

Game Journal 42 - Manstein's Last Battle

#Cost of Negotiation Point with Fuhrer

Cancel of Absolute Order:3P

Panzer reinforcement:2P

Infantry reinforcement:1P

Axis Minors reinforcement : 0.5P

#Air Power reorganization Table

*CP / Acquired Num of available Air Force marker

0 : 0 Air Force marker

1-2 : 1 Air Force marker

3-4 : 2 Air Force marker

5-6 : 3 Air Force marker

7 : 4 Air Force marker

#Negotiation Table with Fuhrer

*CP / Acquired Num of Negotiation Point

0 : 3P

1-2 : 4P

3-4 : 4.5P

5-6 : 5P

7 : 5.5P

#Command Table for Army Group Manstein

*CP / Acquired Num of activation

0 : 6 units

1-2 : 7 units

3-4 : 8 units

5-6 : 9 units

7 : 10 units

*CP: Number of Crossing Point of Dnepr river controlled by Soviet

#Zhukov Appearance table

Turn / CP demand to appear

5th turn:0

6th turn:0-1

7th turn:0-3

8th turn:0-5

Combat Results

Die	1-1	1.5-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10+
1	A2	A1	A1	-	-	R	R	RR	RR	1RR	1RR
2	A1	A1	-	-	R	R	RR	RR	1RR	1RR	2RR
3	A1	-	-	R	R	RR	RR	1RR	1RR	2RR	2RR
4	-	-	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR
5	-	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR	3RR
6	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR	3RR	4RR

Table

Ax : number of step attacking lose

- : No effect

R : All defending units retreat one hex

RR : All defending units retreat two hexes

Number and RR : All defender units retreat two hexes more step loss

Example:

(1) "A1": The attacker lose one step in total from all the units that participated in the attack

(2) "R": defender to retreat one hex all units that participated in the battle

Must.

(3) 「3RR」 : defender lose tree step in total from all the units that then retreat two hex all units that participated in the battle.

Rules :

Manstein's Last Battle

1.0 Introduction

This game simulates fighting in Ukraine with the Soviet offensive and mobile defense Manstein after the battle of Kursk from August 1943 to March 44.

This is a game for two persons.

The Soviet player must eliminate the Axis forces and break the enemy lines.

The German also suffers the instructions of Hitler defense at all costs, it can also not be taken into account to organize more freely counter attacks and / or reprocess it must make important choices for the win.

1.1 SCALE

A hex represents approximately 15/25 kilometers of terrain from side to side. Each turn represents a month period. Combat units are divisions for Axe and Corps for the Soviet.

1.2 COMPONENTS

- One 24"x34" map sheet
- 280 counters
- One rulebook

1.3 CALCULATION CONVENTIONS

When halving or quartering, always round down resulting fractions.

EXAMPLES: One half of 5 is 2.5 and is rounded down to 2. One quarter of 3 is 0.75, rounded down to 0.

When the combat strengths of stacked units must be halved or quartered, add them up before halving or quartering.

2.0 GAME COMPONENTS

You will need a die at 6 faces

2.1 MAP

2.1.1 The map represents the area of the Soviet Union, Ukraine over which the historical campaign was fought. A grid of hexagons (hereafter called hexes) is superimposed upon it to facilitate positioning and movement of the playing pieces. Colored symbols printed on the map show where various Axis and Soviet units must be set up at game start. Several charts, tables, tracks, and boxes are printed around the map:

Tables around the map :

- #Cost of Negotiation Point with Fuhrer
- #Air Power reorganization Table
- #Negotiation Table with Fuhrer
- #Command Table for Army Group Manstein
- #Zhukov Appearance table
- *CP: Number of Crossing Point of Dnepr river controlled by Soviet
- Airpower pool
- Box for chit
- The Terrain Effects Chart (TEC) provides a map key and shows the effects of the different terrain features on movement (see section 8.0) and combat (see section 9.0).
- The Combat Results Table (CRT) is used to resolve combats (see section 10.4).
- The Turn Track is used to record the turn currently in progress.
- VP Track
- The Command Chit Pools are used to hold the Command Chits that are not in the cup (see section 7.0 for more details).

2.1.2 Supply Source Hexes: A hex with a red supply source symbol is a supply source for Soviet units; a black supply source symbol indicates a supply source for Axis units.

2.1.3 Bridges: A river hex side crossed by a road or railroad is a bridged river hex side. Conversely, a river hex side not crossed by a road or railroad is an unbridged river hex side.

2.1.4 Crossing Point of Dnepr river

indicated by Red triangle see16.3

The number of Crossing Point of Dnepr river controlled by Soviet player is used at the judge of Air Power reorganization Table, Negotiation Table with Fuhrer, Command Table for Army Group Manstein, Zhukov Appearance table.

2.1.5 Breakthrough point hex

see17.0

If the Soviet units entered in, Soviet won VP (see17.0)

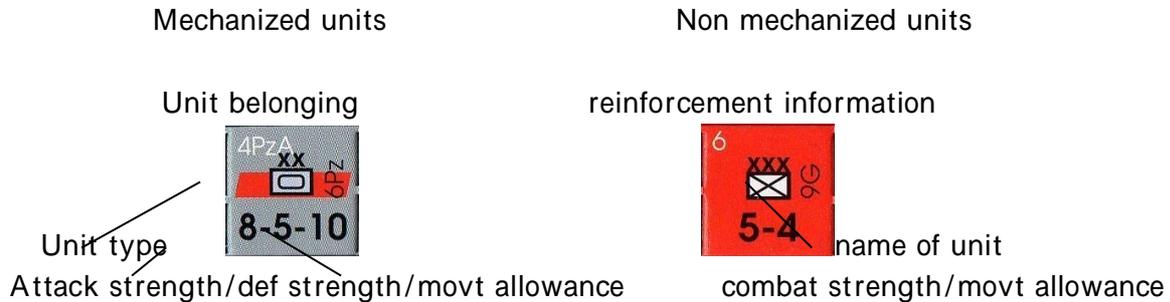
2.2 COMBAT UNITS

2.2.1 Combat units represent the military forces that took part in the historical campaign. They are color coded by nationality :

