DESTRUCTION of Army Group Center
THE SOVIET SUMMER OFFENSIVE, 1944

1.0 INTRODUCTION
2.0 GENERAL COURSE OF PLAY
3.0 GAME EQUIPMENT
3.1 The Game Map
3.2 The Playing Pieces
3.21 Sample Unit
3.22 Summary of Unit Types
3.23 Definition of Terms
3.3 Game Charts and Tables
3.4 Game Equipment Inventory
3.5 Game Scale
4.0 THE SEQUENCE OF PLAY
4.1 The Game-Turn
4.2 Sequence Outline
4.3 Game Length
5.0 MOVEMENT
5.1 How to Move Units
5.2 Movement Inhibitions and prohibitions
5.3 Terrain Effects
5.4 Mechanized Movement
6.0 ZONES OF CONTROL
6.1 Units with Modified or No Zone
6.2 Entry and Exit Movement Point Costs
6.3 Combat Effect
6.4 Retreat Effects
6.5 Supply Effects
6.6 Fortifications
7.0 STACKING
7.1 Movement: Effects
7.2 Combat Effect
7.3 Stacking Position and Unit Types
7.4 Russian Railhead Units
8.0 COMBAT
8.1 Which Units May Attack
8.2 Multiple Unit and Multi-hex Attacks
8.3 Combat Odds Calculation
8.4 Effect on Combat Strengths and Resolution
8.5 Voluntary Reduction of Odds
8.6 Advance After Combat
8.7 German Battlegroups
8.8 Combat Results Table
8.81 Explanation of Results
8.82 How to Retreat
9.0 SUPPLY
9.1 Supply Sources
9.2 Judging Supply
9.3 Supply Effects
9.4 Blocking Supply Lines
9.5 Russian Railhead Units
10.0 GERMAN REINFORCEMENTS
10.1 When They Arrive
10.2 Turn Record Reinforcement Chart
11.0 RUSSIAN CONTINUOUS LINE
12.0 VICTORY CONDITIONS
12.1 Unit Elimination
12.2 Russian Continuous Line
12.3 Scoring the Game
13.0 GERMAN OPTIONAL UKRAINE REINFORCEMENTS
14.0 HOW TO SET UP AND PLAY THE GAME
14.1 German Fortified Lines
14.2 Russian Fortified Line
14.3 Fortified and Garrison Cities
14.31 Fortified Cities
14.32 Full Garrison Cities
14.33 Partial Garrison Cities
14.4 Initial Unit Placement
14.41 Setting Up: the continuous line
14.42 Deploying Russian Railhead Units
14.43 German Deployment and Restrictions
14.44 Russian Deployment
14.5 German Slow Response (Hitler’s Stand Fast Order)
14.6 Orders of Battle
15.0 THE SCENARIOS
15.1 Historical Scenario
15.2 Sane Historical Scenario
15.3 Limited Withdrawal Scenario
15.4 Maximum Withdrawal Scenario
16.0 DESIGN CREDITS

[1.0] INTRODUCTION
Destruction of Army Group Center is a simulation on a corps/division level of the Russian Summer Offensive of 1944 on the Eastern Front. Historically this offensive destroyed one entire Nazi Army Group, and prevented large transfers of men and equipment to the newly formed Western Front where the Anglo-American forces were expanding their beachhead in preparation for the August Breakout. The game covers the first twenty days of the offensive, during which all the decisive action took place. There are several scenarios, depicting a variety of likely possibilities, from the historical one through various degrees of German preparedness and “sanity.”

[2.0] GENERAL COURSE OF PLAY
Destruction of Army Group Center is basically a two-player game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another, each unit...
expend a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP: The 22" x 28" mapsheet portrays the area of Western Russia and Poland in which the actual 1944 campaign took place. A hexagonal grid is superimposed upon the mapsheet to regularize the movement and position of the playing pieces.

[3.2] THE PLAYING PIECES: Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the various units of the opposing armies that were available in the campaign. The opposing forces in each of the varying Orders of Battle are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the Players sort their units by type and color, and keep them segregated. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces.

[3.21] SAMPLE UNIT

<table>
<thead>
<tr>
<th>Organization Size Symbol</th>
<th>Unit Type Symbol</th>
<th>Unit Designation</th>
<th>Combat Strength</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td>XXX</td>
<td>X</td>
<td>Mechanized Infantry</td>
<td>4-8</td>
<td></td>
</tr>
<tr>
<td>XX</td>
<td>XX</td>
<td>Armor</td>
<td>5-8</td>
<td></td>
</tr>
<tr>
<td>XX</td>
<td></td>
<td>Cavalry (Russian only)</td>
<td>3-5</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ski Infantry</td>
<td>1-5</td>
<td></td>
</tr>
</tbody>
</table>

[3.22] SUMMARY OF UNIT TYPES

Mechanized Units:

Armored Infantry

Non-Mechanized Units:

Infantry

[3.23] DEFINITION OF TERMS

Combat Strength is the basic attacking and defending power of a unit quantified in Combat Strength Points. Movement Allowance is the basic movement ability of a unit quantified in Movement Points; in most cases a unit expends one Movement Point of its total Movement Allowance for each hex entered.

