

PANZER KEIR: Battle of Kharkiv Quick reference

Turn record track

	1	2	3	4	5	6	7	8	9	10	11	12	13
Soviet reinforcement	1/1-7	8-14	15-21	22-28	29-2/4	5-11	12-18	19-25	26-3/4	5-11	12-18	19-25	26-4/1
German Reinforcement	①Sx3 ①WX2		③40AX7	④SEX6	⑤WX8 ⑤NEX2	⑥44AX7 ⑥WX3	⑦NWx2	Remove Hitler ⑧WSx1	⑨WNx3	DON ⑩x6 (24.2.3) ⑩WSx1			
German Supply points	5P						8P						
German Support attack points	3P						5P						

[Soviet phase:]

① Weather determination phase

② Supply phase

③ Support attack phase

④ Movement phase

⑤ Combat phase

⑥ Disruption recovery phase

[German phase:]

⑦ Supply phase

⑧ Support attack phase

⑨ Movement phase

⑩ Combat phase

⑪ Mechanized movement phase

⑫ Disruption recovery phase

Supply & support attack points (soviet)

From the supply sources	Supply P	Support attack P
1~10 hexs	6P	5P
11~15 hexs	5P	4P
16~20 hexs	4P	3P
21~25 hexs	3P	2P
26~30 hexs	2P	1P
31 hexs or more	1P	0P

Terrain effect table - ... Follows other terrain

Terrain	Move	Good	Worse	Combat
Clear		1 MP	2 MP	Clear
Woods		1 MP	2 MP	No clear
Swamp		4 MP	4 MP	No clear-1/2
Major cities		1 MP	2 MP	No clear
Town		1 MP	2 MP	No clear
Minor river		+1MP	+1 MP	1/2 rounded down
Major river		+3 MP	+3 MP	1/2 rounded down
		Major river rules - 21		
Railroad		—	—	—
Leaving an EZOC: +1 Movement		Rail movement - see 20		

Support attack table

Dice	1	2	3	4	5
1	—	—	—	—	—
2	—	—	—	—	—
3	—	—	—	—	D
4	—	—	—	D	D
5	—	—	D	D	1D
6	D	D	1D	1D	D

Result: D...Disruption 1D...1 hex retreat and disruption

Combat results table Armor effect: 1S (see 9.4) / Concentric attack: Attack strength x2

Clear	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
No clear	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1
Soviet 1	A2D	A1D	A1D	A1D	A1D	D1	D1	EX	EX	EX
2	AL	AL	A2	A1D	C	C	D1	D1D	D1	D2
3	AL	A2	A1D	A1	D1	D1	D1D	D1	D2	D2D
4	A2	A1D	A1	D1	A1	D1D	D1	D2	D2D	D2
5	A1D	A1	D1	D1	D1D	D1	D2D	D2D	D2	DL
6	A1	D1	D1	D1D	D2	D2	D2	D2	DL	DL
German	A2	A1	A1	C	D2D	D2D	DL	DL	DL	DL2

Result: AL(AL2)..... The attacker eliminates 1 (2) units. Apply the A2D result to the remaining units.

A1D(A2D).... The defender retreats the attacking units one (2) hexes and places a disrupted marker on them

A1(A2)..... Retreat 1(2) hexes.

C..... Contact

EX..... Exchange: First, the attacking can remove any of their own units.

The defender then removes a unit whose defensive strength is equal to the attacking strength of the unit removed by the attacker.

D1(D2)..... Defender retreats 1 (2) hexes

D1D(D2D).... The attacker retreats the defending unit 1(2) hexs and places a disrupted marker on it. Defender

DL(DL2)..... 1(2)Eliminate a unit. Apply the D2D result to the remaining unit.