PANZER KEIL. BATTLE OF KHARKIV

BASIC RULES

1- INTRODUCTION

"Panzerkyle" is a strategy-level game that simulates the battle between the German and Soviet armies on the Eastern Front of World War II. The rules are divided into basic rules common to the "Panzerkyle" series and special rules for the "Battle of Kursk". If you understand the rules common to the series, you can play other games in the series just by reading the special rules.

2. COMPONENTS

2.1. Map.
2.1.1. Hexs. A hexagonal grid is superimposed over the terrain features printed on the map to regularize mo vement and positioning of the playing pieces.
2.1.2. Terrain. Each hex is divided into various terrains. These terrains have a variety of effects throughout the game. Please refer to the "Terrain effects table" on the ground for the type of terrain that each hex represents and refer to the "Terrain effects table" in the chart Reference Table to see what's type are applied.
2.1.3. Charts : Some are on the map, where a portion of the terrain legend and a quick reference table are posted at the end of the rule book.
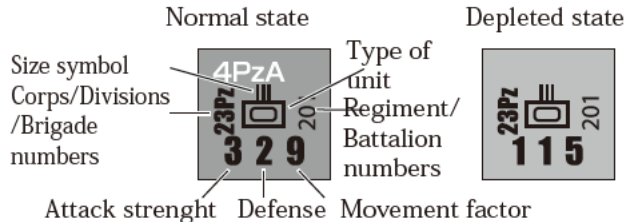
2.2. Units.
There are two types of pieces used in this game: units representing combat units and markers representing various situations during the game.
2.2.1. Unit: How to read the unit is as follows:
Normal State
ID Unit
Exhausted or depleted state (Indicates exhausted status)

Organization size symbol:

III Regiment (2,000-3,000 men)
X Brigade or Combat group (3,000-5,000 men)
XX Division (10,000-20,000 men)
XXX Corps (15,000-20,000 men)

(2) Unit type:

The type unit is represented by a symbol:

 Armor/panzer: **Mechanized unit / Armored unit**
 Mechanized infantry: **Mechanized unit**

 Motorized infantry: **Mechanized unit**
 Infantry/Airborne: **No Mechanized unit**
 Mountain infantry: **No Mechanized unit**

 Headquarters (HQs): **No Mechanized unit**

The above military symbols have various names depending on the country. In this game, we will use the above names.

(3) Name of the unit:

Indicates the unit name of the unit. There are the following two types of notation.
① Corps / Division / Brigade number
② Regiment / Battalion number

(4) Attack strength:
This is the numerical value used when the unit attacks (see Section 9).

(5) Defense strength:
This is the number used when the unit is defending (see Section 9).

(6) Movement value:
This is the number used when the unit moves (see Section 8).

(7) Normal state and exhausted (depleted) state:
Some units have a normal state and a exhausted state. These are mechanized units that become exhausted when a mechanized unit in a normal state conducts a forced march or attack (see sections 8-3 and 9). Units that only have a normal state are non-mechanized units, and instead of being unable to force march, they will not become exhausted when they are attacking.

2.2.2. Markers.

3.0. BEFORE STARTING THE GAME

Before starting the game, each player prepares for the game by following the instructions below.
(1) Decide on each player's army.
(2) Expand the map and receive the units used by each player.
(3) Place the received units on the map according to the instructions, such as the setting of the game. Units that appear in reinforcements are placed on the designated turn on the turn record table.
(4) Place the turn marker on the space of the turn record table "1" on the map board.

4.0. SEQUENCE OF PLAY

Each time this game is played, the game progresses by repeating the same set of steps, as described below. From here on, each step will be called an turn. Each step will be called a phase. The game will continue until the number of turns specified in each game's scenario has been completed. One turn consists of two player phases, one going first and one going

Markers are used to represent various situations and conditions during the game. There are four types of markers used in this game. For how to use, refer to each related item.

Markers:

| Turn | Disruption | Attacker Disruption | Out of supply |

2.3. Simplified chart.

The chart below summarizes the following tables. For how to use, please refer to each related item.
① Turn record table
② Terrain effect table
③ Support attack table
④ Combat result table

The turn record table is listed both in the quick reference table at the end of the book and on the map, but the supply points and support attack points of each army are listed only in the quick reference table at the end of the book. Use the turn record table on the map to place the inning (turn) marker and record your current turn.

second. A phase is a combination of each phase to make the game progress smoothly. The scenario for each game determines which player will go first. Please check this before starting the game.

4.1. Game progress.

• **First player phase.**
1. Supply phase: The first player checks whether his units are under supply according to the supply rule in Section 6. You can also return a exhausted mechanized unit to its normal state..
2. Support attack phase. The first player can make a support attack against the opponent unit adjacent to the own unit according to the support attack rule in Section 7.
3. Movement phase. The first player moves his unit according to the movement rules in Section 8. At this time, the mechanized units may forced march.
4. Combat phase. The first player can attack against the opponent unit according to the combat rules in Section 9.

5. Mechanized movement phase. The first player can move mechanized units in normal state according to the mechanized movement rules in section 10.

6. Disruption Recovery Phase. The first player can recover a disorder unit according to the disruption recovery rules in Section 11.

• second player phase.
The second player repeats the procedure from the first player stages ① to ⑥.

When all the above steps are completed, one inning (turn marker) is completed.

Move the inning marker to the next square in the inning record table and repeat step 1 of the progress procedure from the first player.

5.0. GAME TERMINOLOGY

The game terminology described in this section is frequently used when describing rules.

5.1. Stacking.
A stack is the stacking of multiple units on a hex.
5.1.1. Stacking limit: The number of units that can be stacked in one hex depends on the game.
5.1.2. Markers do not count towards the stacking limit.
5.1.3. Stack limits apply at the end of the movement phase and at the end of the combat phase, regardless of whether the unit is on the front or reverse.
5.1.4. If the stacking limit is exceeded, the player will quickly remove the unit from the stack and adjust it to be within the stack limit.

