

KIROVOGRAD

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1.0 INTRODUCTION

- The battle of Kirovograd took place in the Ukraine from January 5-16, 1944, between the forces of General Ivan Konev's Second Ukrainian Front and General Otto Wohler's Eighth Army. After ten days of desperate fighting in conditions of frost and light snow, Konev's troops were unable to either make a lasting breakthrough of the German front or annihilate those elements of XLVII Panzer Korps that they managed to encircle at Kirovograd.
- However the Germans took a terrible pounding and the Second Ukrainian Front took from them the city of Kirovograd, an industrial center and road hub.
- Kirovograd* is a simulation/game covering the battle on a scale of 1.5 miles per hex, with regiment/division sized units, at the rate of two turns per day.

2.0 GAME COMPONENTS

- 300 ½" die-cut counters
- One 34" x 22" mapboard
- One rules booklet
- Two player display cards
- Two six-sided dice

2.1 The Mapboard

- The mapboard is a diagrammatic representation of the terrain over which the battle was fought, showing the principal features of the area as explained by the terrain key on the mapboard. Superimposed on the map is a grid of hexagons (*hexes*), which regulates the movement and combat of the unit counters.
- Also shown on the mapboard are the areas where the various military formations in the game begin the historical scenario.
- Each hex contains a number (grid coordinate) to uniquely identify it.

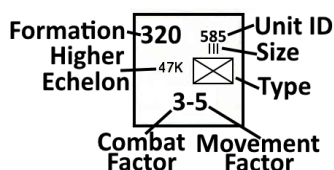
2.2 The Unit Counters

The ½" die-cut counters (*units*), represent the actual military units that fought in the battle. German units are printed on a gray background, Soviet units on a red background, and many units of both sides are back printed, showing either the same units at reduced strength or a tank symbol used to

conceal the unit's identity and strength. Each unit shows the details necessary for its use in the game.

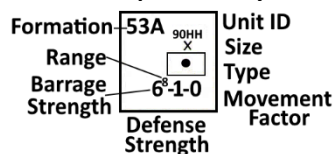
2.2.1 Sample Units

2.2.1.1 Sample Infantry Unit

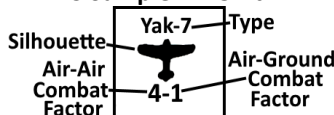


This is the 585th regiment of the 320th infantry division of the 47th Panzer Korps.

2.2.2.2 Sample Artillery Unit



2.2.2.3 Sample Air Unit



2.2.2 Unit Types

Symbol	Type
	Infantry
	Paratroop Infantry
	Motorized infantry
	Mechanized infantry
	Armor
	Armored reconnaissance
	Armored artillery
	Artillery

Symbol	Type
	Motorized artillery
	Rocket artillery
	Parachute Artillery
	Anti-tank Artillery
	Engineers
	Headquarters (HQ)

- Headquarters (HQs) may be armored, mechanized, or infantry, according to their type symbol.
- Since there is no parachute drop capability in this game, there is no functional difference between parachute infantry and normal infantry, or between artillery and normal artillery.
- Armor units whose combat factor is marked with an asterisk are special armored units (16.3).
- Units whose combat factor is bracketed may not attack; they may only defend.

2.2.3 Unit Sizes

Symbol	Size
II	Battalion
III	Regiment
X	Brigade
XX	Division
XXX	Corps
XXXX	Army

The size symbol of headquarters represents the size of the formation commanded rather than the HQ's size.

2.2.4 Formations

- Higher-echelon formations have an abbreviation ending in K (Korps) or A (Army).
- Units displaying this as their only formation are directly attached to that higher-echelon formation (5.0).
- Subordinate units are indented underneath their corps or army.

2.2.4.1 German Formations

Abbr	Name	# units
47K	47th Panzer Korps	7
3P	3rd Panzer Division	6
10P	10th Panzergrenadier Division	6
11P	11th Panzer Division	6
14P	14th Panzer Division	7
5SS	5th SS Panzer Division (<i>Wiking</i>)	8
320	320th Infantry Division	5
376	376th Infantry Division	5
52K	52nd Korps	4
13P	13th Panzer Division	6
2Pa	2nd Parachute Division	5
3SS	3rd SS Panzer Division (<i>Totenkopf</i>)	6

Abbr	Name	# units
384	384 Infantry Division	5
GD	Panzer Division (<i>GrossDeutschland</i>)	7
KGA	Korps Gruppe A*	5
8A	8th Army	2

*German Korps Gruppe A was a division-sized formation made up of the remnants of three divisions, each of about brigade/regimental size and strength.

2.2.4.2 Soviet Formations

Abbr	Name	# units
53A	53rd Army	8
48	48th Corps	4
75	75th Corps	4
5GM	5th Guards Mechanized Corps	5
5GA	5th Guards Army	8
32	32nd Guards Rifle Corps	6
33	33rd Guards Rifle Corps	4
35	35th Guards Rifle-Corps	5
7M	7th Mechanized Corps	5
5TA	5th Guards Tank Army	1
18T	18th Tank Corps	5
29T	29th Tank Corps	5
8M	8th Mechanized Corps	5
7GA	7th Guards Army	5
24	24th Guards Rifle Corps	4
25	25th Guards Rifle Corps	4
F	2nd Ukrainian Front	2

2.2.5 Markers

- In addition to the combat units, the game contains a number of counters, known as markers, to indicate the current strength, state, or status. Some of these, reserve and formation markers, are printed in German and Soviet colors, while others, strength point (SP), *Cut Off*, and *Out of Supply* markers, are printed on a white background and may be used by either side.
- Both sides also have markers to record the current game turn and their supply situation, plus a number of dummy units for use with rule 29.0.
- Germany also has counters to show the position of its two supply dumps and three airfields on the mapboard.

2.2.6 Abbreviations

The following is an explanation of the abbreviations used on the units and in these rules, other than the formation symbols already explained:

Abbr	Explanation
A	ARKO (Artillery HQ)
Fus	Fusilier
G	Gun
Gd	Guards
Ger	Germania
Gr	Grenadier
H	Howitzer
HH	Heavy Howitzer
Hk	Gruppe Haack

Abbr	Explanation
HQ	Headquarters
L	Light Artillery
M	Mortar
Nr	Narva (Latvian Fascists)
SH	Super-Heavy Howitzer
TE	Theodor Eicke
TH	Thule
Waln	Wallonsen (Belgian Fascists)
Wes	Westland

2.3 Player Displays

Each side has a display card, to be kept out of sight of its opponent, to keep track of information relevant to its part in the game. Each player aid card contains:

2.3.1 Turn Record Track

This records the passage of turns and shows when extra replacement points are received. Night game-turns are shaded.

2.3.2 Orders Track

Formation markers placed on this track indicate the orders each formation is operating under (6.0).

2.3.3 Off-Board Air Base

Air units are kept in one of these two boxes, according to whether they are ready to sortie. See Section 28.0 (Advanced Rules).

2.3.4 Supply Track(s)

The Soviet display has one supply track, the German display three. In each case, supply markers are used to record the number of supply points available (8.0).

2.3.5 Airfields (Germany only)

Used to show air units based at the on-board airfields when the Hidden Units rule (30.0) is in use.

2.3.6 Variable Reinforcements Chart (Germany only)

This is used to determine the arrival of German reinforcements (24.0).

2.4 The Rules

- The rules are divided into Basic Rules and Advanced Rules. The Advanced Rules can be added on to the basic game as players wish.
- Several of the rules in the Basic Rules section are labeled (Advanced Rule). These rules are used only if the relevant Advanced Rules section is in play (28.0-30.0). They have been included in the main body of the rules so that when an Advanced Rules section is added it is already fully integrated with the Basic Rules. If playing only the Basic Rules, ignore all rules or parts of rules marked (Advanced Rule).
- Whenever a calculation yields a fraction, retain the fraction.
- The following abbreviations are used throughout these rules:

Abbr	Explanation
CAP	Combat Air Patrol
HQ	Headquarters
MA	Movement Allowance
MP	Movement Point
RP	Replacement Point
SP*	Strength Point
VP	Victory Point
ZOC	Zone of Control

*The term Supply Point is always spelled out to avoid confusion with Strength Point.

3.0 TURN SEQUENCE

3.1 Weather

- The Soviets roll one die, reading the results from the Weather Table (Advanced Rule 28.0).
- If appropriate both sides roll dice to determine how many air units are available to them for the turn.

3.2 Supply Delivery

- During every Night turn each side receives five supply points. Adjust the supply tracks on the player displays to indicate this.
- Each side also receives extra supply points on certain turns per the Turn Record Tracks.

3.3 Orders

Each side secretly adjusts the formation indicators on the orders track of the Player Display to reflect the desired orders to give its formations, deducting the appropriate number of supply points from the supply track to reflect the cost of certain orders. Determine whether out of supply units will operate under their formation's orders or will use retreat orders.

3.4 Initiative

The players determine initiative (7.0) to determine the First Player (Side).

3.5 First Player Turn

Each player turn is divided into segments. They must be performed in the order listed.

3.5.1 Mutual Air Commitment Segment

(Advanced Rule 28.0)

- Each side, starting with the First Player, may alternately commit one air group, continuing until neither can or wishes to commit an air group.
- Air groups may be committed to Combat Air Patrol (CAP), Ground Attack, or in support of friendly formations on the board.
- If either side desires, CAP groups may then intercept any enemy air groups committed within four hexes of them.
- Resolve Air to air combat and independent ground attacks at this time.

3.5.2 First Player Move Segment (Round One)

The First Side may now move any, all, or none of its units up to their movement allowance (MA), paying appropriate movement costs to enter and leave various hexes.

3.5.3 First Player Combat Segment (Round One)

- A. All of the First Player's units in position to attack enemy units may now do so. Headquarters (HQs) and artillery units that are not adjacent to the combat may also support attacking and defending units.
- B. The attacker announces the hexes to be attacked and the attacking units, including artillery fire, air, and HQ support. The defender may then commit reserves, moving them up to two movement points (MPs).
- C. The defender also may commit air groups, HQs, and artillery fire to support defending units.
- D. After allocating all support, resolve each combat separately, calculating the odds and making modifications as appropriate for terrain, orders, and unit types.
- E. After all combat has been resolved and all losses, retreats, and advances have been carried out, proceed to the next step.

3.5.4 First Player Move Segment (Round Two)

- A. All of the First Player's units may move again where their orders allow.
- B. The amount they may move varies depending upon their orders.

3.5.5 First Player Combat Segment (Round Two)

- A. The First Player resolves another round of combat as in 3.5.3.
- B. Not all units may be able to participate, depending on their orders and what they did during the first combat round.

3.5.6 First Player Supply Segment

The First Side now checks its units for their supply status and marks those which are out of supply.

3.6 Second Player Turn

- A. The Second Player now goes through the same sequence as in 3.5.
- B. Air units that were based off board and flew missions during the First Player turn may not fly during the Second Player turn.

3.7 Game Turn Advance Phase

Move the marker along the Turn Record Track and start the next turn, unless it is the end of the game, in which case total the victory points for each side to see who won.

