

Demyansk Pocket

1. INTRODUCTION

Demyansk Pocket is a game depicting the Soviet offensives in late 1941 / early 1942 attempting to pinch off and destroy the German units occupying the Demyansk Pocket located south of Leningrad. Extreme tenacity coupled with an unprecedented air-supply effort enable the trapped Germans to hold on until they could break out. The airlift which sustained the German units inside the Demyansk Pocket caused Hitler to mistakenly believe that surrounded forces like this could always be supplied by air, a conclusion that was to cost German dearly at Stalingrad later in 1942.

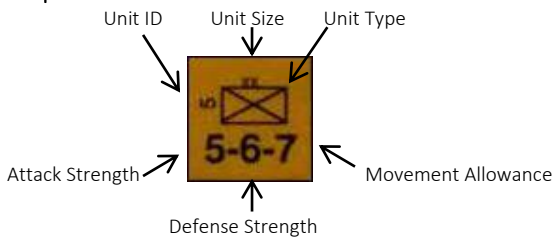
2. GAME COMPONENTS

Demyansk Pocket includes a rules booklet, a map and a set of game counters. If any components are defective, please return them for prompt replacement. You will also need a six-sided die and a marker for the turn record chart.

2.1 Counters

The counters represent military units that look part in this action. Soviet regular army units are brown, Soviet Guards units are red, and Soviet Navy units are white with red lettering. German army units are gray-blue, German Luftwaffe units are gray, and German Waffen SS units are black with white lettering. The Soviet player controls all Soviet units (army, Guards and navy), and the German player controls all German units (Army, Luftwaffe and Waffen SS). The diagram below explains the information on the counters.

Sample Units



Unit type. The kind of troops the counter represents.

Attack strength. Measures a unit's ability to attack; higher numbers are stronger.

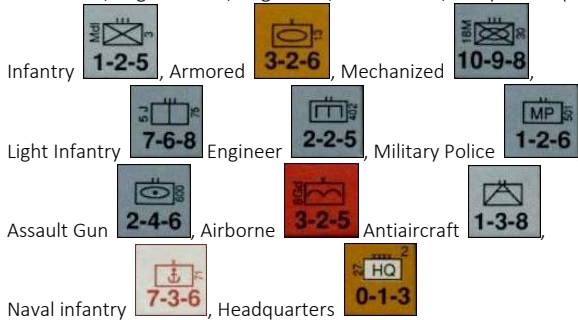
Defense strength. Measures a unit's ability to defend itself from attack; higher numbers are stronger.

Movement Allowance. Determines how far a unit may move.

Unit Size and identification. Included for historical interest. Some unit identities are important when setting up the game, but otherwise have no effect. Division numbers are on the left side of the counter, regimental and brigade numbers on the right.

Symbol Summary

Battalion : I, Regiment : III, Brigade : X, Division : XX, Army : XXXX (HQ)



2.2 Map

The map is divided into hexagons (called hexes) which define the unit's positions like squares on a chessboard. The map also shows important terrain like airfields, roads, towns, fortifications, rivers and forests etc. The terrain Effects Chart (TEC) more fully explains each type of terrain.

2.3 Scale

Each turn represents approximately five days of actual time. Each hex is approximately four kilometers across. Units represent battalions, regiments, brigades, divisions and army headquarters.

3. SEQUENCE OF PLAY

Demyansk Pocket includes two scenarios, each a complete game. Each game turn is divided into phases, each of which must be played in the exact order given. All actions in one phase must be completed before another may begin.

1) German Reinforcement Phase - The German player receives reinforcement units and rolls the die to determine whether his trapped units are supplied (see Rule 7.2). He does not have to roll for supplies on the first turn.

2) German mechanized Movement Phase - All German mechanized and assault gun units may move.

3) German Combat Phase - All German units may attack.

4) German Movement Phase - All German units, including mechanized and motorized units moved in Phase 2, may move.

5) Soviet Reinforcement Phase - Soviet Player receives reinforcement units.

6) Soviet Headquarters Movement Phase - All Soviet Headquarters units may move.

7) Soviet Combat Phase - All Soviet units may attack.

8) Soviet Movement Phase - All Soviet units, except Headquarters units, may move.

4. ZONE OF CONTROL

Each unit exerts a zone of control into the six hexes surrounding it, including hexes occupied by enemy units. Enemy zones of control have important effects on movement, combat, retreat and reinforcement.

