 - ▶ + twice the VP value of the defender's hex
 - ▶ +1 if the defender's hex is woods, town or city
 - ▶ +1 if all attackers are across *Donets* or *Dniepr River* hexsides
 - ▶ -2 if supply can't be traced from the defender's hex
 - ▶ +2 if all retreat routes would require an extra step loss (that is the defenders would have to retreat into a hex in Soviet control but not occupied by a supplied German unit)
 - ▶ +2 if all retreat routes would cause another German unit to become in danger of surround
 - ▶ +2 if the defending units have already retreated one hex

Roll the die; if the result is:

- ▶ **equal to or less than** the defender's Hold Chance, apply a step loss;
- ▶ **greater than** the Hold Chance, retreat one hex.

With each hit applied, repeat these priorities from the top, beginning with Priority A.

13.43 Assigning Hits to German Attackers

1st hit: The first hit incurred by German units attacking in combat is assigned as a step loss.

2nd hit: If the attacking units now have less than four steps, disperse all attacking units. Otherwise, assign the second hit as a step loss.

3rd hit: If already dispersed, no further effect for this hit. If not yet dispersed, disperse all attacking units.

4th hit: If the attacking units have incurred just one step loss in this combat, assign a second step loss. Hits beyond four are not applied to German attackers.

Examples:

Scenario 1:

Five of your Soviet units have attacked two German units with one step each, resulting in 2 hits against the defender and 2 hits against the attacker. Defender hits are processed first per the German priorities of 13.42. The battle was not in a town, city, or improved position, so the number of defender hits remains at 2.

Checking priorities, it is found that (A) the defender has not already retreated two hexes, but (B) the number of hits is equal to or greater to the number of defending steps. Therefore, retreat the defenders one hex, per 13.6.

To process the second hit, (A) still does not apply, and now (B) does not apply either. Therefore (C) directs you to conduct a Hold Check. There are two defending steps (+2) and the units have already retreated one hex (+2); none of the other factors for Hold Checks applies, so that the Hold Chance is 4. You roll the die and get a 3. This is less than or equal to the Hold Chance, so the defenders take a step loss, resulting in the elimination of the one-step German unit with the highest selector.

Then you process attacker hits. The first hit is applied by removing a step from an attacking unit of your choice. However, the first step loss incurred by Soviet attackers must be taken from a three-step unit or an armor unit, if any participated. You may satisfy the second hit by removing a step from any attacking unit of your choice or by dispersing all attacking units. However, in a given combat, a unit can't lose a second step until all attacking units have lost one step.

Scenario 2:

Two 2-step German units and two 1-step German units, with a total of six steps, attack two of your 2-step units, resulting in three hits against the attackers and two against the defenders. As defender, you have three options: take 2 step losses; take 1 step loss and retreat all defenders 1 hex; or retreat 2 hexes and disperse all defending units. You choose to remove one step from a Soviet unit and retreat both units one hex.

The first hit against the German attackers is applied as a step loss to the unit with the most steps; higher selector if tied. The step is removed from the 2-step unit with the higher selector.

Two hits remain to be accounted for. Checking the criteria in 13.43, the Germans have 5 steps left. This means a second step loss is incurred. It again applies to the units with the most steps. There is one unit with 2 steps now; it loses a step.

The third hit is satisfied by dispersing all four attacking units, per 13.43.

13.6 Retreats

The defender (whether German or Soviet) in a combat may satisfy one hit by retreating all defending units one hex, or two hits by retreating all defending units two hexes. The attacker can't retreat. **Exceptions:** Dispersed units and isolated non-mech units may retreat only one hex. Isolated mech units can't retreat at all. Soviet defenders can't retreat in a combat to which the NKVD combat tactic was applied.

RETREAT PRIORITIES: Retreat units one or two hexes away from the hex the units occupied during combat, entering hexes in the following priority order during the retreat:

1. Into a hex not in enemy control. If none available...
2. Into a hex in enemy control, occupied by a friendly supplied non-dispersed unit. If none available...
3. Into an unoccupied hex in enemy control and in friendly supply. This retreat requires the removal of a step from one of the retreating units. The step loss does not count toward satisfying a combat hit.
4. Into an unoccupied hex in enemy control and not in friendly supply or into a hex in enemy control and occupied only by friendly unsupplied or dispersed units. This retreat requires a step loss, as in Priority 3.

MORE THAN ONE CHOICE: Within any of these priorities, retreat into any hex. However, retreat is allowed across an unbridged river Dniepr river hexside **only** if no other hex is available in that priority.

- ▶ **SOVIET:** If there is more than one choice available when retreating **Soviet** units, you choose. When retreating a Soviet unit into a hex with a garrison, remove the garrison and consider the hex unoccupied upon entry.
- ▶ **GERMAN:** If there is more than one choice available when retreating **German** units, prefer: a) German VP hex; b) hex not in danger of surround; c) woods terrain hex; d) hex in which no Soviet unit would be proximate to retreated unit; e) in the direction opposite the forward arrow in the unit's hex.

13.61 Prohibited Retreats

A unit can't ...

- ▶ retreat into an unoccupied enemy town or city hex;
- ▶ retreat across a **blocked** Dniepr River hexside;
- ▶ end its retreat in violation of stacking restrictions.

13.62 Avoid Elimination

If following the above retreat priorities would result in a unit's elimination when another valid retreat route of lesser priority would not, take the lesser priority route.

13.63 Stay Together

When more than one unit in a hex is retreating, all retreating units must retreat together and end in the same hex, if possible. Retreat to different hexes is allowed only to avoid overstacking at the end of the retreat. If German units must retreat to different hexes, retreat the units in ascending selector order.

13.64 Already Retreated Units

If a unit ends its retreat in a hex occupied by a friendly unit, and that friendly unit is attacked later in the same activation, the retreated unit contributes nothing to the defense in the attack, its steps are not counted in determining combat hit draws, and its steps may not be removed to satisfy step losses. If the defending unit retreats or is eliminated by the attack, the previously retreated unit is eliminated.

13.5 Applying Step Losses

A combat hit assigned as a step loss is applied to one unit that participated in the combat.

- ▶ Apply a Soviet step loss to a unit of your choice. However, the first step loss assigned must be to a 3-step unit or an armor unit, if any participated.
- ▶ Apply a German step loss to the unit with the most steps. Among units with the most steps, apply the step loss to the unit with highest selector number.

To apply a step loss, flip the unit to the side showing one less step or replace the unit with its replacement counter (marked **R**), showing one less step.

13.51 Assign Step Losses Evenly

If you are assigning more than one step loss to units in a given combat, no unit may be assigned a second step loss until all participating units have been assigned one step loss in that combat.

13.52 Elimination and Destruction

A unit that loses its lone remaining step is eliminated. An eliminated unit that was originally a multi-step unit is placed in the eliminated units box on its one-step side. It may be returned to play later via replacement (16.0).

- ▶ An eliminated unit that was one-step at full strength is removed from play entirely, it can't be replaced.
- ▶ A unit that is eliminated when in a state of Isolation is destroyed. Remove destroyed units from play, they can't return via replacements.

Examples of Soviet Retreats (13.6):

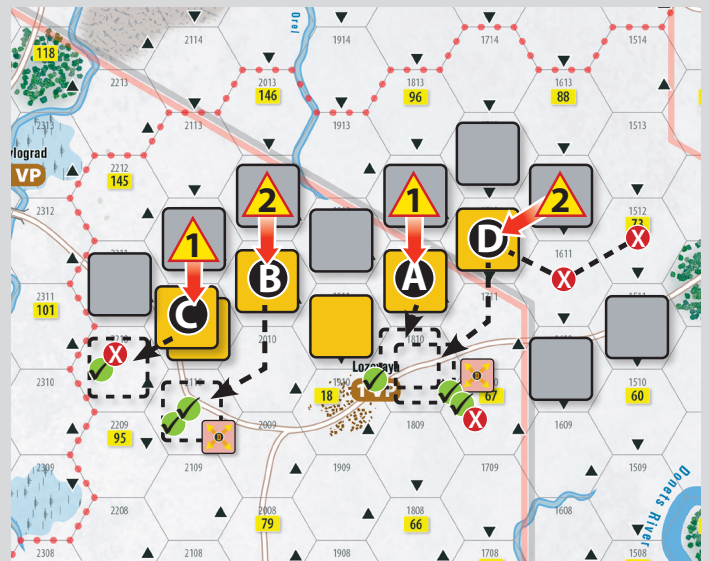
Since combats are resolved one at a time, the order of resolution will affect the retreat priorities available. Each of the attacking German units in this illustration will advance one hex in the direction of the attack arrow. The triangle symbol shows how many defender hits have to be processed by the defending unit. Hits satisfied by retreat and/or dispersal are noted by green checkmark symbols. Step losses are noted by red “X” symbols.