4.0 WEATHER

The temperature in the Kirovograd area varied between 20°F (noon January 10) to -12°F (night January 7), averaging slightly below 0°F. Morning fog was present about half the time but tended to give way to good visibility. For variety, there were days of low cloud interspersed with light snow showers. Outside of making the troops cold and keeping many of them in shelter whenever possible, the weather conditions mostly affected the availability of air cover. All rivers, lakes, streams, and swamps were frozen solid enough to bear most armored vehicles. Snow depth was no more than 8cm in most places.

- A. At the beginning of the turn the USSR rolls the die, Kirovograd

consulting the Weather Table and the Weather Effects Table.

- B. (Advanced Rule 28.0) If called for on the latter table, each side rolls a die and reads from it either the amount of air units grounded (if Light Snow Showers) or available (if Low Cloud).
- C. The coincidence of Night and Fog will have strong effects of zones of control (ZOCs) and movement.

5.0 FORMATIONS

- A. All ground units are organized into formations. Each formation is made up of an HQ unit and several combat units. The basic German formation is the division, the basic Soviet formation is the corps.
- B. All units of a formation are considered to be under the same orders.
- C. Units directly subordinate to either German Corps or Soviet Armies (or Front) must be attached to formations; they cannot act independently. When so attached they are considered to be part of those formations.
- D. Formations are important in implementing orders (6.0), providing artillery support (21.0), and providing basic supply (8.0).
- E. Under certain circumstances, units from one formation may become attached to another (6.3, 8.3.B, 21.4).
- F. Players are not required to record in writing the attachment of Corps/Army/Front units to formations, although they may do so if they wish. Such units, however, may never support more than one formation in a single game-turn.

6.0 ORDERS

6.1 In General

- A. Each side consults its Player Display during the orders segment of the turn. The Player Display contains a track with five boxes, representing the different orders that may be given to each formation: Assault, Defense, Mobile, Retreat, and Pursuit.
- B. Orders determine:
 - 1. How far and in what direction a formation's units may move in each movement round,
 - 2. Whether the units may receive air or artillery support,
 - 3. Whether and when units may initiate combat,
 - 4. What advantages they may receive,
 - 5. Whether they may trade losses for hexes retreated, and
 - 6. Whether and how far they may advance after combat.
- C. All units of a formation must operate according to the rules and restrictions appropriate to the orders they are following. See the Order Chart for summary.
- D. Formations are given orders during the orders portion of the game turn by placing their formation's marker in the appropriate box on the player's display. A formation is bound by its orders until the orders portion of the next game turn.

- E. Units of formations that have different orders may stack together; but may not jointly attack an enemy hex (14.3.D).
- F. A unit that is Out of Supply can operate under its own formation's orders or retreat orders. The owning side must decide which by the end of the Orders phase (3.3).

6.2 Order Types

6.2.1 Assault

A formation with an assault order is concentrated to attack, and is capable of hitting hard, but is also vulnerable when attacked itself. It is not set up to move fast and free, but it is well tied in with its artillery and air assets.

- A. A formation with assault orders must commit at least one of its units to attack enemy units during each friendly combat round, if at all possible.
- B. Attacks involving units with assault orders benefit from an odds column shift of one to the right on the CRT.
- C. Assaulting units may move their full MA in their first friendly move, but may not move more than two hexes during their second friendly move.
- D. Combat, defensive or offensive, that a unit with an assault order engages in may involve friendly artillery or air units (Advanced Rule 28.4).
- E. If successful in combat, assaulting units must advance one hex, if possible, but may not advance further.
- F. Strength is halved for a unit with assault orders when attacked from the rear (from either of the two hexes west of the unit if it is German or from the east if it is Soviet).
- G. Germany must expend two supply points for each German formation with assault orders. The USSR must expend three supply points to give a formation assault orders.
- H. Assaulting units may not retreat to avoid losses.

6.2.2 Defense

A formation with defense orders is considered to be dug in, with mines in front and ready to hold its position against any attack.

A unit/formation with a defense order:

- A. May move not more than one hex per friendly movement round.
- B. May attack in either combat round, but may not advance if successful.
- C. Receive a shift in the odds column by one to the left when attacked.
- D. Need not pay any supply cost unless at least one of its sub-units is involved in either offensive or defensive combat. If any sub-unit is attacked by non-artillery enemy ground combat units or makes any kind of attack, then the formation must expend one supply point per game turn, irrespective of the number of attacks.
- E. May use supporting artillery and air units (Advanced Rule 28.4) in either defensive or offensive combat.

6.2.3 Mobile

A formation with mobile orders is considered to be under

orders to move flexibly: it may move, attack, defend, or retreat, as is appropriate.

A. A unit with mobile orders:

- 1. May move its full MA in its first friendly move, and half its MA in its second friendly move.
- 2. Receives no special modifier in combat, and may advance fully after successful attacks.
- 3. May attack in only one of its friendly combat rounds. If it attacks during the first round it may not do so during the second, and vice versa. Rotate the units which attacked in the first round to differentiate them from those which can still attack in the second round.

B. German units with mobile orders may receive artillery and air support (Advanced Rule 28.4) during combat, but Soviet units may not.

Designer's Note: Experiences at Kirovograd led the Soviets a month later to attach radio-equipped forward air observers to each tank, mechanized, and motorized brigade.

- C. Formations with mobile orders may place units in reserve during the movement segment (12.3.1).
- D. Each side expends one supply point to give a formation mobile orders.

6.2.4 Retreat

A unit with orders to retreat is trying to avoid combat with enemy forces, retreating if necessary in-as good order as it can manage.

A. Units of a formation with retreat orders:

- 1. Are not obliged to move, but if they do so they must move away from enemy units. They must end their move further from enemy units than when they started.
- 2. May move their full allowance in both friendly movement rounds.
- 3. May attack if there are enemy units that prevent them from retreating, and may advance fully after combat if successful.
 - a. German units that are retreating may use air support (Advanced Rule 28.4) in offensive or defensive combat, but Soviet units may not.
 - b. Neither side may receive artillery support.
- 4. Out of Supply units operating under retreat orders must decrease the distance to a friendly HQ or supply source if possible when moving. If no such movement is possible then the unit has no movement restrictions. Distance to an HQ can be measured either in MPs (not ignoring enemy or terrain) or in absolute hexes (ignoring enemy and terrain) at the owners choice.

B. There is no supply point cost to give a formation retreat orders, even if it is involved in combat.

6.2.5 Pursuit

A formation with pursuit orders is trying to move fast to exploit a breach in the enemy front, and to gain the greatest geographical advantage while the opportunity presents itself.

- A. Units of a pursuing formation:
 1. May move their full MA during both friendly movement rounds.
 2. May attack only during the first friendly combat round, doing so with an odds column shift of two to the left on the CRT.
 3. Receive a one column shift to the right when attacked.
- B. Only German units may receive artillery and air support (Advanced Rule 28.4) in combat. Soviet units with pursuit orders may not.
- C. Pursuing units that are successful in the attack must advance after combat to their full ability.
- D. Formations with pursuit orders may place units in reserve during the movement segment (12.3.1).
- E. There is a cost of one supply point to give a unit pursuit orders.

6.3 Independent Units

Independent units that are directly subordinate to either German Corps or Soviet Armies or the Front may be considered either to have mobile orders, or to be under the same orders as those of any formation that they are attacked to, supporting, or within one hex of any unit of.

7.0 INITIATIVE

- A. After both players have assigned orders to their formations, they calculate their initiative number.
 1. Count the number of formations ordered to assault, double this number.
 2. Add the number of formations with mobile orders.
 3. Roll a die-and add to that total.
- B. Announce their totals and compare them; the side with the higher total has the initiative and will move first in the turn.
- C. If the totals are equal, roll the die again until one player has a higher total.
- D. The player with the higher total is considered to have the initiative, and is the first player for the turn.

8.0 SUPPLY

Supply consists of general supply and forward supply.

8.1 General Supply

- A. General supply involves keeping of the amount of SPs available to each side for the use of artillery units and for assigning certain orders to formations.
- B. Periodically each side receives additional SPs, which increase the amount on the supply track. During the supply delivery segment of every Night turn, adds 5 SPs to each side's supply total.
- C. During the orders portion of the game turn, reduce the amount on the Supply Track to reflect the cost of various orders assigned to formations.
- D. Supply may be required to designate reserves (12.4.E).
- E. Each time an artillery unit fires, the owning side must expend one supply point. This is done as the artillery unit fires. However if the artillery unit is unable to trace a supply line (8.2), then the unit may not fire and no supply points are used.

- F. During the enemy side's combat, if a friendly formation with a defense order is attacked, the defender must expend one supply point (6.2.2).
- G. (Advanced Rule 28.7) Expend one supply point if a unit must be supplied by air during the player supply segment.
- H. (Advanced Rule 29.0) The moving player must expend one supply point if combat occurs during armed reconnaissance.

8.2 Forward Supply

- A. Determine forward supply during the Player Supply segment. Examine each unit to determine if it can trace a supply line to a supply source, marking any unable to do so.
- B. A supply line may be no more than one move in length, and may not pass through enemy units or overlapping enemy ZOCs (13.3).
- C. Supply line length is measured in terms of clear weather night movement costs as if it were the relevant HQ or unit itself (owner's choice) moving from the HQ hex to the unit's hex.

8.3 Supply Sources

- A. The following may serve as supply sources, in order of priority:
 1. Formation HQs of the same formation,
 2. Friendly supply dumps (Germany only),
 3. A friendly airfield (Advanced Rule 28.7), or
 4. Any friendly HQ.
- B. Where a unit has to draw supply from a different formation HQ then it becomes attacked to that formation until such time as it can draw supply from its original HQ again.

8.3.1 Airfield as a Supply Source; Paratroop Supply

(Advanced Rule 28.7)

- A. For a friendly airfield to serve as a supply source, an air transport unit must fly a supply mission to the airfield.
- B. Either a unit or a formation HQ can be supplied by air.

8.3.2 HQ as a Supply Source

- A. For an HQ to serve as a supply source, it must be able to trace a line of any length to a road leading off a friendly board edge (east for the USSR; and west, north or south for the Germany, provided that a German unit was the last to occupy the road).
- B. These lines are blocked if occupied by enemy units or overlapping ZOCs (13.3).
- C. If an HQ is unable to trace a line of supply itself, it may still serve as a supply source. When it is so used however, mark it with an *Out of Supply* marker. It cannot be used further as a supply source until it can again trace a supply line (at which point remove the marker).

8.4 Effects of Being Out of Supply

- A. If a unit is unable to trace a supply line to a supply source during the player supply section, mark the unit *Cut Off*.

- B. It may function normally until it is involved in combat (attacking or defending) against non-artillery enemy ground combat units. Immediately after resolving such combat, replace the *Cut Off* marker with an *Out of Supply* marker.
- C. A unit that is Out of Supply has its combat factor halved in attack. If the unit is armored or motorized, its MA is halved.
- D. A unit that is Out of Supply can operate under its own formation's orders or retreat orders(3.3, 6.1). It may not use defend orders.
- E. Remove an *Out of Supply* marker during any friendly Supply Segment in which a unit can trace a line to a supply source.