5.2. Zone of control (ZoC).
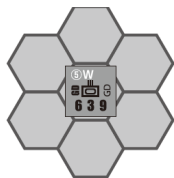
A unit is considered to have deployed and controlled the hex in which it is located and up to 6 hexes around it. Hereafter, these hexes will be referred to as Zone of control (ZOC).

Zone of control:

5.2.1. A hex that has to cross the terrain of the sea and lake cannot be a ZOC.
5.2.2. The ZoC will affect to opponent units as follows:
(1) Cutting the supply path (Refer to section 6-1-4).
(2) Restriction on movement (Refer to section 8-4).
(3) Prevention of retreat (Refer to section 9-6-2).
For details, please refer to the related items.

5.3. Disruption

In real battle, it is common for a unit's command structure to become disorganized when it suffers heavy losses from an enemy attack, or when an attack fails, temporarily reducing its ability to function as a unit. In this game, this state is called a "disordered state," and is represented by placing a Disruption marker on the unit.

5.3.1. A unit becomes immediately disrupted when the following occurs:
(1) When receiving a result of disruption in a support attack (Artillery, refer to Section 7-3-2).
(2) When the result of disruption is received in the combat (see 9-5).

5.3.2. A unit is not disrupted even if a disrupted unit and a unit that is not disrupted are stacking in the same hex. The units that are stack, but no disrupted will not be disrupted.

5.3.3. If a disrupted unit receives further disruption results, such as in battle, it will remain as it is.

5-3-4 Disrupted units are subject to the following restrictions:
1. Support attacks are prohibited (see 7-1)
2. Movement is prohibited (see 8-5)
3. Attacks are prohibited (see 9-1-7)
4. Defense strenght is halved (see 9-2-5)

For more information, see the relevant sections.

5.4. Control.
To occupy a hex, one of the following conditions must be met:
① There is a unit of your own army in the hex.
② The hex is your army's controlled area.
③ A unit of your own army was the last to pass through the hex

5.4.1 If both armies simultaneously meet either ① or ② above, neither side will occupy the hex.

6.0. SUPPLY

During the supply phase of your player's phase, you can check whether each of your units is in supply and can return any mechanized units that are in supply from a depleted state to a normal state.

6.1. Supply path.
Each unit must form a connected hexs line, a supply path from the supply source to the unit.

6.1.1. Supply source: A supply source is a hex that is the starting point for forming a supply channel. The supply source is displayed on the map with the supply source symbol. See the special rules for each game.

◖ *Supply Source Symbols*

6.1.2. Supply sources in the opponent's ZoC cannot be used. However, you can use it if you have a non-disrupted friendly unit in its supply source.

6.1.3. Hexes that can form supply paths:
The players can form supply paths through the following hexes:
(1) Hex with no opponent unit
(2) Hexes that are not in enemy zone of control (EZOC).
(3) A hex that has at least one unit friendly that are not disrupted, even in the enemy zone of control.

6.1.4. Hexes that cannot form supply paths:
Players cannot form supply paths through the following hexes.
(1) Hex with opponent unit.
(2) Hex in the Enemy zone of control not cancelled.
(3) A hex containing only friendly units in a disorganized state.
(4) A Hex that crosses the terrain of the sea or lake.

6.1.5. Formation of supply path:
If a unit is on a supply hex or connected through a hex that can form a supply path from the supply hex to the unit, it can form a supply path and is under supply.

Uns. **6.1.6.** Units that cannot form a supply path will be out of supply until the next supply phase. Place a OOS marker on ther unit to indicate that it is out of supply (oos)

6.2. Out of supply (OoS)
Units that are out of supply are affected by the following effects:

(1) Forced march is not possible (see section 8-3).
(2) Mechanized movement is not possible (Refer to section 10.1).

6.3. Mechanized unit recovery
Players can restore mechanized units that have been exhausted (depleted) to normal state. How to recover depends on each game. See the special rules for each game.
6.3.1. An out-of-supply mechanized unit cannot be recovered.
6.3.2. A mechanized unit in a disrupted state cannot be recovered.
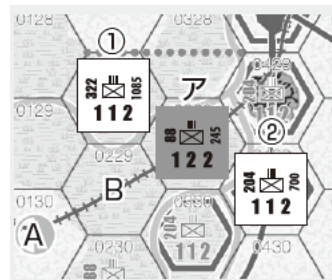
Supply example
A is a German supply source hex, A is a German unit, and ① and ② are Soviet units. A cannot form a supply route to A due to the controlled areas of ① and ②.
However, if there is a non-disrupted German unit in hex B, A can form a supply route through hex B.

7.0. SUPPORT ATTACK (ARTILLERY)

In this game, a support attack represents the effect of an artillery or bombardment.
Support attacks are carried out using support attack points that are given out each turn.

7 .1. Hex that can support attacks.
Support attacks can be made by friendly units that are not disrupted or Out of Supply into hexes containing adjacent enemy units.

7.2. How to perform support attacks
7.2.1. Players receive a certain number of support attack points each turn, as determined by the game.
7.2.2. A support attack point will be assigned to each hex that has an opponent unit that can support with support attacks.
7.2.3. Up to 5 support attack points can be assigned to a hex. Players can freely assign within this range.

7.3. How to resolve a support attack.
Once you have allocated your support attack points, resolve the support attacks one hex at a time.

7.3.1. Roll the dice, and where the number that comes up intersects with the corresponding support attack point column on the Support Attack Table is the result of the support attack.