- This unit incurs one hit in combat and can satisfy that hit by retreating one hex. Using retreat priority 1 in 13.6, its only choice is retreat directly east into hex 1810.
- This three-step unit incurs two hits in combat and can satisfy both of them by retreating two hexes and becoming dispersed. You choose to retreat the unit to hex 2110; other options (because of retreat priority 1) would have been hexes 2009 or 1910.
- Two two-step units incur one hit in combat. If both units hold position, one step loss is taken. If retreating one hex, both units must retreat together. They cannot use retreat priority 1 to enter hex 2010 or 2210, because those hexes are now in enemy ZOC (the unit that attacked unit B having advanced into B’s hex). Nor may the units enter hex 2110 because the overall number of steps in the hex (seven steps across the three units) would exceed the stacking limit. Therefore, the two retreating units must now retreat using retreat priority 3, losing a step for retreating into an enemy ZOC. The two units retreat one hex to hex 2210, satisfying the original hit, and then one of them incurs a step loss for using retreat priority 3.
- This two-step unit incurs two hits in combat. Note that the unit which attacked unit A has advanced and now occupies the hex formerly occupied by unit A (blocking one retreat path option).

Unit D has no options under retreat priority 1, because every adjacent hex is in enemy control. Retreat priority 2 is not available because none of the enemy-controlled adjacent hexes has a friendly unit. Unit D must use retreat priority 3 and retreat into an unoccupied enemy-controlled hex.

If it retreats to the northeast (hex 1611), the second retreat hex can only be 1512. At that point the unit will have incurred two step losses from retreating through enemy-controlled hexes, eliminating the unit. The same problem occurs if the unit “retreats forward” into 1812. To avoid elimination, the unit may instead retreat east to hex 1711 and then southeast into hex 1810.

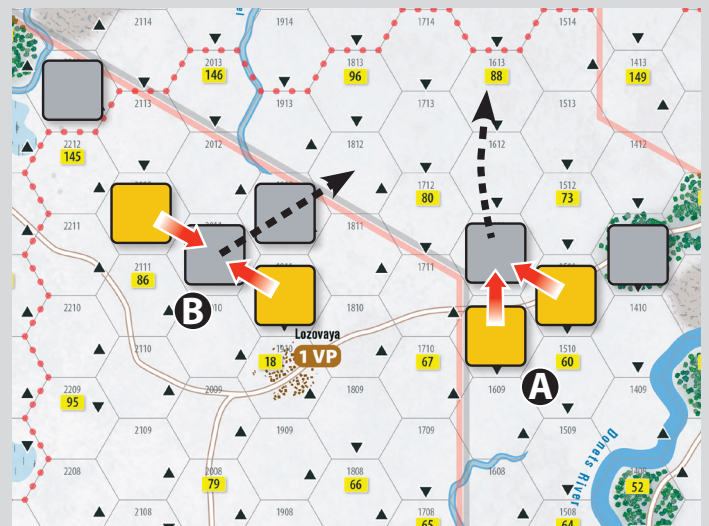
By retreating two hexes and dispersing, the unit satisfies two hits. It loses 1 step for retreating through an enemy-controlled unoccupied hex (1711). It does not lose a step for the second hex, however, because retreat priority 2 is in effect: A unit can retreat into an enemy-ZOC hex occupied by a friendly unit without losing a step.



Examples of German Retreats (13.6):

In both attacks A and B, the defending German unit will retreat 2 hexes.

- Under retreat priority 1 in 13.6, the German unit may retreat to any hex not in enemy control. The first retreat hex must be 1612 or 1712. Using the German retreat preferences in 13.6: Neither hex is a VP, neither is in danger of surround; both hexes are proximate to Soviet units. The final retreat priority applies: Move in the opposite direction of a German movement arrow. Therefore the unit moves to 1612. By the same logic, the unit’s second hex of retreat is again opposite the movement arrow of its current hex. The unit retreats to 1613.
- Here the German unit is not able to retreat into a hex not in enemy control (priority 1). Priority 2 is applicable because the unit can move into the friendly-occupied hex 1912. The eligible hexes for the second hex of the retreat are 1913 and 1812. None of the German retreat preferences narrow the choice so the general tiebreaker in 10.11 is applied to determine that the German unit retreats to 1812, the lowest numbered hex.



13.65 Two-Hex Retreat

Defending units may retreat two hexes to satisfy a second combat hit, as long as none of the defending units is already dispersed or isolated. Upon doing so, the retreating units become **dispersed**. A unit retreating two hexes may retreat through friendly units in excess of the stacking limit. A two-hex retreat must end two hexes away from the combat hex.

German unit(s) retreat in violation of stacking limits only into the first hex of the retreat and only if at least one defender hit remains unfulfilled after entering the hex. The retreating units then fulfill their next hit by retreating a second hex, instead of checking the priorities of 13.6. If unable to retreat a second hex from the over stacked hex, the defending units may not retreat at all.

13.7 Advance after Combat

If the defender vacates the hex under attack, by retreat or elimination, all undispersed attacking units may advance into the hex, within stacking limits, and regardless of the presence of enemy zones of control or garrison markers. Units included in an attack via the Assault Coordination or Reinforce Battle combat tactic can't advance after combat.

- ▶ Victorious attacking units (whether German or Soviet) use the general advance rules (including 13.71 and 13.72).
- ▶ Check victorious attacking German units using the German advance rules (13.73) to see whether they actually advance.

13.71 Two-Hex Advance

If the defending units retreat two hexes or are eliminated, attacking **mechanized** units may advance two hexes.

- ▶ The **first** hex entered in the advance must be the attacked hex.
- ▶ The **second** hex entered in the advance may be any hex adjacent to the attacked hex. However, when deviating from the path of retreat, the advancing unit can't move directly from one enemy-controlled hex to another.
- ▶ When more than one unit is advancing two hexes, they may advance into different hexes.
- ▶ A Soviet unit can't advance a second hex if adjacent to a garrisoned hex after advancing one hex.
- ▶ Defending units that are eliminated leave no path of retreat. In this situation, advancing into a second hex always deviates from the path of retreat.

13.72 Advancing Across Donets and Dniepr River hexsides

A unit may only advance across an unbridged Donets or Dniepr hexside only if it attacked across that hexside or is following the path of retreat. A unit advancing across an unbridged Donets or Dniepr hexside must stop in the hex across the river, even if the unit is mechanized and has advanced only one hex.

Units may advance across bridged river hexsides without restriction.

13.73 German Advance After Combat

▲ Victorious attacking German units advance one unit at a time, in **ascending** numerical order. For each unit eligible to advance, check to determine if its advance into the hex would be in the forward direction, in a direction adjacent to the forward direction, or some other direction. Consult the following table, cross referencing the route of advance with the number of German units that have already advanced into the hex (if any). Roll the die; if the die result falls in the indicated range, the unit advances.

Number of Advancing German Units Already in Hex

Route of Advance	0	1	2
The first of the following that applies: 1) into VP hex, or 2) hex that enables supply*, or 3) hex that causes surround, or 4) in forward direction.	Advance	1-6	No
In direction adjacent to forward direction.	1-7	1-3	No
Other route	No	No	No

*An advance into a given hex **enables supply** if supply becomes traceable from a German-occupied hex as a result of the advance.