[3.3] GAME CHARTS AND TABLES: Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the Combat Results Table, the Turn Record Reinforcement Chart, and the Terrain Effects Chart. Each of these is fully explained where presented.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of The Destruction of Army Group Center should include the following parts:

- One Game Map
- One set of Game Rules
- One set of die-cut counters

NECESSARY EQUIPMENT NOT SUPPLIED WITH THE GAME

In order to Play Destruction of Army Group Center Players will need a single die. Dice can be purchased in most variety stores, or can be scavenged from old games. Alternatively, dice may be purchased from SPI at a cost of $1.00 for twenty.

[3.5] GAME SCALE

Each Game-Turn represents two days real time. Each hex is equivalent to 16 kilometers (10 miles) in distance.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Destruction of Army Group Center is played in turns called Game-Turns. Each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of three Phases. The Player whose Player-Turn is in progress is termed the Phasing Player. Each Game-Turn proceeds as follows:

[4.2] SEQUENCE OUTLINE

A. FIRST PLAYER-TURN (Soviet Player-Turn)

1. Initial Movement Phase. The Phasing Player may move all of his units in any direction up to the limit of their Movement Allowance within the restrictions outlined in the Movement rules.

2. Combat Phase. The Phasing Player may attack Enemy units adjacent to Friendly units at his option; combat is resolved as outlined in the Combat rules.
3. Mechanized Movement Phase. The Phasing Player may again move his Mechanized units. This movement is in addition to movement in the Initial Movement Phase. Non-mechanized units may not be moved during this Phase. Mechanized units are distinguished from non-mechanized units by their type symbol.

B. SECOND PLAYER-TURN (German Player-Turn). Repeat Phases 1 through 3 for the German Player, who becomes the Phasing Player, and moves his own units.

C. GAME-TURN INDICATION. The Game-Turn marker is advanced on the Game-Turn track, signaling the start of a new Game-Turn.

[4.3] GAME LENGTH
Repeat steps A through C for ten Game-Turns. At the end of the tenth Game-Turn, the game is over, and Players' performances are evaluated in terms of the Victory Conditions.

[5.0] MOVEMENT

GENERAL RULES:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. During each Friendly Movement Phase, each unit may be moved as many or as few hexes as the Phasing Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase nor transferred from unit to unit.

PROCEDURE:
Move each unit individually, tracing the path of its movement through the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not be moved again, nor the path retraced and/or changed during that Movement Phase.

CASES:

[5.1] HOW TO MOVE UNITS

(A) During a Movement Phase only the Phasing Player's units are moved; all, some, or none of his units may be moved. No Enemy movement, and no combat, may occur during a Movement Phase.

(B) Movement is calculated in terms of Movement Points. Basically each unit expends one Movement Point of its total Movement Allowance for each hex it enters.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS.

(C) A unit's Movement Allowance may be decreased by supply considerations, lowering the number of Movement Points that it may expend in a given Movement Phase (see Supply). The number of Movement Points to enter a given hex accumulates by addition, i.e., to enter an Enemy fortified hex which is also an Enemy controlled hex would cost five Movement Points: one for the hex, two additional for the Fortified Line hex, and two additional for the Enemy controlled hex.

All effects of reducing available Movement Points, and increasing the number of Movement Points to enter a given hex are cumulative.

(D) A unit may always move a single hex in a given Movement Phase (see Case H) as long as it is not leaving one Enemy controlled hex directly for another, and is not entering a sea hex or crossing a sea hex side. Units may move through Enemy controlled hexes, but only by expending the appropriate number of Movement Points.

(E) Units may never enter hexes containing Enemy units. Units may never enter all sea hexes, or move through all sea hexes. (See Terrain Effects Chart).

(F) Units may freely enter or move through hexes containing other Friendly units, regardless of stacking restrictions. There is no additional Movement Point penalty for stacking or unstacking with other Friendly units.

[5.3] TERRAIN EFFECTS ON MOVEMENT

(G) The number of Movement Points that a unit must expend to enter a given hex varies with the type of moving unit (mechanized or not), the type of terrain in the hex (see the Terrain Effects Chart), and the presence of Enemy controlled hexes (see the Zones of Control rules).