7.3.2. The result applies to all units in that hex.

-: No damage
D: Disorganized. Place a Disruption marker
1D: Disruption and retreat 1 hex

The player who placed the Disruption marker and performed the supporting attack retreats 1 hex.
The method of retreating follows D1D in Combat Results (section 9-5).

8.0. MOVEMENT

Players can move their units during the movement phase of their player phase.

8.1 Move
Movement means moving a unit from one hex to another.

8.1.1. Movement is done one unit at a time. The order in which the units are moved is up to the player. However, one unit must finish moving before the next unit can move.
8.1.2. All units move hex by hex, in any direction at the player's discretion.

8.2 How move
Players move their units using the movement points given to them. Movement points are a number that determines how far a unit can move in one movement phase.

8.2.1. The player moves the unit within the allowance of movement given to each unit.

8.2.2. The amount of movement points a unit uses to move one hex depends on the terrain in that hex (see Terrain Effects Table). Players expend movement points according to the terrain of the hex they are moving to, to move their units.

8.2.3. When a unit moves across a river (crossing a river), in addition to the movement points consumed by the terrain, it expends additional movement points needed to cross the river (see Terrain Effects Table).

8.2.4. When moving a unit into a hex connected by a road, terrain has no effect.

Example of movement
A German mechanized unit with 8 movement points moves to hex D.
(1) Hexes A and B are connected by a road, so it takes 1 movement point (1/2+1/2) to reach hex B. At this time, it leaves the area occupied by the Soviet unit, so it consumes an extra 1 movement point.
(2) Hex C crosses a river and enters a forest, so it requires 4 movement points (3 + 1), but since there is a road, it only consumes 1 movement point. Here, it also consumes the additional movement point of the camp (+ 2 movement points).
(3) Hex D is also connected by a road, so it consumes 1/2 movement point and the camp's movement point. It has consumed 7 + 1/2 movement points in the movement up to this point.

Example of Forced March
In the example on the left, the German mechanized unit that moved to hex D now moves to hex F.
(1) The unit that moved to hex D has expended 7 1/2 movement points. Since it cannot enter any more hexes, it turns over and performs a forced march (the movement point for the back side is 4).
(2) Hex E is flat, so it expends 1 movement point.
(3) Hex F is flat with hills, so it expends 2 movement points. Although it still has 1 movement point remaining, the unit has ended its forced march here.

8.3. forced march.
A forced march is a movement that exceeds the movement given to a mechanized unit. To perform a forced march, after normal movement the unit is flipped over to become exhausted, and the unit then moves, expending the movement allowance shown on that side.

8.3.1. Units that cannot perform forced marches:

① Units that are not exhausted (non-mechanized units)

② Mechanized units that are already exhausted

③ Mechanized units that are out of supply

④ Mechanized units that are in disrupted state.

8.4. Influence of the ZoCs on movement.

The EZOC has the following effects on unit movement:

8.4.1. A unit that enters a enemy controlled hex during the move will end the move in that hex.

8.4.2. Units that are in the EZOC at the beginning of the movement phase of your player's phase can exit if you spent one extra movement point in addition to the movement of the terrain. At this time, you can also perform a forced march and leave.

8.4.3. Units that do not have enough movement points to leave an EZOC can only move one hex, regardless of the terrain.

8.4.4. Units that exit from EZOC cannot move directly from the EZOC to another EZOC.

8.5. Movement restrictions

8.5.1. Disrupted units cannot move at all.

8.5.2. You cannot move across sea or lake terrain.

8.5.3. If you do not have enough movement points and cannot move into a hex, you can only move one hex, regardless of the terrain. However, mechanized units must be exhausted.

8.6. Reinforcement.

Reinforcements are units that appear on the map during the game.

8.6.1. Reinforcements will appear in the hexes on the edge of the map that you specify in the turn of your choice after the turn they are specified in. Units that appear are treated the same as units that are already on the map.

8.6.2. Reinforcement can appear in hexes in the EZOC. However, it cannot be moved.

8.6.3. Reinforcements cannot appear in hexes with opponent units.

8.6.4. If all of the hexes into which reinforcements are to enter are occupied by the opponent, the reinforcements will be delayed by one turn and will enter from the hex closest to the hex into which they are to enter that is not in an opponent's occupied

hex.

8.6.5. Reinforcements can be introduced by rail movement (see section 8.7).

8.7. Rail movement.

Rail movement means moving your units along railroad tracks.

8.7.1. Only reinforcement units may perform rail movement.

8.7.2. During rail movement, units move along the rail and cannot move off the rail.

8.7.3. Units performing rail movement may not begin, end, or be within three hexes of any opposing unit.

8.7.4. The number of units and hexes that can be moved by railroad during an turn varies by game, see the special rules for each game.

8.8. Breakthrough.

Breakthrough is to move the unit off the map from the edge of the map.

8.8.1. The unit that breakthrough expends one movement point to exit the map.

8.8.2. Once a unit has broken through, it cannot return to the map.

9.0. COMBAT

Players can attack opponent's units during the combat phase of their player's phase.

Attacks are made against opponent's units adjacent to their own units and are resolved one location at a time in order using dice and the combat result table. When resolving combat, regardless of the battle situation, the player making the attack is called the attacking side, and the player being attacked is called the defending side.

Combat is resolved in the following order.

1. Calculate attack and defense strengths
2. Calculate combat ratio
3. Resolve the combat
4. Apply the combat results

9.1. Combat principles.

9.1.1. In order to resolve the combat, the attacking player reveals which unit will attack to which opponent unit.

9.1.2. The attacking player can attack opposing units in a hex adjacent to his own units, and if there are opposing units stacked in that hex, they will be attacked together.