8.5 Supply Dumps

8.5.1 On-Map Supply Dumps

- A. There are two German on board supply dumps, #1 and #2, with two tracks on the German player display to the number of supply points in each dump. Historically the dumps were located in Kirovograd and Novo Ukrainka, but they may be set up anywhere behind German lines.
- B. A dump's supply points may be used by German units that can trace a supply line to it. Dumps trace supply lines in the same manner as HQs (8.3.2.A).
- C. If a supply dump can trace a supply line to the western map edge, it may have supply points added to it during a Night turn.
- D. Supply points may also be transferred from one dump to another if a supply line can be traced between them. In this case, a supply line is a path of hexes between them, of any length, free of enemy units and overlapping enemy ZOCs.
- E. If a Soviet unit enters a hex containing a supply dump, the dump is destroyed and all supply points in it are lost.

8.5.2 Off-Map Supply Dump

- A. There is also an off map supply dump (off the west edge) that can be used to supply German units.
- B. Any German unit that cannot trace a supply line to either on-board dump may trace a supply line to the off-board dump from any road leading off the southern, western, or northern map edge (behind the starting front line).
- C. Units that are able to draw supply from an on-board dump may not use the supply points in the off-board dump.
- D. Germany may to allocate new supply points to the off-map dump, but may not do so if either on-board dump can trace a supply line to the west map edge.

8.6 Exhausting SPs

It is possible that a player may use up all available supply points. If this occurs all of the player's formations must be put on either defense or retreat orders. If, under these circumstances, a unit on defense is attacked, its formation HQ is marked Out of Supply.

8.7 Initial Supply Levels

- A. At the beginning of the game, the USSR has 100 supply

points.

- B. Germany has 60 supply points to distribute between tracks #1 and #2 (the on-board dumps) and 30 SPs in the off-board dump #3.

9.0 STACKING

Several units may be placed in a hex together. This process is called stacking.

9.1 Stacking Limit

- A. The stacking limit is one division and one brigade/regiment per hex. Two brigades or regiments are equivalent to a division.
- B. HQ and battalion-sized units stack freely.
- C. No more than one artillery unit may be in one hex.
- D. Stacking limits are in force only at the end of each movement segment, except in the case of Soviet artillery units, which cannot move through each other if both have a travelling symbol face-up.
- E. Units moving as a stack move at the movement rate of the slowest unit in the stack.
- F. Units of different formations may stack together.

9.2 Overstacking Due to Retreat

- A. Units that are forced to overstack as a result of retreat must continue the retreat until they reach a hex in which they can legitimately stack. If they cannot do so they may overstack.
- B. Overstacked units may not participate in combat, although they are affected by the outcome of any combat against their hex (17.3).
- C. Such overstacking must be rectified at the first opportunity.

10.0 TERRAIN

The Kirovograd area is fairly flat and open, consisting of broad open and rounded ridges separating streams and rivers, mostly running in somewhat sharply cut ravines, or "Balkas." The farmland was on the ridges, and the streams were lined with small farming villages, only the very largest of which are on the map. Kirovograd was a regional industrial center, with many large brick structures.

The road net in the area seems to have contained no paved roads. The railroad through Novo Ukrainka to Novo Mirgorod seems to have been working, but it has no function in the game (other than Rule 11.6).

The small wooded areas on the map were mixed forests, except the one closest to Martynosh, which was an orchard.

During the time period of the battle, the area was under a thin blanket of snow. The ground and all rivers, streams and marshes were frozen solid. In making the map for the game, a compromise had to be sought between rivers that ran along hexsides so that a unit could be clearly on one side of the river or the other, and the Balkas which required that units be in them; the Balkas won. The same terrain might reasonably be represented differently a month later when the worst spring thaw in living memory set in early in the Ukraine. But at Kirovograd the contours of the terrain had

more effect on the battle than the water that lay frozen in the low ground.

10.1 Balka and River Hexes

- A. The movement costs of Balka and River terrain are the same as moving to a hex that does not contain an extension of that Balka and/or River, so that it costs nothing extra to enter or move along a Balka or river but an extra MP to leave. These costs are not cumulative.
- B. Any hex with a partial river and/or Balka is also respectively a river and/or Balka.
- C. For defensive CRT column shift purposes, a Balka hex at a T intersection (a hex where two Balkas join) connected to both Balkas is considered to be the same Balka, so there is no column shift applicable to attacks against the central hex from the contiguous Balka.
- D. Bridges negate river crossing movement costs, but not combat effects.

10.2 Fortified Hexsides

Fortified hexsides represent strong positions dug in with overhead protection, mines, wire, and a series of somewhat interconnected strongpoints.

- A. A Soviet unit may not cross a Fortified hexside if doing so would place the unit in the ZOC of a German unit on the other side of a hex adjacent to the Fortifications. This restriction applies during movement, but not during advance after combat.
- B. If all Soviet attacks on a hex are made through Fortified hexsides, the defender receives a shift of one column to the left.

10.3 Hills

The hills shown on the map are not the sudden bumps they may appear but rather the highest point on gently sloping ground. This was enough of an advantage in this flat countryside to make these high points significant.

- A. Hills are clear terrain in terms of ZOC effects.
- B. Units defending a Hill hex receive a shift of one column to the left if all attackers are not on the same Hill.
- C. A unit on a hill does not receive a combat shift when attacked only by artillery or air units.

11.0 MOVEMENT

- A. During either friendly movement segment, a player may move all, some, or no units up to their full MA. This amount may differ depending on the orders the unit is operating under and the movement type of the unit.
- B. Units are moved from hex to hex, expending MPs to enter and/or exit each hex, until all of their MPs are used, or the player wishes to halt the unit.
- C. No unit may:
 - 1. Move more than its MA in a movement segment.
 - 2. Accumulate MPs from one segment to another.
 - 3. Use another unit's MPs.
- D. Advance and retreat after combat is not treated as movement (17.0, 18.0).

11.1 One Hex Movement Permitted

The cost to enter and leave various types of hexes is detailed

on the terrain effects chart. However, no matter what the terrain cost, a unit, may always move one hex per movement round except through Locking ZOCs(13.2).

11.2 Movement Allowance

- A. A unit's movement allowance (MA) is the figure in the bottom right corner of the counter.
- B. Soviet artillery units with a MA of zero must flip over to their travelling side in order to move (21.12).
- C. (Advanced Rule 28.3) Air units do not have a MA. They may be placed anywhere on the map the owning player chooses.

11.3 Fog Effects

Fog, whether day or night, halves available MPs.

11.4 River and Balka Movement

- A. Units moving from a River or Balka hex to a non-River or non-Balka hex must expend 1 MP to leave the hex, in addition to the cost of the hex they are to enter.
Exception: Infantry and paratroop infantry units do not pay to leave Balkas.
- B. Balka and River movement costs are not cumulative. As long as the Balka hexes are connected there is no extra cost to move from one to another.

11.5 Road Movement

- A. Units moving directly from one road hex to another pay road movement costs and ignore other terrain in the hex when moving on a road.
- B. A unit must have enough MPs remaining to pay the cost to enter a hex, so any fractional MPs left due to moving on a road are lost if insufficient to enter another hex.

11.6 Railroad

Units moving on a railroad ignore other terrain in the hex when moving along the railroad.

11.7 Ingul River

Although the Ingul River south of Kirovograd is larger than other rivers on the map it is treated no differently. Apparently it was frozen sufficiently hard for tanks to pass over safely.

11.8 Soviet Artillery

Soviet artillery units move somewhat differently from other units (21.13, 21.14).

12.0 RESERVES

12.1 Creation

- A. At any time during either friendly movement round, the phasing player may designate units as reserves by placing a Reserve marker on them (12.7.1).
- B. To be placed in reserve, a unit must be in a hex free of enemy ZOCs and within two hexes of its formation HQ.

12.2 In General

- A. A unit in reserve may be committed to action during any subsequent friendly movement or enemy combat round. When committed it is considered to have the same orders as its formation.
- B. While in reserve, a unit may move only half of its MA

and only during the first friendly movement round.

- C. Reserves committed during a second friendly movement round may move their full MA regardless of their orders.
- D. Units in reserve may not enter enemy ZOCs.
- E. If a unit in reserve is attacked by adjacent enemy ground combat units, remove the reserve marker. It is committed immediately.

12.3 Reserve Commitment

The essential advantage of having reserves for offensive commitment is to allow a unit with mobile orders to move its full MA in the second friendly movement round.

12.3.1 Offensive Reserve Commitment

- A. Declare offensive reserve commitments during a friendly movement round by specifying the reserve units to be committed and removing the markers. Those units may move and attack as desired.
- B. Only formations with mobile and pursuit orders may place units into reserve.
- C. Entering reserve ends a unit's movement for that movement round.

12.3.2 Defensive Reserve Commitment

- A. Defensive reserve commitment may take place during any enemy combat round, after the opponent has specified the attacking units and the target hexes.
- B. Reserves committed at this time may move up to 2 MPs. They may move into friendly hexes under attack if stacking limits will not be exceeded.
- C. Fog reduces a defensive reserve unit's MA to 1 MP.
- D. Reserves may also move adjacent to enemy units that are making attacks, forcing them to divert units to attack these reserves (15.2).

12.4 Reserve Restrictions

- A. A side may place in reserve:
 - 1. One stack within two hexes of its formation HQ, or
 - 2. All units of one formation that are in a hex with or adjacent to their formation HQ.
- B. No formation may use more than one reserve marker.
- C. Germany has eight reserve markers which may be used by any eight formations.
- D. The USSR receives five reserve markers, one each for the 53rd, 5th Gds, and 7th Gds Armies, and two for the 5th Gds Tank Army.
- E. If half or more of a formation's units are placed in reserve, then that formation must pay the 1 SP cost of a formation with mobile orders, regardless of the orders actually given to that formation.
- F. A formation with assault orders must still pay the higher cost however.
- G. When determining the number of units, count all the unit counters in the formation, including HQs and attached units (6.8, 8.2.2, 21.4). Any extra supply cost incurred must be paid immediately, at the time of placing half or more of a formation in reserve.

13.0 ZONES OF CONTROL

- A. All units, except air units, Soviet artillery units flipped to

their movement side and units of only 1 SP, have a zone of control (ZOC).

- B. A ZOC can extend into the six hexes surrounding a unit's hex. Whether a ZOC is exerted, and the kind of ZOC it is depends on the type of unit exerting the ZOC, whether the hex in which it is trying to exert the ZOC into contains cover (City, Town, Wooded, Balka, or Fortified), whether it is day or night, and whether there is fog. See the ZOC Chart for details.
- C. Only enemy ZOCs affect units. Friendly ZOCs never have any effect.
- D. There are three types of ZOC: Fluid, Locking, and Overlapping.
- E. The rules in this section define for the entire rules when a particular ZOC exists.

13.1 Fluid ZOCs

- A. A Fluid ZOC requires that any enemy unit leaving it must pay 1 MP above the cost to enter the next hex.
- B. A unit may move directly from one Fluid ZOC hex of an enemy unit to another Fluid ZOC hex of the same enemy unit only if the moving unit started its move in the first Fluid ZOC hex.
- C. A unit may always move from a Fluid ZOC hex of one enemy unit to a Fluid ZOC hex of a different enemy unit.

13.2 Locking ZOCs

- A. A Locking ZOC requires enemy units entering to stop and not move further in that movement segment.
- B. Units may not move directly from one locking ZOC to another.
- C. Units that begin their move in an enemy Locking ZOC may leave that hex at a cost of an additional MP if the moving unit normally has as many or more MPs than all of the enemy units exerting the Locking ZOC. It may only move to a hex free of enemy ZOCs.