[5.4] MECHANIZED MOVEMENT

(H) There are two Movement Phases in each Player-Turn. All units may move in the Initial Movement Phase. Additionally, all mechanized units (mechanized infantry, Armor and Russian Cavalry units) may move again in that Player-Turn in the Mechanized (second) Movement Phase. Only these units may move in the second Movement Phase.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units. All units exert a Zone of Control (except as noted in the cases below).
[6.1] UNITS WITH MODIFIED OR NO ZONE OF CONTROL
(A) Mechanized units (those that may move in the Mechanized Movement Phase) exert no Zone of Control into Forest or Swamp hexes; however, if they are stacked with non-mechanized units, those other units do exert the normal Zone of Control.

German Battlegroup units and Russian Railhead units have no Zone of Control at all; they merely occupy the hex they are in, and have no influence on the surrounding hexes. They do not interfere with Zones of Control of other Friendly units that may be in the same hex.

[6.2] ENTRY AND EXIT MOVEMENT POINT COSTS
(B) All units must expend two additional Movement Points, over and above the ordinary cost to enter a given hex if it is an Enemy controlled hex. All units must expend two additional Movement Points to leave an Enemy controlled hex. Therefore, units may move directly from one Enemy controlled hex to another, at the cost of four additional Movement Points.

ZONE OF CONTROL MOVEMENT EXAMPLE
The numbers in parentheses represent the Movement Point expenditures made by the moving unit.

[6.3] COMBAT EFFECT
(C) Zones of Control do not affect combat; attacking is completely voluntary and the presence of a unit's Zone of Control in a Friendly occupied hex does NOT force combat.

[6.4] RETREAT EFFECTS
(D) Units may not retreat (in combat; see the Combat Results Table) into or through an Enemy controlled hex, even if another Friendly unit occupies that controlled hex. Thus for retreat purposes, Enemy controlled hexes are not negated by Friendly units.

[6.5] SUPPLY EFFECTS
(E) Supply lines may not be traced through Enemy controlled hexes, unless the hex is occupied by a Friendly unit. Thus for supply purposes, Friendly units do negate Enemy controlled hexes.

[6.6] FORTIFICATIONS
(F) Zones of Control do extend into and out of Fortified Line hexes and Fortified city hexes. These hexes have no effect on Zones of Control.

[7.0] STACKING
GENERAL RULE:
A maximum of three units may be stacked in a single hex. The Stacking limitation applies only at the end of each Friendly Movement Phase and during the Combat Phase.

CASES:
[7.1] MOVEMENT EFFECT
(A) Units may freely move through other hexes containing Friendly units, regardless of the number of units that are transparently in that hex. The limitation of three Friendly units applies only at the end of the Friendly Movement Phase.

[7.2] COMBAT EFFECT
(B) All units which are in a hex under attack must be attacked; their separate Combat Strengths are totalled and the entire combined Strength must be attacked. Units stacked together may not be attacked separately. If one unit in a stack of units is attacking a given hex, the remaining units are under no compulsion to join the attack. They may attack different hexes, or not at all.

[7.3] STACKING POSITION AND UNIT TYPES
(C) Different unit types may stack together freely. There is no effect from the position of a unit in a given stack, and this position may be freely changed at any point in the Game-Turn.

[7.4] RUSSIAN RAILHEAD STACKING
(D) Russian Railhead units don't count towards stacking limits. Any number of Railhead units may be stacked in the same hex. When stacked with Russian combat units, Railhead units do not contribute their parenthetical Defensive Strength to the defense of the hex, but nevertheless suffer any combat result obtained against other Russian units.

[8.0] COMBAT
GENERAL RULE:
Combat occurs between adjacent opposing units at the Phasing Player’s discretion. The Phasing Player is the Attacker, the non-Phasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:
Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strength of all units in the hex under attack. State the comparison as a probability ratio; Attacker’s Strength to Defender’s Strength. Round of the ratio in favor of the Defender to conform to the simplified odds found on the Combat Results Table, roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

CASES:
[8.1] WHICH UNITS MAY ATTACK
(A) During the Combat Phase of his Player-Turn, the Phasing Player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.
(B) Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of the attack.

(C) An Enemy occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

(D) No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

(E) All units defending in a given hex must be involved in the combat, and they must all be attacked as a single Strength. The defender may not voluntarily withhold any units in a hex under attack. The attacker must attack all the units as a whole, i.e., the Strengths of all the units in the hex are totalled, and this total Strength is attacked. Different units in a given hex may not, therefore, be attacked separately.

(F) Units in a hex that contains an attacking unit need not participate in that same attack or any. Thus when one unit in a stack of three is attacking a given hex, one of the other units could attack a different hex, and the third could attack not at all.

(G) If a unit (or units) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus units in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all defending units (see also Case C).

(H) Combat odds are always rounded off in favor of the defender. For example, an attack with a Combat Strength of 26 Strength Points against a hex defending with nine Strength Points, for an odds ratio of 26-9, would round off to a 2-1 combat situation for combat resolution purposes. That column on the Combat Results Table would be used.

