

RULE BOOK



Ukraine '43

2nd Edition 12-1-05

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SECOND EDITION: This edition adds in the errata and clarifications made since the game's publication. A few rules have been changed to simplify them (Extended Movement, Major River Assaults, Pontoon Bridges, and Defensive Air Support in particular). All rule changes and clarifications are marked in blue.

1. INTRODUCTION

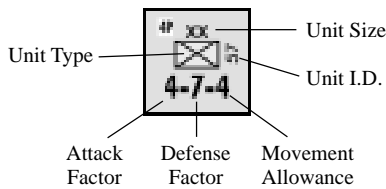
Ukraine '43 is a game covering events in southern Russia during the year 1943. One player controls the German forces, the other the Soviet forces. Each player attempts to take and hold vital territorial objectives and to destroy the opposing enemy forces.

SCALE: 10 Miles per hex, 5 days per turn.

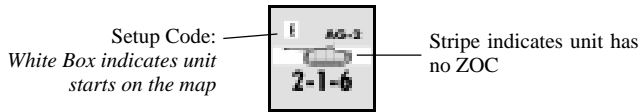
2. THE PLAYING PIECES

2.1 How to Read the Units

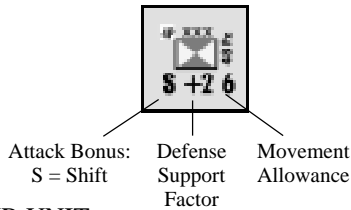
SAMPLE COMBAT UNIT



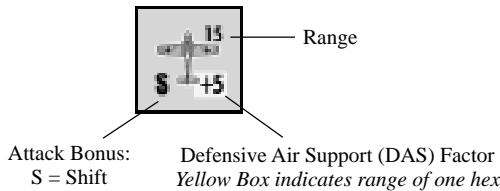
SAMPLE TANK SUPPORT UNIT:



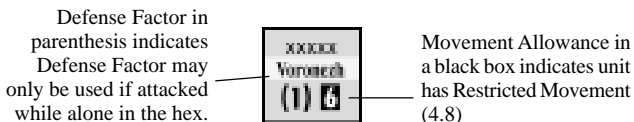
SAMPLE PANZER CORPS MARKER:



SAMPLE AIR UNIT:



SAMPLE FRONT/ARMY HQ:



2.2 Unit Size

- III = regiment
- X = brigade
- XX = division

Note 1: The German Tiger tank unit is battalion size.

Note 2: Many infantry units are paired divisions:

All single division and paired division infantry units represent approximately 10,000 to 15,000 troops per counter.

2.3 Summary of Unit Types:

- | | |
|-------------------------|-----------------------|
| Infantry | Panzer/Tank |
| Axis Security | Panzergrenadier/Mech |
| Jaeger | Artillery |
| Airborne Infantry | Pz Corps HQ |
| Mountain Infantry | Tank or Shock Army HQ |
| Soviet Fortified Region | Army or Front HQ |
| Cavalry | T-34 |
| Sapper | SU-100 |
| | KV-1 |
| | Tiger I |
| | StgIII |

2.3 Unit Colors

- | | |
|----------------|-----------------------------------|
| • Tan | Soviet regular army and air force |
| • Red | Soviet guards |
| • Gray | German Whermacht |
| • Black | German SS |
| • Medium Blue | German Luftwaffe |
| • Medium Green | Rumanian |
| • Light Green | Hungarian |
| • Dark Blue | Slovakian |
| • Yellow | Turkoman |

3. SEQUENCE OF PLAY

Ukraine '43 is played in Game Turns. A Game Turn is composed of two Player Turns. Each Player Turn is subdivided into several Phases. Each Game Turn is played in the following order:

A. WEATHER PHASE

On turns 1 through 6 the weather is automatically clear (rule 25). On turns 7 through 21 either player rolls a single die and consults the Weather Table. The result is the weather for both player turns in the current game turn (rule 25).

B. CENTRAL FRONT PHASE

Starting on turn 6, the Soviet player rolls to determine the progress of his Central Front located off the playing map to the north. Westward progress of this front provides him with additional Supply Sources and entry hexes for his reinforcements (rule 27).

C. SOVIET PLAYER TURN

1. INITIAL SUPPLY PHASE

- a. **PETROL SHORTAGE:** The Soviet player must roll for supply for each of his mechanized and artillery units located further than seven hexes from a Supply Source. Non-mechanized units do not have to check supply at this time. Roll on the Petrol Shortage table for each affected unit. Place an Out of Supply marker on each unit which fails its die roll (14.9)
- b. **ARTILLERY:** The Soviet player may flip two of his artillery divisions to their full side. Artillery units cannot be flipped if they bear an Out of Supply or Disrupted marker (22.4).
- c. **AIR:** The Soviet player follows these steps:

STEP 1: Soviet Air Units flying Defensive Air Support missions are returned to any friendly base within Range.

STEP 2: All Soviet Air Units are flipped to their Ready Side.

If the Weather is Overcast or Rain, see 25.3.

2. MOVEMENT PHASE

The Soviet Player may move all his units at this time. In addition, the following activities are performed during this phase (in no particular order):

- Conduct Rail Movement (4.6)
- Build Fortifications (German player only [19.1])
- Enter reinforcements (16.1)
- Distribute Replacements (16.2 – 16.5)
- Place Assault markers for major river crossings (18.1)

At the end of this phase remove all Extended Movement markers (4.7) on the map.

3. FIRST COMBAT PHASE

The Soviet player may attack adjacent enemy units.

4. REACTION PHASE (4.10)

The German player may now activate up to three stacks of friendly units for movement (4.10).

5. EXPLOITATION PHASE (4.9)

If the Soviet player is building any Pontoon Bridges, he may roll for their early completion (18.5b). All Soviet units except those Disrupted (11.3) and those with Restricted Movement (4.8) may be moved again in this phase. Mechanized units may use their full Movement Allowance; non-mechanized units (including cavalry) may only move one hex. Mechanized units may perform Mobile Assault (Rule 13). Mechanized units which expend 3 MPs and cease moving, and non-mechanized units which forgo their one hex of movement may attack in the upcoming Second Combat Phase (place Assault markers on those units).

6. SECOND COMBAT PHASE

This phase is exactly like the First Combat Phase, except only those Soviet units that have an Assault Marker on them may attack in this phase. Retreats and advances are performed normally.

7. END PHASE

The Soviet player performs the following activities in the order described:

- a. Removes all Disrupted markers from Soviet units (11.5)
- b. Checks for General Supply for all his units. Units found to be Isolated may suffer attrition (14.8)
- c. Repairs up to 10 rail hexes (Rule 17)
- d. Flip Bridge Trains to their Pontoon Bridge side (18.5). Pontoon bridges may be removed at this time.
- e. Possibly destroys Zaporozhye Dam (Rule 28)
- f. Perform Defensive Ground Support missions (15.6).

D. GERMAN PLAYER TURN

The German player now performs his turn, which is identical to the Soviet turn, except substitute the word German for Soviet (and Soviet for German) in those paragraphs. Note that the German player does not have any artillery divisions, pontoon bridges or railheads, so may ignore those activities.

E. VICTORY DETERMINATION (Rule 30)

Victory points are counted at this time. If either player has enough VPs to win, the game ends. If not, the Turn marker is advanced one space and another turn is begun.

4. MOVEMENT

4.1 The Basics

Each unit has a Movement Allowance (MA) that is the normal number of Movement Points (MPs) it may expend for movement during the Movement Phase (this MA can be increased by 3 MPs if the unit uses Extended Movement [4.7]). Mechanized units also use their MA during Exploitation Movement (4.9). Each hex entered costs a certain number of MPs to enter as determined on the Terrain Effects Summary Chart. Movement may be made by individual unit or by stack. If units are moved as a stack, they move at the rate of the slowest unit in the stack. A unit or stack may not enter a hex occupied by an enemy unit.

Important: You must complete the movement of one unit or stack before starting to move another.

MINIMUM MOVEMENT: Every unit is guaranteed to move at least one hex in the Movement, Reaction and Exploitation Phases even if they do not have sufficient MPs to do so. This one hex move may not be into or across prohibited terrain or in violation of the ZOC rules.

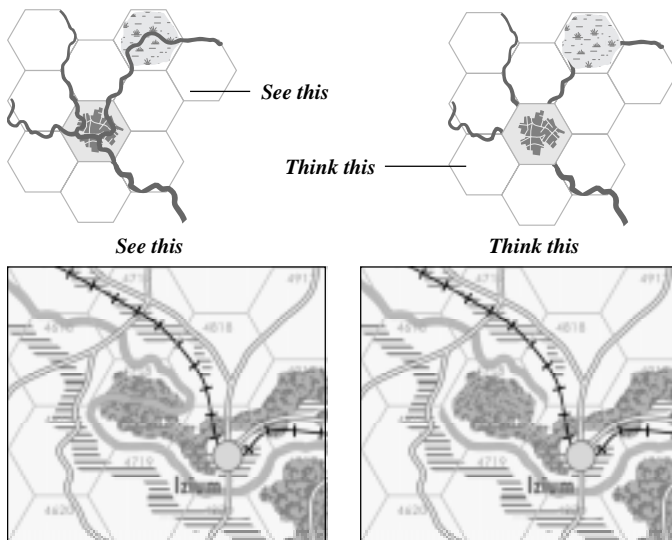
4.2 Road Movement

There are two types of roads—primary and secondary. Both are identical except secondary roads have an increased cost during rain turns. A unit that follows the path of a road may use the reduced rate of the road. **Whenever a road crosses a river a bridge is assumed to exist.** The road rate may be used when moving into and out of an enemy ZOC (6.3). During turns when the weather is rain (rule 25), secondary roads may be used, but they cost all units one MP per hex.

CLARIFICATION: The road rate may be used through Towns and Cities.

4.3 Map Notes

Ignore rivers that flow through a marsh, town or city hex.



THE IZIUUM BEND (Hex 4718): The river flows inside this hex. Treat the river along the four hexsides normally, but ignore the river inside the hex. Note that this makes this hex a good place for the Soviet Player to breach the river line (as the Soviets did historically).

4.4 Movement Across Major Rivers

A. A mechanized unit may only cross major river hexsides at bridges (road or pontoon [8.5]). **Non-mechanized units that start adjacent to a major river hexside may cross that river hexside.** Cavalry units may move a maximum of 2 hexes after crossing a Major River (paying +1 MP to cross), other non-mechanized units may move 1 hex (crossing and stopping on the far bank).

B. Crossing an **unbridged** Major River is not allowed during the Reaction or Exploitation Phases. Crossing at bridges is allowed.

C. If the Major River bridge (road or pontoon) is interdicted (see 15.6) the cost to cross is two additional movement points (+2 MPs).

4.5 Marsh Hexes

It cost a non-mechanized unit 3 MPs to enter a marsh or wooded marsh hex via a non-road hexside, while a Mechanized unit must pay 4 MPs. **Exception:** Soviet Artillery Divisions cannot enter or exit non-road marsh or wooded marsh hexsides.

4.6 Rail Movement

Rail Movement may only occur during the Movement Phase. The phasing player may move any one unit, plus all reinforcements that arrived that turn, an unlimited distance along a railroad. Units using Rail Movement must start and end their movement on a rail hex, follow a path of friendly controlled and connected rail hexes, and may not enter an enemy ZOC. Units that use Rail Movement become Disrupted (11.2.c).

NOTE: Soviet units using Rail Movement may exit hex 6021 and re-enter hexes 6024, 6026, or 6031 (or vice versa).

4.7 Extended Movement

A. Units may use Extended Movement to increase their Movement Allowance by 3 MPs. **Units that use Extended Movement may not end their move adjacent to an enemy unit.** A unit may start adjacent to an enemy unit and use Extended Movement.

B. Extended Movement may only occur during a **Movement Phase**—not during a Reaction or Exploitation Phase. Units that use Extended Movement receive an Extended Movement marker.