9.1.3. Each attacking unit can only attack one hex per attack procedure. Players are free to attack or not.

9.1.4. Units that attack and units that do not attack may be stacked in one hex.

9.1.5. When attacking an enemy unit from multiple hexes, these attacks are resolved as a single combined attack.

9.1.6. Each attacking unit may only attack once during each attack sequence.

9.1.7. Disrupted units cannot attack enemy units, nor can they attack enemy units across sea or lake terrain.

9.2. Calculation of attack strength and defense strength.

The attacking player adds up the attack strengths of his attacking units, and the defending player adds up the defense strengths in the same way.

9.2.1. An attacking unit attacking a defending unit across a river has its attack strength halved (rounded down). If attacking units are stacked together, their attack strengths are added together and then halved.

9.2.2. If the attacking unit is attacking from a marsh hex, its attacking strength is halved as in the previous section.

9.2.3. If an OOS unit is attacking, its attack strength is ½.

9.2.4. As for the result of halving the attack and defense capacity, the attack strength can only be reduced by half once.

9.2.5. The defense strength of a disrupted defending unit is halved (rounded up). If disrupted units are stacked together, add up their defense strenghts and then halve them.

9.3. Calculation of the combat ratio.

After calculating the attack strenght and defense strenght, convert them into a simple integer ratio as shown on the combat results table. In this case, players must calculate the ratio in the form of attack strenght: defense strenght.

① If attack power ≧ defense power
Calculate the ratio so that defense strenght is 1 (round down).

② If attack strenght < defense strenght
Calculate the ratio so that attack strenght is 1 (round down).

Armor   Panzergrenadier/Mechanized infantry

9.4. Armor effect.

Either player can shift the combat odds by one in his favor if he has an armored unit in combat.

9.4.1. Armor effects can be applied to both the attacking and defending sides.

9.4.2. Armor effects can only shift the combat ratio by one, regardless of the number of armored units participating in the combat.

9.4.3. If both the attacking and defending sides have armored units, neither side can gain the armor effect.

9.4.4. Armor effects can only be applied when the defending side is in a clear hex. However, the defending side cannot gain the armor effect when attacking across a river or when an attacking armored unit is attacking from a swamp hex.

9.4.5. Soviet mechanized infantry units are not armored units, but they can gain the armor effect (the Soviet mechanized corps had almost the same number of tanks as the Soviet tank corps).

9.5. Combat resolution.

After calculating the battle odds, the attacking player rolls the dice. The intersection of the rolled number and the corresponding battle odds column on the Battle Results Table is the battle result. The result is immediately applied to the corresponding unit.

9.5.1. The battle odds column varies depending on the terrain in the hex where the defending unit is located. Please note this.

9.5.2. Also, the way the dice roll is applied varies depending on the game. Please refer to the special rules for each game.

9.6. Combat results.

The combat results can be interpreted as follows:

AL2   Two attacking units are eliminated. The remaining attacking unit receives an A2D result.

AL   Eliminate one attacking unit. The remaining attacking units receive the A2D result.

A2D   The attacking units retreat two hexes and become disrupted. The defending player retreats all attacking units two hexes. Place an Attacker disrupted marker on all attacking units.

A1D   The attacking units retreat one hex and become Disrupted. The defending player retreats all attacking units one hex. Place an Attacker Disrupted marker on all attacking units.

A2   Attacking units retreat 2 hexes. The attacking player retreats all attacking units 2 hexes.

A1   Attacking units retreat one hex. The attacking player retreats all attacking units one hex.

C   Contact: No effect on either side.

EX Exchange: First, the attacker eliminates any of his units. Then, the defender must eliminate his units with the same defend factor as attack factors of units which are eliminated by the attacker. **Exception**: the defender NO need to eliminate his units if all of the defender units have greater defending factors than the attacker lost the total attacking factors.

Overview

First, the attacking player eliminates any of his own units. Next, the defending player eliminates units from his own army with defensive strength equal to the total attack strength of the units eliminated by the attacking player. If the total attack strength of the units eliminated by the attacking player does not reach the defensive strength of any of the defending units, the defending player does not have to eliminate any units. Also, if it is equal to or greater than the total defensive strength of the defending units, all of the defending units are eliminated. At this time, the attack strength and defensive strength are viewed as values after any adjustments such as doubling or halving have been made.

Example: The attacker eliminates a 2-attack factor unit. The defender does not lose his unit if all of the defender´s unit has 3 or more defending factors.

Note: All of the defender units are eliminated if eliminated attack factors is greater than total defend factors.

Important: Both attack factors and defender factors using in Exchange are modified by any factors (terrain and other factors).

First, the attacking player arbitrarily removes his own unit. Subsequently, the defending player removes his own unit having a defense strength equivalent to the total attack strength of the units removed by the attacking side. The defender does not have to remove even one unit when the total attack strenght of the units removed by the attacker does not reach the defense strength of any defending unit. Also, if it is greater than or equal to the total defense strength of the defending unit, remove all defending units. At this time, the attack strength and defense strength are viewed as the values after corrections such as doubling and halving.

D1 Defending units retreat one hex. The defending player retreats all defending units one hex. The attacking units may advance after combat one hex (see 9.7)

**D2** Defending units retreat 2 hexes. The defending player retreats all defending units 2 hexes. Attacking units may advance after combat 2 hexes.

D1D Defending units retreat one hex and become Disrupted. The attacking player retreats all defending units one hex. Place a Disrupted marker on all defending units. Attacking units may advance after combat one hex.

D2D Defending units retreat 2 hexes and become Disrupted. The attacking player retreats all defending units 2 hexes. Place a Disrupted marker on all defending units. Attacking units may advance after combat 2 hexes.

DL Eliminate one defending unit. The remaining defending unit receives the D2D result.