Example: A motorized infantry unit may leave any Locking ZOC at the beginning of its move, but a non-motorized infantry unit could not leave the Locking ZOC of a motorized or armor unit.

13.3 Overlapping ZOCs

- A. Overlapping ZOCs occur where units in at least two hexes exert a ZOC into a third hex.
- B. Overlapping ZOCs block routes of retreat and supply.
- C. Overlapping ZOCs exerted by armored units are always treated as Locking ZOCs.
- D. Overlapping ZOCs exerted by non-armored units are always locking against non-armored units.
- E. An Overlapping ZOC exerted by armored units from one hex and non-armored from another hex is considered armored.
- F. These are the only circumstances in which ZOCs can be Locking in fog or at night.

13.4 Retreating Through ZOCs

- A. Units may retreat through non-overlapping ZOCs, but take a 1 SP loss for any kind of enemy ZOC they exit, excluding the hex they started in.
- B. There is no penalty for retreating into an enemy ZOC.

- C. Armored units can freely retreat through even Overlapping ZOCs if they are not exerted by units with an AT ability. They do not take a SP loss when doing so. (See 19.1, 19.2, and 21.8 for definitions of armored and AT units.)
- D. The effect of ZOCs on retreating units is negated by the presence of friendly units in the hex (17.4).

13.5 Restrictions on Artillery Units

Artillery units may not enter enemy ZOCs of any kind unless they are accompanied by friendly non-artillery units or unless they already occupy the hex (i.e., an enemy unit moves next to them).

13.6 One SP Units

- A. Units with only 1 SP remaining do not exert a ZOC if there is only the 1 SP in the hex. However two or more such units in a hex would exert a ZOC. Artillery units count their defense strength for this purpose.
- B. A 1-SP armor stacked with a 1-SP non-armor unit exerts an armor ZOC into the designated hex.
- C. A 1-SP armor unit stacked with multi-SP non-armor ZOC-exerting unit(s) causes the combined stack to exert both an armor ZOC as well as a ZOC of the type corresponding to the other unit(s).

13.7 Terrain Effects on ZOCs

- A. ZOCs do not extend into City or Town hexes, nor into Fortified hexes across the Fortified hexside.
- B. ZOCs extend into Balka hexes only if exerted by units in the same Balka or on Hill hexes adjacent to the Balka.

13.8 Supply Dumps and Air Strip Markers

- A. German supply dump and air strip markers (Advanced Rule 28.0) are not units and have no combat strength or ZOC.
- B. They are eliminated immediately when a Soviet unit enters their hex.

13.9 Visibility

- A. ZOCs may fluctuate according to the visibility. See the ZOC Chart.
- B. Existing a ZOC in fog costs one additional MP.

14.0 COMBAT

14.1 Mandatory Combat

- A. Combat in *Kirovograd* is basically voluntary, at the discretion of the moving player.
- B. All units in enemy ZOCs at the beginning of a friendly combat round may attack at least one hex containing enemy units exerting the ZOC.
- C. If any adjacent enemy unit is attacked, all enemy hexes exerting ZOCs into the hexes occupied by the attacking units must be attacked in some way at least minimum odds if possible.
- D. Both Locking and Fluid enemy ZOCs impose this requirement.

14.2 Voluntary Combat

- A. Artillery units may add their barrage strength to the combat total of friendly units attacking a hex within the

artillery's range. Artillery units may also add their defense strength to that of any friendly unit defending within the artillery's range (21.0).

- B. An HQ may add its strength to that of any unit of its own formation attacking or defending within four hexes of the HQ (22.0).
- C. (Advanced Rule 28.4) Under some circumstances air units may also add their strength to that of friendly units attacking or defending.
- D. Additionally, artillery and air units (Advanced Rule 28.4) may independently attack enemy units.
- E. Anti-tank brigades and higher-echelon HQs, with their strength in brackets, may not take part in offensive combat.
- F. Units adjacent to enemy units but not in their ZOC may freely attack these enemy units.

14.3 Multi-Hex, Multi-Unit Combat

- A. A hex attacked by adjacent enemy ground units must be attacked as a whole. All units defending the hex must be added to the defense total and all are affected by the result.
- B. Artillery or air units (Advanced Rule 28.4) making an attack independent of friendly ground units may select one specific unit to attack in the target hex, or may attack them together. In either case the target may not receive artillery or HQ support, except that HQ support against independent air attack is available if the target is stacked with the HQ.
- C. All defensive terrain benefits, except for a Balka, are still applicable under independent artillery or air attack.
- D. All friendly units operating under the same orders while attacking a hex must total their attack strengths and make one combined attack. If this attack leaves any defending units in the hex, other attacking units under different orders might then attack the hex (15.6). In this way a unit could be attacked more than once during a combat round.
- E. No attacking unit may make more than one attack per combat round, nor may any defending artillery unit add its defense strength to any defending unit more than once per combat round.
- F. HQs may not add their strength to that of more than one friendly hex per combat round. This means that a defending unit that was attacked several times could receive HQ support against every attack, although it could receive artillery support only once.
- G. Attacking units not in enemy ZOCs may attack or not as they choose. Thus some units in a stack might attack while others in the same hex did not. The latter would not be affected by any combat result except advance after combat.
- H. A unit or stack of units may attack several enemy hexes at the same time, totaling the defenders in both hexes and using the best available defensive terrain modifier.
- I. Some units of a stack may attack one hex while other units in the same hex attack different hexes.
- J. The requirement to attack all enemy hexes exerting

ZOCs on a player's units may be satisfied by attacking some of the hexes solely with non-adjacent artillery or air units (Advanced Rule 28.4).

14.4 Using Reserves in Combat

- A. During an enemy combat round, after the enemy has specified the attacking units and their target hexes, the defender may commit some of its reserve units.
- B. Committed reserves may move up to 2 MPs, and may be used to reinforce hexes under attack.
- C. Alternatively, by exerting ZOCs on enemy units from previously vacant hexes, reserves may force the enemy to change his plan of attack in order to allocate some units to attack these defensive reserves.

15.0 COMBAT RESOLUTION

Resolve combat by following the steps below in the order that they are listed.

15.1 Declare Attacks and HQ, Artillery, and Air Support

- A. At the beginning of a friendly combat round the attacker must specify the attacking units and their target hexes, including HQ and artillery support.
- B. At this time the attacker may commit air units to be a part of these attacks (Advanced Rule 28.4).

15.2 Defender Declares Reserves

- A. The defender may commit any desired reserves.
- B. If this places attacking units in a ZOC from a previously vacant hex, or changes the defensive strength of a hex under attack, then the attacker may reorganize the attacks on those hexes to a limited extent.
 - 1. Extra artillery, HQ support, or adjacent ground units may be committed to the attack on any hex which has been reinforced by defensive reserve commitment.
 - 2. These may either be units which had been allocated to other attacks originally, or units which had not been allocated previously.
- C. No reallocation of support to other attacks is allowed.

15.3 Defender Commits Artillery and HQ Support

The defender commits artillery and HQ units in defensive support as desired.

15.4 Attacker Advance if Dummy Units Defending

- A. (Advanced Rule 29.0) After units are committed to attack, if the target hex contains only dummy units, the attacking units may advance up to two hexes, but not through any enemy Locking ZOCs.
- B. At the end of this advance they may attack normally.
- C. Should they strike dummies again, they may advance one additional hex.

15.5 Order of Combat Resolution

- A. Resolve attacks by units with assault orders first, followed by those with mobile, pursuit, defense, and retreat orders.
- B. Units from two or more formations defending in a hex adopt the orders of the formation with the largest SP

total (not counting artillery firing in defense of the hex, owner's choice on a tie).

- C. **Example:** A mobile-orders reserve unit of 3 SPs moving into a hex containing a 2-SP unit with defend orders means the hex defends as if it was on mobile orders.
- D. Within this restriction the attacker resolves attacks in any desired order.

15.6 Determine Attack and Defense Strength

- A. The attacker sums the strengths of its units attacking a hex or group of hexes.
- B. The defender sums the defense strength in the defending hex(es), including artillery (21.0), HQs (22.0), and air units (Advanced Rule 28.4) supporting their units.

15.7 Determine Odds and Modifiers

- A. Compare the sums to arrive at a ratio, rounding the ratio down to the nearest one appearing on the top line of the CRT.
- B. Then apply appropriate modifiers for terrain, orders, and armor superiority in, shifting the column on the CRT to the right or left. See Terrain Effects Chart, Order Chart and Armor rules 19.0.

15.8 Determine Combat Results

- A. Having arrived at the final odds, the attacker rolls two dice, reading the result from the horizontal line on the CRT corresponding to the die roll.
- B. For attacks at odds of less than 1-3, roll on the 1-3 column of the CRT and subtract one from the die roll.
- C. For attacks greater than 9-1, roll on the 9-1 column.
- D. Results preceded by the letter A apply to the attacker. Those preceded by the letter D apply to the defender. In a few cases the result is in two parts, applying to both the attacker and the defender.
- E. The number immediately after the A or D, if any, is the number of SP losses that side must take (16.0).
- F. The number after the letter R is the number of hexes which that side must retreat (17.0). If the result requires both players to retreat the defender must retreat before the attacker.

Example: At 4-1 odds a roll of a 6 gives a result of A1/D1R1. This requires the defender to take a 1 SP loss and retreat one hex, and requires the attacker also to take a 1 SP loss.

15.9 Mandatory/Optional Results

- A. When an underlined result is obtained, the players have no options and must retreat if possible and take the losses specified in the result.
- B. For results that are not underlined the players do have options to convert losses into retreated hexes and vice versa.
- C. Consult the Combat Options Matrix and compare the orders of the attacker with those of the defender. Cross-referencing yields a set of four options, arranged in the same order as CRT results.
- D. The options on the left refer to Attacker's Losses and Attacker's Retreats respectively. Options on the right refer to Defender's Losses followed by Retreats. P

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stands for prohibited, O for optional and M for Mandatory. An asterisk indicates optional for Germany and mandatory for the USSR.

- E. If retreating is prohibited, a side may not retreat and must convert retreat result (in number of hexes) into SP losses.
- F. No matter what the matrix says, if a unit has nowhere to retreat, it must take all retreat results as SP losses, up to the 50% limit (16.1).

Example: If an assaulting unit is attacking a retreating unit, the options from the matrix are MP/OM. The attacker must take all retreats and losses as losses. The defender must retreat all the indicated hexes and has the option to take any losses as losses or as further hexes retreated.

15.10 Losses in Large Battles

Double the losses in from the CRT if both sides have at least 20 SPs involved in a combat.

16.0 STRENGTH POINTS AND COMBAT LOSSES

- A. When a unit takes an SP loss, place an SP marker under it, with the number 1 in the upright position.
- B. As a unit takes additional losses, rotate the SP marker is so that the 2 is in the upright position. Keep rotating the marker as the unit takes additional losses.
- C. The upright number on the SP marker is the number of SPs the unit has lost. When calculating the unit's strength, subtract that number from the unit's printed strength.
- D. Some units have strengths printed on both sides of the unit counter. When such a unit has its strength reduced to that on its reverse, remove the SP marker and flip over the unit to its reduced strength side. In this state the unit may take additional losses, which will require using an SP marker as before.
- E. When the number of SPs lost equals its original strength, remove the unit from the board, and place it in the dead pile.
- F. Remove artillery units when their SP loss equals their defense strength, except that no artillery can be destroyed until it has taken losses of at least 2 SPs.