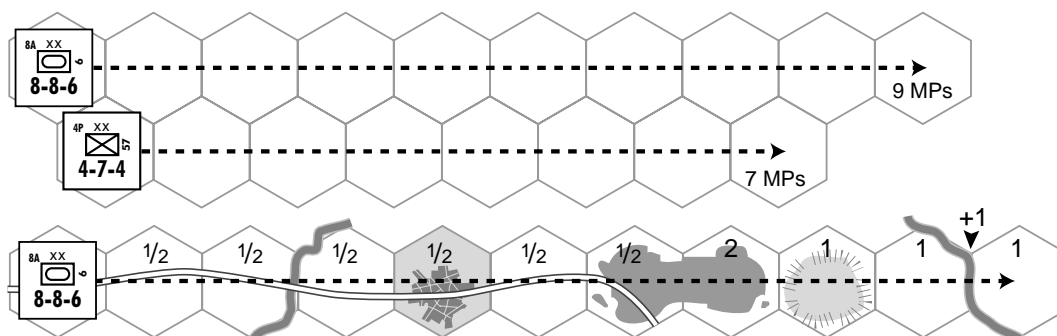
C. **LIMIT OF 10:** To reflect the additional logistics required for this increase in movement, neither player may use more than 10 markers for this purpose per turn. Only one marker is required per stack, so this does not limit each player to 10 units.

4.8 Restricted Movement Units

A. German Army HQs, Soviet Front HQs, Leader units, and Soviet Artillery Divisions have Restricted Movement (indicated with their movement allowance in a black box). These units may not use extended movement and may not move at all in the Exploitation or Reaction Phases. **Exception:** The Manstein leader unit may use Extended and Reaction Movement, but not Exploitation Movement.

B. All Restricted units are considered Mechanized and move at Mechanized movement rates when moving.

C. Soviet Artillery Divisions can expend up to their full movement allowance of five MPs in the Movement Phase, but become Disrupted if they move more than one hex.



EXAMPLES: The example to the left shows extended movement. These two units will not be able to attack in the upcoming Combat Phase. The example on the bottom shows movement cost through various types of terrain while using extended movement

DEVELOPER NOTE: Soviet artillery barrages were brutally efficient when unleashed, but were ponderous, time consuming, set-piece affairs to get organized. The one hex movement limit simulates the time required to line up the artillery “hub-to-hub” and stockpile the huge amounts of ammunition needed. Bottom line: you can spend your time moving or preparing to fire—but not both.

4.9 Exploitation Movement & Assault Marker Placement

A. After the first Combat Phase has ended, the attacking player is allowed to move again. All friendly units (even those in enemy ZOCs [6.3]) are allowed to move except:

- Units bearing Disrupted markers (rule 11)
- Restricted Movement Units (4.8)

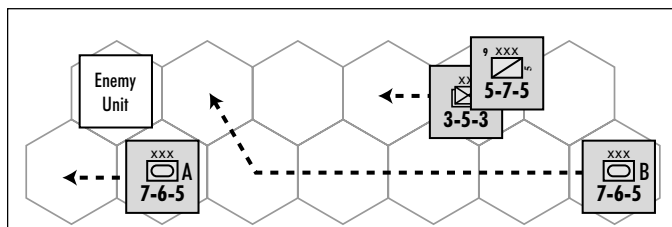
B. Mechanized units may use their full MA (Extended Movement is not allowed) to do any or all of the following (depending on the MA of the unit involved):

- expend part or all of their MA moving
- at any point during movement while sufficient MPs remain, conduct a Mobile Assault (costs 2 MPs plus cost of terrain [13.1])
- at any point during movement while sufficient MPs remain, expend 3 MPs, cease movement, and receive an Assault marker for attacking in the Second Combat Phase.



PLAY NOTE: Due to their MAs of 5 or less, all Soviet mechanized units may either receive an Assault marker, or conduct one Mobile Assault (Rule 13), but not both. German mechanized units with an MA of 6 could theoretically conduct two back-to-back Mobile Assaults, or conduct one Mobile Assault, expend 3 MPs, cease movement and receive an Assault marker. Ceasing movement first to receive an Assault marker would end movement, and preclude a subsequent Mobile Assault.

C. Non-mechanized units (including cavalry) may only move one hex regardless of MP cost, but the hex they enter must be a hex they are allowed to enter during the Movement Phase. If they move they cannot receive Assault markers.



EXAMPLE: The Soviet player activates the three stacks shown for Reaction Movement. Tank Corps A starts adjacent to an enemy unit so can only move one hex. The rifle and cavalry units are non-motorized so they can move only one hex. Tank Corps B can move its full movement allowance.

D. LIMIT OF 10: Neither player may use more than the 10 Assault markers furnished in the counter mix for attacks during the Second Combat Phase. Only one marker is required per stack, so this does not limit a player to 10 units.

4.10 Reaction Movement

During the Reaction Phase the non-phasing player may activate and move up to three stacks of friendly units. **The three stacks may split up during movement.** Non-Mechanized and Mechanized units starting movement in an enemy ZOC may move one hex regardless of MP cost, but the hex they enter must be a hex they are allowed to enter during the Movement Phase. Mechanized units not starting movement in enemy ZOCs may move at their full MA. No combat or mobile assaults are allowed. Extended Movement is not available. Enemy ZOCs may be entered and exited, but ZOC bonds may not be crossed or entered.

CLARIFICATION: Restricted Movement Units, units that are Disrupted, and units marked Out of Supply may not be activated for Reaction Movement.

5. STACKING

5.1 Stacking Limits

A. Stacking refers to the placing of more than one playing piece in a hex. Playing pieces come in three varieties:

- Headquarters (HQs), leaders and informational markers
- combat units
- combat support units.

B. HQ Units, Leaders, and Informational Markers: German army, German panzer corps, Soviet army, and Soviet front HQs have no stacking value and may be freely added to a stack. Both leader counters have no stacking value, and may be freely added to a stack. Informational markers have no stacking value, and any number may be placed, as necessary, on any hex.

C. Combat Units: Combat units are non-HQ units which have a ZOC (they don't have the No ZOC band on the counter).

D. Support Units: Support units are non-HQ units with the No ZOC Band on the counter. The Soviet support units are artillery divisions and tank, mechanized, sapper, and airborne brigades. The German support units are the assault gun unit (Sturmgeschutz IIIs) and the Tiger battalion.

5.2 German Stacking Limits

The German player may stack up to three combat units per hex. The German player may also stack one support unit in any hex with three combat units, or both support units in any hex with one or two combat units. German Panzer Corps HQs may also be used to facilitate stacking by using the off-map panzer corps boxes. Any unit in a box is considered to be stacked with the corresponding panzer corps counter for all purposes.

5.3 Soviet Stacking Limits

The Soviet player may stack a maximum of two combat units per hex (exception, see 23.4). Additionally, the Soviet player may: stack one support unit in a hex containing two combat units; stack two support units in a hex containing one combat unit;

stack three support units in a hex containing no combat units.

EXAMPLE: the Soviet player could stack two (7-8-6) Guard mech. corps with a (2-1-6) tank brigade; or he could stack three tank brigades by themselves.

See 23.4 for Stacking with Tank Armies and Shock Armies.

5.4 Stacking Restrictions

The stacking limit can never be voluntarily exceeded except during the course of movement. The stacking limit must be strictly observed at the completion of movement, at the instant of a Mobile Assault (Rule 13), after a Retreat (Rule 10) or an Advance After Combat (Rule 12). The owning player must correct all stacking violations at these times by eliminating enough units from the hex to satisfy the stacking limit (note: additional retreat may preclude elimination [10.1]).

6. ZONES OF CONTROL

6.1 General Rule

The six hexes immediately surrounding a hex occupied by one or more combat units constitute the Zone of Control (ZOC) of those units. A ZOC does not extend across a Major River hexside or across an all sea hexside. A ZOC affects movement, retreat, supply, and replacements.

6.2 Which Units Exert ZOC

All combat units exert a ZOC. All support and HQ units do not.

6.3 ZOCs and Movement

A. Unlike many games, ZOCs in *Ukraine '43* are not locking (your units do not have to stop when entering an enemy ZOC). ZOCs are not completely fluid either (your units must pay a movement point cost to exit an enemy ZOC). ZOCs in *Ukraine '43* are “sticky”.

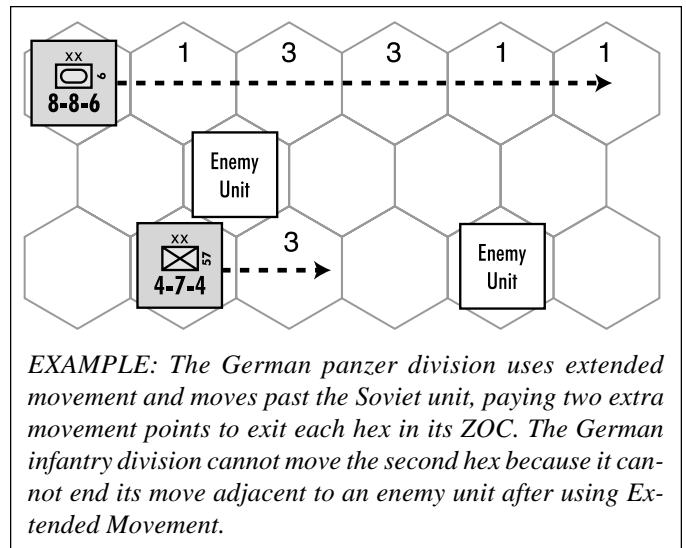
B. It costs no additional movement points to enter an enemy ZOC, but it costs a unit two additional movement points (+2 MP) to exit an enemy ZOC. A unit may move from ZOC to ZOC as long as it can pay the MP cost.

6.4 ZOCs and Major Rivers

ZOCs do not extend across Major River hexsides .

6.5 Other Effects of ZOCs

- Rail Movement into an enemy ZOC is prohibited (4.6).
- A unit may not retreat into an enemy ZOC if it has an alternate retreat path (10.1).
- A Line of Supply (14.3) cannot be traced through two consecutive vacant hexes in an enemy ZOC (14.5).
- Soviet units may not receive replacements while in an enemy ZOC, German units may (16.5).
- Units using Extended Movement may not end their move in an enemy ZOC (4.7).

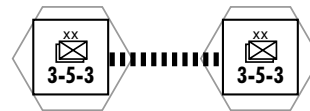


EXAMPLE: The German panzer division uses extended movement and moves past the Soviet unit, paying two extra movement points to exit each hex in its ZOC. The German infantry division cannot move the second hex because it cannot end its move adjacent to an enemy unit after using Extended Movement.

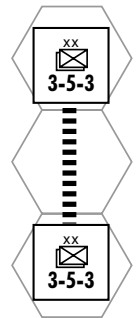
7. ZOC BONDS

7.1 General Rule

When two friendly units that project a ZOC are two hexes apart (with one vacant intervening hex), they create a bond between them that no enemy unit may enter or cross. Due to the pattern of a hex grid, there can be two types of ZOC Bonds: a Hex Bond and a Hex-side Bond.



HEXSIDE BOND



HEX BOND

7.2 Effects of ZOC Bonds:

- Enemy units may not enter a Hex Bond nor cross over a Hex-side Bond during movement. Note, enemy units *may* enter a Hex Bond or cross over a Hexside Bond during the first hex of an advance after combat (12.2).
- A Line of Supply may not be traced into a Hex Bond or across a Hexside Bond.
- Units forced to retreat into an enemy Hex Bond or across an enemy Hexside Bond are eliminated (10.3).

7.3 ZOC Bonds and Terrain

A ZOC Bond cannot extend:

- through a town or city hex
- across an all sea hex or hexside
- across two river hexsides (as in a loop of a river)
- across a Major River hexside

7.4 Negating ZOC Bonds

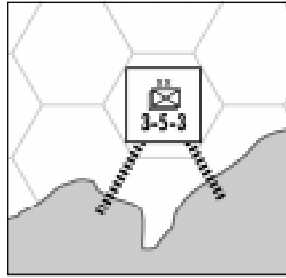
A Hex Bond is negated when the intervening hex contains an enemy unit. A Hexside Bond is negated when enemy units are located on each side of the intervening hexside.

7.5 ZOC Bonds with the Map Edge

Unlike *Campaign to Stalingrad*, there are no ZOC bonds allowed with the map edge.

7.6 ZOC Bonds with the Coasts

A friendly unit or stack can form hexside ZOC Bonds (but not Hex Bonds) with the coasts in lieu of a second unit or stack.



In the example to the right the Soviet unit has two hexside bonds with the coast.

7.7 Intersecting ZOC Bonds

There are two situations where both players will have intersecting ZOC Bonds. In both cases, neither player may cross the others ZOC Bond until it is negated (7.4). See example below.