If a German unit advancing a second hex has a choice of hexes to enter, check for advance into the hex with highest chance of advance only.

GERMAN ADVANCE RESTRICTIONS:

- ▶ A German unit in a hex in German supply will not advance into a hex not in German supply.
- ▶ A German unit will advance into a Soviet-surrounded hex only if the hex is a VP hex or if doing so causes a Soviet unit to become surrounded or 5+ the hex is not in Soviet support.
- ▶ A German will not advance if doing so would cause one or more Soviet units to become proximate to an empty or garrisoned German town or city hex. Does not apply if the situation exists at the start of the advance.
- ▶ A German mechanized unit will not advance into a marsh hex.

13.8 Dispersal

A unit becomes dispersed in the following situations:

- ▶ The unit is defending in combat and retreats two hexes;
- ▶ The unit is attacking and becomes dispersed to satisfy combat hits;
- ▶ as the result of an event.

EFFECTS: Place a *Dispersed* marker on the unit.



A dispersed unit:

- ▶ can't move, attack or build an improved position;
- ▶ can't advance after combat;
- ▶ is not eligible for the *strategic relocation* event.

A dispersed unit and any units stacked with it may retreat only one hex if attacked.

If all units defending in a combat start the combat dispersed:

- ▶ combat tactics can't be applied to the defenders.
- ▶ subtract one hit from his hits incurred by the attacker.

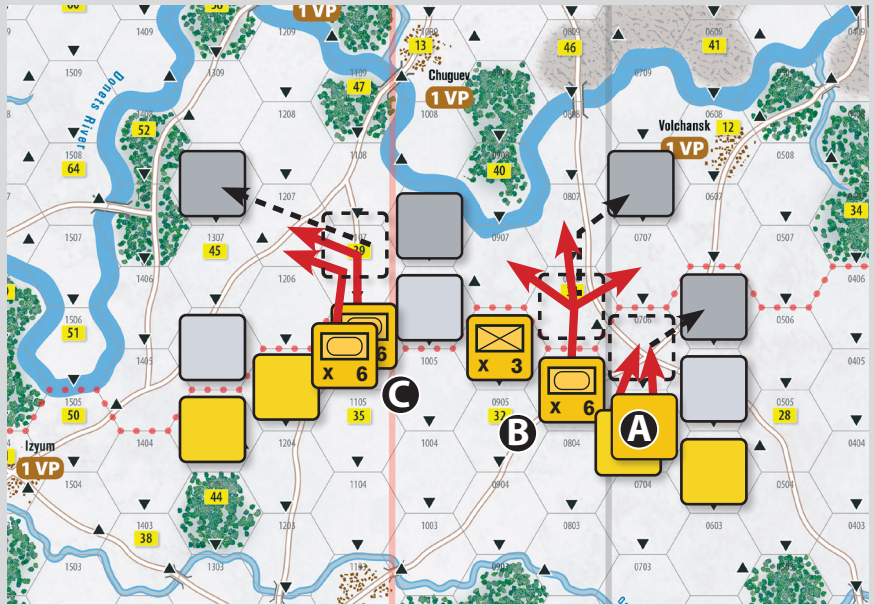
REMOVAL: A dispersed unit becomes undispersed when:

- ▶ The unit is activated. After all other units in the activated formation have completed their actions, the unit's *Dispersed* marker is removed. However an active unit that becomes dispersed when attacking does not become undispersed at the end of the current activation.
- ▶ All *Dispersed* markers are removed at the end of the game-turn.

Examples of Soviet Advance After Combat (13.7):

Three combats occur in the order A, B, C.

- The defending unit retreats one hex. All, some, or none of the attackers may advance into the vacated hex, within stacking limits.
- The defender retreats two hexes. The Soviet infantry can advance into the vacated hex. The armor can advance one hex, and then may advance an additional hex. It does not have to follow the path of retreat.
- The defender retreats 2 hexes. The Soviet armor units may each advance into the vacated hex and may then advance a second hex by following the path of retreat into hex 1207, disregarding enemy zones of control. The advancing units can't deviate from the path of retreat because an advance from an enemy controlled hex to another enemy controlled hex is allowed only if following the path of retreat.



Examples of German Advance After Combat (13.7):

- The defending unit retreats one hex. Check the attacking German units for advance per 13.73 in ascending selector order, beginning with unit 02. Hex 1414 is in the primary forward direction, and there are no German units already in hex 1414. Therefore, unit 02 advances. Unit 14 is next. Hex 1414 is in the forward direction from hex 1415, however, there is now a unit in the hex. You roll the die for unit 14 and the result is 7. Checking the table in 13.83, a 1-6 is required to advance. The unit does not advance.
- The defender retreats 2 hexes. Unit 04 checks for advance first. Hex 1614 is not in its primary forward direction but is adjacent to it. You roll the die and get a 2. Per 13.83, the unit advances on a 1-7. Therefore, the unit does advance into 1614. Unit 04 is armored and may advance a second hex. Per the table, it may automatically do so if a hex is in its forward direction, which hex 1613 is. Therefore Unit 04 advances into 1613. Hex 1614 is now empty. Unit 04 checks for advance in a direction adjacent to the forward direction and rolls a 4, a success. Unit 04 advances to 1614.
- Hex 1812 has been attacked by IISS units 07, 08, and 09. The defender retreats one hex to 1811. Unit 07 advances first in its forward direction to 1812. The roll is a 2; Unit 08 advances. Hex 1812 now has two German units. Unit 09 does not advance because the table in 13.83 indicates that there are no German advances into hexes that already have two German units.



14. SUPPLY

A **unit** is supplied or unsupplied. All units start the game supplied. A unit unable to trace supply during the Supply Phase becomes (or remains) unsupplied throughout the game-turn.

A **hex** is considered to be in supply for a given side at a given moment if a friendly supply path can be traced from the hex at that moment.

SUPPLY FOR UNITS: All units are supplied throughout Game-turn 1. All Soviet units are supplied throughout GT 2 and 3. Starting on GT 2 for German units and GT 4 for Soviet units, supply for all units is determined during the Supply Phase, by checking if each unit can trace supply. Supply determinations made for units in the Supply Phase apply throughout the game-turn, even if the unit becomes unable or able to trace supply during the turn. **Exception:** Air Resupply (14.4).

SUPPLY FOR HEXES: Soviet or German supply for a hex is determined at the moment a function requiring supply is to be performed in the hex, including but not limited to the following:

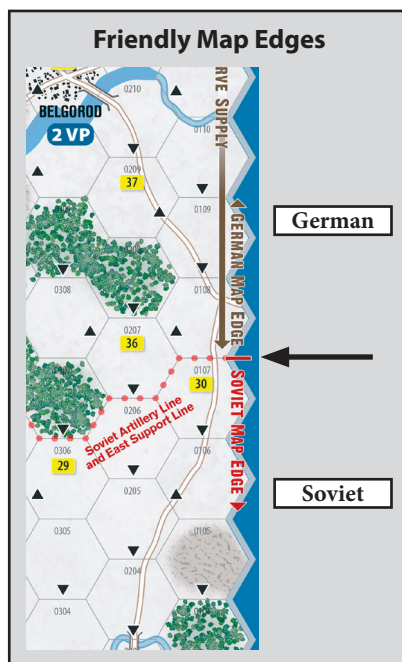
- ▶ A German unit can't end its advance after combat in a hex from which German supply can't be traced (13.73)
- ▶ To place a German reserve unit in a hex, the hex must be in German reserve supply (14.3)
- ▶ To assign replacements to a Soviet unit, the unit must be supplied and in a hex in supply.
- ▶ To assign replacements to a German unit, the unit must be supplied and in a hex in German reserve supply.
- ▶ To play the Soviet "activate any one Unit" command (6.1) the unit must be in a hex in Soviet supply.
- ▶ To place a Soviet reserve unit in a hex, the hex must be a Soviet supply head or a clear hex adjacent to a Soviet supply head.
- ▶ In order to place a German garrison marker (10.6) the placement hex must be in German reserve supply.
- ▶ In order to place a Soviet Forwar Support marker, the hex must be in supply (14.53).