DL2 Eliminate two defending units. The remaining defending units receive the D2D result.
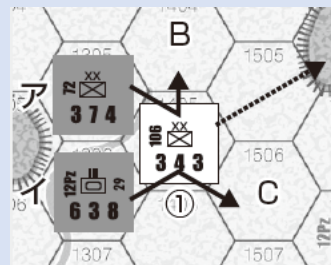
Example of combat

In the diagram, A and B are German units, and ① is a Soviet unit. Also, A and ① are infantry divisions, and B is an armored division, and all units are assumed to be non-disrupted.

(1) First, A's attack strength is 3, but since the combat will be across a river, it will be reduced to 1. Also, B's attack strength is 8, which adds up to 9. On the other hand, ① defense strength is 4.

(2) The combat ratio is 9:4 = 2:1. However, since the German army has an armor effect, the result is in the 3:1 column.

(3) The combat result is "D2D". ① is retreated by the attacking German (retreat to A). After that, A and B can advance up to two hexes after the combat. The first hex must be the hex where A was, but the second hex can advance in any direction they wish. The German advanced to B and C after the combat.

9.7. Retreat.

When a unit must retreat as a result of combat, it can be retreated in one of the following specified ways.

① the retreating player retreats their own unit.

② the opposing player retreats the retreating unit.

9.7.1. Retreating can be done freely by either player as long as the following conditions are met.

9.7.2. When retreating a unit, it cannot be retreated into the following hexes:

1. A hex containing an enemy unit
2. An enemy controlled area (EZOC)
3. A hex that crosses an ocean or lake.

9.7.3. If a unit can only retreat into a hex that already meets the stacking limit, it may retreat beyond that hex. In this case, it is permitted to retreat more than three hexes.

9.7.4. When retreating two hexes, it must retreat as far away from the hex in which the battle took place as possible.

9.7.5. If a retreating unit cannot retreat the number of hexes it should have, remove the units equal to the number of hexes it could not retreat into.

9.8. Advance after combat.

When the enemy unit retreats or is removed from the map as a result of the combat, the attacking player can advance his own unit. This is called advance after combat.

9.8.1. When advancing after combat, you can advance one hex without being affected by the terrain of the hex you advance into or the enemy's occupied areas (EZOCs). The hexes you can advance into are hexes that have been vacated by enemy units retreating or being eliminated as a result of combat.

9.8.2. When the result of combat is that enemy units have retreated two hexes or all of them have been eliminated, the attacking player can advance his own units two hexes after combat. After advancing one hex as per the previous paragraph, advance one more hex. Advance after combat is not the same as movement, but when moving, follow the movement restrictions.

9.8.3. After an advance after combat, you can advance any number of units as long as stacking restrictions are met.

9-9 Exhaustion of Mechanized Units (depleted)

When combat ends, all attacking mechanized units that participated in that battle are depleted regardless of the combat result. Note that mechanized units that are already exhausted are not affected.

10.0. MECHANIZED MOVEMENT

The players may move non-exhausted mechanized units during the Mechanized Movement Phase.

10.1. Mechanized units that can perform mechanized movement.

Mechanized units cannot perform mechanized movement unless they meet all of the following conditions:

① They are not in a depleted state
② They are not out of supply
③ They are not in a disrupted state

10.2. Restrictions on mechanized movement.

Players may perform mechanized movement according to the rules of movement, except for forced marches and railroad movement.

11.0. DISRUPTION RECOVERY

During the Disruption Recovery Phase of your player's phase, you can recover your units from a disruption state.

11.1. How to recover from disruption.

A player can remove the disruption marker from a disrupted unit in their army that is in supply and recover it from the disruption state. A unit with an Attacker disrupted marker cannot recover immediately. First, flip the Attacker disrupted marker over and replace it with a disrupted marker.

The following rules are the special rules used in the Battle of Kharkiv. These rules are additions or modifications to the basic rules. If there is a conflict between the basic rules and the special rules, the special rules always apply.

B1.0 Introduction

This game is based on the winter war in the southern part of the Soviet Union, focusing on the Third Battle of Kharkiv, which took place from January to the end of March 1943. The game is played by two players, divided into the German army (hereafter called the German army) and the Soviet army. The German army includes the Italian, Romanian and Hungarian armies. When it is necessary to divide the army, this is clearly stated.

B2.0 Components used for this game

B2.1 Game Parts

This game comes with the following parts. This game uses 6-sided dice, so please prepare them separately.

(1) Rulebook: 1 book. This book.
(2) Map: 1 sheet
Use the map board enclosed with this book. This game includes one map showing Stalingrad in the east and Dnipropetrovsk in the west. The distance between the opposite sides of one hex represents approximately 16km in real life.

(3) Counters: 1 sheet (252 counters)
Cut these pieces from the cardboard included with this book.

B2.2 Special Markers
This game uses the special marker on the right. Please refer to the relevant item for instructions on how to use it.

B.2.2.1 Headquarters Unit (HQ): This unit represents the Soviet Front HQs. The unit's numerical values are displayed in the same way as other units.

B2.2.2 Markers: The markers listed below are used exclusively in this game. Please refer to the relevant section for how to use them.

Weather marker   Hitler marker   Railroad marker

B3.0 Game sequence

In this game, the first player is the Soviet, and the second player is the German. In this game, there is a weather determination phase before the Soviet supply phase. The Soviet player determines the weather for the turn in this phase. Also, there is no mechanized movement phase for the Soviet in this game. One turn of this game represents one actual week.

Battle of Kharkiv sequence:

Soviet phase:
1. Weather determination phase
2. Supply phase
3. Support attack phase (artillery)
4. Movement phase
5. Combat phase
6. Disruption recovery phase

German phase:
7. Supply phase
8. Support attack phase (artillery)
9. Movement phase
10. Combat phase
11. Mechanized movement phase
12. Disruption recovery phase

B4.0 Stacking limits

The stacking limit in this game is 3 units. However, Soviet corps-sized units cannot be stacked with each other. Also, stacking limits do not apply to Soviet HQ units.

