



Ukraine '44 Rules of Play

1.0 Introduction

Ukraine '44 is a simulation game that focuses on one of the pivotal moments of the Soviet Winter Offensive in Ukraine in 1943 and 1944. Over the course of a week, the Axis 1st Panzer Army was cut off and encircled by strong Soviet forces of the 1st and 2nd Ukrainian Fronts and like its brothers at Stalingrad and Korsun, expected to be destroyed. In what would be called the battle of the Kamenets-Podolsky Pocket (or Hube's Pocket), the Germans would fight and claw their way out and finally escape. Hube's successful operation to escape encirclement is still studied to this day as a model of how to breakout from a pocket.

2.0 Components

These rules

1 map

280 counters

One die is needed for play but is not provided.

2.1 Map

The map is centered on Ukraine, where the battle took place. The map is divided into numbered hexes, which will contain formations and/or markers during the game. Each hex has natural and/or artificial terrain which will have an impact on both combat and movement. A hex with any portion of hill terrain in it counts as a hill for the purposes of combat; it is also a hill for movement purposes unless the hex is entered along a road (the same applies for woods). The map scale is approximately 5 kilometers a hex.

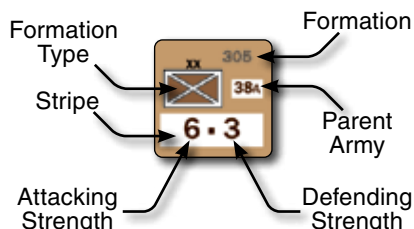
2.2 Units

There are two general types of units in the game – formations and markers.

The formations in the game are color coded for side, type, parent formation and order of arrival. In addition, they have the combat abilities of the actual historical formations displayed on the back side of the counter. This game uses limited intelligence and for most of the game, you can only see the hidden side of your enemy's forces. You can always look at your own forces.

2.3 Formations

Note: the movement allowances of formations are not on the counters but are standardized for four basic types.



All Axis mobile formations have a movement allowance of 8.

All Axis infantry formations have a movement allowance of 6.

All Axis garrison formations have a movement allowance of 0 (these formations may not move throughout the game).

All Soviet mobile formations have a movement allowance of 7.

All Soviet infantry formations have a movement allowance of 5.

This is displayed on the map for easy reference.

2.4 Counter Color Use

Soviet

Red with red stripe (10 total) - mobile formations (set up in specific hexes).

Brown with black stripe (6 total) - infantry formations of the 40th Army (set up in the 40th Army area).

Brown with white stripe (9 total) - infantry formations of the 38th Army (set up in the 38th Army area).

Brown with red stripe (7 total) - infantry formations of the 18th Army (set up in the 18th Army area).

Tan with green stripe (10 total) - infantry formations of the 60th Army (arriving on turn 1 at reinforcement hex D).

Tan with gray stripe (17 total) - infantry formations of the 1st Guards Army (arriving on turn 1 at reinforcement hex E).

Axis

Black with white stripe with 1PzA (10 total) - German mobile formations of the 1st Panzer Army (set up in specific hexes).

Gray with gray stripe with 1PzA (11 total) - German infantry formations of the 1st Panzer Army (set up in specific hexes).

Gray with gray stripe but no 1PzA (2 total) - German infantry formations not with the 1st Panzer Army (set up in specific hexes).

White (3 total) - German garrison formations (set up in specific hexes).

Light green (3 total) - Hungarian infantry formations (set up in specific hexes).

Light blue (3 total) - German infantry formations (arriving as reinforcements on turn 7 at reinforcement hex A, B or C).

Dark blue/green (2 total) - German mobile formations (arrive as reinforcements on turn 11 at reinforcement hex A, B or C).

Dark green (2 total) - Hungarian mobile and infantry formation (arriving as reinforcements on turn 11 at reinforcement hex A, B, C or H).

In addition, the Tiger Battalion colored dark blue/green arrives either stacked to an arriving turn 11 reinforcement or is placed in the Tiger Battalion box on turn 11.