(I) Combat Strengths of units may be affected by terrain and supply considerations (see the Terrain Effects Chart and the Supply rules). This is always expressed as the Combat Strength being “halved.” When these Strengths are halved, fractions are retained. Thus an unsupplied unit attacking across a river hexside would be quartered in Strength (halved and then halved again). In this case a unit with a Combat Strength of “five” would effectively use one and one-quarter Strength Points in the attack.

(J) If, as a result of a given combat action, any of the defending hexes are completely vacated by the defending units, as many as three of the attacking units move into the vacated hex at the attacking Player’s option. This advance must take place immediately, before resolving any other combats. This advance is not considered movement and expends no Movement Points.

(K) If due to any combat result, a German mechanized unit (a "5-8" or "4-B") is eliminated, it is removed from the map, and replaced with a "Battlegroup" unit ("1-B"). Only German mechanized units receive this benefit. The Battlegroup unit is immediately placed on the hex in which the German mechanized unit was eliminated, and suffers no further combat effects in that Phase. Thus, if the original unit was eliminated due to inability to retreat, the Battlegroup unit need not retreat.

(L) In the case where Battlegroup units are formed due to an exchange combat result, the Russian Player must still remove an equal number of Strength Points to the original unit, not the original unit’s Strength less the replacing Battlegroup’s Strength (see also Victory Conditions).

(M) Battlegroup units have no Zone of Control. Aside from this disability, they are in all ways identical to normal units, including stacking purposes.
### [8.8] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Combat Odds (Attacker's Strength-to-Defender's Strength)</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1-3</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>Ae</td>
</tr>
<tr>
<td>1</td>
<td>Ae</td>
</tr>
<tr>
<td>2</td>
<td>Ae</td>
</tr>
<tr>
<td>3</td>
<td>Ae</td>
</tr>
<tr>
<td>4</td>
<td>Ae</td>
</tr>
<tr>
<td>5</td>
<td>Ae</td>
</tr>
<tr>
<td>6</td>
<td>Ae</td>
</tr>
</tbody>
</table>

Less than "1-3" = "1-3"; greater than "9-1" = "9-1".

### [8.81] EXPLANATION OF RESULTS

- **Ae** = *Attacker eliminated*; all attacking units in the combat situation are eliminated, i.e., removed from the map. Units in the same hexes as the involved units which were not attacking are not affected.
- **Ar** = *Attacker retreat*; all attacking units are moved one hex by the defending Player. See the rules of retreat.
- **Br** = *Both retreat*; first the attacker moves all the defending units one hex, according to the rules of retreat. Then all the attacking units are moved one hex by the defending Player. Note that all of the defending units are retreated first, and then the attacking units are retreated.
- **Dr** = *Defender retreats*; all of the defending units are retreated one hex by the attacking Player, in accordance with the rules of retreat.
- **Ex** = *Exchange*; all of the defending units are eliminated first; then an equal or greater value of the attacking units, in terms of printed Combat Strength Points are also eliminated. The attacking Player chooses which units are to be eliminated.
- **½Ex** = *one-half Exchange*; same as exchange, except that the attacking Player need only remove Combat Strengths equal to at least one-half of the defending unit's printed Strength.

### [8.82] HOW TO RETREAT

- **De** = *Defender eliminated*; all of the defending units are eliminated, i.e., removed from the map.

For all results, see also the German Battle-group rules, and Advance after Combat (Combat 8.6 and 8.7).

### [8.9] DAGC TERRAIN EFFECTS CHART

(See the Mapsheet)

#### [8.91] TERRAIN NOTES

- **A** (If any part of a hex contains a terrain feature, then the entire hex is considered that type of terrain. Exception: sea hexes and hexsides must be all-sea to be that terrain feature; if not, their characteristic is that of the other terrain in the hex.)

- **B** (Enemy occupation of Fortified hexes does not affect their inhibition of Enemy movement, or their combat effect if they are re-occupied by the owning Player's units, i.e., Fortified hexes can never be destroyed.)
[9.0] SUPPLY

GENERAL RULE:
Units are considered to be either supplied or unsupplied for the purposes of combat and movement. Units are considered supplied if they are within ten hexes of a Supply Source, which itself is connected by a continuous row of unblocked rail hexes to a Friendly map edge.

CASES:
[9.1] SUPPLY SOURCES
(A) The German Player may use as a Supply Source any rail hex to the east of the scenario’s Start Line (see the Scenarios) which is connected by a contiguous series of unblocked rail hexes to any map edge to the west of the scenario’s Start Line. The Russian Player may use as a Supply Source any Railhead unit which is connected by a contiguous series of unblocked rail hexes to any map edge east of the scenario’s Start Line.
(B) JUDGING SUPPLY
(B) For movement purposes, supply is determined at the beginning of each Friendly Movement Phase, and its effects remain throughout that Phase. Thus, units which are supplied at the beginning of a Friendly Movement Phase may freely move out of supply. Units which begin the Movement Phase unsupplied do not regain a supplied status by moving within supply range until their following Friendly Movement Phase.
(C) For combat purposes (both offensive and defensive) supply status is judged at the instant of combat. Thus a unit may have been supplied at the beginning of the current Combat Phase, but due to actions of the Enemy Player, when its combat action is about to be resolved it might be unsupplied.