To determine if German supply is traceable from an unoccupied or Soviet-occupied hex, imagine a German unit in the hex (instead of a Soviet unit); if supply could then be traced from the hex, the hex is in German supply. The same test applies in reverse when tracing Soviet supply from a hex.

14.1 Tracing Supply

SUPPLY PATHS: A unit or hex can trace supply if a path of no more than **seven** hexes can be traced from the unit or hex to a hex on a friendly map edge or to a road hex that is a valid supply head.

- ▶ First, the hex for which supply is being traced may be in an enemy ZOC.
- ▶ From there, the seven-hex path can't pass through enemy town or



city hexes, or hexes occupied by enemy units. Soviet supply can be traced through a garrisoned hex.

- ▶ The path may be traced through a hex in an enemy ZOC **only** if that hex is occupied by a friendly unit.
- ▶ If the path crosses an unbridged Dniepr river hexside, its allowed length is shortened to two hexes. The path can't cross a blocked Dniepr river hexside.

FRIENDLY MAP EDGES: For purposes of tracing supply, all map edge hexes are Soviet-friendly or German-friendly:

- ▶ Soviet: all map-edge hexes along those portions of the east and north map edge marked as Soviet.
- ▶ German: all map-edge hexes along map edges that are not marked as Soviet.

A unit in a friendly map edge hex is always supplied

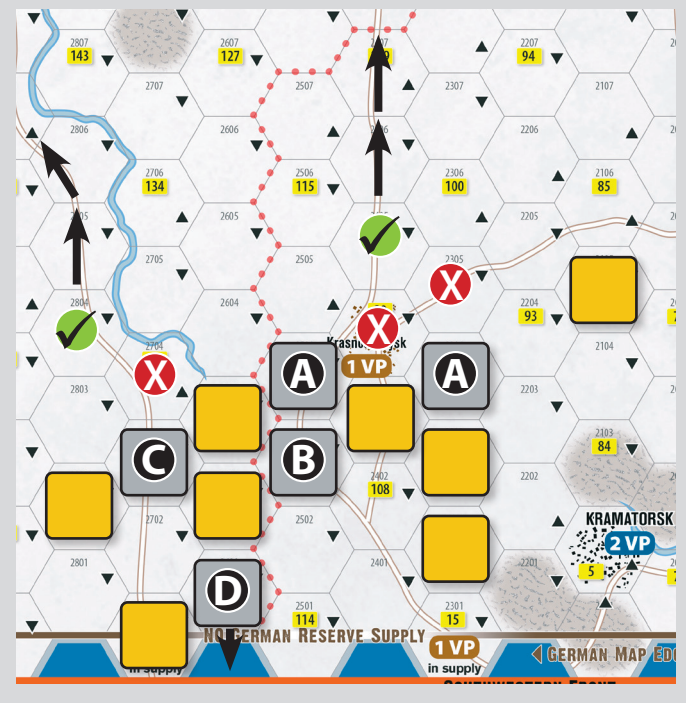
SUPPLY HEADS: Every hex on a friendly map edge is a friendly supply head. A road hex is a friendly supply head if a path of connected road hexes can be traced from the hex to a hex on a friendly map edge with a road leading off the map.

- ▶ The road path may be of any length but may not pass through enemy town or city hexes, or through hexes occupied by enemy units.

Examples of Tracing Supply (14.1):

Hexes marked with a green check symbol are valid German supply heads, whereas those marked with a red "x" symbol are not.

- A. In supply: these units have a supply path that exits a ZOC and reaches the supply head at 2105 in two hexes.
- B. In supply: This unit's path goes through enemy ZOC in hex 2504, but the enemy ZOC hex is occupied by a friendly unit, allowing supply to be traced through.
- C. Not in supply. This unit's supply path to the supply head in 2804 is blocked by Soviet zones of control in hexes not occupied by German units.
- D. In supply. A unit in a German map edge hex is always in Supply. However, on this stretch of German map edge hexes the unit is not in Reserve Supply, see 14.3.



- ▶ The road path may be traced through a hex in an enemy ZOC **only if** occupied by a friendly unit.

14.2 Effects of Unsupply

A unit unable to trace supply during the Supply Phase enters one of two states of unsupply: *out of supply* (OOS) or *isolated*. A unit in either of these states is considered unsupplied.



14.21 Out of Supply

An unsupplied unit that was in supply before the current Supply Phase receives an *Out of Supply* marker. An out of supply unit suffers the following effects throughout the game turn:

- ▶ No combat tactic may be played for or applied to the unit. If the combat includes other friendly units in supply, combat tactics may be applied on their behalf.
- ▶ If mechanized, the unit may move no more than two hexes.
- ▶ The unit can't build an IP, but retains one previously placed.
- ▶ If Soviet, the unit may attack only if at least one supplied unit is also attacking. If German, the unit may participate in an attack but not as the lead unit.
- ▶ If all units in the hex are out of supply (or a combination of OOS and isolated), the enemy attackers may draw **one** extra combat chit and may disregard **one** attacker hit.
- ▶ The unit can't be assigned replacements.

14.22 Isolated

An unsupplied unit already out of supply during the Supply Phase becomes Isolated. Flip its OOS marker to the isolated side. An isolated unit **suffers all the effects of being out of supply**, plus the following, throughout the game-turn:

- ▶ The unit does not exert a zone of control.
- ▶ A mechanized unit can't move or retreat. A stack of units containing an isolated mechanized unit can't retreat.
- ▶ An armored unit is considered unarmored.
- ▶ An infantry or cavalry unit can move only one hex, can't move out of an enemy ZOC, and can't move into an enemy town or city.
- ▶ An infantry or cavalry unit and any units stacked with it can retreat only one hex.
- ▶ The unit can't attack.
- ▶ If all units in the hex are isolated, the enemy attackers may draw **two** extra combat chits and disregard **all** attacker hits on all chit draws. This supersedes the effects of being attacked when out of supply.
- ▶ If eliminated, the unit is *destroyed*. Remove the unit from the game; it cannot return via replacement.
- ▶ The unit does not affect the placement of enemy reserve units, except in its own hex.



14.23 Surrender

An already isolated unit or stack of units that can't trace supply during the Supply Phase continues to suffer all the effects of being isolated. In addition...

- ▶ if Soviet you must remove one step from the isolated unit or stack.

- ▶ if German, **and adjacent to a Soviet unit**, remove one step from the unit (from the unit with the highest selector number if in a stack). If a unit's last step is removed in this manner, the unit is *destroyed*.

14.3 German Reserve Supply

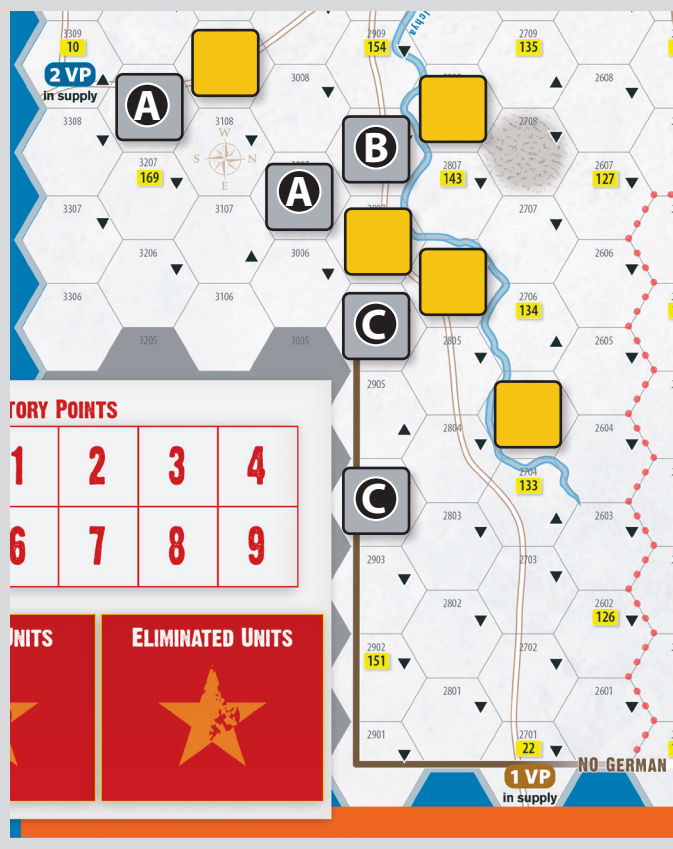
A more restrictive form of supply trace called **reserve supply** applies to placement of German reserves, replacements and garrisons. Reserve supply is traced like regular supply with three additional restrictions:

- ▶ Reserve supply can't be traced through a hex in a Soviet ZOC, **even if occupied by a German unit**.
- ▶ Reserve supply can't be traced to a hex on the north or east map edge. This restriction is marked on the map.
- ▶ A road hex is a valid supply head for reserve supply only if a path of connected road hexes can be traced from the hex to a hex on the west or south map edge, not the north or east map edge.