2.5 Hungarian Formations

Hungarian formations are treated just like German formations unless the rules explicitly state otherwise. Hungarian formations are light green (for those that start on the map) and dark green (for those that enter as reinforcements).

2.6 Formation Abbreviations

Soviet Formations

| | |
|-------|---------------------------|
| GTC | Guards Tanks Corps |
| (G)MC | (Guards) Mechanized Corps |
| G | Guards |
| 40A | 40th Army |
| 38A | 39th Army |
| 18A | 18th Army |



| | |
|-----|-----------------|
| 60A | 60th Army |
| 1GA | 1st Guards Army |

Axis Formations

| | |
|------|-------------------------|
| Pz | Panzer or Tank |
| ss | Waffen SS |
| J | Jaeger (light) Infantry |
| PG | Panzer Grenadier |
| 1PzA | 1st Panzer Army |


2.7 Formation Size


While the size of a formation has no impact on play, all Soviet mobile formations are corps, all of the remainder are divisions.

2.8 Formation Types

A formation is either mobile, infantry or garrison.

Mobile:  and 

Infantry: 

Garrison: 

2.9 Markers



Game Turn



Out of Supply



Isolated



German Air Supply



German Tiger Battalions



Step Loss markers of various strengths (note; use these to represent the number of steps lost from a formation; not the number remaining in the formation.

There are four "0 Step Loss" markers. Each side may use 2 of these to serve as decoys during the game in any manner they choose.



The use of these markers will be explained in the following sections.

3.0 Starting the Game

3.1 Axis initial set-up

The Axis player sets up first and places formations on the correct hex that is marked on the map. Thus the 1ssPz formation is placed in hex 23.24. Two Tiger Battalions are available to the Axis at the start of play and, at the Axis player's choice, may either be attached to a German formation or be detached and placed in the German Tiger Battalion box. Place the Axis Air Supply marker in the Air Supply box.

3.2 Soviet initial set-up

Soviet formations are placed after the Axis formations. Formations of the 18th, 38th, and 40th army are placed in any hex within their area. They may be placed adjacent to German formations. Additionally, the Soviet mobile formations, like the Axis, have specific hexes they must be placed on at the start of the game. Thus the 6GTC must be setup in hex 30.24.

3.3 Reinforcements

All other formations in the game arrive via the reinforcements rule (see 9.0).

3.4 Game Turn Marker

Place the Game Turn Marker on turn one.

4.0 Victory Conditions

4.1 How to Win

The winner of the game is determined by one of the conditions below.

- (1) Sudden Death (Soviet victory)
- (2) Victory points at the end of the game (Axis or Soviet victory)

4.2 Soviet Sudden-Death Victory

At any time during the game, the Soviet player immediately wins the game if he controls at least three of the following cities simultaneously:

- Berezhany (31.16)
- Stanislavov (18.03)
- Chernovtsy (04.18)
- Ternopol (33.15)

*Each above city has a star and is hereafter referred to as a victory city.

4.3 Victory Conditions at the end of the game

If by the end of the last turn there has not been a sudden-death victory, each player calculates his victory points, and the player with the most victory points wins.

Axis Victory Points

Soviet Losses

Each step of Soviet formations eliminated: **1 Victory Point.**

Escape of 1st Panzer Army

Each mobile formation step belonging to the 1st Panzer Army that is both north of the Dneestr River and can trace a ground supply line to either supply source A, B, C or H at the end of the game: **1 Victory Point.**

Soviet Victory Points

Axis losses

Each mobile step eliminated: **2 Victory Points.**

Each infantry step eliminated: **1 Victory Point.**

Each Tiger Battalion eliminated: **3 Victory Points.**

Each garrison step eliminated: **1 Victory Point.**

For the purposes of victory points, all Axis formations that cannot trace supply to any source at the end of the game (be that to A, B, C or H; air supply or limited city supply) are considered eliminated for Soviet victory conditions. Tiger Battalions do not count as eliminated when out of supply at the end of the game.

Elimination of German Air Supply marker: **10 Victory Points** (see 8.17).