Movement - A unit entering an enemy zone of control must immediately stop in that hex.

Combat - Units may not end their retreat in an enemy zone of control. If forced to do so, they are eliminated instead.

Retreat - Units required to retreat as a result of combat may not enter zones of control, but for purposes of retreat only the presence of a friendly unit in a hex negates the effect of an enemy zone of control in that hex.

Reinforcement - Units may not enter play in an enemy zone of control (see Rule 9.1).

5. MOVEMENT

Units are moved only during the movement phase of each turn. Movement works the same way in each phase. Each unit has a movement allowance, composed of movement Points. Unit spend movement points for each hex they enter, depending on the kind of terrain in the hex. In a phase the player moves some, all or none of his units which qualify (for example, only German mechanized units may move in the Mechanized Movement Phase). Units move one at a time, in any direction, or combination of directions. A unit may always move at least one hex in a movement phase.

5.1 Restrictions

A unit may never enter a hex containing an enemy unit (except Soviet Airborne brigades, see Rule 8.2). If a unit doesn't have enough movement points remaining in its Movement Allowance to enter the next hex, then it may not move any further in the current phase. A unit may enter a hex containing a friendly unit, but there can only be one unit in the hex at the end of the current movement phase.

5.2 Zones of Control

A unit which enters an enemy zone of control must immediately stop in that hex. German units may leave Soviet zones of control, with some penalties (see Rule 7.1), but Soviet units may not leave German zone of control.

5.3 Stacking

Unlike some other wargames, only one unit may occupy a hex in Demyansk Pocket. There is no "stacking" of units allowed.

6. COMBAT

In each player's combat phase, his units may attack adjacent enemy units. Attacking is always voluntary. First the attacking player announces his battles : which units will attack and which enemy are the object of the attack(s). A battle is an attack on one enemy units by any or all of the units which are adjacent to that unit. A single unit may attack only once per turn, and a single enemy unit may be attacked only once per turn. Once battles have been announced, they may not be changed.

Battles are resolved one at a time, in any order that the attacking player desires, using the following procedure :

- 1) Total the attack strengths of all attacking units
 - 2) Modify the defense strength of the defending unit according to the terrain in the hex it occupies
 - 3) Total the defense strengths of all defending units, dropping all fractions, to get an odds level as given on the Combat results table (CRT). For example, a strength of 16 attacking a strength of 4 yields odds 4:1, while 15 attacking 4 is only 3:1.
 - 4) Modify the odds for combined Arms (see Rule 6.4), German Divisional Integrity (see Rule 6.5) or Soviet Paratroopers (see Rule 8.2). Only one of these may be applied in any given attack.
 - 5) Roll one dice and consult the Combat Results Table.
 - 6) Apply the result immediately.
 - 7) If the defending unit is no longer in the hex (eliminated or forced to retreat), one of the attacking units may advance into the vacated hex.
- When all battles are resolved, the combat phase is over.

Maximum and minimum odds - Attacks taking place at less than 1:1 odds are not allowed. Attacks taking place at greater than 6:1 are treated as 6:1.

6.1 Terrain Effects

Terrain affects combat by modifying the defender's defense strength. Refer to the Terrain Effects Chart (TEC) for the exact effect of each kind of terrain on combat.

River : Defender doubled if all attacking units are attacking across river hexsides.

Terrain Effects Chart (TEC)

Terrain	MP to enter	Defense
Clear	1	None
River	+ 2 MP to cross	x 2
Woods	2	x 2 (infantry only)
Rough	3	x 2
Town	1	x 2
City	1	x 2 (no DR)
Fortification	1	x 2
Airfield	1	None

Where more than one terrain modifier may affect combat strength, such as an infantry unit fortified in a rough terrain hex, the maximum modification of the defender's strength is triple.

6.2 Fortifications

German units in fortification hexes are doubled in defense.

Soviet zones of control do not extend into fortification hexes.

As a result, German infantry units (only) may move from one fortification hex to another, provided that fortification hexes are adjacent, even if there is a Soviet unit adjacent to them.

At the end of each German movement phase, each fortification hex must be occupied by a German unit, to the extent that all available German units are used for this purpose. If a Soviet unit enters a fortification hex, that hex immediately loses its special defensive abilities and the German no longer has to attempt to garrison it.

6.3 City and town fighting

Units occupying city hexes (Demyansk & Staraya Russya) are doubled in defense and may ignore all "DR" combat results.