16.1 50% Loss Limit

- A. A single combat round may not cause more than 50% losses to any unit with a strength of more than one.
- B. Ignore excess losses if they cannot be taken by other units or as retreats.
- C. A unit might even retreat through a ZOC without taking an extra SP loss in these circumstances, and would also have to take its losses as retreats where it would otherwise be prohibited by its orders.
- D. This rule takes precedence over all provisions elsewhere in these rules.
- E. A unit with a strength of one is eliminated if forced to take any losses, unless it is artillery (21.7.B, C).

16.2 Losses When Both Sides Have Armor or Anti-Tank

When a combat involves either armored or anti-tank units on both sides, all odd-numbered losses must be taken from among these units, so that the first, third, fifth, etc., SP lost **Kirovograd**

from one side's units during a combat would be from among its armored/anti-tank units. See 19.1 and 19.2 for definitions of armor and anti-tank units.

Example: A hex containing anti-tank units is attacked by, among others, enemy armored units. The defender suffers one loss and must take it from its anti-tank unit. The attacker suffers two losses, so must take the first from an armored unit and the second from a non-armored unit.

16.3 Special Armored Units

- A. Special armored units include German Tiger, Panther, Ferdinand, and special anti-tank Stuka units. They are marked with an asterisk to indicate their superior kill ability.
- B. When any of these units is involved in combat with one or more Soviet armored units (all armored types) during a day turn without fog, Soviet losses are increased. If the USSR is required to take any loss, it must take one additional loss from an armored unit per SP of special armor units engaged, up to a maximum of three extra SPs.
- C. This advantage applies even when the USSR chooses to take all SP losses as retreats. The extra losses may never be taken as retreats.
- D. The losses caused by this rule cannot exceed the 50% limit (16.1).

Example: A 4 SP Soviet tank unit with mobile orders defends against a 3 SP German special armor unit (odds of one-to-two) with mobile orders. On a roll of 11 results in D1R2. Since the Soviet unit must take a loss (per its mobile orders on the Combat Options Matrix), it also must take a further 1 SP loss due to the special armor. It must also execute the R2 retreat result, if possible, but losing no further SP since it has hit its 50% loss limit.

17.0 RETREATS

17.1 In General

- A. All retreat obligations are read in terms of hexes (not MPs) retreated.
- B. Retreating units are moved by the owning side according to the following priorities:
 - 1. Into hexes clear of enemy ZOCs.
 - 2. To end their retreat as many hexes away as possible from the enemy units they fought.
 - 3. Into unoccupied hexes.
 - 4. Into hexes where they may legally stack.
 - 5. Toward their formation HQ.
- C. As many retreat criteria should be applied as possible, subject to their priority.

17.2 Retreating Through Enemy ZOCs

- A. A unit retreating through any kind of enemy ZOC must take an SP loss for each such hex exited, excluding its starting hex.
- B. Armored units can retreat freely through even overlapping ZOCs if they are not exerted by units with an AT ability. (See 19.1 and 19.2 for definitions of armor and AT.)

- C. Retreating into, but not through, enemy ZOC causes no loss.

17.3 Overstacking Caused by Retreat

- A. Units retreating in violation of stacking must retreat until they may stack legally.
- B. If this is not possible then they may overstack, but if the other units in the hex are forced to retreat later that combat round, the overstacked units are destroyed.
- C. In no event may overstacked units participate in combat, but they are affected by all combat results against their hex.

17.4 Retreating Through Overlapping ZOCs and Enemy Units

- A. Units may not retreat through enemy units or through overlapping enemy ZOCs (13.3).
- B. Friendly units, but not their ZOCs, negate enemy ZOCs for purposes of retreat, so that overlapping ZOCs no longer prevent retreat. The SP loss for exiting an enemy ZOC is also negated.

17.5 Retreating Stacks

Units stacked together may be retreated in different directions, within the restrictions of 17.1.

17.6 Attacker Retreats

- A. Retreating attacking units must retreat as if the defending hex were still occupied, even if all defenders have been destroyed or retreated.
- B. If an attacking unit is required to retreat one hex but instead opts to take an SP loss and the defender's hex has been vacated, it may advance and occupy it.

17.7 Retreat Next to Friendly HQ or Artillery Unit

- A. If a unit retreat is adjacent to a friendly HQ or artillery unit, the owning player may retreat the HQ and/or artillery unit with the retreating unit.
- B. HQs and artillery units that so retreat may not:
 1. Provide support for any other friendly unit.
 2. Exercise this option to retreat if they have provided support already in the combat round.
- C. An HQ or artillery unit must retreat in such a way as to remain in the same relationship to the retreating unit's hex as when they first came adjacent.
- D. More than one HQ/artillery unit may be displaced by retreat in this fashion.
- E. Soviet artillery units with a MA of zero must be in travelling mode to exercise this option.

18.0 ADVANCES

- A. If the defender vacates a hex, either by retreat or unit elimination, a non-retreating attacker may advance and occupy the hex.
- B. Only the attacker may advance after combat.

18.1 Effects of Orders on Advances

- A. Attacking units with assault orders must advance if possible, but may advance only one hex.
- B. Attacking units with pursuit orders must advance the full amount possible.

- C. Attacking units with defend orders may not advance after combat.

18.2 Effect of Defender's Retreat

- A. If allowed to advance their full amount, attacking units may advance as many hexes as the defending unit retreated.
- B. If a defender is eliminated in a hex the attacking unit(s) may advance as appropriate, allowing for how many SP the defender lost.

Example: A Soviet defender of 2 SPs on mobile orders suffers a D3R3 result, allowing the attackers an unrestricted four-hex advance (as long as at least one attacking unit entered the defender hex).

18.3 Effects of ZOCs on Advances after Combat

- A. Units may not advance out of hexes in locking enemy ZOCs. An attacker may leave a locking ZOC only if the unit is leaving from and the locking ZOC is adjacent to the defender's hex.
- B. Units may advance out of only one hex in an enemy fluid ZOC.
- C. In both cases the hex originally occupied by the defender is not counted for this purpose.

Example: A unit advancing after a unit that retreated four hexes could normally advance four hexes, but only three hexes if the second and third hex entered contained a fluid enemy ZOC, and only two hexes if the second hex were a locking ZOC. If the second hex contained a fluid enemy ZOC but the third contained no ZOC, then it could advance the full four hexes.

18.4 Allowable Path of Advance

- A. As long as at least one unit advances as far as possible along the path of hexes followed by each retreating unit, all other advancing units may follow any path they choose.
- B. This alternative path may be in a completely different direction, and may include a withdrawal to consolidate the front line.

18.5 Advance by Non-Attacking Units

- A. In addition to units involved in an attack, other units which did not attack may advance if they were stacked with the attacking units or if they were in hexes adjacent to attacking units and not in any kind of enemy ZOC.
- B. These units may advance as many hexes as the attacking units do, provided that their orders allow it.
- C. This rule permits second-line units to advance, but only if the attacking units themselves actually advance.

18.6 Effect of Stacking Limits on Advances

Units may not advance in violation of the stacking rules.

18.7 Time of Advance

An advance after combat must be performed immediately after the enemy units vacate the defended hex and before any other combat is resolved.

19.0 ARMOR AND ANTI-TANK

19.1 Armored Units

- A. All units bearing the oval symbol in any form on their counter are considered armored units. These include tank, assault gun, armored reconnaissance, armored infantry, armored artillery, and armored HQs.
- B. Motorized infantry and artillery are not included. Although they have an armored silhouette on their flip side, they do not bear an oval symbol.
- C. Mechanized infantry exert only armor ZOCs. They do not exert non-armor ZOCs.

19.2 Anti-Tank Units

- A. Certain units are considered to have an anti-tank ability. These include all armored units, all anti tank units, all artillery except rocket and mortar units, and all formation HQ units.
- B. Any unit or stack of units receiving HQ support is considered to be an anti-tank unit in the combat rounds only, but not for ZOC purposes.

19.3 Only One Side with Armor

When only one side in a combat has armored units, then that side receives a column shift, right for the attacker or left for the defender.

19.4 Attacker Has Armor, Defender Has Armor or Anti-Tank

- A. If the attacker has armored units and the defender has armored units and/or anti tank units (anti-tank units, artillery units, and/or HQ support), the attacker may receive a shift only if the number of armored SPs is at least double the number of armored and/or anti-tank SPs defending.
 - 1. Tank units count all their SPs as armored.
 - 2. Anti-tank units count all of their SPs as anti-tank.
 - 3. All other units with armored or anti-tank abilities are considered to have one SP of armor/anti-tank strength, no matter what their current strength.*(Exception: 21.11.A)*
- B. Anti-tank strength is parenthesized to indicate that it may not be used in attacking.

Example: Two mechanized brigades with a total strength of ten, but only 1 SP each of armor, attacking a panzer regiment with a strength of 5, would produce a shift of one to the left, since the panzer regiment has double the tank strength of the two brigades. That makes the odds 3-2.

19.5 German Armored Units

Certain German armored units have special combat abilities (16.3).

20.0 ENGINEER BRIGADE

- A. The 14th Engineer Brigade of the Second Ukrainian Front is a combat unit.
- B. When it is involved in an assault against city hexes or across fortified hexsides, the engineer unit negates the defensive terrain shift.
- C. If the defender benefits from both city and fortifications, the engineer negates only one shift.
- D. If the attacker is obliged to take losses in an attack in

which engineers used their ability to negate a defensive terrain shift, the first loss must be taken by the engineer brigade.

- E. If both tanks and engineers are used in an attack that calls for attacker losses, the tanks take the first loss and the engineers the second loss.

21.0 ARTILLERY

Artillery units may participate in combat against non-adjacent hexes. This represents the artillery firing shells at the target hex. It may be done against any target within range.

21.1 Calculating Range to the Target

The range to a target attacked is counted from the artillery unit to the target, counting the target hex but not the artillery's.

21.2 Calculating Range for Defense

Count the range to add an artillery unit's defense strength to a friendly defending unit from the artillery unit to the defending unit's hex, counting the latter but not the former.

21.3 Expending Supply

- A. When firing, each artillery unit requires the expenditure of one supply point. This expenditure is required every time an artillery unit:
 - 1. Uses its barrage strength, even if attacking an adjacent hex, and
 - 2. Uses its defense strength to support another unit.
- B. Artillery does not expend supply to defend itself or when conducting AA fire (Advanced Rule 28.11).

21.4 Supporting Same/Different Formations

- A. Artillery units are restricted to supporting units of the same formation if the artillery is organic to that formation, or to the same Soviet Army or German Corps if the artillery is assigned there.
- B. Artillery may support any formation if all other units of its own formation have been eliminated.
- C. No artillery unit of either side may support more than one formation in the same game turn.

21.4.1 German Transfer of Artillery among Formations

- A. Germany may transfer the artillery of one formation to another, but only at the beginning of the first German movement round of a turn. While this need not be announced, it must be recorded and available for the other player to examine if it appears that the artillery use is getting too flexible.
- B. This also means that if the Soviets have initiative, German divisional artillery will only be able to support its own division during that turn.

21.4.2 Soviet Restrictions on Transfer

The USSR may never transfer artillery from one army to another.