- Brown : Sov regular units

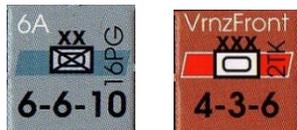
- Red : Soviet regular units
- Grey : German Her units
- Black : German SS units
- Beige : Romanian units
- Light Beige : Hungarian units

2.2.2 The numerical ratings and symbols printed on combat units can be read as follows:



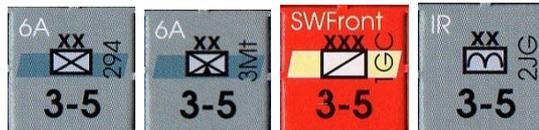
UNIT TYPES

Mechanized units



Mechanized Armor

Non mechanized units

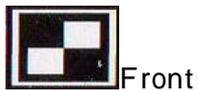


Infantry Mountain Cavalry Airborne

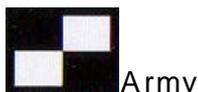
Size of units :

XXX : army corps

XX : division



Front



Army

• Unit Type and Setup Information: The symbol indicates the type of the unit. Its color is only intended to help to locate the area of the map where the unit is set up at game start. Black symbols denote units that will enter play during the game as reinforcements.

• Unit ID: This indicates the number or name of the unit.

IMPORTANT NOTE: Unit ID and symbol color have no effect on how and when combat units are activated, move, or fight; see section 7.0 for more details.

• Reinforcement Information:

Soviet: The number indicates the turn on which the unit enters play as a reinforcement.

White number in a black circle is converting unit.(see12.2(3))

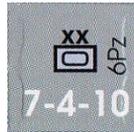
Axis : see12.3

• Combat Strengths: These ratings are used to resolve combats. Mechanized units have separate attack and defense strengths. Non-mechanized units have only a combat strength, used both as attack strength and defense strength.

- **Movement Allowance:** This rating determines how far the unit can move, and is expressed as a number of Movement Points.



Full strength side



Reduced strength side

2.2.3 Most combat units have a full-strength side (front) and a reduced-strength side (back) with decreased combat strength; some only have a full-strength side (their back is blank). Combat losses flip a combat unit to its reduced-strength side (or eliminate it if it has no reduced-strength side). Combat units are set up or enter the game on their full-strength side.

Combat Unit ID Abbreviations

Number : Turn of arrival

PR : Panzer replacement/Armor replacement for German armor

IR : Infantry replacement

AR : Axis replacement for Hungarians and Romanians

C : Cavalry

G : Guards

M:Mechanized

Tk : Tank

Pz : Armor

PG : Panzer Grenadier/mechanized units German

Mt : Mountain

JG : Jager/Light Infantry

Lw : Luftwaffe

SEC: Security

GD : Gross Deutschland

DR : Das Reich SS

Tot : Totenkopf SS

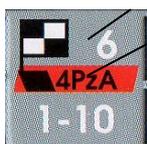
Wik : Wiking SS

LAH: Leibstandarte Adolf Hitler SS

2.3 HEADQUARTERS

2.3.1 Headquarters (HQs) represent the high-echelon formations (mainly armies) that historically took part in the campaign. They are color-coded like the combat units. HQs are not combat units

size Command range Name of HQ



combat strength/movement allowance

HQ Types :



Soviet Front



German Army



German Armor Army

2.3.2 The numerical ratings and symbols printed on HQs can be read as on combat units, except the following:

- HQ Type: This is only for historical information. Armor HQs operate exactly as other HQs.
- Command Range: This rating is used to determine which combat units the HQ can activate (see 7.3).
- Setup Information: This is shown by the colored band on the bottom of the counter, coded as for combat units.

2.3.3 Some special rules apply to HQs. See section 12.0 for more details.

HQ ID Abbreviations

Soviets :

Vrnz : Voronej

Step : Steppe

SW : South West

Sth : South

Axis :

1stUKR : First Ukrainian Front

2ndUKR : Second Ukrainian Front

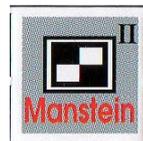
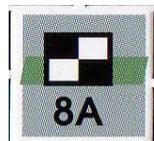
3rdUKR : Third Ukrainian Front

4thUKR : Fourth Ukrainian Front

A : Army

PzA : Panzer Armee

2.4 COMMAND CHITS



Axis



Soviet

Command Chits are used to activate specific HQs, which in turn allow combat units to move and attack. Each turn, a number of Axis and Soviet Command Chits are placed in the same cup, from which they are randomly drawn one by one. See section 7.0 for more details.

There is one corresponding Command Chit for each HQ in the game, plus three special Command Chits: two Axis Manstein chits and one Soviet Joukov chit (see 7.2.2).

2.5 Chits for phases of games or events :



Soviet reinforcements



Soviet airborne



Phase of supply

2.6 MARKERS

The following markers are used in this game:

Turn

Victory points



Front



back

For supply



Front

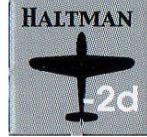


back

Orders of Hitler



Air Force marker



- Turn Marker: It is placed on the Turn Track to record the turn currently in progress.
- Out of Supply/Isolated Markers: They are placed, 'Out of Supply' side up, on units that are out of supply. Their reverse side ('Isolated') is used to show units that are isolated. Grey and red versions of these markers are provided to be used on Axis and Soviet units, respectively.
- Absolute Orders of Hitler : for important City to hold for German. (see 16.2).
- Aircraft : (see 15.0).

3.0 Basics of the game

3.1 Stacking

Two or more friendly units in the same hex constitute a "stack."