Units in town hexes are also doubled in defense, but they are affected by all combat results.

6.4 Combined Arms

Whenever friendly armor, assault gun or mechanized units participate in the same attack with infantry units, the odds used to resolve the attack are raised by one. For example, a 1:1 attack may be resolved at 2:1 odds when friendly armor and infantry are cooperating.

6.5 German Divisional Integrity

Whenever all units of the same German division are participating in the same attack, the odds by which the attack is resolved are raised by one. If a German division has lost one of its original component units, it no longer has divisional integrity. Note that several German divisions (18th Motorized 10-9-8, SS Totenkopf 4-3-6, 5th Jaeger 7-6-8) only have two regiment and are eligible for the integrity bonus if both participate in the same attack. These modifiers Combined Arms and German Integrity are not cumulative.

6.6 Combat Results

AR1, AR2 : Attacker retreat. All attacking units retreat the indicated number of hexes (1 or 2).

EX : Exchange. All defending units are eliminated, and attacking units who attack strength are equal to or greater than the modified defense strength of the defending unit are also eliminated.

NE : No effect

DR1, DR2, DR3 : Defender retreat. All defending units retreat the indicated number of hexes (1,2 or 3).

DE : Defender eliminated. All defending units are eliminated.

Combat Results Table (CRT)

	1-1	2-1	3-1	4-1	5-1	6-1
1	AR2	AR1	EX	DR1	DR2	DR3
2	AR1	NE	NE	DR2	DR3	DR3
3	EX	EX	DR1	DR2	DR3	DR3
4	NE	NE	DR1	DR3	DR3	DE
5	DR1	DR1	DR2	DE	DE	DE
6	DR2	DR2	DR3	DE	DE	DE

Attacks at less than 1:1 may not occur.

Attacks greater than 6:1 are treated as 6:1.

6.7 Retreats

Units forced to retreat as a result of combat must move away from their former position by the defending player. The retreating unit must move the indicated number of hexes away, ignoring terrain costs, and may not enter an enemy zone of control while doing so. For purposes of retreat only, the presence of a friendly unit in a hex negates enemy zone of control in that hex. If forced to move into an enemy zone of control, the retreating unit is eliminated immediately. Units may retreat through hexes occupied by

friendly units but may not end their movement in a hex occupied by a friendly unit. If the only retreat route available forces the defending unit off the map, it is removed from the map and may not return, but it is not counted as destroyed for purposes of victory points (see Rule 9.3). If a unit is unable to meet these conditions, it is eliminated.

7. SPECIAL RULES

7.1 German Withdrawals

German units (only) may move out a Soviet zone of control. This is an exception to the zone of control and movement rules. German units may move out a Soviet zones of control during their movement phase by spending half of their movement allowance to leave the Soviet-controlled hex. After they leave the Soviet-controlled hex that they were just occupying, German units may move normally, but they may not enter another Soviet-controlled hex in the same movement phase.

7.2 German Supply Determination

During the fighting for the Demyansk Pocket, the German forces trapped in the pocket were supplied exclusively from the air. The German player must use the following procedure to determine if his forces inside the pocket are in supply for the current turn.

1) During the German reinforcement phase, the German player must roll a single die. (On the first turn, the units inside the pocket are automatically supplied). If the number rolled is even (1, 3 or 5), then all forces in the pocket are in supply for the current turn. If the number rolled is odd (2, 4 or 6), forces inside the pocket are out of supply in the current turn.

2) If the German forces are out of supply, the German player must roll a single die : this is the number of Soviet units that German forces in the pocket may attack in the current turn.

3) All German forces inside the pocket may defend normally if out of supply, but they have their movement allowance halved. German forces outside the pocket are considered to be in supply at all times.

4) If a Soviet unit occupies, or was the last to occupy the Demyansk airfield, then the German units still inside the pocket are permanently out of supply until a German unit recaptures the airfield. At that point the German player may again roll for supply.

If at any time the German units inside the pocket succeed in establishing a path of hexes free of Soviet units or their zones of control to German units near the West side of the map, then all the German units in the pocket are automatically assumed to be in supply. When this happens, the German player does not have to determine if the units in the pocket are in supply. Any time the Soviet player cuts the German units from the West map edge, the German player must resume supply determination. If German units from the western forces enter the pocket and are isolated there, they suffer the same penalties as the units which began the game there. Supply problems within the pocket are not solved by leaving the perimeter Line - the supply effects are applied to all the units which begin the game in the pocket or are later trapped there, even if the pocket expands.