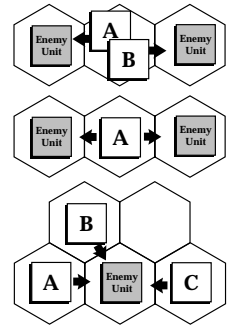
8. COMBAT

8.1 General Rule

Friendly units may attack adjacent enemy units in the First Combat Phase, and friendly units with Assault markers may attack adjacent enemy units during the Second Combat Phase. Attacking is voluntary; no unit is forced to attack, and no unit must attack all adjacent enemy hexes. No unit may attack or be attacked more than once per Combat Phase. **Exceptions:** Presence of the Zhukov leader may allow additional combat die rolls (Rule 26). German Mechanized units utilizing Mobile Assault may be able to attack twice in the Exploitation Phase, and may be able to attack the same Soviet unit or stack a second time (4.9). All defending units in a hex must be attacked as one combined defense strength.

8.2 Multi-Hex Combat

If a unit or stack is adjacent to more than one defending hex, it may attack those hexes in one single combat. Units in the same hex may attack adjacent defenders in different hexes. Attacking units may attack the same defending unit from as many different hexes as possible, provided all of the attackers are adjacent to the Defender's hex.



8.3 Combat Procedure

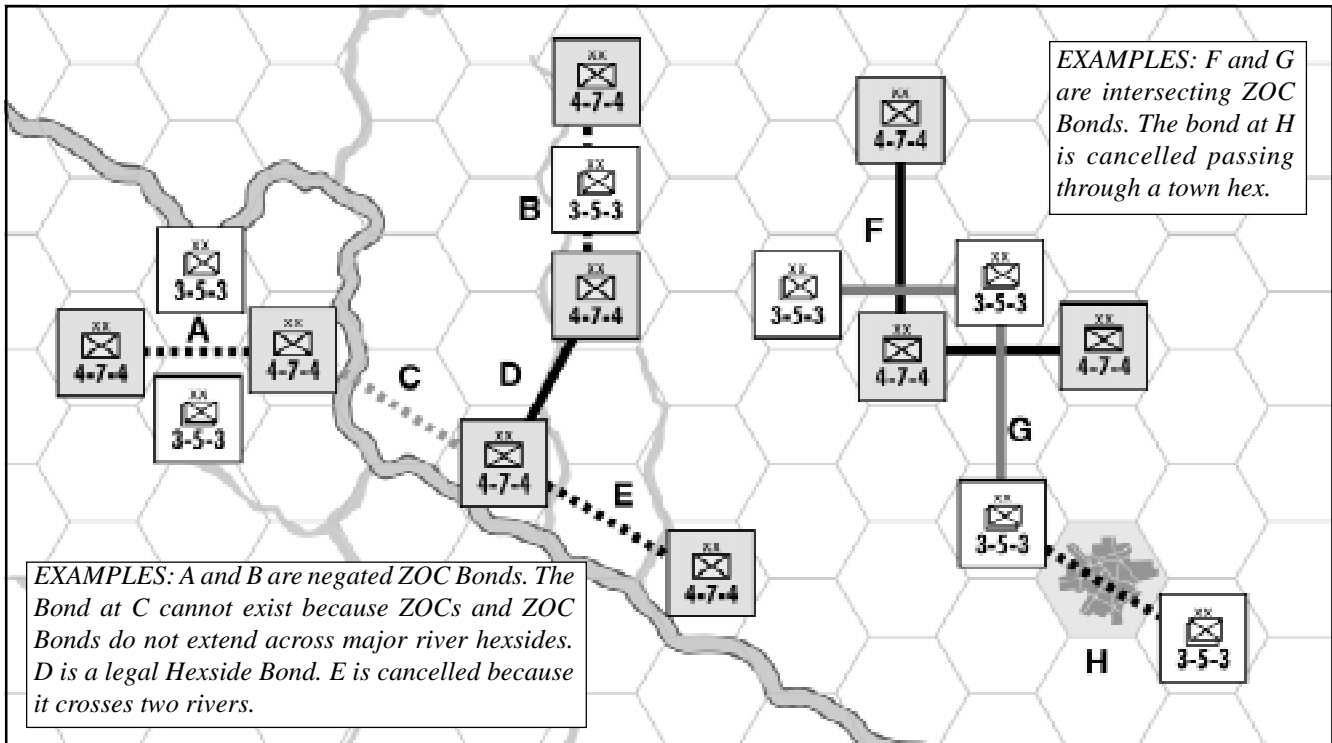
Combat in the First and Second Combat Phases are identical. Follow these steps for each combat:

STEP ONE: For each attack, compare the combined combat strength of the participating attacking units against the total defense strength (plus defensive bonuses) of the involved defending units and express the comparison as a numerical odds ratio (attacker to defender). Round off this odds ratio downward to conform to one of the odds ratio categories found on the CRT. *Example: a 53 to 18 would be a 2-1.* Combat at odds less than 1-3 generate an automatic AR result. Combat at odds greater than 5-1 is resolved on the 5-1 column.

STEP TWO: Take into account any column shifts for the attacker. *Example, one column shift right would raise a 1-1 to a 1.5-1.* The defender never receives column shifts except for adverse weather (25.2). If the final odds are 10-1 or greater see High Odds Attacks (8.8).

STEP THREE: Determine the Magnitude (8.4).

STEP FOUR: Roll the die or dice and implement the results. Players immediately remove any step losses (8.6), and perform (if any) retreats (Rule 10) or advances after combat (Rule 12).



8.4 Magnitude

Magnitude determines the number of dice that are used in the combat. Magnitude is determined by counting the number of steps either the attacker or defender has (not both). Use the side that has the fewest steps involved.

- One to three steps is a Magnitude 1, and only one die is used.
- Four to five steps is a Magnitude 2, and two dice are used. The red die is the primary die, and the white die is the secondary die.
- Six or more steps is a Magnitude 3. Three dice are used. The red die is the primary die, and the two white dice are the secondary dice.

When rolling on the CRT one die (the “primary” die) is used to determine the main result. The other dice (the “secondary” dice), if required, are used to determine additional step losses in the right-hand column under the appropriate odds.

EXAMPLE: The Magnitude is three and the odds are 3–1. The attacker rolls a 5 with the red die and a 2 and a 6 with the two white dice. The 5 results in a DRX, the 2 results in one additional step loss for each side (1/1) and the 6 results in an additional step loss for the defender (-/1). The net result is the defender retreats with 3 step losses and the attacker suffers two step losses.

8.5 Explanation of Combat Results

AR = ATTACKER REPULSED: The defender suffers no loss and remains in the hex. The attacking units lose one step (from the strongest unit) and become Disrupted.

C = CONTACT: No step losses, no retreat, and no advance.

EX = EXCHANGE: Both sides lose one step. No retreat or disruption. Surviving attacking units may advance into the defender hex (but no farther) if an EX result eliminates the last defender step in the hex. *NOTE: If the Tiger Battalion provides a shift for the attacker, it must take the step loss instead of the strongest unit.*

DR = DEFENDER RETREAT: The defender must retreat two hexes and become Disrupted. The attacker may advance.

DR1 = DEFENDER RETREAT: The defender must retreat two hexes, lose one step from any involved unit and become Disrupted. The attacker may advance.

DRX = DEFENDER RETREAT WITH EXCHANGE: The defender must retreat two hexes, lose one step from any involved unit and become Disrupted. The attacker loses one step from his strongest unit and may then advance after combat.

DR2X = DEFENDER RETREAT WITH UNEVEN EXCHANGE: The defender must retreat two hexes, lose two steps from any involved units and become Disrupted. The attacker loses one step (if the defender has only one step to lose, the attacker takes no step loss) from his strongest unit and may then advance after combat. If the Tiger Battalion provides a shift for the attacker, it must take the step loss.

8.6 Which Unit(s) Suffer the Step Loss

Step losses must come from participating units. No unit may take a second loss until all others have taken their first. The defender may take his step losses (from primary and secondary die rolls) from any involved units. The attacker must take his *primary die roll* step loss from his strongest unit (determined by *printed* Attack Factors). He may take step losses from secondary die rolls from any of his involved units.

8.7 Indicating Step Losses

Flipping the unit over indicates the unit has suffered a step loss. If it is a one step unit, or the unit is already flipped, then it is placed in the Dead Pile.

8.8 High Odds Attacks

A. High Odds Attacks allow the attacker to totally destroy an enemy unit or stack during either Combat Phase or during a Mobile Assault (13.1).

B. To qualify as a High Odds Attack, the attacker must achieve at least 10–1 odds. When determining odds to achieve a High Odds Attack, the attacker may use favorable column shifts. *For example a 7–1 with three column shifts would qualify as a High Odds Attack.*

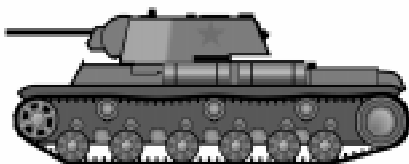
C. Once the 10–1 odds level is reached, all of the enemy units in the hex are immediately eliminated and removed from the map without a die roll, and at no loss (including Heavy Casualties [8.9]) to the attacking units.

8.9 Heavy Casualties

If an attack is made against a hex containing a city or *enemy* fortification, and the attack is *not* a High Odds Attack (8.8), the attacker automatically loses one additional step if a 1 through 4 is rolled on the Primary Die Roll. If Sappers (9.9) provide a favorable shift to the combat die roll, they must take the extra step loss. If Sappers were not used then any attacking unit may take the extra step loss.

NOTE: This extra step loss remains constant and does not increase if the magnitude of the combat is greater than one.

ZHUKOV: The step loss for using the Zhukov bonus is now *in addition* to any Heavy Casualty step loss (see 26.1).



9. COMBAT MODIFIERS

9.1 Defensive Terrain Bonuses

The combat modifiers are formulated so the attacker primarily receives shifts while the defender receives strength bonuses. Terrain Bonuses apply to a defending stack, not per defending unit. The defender may never receive a **combined** strength bonus (from terrain, Fortifications [19.2] and Defensive Air Support [15.6]) more than twice the printed strength of the defending units. *For example, a 2-1-5 tank brigade by itself would receive a maximum strength increase of plus two (+2).*

HILLS: +2	VILLAGE: +1
WOODS: +2	TOWN: +3
WOODED MARSH: +2	CITY: +5

EXAMPLE: A 4-7-4 German infantry division defending in a HILL hex would have a defense strength (DS) of 9. Two 4-7-4s defending in the same hex would have a combined DS of 16.

9.2 Halving

When halving, always halve by individual unit (not stack), and round any fractions up to the next higher whole number. *Example: two units with an attack factor of 5 would have a combined strength of 6 after halving (3 + 3 = 6).* An attacking unit may never have its attack strength halved more than once for a given attack.

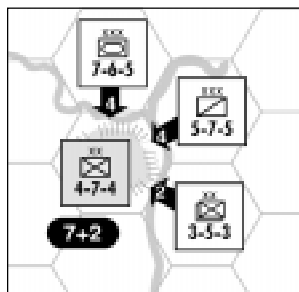
9.3 Fortifications

All mechanized and cavalry units attacking a fortification hex have their attack strength halved (9.2). In addition, units defending in a fortification hex receive a plus three (+3) bonus that is cumulative with the terrain bonus of the hex (if any). The attacker always rolls for Heavy Casualties (8.9) when attacking fortifications.

CLARIFICATION: *If a cavalry unit attacks a Fortification across a river hexside, then its Attack Factor is halved and the -1 (see below) is ignored.*

9.4 Rivers (Major and Minor)

Mechanized units attacking across a river hexside (major or minor) have their attack strength halved (9.2). Non-mechanized units (including cavalry) have their attack strength reduced by one. **Bridges have no effect on this modifier.**



EXAMPLE: The three Soviet units are attacking across a river and their modified attack strength is shown in the black arrows. The German infantry division's modified defense strength is 9 (+2 for the hill). The odds are 10 to 9 (1-1).

9.5 Marsh Hexes

Attacking *out of* a Marsh hex is the same as attacking across a River hexside—Mechanized units have their attack strength halved and Non-mechanized units have their attack strength decreased by one (-1). There is no penalty for attacking *into* a Marsh hex.

9.6 Wooded Marsh Hexes

Same as Marsh hexes with the addition that the defender receives a defensive bonus of +2.