Victory City Control

Soviet control of each victory city with supply line to a Soviet supply source: **10 Victory Points.**

Only victory cities (the cities with the red stars) matter for control. A victory city is controlled by the last player to enter that hex. All victory cities start the game under Axis control.



5.0 Sequence of Play

5.1 Sequence of Play

1. Supply Check Phase
 - A. Check supply of Soviet formations
 - B. Axis Air Supply Phase
 - C. Check Supply of Axis formations
 - D. Attach or detach German Tiger Battalions
2. Axis Player Turn
 - A. Axis Movement Phase
 - B. Axis Combat Phase
 - C. Axis Mobile Movement Phase
3. Soviet Player Turn
 - A. Soviet Movement or Combat Phase
 - B. Soviet Combat or Movement Phase

After all these steps have been completed, advance the Game Turn marker one space to the next turn. If it is turn 12 that has been completed, stop play and check for victory (see 4.3).

5.2 First turn special rule

For the first turn only, steps 1 and 2 are skipped (the Supply Phase and the Axis Player Turn) and the game starts with the Soviet Player Turn. The Soviet player may choose to start with either a combat or movement phase on the first turn. All formations on the map are in supply at the start of play.

5.3 Soviet player's choice of movement then combat or combat then movement

Each turn the Soviet player chooses either movement then combat or combat then movement as his sequence of play. The Soviet player makes this selection every turn each turn. Note that the Soviet player may not select combat and combat or movement and movement.

If the Soviet player selects combat then movement, each formation that performed combat in the (first) Combat Phase may not perform movement in the (second) ensuing movement phase (for artillery support, see 11.15).

6.0 Stacking

6.1 Stacking Limit

The stacking limit for the game is one formation per hex, and a formation may not enter a hex occupied by another friendly formation when it moves (with exceptions, see 6.2 and 12.2 sort of). Stacking limits are in force during the Movement Phase. The means that the order in which formations are moved is critical for each player, and should be carefully considered before movement starts.

6.2 Garrison Formations

Axis garrison formations do not count towards stacking during movement of another Axis formation. Any Axis formation may move through hexes containing Axis garrison formations. However, no formations may stack with garrisons at the end of its movement.

6.3 Markers

Markers (including Tiger Battalions) have no impact on stacking.

6.4 Fog of War

Normally, formations are placed with the front (unknown) side facing up. The rear (with the formation values and ID) side is shown only when combat takes place. The owning player may

look at the rear side of his counter at any time during play.

*Tiger Battalions are always displayed and their locations are always known to the Soviet player. Step loss markers are always placed under a formation and may not be inspected by the enemy player except during combat. There are four "0" step loss markers that are there to be used as decoys. Each player may use up to two in the game and may assign them as they wish.

7.0 Zones of Control

7.1 Projection

A formation that is not isolated projects zones of control (ZOC) into the six hexes adjacent to the hex the formation is in. It is possible for a hex to be under the ZOC of both the Axis and Soviet player. A formation that is Isolated projects no zone of control.

7.2 Dnestr River

Except when there is a road between the hexes, a formation does not project a ZOC into a hex across a Dnestr River hesside.

7.3 Effect of ZOC

A. Movement (10.0)

A formation entering an enemy ZOC must stop moving in this hex. A formation that starts its movement in an enemy ZOC may not enter another enemy ZOC, unless it first enters a hex that is not in an enemy ZOC.

B. Strategic Movement (10.7)

A formation in an enemy ZOC may not use Strategic movement in the current turn. A formation using Strategic movement may not enter an enemy ZOC at any time while moving.

C. Supply Line (8.5)

Unless there is a friendly formation in the hex, supply lines do not trace through enemy ZOC.

D. Combat (11.0)

A formation may only attack enemy formations in its own ZOC. This means a formation may not attack over the Dnestr River unless there is a road.

E. Retreat (11.8)

A formation that retreats into an enemy ZOC must lose 1 additional step. The presence of a friendly formation does not negate the enemy ZOC in this case.

7.4 Enemy ZOC

For the purposes of tracing supply only, an enemy ZOC is negated by a friendly formation.