- (1) A maximum of two combat units (whether full- or reduced-strength) and one HQ can occupy a hex. A HQ cannot be stacked with another HQ.
- (2) Soviet units and Axis units can not be stacked in the same hex.
- (3) The stacking limit is applied at the moment reinforcement units are placed on the map, or at the instant a unit finishes its retreat, or advance after combat or end of Movement Segment. It is not applied during Movement Segment.

3.2 ZOC All combat units exerts a Zone of Control (ZOC) into the six hexes surrounding it (Zone of Control : ZOC)

- (1) The only exceptions are that ZOCs do not extend into Water hexes or across impassable hexsides (yes, that means they do extend across unbridged major rivers).
- (2) ZOC extend across major river hexside.
- (3) Two or more ZOCs overlapping in one hex have the same effect as a single ZOC.
- (4) ZOCs affect supply, movement, retreat, and reinforcement placement. See the respective rule sections

3.3 Communication line

A communication line is a series of adjacent hexes going from the unit to a friendly supply source.

A communication line is used for the judgment of a supply state, and arrangement of reinforcement.

(see 11.0, 12.1)

- (1) There is no limit to the number of hexes a communication line can pass through. However, it cannot pass through an enemy-occupied hex, or an enemy ZOC unless the hex contains any friendly combat units or HQs
- (2) communication line cannot cross unbridged major river hexsides, impassable hex sides, or pass through Water hexes

3.4 control of a city hex

- (1) At the start of the game, hex city eastern of starting line are Soviet and western of starting line are German.
- (2) For control of these hexagons the last unit of a player that is entry in take the control.

4.0 PREPARATION FOR PLAY

- The players select their side (Axis or Soviet).
- The players set up their forces according to the information printed on the map.
- Reinforcement Information "Res" unit : set up any hex of Major city.
- Place the Turn marker on the '1' space of the Turn Track.
- Soviet Command Chits : in a separate place.
- Axis Command Chits : in a separate place.
- Air Force marker : in the Airpower pool
- Supply: At game start, all units on the map are in supply (see section 10.0).
- Absolute order markers : are placed on the following cities : Kharkov (2634), Kiev (2918), Odessa (0218), Tarnopol (2305), Stalino (1338), Dnepropetrovsk (1631).
- Reinforcements : Soviet on track of turns and German in a separate place.
- Other markers (supply etc...) : in a separate place.

5.0 SEQUENCE OF PLAY

The game proceeds by following the phases outlined below (more details appear in later rule sections, and in the expanded Sequence of Play at the back of this booklet). This sequence of phases constitutes a turn, and must be repeated until either Turn 8 or achieved automatic victory conditions.(see 17.0)

5.1 COMMAND CHIT SELECTION PHASE

Both players choose a given number of their available Command Chits and place them into the same cup (see 6.0).

Soviet player must enter all selected chit into the cup in this phase.

Axis player may hold any selected chit in his hand and may enter in the cup at his voluntary timing.

5.2 ORDER EXECUTION PHASE

A Command Chit or order chit (supply, reinforcement) is drawn randomly from the cup. The player to whom this chit belongs becomes the active player.

Active player execute the drawn action chit.(see 7.0).

NB: the phases of supply and reinforcement take place when them counter is drawn. (see 11.0&12.0)

5.3 HQ Activation PHASE

When Active player activate any HQ at order execution phase , activate combat unit by activated HQ.(see 8.0)

Ignore this phase when active player select special case of the direct activation by Manstein order. (see 7.3)

5.4 Type select PHASE

When active player activate any unit ,select action mode from Movement-Combat type or Combat-Movement type.

5.5 Action PHASE

The active player can move and combat by his activated units

When active player select Movement-Combat type, execute (1) Movement Segment then execute (2) Combat Segment.

When active player select Combat-Movement type, execute (2) then execute (1).

(1) Movement Segment: The active player can move his activated units (see section 9.0).

(2) Combat Segment: The active player can attack enemy units using his activated units (see section 10.0).

If there are Command Chits left in the cup, return to step 5.2 after 5.5 Action phase.

If there are none, go to the END OF TURN PHASE.

5.6 END OF TURN PHASE

(1) Reorganization of aircrafts (see 15.0)

(2) Turn Advance Segment: Advance the Turn marker to the next box on the Turn Track, and return to the COMMAND CHIT SELECTION PHASE (5.1).

6.0 COMMAND CHIT SELECTION PHASE



6.1 PRINCIPLES

(1) The players secretly select a given number of their available Command Chits and put them into the same cup:

(1-1) Soviet player must enter all selected chit into the cup.

(1-2) Axis player may hold any selected chit in his hand and may enter in the cup at his voluntary timing. May remain all chit in his hand.

(3) The remaining Command Chits are placed face down in their Inactive Command Chit Pools and are not used this turn.

(4) A player may not check the Command Chits in the cup or in his opponent's Inactive Command Chit Pool.

6.2 COMMAND CHIT SELECTION

Command chit is selected according to following conditions.

(1) Soviet player

the Soviet player selects six chits from following chits.

But at least 4 command chit must be assigned for each Front Army chit of HQ per one.

_VrnzFront/1st UKR

_StepFront/2nd UKR

_SWFront/3rd UKR

_SthFront/4th UKR

_SOVIET REINF

_Abn (Airbone)

_JUKOV (Zhukov)

(2) the Axis player

• the Axis player selects the number of chits indicated after 'Axis Com' on the Turn Track (this varies every turn, between three and five). see Manstein

_1PzA

_4PzA

_6A

_8A



(3) common order chit (see 11.0)

supply chit is common order shit between both players.

supply chit must enter into the cup at every turn.

6.3 Available Command Chits:

Following order chit may enter only when each conditions is satisfied.

(1) Manstein

Manstein are in two counters, the first turn can not be used. It can be used from second turn.



(2) Soviet Airborne

I can be selected only once during the game.

Soviet Airborne may not be selected before 2nd turn.

It may be selected after third turn.