9.7 Cities

In addition to their +5 defense bonus, units in cities are not required to retreat on DR results, and the attacker always rolls for Heavy Casualties (8.9). The defender must still retreat on DRX and DR1 results.

9.8 The Tiger Battalion

1943 was the heyday of the Tiger tank. It could outgun all existing Soviet tanks, and anti-tank warfare had not progressed to the level it would later in the war.

All German attacks involving the Tiger battalion receive a favorable shift of one column to the right on the CRT. If an EX result (or DR2X result where the attacker loses a step) is obtained on any primary die roll (8.5) in a combat where the Tiger Battalion has provided a shift, the Tiger Battalion must take the loss.

9.9 Soviet Sapper Brigades

A. Soviet Sapper brigades are specialized support units that may only be used to attack fortification, city, or town hexes. However whenever they do attack fortification, city, or town hexes, they provide a favorable one column shift to the right on the CRT.

B. If Heavy Casualties (8.9) are rolled, the Sapper unit must take the extra step loss. No more than one column shift can be gained even if both Sapper brigades participate in the same attack.

9.10 German Tactical Superiority

The Soviets heavily outnumbered the Germans in the Ukraine, but in many cases the Germans still maintained a tactical edge over the Soviets on a unit-for-unit basis. Therefore:

GERMAN ATTACKS: If the attacking units are *all German* (no Axis allied units), then any DRX (1/1) result received (*either on the primary or secondary die roll [8.4]*) is automatically converted to a DR1 (0/1) result. **If Axis allied units participate in the combat this benefit cannot be used.**

SOVIET ATTACKS: *If the defender's hex consist of at least one German unit*, the Soviet Player must re-roll any primary or secondary die roll of 6 unless at least half of his participating attacking force consist of Guard steps. Each re-roll must be kept. Determine the ratio by counting steps, not units. **The 3rd and 5th Guards Tank Army HQs each count as a step.**

9.11 Miscellaneous Modifiers

- Out of Supply (Attack Factors halved). See 14.6.
- Offensive Ground Support (1 Shift). See 15.5.
- Defensive Air Support (add Air Unit's DAS Factor). See 15.6.
- Soviet Artillery Barrages (1 or 2 shifts). See rule 22.
- Panzer Corps (1 shift). See 23.3.
- Rain Weather (1 shift penalty). See 25.2.

10. RETREATS

10.1 Retreat Procedure

A. When called upon to retreat by the CRT, defending units must be retreated two hexes. **Exceptions:**

- Units in city hexes **may** ignore DR results (9.7)
- Rally points which limit retreat to one hex (10.2)
- Units ending their normal retreat overstacked may retreat one or two additional hexes to resolve the overstacked condition, but for no other reason.

B. The owning player may determine the path but must follow the guidelines below:

- Avoid entering a vacant hex in an enemy ZOC if possible. If not possible, a unit or stack may retreat through one ZOC without penalty in its two hex retreat path (however, it may not retreat into or through a ZOC Bond [10.3]).
- German units may not retreat in an easterly direction unless no other retreat is possible. Soviet units may not retreat in a westerly direction unless no other retreat is possible.
- **When possible, a 2-hex retreat must end two hexes from the vacated hex (no turning back or zig-zag retreats).**

10.2 Rally Points

If stacking limits are not violated, a retreat may be stopped after one hex if the defending units are retreated into:

- A friendly controlled city
- A hex occupied by friendly non-Disrupted combat units.

10.3 Elimination due to a Retreat

Units are eliminated if they have no option except to retreat:

- into a hex occupied by an enemy unit
- off a map edge
- across an all-sea hexside
- across an unbridged Major River hexside
- across or into an enemy ZOC Bond
- into two consecutive vacant enemy ZOC hexes
- Into a hex where they would end the retreat overstacked (note: additional retreat [10.1] may preclude elimination).
- Soviet artillery only: into a marsh or wooded marsh hex (unless via a road)

10.4 Combat Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an attack in the same Combat Phase, the retreated units do not add their strength to the combat, and if required to retreat again are eliminated.

10.5 Attacker Retreats

The attacker is never required to retreat, but has the option to retreat if he rolls an AR result. In this case he may retreat two hexes following all the guidelines and restrictions above. This retreat does not allow the defender to advance.

11. DISRUPTIONS

11.1 General Rule

A Disrupted unit is unable to conduct offensive action or move more than one hex. It can still defend at full strength and retains its ZOC and ability to form ZOC bonds. Units always receive Disrupted markers at the instant they become Disrupted.

11.2 How Units Become Disrupted

A. **Defending units become Disrupted if they retreat one or more hexes.**

B. Attacking units suffer Disruption on an AR result.

C. Any unit using Rail Movement becomes Disrupted (4.6).

D. Any Soviet Artillery Divisions which move more than one hex in the Movement Phase becomes Disrupted (4.8).

E. Any qualifying on-map unit strengthened with Replacements or a unit rebuilt from the deadpile with Replacements is Disrupted (16.5).

F. All units **ending their move** in a hex where a fortification is being constructed become Disrupted (19.1).

11.3 Penalties of Disruption

- Units may not attack or mobile assault.
- Units cannot receive replacements (16.5).
- Units may move only one hex into allowed hexes regardless of movement point cost in the Movement Phase, and not at all in the Exploitation or Reaction Phase.

11.4 Disruption and Retreats

There is no additional penalty if a Disrupted unit is Mobile Assaulted and forced to retreat again (see 13.2). Likewise, Disrupted units receive no further penalties if they receive further Disrupted results.

11.5 Removing Disruption markers

Disruption markers are removed from all friendly units during the friendly End Phase. Supply and enemy ZOCs have no effect on the removal of Disruption markers. **Exception:** The German Manstein leader counter has a Disruption marker removal capability which may be exercised prior to the friendly End Phase (26.2)

12. ADVANCES AFTER COMBAT

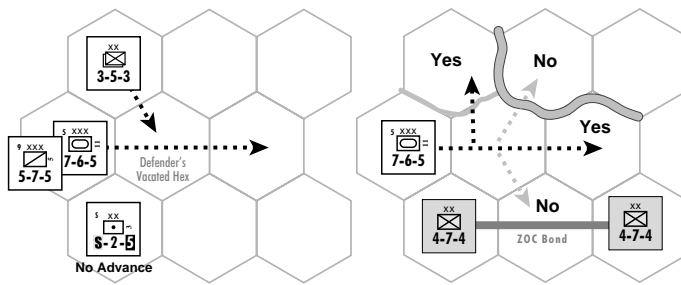
12.1 Length of Advance

If all defending units are eliminated or retreated, the attacker may advance the surviving non-artillery attacking units. Mechanized and cavalry units may advance up to two hexes. Non-mechanized units (excluding cavalry) may only advance one hex.

12.2 Procedure

The first hex entered must be the defender's vacated hex, and it may be entered even if an enemy ZOC Bond is entered or crossed. The second hex may be in any direction, but advancing mechanized and cavalry units are under the following restrictions regarding the *second* hex:

- May not enter or cross an enemy ZOC BOND.
- May not cross any (bridged or unbridged) Major River hexside. (A cavalry unit could cross if it started the advance adjacent to the Major River hexside.)
- May not enter a marsh hex unless via a road.



EXAMPLES: The diagram on the left shows the advance rate of infantry, cavalry, artillery and mechanized units. The diagram on the right shows how terrain and EZOCs can affect advances.

12.3 Advances Across Major Rivers (rule 18)

- Mechanized units may only advance across a Major River if using a bridge (road or pontoon) (18.3).
- Non-Mechanized units may advance across a Major River but it must be the first hex of the advance. Cavalry may advance two hexes while all other non-mechanized units must stop after the first hex (18.3).

12.4 Exchanges

If all defending units are eliminated in an Exchange the attacker may only advance into the defender's vacated hex and stop. Mechanized and cavalry may not advance two hexes in this case.

13. MOBILE ASSAULTS

13.1 Procedure

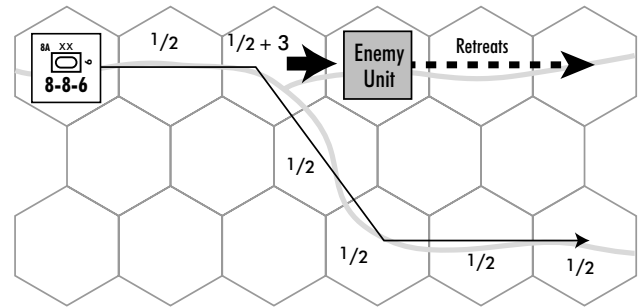
A. IN GENERAL: A Mobile Assault is an attack on the move allowed only during the **Exploitation Phase**—Mobile Assaults are *not allowed* during the Movement or Reaction Phases. Only mechanized units may conduct Mobile Assaults.

B. MP COST: To conduct a Mobile Assault a mechanized unit or stack of mechanized units must pay two MPs plus the cost of terrain to enter the hex. Ignore the +2 MPs to exit an enemy ZOC when calculating the Mobile Assault cost and count the road rate into the target hex at 1 MP—not 1/2.

CLARIFICATION: You must pay the MP cost to enter the hex even if you do not intend to advance into the hex after the Mobile Assault.

C. COMBAT PROCEDURE: Only a single stack of units may conduct a Mobile Assault—no multi-hex mobile assaults are allowed. The attack is resolved using normal combat procedures. The attacker and defender may use air support, but Soviet Artillery Barrages are not allowed. If odds of 10–1 or greater are achieved, the Mobile Assault eliminates the defending units without a die roll at no loss to the attacking units (8.8).

D. MOVEMENT AFTER A MOBILE ASSAULT: If the Mobile Assault achieves anything besides an AR result the assaulting units may continue moving or conduct other operations with their remaining MPs (4.9b). If the defender's hex was vacated due to the assault, the stack may advance into the hex at no MP cost (its already been paid) and continue moving from there.

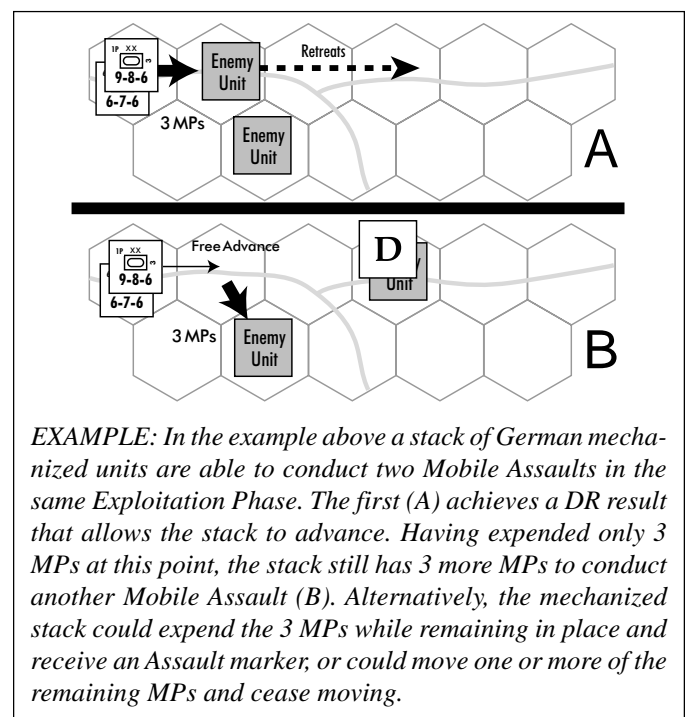


EXAMPLE: The panzer division moves two hexes along the road (one-half MP for each hex) and then conducts a Mobile Assault at a cost of 3 MPs. It achieves a DR result forcing the unit to retreat. It chooses not to advance into the vacated hex (which would cost no additional MPs), but rather to continue to move down the road. The panzer division uses a total of 6 MPs.

13.2 Multiple Mobile Assaults

There are three cases where a German mechanized unit or stack (with a MA of 6) can Mobile Assault twice in the same Exploitation Phase:

- When the first Mobile Assault does not dislodge the defender and the attacker has 3 MPs remaining to attack again.
- When the first Mobile Assault is successful and the attacker is adjacent to another defending hex and the attacker has 3 MPs remaining.



EXAMPLE: In the example above a stack of German mechanized units are able to conduct two Mobile Assaults in the same Exploitation Phase. The first (A) achieves a DR result that allows the stack to advance. Having expended only 3 MPs at this point, the stack still has 3 more MPs to conduct another Mobile Assault (B). Alternatively, the mechanized stack could expend the 3 MPs while remaining in place and receive an Assault marker, or could move one or more of the remaining MPs and cease moving.