8.0 Supply

8.1 Status

A formation's supply status exists in one of four states; in supply, in air supply, out of supply, or isolated.

If a formation is in supply or in city supply, no counter is used to mark this state.

If a formation is in air supply, rotate the counter 90 degrees so both sides know this (or any other convenient method).

If a formation is out of supply, place an out of supply marker on top of it.

If a formation is isolated, place an isolated marker on top of it. Supply state is never secret from your opponent.



Formations never lose steps or are eliminated solely from supply (sort of an exception at the end of the game but likely not worth looking up, see 4.3).

8.2 Supply Check

During the respective Supply Check Phase, all formations of that side check supply. The supply status of a formation will stay in effect until the next friendly supply phase regardless of what might happen in the interim during play.

8.3 Axis Supply Sources

Reinforcement hexes A, B, C, and H are Axis supply source hexes. If a reinforcement hex is currently occupied by a Soviet formation, the supply source is negated. If the Soviet formation leaves this hex, the hex once again becomes a Axis reinforcement and supply hex.

8.4 Soviet Supply Sources

Reinforcement hexes D, E, F and G are Soviet supply source hexes. If a reinforcement hex is currently occupied by an Axis formation, the supply source is negated. If the Axis formation leaves this hex, the hex once again becomes a Soviet reinforcement and supply hex.

8.5 Tracing Supply

A supply line is traced from a formation to a friendly and not negated reinforcement hex. The supply line is a continuous chain of hexes that cannot enter an enemy ZOC (unless there is a friendly formation in this hex). From a formation, supply can be traced up to 5 hexes from the formation to a road, and then an unlimited number of hexes on a road to a friendly reinforcement hex.

8.6 Dneestr River

The supply line may not cross the Dneestr River except when using tracing along a road.

8.7 Supply Limit

There is no limit to the number of formations that may be supplied by a single supply source hex.

8.8 In supply

A formation that can trace a supply line to supply source is In Supply, and has no penalties, and any Out of Supply or Isolated markers are removed from the formation.

8.9 Out of Supply and Isolated



If a formation cannot trace a supply line to a friendly supply source, it becomes out of supply (and an Out of Supply marker is placed on the formation). If the formation already has an Out of Supply marker on it and it can't trace supply this friendly supply phase, it is now isolated (flip over the Out of Supply marker to the isolated side).

8.10 Out of Supply Effects

A formation that is out of supply has the following restrictions:

- (1) It may not perform strategic movement (10.7).
- (2) For an Axis mobile formation, its movement allowance is halved (round fractions up) in the Mobile Movement Phase.
- (3) A Tiger Battalion may not be attached to any formation that is out of supply and the combat benefit of a Tiger Battalion is lost if already stacked with an out of supply formation.

8.11 Isolated effects

If a formation is isolated, all of the out of supply restrictions still apply and also these additional restrictions:

- (1) All movement allowances are halved (fractions rounded up).
- (2) An Axis mobile formation may not perform mobile movement.
- (3) The formation projects no ZOC.
- (4) The combat strength is halved in combat (fractions rounded up. If there are two or more halved formations involved in a combat, each formation's combat strength is halved, then rounded up first and then added together).
- (5) No Tiger Battalions may be detached from a formation that is isolated.

8.12 Moving Out of Supply

A formation may be intentionally moved into a position where it will not be able to trace supply during the following friendly supply phase.

8.13 Reinforcements

Each reinforcement formation is automatically in supply at the start of the turn it arrives.



8.14 Air Supply

The Axis player may use his Air Supply marker before the Axis supply phase to provide an additional source of supply. The Axis player may either:

- (1) Place the Air Supply marker on the map per the rules below, or
- (2) Remove an already placed Air Supply marker from the map. Note that the Air Supply marker may not be directly moved from one hex to another. It must first be removed, and then placed the following turn.
- (3) Any formation in air supply must be rotated 90 degrees (or some other convenient method) to indicate under air supply. The Soviet player should be able to know which formation is in air supply.