21.5 Observing Targets

- A. Units of the same formation as an artillery unit may observe targets for that artillery to strike.
 - 1. Observation range is one hex for units on the

ground and two hexes for units on a hill.

2. During night and fog turns, units can observe only hexes into which they can exert a ZOC.

- B. Targets outside of the ranges above are unobserved.

21.6 Attack Strength on Unobserved/Observed Targets

- A. Artillery units may attack unobserved targets at full strength if supporting a formation with assault orders.
- B. When under other orders artillery attack unobserved targets at half strength.
- C. Against observed targets they use their full strength when under any orders.
- D. Such attacks use the normal combat procedure.

21.7 Losses; Defense Strength

- A. Artillery units do not suffer losses in combat unless they are in the same hex as the attacker or defender, or are themselves defending.
- B. When attacked, artillery units use their defense strength to calculate the odds, but strength losses are deducted from the artillery's barrage strength.
- C. Until an artillery unit is destroyed, its defensive strength remains the same. It is eliminated once its losses (from its original strength) are equal to its defense strength, except that it takes two SP losses to destroy artillery with a defense strength of one.

21.8 Limitations on Support

- A. Artillery units that are themselves attacked by adjacent enemy units may not provide defensive support to some other friendly hex.
- B. Artillery units stacked with units that are attacking a hex may participate in combat against that hex only.

21.9 Inherent AT Strength

Artillery units, but not rocket or mortar units, are considered to have one point of AT strength but only in combat with adjacent hexes (19.4).

21.10 Reduction during Night/Fog

Artillery units, whether firing independently or adding their offensive or defensive strength to friendly units, have their strength halved at night and in fog (non-cumulative).

21.11 German Artillery Units

- A. German armored artillery units participating in combat against non-adjacent hexes do not count as armored units for the purposes of Rule 19.4.
- B. German artillery units, move are available for combat like other units, and may fire even if they moved in the immediately-preceding movement round.

21.12 Soviet Artillery

Soviet divisional artillery is abstracted into the strength of the rifle divisions. It was primarily light field guns, with 25% howitzers, and also including some heavy mortars. While capable of striking targets at ranges similar to those of German artillery, they were used almost solely for support of their own divisions. The Soviet artillery in the game represents those artillery brigades attached directly to armies or to the 2nd Ukrainian Front. These were large units,

and less flexible in their application than their opposite numbers.

- A. When the USSR wishes to move an artillery unit with a face-up MA of zero, flip it over to its traveling side, which displays its MA and a silhouette. There is no cost in MPs to flip the unit, which may now move normally.
- B. It may only flip back to its firing side during a subsequent daytime friendly movement round clear of fog. (Visibility is necessary to register the guns).
- C. Units may not move in the round they flip back to their firing side.
- D. A flipped unit defends as if it were not flipped.
- E. There are few Soviet artillery units that due to their better mobility may move and fire in precisely the same manner as German artillery. These are rocket brigades, light artillery brigades (L), and the heavy mortar brigade (M). These units have no travelling side.

21.13 Restrictions on Entering Enemy ZOCs

Artillery units may not move into hexes in enemy ZOCs of any kind unless accompanied by friendly non-artillery units.

22.0 HEADQUARTERS

- A. HQ units, like artillery, may participate in combat against non-adjacent hexes.
- B. HQs represent a good deal more than just a formation's leadership and signaling facilities. They also represent many units too small to include in the counter mix, including such things as artillery, rocket, assault gun, anti-tank, anti-aircraft, engineer, and other specialist regiments and battalions. Supply units and the formation's rear echelon are also somewhat represented by the unit.
- C. When an HQ unit supports another unit in combat, it is not just firing shells over a distance, but directly reinforcing a unit and also giving it extra leadership.

22.1 HQ Supporting Range

- A. An HQ unit may add its strength to any unit or stack of units of the same formation within four hexes, counting the hex of the unit receiving the support but not the HQ's hex.
- B. There must be no enemy units or locking ZOCs in the hexes between the HQ and the supported hex.

22.2 Limitations on Support

- A. If an HQ unit is under attack from an adjacent enemy unit; it may not support friendly units in other hexes.
- B. HQ support may be given to only one friendly unit or stack per combat round.
- C. A HQ's strength may not be split.

22.3 Losses

A HQ may take losses from any combat it supported, even if it is not in an adjacent hex.

22.4 Armored and Anti-Tank Support

- A. Armored HQs are considered to be armored units and the support they provide is considered to be armored.
- B. Non-armored HQs are considered to provide anti-tank support, even to non-adjacent units.

22.5 Direct Combat by HQs

HQs may participate in combat directly like any other unit if so desired and suffer no special penalty in doing so.

22.6 Supporting Same/Different Formations

HQs may support another formation only if all other units of their own formation have been eliminated.

22.7 German Corps and Soviet Army HQs

- A. German Corps HQs and Soviet Army HQs are not part of formations and may not provide support to other combat units.
- B. These higher HQs do represent staff and communications facilities and allow a player to issue orders. If a friendly higher HQ is destroyed, the formations subordinate to it may either continue the orders they have, or may take defend or retreat orders. This condition continues until the end of the next complete turn when the HQ may be brought back into play on any friendly map edge.
- C. When involved in combat, these HQs may not in the next turn alter subordinate formation orders nor may subordinate formations be assigned to or removed from such HQs in that next turn.

22.8 Formation Assignment to Higher HQs

A formation may be assigned to any higher-level HQ (at the start of a side's first movement round).

23.0 NIGHT

Alternate turns are night turns during which units' movement and combat capabilities are somewhat restricted.

23.1 Effects of Night on ZOCs

ZOCs are reduced in effect during night turns (ZOC Chart).

23.2 Restrictions on Traveling Soviet Artillery

Traveling Soviet artillery units may not be flipped to their firing sides at night.

23.3 Artillery Strength Halved

At night, halve the strength of artillery units, whether firing independently or adding their offensive or defensive strength to friendly units.

23.4 Observation Range Reduced

Observation range for artillery fire is limited at night (21.5).

23.5 German Armored Units with Special Abilities

German armored units with a superior kill ability lose that ability during night turns (16.3).

24.0 REINFORCEMENTS

- A. Only Germany receives reinforcements. These units include the 3rd SS Panzer Division, the GrossDeutschland Panzer Division, Korps Gruppe A, and the 905th Ferdinand Battalion (47K).
 - 1. The first three formations arrive through any road leading off the southern map edge behind German lines.
 - 2. The 905th Battalion arrives similarly on the northern map edge.
- B. The arrival time of these units is variable, so that neither Kirovograd

side, particularly the Soviets, can be sure when they will arrive.

- C. The 5th SS Viking Panzer Division enters the game only in the event of a rapid Soviet advance across the north map edge.

24.1 Determining Arrival of Reinforcements

- A. Germany secretly rolls one die separately for each reinforcement at the beginning of the game, cross-indexing the result with the reinforcement schedule. Place the reinforcements in the appropriate box on the German Turn Record Track.
- B. The reinforcements likelihood are likely to arrive when they did historically, but there is also a chance that they will arrive sooner or later, and possibly even stronger.
- C. (Optional) To increase the uncertainty for Germany, instead of rolling for each reinforcing formation at the beginning of the game, roll 905th Battalion at the beginning of January 6 Day turn, 3rd SS Panzer Division on January 7 Day, GrossDeutschland Panzer Division on January 7 Night, and Korps Gruppe A on January 9 Night.

24.2 Entry Hexes Blocked by Soviet Units

If the USSR has units blocking all reads leading on to the board from the relevant board edge, reinforcing units may enter in any clear terrain hex within three hexes of a road. If that is impossible, Germany may bring the reinforcements on map from the west map edge.

24.3 Reductions for Soviet Units Exiting Map

For every complete tank or mechanized formation the USSR exits off the western or southern map edge, Germany must deduct one panzer division out of reinforcements that have not yet entered the map.

24.4 Terrain Costs to Enter Map

- A. Reinforcements pay the usual terrain cost for the first and each subsequent hex entered when coming on to the map.
- B. Reinforcements do not have to line up behind one another, with each stack expending additional MPs for movement behind the units that entered earlier.

24.5 Entry during Movement Round; Dummy Units

- A. Reinforcements are brought on to the map during the German movement round.
- B. If so desired, reinforcements may be withheld from the map, and dummies entered in their place (Advanced Rule 29.0).

24.6 Entry of Viking Division

- A. If the USSR moves any unit within three hexes of the line of fortifications that stretches from the northern map edge to the hill south of Kanizh before January 8, then Germany rolls one die to see if any units of the 5th SS Viking Panzer Division enter, and their turn of entry.
- B. If any Soviet unit actually crosses this line, any reinforcements Germany rolls are available without delay.
- C. If activated, it enters by any road or rail road leading off the north edge of the map behind German lines.

- D. Any Viking Division unit Germany does not receive is not otherwise available.

Die roll	Reinforcements	Turn of Entry
1	None	N/A
2	None	N/A
3	Recon	Next turn
4	Recon, Wal, Nr	Turn after next
5	Recon, Panzer, Wal, Ger	Next turn
6	All	This turn

25.0 REPLACEMENTS

25.1 In General

- Only the USSR receives replacements. These replacements represent mostly damaged tanks returned to action after repair.
- On the January 10 daylight turn, the USSR receives 10 replacement points (RPs) of armor, provided that the city of Kirovograd is completely clear of German units and a line free of German units and ZOCs can be traced from it to the eastern map edge.
- All RPs need not be used on January 10, but may be saved until a more opportune time.

25.2 Using Replacements

- RPs may be used to raise the strength of any Soviet tank unit that is at least two hexes from the nearest enemy unit.
- A unit expends its entire MA to be strengthened with replacements.
- A unit gains SPs from using RPs on a one for one basis.
- No unit may receive RPs after it has been built up to its full strength.

26.0 SETUP

Players may either set up according to the historical situation or use a free set up option.

26.1 Free Setup

- Each player rolls one die to determine who sets up first, the player with the higher die roll setting up second.
- Historically both sides had a pretty good idea of what the other side was up to except that the Germans had misplaced the location of the Soviet 7th Mechanized Corps and were unsure of the location of the 29th Tank Corps. The Soviets were probably likewise unsure of the location of the 3rd Panzer Division. These confusions can be simulated through use of dummies, which may be set up anywhere a player chooses, on or anywhere behind friendly front lines (Advanced Rule 29.0).

26.2 Historical Setup

- The setup positions for German Divisions and Soviet Corps are drawn on the map.
- The respective formations must be set up so that their lines are completely covered by units or ZOCs. All additional units of those formations must be set up on or behind those lines.
- German Corps and Soviet Army and Front units may be set up anywhere on or behind the lines of their respective formations. (The 47th Pz Korps' 905th Btn. is

a reinforcement.)

- D. The USSR sets up first.

26.3 Other Setup Rules and Restrictions

- Units may be set up in enemy ZOCs.
- (Advanced Rule 29.0) Dummies and units back-printed with a tank symbol should set up with their tank showing.
- (Advanced Rule 30.0) Germany must record the location of his hidden units.
- (Advanced Rule 28.0) Air units on the player display air bases begin in the ready box.
- All units must be set up within stacking limits.
- The USSR begins the game with 100 supply points.
- Germany begins the game with a total of 60 supply points to distribute between its two supply dumps, plus 30 supply points in its off-board supply track.
- Before starting the first game turn, both players may designate some of their units as reserves (12.7).
- Germany may determine when reinforcements are due to arrive (24.1).
- In both the free and historical setups, all units of the same formation must set up within six hexes of one other. This restriction does not apply to German Corps units or to any Army/Front units.
- Germany may place airfield and supply dump markers anywhere behind its own lines, unless Advanced Rule 30.0 is in use.