(3) JUKOV

There is a restriction of use of Zhukov chit by the current turn and number of CP (Crossing Point of Dnepr river controlled by Soviet player)

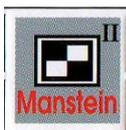
(16.3 Reference)

When the number of CP is applied the number of correspond column of current turn on the Zhukov appearance table, Soviet player can select Zhukov chit at the COMMAND CHIT SELECTION PHASE.

When the number of CP is out of the number of correspond column of current turn on the Zhukov appearance table, Soviet player cannot select Zhukov chit,

Zhukov chit may select at the alternative of one Front Army chit of HQ.

When Zhukov chit is selected alternative of one Front Army chit, you may choose Zhukov chit and 3 chit for any Front Army chit and any 2 chit at your free option.



6.4 Manstein Chits:

Manstein Chits is a special command chit.

Axis player may use as either one of following two ways.

(1) Manstein Order

When Axis player enter Manstein chit into the cup and the chit is drawn from the cup, Axis player may execute the chit as Manstein order. (see 7.3)

(2) Interrupting Order

Axis player do not have to enter Manstein chit into the cup and may remain it in his hand.

When Axis player remain Manstein chit in his hand , Axis player may execute Manstein chit directly from his hand without drawn by the cup as Interrupting Order (see7.4)

Axis player may enter Manstein chit into the cup from his hand at voluntary timing then convert it from Interrupting Order to Manstein Order during the turn.

7.0 ORDER EXECUTION PHASE

Following orders is executed by command chit draw.

- (1) HQ Activation
- (2) special activation order from Manstein
- (3) Reinforcement
- (4)Cancel of Absolute Order of Hitler
- (5)Airbone drop
- (6)supply check

7.1 Command Chit Draws:

In the ORDER Execution Phase, Command Chits are randomly drawn one by one from the cup; which player draws does not matter.

The owner of the drawn chit becomes the active player and execute order of the drawn chit.

The player then places the drawn chit face up into his Played Command Chit Pool

Drawn chit is spend in this turn and may not activated until next turn.

See HQ Activation/Manstein/Joukov/reinforcements/supply/soviet airborne ...

7.2 Execute of the order

Active player execute drawn action chit.

(1)HQ command chit

Activate the HQ of drawn chit (see 8.0).

(2) SOVIET REINF

Soviet player receive specified reinforcement. (see 12.0).

(3) Abn

Soviet player receive specified reinforcement. and execute airdrop.

SOVIET REINF and Abn may not execute within the turn. When both command chit is selected by mistake, rest of the command chit drawn later is cancelled. (see 13.0).

(4) JUKOV

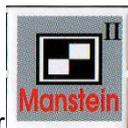
Soviet player may activate any one HQ. (see 8.0)

(5) Manstein

Axis player execute any one of Manstein order.(see 7.3)

(6)Supply check

Both player check communication line.(see 11.0)



7.3 Manstein order

Manstein order is executed only drawn from the cup. Not executed by Interrupting Order .

Choose from one of following orders.

(1) Negotiation with Fuhrer

Axis player execute reinforcement or disorder of Absolute order within the limits of the received negotiation point,

(see 16.3).

(see 12.0).

(see 16.2).

Negotiation point cannot carry over to next phase.

(2)HQ Activation

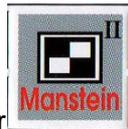
May activate any one HQ. (see 8.0)

(3) special activation order from Manstein

Axis player may activate any unit directly not through HQ activation.

The number of unit included HQ units as normal combat unit may be activated by special activation order from Manstein is determined by Crossing point controlled by Soviet player.

See Command Table for Army Group Manstein.



7.4 Interrupting order

Axis player may execute Manstein chit directly from his hand without drawn the cup as Interrupting Order.

(1) Axis player may cancel and return the drawn chit into the cup and execute Interrupting order by use of Manstein chit from his hand.

(2) Interrupting order may execute HQ Activation(see 7.3(2)) or special activation order from Manstein. (see 7.3(3)) .

(3) Negotiation with Fuhrer may not execute by Interrupting order.

(4) The interruption command by Manstein command chit is exercised if the Manstein command chit has not played yet after all the chit in a cup are pulled before the end phase of a turn.

8.0 HQ Activation PHASE

A drawn Command Chit activates the HQ with the same ID, with the following two exceptions:

see 7.3 Manstein order ,and Joukov

The activated HQ can activate combat units (not HQs) within its Command Range to move and combat.

8.1 HQs & COMMAND EXECUTION

8.1.1 The HQ corresponding to the drawn chit is activated.

8.1.2 Combat Unit Activation: The activated HQ can activate all friendly combat units within its Command Range, regardless of IDs and type symbol colors (exception, see 7.3.5). A combat unit can be activated any number of times in one turn by different HQs following different chit draws.

see Joukov/Manstein

8.1.3 Soviet HQ units cannot activate other HQs. Axis HQ units may activate friendly HQ units. HQ units activated by other HQ may only execute movement and combat, may not activate other HQ units.

8.2 Command Range: Command Range is expressed as a number of hexes, counted from the HQ. A HQ with a Command Range of 4 can thus activate friendly combat units up to 4 hexes away (3 intervening hexes).

Determine Command Range at the instant the HQ is activated : Activated units may later leave the HQ's Command Range as a result of movement, retreat, or advance after combat.

8.2.1 Command Range Limitations: A Command Range cannot extend across impassable hexsides or through Water hexes.

Supply status, enemy units, or enemy ZOCs have no effect on Command Range.

9.0 MOVEMENT

In the Movement Segment, the active player can move his activated HQ and combat units.

9.1 MOVEMENT PRINCIPLES

9.1.1 Units are moved one at a time. A unit cannot start moving until the previous unit has completed its move.

9.1.2 Units are moved by either one of Normal Movement or Strategic Movement.

9.2 Normal Movement

In a Movement Segment, each activated unit receives a number of Movement Points (MPs) equal to its movement allowance. A unit may use all, some, or none of its MPs.

Unused MPs are lost; they cannot be kept from one Movement Segment to another.