8.15 Placing the Air Supply marker

The Axis player may place the Air Supply marker in any clear, village (but not village in hills), town or city hex. This hex may not be in an enemy ZOC, unless there is a friendly formation in the hex.

If the Air Supply marker is in an enemy ZOC, it may not be used to trace supply unless there is a friendly formation in the hex with the Air Supply marker. The Air Supply marker can provide air supply to any Axis formations within five hexes of the marker, providing that formation can trace a continuous chain of hexes to the Air Supply marker that does not pass through an enemy ZOC (friendly formations negate the enemy ZOC for this purpose) and is not more than 5 hexes in length. If the Air Supply marker is placed in either Dunayevtsy (1729) or Kamenets-Podol'skiy (1126), the hex the marker is in acts as if it were a regular supply source hex and supply is traced as described in rule 8.5 (five hexes to the road, and then unlimited road length to the Air Supply marker). These formations are still considered in air supply and not regular supply.



8.16 Air Supply Effect

Formation(s) supplied by the Air Supply marker have the same restrictions as being under an Out of Supply marker except that Tiger Battalions retain their effect (see 12.5). An Out of Supply marker is not placed on a formation that traces supply to the Air Supply marker and any Isolation or Out of Supply markers currently on a formation in air supply are removed. Tiger Battalions may not be attached to a German mobile formation that is solely in air supply.

8.17 Elimination of Air Supply Marker

If a Soviet formation enters any hex that contains the Air Supply marker, the Air Supply marker is permanently lost and the Soviet player receives 10 Victory Points (see 4.3).

8.18 Limited Supply in Cities

Formation(s) in any city hex are regarded as in supply automatically but Tiger Battalions lose their combat benefit and may not be detached or attached if that formation cannot trace a normal supply route.

9.0 Reinforcements

9.1 Overview

Reinforcements are formations that enter play after the game starts during the friendly Movement Phase of that formation's reinforcement turn (or later). Reinforcements are placed one formation at a time, which then completes its movement and after that formation is finished moving, the next one may be placed and then moved. Reinforcements are listed in the game turn track and are color coded to mark their turn of entry (see 2.4). All reinforcing Soviet formations enter play on turn one. Axis reinforcements generally enter on turns 7 and 11 (but see rule 9.3). Reinforcing formations always arrive at full strength and in supply. The owning player may delay the turn that a reinforcement formation arrives, but may not have a reinforcement formation arrive earlier than its game turn number (but see rule 9.3).

Note that all reinforcements start in their chosen reinforcement hex and all formations there may spend all of their movement points starting from that reinforcement hex as if they had started moving from that hex (even if many formations are entering from that one hex).

9.2 Axis Reinforcements

On the appropriate turn, each reinforcement formation enters at one of the following hexes:

German (not Hungarian)

Supply Sources A, B, or C (at the Axis player's choice, he may place all, some or none of his reinforcements in any of those hexes).

German reinforcements are colored light blue (for those entering the game on turn 7) and dark blue (for those entering the game on turn 11).

Hungarian

Supply Sources A, B, C, or H (at the Axis player's choice, he may place all, some or none of his reinforcements in any of those hexes).

Hungarian reinforcements are colored dark green for those entering on turn 11.

9.3 Axis Reinforcement Encouragement

Axis reinforcing formations generally arrive on Game Turn 7 and Game Turn 11. If, however, the Soviets take control of a victory city, the reinforcing formations all arrive one turn

earlier. This is done for each victory point city that is taken by the Soviet player. There is no change to this if the Axis Player retakes the victory city. For example, if the Soviet player gains control of Ternopol on Game Turn 5, the reinforcements for Game Turn 7 now arrive on Game Turn 6 and reinforcements for Game Turn 11 now arrive on Game Turn 10.

9.4 Soviet Reinforcements

The Soviet player has the following reinforcements that arrive in Game Turn 1.

- (1) All 1st Guard Army formations: reinforcement hex E
- (2) All 60th Army formations: reinforcement hex D

These reinforcing formations all arrive on turn one and are colored light tan.

