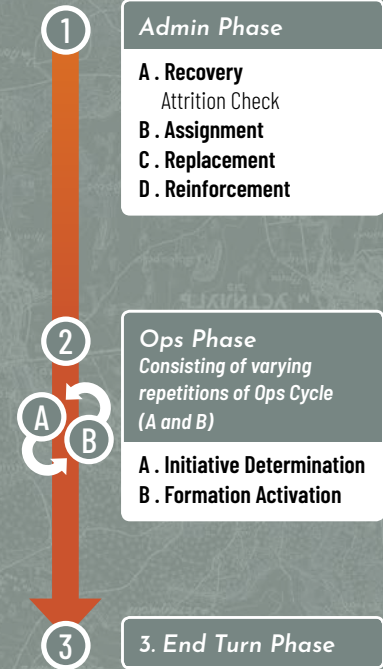


Player Aid

Sequence of Play



Interdiction

Die Roll	Game Turn					
	2	3	4	5	6	7
1	0	0	0	1	0	0
2	0	0	0	1	0	1
3	0	0	0	1	1	1
4	0	1	0	1	1	1
5	0	1	1	1	1	1
6	0	1	1	1	1	1
7	0	1	1	1	1	1
8	0	1	1	1	1	2
9	1	1	1	2	1	2
10	1	1	1	2	1	2

Destroyed Soviet Units Strength Point Loss VP

VP Value	Unit Type Losing SPs
1/15 VP	AFV
1/30 VP	Infantry & AT Units

Counter Explanation

Infantry Units <ul style="list-style-type: none"> Formation Color Stripe Unit ID Unit Type Divisional Symbol Effectiveness Movement Allowance (Leg) Combat Strength AT Points 	Back Side <ul style="list-style-type: none"> Disruption Status 	AFV Units <ul style="list-style-type: none"> Formation Color Stripe Unit ID Unit Type Divisional Symbol Effectiveness Movement Allowance (Motorized) Combat Strength Tank Points 	Back Side <ul style="list-style-type: none"> Disruption Status 	HQ Units <ul style="list-style-type: none"> Divisional Symbol Division ID Formation Color HQ Type Reaction Rating Relocation Points Command Range Attack Support Points 	Back Side <ul style="list-style-type: none"> Emergency Supply Expended
---	---	--	---	---	---

Action Point Costs

Action Type	AP
Movement	1
HQ Relocation	1 / 2 / 3
Refit Action	1
Improved Defense	1
Hasty Attack	1
Regular Attack	2
Prepared Attack	3

HQ Recovery

HQ EF Class	Germany	Soviet Union		
		Interdiction Lv.		
		0	1	2
EF 7	+5	-	-	-
EF 6	+4	+4	+3	+2
EF 5	-	+3	+2	+1
EF 4	-	+2	+1	-

German Replacement Points

Unit Type	Game Turn		
	3	5	7
Infantry	2	2	2
AFV	2	2	2

Two infantry RPs rebuild one strength of motorized unit or any engineer

Action Points

Die Roll	Current Formation Activation Level													
	1	2	3	4	5	6	7	1	2	3	4	5	6	7
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	2	1	2	1	2	1	2	1	2	1	2
3	1	1	1	3	2	3	2	3	2	3	2	3	2	3
4	1	1	1	3	2	4	2	4	2	4	2	4	2	4
5	2	1	2	3	2	4	2	5	3	5	3	5	3	5
6	3	2	3	3	2	4	2	5	3	6	3	6	3	6
7	4	2	4	2	4	2	5	3	6	3	7	4	4	7
8	5	3	5	3	5	3	5	3	6	3	7	4	7	4
9	6	3	6	3	6	3	6	3	6	3	7	4	7	4
10	7	4	7	4	7	4	7	4	7	4	7	4	7	4

Red: Reaction

Soviet Unit Reorganization

Cannibalized Unit		Reinforced Unit	
Non Motorized Infantry	☒		
Machine Gun	MG		
Non Motorized Engineers	TE	Non Motorized Infantry	☒
Border Guard	BG		
Anti-Tank	AT		
Motorized Infantry	☒	Motorized Infantry	☒
Motorized Engineers	TE		
Machine Gun	MG	Machine Gun	MG
Non Motorized Engineers	TE	Non Motorized Engineers	TE
Motorized Engineers	TE	Motorized Engineers	TE

HQ and Support Type units can never be reorganized.

Attrition Checks

Modified Die Roll (Subtract Effectiveness R.)	Strength Point loss
1 to 3	1 SP
4+	2 SP

❖ A unit may be eliminated due to an Attrition Check.