Examples of German Reserve Supply (14.3):

The map edges depicted in this example are all sources of German Supply. However, the map edges marked with a brown line are not sources of German Reserve Supply.

- The hexes are in supply and in reserve supply.
- The hexes are in Supply because it can trace supply through the friendly unit in hex 3007. However, it is not in Reserve Supply. Reserve Supply cannot be traced through enemy ZOC, even if the ZOC hex is occupied by a friendly unit.
- These units are in Supply but not in Reserve Supply. Reserve Supply cannot be traced to a German map edge hex marked "No German Reserve Supply" or to a road supply head that leads off the map only at such a map edge.



A hex must be in **reserve supply** in order to:

- ▶ Place a German reserve unit in the hex.
- ▶ Place a garrison marker in the hex.
- ▶ Assign a replacement step to a German unit in the hex.

German reserve supply requirements are in effect on all game turns.

14.4 Air Resupply

You may play the *Air Supply* command event as your card play for the impulse to restore an unsupplied Soviet unit or stack of your choice to supply. When you do so, the stack immediately returns to supply; remove the *Out of Supply* and *Isolated* marker from the stack. During the next Supply Phase, the unit will again be subject to a normal supply check.

If the German *Air Supply* command event occurs, one German unit/stack that is currently out of supply or isolated is immediately placed in supply – remove the *Out of Supply* and *Isolated* marker from the stack. During the next Supply Phase, the unit/stack will again be subject to a normal supply check. Among qualifying unit/stacks, prefer a unit/stack that: a) has the most steps; b) is isolated; c) has the lowest selector.

14.5 Soviet Support **5+**

All hexes are in Soviet support throughout Game-turns 1-4. Beginning on Game-Turn 5, hexes are *in Soviet support* or *outside Soviet support*. A hex must be in Soviet support in order for Soviet units in the hex to operate at full effectiveness. Soviet support is independent of supply state.

14.51 Determining Support

A hex is in Soviet support if:

- ▶ in the *Soviet support zone* valid on the current game-turn; or
- ▶ within five hexes of a hex occupied by a *Soviet Forward Support* marker. The five hex range is traced through any terrain and regardless of the presence of German units.

Western and Eastern Soviet Support Lines

The *Soviet Support zone* consists of all hexes to the east of the current Soviet Support line. There are two Soviet Support lines marked on the map – the western line and the eastern line. Note that the eastern support line is also the Soviet artillery line

- ▶ **5-7** The western support line is in effect throughout Game-turns 5-7, and throughout any turn thereafter in which the Soviet Player starts the turn with **at least 21 VPs**.
- ▶ **8+** Starting on Game-turn 8, the eastern support line is used throughout any game-turn in which the Soviets start the turn with **less than 21 VPs**.

8+ In Step 3 of each Game-turn's Supply Phase, check the VP Level to determine which Soviet support line to use throughout that turn.

14.52 Effects of Unsupport on Soviet Units

No strategic movement. A unit starting its move in a hex outside support can't conduct strategic movement.

Unsupported attack. A Soviet attack in which all the participating Soviet units and the German defenders are in hexes outside Soviet support is considered unsupported. If at least one attacking unit or the German defenders are in a hex in Soviet support, the attack is supported.

Unsupported defense. Soviet units defending in a hex outside Soviet support against a German attack are considered **unsupported**.

No Combat Tactics. Combat tactics are not applied to an unsupported Soviet attack or defense.

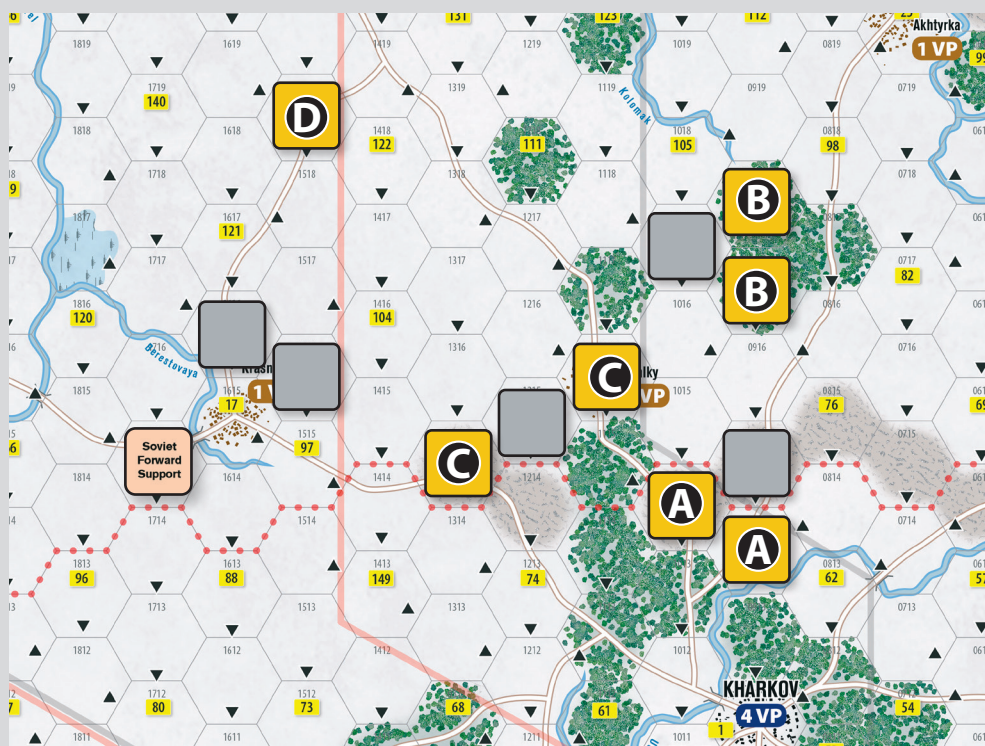
Combat Chits Effects. Certain combat chits apply to an unsupported Soviet attack or defense.

No reserve placement. Reserve units can't be deployed in a hex outside support.

Examples of Soviet Support (14.5):

Game-turn 5 is underway. The red dotted line is the western Soviet Support line. It is in effect on Game Turns 5-7, and on any turn thereafter when the Soviets have at least 21 VPs.

- These units are east of the support line and are in support. They may attack the unit in 0915 without penalty.
- Both units are west of the support line and beyond the 5-hex range of the Forward Support marker; the units are not in Soviet support. They incur all the penalties described Section 14.52.
- Both units are west of the Soviet support line. The unit in 1315 is within range of the Forward Support marker and so is in support. The other unit is not in support. Since at least one of the units is in support, an attack by both units against the German unit would be in support.
- The unit is in support because it is within 5 hexes of a *Forward Support* marker. The presence of German units has no effect on this determination.



No Replacements. A Soviet unit in a hex outside Soviet support can't be assigned replacements.

No Improved Positions. A Soviet unit in a hex outside Soviet support can't receive an IP, but retains an IP previously placed.