7.3 German Continuous Front

The German player must maintain a continuous line of hexes occupied by German units or their zone of control from the North edge of the map to the South edge of the map at the start of the game (along the Start Line) and at the end of the German Movement Phase. Presence of Soviet unit will negate zone of control for purposes of forming this line.

8. SPECIAL UNIT SUMMARY

8.1 Soviet Headquarters Units



The Soviet player has several headquarters (HQ) units whose presence determines whether Soviet units may attack, and whether they may move up to their full capability. Each headquarters has a defense strength of one and has no attack strength (0-1). Each headquarters also has a command radius which represents the distance in hexes in all directions over which it may control Soviet units. As long as a Soviet unit inside the command radius of a headquarter unit, it may function normally in all respects. The presence of German units and/or their zone of control does not negate the command radius of a Soviet headquarters unit.

Soviet units which begin the combat and/or movement phase outside the command radius of a headquarter unit attack at half strength and have their movement allowance reduce by one. As soon as they move back into a headquarter's command radius, they may function normally.

8.2 Soviet Parachute Drops



During the fighting for the Demyansk Pocket, the Soviet Army tried to drop two brigades of paratroops into the pocket in an effort to breach the

German defenses. These attempts failed and the paratroops were overwhelmed.

The Soviet player has two parachute brigades available for airdrop, which are held off the map. The Soviet player may bring these units into play during the Soviet Reinforcement phase. The Soviet player must place each of these units in clear-terrain hexes unoccupied by German units, or in any hex with a German unit which is adjacent to another Soviet non-parachute unit. The brigades must land within the pocket perimeter. If a parachute brigade lands on a German unit, the Soviet player rolls one die. If the number rolled is a 5 or 6, the brigade survives and adds its strength to that of any other Soviet units attacking the German unit upon which it has landed. The odds in the attack shift one in favor of the Soviet player. If any number is rolled, the parachute brigade is immediately eliminated.

Soviet parachute brigades landing in clear hexes adjacent to German units do not need to roll for survival, but may attack in the upcoming Soviet Combat Phase. Parachute brigades may only be air-dropped once. The Demyansk airfield is considered clear terrain. If a parachute brigade is dropped in a hex containing or adjacent to the German anti-aircraft battalion, it is immediately eliminated.

Starting on Turn 3, at the Soviet player's option, the two brigades may enter the game as normal reinforcements from any hex on the East edge of the map. Once the parachute brigades enter play, they are treated as infantry.

8.3 German Light Infantry



Two German regiments are light infantry, (5th Jaeger 7-6-8). It only costs one movement point for these units to enter woods hex. They are treated as infantry in all other respects.

8.4 German Mechanized Units



German units eligible to move during the Mechanized Movement Phase and for combined arms modifications when attacking together with infantry are the two regiments of the 18th Motorized Division (10-9-8) and the two regiments of SS Totenkopf Division (4-3-6), plus the 600 Assault Gun Battalion (2-4-6).

9. GAME SET UP

9.1 Reinforcement

During the course of the game both players receive additional units as reinforcement, German units along the West edge of the map and Soviet units along the Eastern edge, with the two Soviet parachute brigades possibly coming by air. Except for air-landed paratroops, reinforcements may not enter the game in a hex occupied by an enemy unit or in an enemy zone of control.

9.2 Scenario I "Trapped I"

This scenario simulates the German "Operation Bridgebuilder" in which the objective was to relieve the pocket by establishing a link with the German forces in the pocket.

Scenario Length : 10 turns

Initial Set-Up : First the German player sets up his units inside the pocket perimeter. After the Soviet player sets up all his initial forces. After the Soviet player has completed his initial set-up, the German player deploys his units West of the Start Line.

German

Initial German Forces : Deploy all of the following units inside the pocket perimeter; one German unit must be deployed in each fortification hex :
3 x 4-4-8 / 4-5-8 / 3-4-6 / 3-3-6 / 3 x 2-3-6 / 3 x 3-5-7 / 4 x 3-4-7

SS Totenkopf Divisions : 2 x 4-3-6

600 Assault Gun Battalion : 2-4-6

Engineer Battalion : 2-2-5



Place the MP unit (1-2-6) in Fedorovka and the anti-aircraft unit (1-3-8) in any hex adjacent to the airfield.