Combat Sequence

A

Attack declaration

- Hasty Attack
- Regular Attack
- Prepared Attack

B

Combat Chits

Determine Combat Multiplier

C

Strength Determination

Find final Combat Strength. Remember: Attacking AT units only have x ¼ strength (rounded up)

D

Combat Value Ratio

Compare and divide combat values accordingly

E

DRM Determination

1. Hexside Terrain effects
2. Combat support
3. HQ Attack support
4. Armor Superiority

F

Die Roll

Attacker rolls a die and DRMs are applied.

G

Combat Results

The amount of hits suffered per side is determined by cross-referencing the modified attack roll to the CRT

H

Combat Hit Distribution

1. First step loss
2. Effectiveness Check
3. Forced/voluntary retreats
4. Additional step losses
5. Battle victory: Bonus AP

Combat Results Table

Terrain Type	1:8	1:6	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	6:1
Clear	1:8	1:6	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	6:1
Village / Marsh	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	6:1	8:1	10:1
Town / L. Forest / Pillbox in C.	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	6:1	8:1	10:1	14:1
Dense Forest	1:2	2:3	1:1	3:2	2:1	3:1	4:1	6:1	8:1	10:1	14:1	18:1
Pillbox in F.	2:3	1:1	3:2	2:1	3:1	4:1	6:1	8:1	10:1	14:1	18:1	26:1
Die Roll	On a red result, stack must make an effectiveness check											
1	4/0	3/0	3/0	3/0	3/0	3/0	3/1	2/1	2/1	2/1	2/1	2/2
2	3/0	3/0	3/0	3/0	3/0	3/1	2/1	2/1	2/1	2/1	2/2	2/2
3	3/0	3/0	3/0	3/0	3/1	2/1	2/1	2/1	2/1	2/2	2/2	1/2
4	3/0	3/0	3/0	3/1	2/1	2/1	2/1	2/1	2/1	2/2	1/2	1/2
5	3/0	3/0	3/1	2/1	2/1	2/1	2/1	2/1	2/2	1/2	1/2	1/2
6	3/0	3/1	2/1	2/1	2/1	2/1	2/1	2/2	1/2	1/2	1/2	1/2
7	3/1	2/1	2/1	2/1	2/1	2/2	1/2	1/2	1/2	1/2	1/2	1/3
8	2/1	2/1	2/1	2/1	2/1	2/2	1/2	1/2	1/2	1/2	1/3	1/3
9	2/1	2/1	2/1	2/1	2/2	1/2	1/2	1/2	1/2	1/3	1/3	0/3
10	2/1	2/1	2/1	2/2	1/2	1/2	1/2	1/2	1/2	1/3	0/3	0/3
11	2/1	2/1	2/2	1/2	1/2	1/2	1/2	1/2	1/3	0/3	0/3	0/3
12	2/1	2/2	1/2	1/2	1/2	1/2	1/2	1/3	0/3	0/3	0/3	0/3
13	2/2	1/2	1/2	1/2	1/2	1/2	1/3	0/3	0/3	0/3	0/3	0/3
14	1/2	1/2	1/2	1/2	1/2	1/3	0/3	0/3	0/3	0/3	0/3	0/4
15	1/2	1/2	1/2	1/2	1/3	0/3	0/3	0/3	0/3	0/3	0/4	0/4
16	1/2	1/2	1/2	1/3	0/3	0/3	0/3	0/3	0/3	0/4	0/4	0/4
17	1/2	1/2	1/3	0/3	0/3	0/3	0/3	0/3	0/4	0/4	0/4	0/4
18	1/2	1/3	0/3	0/3	0/3	0/3	0/3	0/4	0/4	0/4	0/4	0/5
19	1/3	0/3	0/3	0/3	0/3	0/3	0/4	0/4	0/4	0/4	0/5	0/5
20	0/3	0/3	0/3	0/3	0/3	0/4	0/4	0/4	0/4	0/5	0/5	0/5

❖ Results less than one are treated as one; results higher than 20 are treated as 20. (see 7.5.1.2 Combat DRMs).

❖ AT units in attack only have ¼ of strength (round up)

Combat DRMs	Attacker			Defender		
	Hasty Attack	Regular Attack	Prepared Attack	Disrupted	Regular Defense	Improved Defense
Combat Support by units of same formation	No	+1 per hex	+2 per hex	No	-1 per hex	-2 per hex
Combat Support by units of another formation	No	No	+1 per hex	No	No	-1 per hex
HQ Attack Support	No	Yes (½)	Yes (all)		No	
Hexside Terrain		No			Yes	
Armor Superiority		Yes			Yes	