14.53 Soviet Forward Support Markers

Upon playing the **Soviet Forward Support** command event, place a Soviet Forward Support marker in a hex bordering the current Soviet Support line. The placement hex must be in Soviet supply. If one forward support marker is already on the map, place the second marker under the same conditions. Once placed, the marker is not affected by and does not affect the movement and placement of German units. No more than two forward support markers may be on the map at a given time.

14.54 Forward Support Marker Removal

Once placed, a Soviet forward support marker remains on the map until removed by any of the following:

- ▶ When the German *Air Interdiction* event occurs, remove one Forward Support marker from the map. If both are on the map, remove the marker providing support to the most Soviet units, westernmost marker if tied.
- ▶ Both Soviet Forward Support markers are removed from the map during the End of Turn Phase.

15. TOWNS, CITIES AND IMPROVED POSITIONS

15.1 Towns and Cities

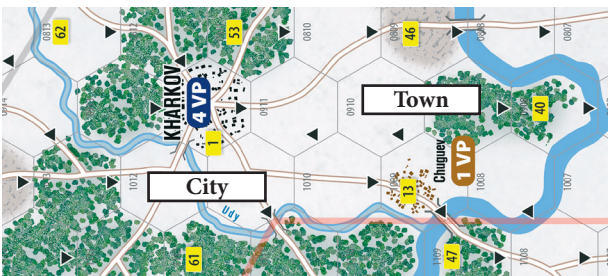
Every town and city hex is considered owned by the Soviets or the Germans, even if not occupied by a unit. At the start of play, all town and city hexes are German except for two Soviet-owned towns in hexes 0202 and 1103. Ownership of a town or city changes the moment an enemy unit enters the hex. From that point forward, the town or city is owned by the side whose unit last entered the hex, even if the hex is subsequently empty.

Ownership of a town or city is not affected by being in an enemy zone of control or out of supply; an enemy unit must actually enter the town or city to take ownership.

Soviet and German *Ownership* markers are provided for marking ownership of towns and cities.

EFFECTS OF ENEMY-OWNED TOWNS AND CITIES:

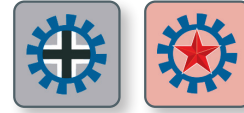
- ▶ A unit can't retreat into an enemy town or city.
- ▶ A unit must stop moving or advancing upon entering an enemy town or city (causing the town or city to immediately become friendly-owned).
- ▶ A Soviet unit conducting strategic movement can't enter a German town or city.
- ▶ Supply can't be traced through an enemy town or city hex.
- ▶ A Soviet reserve unit must be placed at least three hexes away from a German town or city (at least two hexes away if placed in a friendly map edge hex).



- ▶ German reserve units and garrisons can't be placed in a Soviet town or city

15.2 Improved Positions

An improved position (IP) is a defensive preparation that aids units defending in combat. When a unit with an *Improved Position* marker is attacked, the **total number** of hits incurred by the defender is **reduced by one**. An IP marker confers this benefit just once – the marker is removed when the IP absorbs a hit.



15.21 Building Improved Positions

Units of either side may gain an IP during play in the following ways:

- ▶ At the end of a Soviet activation, you may place an IP marker in **one** hex containing an active undispersed Soviet unit in supply that did not move, attack or withdraw in the activation.
- ▶ During a German activation, IP markers are placed on German units if instructed by certain actions.
- ▶ If the *Combat Engineers* combat tactic is applied on behalf of units defending in combat, place an IP marker on those units.
- ▶ You may play the *Engineers* command event to place an IP marker on any three Soviet units in supply.
- ▶ If the German *Engineers* event occurs, place IP markers on German units per the event description.

15.22 IP Restrictions

An IP marker can't be placed in a town or city hex, or in a hex that already has an IP marker. IPs can't be placed on a unit that is dispersed, out of supply or isolated, or **5+** on a Soviet unit outside Soviet support, but such units may retain a previously placed IP.

15.23 Additional Effects

If a unit enters a hex occupied by a friendly unit with an IP marker, the arriving unit gains the benefit of the IP, even if the unit originally in the hex moves out. IP markers do not count against stacking limits. An IP marker may remain in a hex indefinitely, as long as friendly units occupy the hex.

15.24 Removing Improved Positions

An IP marker is removed in any of the following situations:

- ▶ The hex with the IP marker is attacked and incurs at least one hit – the marker is removed after reducing the number of defender hits by one, before conducting retreats and advances. The IP marker is not removed if the defender receives no hits.
- ▶ The hex with the IP marker is attacked and the *Combat Engineers* combat tactic has been applied to the attack. The IP marker is removed before resolving the combat, negating its benefit to the defender.
- ▶ The German or Soviet **Engineers** command event may result in the removal of IP markers from enemy-occupied hexes.
- ▶ All units in a hex with an IP marker participate in a combat as attackers – the IP marker is immediately removed.
- ▶ A unit moves out of a hex with an IP marker, leaving the hex unoccupied. An IP marker is removed if abandoned; it never moves with a unit.

16. REPLACEMENTS **3+**

Beginning on Game-Turn 3, Soviet and German units may receive replacements to enable reduced one-step units on the map to regain a step, or to transfer eliminated units in the eliminated units box to the reserve units box on their one-step side.

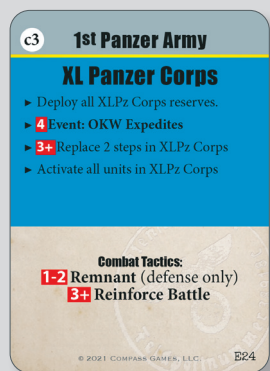
You may play a card listing a replacement command valid on the current game-turn during your impulse to rebuild a lost Soviet unit step via replacement. Playing a command card for replacements counts as your card play for the impulse but is not considered a unit activation.

In a German impulse, if the first valid command on the selected command card for the impulse is a replacement command, check the units in the card's listed corps. If the corps has a number of reduced units on the map or in the Eliminated Units box at least equal to the number of replacement steps listed on the card, the corps receives replacements.

Example of German Replacements:

During Game Turn 4, the **German Command Card E24, XL Panzer Corps**, is drawn. The card has a series of four commands. The first command does not apply because no XL Corps Reserves are available. You therefore conduct the second command, which is to assign two replacement steps to units in XL Panzer Corps. A reduced infantry unit in XL Panzer Corps is on the map and must be flipped first.

There are no other reduced units of the XL Panzer Corps on the map. However, the reduced unit **Wes.Wik.XL** is in the eliminated units box. This unit is eligible to be moved to the reserve units box by spending a replacement step, making the unit available as a reserve on its one-step side.



16.1 Replacing Lost Steps

The replacement command lists a number of replacement steps that may be replaced in the named formation per card play; 1 or 2 for the Germans, always 1 for the Soviets. Assign replacement steps to units in the formation equal to the replacement steps listed on the card.

Replacement steps are assigned to units in the named corps or army in the following priority order:

1. Reduced one-step infantry units on the map. If steps remain after all such units have received a step ...
2. Infantry units in the eliminated units box.
3. Reduced one-step mech units on the map.
4. Mech units in the eliminated units box.

Within a given priority ...

- ▶ assign to a Soviet unit of your choice;
- ▶ assign to a German unit with the lowest selector.

On-Map Unit: To assign a replacement step to a unit on the map, flip the unit from its one-step side to its two-step side.

Eliminated Unit: To assign a replacement step to an eliminated unit, take the unit from the eliminated units box and place it in the reserve units box, with its one-step side face up.

16.2 Replacement Restrictions

The following units are **not** eligible to receive replacements:

- ▶ a unit on the map with two or more steps;
- ▶ a unit consisting of only one step at full strength;
- ▶ a unit in a stack with six steps;
- ▶ a unit in the reserve units box;
- ▶ a *destroyed* unit;
- ▶ a Soviet unit in a hex outside Soviet support.

16.21 Supply Requirements

An on-map Soviet unit must be in supply, in a hex in support and from which supply can be traced in order to receive replacements. A German unit must be in supply and in a hex from which reserve supply can be traced. The unit receiving replacements may be in an enemy-controlled hex and may be dispersed.