B5.0 Weather

The Soviet player determines the weather for that turn during the Weather Phase. Weather affects movement by changing terrain conditions.

B5.1 Method of determining weather
During the weather phase, the Soviet player rolls the dice and moves the weather marker on the weather table the following number of times. The weather indicated on the square on which the marker is placed becomes the weather for that turn.

Dice roll: 1-2…… 1 square
3-4…….2 squares
5-6…….3 squares

B5.1.1 When you move the marker to the last space on the weather chart (mud), the game ends for that turn.

B5.2 Weather effects: Changes in weather result in changes to terrain conditions, which affect the movement of mechanized units. The effects of weather are as follows:

The effects of the weather are as follows:

- Snow/freeze: The terrains condition is good. Both mechanized and non-mechanized units will move using the movement points shown in the "good" column of the Terrain Effects Table.
- Thaw/mud: The terrain condition will deteriorate. Mechanized units will move using the movement points shown in the "worse" column of the Terrain Effects Table. Non-mechanized units can remain in the "good" column.

B6.0 Special Rules for Supply

B6.1 Supply source: Supply sources for each army are railroad hexes connected to the following hexes:

Supply Source Symbol
  (1) German army: 1450, 2050, 2750
  (2) Soviet army: 0114

B6.2 Supply path:

B6.2.1. German units are considered in supply if they can form a supply path within 15 hexes of a supply source.
B6.2.2. Soviet units are considered in supply if they are within 10 hexes of a headquarters unit (see section 19.2).

B6.3 Supply points:
Supply points are points used to return mechanized units from exhausted to normal. One supply point can return one mechanized unit to normal.
B6.3.1 German supply points: The German player receives the following supply points for each turn:

① 1st to 5th turns: 5 supply points
② 6th turn onwards: 8 supply points

B6.3.2. Soviet army supply points: The Soviet player receives different supply points

depending on how many hexes the HQ unit is away from the supply source. For details, see the HQ rules in section B8.0, command rules and the supply/support attack point table on the quick reference table.
B6.3.3. You cannot give supply points to mechanized units that are out of supply or disrupted.
B6.3.4. A player can give one supply point per unit to immediately return it to normal.
B6.3.5. Unused supply points are lost.

## B7.0 Special Rules for Supported Attacks

B7.1 German support attack points: The German player receives the following support attack points for each turn:

● 1st to 5th turns: 3 support attack points.
● 6th turn and after: 5 support attack points.

B7.2 Soviet support attack points: The Soviet player receive different support attack points depending on how many hexes the HQ unit is away from the supply source. For details, refer to the HQ Rules in section B8 and the Supply and Support Attack Points table in the Quick Reference.

B8.0 Headquarters (HQs)

If the Soviet player wishes to supply or support his units with attacks, he must place them under the command of a HQ unit.
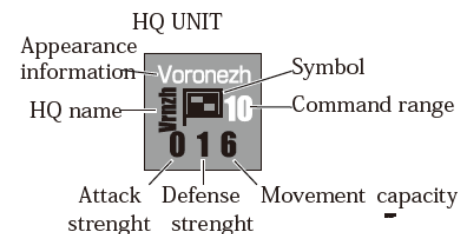
B8.1. Command range: There is a limit to the distance that HQS can command troops. In this game, that limit is also set as a fixed number of hexes called command range.

B8.1.1. The HQ unit has a command range of 10 hexes.
B8.1.2. A HQ unit places units in command of hexes within its command range.
B8.1.3. Units within the command range of multiple HQ units can be freely placed under the command of any HQ by the Soviet player depending on the situation at the time.
B8.1.4. Command range cannot be traced through an enemy unit or zone of control. However, a friendly unit in the enemy zone

of control cancels that EZOC and may trace through that hex.

B8.1.5. Command range cannot be traced through the sea or lake.

B8.2 Supply and command:

In order for a Soviet unit to be supplied, it must be under the command of a HQ unit.

B8.2.1. Soviet units not in command are out of supply.

B8.2.2. A HQ unit is in supply no matter how far it is from a supply source, as long as it can form a supply path from that source. A supplied HQ unit can provide supply points to its mechanized units.

B8.2.3. The number of supply points that a HQ unit can give to a mechanized unit depends on how far away the HQ unit is from the supply source. Please refer to the Supply and Support Attack Points table on the Quick Reference Sheet to see how many supplies points a unit can receive depending on how many hexes away from the supply source.

B8.3 Support Attack and HQS:

Soviet supporting attacks can be made into hexes adjacent to the HQ unit itself or to non-disrupted units under its command.

B8.3.1. As supply points, the number of support attack points that HQ units can use depends on how many hexes away they are from a supply source. See the Supply and Support Attack Points table in the Quick Reference.

B8.3.2. When supporting an adjacent hex of a unit within the command range of multiple HQ units, the combined support attack points of those HQs may not be used. Only the support attack points of one of the HQs may be used.

B8.4. HQ disrupted:

A disrupted HQ unit will no longer function as a HQ until it recovers.

B9.0 Railroad

B9.1 German Railroad Movement

The German player may railroad move the following number of units and hexes in one turn.

①Number of units: 5

②Number of hexes: 30

B9.2 Soviet Railroad Movement

The Soviet player cannot move by railroad.

B9.3 Soviet Railroad Repair

The Soviet player can repair and extend the railroad that serves as a supply source (the railroad extending from 0114).

B9.3.1. Railroads can be repaired and extended up to three hexes per turn. Move the railroad marker to display it.

B9.3.2. They cannot be extended into an enemy controlled area (EZOC).

B9.3.3. If the above railroad is cut off midway by an enemy unit or controlled area, the railroad marker must be moved back to a railroad hex connected to a supply source.

B10.0 Major River

Major rivers on the map have a major effect on unit movement and combat.