27.0 VICTORY CONDITIONS

The battle of Kirovograd basically ended in a draw, with the Germans perhaps having a slight edge, since the Soviets failed to achieve the objective set for the operation. However the Soviets did gain some territory, including Kirovograd, and both sides took heavy losses. If the four divisions encircled in Kirovograd were not annihilated, they were nonetheless badly ripped up, as were all of the Soviet mechanized corps and some of the infantry involved. Similarly the other arm of the attempted encirclement, the 1st Ukrainian Front, was foiled by German panzer counter-thrusts. However the outcome of the battle was to set up the German salient, reaching the Dnepr between Manev and Losovok, which was to become the Korsun pocket within a few short weeks.

- To determine the winner, both sides total their victory points (VPs) and compare totals at the end of the January 16 turn. The side with the higher total wins, and the size of the difference between the totals determines the scope of the victory.
- VPs are awarded according to the following schedule:

VPs	Condition/Event
1	Per eliminated enemy infantry SP
2	Per eliminated enemy armored SP
3	Per eliminated enemy artillery SP, HQ SP, or air point
2x value	Per enemy unit totally destroyed
5	For holding Korovograd*
+10	USSR taking Korovograd* before Jan 9
+15	USSR taking Korovograd* before Jan 8

VPs	Condition/Event
+20	USSR taking Korovograd* before Jan 7
10	For holding Novomirgorod
15	For holding Novo Ukrainka
* This is to give Germany an incentive to try to hold the city, even at the risk of being encircled there. Historically, Hitler issued an order to hold the city.	

- C. A town/city is considered to be Soviet held if it is free of German units and is occupied by a Soviet unit or is clearly behind Soviet lines. It must also be possible to trace a continuous path of road hexes free of German units and ZOCs from it to the eastern map edge. If these conditions are not satisfied, the town/city is considered to be held by Germany.

ADVANCED RULES

28.0 AIR MISSIONS

- A. Each side has eleven air units, totaling about 400 aircraft per side. These air units may carry out various missions, to attack ground targets, fight other air units, or supply friendly forces on the ground.
- B. The possible air missions include ground attack, escort, combat air patrol, supply, and transfer. The units capable of each are specified in the Allowable Missions by Aircraft Type Chart.

28.1 Basing

- A. Air units can be based either on the Air Base Box on the player display or, in the case of Germany, on the board.
- B. Germany can base up to three air units on the board. These units are not set up on the board but rather on the player display in the box corresponding to their location on the board. (See Hidden Units Rule 30.0.)
- C. No more than one air unit may be based on each on-board airstrip, but an unlimited number of air units may be based on the player display air base.

28.2 Sorties

- A. Units based in the player display air base box may make a maximum of one sortie per game turn. There are two player-turns to each game turn, and each air unit may operate in just one round of one of them.
- B. Air units based on-board may sortie once each player turn (twice per game turn).
- C. Air units may sortie if:
1. They are based in the *Ready* Box or on-board; and
 2. It is a day turn without fog (**Exception:** 28.12.A); and
 3. They are not prevented from doing so by other weather conditions (4.0.B).
- D. When an air unit returns from a sortie, it returns to the *Unready* Box on the player display air base (if based off board).
- E. Units based on board may return to the strip they flew from or to the *Unready* Box.
- F. Move all air units from the *Unready* Box to the *Ready* Box at the end of each game turn.

28.3 Air Commitment

During the Air Commitment portion of each player turn, Kirovograd

both players may commit their air units to the board to carry out various missions. Beginning with the player whose player turn it is, alternate committing one air unit or stack of two units at a time, until neither side has -any more units it can or wishes to commit.

28.3.1 Mechanics

- A. Commitment is performed by placing the air unit(s) in a hex on the board. This commitment may be either to a hex in which to perform a mission or to a formation.
- B. If committed to a formation, the air units are stacked on board with a formation HQ.
1. During any combat round these air units may be committed anywhere in the HQ's formation's area if it is a Soviet HQ or within the area of the HQ's formation or those of this formation's immediate neighboring formations. Interpret this loosely but reasonably.
 2. German air units on the board may be considered to support any German formation on the board, and thus can be committed during any combat round.

28.3.2 Restrictions

- A. Only air units based on-board or on the *Ready* box may be committed.
- B. The maximum number of air units that can be stacked together is two air units. Any number of stacks may be committed to the same hex provided that each stack contains no more than two units.
- C. While no more than two air units may be stacked together for purposes of air combat, there is no limit to the number of air units that may perform the same mission in the same hex.

28.3.3 Ground Attacks

- A. Ground attacks may be made either during the air commitment portion of the player turn (after all CAP movement and air-to-air combat is resolved), or during the first combat round.
- B. They may also be withheld until the second combat round.
- C. Stack withheld units with the German Division or Soviet Army in whose sector they will be active.
- D. Leave them there during the first round of movement and combat.
- E. In the second round place them in the hexes in which they will be active.
- F. The sector in which withheld German air units may be active includes Divisions adjacent to the Divisional HQ they are stacked with.
- G. If either side withholds CAP units, then commitment, CAP movement, interception, and combat resolution must occur again at the beginning of the second combat round. If no CAP is withheld, proceed with alternate placing of withheld ground attack units.

28.4 Ground Attack Missions

28.4.1 In General

- A. Ground Attack missions are flown by placing the air unit

or stack in an enemy occupied hex to be attacked and adding the ground attack strength of the air unit to that of other friendly units attacking the hex.

- B. Air units may also attack targets alone.
- C. Similarly they may be placed on a defending hex to add their ground attack strength to the strength of the defending unit.

28.4.2 Procedure

- A. Before an air unit or stack can attack a ground target, it must undergo anti-aircraft fire (28.11).
- B. If a hex is attacked by independent ground attack, (that is, by air units alone), the defending stack may not receive artillery or HQ support.
 - 1. An HQ unit in the target hex may still contribute to the defense.
 - 2. All defensive terrain benefits, except for Rivers and Balkas, are still applicable.
 - 3. Units adjacent to fortified hexsides do receive that benefit.
- C. When resolving an air attack on ground units, attacking air units ignore all attacker losses and retreats on the CRT.

28.5 Escort Missions

Escort missions are flown by placing a fighter unit in a stack with a unit carrying out a ground attack mission. This provides some protection to the ground attacking unit from enemy interception (28.10.2).

28.6 Combat Air Patrol (CAP) Missions

- A. CAP missions are performed by placing the fighter unit(s) in a hex.
- B. After all air units have been committed by both sides, the players alternate moving any of their CAP units or stacks up to four hexes to place them in the same hex as enemy air units. In Light Snow Showers weather, this distance is reduced to two hexes.
- C. After all such movement has taken place, resolve air to air combat (28.10), with the player whose player-turn it is going first.

28.7 Supply Missions

- A. Supply missions are used either to land supplies on an on-board air strip to make it a functioning supply source, or to para-drop supplies in order to put one unit or stack of units in supply (8.2.3, 8.5).
- B. To perform a Supply mission, place a transport unit directly on the hex to receive the air drop.
- C. In the case of flying supply to a hidden air strip, specify that the air unit is performing that mission (Hidden Unit Rules 30.0). However if there is a Soviet CAP unit within range of the air strip the transport must be placed on the board, and the air strip marker must be revealed.

28.8 Transfer Missions

- A. For Germany to move an air unit directly from an on-board air strip to the *Unready* box, or from the *Ready* box to an on-board air strip, it is necessary to perform a transfer mission. Simply move the air unit from one

place to the other.

- B. If the air strip from or to which the air unit is going is within range of a Soviet CAP unit, the transfer may only take place after all CAP movement is finished, and only if not attacked by enemy CAP.

28.9 Interception

- A. After all air commitment is completed, CAP units may move up to four hexes to enter the hexes of enemy air units (two hexes in Light Snow Showers). If an enemy CAP unit enters a hex containing one or more friendly CAP units, at least one friendly CAP unit in that hex must stay in the hex to fight. It may not make CAP movement.
- B. Resolve all air-to-air combat for any hex containing air units of both sides where at least one side has units with a CAP mission.

28.9.1 Multiple Interceptors

- A. If one air unit or stack is intercepted by several air units and/or stacks, the interceptors attack with one unit or stack at a time. Follow the procedure of 28.10 each time.
- B. If there is no effect from the attack then the defenders may hit back at the attackers, after which the next interceptor unit or stack may attack the defenders and so forth.
- C. Subsequent attacks by the remaining interceptor units are at the option of the intercepting player.

28.9.2 Resolution

- A. If a unit with a ground attack mission is attacked by an enemy CAP unit but is neither forced to retreat nor take losses, it may be used normally to carry out its mission (28.4).
- B. Any CAP unit involved in air-to-air combat must immediately return to its base as soon as combat is completed, as must any other unit that suffers a combat result in air-to-air combat.

28.10 Air to Air Combat

To resolve air combat in a hex, remove the air units from the hex, noting the hex. Line up the units of each side in a clear portion of the map.

28.10.1 Procedure

- A. Starting with the player whose player turn it is, alternately pair one CAP unit off against an enemy air unit or stack of units, until there are no more CAP units left to pair off.
- B. If a CAP unit has an enemy CAP unit paired off with it before it gets to do the same, it may not do so must remain with the pair it is in.
- C. As long as there are enemy CAP and escorted stacks available to pair off with, friendly CAP units may not pair off with any other enemy air units.

28.10.2 Combat Resolution

- A. Each pair resolves combat, with the unit that made the pairing attacking first. If no loss result is produced the enemy air unit(s) may now counterattack the attacking unit(s), itself now becoming the attacker.

- B. Compare the total of the air-to-air factors of the attacker with the defender's air-to-air total to yield a ratio, and use the CRT as usual, ignoring all results to the attacker.
- C. If an escorted group is attacked, add the escort's air-to-air strength when determining the odds.

28.10.3 Retreats

If a unit retreats, it must immediately return to base. It may not perform its mission.

28.10.4 Losses

- A. Losses are taken with SP markers.
- B. An air unit's strength is its strongest printed strength, whether air-to-air or air-to-ground.
- C. Its weaker strength remains constant as the unit takes losses.

Exception: The German Fw190 unit has both its air-air and air-ground factors reduced simultaneously.

28.11 Anti-Aircraft Fire

- A. Before an air unit or stack can attack a ground target, it must undergo anti-aircraft fire (28.11.1). HQ and artillery units perform anti-aircraft fire using the 1-1 column on the CRT.
 - 1. If anti-aircraft fire results in a loss to the air units, the air units take their loss like any other unit, and return to base without attacking.
 - 2. If the air units suffer no loss in this attack they may attack freely.
- B. Other ground units may fire anti-aircraft if there are at least 3 SPs remaining in the hex. They fire using the 1-3 column on the CRT.
- C. To fire AA at enemy air units, the AA firing unit must be one of:
 - 1. In the hex being attacked by the enemy offensive ground support air units; or
 - 2. Adjacent to and attacking the hex in which the defensive air is supporting units are deployed.
- D. In no case do ground units suffer if the result causes retreats or loss to the attacker while performing anti-aircraft fire.
- E. The number and strength of the units performing anti-aircraft fire has no further effect. Thus, an HQ stacked with an artillery unit would still use the 1-1 column.
- F. In the case of an air unit providing defensive support, use the strongest anti-aircraft strength of any of the attacking units. So if an attacking unit were a HQ unit, or had HQ support, or were an artillery unit adjacent to the defending unit, the 1-1 column would be used. Otherwise use the 1-3 column, unless there are fewer than 3 SPs total attacking.
- G. Anti-aircraft fire, even by artillery, does not require the expenditure of supply points.