- When the first Mobile Assault is successful and the attacker advances adjacent to another defending hex and the attacker has 3 MPs remaining.

NOTE: A defending stack could be Mobile Assaulted numerous times by different enemy stacks or units. The prohibition against being “attacked” more than once per phase (8.1) does not apply.

13.3 Mobile Assaulting Previously Retreated Units

Units retreated from one Mobile Assault may be Mobile Assaulted again (even by the same enemy stack). Units previously retreated and defending against a Mobile Assault use their full defense strength and are not eliminated if forced to retreat more than once. Note: The prohibition against being “attacked” more than once per phase (8.1), being unable to contribute defense strength to a second “attack” (10.4), and being destroyed if forced to retreat a second time (10.4) do not apply to Mobile Assaults.

14. LOGISTICS

14.1 General Rule

The concept of logistics in *Ukraine '43* is represented in three ways:

GENERAL SUPPLY: Penalizes a unit that cannot trace a Line of Supply to a Supply Source during the End Phase (14.4).

ATTRITION: Penalizes units that are isolated (14.6).

PETROL SHORTAGE: Penalizes mechanized units that start their turn far from a Supply Source (14.7).

14.2 Supply Sources

Supply originates at either:

A. **CERTAIN MAP EDGE HEXES:** German map edge Supply Sources are indicated with the German cross while Soviet ones are indicated with a Soviet star. Only map edge Supply Sources that are friendly controlled may be used.

B. **CONNECTING RAIL HEX:** A connecting rail hex is considered a Supply Source. A connecting rail hex is a rail hex that is connected by a line of rail hexes to a map edge Supply Source. The rail line may not be blocked by enemy units or their ZOC and for the Soviet player must be repaired (Rule 17).

14.3 Line of Supply

A. A Line of Supply (LOS) is a path of contiguous hexes from a unit to a Supply Source. The path consists of two parts—an overland and a road portion. The overland portion can be up to **4 hexes in length** (or **7 hexes** to an army [German] or front [Soviet] HQ that is on a road). The road portion can be of any length until it reaches a Supply Source (but see section C below).

B. **TERRAIN LIMITATIONS:** An LOS may not cross an all-sea hexside, cross more than one *unbridged* Major River hexside or enter more than one marsh or wooded marsh hex through a non-road hexside.

C. **ENEMY UNITS:** An LOS may be traced into and through any number of hexes in an enemy ZOC which also contain a

friendly unit. An LOS may not:

- enter an enemy occupied hex
- cross or enter an enemy ZOC Bond (7.2)
- enter two consecutive vacant hexes in an enemy ZOC (6.6). An LOS may enter one hex in an enemy ZOC, which is useful when a unit is in a salient or only partially surrounded by enemy units (see example below).

14.4 General Supply

During each player’s End Phase, all friendly units (including Air Units) must trace for General Supply. If any unit or stack cannot trace a valid LOS, it receives an Out of Supply marker immediately. If any unit or stack bearing an Out of Supply marker, (from a previous phase) can now trace a valid LOS, the marker is removed immediately.

14.5 Out of Supply Penalties

Any unit or stack bearing an Out of Supply marker suffers the following penalties:

COMBAT: Attack Factors are halved (rounded up [9.2]). Defense Factors are unaffected.

MOVEMENT: The unit’s MA and Extended Movement bonus are reduced to 2 MPs each. Therefore, a unit out of supply could move 2 MPs if it attacks, and 4 MPs if it doesn’t. For mechanized units, this MA reduction applies to its movement in the Exploitation Phase also. Non-mechanized units may still move 1 hex or attack during the Exploitation Phase.

- Out of Supply units cannot receive replacements.
- Out of Supply Air Units may flip (15.2) but may not fly any mission except to change bases.
- **Out of Supply units may *not* be activated for Reaction Movement.**

14.6 Isolation and Attrition of Out of Supply Units

During each player’s End Phase after General Supply has been checked, all friendly units bearing an Out of Supply marker must trace an LOS similar to the original LOS (14.3) with the sole exception that the length of the Overland portion may now be unlimited. If the unit/stack is able to trace this modified LOS, it remains Out of Supply, but is not Isolated. If the unit/stack is not able to trace this modified LOS, it becomes Isolated. In addition to the Out of Supply effects, each Isolated unit (or unit in an Isolated stack) must immediately check for Isolation step loss.

PROCEDURE: Roll one die for each unit. If the die roll is 1–3 the unit is reduced one step. A unit can be eliminated (lose its last remaining step) due to Isolation step loss.

DIE ROLL MODIFIERS:

+1 **SUPPLY DUMP:** if the unit can trace a LOS to a friendly controlled city, town or a friendly Army (German) or Front (Soviet) HQ even though it cannot trace to a Supply Source.

+1 **MORALE:** for all German units and Soviet Airborne brigades.

EXAMPLE: German units in an isolated pocket, able to trace a

LOS to a town hex, would lose a step for attrition only on a die roll of 1 (DRMs of +1 for being German, and +1 for tracing to a town hex).

14.7 Petrol Shortage

A. During the Initial Supply Phase, the owning player must roll a die for each of his non-HQ mechanized units (including artillery divisions) not bearing Out of Supply markers which are located further than seven hexes from a Supply Source (14.2).

B. The seven hex distance traced must lead to a Supply Source, not just a road that leads to one. The path can be traced through enemy units, but not across all sea hexsides or all sea hexes. Note: Being able to trace through enemy units may seem strange, but the rule is to penalize units operating far from the major supply depots, and not to penalize units that have currently had their supply cut by enemy units. Those units will be penalized in the End Phase when checking for General Supply.

C. The player consults the Petrol Shortage Table (here in this section or on-map) after each die roll.

D. If the die roll indicates a “Fail,” then the unit is considered short of petrol, receives an Out of Supply marker, and suffers all Out of Supply effects until LOCs are traced during the Friendly End Phase (14.6).

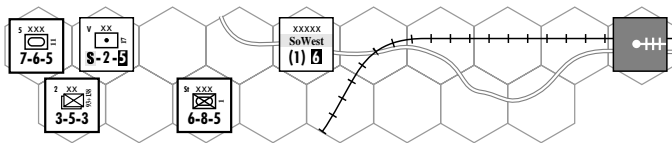
E. If the unit passes the die roll, it is unaffected (does not receive an Out of Supply marker).

PETROL SHORTAGE TABLE

8–10 hexes from a Supply Source: 1–2 = fails

11–15 hexes from a Supply Source: 1–3 = fails

16 or more hexes from a Supply Source: 1–4 = fails



EXAMPLE: The Soviet tank corps and artillery division are more than seven hexes away from a Supply Source (the railhead) and both need to roll for Petrol Shortage. The Soviet rifle division is a non-mechanized unit and so does not have to be checked. Note that the roads and the Soviet Front HQ have no affect on tracing supply for petrol. They are used in General Supply only.

15. AIR POWER

15.1 In General

There are three types of missions: Offensive Ground Support, Defensive Air Support, and Base change.

15.2 Flown and Ready Status

Each Air Unit can perform one mission per turn. Indicate Air Units that have already performed their allowed action by flipping it over to its Flown side. All Air Units are flipped back over to their Ready sides at the start of each friendly turn.

15.3 Basing Air Units

Air Units are placed on the map and must at all times (except when flying Defensive Air Support) be located on a base. Any village, town or city hex that is in supply, and is friendly controlled can be used as a base. No more than one Air Unit is allowed to base in each hex. The owning player may change the base of an Air Unit either:

- During his Movement Phase by repositioning it to any base on the map, regardless of distance. This type of repositioning counts as a mission and the Air Unit is flipped it to its Flown side. This is the only mission allowed if an Air Unit is marked with an Out of Supply marker.
- During his Initial Supply Phase. This only applies to Air Units returning from a DAS mission. They may return to any eligible base within their range. If no base is in their range they are placed at any base, regardless of distance and marked with a Disruption marker (15.8). The Disruption marker is removed normally in the End Phase but serves to prevent the Air Unit from flying a mission that turn.

15.4 Ground Support in General

Both the attacker and the defender can use Air Units for ground support. Air Units can be used to provide ground support to any attack within their range. No more than one Air Unit from each side may be used in each combat or Mobile Assault. Air Units are never affected by CRT results.

15.5 Offensive Ground Support

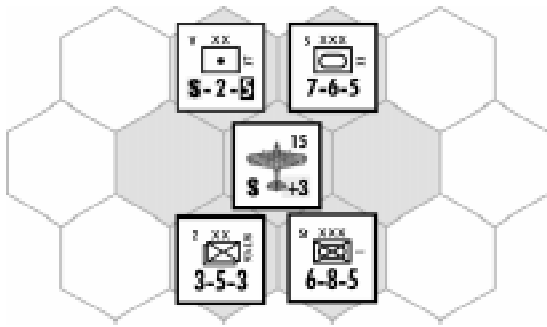
An Air Unit on Offensive Ground Support provides the attacker with a favorable shift of one column on the CRT. The Air Unit does not leave its base, but rather is flipped over to its Flown side. An Air Unit may fly Offensive Ground Support in either the First or Second Combat Phase, or in a Mobile Assault.

15.6 Defensive Air Support (DAS)

During the friendly End Phase, the phasing player may use his Air Units that are on their Ready side to fly Defensive Air Support missions (DAS). Units flying DAS may be placed in any hex (occupied or vacant) within range. Units flying DAS affect their placement hex plus all six surrounding hexes. Within this 7-hex zone they provide the following **three benefits** throughout the enemy player's turn:

- **GROUND SUPPORT:** Provides friendly defending units with a +5 (German) or +3 (Soviet) defensive bonus. This bonus is cumulative with any terrain bonus the defender may have. This bonus can be used for *all* attacks and mobile assaults made on those hexes during that player turn.
- **MAJOR RIVER BRIDGE INTERDICTION:** Major River bridges within the Air Unit's zone (including those bridges along the zone's 7-hex perimeter) cost two extra movement points to cross (+2 MPs). This cost applies to both mechanized and non-mechanized units. Interdiction has no effect on minor river bridges.
- **ROAD INTERDICTION:** the road rate within the Air Unit's 7-hex zone is increased to 1 MP per hex for all enemy mechanized units.

REBASING: Air Units flying DAS return to *any base within range* during the next friendly Initial Supply Phase. Note that this does not count as a rebasing mission so the Air Unit may fly another mission in the upcoming turn.



EXAMPLE: The Soviet Air Unit provides a +3 Defensive Bonus to all friendly units within the shaded hexes.

15.7 Overrunning an Enemy Air Base

An Air Unit cannot be eliminated. If its base is entered by an enemy unit, the Air Unit is immediately repositioned to another air base by the owning player, is flipped (if not already) to its Flown side, and is marked with a Disruption marker. Disrupted Air Units can flip to their Ready side, but cannot be used for an air mission until the Disruption marker is removed during the owning player's End Phase.

16. REINFORCEMENTS & REPLACEMENTS

16.1 Reinforcements

Each player's reinforcements are listed on the Reinforcement Schedule. Reinforcements enter play during the friendly Movement Phase through a friendly map edge Supply Source paying the appropriate terrain cost for the first hex entered. All reinforcements may use Rail Movement. If all available entry hexes are enemy controlled, they may be delayed until an entry hex is available. They may not be shifted to another map edge. Delayed reinforcements are not eliminated, and are not placed in the Dead Pile Box. *NOTE: The German Tiger Battalion and Assault Gun Brigade re-enter play as reinforcements if eliminated (16.4).*

16.2 Replacements in General

Soviet and German replacement rates are listed on the Turn Record Track. Replacements are received during each player's Movement Phase. Replacements are used to restore reduced or eliminated units. Each non-mechanized replacement can restore a reduced non-mechanized unit to its full strength side or bring a non-mechanized unit out of the dead pile on its reduced side. Each mechanized replacement can restore a reduced combat unit (mechanized or non-mechanized) to its full strength side or bring a combat unit (mechanized or non-mechanized) out of the dead pile on its reduced side. Replacements may not be saved, and those not used are forfeited.