❖ Engineer against Pillbox: +1 DRM

Terrain Effects Chart

Terrain Type	Movement		ZoC		Combat		
	8 Leg	8 Mot.	1 Inf.	2 AFV AT	1 Def. AT	2 Tank Pts	DRM
Clear	1	1	✓	✓	+0	x1	—
Marsh	1½ ^a	3	✓	✗	+1	x¼ ^b	—
Village	1	1	✓	✓	+1	x1	—
Town*	1	1	✓	✗	+1	x1	—
Light Forest	1	3	✓	✗	+1	x1	—
Dense Forest	1½	4	✓	✗	+2	x1	—
Pillbox in Clear ^c	1	2	✓	✓	+1	x1	+1 ^d
Pillbox in L. Forest ^c	1	3	✓	✗	+2	x1	+1 ^d
Road ^g	1	½	OT	OT	OT	OT	—
Railway ^g	1	1	OT	OT	OT	OT	—
Stream	+1	All	OT	✗	x1	x¼	-2
Bridged Stream	OT	OT	OT	✗	x1	x¼	-2
Bug River	+1 ^e	✗	✗	✗	✗	✗	✗
Bridged Bug R.	OT	OT	✗	✗	x1	x¼ ^f	-4 ^f
Lake	✗	✗	✗	✗	✗	✗	✗

❖ Combat units classified as Leg units have their MA increased by two if they do not move adjacent to an enemy unit during their entire Movement Action (including both the starting hex and the final hex).

OT: Other Terrain.

^a AFV units entering a marsh hex not along a road or railway must conduct an EC.

^b When attacking into or out of a Marsh hex.

^c The effects of pillboxes are ignored when their hex is occupied by German units or solely by Soviet infantry units, pillbox hexes provide a -2 DRM to each Effectiveness Check (EC, see 5.6) when defending, during Refit Actions and for Attrition Checks.

^d Only if attacking or supporting with Engineers belonging to the activated formation

^e Only if boat movement (Max. 2 German leg units per Formation Activation. The unit must begin its movement adjacent to the hexside).

^f **First turn only:** German attacks through bridges in Ustyluh and Vygodanka get -2 DRM to combat and AFV units have x ½ Tank Points modifiers. (Rule 10.1 Z.B.V. 800 Brandenburg Regiment)

* There is always a bridge, if adjacent to a river.

^g Not in EZOC

^d Only if attacking or supporting with Engineers belonging to the activated formation

^e Only if boat movement (Max. 2 German leg units per Formation Activation. The unit must begin its movement adjacent to the hexside).

^f **First turn only:** German attacks through bridges in Ustyluh and Vygodanka get -2 DRM to combat and AFV units have x ½ Tank Points modifiers. (Rule 10.1 Z.B.V. 800 Brandenburg Regiment)

* There is always a bridge, if adjacent to a river.

^g Not in EZOC

Disruption Effects

(HQ & Disrupted Units have no ZOC)

Disrupted units:

- Cannot conduct a Movement Action.
- Do not project a ZOC, and thus may not provide combat support.
- Cannot trigger possible Formation Reaction.
- Cannot receive combat support.
- Cannot be in Improved Defense.
- Use the Combat Chit's left column (red) if defending (see 7.5.1.1 Combat Strength Determination).

❖ *The only Action a disrupted unit can perform is a Refit Action to recover from Disruption.*

Out of Command Effects

Out of Command units:

- Get marked with an Out of Command marker, which is removed as soon as the units find itself in Command Range again.
- Cannot perform a regular or prepared attack, and the remaining actions cost two Action Points instead of the normal one AP.
- Cannot be used for triggering Formation Reaction.
- Do not recover from disruption during the Recovery segment.

Isolation Effects

Isolated units suffer the same effects as Out of Command, plus:

- Get marked with an Isolated marker instead of an Out of Command marker. The Isolated marker gets removed as soon as the unit is not in Isolation status anymore.
- Must pass an EC to conduct an Action. Each isolated unit that fails the check disrupts and may not participate in the Action. The Action Points are still expended even if no units participate or the owning side decides to call off the Action.
- Must conduct an Attrition Check if found isolated and disrupted in the Recovery segment.

Supply Paths



To be in supply, an HQ must be connected to a friendly map edge hex adjacent to a supply area by an unbroken chain of hexes of any length.




Broken Supply Paths

A Supply Path is broken if it enters any hex:

- Containing an enemy unit of any type (including HQs and disrupted units).
- Containing an EZOC, unless at least one friendly unit of any type is also present (even if disrupted).
- Or if it crosses an unbridged River Bug or lake hexside.

Stacking Limits

Up to three units can stack in single hex of which only one may be an Infantry type unit. For this restriction (only), Border Guard and AT units ( ) are not considered to be of Infantry type, which is why their symbol is marked in red. HQ units do not count for stacking, but the limit is one HQ unit per village hex or two HQ units in a town hex.