To enter an adjacent hex, a unit must expend the MP cost indicated by the TEC for the hex (and hex side, if applicable). A unit cannot enter a hex if it has insufficient MPs remaining.

9.2.1 Hexsides:

(1) River Hexsides:

River hex sides have the following effects on movement:

- To cross an unbridged minor river hex side, a unit must expend one MP in addition to the normal MP cost of the entered hex.
- To cross an unbridged major river hex side, a unit must start its move adjacent to the river. It moves across the river but must then stop, and can go no further in that Movement Segment.
- Crossing a bridged river hex side negates the river movement costs above.

(2) Road Hexsides:

If you move the unit along the road, unit spend one movement point by hex, regardless of the other terrain hex.

9.2.2 ZOC EFFECTS ON MOVEMENT

Enemy ZOCs affect movement in the following ways:

Entering or leaving a hex in an enemy ZOC costs a unit 2 extra MPs. These extra costs are cumulative (see example).

9.2.3 Major River Hex sides:

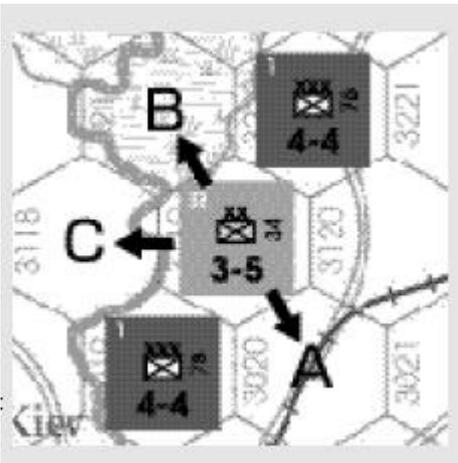
Crossing a major river hex side is not allowed if the hexes on each side of the river (the hex in which the unit starts and the one it wants to enter) are in enemy ZOCs, even if the river hex side is a bridged hex side, and even if there are friendly units in the enemy ZOCs.

9.2.4 Swamp:

Move to enter the swamp hex are subject to the following restrictions. (likely as major river)

- (1) The movement entering into swamp hex must start movement by adjacent hex to the swamp hex, and must end movement by entering into the swamp hex.
- (2) When both hex between start and end are in an enemy ZOC, movement entering in swamp hex cannot be performed.
- (3) Above restriction of (1) and (2) is not applied when going into swamp hex along a road hexside.

9.2.4 A unit may not move off map, into a Water hex, or across an impassable hexside.



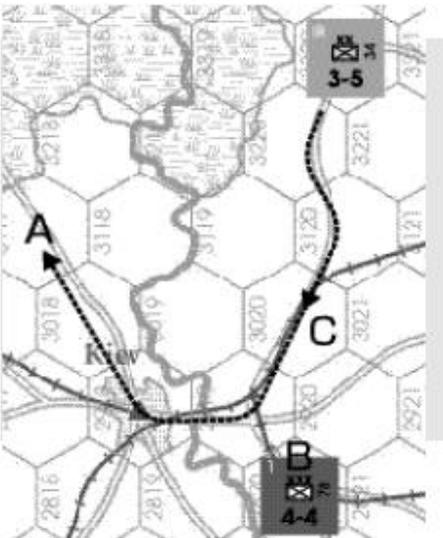
[Example of normal movement] Axis infantry units with a movement value 5 moved.

- (1) A Hex, costing 1 MP for clear hex and +2 for leaving ennemy ZOC, more +2 for entering ennemy ZOC, totaling 5MP.
- (2) B, C Hex, this unit can not move to these hexagons.

9.3 STRATEGIC MOVEMENT

9.3.1 A unit using a road to enter an adjacent road hex expends only 1/2 MP instead of the normal MP cost of the terrain if the following conditions are met:

- The unit must start the Movement Segment in a hex containing a road and keep moving along the road during its entire move.
- The unit must neither start its move in an enemy ZOC nor enter an enemy ZOC during the Movement Segment.



[Example of move in column of route/strategic movement]

- (1) A Hex Axis infantry unit with a movement value of 5 to move to hex A.
- (2) When hex B include enemy unit, may not move to A and must end movement at the hex C.

10.0 COMBAT

In the Combat Segment, the active player can attack enemy combat units adjacent to his activated combat units. Empty hexes or HQs alone in a hex cannot be attacked.

The active player is termed the Attacker in the Combat Segment, while the other player is termed the Defender, regardless of the overall strategic situation.

10.1 COMBAT PRINCIPLES

10.1.1 An activated unit can participate in only one attack during a single Combat Segment. Non-activated units cannot participate in attacks, even when adjacent to enemy units.

10.1.2 Combat is voluntary; activated units are not forced to attack enemy units.

10.1.3 A single unit can attack only one hex; it cannot attack two or more hexes. Two units stacked in the same hex may attack two different hexes separately.

10.1.4 A single hex can be attacked only once per Combat Segment.

Units in two or more hexes adjacent to the same hex can attack it together. If two or more units want to attack the same hex, their attack strengths are added together, and only one combat is resolved.

10.1.5 If several enemy units are stacked in the attacked hex, the Attacker must attack all of them. The defense strengths of the units are added together.

10.1.6 A unit separated from an attacked hex by an impassable hexside cannot participate in the attack.

10.2 COMBAT PROCEDURE

Combats are resolved one by one, in the order of the Attacker's choice, according to the following procedure.

(1) Declare which hex is attacked by which units.

(2) Determine the total attack and defense strength, calculate the Combat Ratio, and modify it if necessary (see 9.3).

(3) Axis player declare the use of Air Power.(see 15.0)

(4) Roll one die on the CRT and apply the combat result (see 9.4).

10.3 COMBAT RATIO DETERMINATION

10.3.1 Attack and Defense Strengths: To resolve a combat, first combine the attack strengths of the Attacker's participating units,

Then combine the defense strengths of the Defender's participating units.