[9.2] SUPPLY EFFECTS
(D) Units which are supplied have their full movement and combat abilities, as represented by the Combat Strength and Movement Allowance numbers printed on them. Units are unsupplied, i.e., are not within ten hexes of a viable Supply Source, have their Combat Strength and Movement Allowance halved. When halving the Combat Strength, all fractions are retained; when halving the Movement Allowance, all fractions are dropped. Thus, a unit with a Movement Allowance of five would only have two Movement Points to expend in a Movement Phase in which it began unsupplied.

[9.3] BLOCKING SUPPLY LINES
(E) Each supply line actually consists of two parts: the “non-rail” portion, i.e., the tracing of ten hexes to a Supply Source, and the “rail” portion, the unlimited number of connected rail hexes to a Friendly map edge. Either portion of the supply line is blocked by the presence of Enemy units or their Zones of Control. However, the supply line may run through Enemy controlled hexes which are also occupied by Friendly units. In addition, German supply lines along their rail portion may not enter Russian Fortified Line hexes. Note that once the non-rail portion of the supply line has been traced to a rail line, it may not thereafter move off the rail line. The two portions of the supply line are separate from one another and may not be interspersed. Example: German unit traces non-rail portion of the supply line to a rail hex and thence down the rail line. If the rail line is blocked, the supply line may not leave the rail line to circumvent this blocking. Rather, if there is no alternate supply line, the unit is unsupplied.

[9.5] RUSSIAN RAILHEAD UNITS
(F) Russian Railhead units have a number of distinguishing characteristics. They do not have a Zone of Control, nor do they count as a unit for stacking purposes. They have a parenthetical Combat Strength. This Strength may only be used for defensive purposes, never offensive; in addition, this Strength is only utilized when the Railhead unit is in a hex which does not contain another non-railhead unit. When in a hex with an ordinary combat unit, this Strength of “one” is ignored, i.e., it is not totalled into the defensive Strength of the hex when under attack. The railhead unit suffers the same effect as the other units in the hex if attacked.

(G) Russian Railhead units may only move and retreat on rail hexes; they may only move from one rail hex to another if the hexside is also crossed by the rail terrain symbol.

[10.0] GERMAN REINFORCEMENTS

GENERAL RULE:
The German Player receives reinforcements periodically throughout the game. These are placed on the map at the beginning of the Player Turn, according to the Turn Record/Reinforcement Chart.

PROCEDURE:
Reinforcements start in any hex on the map edge indicated and may move at the rate of thirty hexes on the Game-Turn they arrive, and on that Game-Turn only, and only if moved exclusively on a rail line. If not moved by rail line, they move according to their Movement Allowance. A reinforcement unit that moves by rail must make its entire movement that turn on contiguous rail hexes; it cannot move on both rail and non-rail hexes during its first turn.

CASES:

[10.1] WHERE REINFORCEMENTS ARRIVE
(A) German Reinforcements may not enter from a hex behind the Russian Continuous Line of units. Instead, they must start on a German controlled hex (rail or otherwise, as desired by the German Player) behind the German line. Reinforcement units must be supplied when entering the map.
(B) Reinforcements may not enter Enemy Zones of Control in the Game-Turn that they arrive on the map, but they may defend.

[10.2] TURN RECORD/REINFORCEMENT TRACK
(See the mapsheet)

[11.0] RUSSIAN CONTINUOUS LINE

GENERAL RULE:
At the end of each Russian Player-Turn in the game, the Russian Player must have a continuous line of connecting units and/or controlled hexes from the north to the south map edges. If he does not, the German Player receives Victory Points.
CASES:
(A) This "continuous" line of hexes must be interconnected. It is not sufficient for the Russian Player to be able to trace one line of continuous hexes to a particular "latitude" of hex row, and pick up at some other point from that row of hexes. The line of units and/or controlled hexes must be continuous from adjacent hex to adjacent hex.
(B) The presence of German units does not negate Russian controlled hexes for the purpose of the continuous line.
(C) At the end of each Russian Player-Turn the mapsheet is examined for the continuous line. For any gaps that may exist in this line, i.e., the minimum number of hexes not covered by the continuous line, the German Player receives one Victory Point for each hex so uncovered.

CONTINUOUS LINE EXAMPLE
The tinted hexes are those which form a valid part of the Continuous Line. Note the break in the lower portion of the example.

[12.0] VICTORY CONDITIONS

GENERAL RULE:
The Players win the game by scoring Victory Points. Each Player receives Victory Points for eliminating Enemy units. In addition, the German Player receives Victory Points for the Russian Continuous Line rule.