16.3 Soviet Replacements

A. Replacements may be used interchangeably for regular or Guards units.

B. SPECIAL: One mechanized replacement can bring either an Army or Front HQ out of the deadpile.

C. SPECIAL: One mechanized replacement can bring in one Guards Breakthrough Artillery Division from the Stavka Reserve Box (22.5c).

D. SPECIAL: One mechanized or non-mechanized replacement can bring two Soviet Sapper and/or mechanized infantry brigades out of the deadpile.

E. ARMORED BRIGADES AND REGIMENTS: One mechanized replacement can bring two armored brigades/regiments out of the deadpile.



F. Eliminated artillery divisions and airborne brigades can never be rebuilt.

16.4 German Replacements

A. Replacements may be used interchangeably for any German or German allied unit.

B. SPECIAL: One mechanized replacement can bring a Panzer Corps HQ or Army HQ out of the deadpile

C. FREE REPLACEMENT: The German Tiger Battalion and Assault Gun Brigade cannot be rebuilt using replacements. At the moment either unit is eliminated, place it four turns ahead on the Turn Record Track. When the Game Turn marker reaches a box containing one of these units, the unit enters play on that game turn as a reinforcement (16.1).

16.5 Replacement Procedure

A. Only units in the dead pile or on the map in a supplied and non-Disrupted state can receive replacements.

B. A unit may move during the Movement Phase before it receives a replacement but not after. **Exception:** A unit that uses Extended Movement may not receive replacements.

C. German units can receive a replacement while in an enemy ZOC. Soviet units cannot.

D. A unit which receives a replacement or is restored from the dead pile is immediately marked with a Disruption Marker and suffers all the penalties of that status.

E. If a player uses his replacements to bring a unit from the dead pile, then the unit arrives on its reduced side (and Disrupted) at any friendly controlled VP Hex that is a Supply Source (on a [Connecting Rail Hex](#)). *NOTE: Soviet units may also be placed at Red Star Map-Edge Supply Source hexes.*

F. No unit can receive more than one replacement per turn.

17. RAILHEADS and RAILROAD REPAIR

DESIGN NOTE: I've never enjoyed tracking scores of railheads, so the repair process concentrates only on the important rail lines. This simplification ended up improving the rule by making the rail centers like Poltava and Kharkov more important.

17.1 Purpose

Rail hexes that initially start west of the Soviet August starting line must be repaired before the Soviet Player may use them as Supply Sources and for Rail Movement. Only rail hexes indicated with a light green line need to be repaired. All other rail hexes are automatically repaired if each end of the line is repaired (for example when Soviet railheads reach Krasnograd (hex 3818) and Losovaya (hex 4321) the rail line between 3818 and 4321 is instantly repaired. Rail lines that dead-end are automatically repaired when a railhead reaches their branch. Example, the 5030-to-Mariupol line is instantly repaired when a railhead reaches 5030.

17.2 Indicating Repair

The Soviet Player has eight railhead markers to indicate the progress of his repair. Six of the markers start on the map in the August Scenario. The other two come into play when the railheads reach a branch in the rail line where repair can proceed in two directions. Railhead markers may only move along rail hexes highlighted in light green.

17.3 Repair Procedure

During each Soviet End Phase, the Soviet player may repair ten hexes of railroads. Moving a railhead marker forward one hex indicates repairing a rail hex. Each Railhead marker may only repair two hexes, so the ten potential hexes must be divided between at least five different rail lines. Repaired Rail hexes may be used in the next Soviet Player turn.

17.4 German Control of Soviet Rail Hexes

A. German units may not destroy rail lines; they may only push back or stall the Soviet railhead markers.

B. To push back a railhead marker a German unit must enter a hex occupied by a Soviet Railhead. If that happens, the railhead is immediately pushed back (down the rail line) until it reaches a hex clear of German units (which is usually one hex). German ZOCs by themselves cannot push back railhead markers.

C. To stall a railhead, the German player must block its supply of repair materials. Repair materials come from Soviet [Map Edge](#) Supply Sources but must travel along rail lines. A railhead that is not on a Connecting Railhex (14.2.b) cannot be moved forward.

18. MAJOR RIVER ASSAULTS and PONTOON BRIDGES

The Dnieper River, in particular, proved to be a formidable obstacle to the Soviet advance, even when defended by a battered German Army.

18.1 Preparing the Major River Assault

A. Attacking across a Major River hexside may only occur during the First Combat Phase (never during the Second Combat Phase or in a Mobile Assault).

B. Only units in a hex containing an Assault Marker (placed during the Movement Phase) may attack across a Major River hexside. To place an Assault Marker during the Movement Phase a friendly unit, that is not Disrupted or currently marked OOS, must have started the Movement Phase adjacent to the Major River hexside and spent its entire MA to acquire the Assault Marker. The Assault marker must be placed with the arrow pointing toward the hex to be attacked.

C. This action prepares the hex for a cross-river assault. Any other friendly unit (including mechanized units) may enter that hex and benefit from the Assault Marker—even though it did not spend its entire MA there.

NOTE: Artillery divisions are always able to participate in attacks if the defender hex is within range.

18.2 Resolving the Major River Assault

A. The Attack Factor of each non-mechanized unit is reduced by one and the Attack Factor of each mechanized unit is reduced by half (9.2). Two or more hexes with Assault Markers may attack the same hex in one combined attack. A hex without an Assault Marker may not contribute to the attack in any way.

B. If the defender is eliminated or retreated the Major River Assault is considered 'successful.'

18.3 Advancing Across Major Rivers

If the attack is successful, all the non-mechanized units that participated in the assault may advance. Non-Mechanized (except for Cavalry) may advance one hex. Cavalry may advance two hexes. Mechanized units that participated may NOT advance at all unless they attacked across a bridged hexside.

PLAY NOTE: Remember that retreat across an unbridged major river hexside is prohibited. Any unit advanced without a bridge to retreat across is definitely at risk of total destruction.

18.4 Bridge Train Markers



Bridge Train markers are placed by the Soviet player during his Movement Phase as the first stage in building a Pontoon Bridge. Bridge Train markers may only be placed on a non-Disrupted Soviet unit that has not yet moved, and is not marked as OOS. The marker must be placed with the arrow pointing toward the hexside to be bridged. The Soviet unit is allowed to move after the marker is placed (if it is non-mechanized it may cross the Major River per 4.4).

Note: The same unit that placed an Assault marker for a Cross River Assault can place the Bridge Train marker.

18.5 Pontoon Bridges



A. The Soviet player may build Pontoon Bridges by flipping Bridge Train markers to their Pontoon Bridge side. To flip a Bridge Train marker to its Pontoon side the following condition is necessary:

- both hexes tangent to the hexside that will be bridged must be clear of enemy units and either: a) occupied by friendly units, or b) clear of enemy Zones of Control (rule 9).

B. At the start of the Soviet Exploitation Phase, the Soviet player may roll for early Pontoon Bridge completion. The Soviet player rolls the die for each Bridge Train selected, and on a roll of 1–3, the Bridge Unit is immediately flipped to its Pontoon Bridge side. The Pontoon Bridge is available for use by Soviet mechanized and non-mechanized units during the Exploitation Phase of the current turn. If the die roll is 4–6, the Bridge Train cannot be flipped until the Soviet End Phase.

C. During the Soviet End Phase, remaining on-map Bridge Train markers are flipped to their Pontoon Bridge sides. Each Pontoon Bridge must be built across the same hexside where the Bridge Train marker arrow pointed.

D. The Soviet player is limited to 4 Pontoon Bridges in play at any given time.

E. Pontoon Bridge markers may be voluntarily removed during any Soviet Player End Phase, or removed immediately when a German combat unit moves (or advances) **into one of the two hexes being bridged**. All removed Pontoon Bridge markers return to play on any following game turn as Bridge Train markers.

19. FORTIFICATIONS

19.1 Building Fortifications



Only the German player may build fortifications. He may build one fortification per turn. The Fortification is begun in the German Movement Phase (place the counter on its reverse “Fort” side) and completed **at the start** of the German Movement Phase of the following turn (flip the counter to its front “hexagon +3” side). Fortifications may be placed in any friendly-controlled hex outside of enemy ZOCs and in supply (no unit is necessary). Alternatively, a fortification can be built in an enemy ZOC if a friendly ground unit is present. If a fortification is built in an enemy ZOC, all units **that end the Movement Phase** in that hex are Disrupted throughout the player turn (prohibiting the units in the hex from attacking). This Disruption is removed normally in the End Phase.

19.2 Effects of Fortifications

Units defending in a fortification hex receive three benefits:

- All mechanized and cavalry units attacking the hex are halved in attack strength (9.2).
- Attacks against fortifications incur Heavy Casualties (8.9).
- Units defending in a fort receive a defensive bonus of three (+3). This bonus is cumulative with terrain bonuses and with rivers benefits.

19.3 Vacant Fortifications

A fortification marker by itself in a hex no effect on enemy units and does not impede enemy movement in any way. Fortification markers cannot retreat. Vacant fortifications have no effect on tracing LOS. When a Soviet unit enters a hex containing a Fortification marker it is removed.

19.4 The August 1943 Start Line

Every German front line hex of the August 1943 start line is considered to be a German permanent fort. Likewise, every hex opposite the German start line is considered a Soviet permanent fort. These permanent forts are treated like a fortification in every respect except they are not removed if an enemy unit enters the hex. Units occupying enemy permanent fortification hexes receive no fort benefits.

19.5 Dnieper Bridgeheads

For Scenario 4 only, the three Soviet hexes west of the Dnieper and south of Kiev (hexes 1714, 3223, and 3323) are considered Soviet fortification hexes (see 34.5).

20. SOVIET AIRBORNE BRIGADES

20.1 General Rule

At the start of the game these three units are placed in the Airborne Reserve Box. They may only enter play if air dropped. They may not be replaced if eliminated. Airborne brigades do not possess a ZOC.

20.2 Air Drops

Airdrops may occur during any Soviet Movement or Exploitation Phases during clear weather turns. The Soviet player may drop all three in one turn or split them up between several turns. The airborne brigades must be placed in a vacant hex within 5 hexes of any Soviet **non-Airborne** combat unit. The drop hex may not be a Marsh, Wooded Marsh, Town or City hex. Within these restrictions, the brigades may be placed in any type of hex, in or out of enemy ZOCs. Once dropped, an airborne brigade may not be re-dropped. Destroyed airborne brigades cannot be rebuilt.

NEW: Air drops may not occur against a hex containing an enemy Air Unit, nor in the six surrounding hexes. Only one Airborne brigade may be dropped in the first 7 turns of the game.

20.3 Airborne Drop Table

After the drop roll one die for each unit:

- 1 or 2 = airborne brigade lands intact and may attack in the upcoming Combat Phase
- 3 or 4 = airborne brigade Disrupted
- 5 or 6 = airborne brigade eliminated

New Air Drop DRM: Modify the die roll by +2 if dropped in a hex containing an Axis ZOC.

20.4 Airborne Movement and Supply

The brigades may not move on the turn they are dropped but are automatically in full supply (and may ignore isolation attrition) in their first turn on the ground. On the turn after they land they are treated as normal infantry units.

21. GERMAN SECURITY DIVISIONS

If these units start in or enter a city hex, they may not leave it until a Soviet unit moves within three hexes of that city (don't count the city hex, but do count the Soviet unit hex). Security divisions brought out of the dead pile through the replacement rules must be placed in a city hex if possible.

CLARIFICATION: If a Security division starts the game outside a city hex (or is forced out by a retreat) it moves normally until it again enters a city hex.

22. SOVIET ARTILLERY DIVISIONS

22.1 General Rule



Each Soviet artillery division (regular or Guards) may provide an artillery barrage to one combat within two hexes of its location (measured to the defender's hex). An artillery barrage gives the Soviet player a favorable shift of one column to the right on the CRT. An artillery unit may be used in either the 1st or 2nd Combat Phase. They may not be used in a Mobile Assault.

22.2 Massive Barrage

The Soviet Player can receive two shifts if he uses two artillery divisions, but one of them must be a Guards breakthrough artillery division (22.5).

22.3 Properties

All Artillery Divisions:

- may not be used in Mobile Assaults.
- have only one step, and if eliminated can never be rebuilt with replacements.
- do not have a ZOC, and are counted as a support unit for stacking purposes.
- bearing Disrupted markers cannot provide column shifts on the CRT.
- are Restricted Movement Units (4.8) and cannot retreat into, enter or exit marsh hexes through non-road hexsides.