17. VICTORY CONDITIONS

Victory is determined by the number of Victory Points (VPs) earned by the Soviet player. The German side does not earn VPs.

17.1 Soviet Victory Points

The Soviets start the game with **two** Victory Points; credit for the two town hexes on the Soviet side of the initial front line. As you gain and lose Soviet VPs, adjust the VP markers on the VP track to show the current total. Two markers, one for single VPs and one for VPs x10, allows from 0 to 99 VPs to be recorded.

VPS FOR OWNING TOWN AND CITY HEXES: you gain and lose the listed VPs for owning town and city hexes. The moment a Soviet unit enters a German-owned town or city hex, that hex becomes Soviet-owned and you earn the VPs listed, and retain those VPs even if Soviet units leave the hex. If a German unit subsequently enters a Soviet owned VP hex the hex becomes German-owned and you lose the VPs for that hex.

MAP EDGE VP HEXES: Four hexes on the east and south map edges are marked with VP values. Unlike towns and cities, these hexes can't be owned by either player. You gain the listed VPs only as long as a Soviet unit occupies the hex and is **able to trace supply**. You lose those VPs if the hex becomes unoccupied by Soviet units, or if during a subsequent supply phase, the Soviet units in that hex can't trace supply.

17.2 Winning the Game

The scenario instructions in Section 18 state when the players conduct victory checks and the number of VPs that result in a Soviet or German victory, as well as the level of victory achieved.

17.3 Interpretation of Victory Levels

Levels of victory reflect the historical outcome.

SOVIET STRATEGIC DEFEAT: Operations Star and Gallop fail to create meaningful breakthroughs. German counterattacks swiftly retake Soviet gains, destroying two Soviet fronts in the process.

SOVIET OPERATIONAL DEFEAT (historical result): After a major Soviet breakout, Army Group South regroups and counterattacks, destroying Soviet spearheads and retaking most ground lost.

SOVIET TACTICAL DEFEAT: Battered but not broken, the German forces give ground then manage to re-establish a viable defensive front.

SOVIET TACTICAL VICTORY: Although falling short of strategic objectives, the Soviets gain and hold key ground, forcing German withdrawal from the Crimea.

SOVIET OPERATIONAL VICTORY: Star and Gallop succeed in taking Kharkov and holding Soviet initiative in southern Russia. There will be no major German 1943 offensive in the east.

SOVIET STRATEGIC VICTORY: Army Group South is shattered; its remnants trapped to the south and east will be destroyed. The way is open for the Soviet juggernaut to sweep west.

18. SCENARIOS

18.1 The Initial Assault

GAME DURATION: Game Turns 1 and 2

SETUP: Per Section 3.

EARLY SOVIET VICTORY: The scenario ends in an immediate Soviet operational victory if the Soviets own Kharkov **and** a Soviet unit occupies a hex south or west of the printed Soviet western support line.

VICTORY CONDITIONS: If you do not win an early victory, determine victory in the End of Turn Phase of Game-Turn 2.

SOVIET VPs	VICTORY LEVEL
8 or more VPs	Soviet Tactical Victory
7 or fewer VPs	Soviet Tactical Defeat

18.2 Operations Star and Gallop

GAME DURATION: Game Turns 1-6

SETUP: Per Section 3.

EARLY SOVIET VICTORY: Disregard the victory thresholds shown on the calendar for Game-turns 4, 5 and 6. The scenario ends in a Soviet Strategic victory at the end of any game-turn in which:

- ▶ the Soviet VP level equals or exceeds 26VP, and
- ▶ at least one of the following cities is Soviet-owned: Poltava, Dnepropetrovsk or Zaporozhe.

VICTORY CONDITIONS: If you do not earn an early victory, determine victory at the end of Game-turn 6.

SOVIET VPs	VICTORY LEVEL
25 or more VPs	Soviet Operational Victory
22- 24 VPs	Soviet Tactical Victory
19-21 VPs	Soviet Tactical Defeat
16-18 VPs	Soviet Operational Defeat
15 or fewer VPs	Soviet Strategic Defeat

18.3 The Campaign Game

18.31 Game Duration

Game Turns 1-14, if not decided earlier. Due to the spring thaw, muddy ground conditions may limit operations on Game-turns 7-13

18.32 Setup

Per Section 3.

18.33 Ground Condition Markers

On Game-turns 7 through 13, the ground conditions vary randomly from *frozen* to *light mud* to *heavy mud*, based on the ground condition marker revealed that turn. Set up and reveal *ground condition* markers as follows:

GROUND
CONDITION

- ▶ **6** During the End of Turn Phase of Game-Turn 6, mix together face down the five ground condition markers. Place four of the markers face down on the calendar spaces for turns 7-10 and place the fifth marker aside, unseen.
- ▶ **6-12** During the End of Turn Phase of Game-Turns 6-12 reveal the ground condition marker for the next turn. For example, reveal the marker for GT 10 at the end of GT 9.
- ▶ **10** During the End of Turn Phase of Game-Turn 10, gather up the five ground condition markers. Mix together four of the markers face-down, setting aside one frozen marker. Place three of the mixed markers face down on the calendar spaces for turns 11,12 and 13, and place the fourth marker aside unseen (resulting in two markers set aside; one frozen and one unseen).
- ▶ **14** The ground condition is frozen on Game-Turn 14; do not place a ground condition marker.

18.34 Ground Condition Effects

The effects of the ground condition indicated by the marker for a given game-turn apply throughout the turn.



Frozen. No effect; conduct the game turn as normal.



Light Mud. Conduct the game turn with the following adjustments:

- ▶ During the card preparation phase, deal four supplemental cards to the Soviet draw pile instead of the amount listed on the calendar.
- ▶ Units moving across river hexsides use the Light Mud movement costs shown on the Terrain Effects Chart.
- ▶ Soviet units can't conduct strategic movement.
- ▶ The maximum combat chit draw may not exceed six chits, regardless of the number of units attacking and combat tactics played.



Heavy Mud. No cards are played and no units are activated this game-turn. The sequence of play is limited as follows:

I. RESERVE PHASE: Conduct as in the normal Sequence of Play.

II. CARD PREPARATION PHASE: Conduct step 3 of this phase only.

III. SUPPLY PHASE: Skip this phase. *Except do remove OOS and Isolated markers from units in hexes from which supply can be traced.*

IV. COMMAND PHASE: Skip this phase. Instead both sides receive two infantry replacement steps. Assign Soviet replacements to two eligible Soviet infantry units of your choice. Then, assign German replacements to the two eligible German infantry units with the lowest selectors.

V. END OF TURN PHASE: Conduct as in the normal sequence of play, *except do not check for victory.*

18.35 Soviet STAVKA Card Removal

The STAVKA command card is removed from the game when played on Game-Turn 7 or thereafter. Upon playing the card for any purpose on Turn 7 or after, remove the card to the game box instead of placing it in the discard pile.