CASES:
[12.1] UNIT ELIMINATION
(A) Each Player receives the following Victory Points for each Enemy Combat Strength Points eliminated during the course of the game:
one non-mechanized Strength Point = one Victory Point
one mechanized Strength Point = three Victory Points
one Battlegroup Strength Point = five Victory Points.
When the German Player loses a mechanized unit, and it is replaced by a Battlegroup unit the Russian Player only receives Victory Points for the Strength of the original unit less the replacing Battlegroup unit's Strength. Thus an eliminated 4-8 unit, replaced by a 1-8, would be worth only nine Victory Points.

[12.2] RUSSIAN CONTINUOUS LINE RULE
(B) At the end of each Russian Player-Turn, the Russian Player must have a continuous, connected line of Friendly units or controlled hexes from the north to the south edge of the map. For each hex open in this continuous line, at the end of each Russian Player-Turn, the German Player receives one Victory Point.

[12.3] SCORING THE GAME
(C) At the end of each scenario, the German Player compares his total number of Victory Points to the Russian Player's total, and arrives at a ratio. This ratio is then compared to the Scenario's Victory Level Conditions, and the final determination of victory is made at that time. There are various levels of victory that may be achieved; see the scenarios.

[13.0] GERMAN OPTIONAL UKRAINE REINFORCEMENTS

This rule allocates greater reinforcements to the German Player. It represents a completely feasible alternative in German playing; however, it was also more dangerous in removing their final reserves.
This strategic option was open to the German High Command, but they did not use it. The Players may elect to use it. At the beginning of the first Game-Turn that the first Ukrainian reinforcements may arrive (see the Reinforcement Chart), the German Player states whether he will use these units or not. If he chooses not to, the units do not arrive; if he chooses to, they do arrive.
However, for each unit of these special reinforcements that is eliminated, the Russian Player receives twice the normal number of Victory Points for an ordinary unit of that type.
[14.0] HOW TO SET UP AND PLAY THE GAME

Essentially there are four completely different scenarios in Destruction of Army Group Center. Each scenario differs from any other in such essentials as the initial forces, the start line, special rules, etc. The following subsections will detail all the possible variations on each of these elements, and then the scenarios themselves will simply refer to these rules by name.

[14.1] GERMAN FORTIFIED LINES

The German Player has four distinct Fortified lines, i.e., rows of contiguous fortified hexes. In any given scenario, only one of these fortified lines is in existence.

The Historical Line: this consists of the easternmost row of hexes that are German Fortified hexes, all of the same pattern. All Fortified Line hexes to the west of this line do not exist for game purposes in the Historical scenario.

The "Sane" Historical Line: here the Germans have accomplished a limited withdrawal. The German Fortified line runs from the north edge of the map along the historical line, until it reaches the "Sane" line about Orsha, where it runs south through Mogilev and returns to the historical line, and thence to the southern map edge. The historical Fortified Line hexes to the east of the Sane line, exclusive, do not exist for game purposes, nor do the two alternate Fortified lines to the west exist.

The Limited Withdrawal Line: here the Germans have abandoned a larger stretch of territory back to a more compact line. The German fortified line is the center of the three beginning at the north edge of the map, where it runs south into the old historical line, and thence to the southern map edge. All of the Fortified hexes to the east or west of this described line of hexes do not exist for game purposes.

The Maximum Withdrawal Line: here the Germans have pulled back on the map and north of it to the most defensible perimeter. The German fortified line starts at the easternmost on the north edge of the map, and continues south to the old historical line, where it continues to the south map edge. All of the fortified hexes to the east of this line do not exist for game purposes.

[14.2] RUSSIAN FORTIFIED LINE

The Russian Fortified Line is the same in all scenarios, regardless of where the German Fortified Line is.

[14.3] FORTIFIED AND GARRISON CITIES

There are certain designated cities on the map on which German units must initially be placed. There are three categories of these: Fortified cities, Full Garrison cities and Limited Garrison cities.

[14.31] FORTIFIED CITIES

There are four Fortified cities on the mapsheet: Vitebsk, Orsha, Mogilev, and Bobruisk. At the beginning of the Historical Scenario only, the German Player must initially place three units in Vitebsk and one each in the other three cities. These units may not move until German Player-Turn 4, unless they are retreated out of the city, in which case they regain full mobility in their ensuing Player-Turn. These units need not be placed in the three "Withdrawal" scenarios.

[14.32] FULL GARRISON CITIES

In all of the scenarios, there are three cities which must be garrisoned: Vilna, Pinsk and Grodno. At the beginning of the game, in the initial placement, the German Player must place at least one unit in each of these cities. These units may not move until, at the beginning of any German Player-turn, there are Russian units within six hexes of that unit. Thus it is possible for only one (or more) of the garrisons to be "triggered." Each unit is separately evaluated for triggering purposes, on its own conditions.