28.12 Restrictions

- A. No air units except the Soviet night bomber unit (Po-2) and units on supply or transfer missions may fly at night.
- B. No air missions of any kind may be flown in fog. (This restriction will loom large in the mind of the German

player, wondering whether it is best to transfer air units from on board air strips to the safety of the player display before the T-34s come by to visit.)

29.0 DUMMIES

Each side is provided with a limited number of dummy markers, which are marked with a motorized/armored unit symbol on the reverse and have "DUMMY" on the front. These represent deliberate misinformation, accidental misunderstanding,, exaggeration, pessimism, snow flurries and distant noise, and a commander's gnawing doubts.

Research seems to indicate, as well as logic suggests, that the enemy's motorized and armored formations are the hardest to keep track of. Both sides were repeatedly surprising each other with the sudden appearance of tank corps or panzer divisions where they were least expected, while also spending considerable time and sweat reacting to threats that somehow failed to materialize.

29.1 Deployment

Dummies deploy and move exactly like normal motorized units. They have no ZOCs, even in the hex they occupy, and may not intentionally enter enemy ZOCs unless the hex is occupied by real friendly units.

29.2 Restrictions

- A. Dummy units may not take part in combat in any way.
- B. If exposed by armed reconnaissance (29.8) or attacked by adjacent ground units or air units, immediately remove them from the map.
- C. Dummies may not attempt armed reconnaissance or attack other dummies.

29.3 Returning to Map

Any dummy removed from the map may be brought back into play the next friendly movement round simply by placing the dummy on any friendly unit and moving it from there. It is appropriate for the opposing player to leave the board when this is being-done. Dummies are there to drive your opponent crazy; use them wisely.

29.4 Revealing Dummies

- A. In conjunction with dummies, all motorized units, except non-armored artillery, have a tank silhouette on their reverse. Deploy all such units with the silhouette showing.
- B. When these units take part in any sort of combat, other than being -independently attacked by enemy artillery, flip them over to reveal their identity and strength.
- C. A defending stack or unit that includes units with a tank silhouettes showing is flipped over after the attacker has announced how the attack will be organized.
- D. Tank silhouettes may always be voluntarily flipped over at any time the owning player wishes.

29.5 Required Revealing of Soviet Units

- A. A Soviet unit with a tank showing must be flipped over if it moves adjacent to any town or city hex, or is searching for hidden German units (30.0).
- B. Ignore towns and cities that have previously been

moved through by a Soviet unit.

29.6 Losses

- A. When motorized units take losses, place SP markers under them like other units.
- B. It is a legitimate ruse to place SP markers under dummy units.

29.7 End of Combat Round

After all combat in a combat round is finished, flip over all motorized units of both sides again to the tank side.

29.8 Armed Reconnaissance

During a friendly movement round, a side may challenge an enemy occupied hex, on the presumption that it contains only dummy units. To do so, move a unit or stack of units adjacent to the enemy hex and declare the conducting of armed reconnaissance.

29.8.1 Only Dummies Present

If there are only dummies in the hex, the owning side removes them and the moving side may continue moving that round.

29.8.2 Combat Units Present

If the hex contains enemy combat units that exert a ZOC of any kind, the moving unit(s) must make an immediate attack upon the hex. No matter the outcome of the attack, the moving unit(s) may not move further this round, although they may attack again in the combat round.

29.8.3 Support

Air, artillery, and HQ support is not available to either side during armed reconnaissance attacks.

Exception: Defending units with Defend orders may use artillery support.

29.8.4 Supply Cost

- A. If actual combat takes place, each armed reconnaissance costs an additional supply point, irrespective of the orders the units have.
- B. There is no supply cost for simply revealing dummies.

30.0 HIDDEN UNITS

At the beginning of the Kirovograd battle, the Germans had the XLVII Panzer Korps HQ in Lelekova, the 8th Army HQ in Novomirgorod, supply dumps in Kirovograd and Novo Ukrainka, and airstrips at Novo Ukrainka, Zlynka, and near Kirovograd. During the course of the battle, raids by Soviet tank brigades overran one of the airfields, smashing up the Stukas on it, and overran part of the HQ of the Panzer Korps in Mali Viski where it had displaced to. The Soviets had no exact knowledge of the whereabouts of these German rear echelon units, and it was quite possible for them to completely miss such an establishment unless they happened to drive right through it. In a wargame, however, it is easy to look at the board and see, aha, there's a counter sitting in that village, let's send a tank brigade over to see what it is.

30.1 Record Locations of Hidden Units

During setup, Germany must record the exact hex location of its three Army and Corps HQ units, its two on-board supply

dumps, and its three on-board airfields.

30.2 Revealing Hidden Units

- A. Hidden units are revealed and placed on the mapboard only when a Soviet unit moves adjacent to them.
- B. If a hidden airfield is revealed, place any air units based there on the map.
- C. To reveal hidden German units, a Soviet unit must be face-up. Units with tank symbols showing cannot reveal anything.

30.3 Soviet Occupation of Supply Dump or Airfield

Supply dump and airfield markers have neither strength nor stacking value, and are automatically destroyed together with any supplies or air units they contain if their hex is occupied by a non-dummy Soviet unit.

30.4 Revealed HQs

- A. Hidden HQs that are revealed may be attacked like any other unit.
- B. They may not themselves attack, but may move normally.

30.5 Initial Location

- A. Supply dumps and hidden HQs must initially be in a town or city hex behind German lines.
- B. Airfields must initially be positioned adjacent to, but not in, a town or city hex behind German lines.
- C. Supply dumps and airfields may never move.

30.6 Hiding Revealed HQs

- A. Revealed HQs may again become hidden if they can reach another town or city hex not adjacent to a Soviet unit in a single movement round.
- B. The move is not actually carried out on the board. Germany simply removes the unit from the map, records its new location, and informs the USSR of what is occurring.
- C. Germany always has the option to reveal voluntarily its hidden HQs and move them on the map. Germany may however change their location without revealing them by flowing the same procedure above (30.6.A).
- D. HQs must be placed on the map if they end a movement round not in a town or city hex.

30.7 Displaying Air Units for On-Board Airfields

When Rule 30.0 is in use, the placement of air units in German on-board airfields is indicated by placing them in the appropriate box on the German player display.

31.0 SHORTER SCENARIOS

31.1 Scenario 1: Opening Moves

- A. This scenario covers the first three days of the battle, January 5-7.
- B. Use the historical setup option (26.2) in conjunction with this scenario.
- C. The Soviet supply track contains only 70 supply points.
- D. Do not use the German off-board supply dump.
- E. The USSR's objective is to take Kirovograd and hold it at the end of the January 7 night turn. There must be no German units in Kirovograd, and the Soviets must be

able to trace a supply line from the eastern board edge to Kirovograd.

- F. Total VPs as usual. The player with the higher total wins, but the USSR can win only by holding Kirovograd.
- G. If the USSR has the higher VP total, but not the city, or vice versa, the game is a draw.
- H. If Germany has both the higher VP total and has at least one unit in any condition still in Kirovograd, or if the USSR has not been unable to move any units into the city, then Germany wins.

31.2 Scenario 2: Endgame

This scenario begins with the January 9 Day turn, and ends on the January 16 Night turn. This represented the last Soviet attempt to crack the German line.

31.2.1 Set Up

- A. Units in each listed formation must be set up to cover all indicated hexes with unit or ZOCs.
- B. The numbers in the *SP Losses* column indicate the number of SPs lost by each formation. These losses must be shared among units of the formation so that no unit may have more than 2 SPs of losses until all units of the formation have at least a 1 SP loss.

31.2.2 Soviet Setup

- A. All Army level tank units (53rd, 5th Gds, and 7th Gds) have been destroyed.
- B. All other units of armies must set up behind or stacked with the units of the formations of that army.
- C. The two front units may be allocated to any army.
- D. The Soviets have 25 supply points to start.
- E. They may place up to three dummies within ten hexes of 18th Tank Corps behind German lines.
- F. Soviet units set up on or east of their lines.

Formation	SP Losses	Locations
48th Rifle Corps	-1	2901, 2902, 2903, 2904
75th Rifle Corps	-3	2804, 2805, 2806
5th Gds Mech Corps	-6	2708, 2709, 2710
7th Mech Corps	-8	2910, 2810, 2811, 2912
32nd Gds Rifle Corps	-9	3111, 3112, 3113, 3114
33rd Gds Rifle Corps	-6	3015, 2916, 2917, 3017, 3118
35th Gds Rifle Corps	-3	3320, 3420, 3520, 3620, 3721, 3820
8th Mech Corps	-8	2614, 2515, 2516, 2616
67th Mech Brigade	-2	1509
18th Tank Corps	-3	2419, 2519, 2520, 2618, 2619, 2620, 2718, 2719, 2720, 2820
29th Tank Corps	-7	3019, 3120, 3220, 3321
24th Gds Rifle Corps	-4	3922, 4021, 4121, 4221, 4321, 4420, 4520
25th Gds Rifle Corps	-1	4719, 4819, 4919, 5019, 5119, 5219, 5320

31.2.2 German Setup

- A. Germany has lost one on-board supply dump and one airfield, both at Kirovograd.

Kirovograd

- B. German on-board and off-board dumps contain 12 SPs and 18 SPs, respectively.
- C. All rear area (dumps, HQs, and air fields, as well as dummies) are set up as per usual.
- D. XLVII Panzer Korps has taken 2 losses from its assault gun battalions.
- E. All other corps assets for both corps may be placed anywhere behind or on the front lines of any of the divisions of that corps.
- F. German units set up on or west of their lines:

Formation	SP Losses	Locations
320th Infantry Div	-1	2501, 2502, 2503
11th Panzer Div	-4	2504, 2505, 2506
3rd Panzer Div	-2	2507 2508 2509 2610
10th Panzer Grenadier Div	-6	2611, 2612, 2513
376th Infantry Div	-6	2413, 2414
14th Panzer Div	-4	2415, 2416
3 units of 3rd SS Panzer**	0	2922, 2921, 3020, 3121, 3221
3 units of 13th Panzer Div	-3	
GrossDeutschland Panzer Div	0	3325, 3324, 3423, 3424, 3425
13th Panzer Div minus three units	-1	4324, 4423, 4523
2nd Panzer Div	-3	
384th Infantry Div	-1	4820, 4921, 5020, 5121, 5220, 5321, 5420
Korps Gruppe A	0	4628, 4629
*No panzer regiment (neither battalion) is available at start.		
**The rest of 3rd SS Pz enters the map from any road on the southern map edge the first German turn of the scenario.		

31.2.3 Victory Points

VPs, including those scored as a result of losses sustained before the scenario begins, are counted as per usual.

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