Several factors can affect attack and defense strengths:

- Units attacking across river hex sides (bridged or unbridged) halve their attack strengths. If a combat involves units that attack across a river hex side and units that do not, only those attacking across the river hex side halve their attack strengths.
- Out of supply units reduced 2 their attack strengths.
- Isolated units reduced 2 both their attack and defense strengths.

When reduced 2, not under zero.

Terrain effects are cumulative with supply effects. When two combat units stacked in a hex must halve their combat strengths, first add them up before halving (or quartering) and rounding down.

10.3.2 Combat Ratio: Total attack strength divided by total defense strength gives the Combat Ratio.

When calculating ratios, fractions are rounded down, to either the nearest column on the CRT or (when above 10-1) the nearest whole ratio.

EXAMPLES: 15:5 gives a 3-1 Combat Ratio. 26:9 gives a 2-1 Combat Ratio. 12:7 gives a 1.5-1 Combat Ratio. 18:13 gives a 1-1 Combat Ratio. 25:2 gives a 10-1 Combat Ratio.

10.3.3 Ratio Shifts:

(1) When occupied by the Defender's units, some terrain types provide favorable ratio shifts (see TEC).

(2) When Stuka (LUDEL) unit is used, two Ratio is shifted to right.(for example, 2-1 is modified to 4-1)

Ratio Shifts are cumulative.

Ratio Shifts causes to use either the Combat Ratio immediately down on the CRT, When Combat Ratio is above 10-1 Ratio Shifts is applied from the column of 10-1+

EXAMPLES: A Rough hex with a Town provides two Ratio shifts down in favor of the Defender, and thus a 3-1 attack would be reduced to 1.5-1 (first shift to 2-1, second shift to 1.5-1), 12-1 would be reduced to 8-1.

10.3.4 If the final Combat Ratio is less than 1-1 once terrain effects have been applied, the attack is not possible. If it is greater than 10-1, the combat is resolved on the 10-1+ column of the CRT.

10.3.5 If the total defense strength in a hex is reduced to 0 by rounding down, the combat is automatically resolved on the 10-1+ column of the CRT, regardless of possible terrain Ratio shifts.

10.4 COMBAT RESULT DETERMINATION

10.4.1

(1) Once the final Combat Ratio has been computed, the Attacker rolls one die and reads the result on the corresponding row under the appropriate column of the CRT.

(2) When Ace pilot (HALTMAN or BARKHOLN) unit is used, die roll is reduced 2. (for example, 4 is reduced to 2.) result of -1 is treated as 1.

(3) All combat results is now represented by a number of steps and number of hex retreat :

Ax : number of step attacking lose

- : No effect

R : All defending units retreat one hex

RR : All defending units retreat two hexes

Number and RR : All defender units retreat two hexes more step loss

Example:

! "A1": The attacker lose one step in total from all the units that participated in the attack

" "R": defender to retreat one hex all units that participated in the battle

Must.

「3RR」 : defender lose tree step in total from all the units that then retreat two hex all units that participated in the battle.

10.5 Step Losses:

Remove one step by flipping a full-strength unit to its reduced-strength side, or eliminating a reduced-strength unit

or a unit with no reduced-strength side. The owning player allocates steps losses as he pleases among his units. Eliminated units are removed from the map.

EXAMPLE: If two full-strength units in the same hex suffer a 2-step loss, the owning player can eliminate one unit, or flip both units to their reduced-strength side.

10.6 RETREAT

Units affected by 'R' or 'RR' results must retreat one or two hexes after combat.

10.6.1 Retreat is not normal movement; retreating units do not expend MPs. Units in a stack that is forced to retreat can split up and retreat into different hexes.

10.6.2 Retreat Restrictions: A retreating unit always retreats in such a way as to enter the fewest hexes in

enemy ZOCs (and thus to suffer the fewest step losses, see 9.5.3). Should step losses be equal using various

retreat paths, a retreating unit must satisfy as many as possible of the following conditions:

- (1) Each hex entered is closer to any one friendly supply source;
- (2) The stacking limit is not exceeded in the last hex of retreat.

Condition (1) takes precedence over (2) if both cannot be satisfied.

10.6.3 Enemy ZOCs: Every combat unit forced to retreat into an enemy ZOC (even if this ZOC contains friendly units) must lose one step (see 9.4.2).

10.6.4 Stacking Limit: If a unit exceeds the stacking limit in the last hex of a retreat, it must retreat one additional hex, within the 9.5.2 restrictions. If it exceeds the stacking limit in this new hex, it must retreat another hex, etc.

10.6.5 There is no stacking restriction of Nationality. All Axis units may stack with other Axis unit.

10.6.6 Major River Hex sides: Major river hex sides have the following effects on retreats:

- Retreating across an unbridged major river hex side is allowed only if the combat unit starts its retreat adjacent to the hex side.
- Retreating across a major river hex side is not allowed if the hexes on each side of the river (the hex in which the unit starts and the one it enters) are in enemy ZOCs, even if the river hex side is a bridged hex side, and even if there are friendly units in the enemy ZOCs.

10.6.8 Units forced to retreat off map, across impassable hex sides, or into prohibited (9.5.6) or Water hexes are eliminated.

10.7 ADVANCE AFTER COMBAT

10.7.1 If an attacked hex becomes empty as a result of combat (the defending units either retreated or were eliminated), the attacking units may advance one or two hexes:

- Non-mechanized combat units may advance one hex;
- Mechanized combat units may advance one or two hexes (even if the Defender retreated only one hex);
- HQs may advance with their stack (see 12.4).

10.7.2 Advance after combat is optional; the Attacker may advance all, some, or none of his attacking units. Advance after combat is not normal movement. Advancing units do not expend MPs and enemy ZOCs are ignored.

10.7.3 The first hex of advance must be the attacked hex. There is no limitation as to the second hex of advance, except that units cannot advance across impassable hex sides, into Water hexes, or off map. Mechanized units that participated in the same combat can end their advance in different hexes.