[14.33] LIMITED GARRISON CITIES

Two cities, Minsk and Dvinsk, are garrison cities only in the Historical, Sane Historical an Limited Withdrawal scenarios, not in the Full Withdrawal scenario. These cities function in the same manner as Full garrison cities, except that they are only initially garrisonned in three of the scenarios.

[14.4] INITIAL UNIT PLACEMENT

In each scenario, the German Player places all of his units first on the map; then the Russian Player places all of his units.

[14.41] SETTING UP THE CONTINUOUS LINE

The German Player in placing his units must have every hex in the scenario's Fortified Line either occupied by a unit, or covered by a Friendly Zone of Control. The Russian Player in initial placement must conform to the Russian Continuous Line rules.

[14.42] DEPLOYING RUSSIAN RAILHEAD UNITS

Russian Railhead units may be deployed on any rail hex to the east of the scenario's German Fortified Line, except rail hexes which are adjacent to the German Fortified Line.

[14.43] GERMAN DEPLOYMENT AND RESTRICTIONS

The German Player first places the required units in Fortified and Garrison Cities. The remaining units must all be placed in the scenario's German Fortified Line, except for twenty-five Strength Points (of any type), which may be placed anywhere on the map on, or to the east of, the German Fortified Line.

[14.44] RUSSIAN DEPLOYMENT

The Soviet Player may place all of his units (see railhead restrictions above) on any hexes to the east of the scenario's German Fortified Line.

[14.5] GERMAN SLOW RESPONSE (Hitler's Stand Fast Order)

In the Historical and Limited Withdrawal Plans (not the Sane Historical or Maximum Withdrawal scenarios) the German Player is restricted as to which units may move freely on the first Game-Turn. Any German units in Fortified Line hexes at the end of the first Russian Player-Turn may engage in no movement at all in the first German Player-Turn.
INITIAL FORCE COMPOSITIONS

Order of Battle

<table>
<thead>
<tr>
<th>Russian Units</th>
<th>German Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Historical</td>
<td></td>
</tr>
<tr>
<td></td>
<td>44 9 7 2 3 3</td>
</tr>
<tr>
<td>Maximum Withdrawal</td>
<td>57 9 7 2 3 3</td>
</tr>
</tbody>
</table>

[14.6] ORDERS OF BATTLE
Each Player has two different Initial Force compositions. They represent the historical order of battle, which is used in the first three scenarios, and the Maximum Withdrawal order of battle which is used only in that scenario.

[15.0] THE SCENARIOS

There are four scenarios in Army Group Center. Starting from the straight Historical scenario, they increase in "sanity" by moving the German fortified line further west in increments to projected possible alternate lines of defense. Each scenario is a sketch of which fortified line the Germans use, which Initial Forces are used, and what other rules apply and do not apply in the given scenario. This is followed by the Victory Conditions for that particular scenario. Actually, these are tailor-made for each scenario; what is really being measured in each scenario's separate Victory Conditions is the ability of the two Players in that scenario. In fact, the only true victory conditions are those of the Maximum Withdrawal scenario. These are the only ones that would give the Germans any sort of chance.

[15.1] HISTORICAL SCENARIO
Initial Forces: Historical Order of Battle.
German Fortified Line: Historical Line.
Victory Conditions:
<table>
<thead>
<tr>
<th>Victory Level</th>
<th>Ratio of German-to-Russian Victory Points:</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Decisive</td>
<td>One (or more)-to-one</td>
</tr>
<tr>
<td>German Marginal</td>
<td>less than one-to-one</td>
</tr>
<tr>
<td>Russian Marginal</td>
<td>less than one-to-two</td>
</tr>
<tr>
<td>Russian Decisive</td>
<td>less than one-to-five</td>
</tr>
</tbody>
</table>

[15.2] SANE HISTORICAL SCENARIO
Initial Forces: Historical Order of Battle.
German Fortified Line: Sane Historical Line.
Special Rules: Use the Full and Limited Garrison Cities rules. Do not use the Fortified Cities or German Slow Response rules.
Victory Conditions:
<table>
<thead>
<tr>
<th>Victory Level</th>
<th>Ratio of German-to-Russian Victory Points:</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Decisive</td>
<td>three (or more)-to-two (1.5:1)</td>
</tr>
<tr>
<td>German Marginal</td>
<td>one (or more)-to-one</td>
</tr>
<tr>
<td>Russian Marginal</td>
<td>less than one-to-one</td>
</tr>
<tr>
<td>Russian Decisive</td>
<td>less than one-to-two</td>
</tr>
</tbody>
</table>