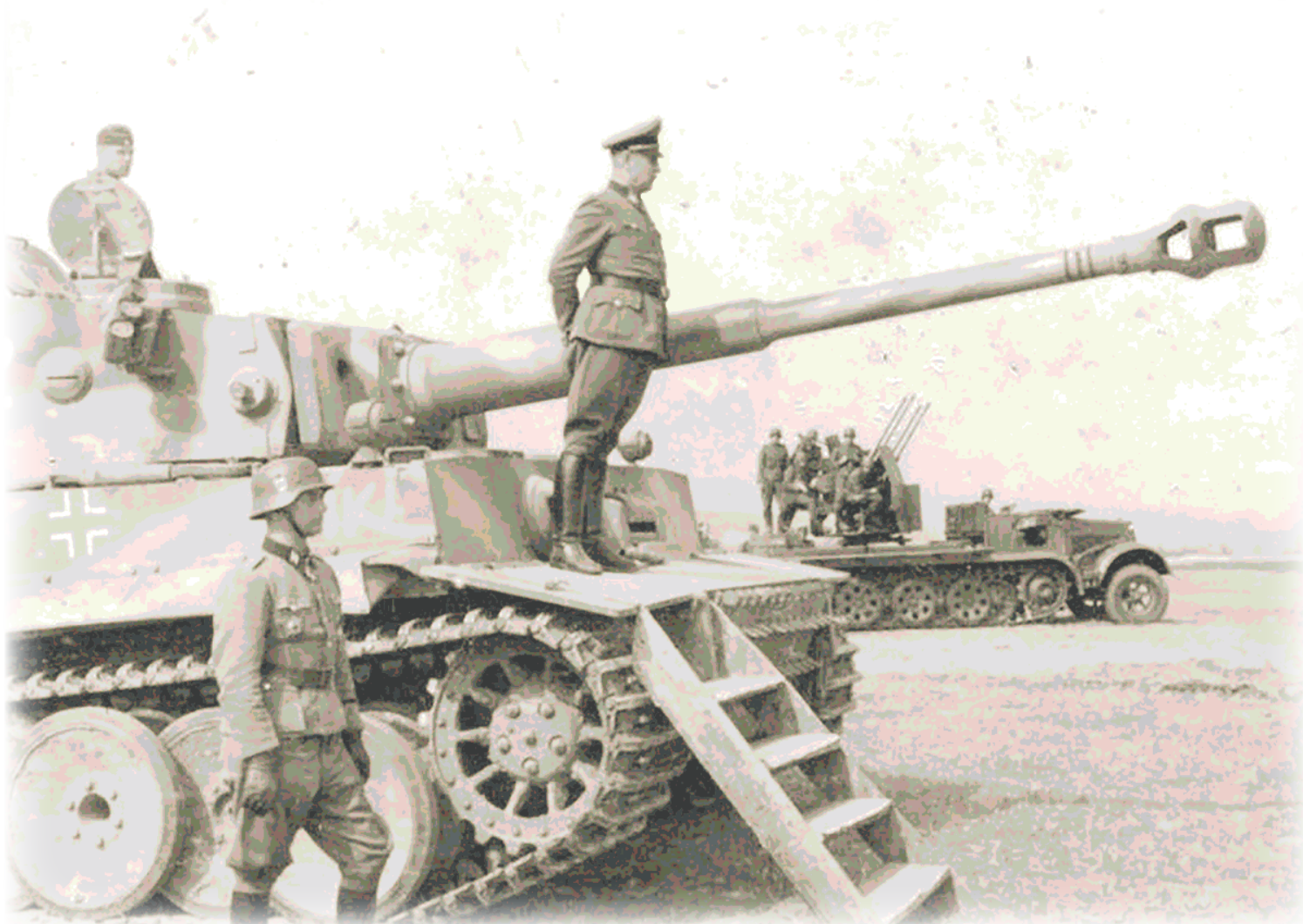
18.36 Victory Conditions

The game can end in Soviet victory or defeat at the end of any game-turn beginning with Game Turn 4, if the number of Soviet VPs is sufficiently high or low. At the end of each game-turn, beginning Game Turn 4, compare the current number of Soviet VPs to the Victory Levels shown for the current game-turn on the calendar.

- ▶ **4,5** If the number of VPs equals or exceeds the value listed for a Soviet victory, AND at least one of Poltava, Dnepropetrovsk or Zaporozhe is Soviet-owned, the game ends in a Soviet victory of the level listed.
- ▶ **6+** If the number of VPs equals or exceeds the value listed for a Soviet victory, the game ends in a Soviet victory of the level listed.
- ▶ If the number of VPs is equal to or less than the value listed for a Soviet defeat, the game ends in a Soviet defeat of the level listed.
- ▶ If the number of VPs falls between the two values, the game continues.

Corrections to German Enemy Command cards.

- ▶ E30 and E31: The Deploy Reserves command applies to Corps Raus, not III Corps.
- ▶ E32: The first event is "Guard the Gaps" not camps.



German Waffen-SS General Walter Krüger with a Tiger I heavy tank and an anti-aircraft gun vehicle of his 2nd SS Panzer Division 'Das Reich', Kharkov, Ukraine, 20 Apr 1943. (Source: German Federal Archive)

Skip first three phases on Game-turn 1 (GT 1).

I. RESERVE PHASE 2+

1. Deploy eligible German units already in Reserve box (9.0).
2. **3+** You may deploy Soviet units in Reserve box with printed GT two earlier than current GT (7.3).
3. Transfer all units from current GT calendar space to their reserve box.

II. CARD PREPARATION PHASE 2+

1. Place Soviet reinforcement cards entering this GT face down in **Available Supplemental Card** box.
2. Shuffle Available **Supplemental Cards**. Draw number of cards indicated for this GT and place face down in Draw Pile.
3. Place Supplemental discards from previous GT face down in **Available Supplemental Card** box.
4. Place **Primary Discards** from previous GT face down in Draw Pile.
5. Shuffle the **Draw Pile** and draw 5 cards for your hand.

Shuffle the German Command deck, including discards from the previous game turn.

Remove cards from German Action deck not valid on this GT, and add cards valid on this GT to deck. Shuffle.

III. SUPPLY PHASE 2+

1. Determine supply status of German units and then **4+** Soviet units (14.2). Remove OOS and Isolated markers from units now in supply.
2. Place OOS marker on unsupplied unit. If already OOS, place Isolated marker. If already isolated, remove step (14.34).
3. **8+** Determine Soviet Support line in use this turn.

IV. COMMAND PHASE

Conduct alternating impulses. **1-6** Soviets first. **7+** Germans first.

SOVIET IMPULSE

Play a Soviet card to initiate one of the following commands listed on the card. You can't pass.

- Deploy reserve units in the card's formation (7.1).
- **3+** Assign replacements to one unit in supply (17.1).
- Implement the card's command event or special event.
- Activate all units specified on the card (6.0).
- Once per GT, activate any one Soviet unit able to trace supply, regardless of formation (6.3). The unit can't attack.

Activations: You can't activate a formation or unit activated in the immediately preceding Soviet impulse (6.5). Activated units conduct operations in this order:

1. Remove garrisons adjacent to active units.
2. Movement (11.0).
3. Combat (13.0). You may play cards as combat tactics.
4. Withdrawal (12.1)
5. Place one Improved position (15.3).
6. Remove Dispersed markers (13.8).

After completing command, draw cards from Soviet draw pile to bring your hand up to five cards, unless draw pile exhausted.

GERMAN IMPULSE

Draw top card from German command deck. Conduct first applicable command on card. Possible commands include:

- Resolve command event if it applies this GT.
- Deploy reserves in card's formation if minimum number of eligible units specified in command are in reserve box (9.1).
- Activate specified units if at least one unit can perform an action (10.1).
- **3+** Assign replacements if specified quantity in card's formation are available (8.12, 16.0).

If no commands apply, discard German Command card and draw another, until a command applies. If German command deck runs out during GT, immediately reshuffle and continue.

CONTINUE ALTERNATING IMPULSES

... until no cards remain in Soviet hand and draw pile.

If Soviet cards run out during Soviet impulse, conduct one more German impulse to end GT. If Soviet cards run out during German impulse, complete that impulse to end GT.

V. END OF TURN PHASE

- **4+** Check for victory or defeat (18.2).
- Return all combat chits to cup.
- Remove all Dispersed and **5+** Forward Support markers.
- Remove German garrisons unable to trace reserve supply.
- **6-12** Reveal Ground Condition marker for the next game-turn.
- Advance GT marker to next calendar space, start new GT.

7-13 HEAVY MUD GAME-TURN SEQUENCE OF PLAY

I. RESERVE PHASE. As in standard SOP.

II. CARD PREPARATION PHASE. Conduct step 3 only.

III. SUPPLY PHASE: Skip, except remove OOS and isolated markers from units in hexes in supply.

IV. COMMAND PHASE. Skip, except each side receives two infantry replacement steps (18.34).

V. END OF TURN PHASE. As in SOP, but no Victory check.