9.5 Reinforcement Restrictions

If an enemy formation occupies a reinforcement hex during the reinforcement phase, no friendly formations may enter at this hex. If the reinforcement hex is retaken by the friendly player, it may be used again. If the reinforcement hex is in an enemy ZOC during the reinforcement phase, only one formation may enter at that reinforcement hex.

9.6 Placement

Reinforcements are placed one at a time during the Movement Phase and are moved in any order the owning player wishes. You must completely finish moving a reinforcement before you can go to moving another formation (whether reinforcing or not).

10.0 Movement

Player's Note: Strategic Movement is used a lot in this game and many first time players forget to take advantage of it. See 10.7.

10.1 Overview

During the friendly Movement Phase, each player may move his formations. Each formation has a number of movement points that it may spend in each Movement Phase. This movement allowance is not printed on the counters but is the same for all formations of this type.

| | |
|-----------------------------|-------------------|
| Axis mobile formations: | 8 movement points |
| Axis infantry formations: | 6 movement points |
| Axis garrison formations: | 0 movement points |
| Soviet mobile formations: | 7 movement points |
| Soviet infantry formations: | 5 movement points |

10.2 Movement Points

A formation may not transfer movement points to any other formation nor may it save movement points to use in a following turn. Any movement points that are not used during a Movement Phase are simply lost. A formation does not have to move during the friendly Movement. Each formation moves one formation at a time, and once a formation has completed moving in the Movement Phase it may not move again in the same phase.

10.3 Enemy-Occupied Hexes

No formation may enter a hex that contains an enemy formation.

10.4 Moving Off Map

No formation may move off of the game map.



10.5 Terrain

There are two kinds of terrain in a hex; man-made and natural. All hexes have a natural terrain, and may have man-made terrain as well. Additionally, there is also hexside terrain (rivers and the Dnestr).

Natural Terrain

There are three types of natural terrain, each with a different movement points cost to enter.

- (1) Clear: 2 movement points to enter.
- (2) Woods: 3 movement points to enter for mobile formations, and 2 movement points to enter for infantry formations.
- (3) Hill: 4 movement points to enter for mobile formations, and 3 movement points to enter for infantry formations.

Man-Made Terrain

There are 4 types of man-made terrain, which modify the costs to enter a hex:

- (1) Road: It costs 1 movement point for a formation to enter any hex if following along a road.
- (2) Bridge: Roads that cross river hexsides (including the Dnestr River) are bridges. It costs 1 movement point for a formation to enter any hex if using a bridge.
- (3) Pontoon Bridge (hexside between hexes 0824 to 0925): Only up to 2 formations may use the Pontoon Bridge in each of the three movement phases; Axis Movement Phase, Axis Mobile Movement Phase, and Soviet Movement Phase. A formation using the bridge traveling in either direction is still counted as one against the total of 2 allowed that movement phase.
- (4) Village/Town/City: Have no effect on movement costs, and the natural terrain for the hex is used to determine the movement point cost to enter the hex.

River Hexsides

A formation crossing river hexside must spend an additional 1 movement point to move across that hexside. For example, the cost to enter a clear hex when crossing a river hexside is 3 movement points (2 movement points to enter the clear hex +1 movement point to cross the river hexside).

Dnestr River

Only infantry formations may cross the Dnestr River without a road. An infantry formation that starts its movement phase in a hex adjacent to the Dnestr River may cross the hexside and move one hex to other side by spending all its movement points. This is not allowed if both the hex the formation starts in and the hex it ends in is in an enemy ZOC.

Remember that ZOCs do not project across Dnestr River except where there is a road.

10.6 Soviet Movement restriction

When the Soviet selects the Combat Phase then a Movement Phase for his turn, no formation that performed combat in that Combat Phase may then move in the ensuing Movement Phase.

10.7 Strategic Movement

All Soviet formations and Axis infantry formations may perform Strategic Movement providing they do not start in an enemy ZOC and never enter an enemy ZOC during the Movement Phase. A formation performing Strategic Movement has double its printed movement allowance. Axis mobile formations, out of supply formations, and isolated formations may not use Strategic Movement.