	Maximum 1 per stack
	No restriction per stack
	1 max per Village hex
	2 max per Town hex

Example 1
1x HQ type unit and
1x Infantry type unit
and 2x AFV type unit



Example 2
1x HQ type unit and
1x Infantry type unit
and 2x AT type unit



Example 3
1x HQ type unit and
3x AFV type unit



Command Ranges

Each combat unit must check if it is in Command Range of its parent HQ unit and whether it can trace a clear Command Path to it, before undertaking any Action (see 7. Actions).

A unit is In Command Range when the Command Path from the unit to its parent HQ hex is within the distance of hexes equal to or less than its parent HQ's Command Range value. Count the HQ's hex, but not the unit's hex when determining if it is in Command Range. Furthermore, the Command Path between the combat unit and the HQ must not be broken. Otherwise it is out of Command.

If a unit is unable to trace a Command Path of any length to its HQ, it is isolated (see 5.8.3 Isolation).

❖ *Command Range is counted in hexes, not MPs.*

Broken Command Paths

A Command Path is considered broken if it can not trace a Command Path without entering a hex that is:

- Containing an enemy unit of any type.
- Containing an EZOC, unless at least one friendly unit of any type (even if disrupted) is also present.

❖ *Command Paths are not broken by terrain.*

Formation Restrictions



a) 87. Rifle Division

In the first three turns, the HQ of 87. Rifle Division can only perform Relocation Action or displacements within a four hex range from Volodymyr-Volynskiy. This restriction is no longer in place if the German player controls any Hex of Volodymyr-Volynskiy. If HQ displacement isn't possible within a four hexes range from Volodymyr-Volynskiy, the player can displace it to any other eligible hex.



b) 124. Rifle Division

The HQ of 124. Rifle Division can perform Relocation Actions or displacements only within a four hex range from the Southern Soviet Supply Area. If HQ displacement isn't possible within a four hex range from the Southern Soviet Supply Area, the player can displace it to any other eligible hex.



c) 41. Tank Division

The HQ of 41. Tank Division can perform Relocation Actions or displacements only within a four hex range from the Northern Soviet Supply Area. If HQ displacement isn't possible within a four hex range from the Northern Soviet Supply Area, the player can displace it to any other eligible hex.

Unit Assignments

German 1st Panzer Group

- Up to two AFV units belonging to 14. Panzer Division may be reassigned to 44. or 298. Infantry Division.
- One Infantry unit belonging to 44. or 298. Infantry Division may be reassigned to 14. Panzer Division.

Soviet 5 Army

- Up to two AFV units belonging to 41. Tank Division may be reassigned to 87. Rifle Division. or to 215. Mechanized Division.
- One Infantry unit belonging to 215. Mechanized Division may be reassigned to 41. Tank Division.
- Up to two AT units belonging to 1. AT Artillery Brigade may be reassigned to 135. Rifle Division.
- Up to two AFV units belonging to 19. Tank Division may be reassigned to 135. Rifle Division.

1st Game Turn Special Rules

z.b.v. 800 Brandenburg Regiment

During the first turn all German attacks across the bridges over the Bug River in Ustyluh and Vygodanka have a -2 DRM to combat and AFV units have 1/2 Tank Points (instead of -4 DRM and 1/4 Tank Points).

Surprise Attack

The German player is automatically considered to have won Initiative Determination for the first Formation Activation of the campaign and scenario one and has up to three consecutive formation activations (only two in scenario one). After these activations the Initiative +DRM marker is automatically moved to the first space (+2), showing the Soviet side.

During the Surprise Attack formation activations, only Infantry Divisions can be activated and each only once. All Soviet Effectiveness Checks and Reaction Checks have a +2 DRM.

Road and Railway Movement

A unit which is moved from one road hex directly into an adjacent road hex through a hexside crossed by the road, spends MPs according to the road type and ignores all other terrain in the hex entered and hexside crossed. Units may not use the road movement rate when entering or exiting an EZOC.

Railways are considered to be roads, but have higher Movement Costs for Motorized Movement.

Infiltration Movement

Any friendly unit or stack that begins a Movement Action in an EZOC may try to move directly to another EZOC by expending its entire MA. It (or in the case of a stack: each unit) must pass an EC (see 5.6 Effectiveness Check) to succeed and getting placed in the new hex. When it fails the EC, it becomes disrupted and does not move at all. The corresponding Action Points are spent, regardless of the outcome.

❖ *Infiltration Movement can trigger an Formation Reaction Attempt.*

Increased MA of Leg units

Combat units classified as Leg units have their MA increased by two if they do not move adjacent to an enemy unit during their entire Movement Action (including both the starting hex and the final hex).