

Objective Kiev

V1.0 S McDougall 4th June 2013

Setup

- Units placed on board in start-up hexes (Soviet followed by German)
 - mix all 10 untried Soviet mech units (marked with a ?)
 - Soviets place 2 Armies and 4 untried mech units on their starting locations on map (see small symbols on map)
 - Soviets place 4 Armies and 6 untried mech units on the 10 starred locations: 1 unit per hex
 - Armies (XXXX) cannot be set-up in adjacent hexes
 - remaining Soviet Army is available as replacement (starting Turn 2)
 - 3 German infantry and 1 Romanian unit set-up in black cross hexes in Romania: 1 unit per hex
 - 7 German infantry and 3 German Panzer units set-up in black cross hexes in Poland:
 - at least 1 unit per hex: hence, 1 additional unit must be added to 3 of these hexes
- Reinforcements with turn of entry placed on turn track
 - German reinforcements (Inf is a 6-4) will arrive on turns 2 and 3
 - Soviet reinforcements arrive on turns 5 and 6

General Notes

- **Stacking:** only 2 friendly units can occupy a single hex at the *end* of any Phase or after a Retreat
 - 2 Armies (XXXX) can never share a hex
 - Romanian and Hungarian units can never share a hex
 - **Fractions resulting from odds calculation are always dropped**
 - **Tanks:** refers to Soviet mech, German Panzer, Italian Motorised unit
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1. Axis Build-Up Phase (*not on Turn 1*)

- **Reinforcements** placed in any hex along friendly coloured map-edge
 - not in an enemy-occupied hex
 - not in an enemy ZOC
 - cannot overstack
 - reinforcement is lost if unable to enter play on turn of entry

- ***Replacement points*** shown on Turn Track can now be used to bolster forces. Each RP can be used to either:
 - place a previously-eliminated unit on its reduced unit
 - replacement locations:
 - *as per* Reinforcements, or
 - in any friendly-controlled city hex *in communication with* friendly coloured map edge (not in EZOC, not overstacked)
 - “*in communication with..*” means a connected path of hexes that does not include any enemy-occupied hex or EZOC hex (NB friendly units do NOT negate EZOCs)
- or
- flip a reduced unit to its full-strength side
 - cannot flip a unit that has just re-entered play this turn

2. Axis Movement Phase (*not on Turn 1*)

- Units expend MPs (LHS of counter) to move from hex to hex
 - terrain and hexside modifiers apply (see TEC)
 - movement *along* contiguous rail hexes cost 1MP each
 - must stop if entering an EZOC
 - stacking limits apply at *end* of movement

3. Axis Combat Phase

- ***Axis units set up in Romania cannot attack in Turn 1***
- German announces *all* firing units and target hexes before any battles are resolved
 - a single unit can only attack once per Combat Phase
 - an enemy unit can only be targeted once per Combat Phase
 - *only 1 unit can attack across each hexside*
- ***Procedure:***
 - total Combat Strengths of all attacking units in the battle
 - Germans may add 1 Air Support marker to battle (each marker is only available once per turn and only when attacking)
 - total Combat Strengths of all defending units in the battle
 - reveal any participating untried Soviet mech units
 - all defending units in a hex defend together

- calculate Combat Odds (drop fractions) and apply any TEC effects and/or Air Power shifts
 - odds above 6:1 (*prior* to TEC/Air shifts) are reduced to 6:1
 - odds below 1:1 result in no effect of attack
- roll 1d6 and cross-reference with CRT
- apply results immediately
 - note EX result: if a full-strength unit is reduced to ½ strength, then the *difference* in Combat Strength values represents the losses
 - if defenders vacate battle hex, attacker may advance after combat with 1 unit
- ***Retreats:***
 - 2 hex retreats must take unit 2 hexes *away* from battle hex
 - EZOCs must be avoided if possible
 - unit loses 1 step if forced to enter an EZOC and is eliminated if it ends its movement there
 - if forced to overstack at end of retreat, continue the retreat until this is no longer the case
 - units unable to retreat are eliminated

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4. Axis Special Movement Phase

- As per normal Axis Movement Phase, except:
 - Panzer and Italian Motorised units can move in this phase using their *full* MP allowance (white MPs on counter)
 - Infantry units *not in EZOC* can move up to ½ MP allowance

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5. Soviet Build-Up Phase

- As per Axis Build-Up Phase. *However,*
 - during replacements
 - only 1 Soviet mech unit can be placed per turn (place with revealed side showing)
 - the Soviet 4th Mechanised Corps is *never* replaced

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6. Soviet *Special* Movement Phase

- As per normal Soviet Movement Phase, except:
 - Soviet Mechanised units can move in this phase using their *full* MP allowance (white MPs on counter)
 - Infantry units *not in EZOC* can move up to ½ MP allowance
 - *Soviet Rail Movement:*
 - if Infantry unit starts on a rail hex (not in EZOC) , it can use its *full* MP allowance to travel along contiguous rail hexes
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7. Soviet Combat Phase

- *Turn 1: Axis units in Romania can only be attacked by Soviet units set up on the Romanian border*
 - *Turn 1: Combat Strength of Soviet mech units are doubled when attacking*
 - *Turn 2: Combat Strength of Soviet mech units are increased by 50% when attacking*
 - Otherwise, as per Axis Combat Phase
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8. Soviet Movement Phase

- As per Axis Movement Phase
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9. Game Turn Advance / Victory Phase

- Advance turn marker and begin new turn
 - Check for victory at end of final turn
 - Germans win if they control all 16 city hexes
 - a hex is controlled by last unit to have occupied or passed through it
 - Soviets win if Germans control all 14 or fewer city hexes
 - Draw if Germans control 15 city hexes
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