10.8 Axis Mobile Movement Phase

After the Axis Combat Phase, Axis mobile formations may move again during the Axis Mobile Movement Phase. This phase is the same as the normal Axis Movement Phase except only mobile formations may move. Out of supply mobile formations may move in the Mobile Movement Phase but with halved movement allowance (round fractions up). Isolated mobile Axis formations may not move in the Mobile Movement Phase.

11.0 Combat

11.1 Overview

In each player's combat phase, friendly formations may attack enemy formations. The active player is called the attacker and the other player is the defender, regardless of the overall strategic situation. Combat for an attacking formation is always optional and never mandatory.

11.2 Attacking

An enemy formation may be attacked by one or more friendly formations that are adjacent to the enemy formation, and may only be attacked once per turn. A friendly formation may not attack multiple enemy formations, and may only attack once per turn.

11.3 Zero Combat Strength

When a friendly formation attacks, it does so with all its Combat Strength. A formation which has a zero Combat Strength may not attack. This means a formation of this type may not be used to create a flanking attack (see 11.12) or to absorb any damage the attacker receives from the combat result.

11.4 Order of Resolution

There may be multiple combats to be resolved in a phase. The attacker can resolve them in any order he wishes, and he does not have to declare all combats before any are resolved.

11.5 Combat Strength

Each formation has its Combat Strength (Attacking and Defensive Strength) reduced by the number of step loss markers that is currently under the formation. Should the number on the step loss marker be equal to its defense strength, the formation is immediately eliminated and removed from play. Remember these are often worth victory points so keep the formation handy for later.

When that formation takes a combat loss (or losses) a step loss marker with the correct current number of losses that formation has absorbed is placed under a formation. Step loss markers are kept concealed from the opposing player except when combat occurs. Each time the formation takes a step loss, the value of the marker is increased by the same amount. The value of the step loss marker reduces the attacking strength and defense strength by that amount on a one for one basis. Again, when the step loss marker value is equal to the defense strength of a formation, it is eliminated immediately and removed from the game map.

11.6 Resolving Combat

To resolve a combat, sum up all attackers' attack strengths and then divide this total attacking strength by the sum of the defender's defense strength and calculate combat odds. This fraction is rounded up/down in the defender's favor. This gives the odds for the Combat Results Table (CRT). For example, if the attackers' total strength is 26 and the defender's total strength is 7, the odds will be reduced from 3.61-1 to 3-1. To determine the result of combat, roll a die and cross reference the result on the appropriate odds column of the CRT.



11.7 Combat Results

If the result has two figures such as 1/2, the number on the left is the number of step losses the attacker receives and the number on the right is the number of step losses the defender receives. If two or more formations participate for one side in the combat, the owning player of these formations may distribute the step losses between them as he chooses. Excess step losses over and above the total number of steps on one side are ignored after that side's formations have been eliminated. (see the very next rule though - it may apply).

11.7.1 German Tactical Superiority

If the Soviet player receives enough step losses to eliminate all of his participating formations (whether attacking or defending), and there is at least one extra step loss that is ignored, the number of step losses to the Axis formations is automatically reduced to zero. If all (and only all) the Axis formations in the combat are Hungarian, this number of step losses is not reduced to zero.

11.8 Retreat

If combat result includes an "R" result, the defender must retreat one hex. A formation may not retreat into any hex that contains another formation (either friendly or enemy). If there are two or more hexes where the formation may retreat, the owning player must choose the hex that is not in an enemy ZOC. If there is more than one hex applicable, he may choose any hex. If a formation cannot retreat because the formation is surrounded by formations, or must retreat into an enemy ZOC, the formation must take an additional step loss over and above the combat result. If a formation has a hex it can retreat into, it must retreat.

No formation may retreat over the Dnestr River except via road; even if it's an infantry formation.

German Garrison formations always ignore all retreat results.

11.9 Advance After Combat

If the defender is eliminated in combat, or retreats from its hex, one of the attacking formations may advance after combat into this hex. This advance does not cost any movement points and may take place even from an enemy ZOC to another enemy ZOC.