10.7.4 HQ unit is not special unit. HQ is normal combat unit except for additional availability of HQ.

10.7.5 Major River Hex sides: A mechanized unit that crossed an unbridged major river hex side on its first hex of advance after combat must stop and cannot advance a second hex. A mechanized unit cannot cross an unbridged major river hex side on its second hex of advance after combat.

10.7.6 Can not advance after combat to hex corresponding below.

- (1) Hex out map
- (2) Beyond a full sea hexside
- (3) Across Major river hex side without a bridge at a 2nd hex of the advance after combat.
- (4) Stacking limit is exceeded at the end of the advance after combat.

11.0 SUPPLY



If the marker SUPPLY is drawn the players first check the supply state of their units.

11.1 SUPPLY DETERMINATION

11.1.1 Both players simultaneously determine the supply status of all their units. A unit is in supply if it can trace a communication line to a friendly supply source.

11.1.2 Communication lines: see 3.3.

11.1.3 Supply Markers: A unit unable to trace a communication line is out of supply and is marked with an Out of Supply marker. If this unit already has an Out of Supply marker, it is isolated instead, and the Out of Supply marker is flipped to its Isolated side. If this unit already had an Isolated marker, it keeps it and suffers no extra penalties.

If a unit marked with an Out of Supply or Isolated marker is able to trace a communication line, the marker is removed.

11.1.4 All HQs found to be out of supply must be relocated (see 14.0)

11.1.4 In supply, out of supply, and isolation status are in effect until the next Supply Phase, when supply status is checked again.

11.1.5 Turn 1 Supply: At game start, all units on map are in supply.

11.2 SUPPLY STATUS EFFECTS



11.2.1 In Supply: In supply units operate normally.

11.2.2 Out of Supply: Out of supply units reduced 2 attack strength. Their defense strength and movement allowance are not affected.

11.2.3 Isolation: Isolated units reduced 2 their attack strength, defense strength, and movement allowance. halved.

When reduced 2, not under zero.

12.0 Reinforcements

Soviet player receive reinforcements by SOVIET REINF (Soviet reinforcements) or Abn (airborne) chit. Axis player receive reinforcements by Negotiation with Fuhrer.(see 7.3)

12.1 Reinforcement unit

Reinforcement unit is placed on the map by railroad.

(1) Reinforcement unit is placed on a railroad hex which may trace communication line by railroad without enemy ZOC.

(2) Reinforcement unit may not enter enemy controlled Major city.

12.2 Soviet reinforcements



Soviet player receive reinforcements by SOVIET REINF (Soviet reinforcements) or Abn (airborne) chit.

(1) Reinforcement information is indicated by number:

Entering into game by indicated number.

Most small number of Reinforcement information is appears as the current Reinforcement.

For example, Units of Reinforcement information “1” appears in the game as 1st reinforcements, Reinforcement information “2” appears in the game as 2nd reinforcements.

(3) Reinforcement information is indicated by white number in a black circle:

Entering into game by indicated number as converting unit.

Replace any unit of same type at the indicated number.

12.3 Axis reinforcements

Axis player receive reinforcements by spending negotiation point when select Negotiation with Fuhrer by Manstein order.

The acquired number of negotiation point is determined by current Crossing point controlled by Soviet player.

See Negotiation Table with Fuhrer.

The cost of negotiation point is following.

1/ By using two point the German player can receive a unit specified PR (armored reinforcements) of its choice.

2/ By using one point the German player can receive a unit specified IR (infantry reinforcements) of its choice

3/ By using 0.5 point the German player can receive a unit specified AR (ally reinforcements) of its choice.

13.0 Airborne



13.0 空挺降下

When Airborne Chit is pulled, Soviet player receive reinforcement and execute Airbone operation. Airborne Chit is placed on the map as Airbone bridgehead marker and may not use again.

13.1 Reinforcment by Airborne.

Airborne Chit is pulled, Soviet player receive reinforcement as the same way of normal reinforcement. (See 12.0)

13.2 Airbone operation



Airborne Chit is pulled, Soviet player place Airborne Chit on any hex of map as Airbone bridgehead marker with Soviet paratroop unit (18G) within 8 hex from Soviet unit which may trace communication line.

(1) Airbone bridgehead marker is not include stacking limitation.

(2) Airbone bridgehead marker may be treated as Soviet source of communication line but it is destroyed when Axis battle unit invades into hex on which the Soviet airborne marker is placed.

14.0 Headquarters unit



Unit headquarters, command units under the direct control at command range.

Headquarters has a step losses and ZOC in the same manner as regular combat units, forward and can

retreat after combat-battle move.

With the exception of the provisions of the following rules will apply to all combat units is usually Also applies to the unit headquarters.

14.1 General rules :

- (1) In addition to the normal stacking limit, You can stack one unit headquarters
Headquarter may pass though a hex containing other headquarter, but stack with other headquarter at an end of movement advance after combat, and retreat.
- (2) If the headquarters suffered in the battle the results of step losses, be relocated
- (3) Headquarters out of supply dureing Supply Phase, be relocated.
- (4) Headquarters activated during Action PHASE, may be relocated instead of normal movement.

14.2 Relocation

(1)Relocated Headquarters must placed in any hex under following contidions.

_Over at least four hexes away

_Location that is not an enemy ZOC

_May trace communication line between friendly supply source.

(2)When Headquarter unit is relocated, Victory point is acquired or lost. (see 17.0)

15.0 Air Force marker

Air Force marker represent abstractly aviation forces to support the ground war

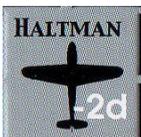


Notes: Only the Axis has an air force marker. Soviet aerial warfare power is not expressed as a counter because Soviet player held air superiority whole-during this period so Soviet airpower is included in normal avillity of Soviet force.