Deploy the following units West of the Start Line, one unit must be placed in Staraya Russya and another in Ramushevo :

3 x 5-5-7 / 3 x 4-5-8 / 2 x 4-4-7 / 4-4-8

Jaeger Divisions : 2 x 7-6-8

18th Motorized Divisions : 2 x 10-9-8

German Reinforcements : German reinforcements appear only on the West map edge.

Turn 3 : 3 x 2-3-6 / 2 x 3-5-6 / 4 x 3-4-7

Turn 4 : 3 x 5-5-8 / 2 x 5-5-6 / 5-6-6

Turn 6 : 5 x 1-2-5

Soviet

Initial Soviet Forces : Deploy headquarters units in the following locations not adjacent to the Start Line or the Pocket Perimeter Line.

HQ 0-1-3 within two hexes of Staraya Russya

HQ 0-1-4 within three hexes of Rosino

HQ 0-1-4 anywhere in the northeast quarter of the map at least three hexes from the Pocket Perimeter Line.

HQ 0-1-4 within three hexes of Vatulino

HQ 0-1-5 within five hexes of Kalitkina

The Soviet player must cover each hex on the Soviet side of the German Pocket Perimeter with a unit or zone of control. The Soviet player does not have to cover each hex on the Soviet side of the Start Line with unit or zone of control.

Deploy the following units outside of the perimeter and east of the Start Line
8-10-8 / 5-6-7 / 2 x 6-6-8 / 5-6-8 / 4 x 5-5-8 / 6 x 5-5-7 / 3 x 4-5-7

4 x 5-2-7 / 5 x 6-3-6 / 6-3-7 / 4 x 7-3-6 / 3 x 3-2-6

Of above units, place on or north of the hex-row occupied by Demyansk : 11 infantry divisions (4-5-7 / 5-5-7 / 5-5-8 / 5-6-7), 2 tank brigades (3-2-6), 7 infantry brigades (5-2-7 / 6-3-6 / 6-3-7 / 7-3-6). Place the remainder (7 infantry divisions, 7 infantry brigades, 1 tank brigade) on or south of the hex-row occupied by Demyansk.

Soviet Reinforcements : Both Soviet airborne brigades are available to air drop on Turn 2 and may be dropped on any turn after that time (see Rule 8.2).

Turn 2 : 2 x 3-2-5

Turn 3 : 5-5-8 / 2 x 5-5-7 / HQ 0-1-5

Victory Conditions :

The German player must establish a line of hexes free of enemy units or their zone of control from the units in the pocket to the west map edge in order to win. Any other result is a Soviet Victory.

Special Rule : The Soviet player must place at least three units in woods hexes adjacent to the Start Line from the hex directly east of Ramushevo to the hex directly west of Kalitkina. Also, the Soviet player must place at least three units in and/or adjacent to Rosino.

9.3 Scenario II "Campaign Game"

This scenario does represent a continuous simulation of the battle for the Demyansk Pocket. Instead, it simulates important actions while the pocket existed and ignores the many Soviet attacks which were beaten off without affecting the area held by the Germans. Both sides use the same initial forces, set up and reinforcement schedules as in Scenario I.

Scenario Length : 18 turns

Special Rules :

- 1) Any undestroyed units of the German 18th Motorized Division must be withdrawn by Turn 10. Any undestroyed units of the German SS Totenkopf must be withdrawn by Turn 14. Commencing with the turn marked for their withdrawal, these units may not attack enemy units.
- 2) German units which begin the game in the pocket may not move west of the continuous front before the end of the Turn 10 unless the continuous front has reached them.
- 3) After Turn 10 the German player no longer must garrison each fortification hex he still holds.

The player having the largest total number of victory points (VPs) at the end of the game is the winner. Victory points are awarded according to the following schedule :

- 1) The Soviet player receives 3 VPs for each German non-infantry unit destroyed in combat.
- 2) The Soviet player receives 1 VP for each German infantry unit destroyed in combat.
- 3) Any German unit east of the continuous front at the end of the game is considered destroyed and VPs are awarded as above;
- 4) The Soviet player receives 1 VP each time the German player fails to have a continuous front at the end of the German Movement Phase.
- 5) The Soviet player receives 1 VP for each turn after the indicated turn with withdrawal that enemy element of a German withdrawing division is still on the map.
- 6) The German player receives 2 VPs for each unit ending the game in or west of the continuous front.