11.10 Maximum Combat Modifiers

The die roll can be modified by the defender's terrain and other factors. After modification, any die roll less than 1 is treated as 1, and a die roll more than 6 is treated as 6. All modifiers are cumulative.

11.11 Terrain Modifiers

The defender's terrain and the terrain of the hexside between the attacker and defender can affect combat.

- (1) Woods: -1
- (2) Hill: -2
- (3) Village: -1
- (4) Town: -2
- (5) City: -3 (Tiger Battalion benefit is always +/-1, formations in cities negate any flanking attack bonus)
- (6) River Hexside -1 (only if all attackers are attacking across a river)
- (7) Dnestr River: -2 (only if an attacker attacks across Dnestr along a road; no formation may ever attack across the Dnestr River unless there is a road present.)

Clear terrain has no effect

11.12 Flanking Attack

If two attacking formations are on opposite sides of the defender's hex, or three attacking formations are not adjacent each other, or four or more formations are attacking a defender, this creates a Flanking Attack. Flanking attacks have a +2 modifier. If the defender is in a city hex, this modifier is negated.

Examples of Flanking Attacks



11.13 Super High Odds and Super Low Odds

If the odds are less than 1-3, the combat uses the 1-3 column on the CRT with a -1 modifier for each odds less than 1-3, and if the odds are more than 4-1, the combat uses the 4-1 column on the CRT with a +1 modifier for each odds more than 4-1. For example, a 7-1 attack becomes 4-1 with +3 modifier.



11.14 German Tiger Battalions

A German formation that has a Tiger Battalion attached to it receives a defense or attack die modifier equal to half a die roll (rounded up).

11.15 Artillery Support

If the Soviet player chooses Combat Phase then a Movement Phase in the game turn, all Soviet attacks for the turn have a +2 modifier.

12.0 German Tiger Tank Battalions

12.1 Overview



The Axis player has Tiger Battalions to use throughout the game. Two are available at the start of play and one comes on as a reinforcement. These are battalion-sized support units and are governed by the following special rules.

12.2 Attaching and Detaching to or from a Formation

A Tiger Battalion may never be alone in a hex. It must be stacked with a German (not Hungarian) mobile division. During step D of the sequence of play, each Tiger Battalion can perform one of following actions:

- (1) Detach the Tiger Battalion from a mobile, not isolated German formation on the map and place the Tiger Battalion in the Tiger Battalion off map box; or
- (2) Attach the Tiger Battalion to any German, in supply, mobile formation on the map by stacking it with that formation.

A Tiger Battalion may not be detached from a German mobile formation and then reattached to another German (or the same) mobile formation in a single turn. It must first be removed from the map then it may be attached to another (or the same) German mobile formation the next turn.

12.3 Supply Effects on Tiger Battalions

No Tiger Battalion may be detached from a formation that is isolated. No Tiger Battalion may be attached to a formation that is out of supply, isolated, in air supply or in supply from being in a city (and can't trace a regular supply line).

12.4 Move and Combat

A Tiger Battalion stacked with a German mobile formation must move and/or attack or defend with this formation. They are treated as one formation.

12.5 Combat Support

12.5.1 If a formation (in supply) with a stacked Tiger Battalion participates in combat, each Tiger Tank provides one half a die roll (rounded up) modifier to the combat (either defending or attacking). While only one Tiger Battalion may be stacked with one formation, multiple Tiger Tanks with multiple attackers do each provide the benefit and the total modifier is applied to the attack.

12.5.2 When attacking into or defending from a city hex, no die is rolled for the Tiger Tank combat bonus. The die modifier is always +/- 1 for each Tiger Tank present.

12.6 Supply Effect on Combat

If a German formation is marked out of supply or isolated, a stacked Tiger Battalion provides no modifiers.

12.7 Elimination of Tiger Battalion

If a formation with a stacked Tiger Battalion is eliminated, the Tiger Battalion is also eliminated and is removed from the game. Eliminated Tiger Battalions count towards victory conditions.

13.0 Game Credits

Designed by Yasushi Nakaguro

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