B10.1 Effects on the ZOCs:

The ZOC of units extends to hexes across major rivers, with the following exceptions:

B10.1.1. You cannot interfere the opponent's supply line or command range on the opposite bank.

B10.1.2. As long as enemy units move only on the opposite shore, their movement cannot be blocked by your units' zone of control.

However, if you cross the river from the opposite bank as with normal movement, you cannot cross the river from a EZOC to another EZOC.

B10.1.3. When leaving a zone of control of an enemy unit that is exerted from the hex on the opposite bank of a major river, you do not need to expend an extra 1 movement point.
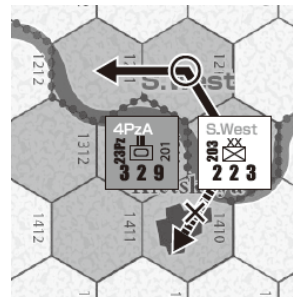
B10.2 Effects on movement: Major rivers cost an extra 3 movement points to cross.

B10.3 Effects on combat:

Combat across major rivers is the same as combat across regular rivers, with the following penalties:

B10.3.1. When attacking across a major river, the combat results for the attacking side are as follows:

① A1(A2) → A1D(A2D)

② A1D(A2D) → AL(AL2)

③ AL(AL2) → AE: Eliminate all attacking units

B10.3.2. Advance after combat is limited to one hex, regardless of the outcome. Also, you cannot cross the river on the second advance after combat.

B10.3.3. When retreating across a major river, all units will be in disrupted state. All units that receive a disrupted result will be eliminated. Also, retreats are affected by section 21.1.

B10.4 A railroad that crosses a major river:

Major rivers that have railroads running through them can be crossed and fought over just like normal rivers.

B11.0 Special rules for combat

B.11.1 How to read the combat result table:

The combat ratio column differs depending on whether the defending unit is on plains or in a different hex. Also, the column to which the German and Soviet armies apply the dice roll is different. Note that the Italian, Romanian, and Hungarian armies should use the Soviet column. In this case, if attacking together with the German army, they can use the German column.

B11.2 Concentric attack:

German units may double their total attack strength when attacking a soviet unit by surrounding it with their own units or controlled areas with six hexes.

B11.2.1. German units that perform the concentric attack can be in a disrupted or out of supply state. Also, not all units have to participate in the attack.

B11.2.2 The presence of Soviet units in the occupied area of a German unit cannot negate the effect of the concentric attack.

B11.3 German Panzergrenadier:

German mechanized infantry units cannot gain armor, but they can negate the armor effects of their opponents in both attack and defense.
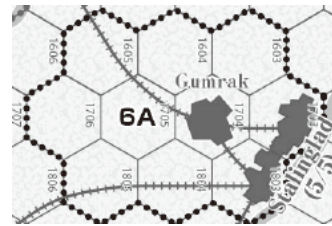
B12.0 Special rules for mechanized movement

 B12.1 Hungarian 1st Panzer division: The Hungarian 1st Tank Division cannot perform any mechanized movement (even in normal mode).

B12.2 Soviet mechanized movement: Soviet mechanized units cannot use mechanized movement.

B13.0 Stalingrad

At this point, the German 6th Army, surrounded by Stalingrad, had almost no hope of being rescued. However, how hard they could work to disrupt the supply of the Soviet army was a very important factor that determined the outcome of the battle. Meanwhile, the Soviet Don Front, which was surrounding Stalingrad, was doing its utmost to recapture the city. In order to recreate the above situation, the following rules are set.

B13.1 German 6th Army

B13.1.1 Units belonging to the German 6th Army do not need to set supply lines. They will never run out of supply.

B13.1.2 Units belonging to the German 6th Army can always recover during their own army's disruption Recovery Phase even if they become disrupted.

B13.2 Soviet Don Front

 B13.2.1 Units under the command of the Don Front: At the start of the game, all units in Don Front's deployment area cannot be placed under the command of any other Front. Also, if a unit from another Front is used to attack the German 6th, that unit will be a unit under the command of the Don Front and will no longer be able to be placed under the command of any other Front.

B13.2.2 Movement Restrictions: Units under the command of the Don Front must move within 5 hexes of Stalingrad (1703, 1803).

B13.2.3 Procedure to follow after recapturing Stalingrad: Once the Soviets have occupied two hexes of Stalingrad and all units of the German 6th Army have been eliminated, the Soviet player must eliminate all units under the command of the Don Front from the map. These have been placed in reserve or used as reinforcements on other fronts. Headquarters units must also be eliminated. However, the following 6

units, which have "DON⑩" specified in the appearance information (white text) above the units, can be reintroduced into the game as reinforcements in the 10th turn.

① **21st Army:** 52, 66GRD, 277, 333RD (GRD x 2, RD x 2)
② **64th Army**: 157, 204RD (RD x 2)

These can appear within one hex of any one HQ unit.

B14.0 Set up and Reinforcements

Appearance Information

Refer to the appearance information (white text) at the top of each unit and place them as follows:

B14.1 German setup
VII: (7th Corps x 3 units) Place one unit each at 0225, 0425, and 0624.
H2A: (Hungarian 2nd Army x 3 units) Place one unit each at 0824, 0923, and 1021.
FP: (Frötter-Piko Group x 3 units) Place within 5 hexes of 1722.
Hollidt-A: (Hollidt Detachment / A Group x 9 units) Place within 3 hexes of 2319.
Hollidt-B: (Hollidt Detachment / B Group x 6 units) Place within 2 hexes of 2516.
4PzA: (4th Panzer Army x 9 units) Place anywhere west of the start line within the area bounded by the military border of "4PzA". However, all start lines must be placed so that they border friendly units or controlled areas (ZOCs).
6A: (6th Army x 21 units) Place anywhere within the area bounded by the military border of "6A".
1125 (1TkD): Place at 1125.
1529 (19PzD): Place at 1529.
1149 (168ID): Place at 1149.