22.4 Regular Artillery Divisions

Unless destroyed or exited, regular artillery divisions always remain on the map. Each regular artillery division counter has two sides. Each division must be on its front (full) side in order to provide the favorable shift on the CRT. Once used in this way, the counter is flipped over to its depleted side. Artillery Divisions on their depleted side may only flip back to their full side during the Soviet Initial Supply Phase. At that time the Soviet player may flip over any two that do not bear Out of Supply and/or Disrupted markers.

22.5 Soviet Guards Breakthrough Artillery

A. All four of the Soviet Guard artillery divisions are classified as breakthrough artillery units—generally used for massive bar-

rages at the start of an offensive, but returned to Stavka Reserves afterwards.

B. One of these units, paired with a regular artillery division, provides the Soviet player with a two column shift on the CRT. A single breakthrough artillery division bombarding alone can provide a one column shift, and two breakthrough divisions bombarding together can also provide the two column shifts.

C. These units do not have depleted sides. They are removed from play if used to provide an artillery shift or forced to retreat, and are placed in the Stavka Reserve Box on the map.

D. During the Initial Supply Phase, the Soviet Player may bring in a Guards breakthrough artillery division from the Stavka Reserve Box either by foregoing one of his two flips (22.4), or by expending an armor replacement. The returning artillery division, on its full side, enters play as a reinforcement during the Movement Phase (and is eligible for free Rail Movement).

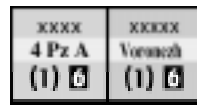
23. HQ UNITS

23.1 Properties Common to Each

All HQs are 1 step units. They can be removed to satisfy a combat step losses but must be the last step taken. They have no ZOC, and no stacking value. These units may return from the dead pile using an armor replacement. These units may become Disrupted like other combat units.

MAGNITUDE: These units are not counted when determining Magnitude unless they are the only unit in the hex.

23.2 German Army and Soviet Front HQs



COMMAND AND CONTROL: Army (German) and Front (Soviet) HQs are used to provide army level assets (artillery and air) and control large battles. Any attack

using an artillery division or ground support, or any attack involving 4 or more attacking units requires at least one of the participating attacking units to be able to trace a line of supply no longer than seven hexes to a non-Disrupted Army (German) or Front (Soviet) HQ.

NOTE: Sappers do not require Command and Control.

DEFENSE STRENGTH: These units may not attack, and may only use their defense factor if attacked while alone in a hex.

SUPPLY BENEFITS: German army and Soviet Front HQs extend the overland portion of an LOS to seven hexes (14.3). If isolated, these HQ provides a die roll modifier (+1) to all units in the same isolated pocket (14.6).

CLARIFICATION: The Central Front 'marker' is not considered a Front HQ.

23.3 Panzer Corps



The German player has three panzer corps HQs. Their main function is to provide a one column shift to the right on the CRT when attacking and a +2 bonus when defending. No more than one column shift can be

gained even if more than one Panzer Corps HQ participates in the same attack. For the SS panzer corps, these bonuses may only be used if at least one SS mechanized unit is also in hex. For the other two panzer corps HQs, these bonuses may only be used if at least one panzer division is also in the hex. These panzer corps HQs may also be used to facilitate stacking by using the off-map panzer corps boxes. Any unit in the box is considered to be stacked with the corresponding panzer corps counter for all purposes. **Panzer Corps may pick up and drop off units during movement.** A panzer corps moves at the rate of the slowest unit in the stack. Non-mechanized units may be stacked in a panzer corps but this would slow it down considerably. **A Panzer Corps caught alone in a hex has a defense of 2.**

23.4 Soviet Tank and Shock Armies

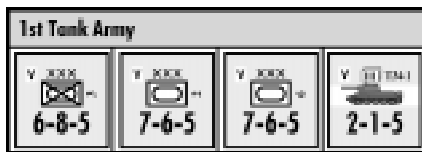
The Soviet Player has three Tank Army HQs and one Shock Army HQ. These HQs allow the Soviet Player to increase his stacking limit plus provide a combat support bonus.

STACKING: A Tank Army HQ allows the Soviet player to stack one additional tank or mechanized corps in the hex. A Shock Army HQ allows the Soviet player to stack one additional infantry unit in the hex. The Soviet Player may use the off-map boxes for these armies if he wishes. Units in these boxes are considered stacked with the HQ for all purposes. These HQs may pick up and drop off units during movement and move at the rate of the slowest unit in the stack.

DESIGN NOTE: *Players wishing to duplicate the Soviet doctrine at the time, should put 2 tank corps and 1 mechanized corps in their tank armies, and 3 infantry units in their Shock armies.*

COMBAT SUPPORT BONUS: The +2 bonus for tank armies may only be used if at least one tank or mechanized corps is present in the hex. The +2 bonus on the Shock Army may only be used if there is at least one non-mechanized combat unit also in the hex. **A Tank or Shock Army caught alone in a hex has a defense of 2.**

CLARIFICATION: The HQ's Combat Support Bonus is halved when attacking a Fortification, across a river hexside, or out of a Marsh hex.



EXAMPLE: *The 1st Tank Army is on the map representing the four units in its display. The army would have an Attack Strength of 24 (Remember to count the HQ: 2+6+7+7+2), a Defense Strength of 23 and a Movement Allowance of 5.*

24. Rule 24 was combined with rule 23

25. WEATHER

25.1 General Rule

At the start of each Game Turn beginning with turn 7, determine the weather for the complete turn by rolling one die and consulting the Weather Table.

25.2 Explanation of Results

CLEAR: No effect.

OVERCAST: Players will roll a die for each air unit. On a 1-3 the Air Unit is flipped over to its Flown side. See 3.C.1.a for when to roll and for which units.

LOCAL BAD WEATHER: If a unit that is flying DAS must flip to its Flown side, then the hex the Air Unit is in, plus all 6 surrounding hexes are considered to be experiencing bad weather and no Offensive Ground Support missions may target those hexes that player turn.

RAIN: No air missions are allowed. All Air Units are flipped to their Flown sides immediately. German Air Units flying DAS are returned to their bases and remain flown. All attacks made during Rain turns suffer a penalty of one shift to the left on the CRT. All units have their movement allowances reduced to 3 MPs, but Extended Movement remains unchanged at 3 MPs. In addition, the road rate of secondary roads is increased to 1 MP (from one-half MP) for mechanized units. Note: Rain is not cumulative with the Out of Supply movement penalty, use the Out of Supply penalty and ignore the Rain affects.

25.3 Sequence of the Air Segment during Overcast and Rain

If the Weather for the turn is Overcast or Rain, the Sequence of Play in the Air Segment is modified. Follow Steps 1 and 2 as normal. Use Steps 3 and 4 if the Weather is Overcast, use Step 5 if the Weather is Rain.

Overcast Weather Sequence:

STEP 3: If the weather is Overcast, the Phasing player rolls one die for each *enemy* Air Unit currently flying DAS. On a 1-3 the enemy Air Unit is flipped to its Flown side and ignored for the remainder of the Phasing player's turn (but see Local Bad Weather above).

STEP 4: If the weather is Overcast, the Phasing player rolls one die for each friendly Air Unit *that will not fly* DAS (the enemy player will roll for the Phasing player's Air Units flying DAS during his Air Phase). On a 1-3 the Phasing player's Air Unit is flipped to its Flown side and may not be used for the remainder of the turn.

Rain Weather Sequence:

STEP 5 (SOVIET PLAYER TURN): If the weather is Rain then all German Air Units flying DAS and all Soviet Air Units are flipped to their Flown side.

STEP 5 (GERMAN PLAYER TURN): If the weather is Rain then no German units may fly Offensive Air Support but all German Air Units may fly DAS (the weather on the next turn will determine the status of these air units).

26. MANSTEIN and ZHUKOV

Field Marshal Erich Manstein commanded Army Group South and was considered one of Hitler's best generals. On the Soviet side was Marshal Georgy Zhukov, Stalin's favorite general, and the first to be awarded the Marshal's Star by Stalin during the war. Both were able commanders. Each player has one leader counter available representing Zhukov for the Soviets, and Manstein for the Germans.

26.1 The Zhukov Leader Counter.



A. During each Combat Phase the Zhukov leader counter can affect one attack that takes place within four hexes of its location (measured to the defender's hex), if the Zhukov counter has not been moved during the game turn.

B. The magnitude of the attack is automatically increased one level to a maximum of three.

C. Soviet step losses for that battle are automatically increased by one step (chosen by the Soviet player). This is in addition to any extra step losses incurred through Heavy Casualties (8.9).

D. The Soviet player may attack a second time if a Contact or Exchange (EX) is rolled with the Primary die. Before attacking a second time, remove step losses suffered in the first attack die roll. Do not recalculate odds (use the original odds level), but do recalculate magnitude. As in the first attack, another Soviet step is automatically removed.

EXAMPLE: The Soviet player commits the Zhukov counter to an attack against a full strength German unit in a clear hex four hexes away. The odds are 3-1, and the actual magnitude is one, but it is increased to 2 due to the use of the Zhukov leader counter. The first result is a primary die roll of 2 (an exchange) forcing the Soviet attackers to lose two steps (one for the exchange and one for the mandatory step loss) and the German unit to suffer one step loss. There is no loss on the second (magnitude 2) die roll of 1. Due to the exchange, the Soviet player has the option to attack a second time, and does so. The odds are still calculated at the original 3 to 1 level, and the actual magnitude of 1 is again raised to 2. The primary roll of 1 is contact, causing the Soviet another mandatory step loss with no loss to the defending German unit. The secondary die roll of 6 causes a loss of one step to the defender, and eliminates the defending German unit.

26.2 The Manstein Leader Counter



The German player can attempt to remove Disruption markers from his units (including Axis allies) by using the Manstein Leader counter. Disruption removal attempts are made on individual units—not stacks. Only three attempts per turn are allowed and the Manstein counter must be within 4 hexes of the disrupted unit. Disruption removal can occur only prior to moving the Manstein counter. Once the Manstein counter moves, no further Disruption removal attempts can be made. Disruption removal may only occur during a German Movement or Exploitation phase.

PROCEDURE: When an attempt has been declared, indicate the unit and roll the die. On a roll of 1-4, the unit becomes undisrupted. A roll of 5 or 6 has no effect. Only one attempt per unit per phase can be made—you cannot roll twice for the same unit.

NOTE: A unit could have a second Disruption removal attempt made during the Exploitation Phase if the first attempt during the Movement Phase Failed. Likewise, a unit un-Disrupted during the Movement Phase, but again Disrupted when attacking would be eligible for a second Disruption removal attempt.

EXAMPLE: During the German Movement Phase, a German unit entering as a reinforcement ends Rail Movement within four hexes of the Manstein leader marker and receives a Disruption marker. The German player makes a Disruption marker removal attempt for this unit, rolls the die, obtains a result of 4, and removes the Disruption marker (note that this unit cannot move further during the Movement Phase, but is able to move and fight normally in the upcoming Exploitation Phase). A second Disruption marker removal attempt is made for an in-range unit which has received a replacement, but a five is rolled and the attempt fails. During the Exploitation Phase the third disruption removal attempt is made for the unit which failed to have its Disruption marker removed in the Movement Phase. The attempt succeeds this time, allowing the unit to move. The Manstein leader has now made all three removal attempts, and can make no more until the next game turn.

PLAY NOTE: Players may find it helpful to take a spare marker and place it in the turn 3 box prior to the start of the German Movement Phase. As each Manstein Disruption marker removal attempt is made, move the marker to the next lower box. Remove the marker after the third attempt is made.

26.3 Properties Common to both Leaders

Leaders are not combat units and do not have a step to lose in combat. If caught alone in a hex by an enemy unit they gain a Disruption marker, and are immediately displaced by the owner to any friendly controlled hex which has a victory point value. They can never be eliminated. They have no ZOC, no stacking value, are not counted when determining Magnitude. Disrupted leaders cannot perform their special functions (26.1 and 26.2).

CLARIFICATION: Leaders move like mechanized units and may use the 1/2 MP road rate. They may use Rail Movement (which counts against the one unit per turn limit).