15.1 Reorganization of the Air Force

- (1) Axis players receive air force marker from the Airpower pool at the Air Force reorganization segment if it can.
- (2) The acquired number of Air Force marker is determined by current Crossing point controlled by Soviet player.
See [Air Power reorganization Table](#)
(16.3 references)
- (3) Axis player receive specified number of air force marker into his hand by judging [Air Power reorganization Table](#) from 4 counters in the Airpower pool randomly.
- (4) Remaining Air Force marker in Airpower pool and receipt Air Force marker are all on the back side, those Air Force markers can only be checked by Axis player.
- (5) Unused Air Force marker is returned to the Airpower pool at the Air Force segment and it can not carry over to next Air Force reorganization.

15.2The use of Air Force marker



- (1) Axis player may declare to use of air force marker from his hand before die roll of each combat.
- (2)Axis player has two type of air force marker.

_ Stuka ("LUDEL")

You can shift the odds to the right two columns. (for example, 2-1 is modified to 4-1.)

_ Ace pilot (HALTMAN or BARKHOLN)

You can reduce 2 at the die roll of combat.(for example, 4 is reduced to 2.) result of -1 is treated as 1.

(3) In combat can only be used once one Air Force marker.

(4) Air Force marker was used is returned to the pool waiting for the Air Force, it may again become usable during the next following Air Force reorganization phase.

It can not be used in this segment.

16.0 Special Rules

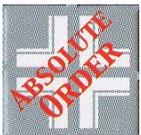
16.1 Special Rules Turn 1

On the 1st turn (only), the Soviet player can select any one of HQ command chit before entering selected chit into the cup and activate that HQ unit at his choice as the first Chit drawing. The combat units within its Command Range can attack enemy units (any movement, however, is not allowed in this special stage).

On completion of this special stage, regular game sequences start again.

(2) At the start of the game, all units on the map there under supply

16.2 Absolute order



(1) Combat result "R" is converted to one step loss and "RR" is converted to two step loss at Major city hex under Absolute order and ignore the result of retreat.

(2) Absolute order is cancelled by spending negotiation point.

When Axis player spent 3 negotiation point by Manstein order, Absolute order of any one city is cancelled and remove Absolute order marker.

(3) If any Major city hex under Absolute order is controlled by Soviet player, Soviet player win and end the game immediately.

16.3 Crossing point

There Hex on the map has six locations to Dniepr major river crossing point.



The number of Crossing Point of Dniepr river controlled by Soviet player (*CP) is used for the judge of Air Power reorganization Table, Negotiation Table with Fuhrer, Command Table for Army Group Manstein, Zhukov Appearance table.

(1) All Crossing Point is controlled by Axis player at the time of a game start.

(2) Crossing Point is assumed as controlled by Soviet player among a game after that, when one of the following conditions is filled.

A. Soviet unit enter that Crossing Point hex.

B. Soviet unit is within 2 hex from the Crossing Point hex and Axis unit does not exist at that Crossing Point hex.

Exception: The Crossing Point of 1826 and 1827 is assumed as controlled by Soviet player only when there is an activated Soviet unit in Kremencuk (1926) and the Axis unit does not exist in the hex.

C. After 7th turn, all Crossing Point is assumed as controlled by Soviet player when the Axis unit does not exist.

(3) Airbone bridgehead marker is assumed as Crossing Point controlled by Soviet player after Airbone operation is executed even when that Airbone bridgehead marker is destroyed.

17.0 Scenario Victory Conditions

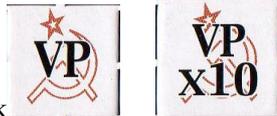
17.1 last battle scenario Manstein campaign

This scenario ends with 8 turns.

(1) Victory points (VP)

The Soviet player (only), won the (VP) victory points for the following conditions are met during the game :

- _ control of the metropolis Each 8VP
 - _ destruction of German armored units 2VP Each
 - _ German unit other than the destruction of the German armor 1VP Each
 - _ the destruction of the Axis allies unit 0VP Each
 - _ Each relocation of German military unit headquarters 2VP
 - _ Each relocation of Soviet military unit headquarters -2VP
 - _ Soviet army units in the breakthrough hex 5VP each
- When unit could not trace communication line, it is treated as destroyed.



(2) VP marker on the VP track

I will show in the position.

(3) Any of the following conditions are achieved Games the game end with a Soviet victory immediately if :

- _ Soviet players dominated the metropolis defend instruction is not released
- or
- _ At the end of any turn, Soviet player won the 65 VP or more.

(4) At the end 8 turn, if either condition it is not achieved, German Player I will win.

17.2 _short scenario Race to Dnieper

This scenario ends with four turns.

(1) At the end of 4th turn, campaign scenario If you do not victory conditions have been achieved, I will determine the winner in the following conditions.

(2) Victory points (VP) in short scenario

In this short scenario only soviet player acquire VP adding to VP of campaign scenario when satisfy following conditions at the end of turn 4.

- _ There is a crossing point hex Soviet units (except airhead/airborne) : 5 VP each
- _ Each mechanized unit which could trace communication line in the west of the Dnieper river : 1VP
- _ Each non-mechanized unit which could trace communication line in the west of the Dnieper river : 1/2VP
- _ Each mechanized units which could not trace communication line in the west of Dnieper river : 1/2VP
- _ Each non-mechanized unit which could not trace communication line in the west of the Dnieper river : 1/4VP

(3) Determination of victory at the end 4th turn :

a/ Soviet player win if have 50VP or more

b/ If it is less than 50VP, Germany Player army to victory.

18.0 Optional Rule

18.1 Bid of VP

(1) Both player declare VP which the Soviet player player should gain in this game by bid.

(2) A player with large VP which offered a bid play the Soviet player , and a small player play Axis.

(3) If VP for which the Soviet player bid is gained, the Soviet player will win.

When it is not able to gain by the end of a game, the Axis wins.

18.2 Conversion of Soviet headquarters

(1) At the beginning of Turn 4 the 4 Soviet headquarters units are returned to their face down and they change of name.

(2) Headquarters units are called then "military front Ukraine "with mobile combat force and power increases.