B14.2 Soviet Army Placement
After the Germans have placed their units, the Soviet player will place them as follows, referring to the appearance information for each unit.
Voronezh: (Voronezh Front x 14 units + HQ) Place them at will within the area bounded by the "Voronezh" front border east of the starting line.
S.West: (Southwestern Front x 44 units + HQ) Place them at will within the area bounded by the "S.West" front border east of the starting line.

South: (Southern Front x 12 units + HQ) Place them at will within the area bounded by the "South" front border east of the starting line. (The area is divided into north and south by the Don Front placement area, but you can place them on either side.) However, all starting lines must be placed so that they border your own units or controlled areas.
Don: (Don Front x 47 units + HQ) Place anywhere east of the start line within the area bounded by the "Don" Front border (except for the "6A" Front border).
1406 (Railroad Marker): Place at 1406.

B14.3 Soviet Reinforcements
The Soviet player will use the following units as reinforcements. These will be automatically supplied until the next turn after their appearance.
③ **40A:** (40th Army x 7 units) Appears in the 3rd turn from the edge of hex "40A" on the north side of the map.
⑥ **44A:** (44th Army x 7 units) Appears in the 6th turn from the edge of hex "44A" on the south side of the map.
DON ⑩: (Don Front Army x 6 units) Appears in the 10th turn. (See B13.2.3)

B14.4 German Reinforcements
The German player will use the following units as reinforcements. If "W" is specified, they can appear from either the "WN" or "WS" hex edge. From the hex edge (WN/WS/NW) where the appearance information is surrounded by a square, they can appear by rail movement. *

① **S:** (SS"W"PzD x 3 units) Appears from the "S" hex edge on the southern edge of the map in the first turn.
① **W:** (302, 320ID x 2 units: can move by rail) Appears from the "W" hex edge on the western edge of the map in the first turn.
④ **SE:** (3PzD, 1GebD, 68, 370ID x 6 units) Appears from the "SE" hex edge on the southern edge of the map in the fourth turn.
⑤ **W:** (GD, SS"DR"PzD, 333ID x 8 units: can move by rail) Appears from the "W" hex edge on the western edge of the map in the fifth turn.
⑤ **NE:** (88, 340ID x 2 units) Appears in the 5th turn from the "NE" hex edge on the north side of the map.
⑥ **W:** (SS"LAH"PzD x 3 units: can move by rail) Appears in the 6th turn from the "W" hex edge on the west side of the map.

⑦ **NW:** (167, 332ID x 2 units) *Appears in the 7th turn from the "NW" hex edge on the north side of the map.

⑦ **Hitler:** Place a Hitler marker at 2547 in the 7th turn. The Hitler marker is removed in the 8th turn. (See B15-3)

⑧ **WS:** (15ID x 1 unit: can move by rail) Appears in the 8th turn from the "WS" hex edge on the west side of the map.

⑨ **WN:** (SS"T"PzD x 3 units: can move by rail) Appears in the 7th turn from the "WN" hex edge on the west side of the map.

⑩ **WS:** (106 ID x 1 unit: can move by rail) Appears in the 10th turn from the edge of the "WS" hex on the west side of the map.

B15.0 Victory conditions

The outcome of the Battle of Kharkiv is decided by comparing the difference in points between the German and Soviet players at the end of the game.

B15.1 Soviet Army Points
At the end of the game, the Soviet player scores according to how many cities and major towns he has occupied:

① Occupy Dnipropetrovsk (2147): 30 points
② Occupy Kharkiv (0941): 20 points
③ Occupy Sumy (0147), Belgorod (0439), Poltava (1149), Zaporizhzhia (2547), Melitopol (3346): 3 points each
④ Occupying a major city hex other than the above: 5 points each
⑤ Occupying a city hex other than the above: 1 point each
The above points are obtained when these cities and major cities form a supply route between the supply source. The supply route can be any distance and does not require a HQs. In addition, if a unit under supply breaks through from the western edge of the map, you will receive 2 points per unit.

B15.2 German Scoring points
At the end of the game, the German player scores according to how many units remain on the map:

1. 1 point for each remaining mechanized unit.
2. 2 points for each remaining non-mechanized unit.
3. For each remaining Italian, Hungarian, or Romanian unit, you can earn 1 or more points if these units are in supply.

B15.3 Hitler has arrived!

On February 17, 1943, Hitler suddenly showed up at Manstein's HQ in Zaporizhia (2547). He came to discuss future strategies with Manstein. However, Hitler was nothing but a nuisance, and Manstein desperately persuaded him to return to the Wolfschanze in East Prussia on February 19. However, at this time, the Soviet army had pursued them to just 60km northeast of Zaporizhia. What if the Soviet army had arrived in Zaporizhia a little earlier? So, in this game, we set the following rules.

B15.3.1 Hitler comes in the 7th turn. The German player places a Hitler marker in Zaporizhzhia (2547) during the movement phase. However, if it is occupied by the Soviet army, he will not appear.

B15.3.2 Hitler leaves in the 8th turn during the German movement phase. The Soviet player has only one chance to capture Hitler.

B15.3.3 If a Soviet unit enters Zaporizhzhia while Hitler is there, the Soviet player rolls the dice. If a 6 is rolled, the Soviet army succeeds in capturing Hitler. In this case, the game ends with a decisive victory for the Soviet army.

B15.4 Determining the winner
Except for the situation in B15-3, the player with more points than the opponent wins the game. The victory level is determined as follows:
① 1-10 points difference: narrow victory
② 11-30 points difference: tactical victory
③ 31 points difference or more: strategic victory.
In the event of a tie, the German player wins.