27. CENTRAL FRONT

27.1 Rule



North of Voronezh Front was the Central Front led by the Soviet General Rokossovsky. On August 26th he opened an offensive that carried his armies to the Dnieper River north of Kiev. His westward movement had a great impact on Manstein's defense of the Ukraine. To reflect this, and to create an uncertainty of the success of Central Front's offensive, the Soviet Player rolls a die at the start of each of his turns beginning on turn 6. If he rolls a 1 or 2 then Central Front is stalled and no Entry Half Hexes are received. If he rolls a 3 through 5 he receives one Entry Half Hex and if he rolls a 6 he receives two. The Soviet Player acquires entry half hexes in alphabetical order. Keep track of the western most entry half hex with the Central Front marker

27.2 Properties of Entry Half-Hexes

These half hexes may not be entered by units of either side. They serve only to indicate which *hexsides* the Soviet Player may enter the map through. Only reinforcements and on-map units moved into the Central Front Holding Box (27.3) may use these entry hexsides. Soviet units may enter directly into an enemy ZOC from these half hexes, but may not cross or enter a ZOC Bond from them. If entry on to the map is blocked by German units and/or ZOC bonds, then no Soviet units may enter at that particular spot. Entry Half Hexes also serve as Soviet Supply Sources once they become acquired.

27.3 Central Front Holding Box

The Soviet Player may withdraw units from the map to reenter via the Central Front Half Hexes. Any Soviet unit that moves (not retreats) off the north map edge may be placed in the Central Front Holding Box. In the next or any following Soviet player turn it may reenter the map through any available Central Front Half Hex or come back through any friendly controlled north map hex. The Soviet player may also place reinforcements in the Central Front Holding Box on their turn of arrival. Such reinforcements are then eligible during the next game turn to enter through Central Front Half Hexes.

27.4 Rail Lines Off the North Map Edge

When the Soviets repair the Bakhmach to Gorodnya line, then the two minor lines ending in hex 2701 and 3001 are instantly repaired. The Nezhin to Repki line cannot be repaired during the period covered by this game.

28. THE ZAPOROZHYE DAM

This was the largest dam in Europe at the time and was the source of electricity for western Ukraine. Hitler desperately needed its power to run factories west of the Dnieper, and ordered the dam defended at any cost.

28.1 Victory Points



Place the Dam marker in Zaporozhye at the start of the game. The Soviet player earns 2 VPs if he or the German player destroys the Dam. He earns 4 VPs if he captures the dam intact. These VPs are in addi-

tion to the VPs for the capture of the town of Zaporozhye. The Soviet player can destroy the dam during his turn by moving an artillery division (full or depleted) adjacent to the city. The German player can destroy it during his turn if it is under his control (no unit is necessary). If the Soviet player enters Zaporozhye before the dam is destroyed he is considered to have captured the dam intact. These two extra VPs are lost if the city is retaken and the dam is later destroyed.

DESIGNER'S COMMENT: The German player will have to defend one hex out from Zaporozhye if he wants to hold on to the dam. If the dam is captured intact the German player cannot destroy the dam from an adjacent hex like the Soviet player.

28.2 The Flood

The Germans demolished the dam on October 14th, causing a flood of the lower Dnieper.

A. If the Soviet player destroys the Dam, all marsh hexes below the Dam are considered impassable until the German player End Phase of the turn the dam is destroyed.

B. If the German player destroys the Dam, all marsh hexes below the Dam are considered impassable until the German player End Phase of the following game turn (well placed demolition charges were more effective than long distance artillery fire).

C. Once destruction is declared, flip the dam marker to its reverse side, and remove it during the appropriate End Phase.

D. Any units in marsh hexes below the Dam when destruction is declared are immediately eliminated.

E. Until the Dam marker is removed, no movement or combat is allowed across any of the Dnieper River hexsides below the Dam, including bridged hexsides. *Note that the Zaporozhye hex is considered 'above' the dam.*

29. VARIABLE DEFENSE STRENGTH (optional)

To add uncertainty to combat odds and to curb annoying factor counting use this rule. During the combat phase, after the attacker has declared an attack on a hex, but before calculating defense strength, the defender rolls on the Variable Defense Strength Table. If the defending units are Soviet, use the Soviet column, if the defender's are German, use the German column. Magnitude has no bearing on the amount of dice used on this table—it is always one die. The result is the number added or subtracted to the defense strength of the defender's hex. This table is only used if the original defense strength is greater than or equal to 3.

30. WINNING THE GAME

30.1 Sudden Death Victory

The Soviet player is under pressure to achieve success quickly. The German player is under pressure to hold his ground as long as possible. Each space of the Turn Track has a benchmark (those red numbers in the yellow bands at the bottom) which indicates the number of victory points the Soviet player should have achieved by that turn. The Soviet Player wins automatically if he has six more points than the benchmark at the end of any game turn (the Victory Determination Phase). The German Player wins automatically if the Soviet player is at least six points short of his benchmark at the end of any game turn. Play continues if neither player has an automatic victory.

EXAMPLE: Refer to the benchmark band for Turn 7 on the Turn record track. The Benchmark number is 6. The Soviet Player would win on turn 7 if he had 12 Victory Points.

30.2 Victory Points

A. Victory Points are primarily awarded for the capture of objective hexes. Each objective hex has a red circle with the number of victory points the hex is worth. The Soviet player may only count objective hexes he controls (although he does not have to have a unit occupying the hex) and which are able to trace an LOS.

B. The Soviet player must subtract two Victory Points from his total for each Soviet Supply Source (excluding Central Front Half Hexes) occupied by a German unit. Note that this could mean his Victory Point total is a negative number.

C. MAP EXIT: It costs one MP plus the cost of leaving any enemy ZOCs for the Soviet player to exit combat steps from the west map edge. For every two Soviet Combat steps exited off the west map edge during the Soviet Player Turn, the German player must remove one on-map German Combat step during the following German Player Turn. The Soviet Player gains one VP for each German combat step not removed when required. Exited single or odd numbered Soviet Combat steps do not trigger a corresponding German removal. If both Soviet combat steps exited are Mechanized, the corresponding German step removed must be mechanized. If one or both of the Soviet combat step exited are Non-Mechanized, any German combat step may be removed. The German player has the option to reduce full strength combat units to satisfy step removal.

EXAMPLE: During the Soviet Player Turn, five Soviet Combat steps exit the west map edge. Two of them are mechanized. The odd, Non-Mechanized step is dropped, leaving two Mechanized and two Non-Mechanized steps. The German player must now remove a mechanized step to offset the two exited Soviet Mechanized steps, and any combat unit step to offset the two exited Non-Mechanized steps. Only one German Non-Mechanized step is removed, so the Soviet player receives one victory point.

CREDITS

Game Design: Mark Simonitch

Developer: Tony Curtis

Order of Battle Research: SOVIET: Charles Sharp, AXIS: Henry Lowood and Mark Simonitch

Alpha Developer and Playtester: Geoff Noble

Counter and Map Art: Mark Simonitch

Box Art: Rodger MacGowan

Playtesting: John Grant Jr., Randy Heller, Raymond Lopez, Bob Ryan, Lew Ritter, Richard Simon, and Ken Thurston.

SPECIAL THANKS: To my developer, Tony Curtis, who took this game the final 9 yards.

Terrain Effects Summary Chart

<i>Terrain</i>	<i>Movement Cost in MPs (Mech/Non-Mech)</i>	<i>Defensive Terrain Bonus</i>	<i>Effect on Attack Factors</i>	<i>Notes</i>
Clear	1	-	-	-
Hills	1	+2	-	-
Forest	2 / 1	+2	-	-
Marsh	4 / 3	-	Applies only to attacking <i>out of</i> the hex. Effects same as River.	-
Wooded Marsh	4 / 3	+2		-
Minor Rivers	+1 MP	-	Applies to attacking <i>across</i> the river hexside. Mechanized units halved. Non-mechanized units -1. Major River Assaults require Assault Markers.	-
Bridged Minor River	Negates +1	-		-
Major Rivers	See 4.4	-		No Advance for Mechanized
Bridged Major River	+0 /+2*	-		Allows Mech units to advance
Primary Road	1/2 / 1	-	-	-
Secondary Road	1/2 / 1	-	-	1 MP During Rain
Railroad	OTIH	-	-	1 unit + all Reinforcements. Unit automatically Disrupted.
Villages	OTIH	+1	-	Air Base
Towns	1	+3	-	Air Base
Cities	1	+5	-	Air Base, Heavy Casualties (8.9)
Fortification	OTIH	+3	Mech & Cav = halved	Heavy Casualties (8.9)

*The +2 only applies if the bridge (road or pontoon) is [Interdicted \(15.6\)](#). OTIH = Other Terrain in Hex

Miscellaneous Effects

<i>Item</i>	<i>Effect on Movement</i>	<i>Effect on Combat</i>
Rain	MA reduced to 3 Secondary Roads = 1 MP	1 Shift L
Out of Supply	MA and Extended Movement = 2	Attacker Halved Defense Factors unaffected
Disrupted	1 Hex Max in Movement Phase	May Not Attack
Extended Movement	+3 MPs	May not end move adjacent to enemy unit
Assault Marker for 2nd Combat Phase	Cost 3 MPs in the Exploitation Phase	Only units bearing Assault Markers may attack in 2nd Combat Phase.
Assault Marker for a Major River Assault	Placed on a unit that will not move in the Movement Phase	Only units in a hex with an Assault Marker may conduct a Major River Assault
Interdiction	Mech pays 1 MP for Roads and Major River bridges cost +2 MPs	none

ABBREVIATED SEQUENCE OF PLAY

A. WEATHER PHASE

On turns 1–6 the weather is automatically clear. On turns 7 through 21 use the Weather Table (rule 25).

B. CENTRAL FRONT PHASE

Starting on turn 6 use the Central Front Table (rule 27).

C. SOVIET PLAYER TURN

1. SOVIET INITIAL SUPPLY PHASE

- a. **PETROL SHORTAGE:** Roll for supply for each Soviet mechanized and artillery unit located >7 hexes from a supply source (14.9).
- b. **ARTILLERY:** Flip 2 artillery divisions to their full side (22.4), or enter Gds artillery divisions (22.5).
- c. **AIR:** Flip over all Soviet air units to their ready side (Rule 15.2).

2. SOVIET MOVEMENT PHASE

The following activities are performed during this phase:

- Move any and all Soviet land and air units
- Conduct rail movement (4.6)
- Build Fortifications (German player only [rule 19])
- Enter reinforcements (16.1)
- Distribute Replacements (16.2–16.5)
- Place Assault markers for Major River crossings (18.1)
- Place Bridge trains (18.4)

3. SOVIET FIRST COMBAT PHASE

- a. The Soviet player may attack adjacent enemy units (rules 8 through 12).
- b. Remove all Extended Movement markers from Soviet units.
- c. Roll for possible early construction of Pontoon Bridges (18.5.b)

4. GERMAN REACTION PHASE

The German player may now activate up to three stacks of German units for movement (4.10).

MOVEMENT SUMMARY

	<i>Mech</i>	<i>Cavalry</i>	<i>Non-mech</i>
<i>MOVEMENT PHASE</i>	Full MA	Full MA	Full MA
<i>ADVANCE AFTER COMBAT</i>	2 Hexes	2 Hexes	1 Hex
<i>REACTION PHASE</i>	Full MA*	1 Hex	1 Hex
<i>EXPLOITATION PHASE</i>	Full MA	1 Hex	1 Hex

**Only 1 hex if Reaction starts in an EZOC.*

5. SOVIET EXPLOITATION PHASE

All Soviet units, except those disrupted and those with restricted movement (4.8), may be moved again. Mechanized units may use their full MA; non-mechanized units (including cavalry) may only move one hex (4.9). Mobile Assaults (rule 13) may be performed.

6. SOVIET SECOND COMBAT PHASE

Soviet units that have an Assault marker (4.9) may attack in this phase (8.1). Remove Assault markers as each battle is resolved.

7. SOVIET END PHASE

- a. Remove all Disrupted markers from Soviet units (11.5)
- b. Check for General Supply for all Soviet units (14.6), those Isolate must roll for attrition (14.8).
- c. Repair up to 10 rail hexes (Rule 17).
- d. Voluntarily remove pontoon bridges, or flip Bridge Trains to their Pontoon Bridge side (18.5).
- e. Possibly destroy Zaporozhye Dam (Rule 28)
- f. [The Soviet player may perform DAS missions \(15.6\).](#)

D. GERMAN PLAYER TURN

E. VICTORY DETERMINATION (Rule 30)



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308

www.GMTGames.com