[15.3] LIMITED WITHDRAWAL SCENARIO
Initial Forces: Historical Order of Battle
German Fortified Line: Limited Withdrawal
Special Rules: Use the Full and Limited Garrison cities rules and the Slow German Response. Do not use the Fortified Cities rules.
Victory Conditions:
<table>
<thead>
<tr>
<th>Victory Levels</th>
<th>Ratio of German-to-Russian Victory Points:</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Decisive</td>
<td>two (or more)-to-one</td>
</tr>
<tr>
<td>German Marginal</td>
<td>three (or more)-to-two (1.5:1)</td>
</tr>
<tr>
<td>Russian Marginal</td>
<td>one (or more)-to-one</td>
</tr>
<tr>
<td>Russian Decisive</td>
<td>less than one-to-one</td>
</tr>
</tbody>
</table>

[15.4] MAXIMUM WITHDRAWAL SCENARIO
Initial Forces: Maximum Withdrawal Order of Battle.
German Fortified Line: Maximum Withdrawal Line.
Special Rules: Use the Full Garrison Cities rules. Do not use the Fortified Cities, Limited Garrison Cities, or Slow German Response rules.
Victory Conditions:
<table>
<thead>
<tr>
<th>Victory Levels</th>
<th>Ratio of German-to-Russian Victory Points:</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Decisive</td>
<td>three (or more)-to-one</td>
</tr>
<tr>
<td>German Marginal</td>
<td>two (or more)-to-one</td>
</tr>
<tr>
<td>Russian Marginal</td>
<td>one (or more)-to-one</td>
</tr>
<tr>
<td>Russian Decisive</td>
<td>less than one-to-one</td>
</tr>
</tbody>
</table>

[16.0] DESIGN CREDITS

Game Design: James F. Dunnigan
Physical Systems Design and Graphics: Redmond A. Simonsen
Game Development: Philip Orbanes, Kevin Zucker
Rules and Editorial: Kevin Zucker, John Young
Research: Albert A. Nofi, James F. Dunnigan
Production: Al Zygier, Kevin Melahn, Marsha Treiber
### [8.9] DAGC TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>TERRAIN TYPE</th>
<th>Movement Point (MP) cost to enter</th>
<th>Combat Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1 MP</td>
<td>None</td>
</tr>
<tr>
<td>Forest or Swamp</td>
<td>2 MP for mechanized units; 1 MP for all other units.</td>
<td>Attacker subtracts &quot;one&quot; from his die roll when defender in terrain.</td>
</tr>
<tr>
<td>River hexside</td>
<td>No effect.</td>
<td>Units attacking through river hexsides are halved.</td>
</tr>
<tr>
<td>Cities and Towns</td>
<td>No effect.</td>
<td>No effect.</td>
</tr>
<tr>
<td>Fortified Line hexes and Fortified Cities</td>
<td>Enemy units expend two additional Movement Points to enter a Friendly Fortified hex.</td>
<td>Defender's Combat Strength doubled when in Friendly Fortified hex.</td>
</tr>
<tr>
<td>Railroads</td>
<td>See German Reinforcements rule.</td>
<td>No effect.</td>
</tr>
<tr>
<td>All-sea hexes</td>
<td>Entry prohibited.</td>
<td>Prohibited.</td>
</tr>
<tr>
<td>All-sea hexsides</td>
<td>Units may not move through.</td>
<td>Units may not attack through.</td>
</tr>
</tbody>
</table>

### INITIAL FORCE COMPOSITIONS

**Order of Battle**

<table>
<thead>
<tr>
<th>Russian Units</th>
<th>Garman Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Historical</td>
<td>Maximum Withdrawal</td>
</tr>
</tbody>
</table>

**Historical**

- Russian Units: 3-4 4-5 5-6 6-6 3-5 1-1
- Garman Units: 2-5 1-5 1-4 5-8 4-8

    - Historical: 44 9 7 2 3 3
    - Maximum Withdrawal: 57 9 7 2 3 3

**GAME-TURN**

[Map Image]
1944
June
22-23

1

24-25

2

25-28

3

2-5
1w

26-27

4

2-5
1n

28-29

5

2-5
1n

July
30-1

6

2-5
1n

5-8

2-5
2w

2-5
2n

26-27

2-5

28-29

5-8

2-5

30-1

2-5

GERMAN REINFORCEMENTS

[10.21] HOW TO USE THE TURN RECORD REINFORCEMENT CHART
As the game progresses, and each Game-Turn is finished, the Russian Player advances the marker into the current Game-Turn grade on the Turn Record track. As each Game-Turn begins, the German Player places his additional reinforcing units (if any) on the map in the indicated position. Under each type of unit, the German Player has a code, composed of a number and a letter. The number refers to the number of that type of unit which arrives in that Game-Turn, and the letter gives the arriving map edge: n = north, w = west, s = south. In addition, there are units which have parentheses around their code. These units arrive only when using the Optional Ukrainian Reinforcements rule; for ordinary purposes, ignore these reinforcements. The Russian Player receives no reinforcements.

[8.8] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
<th>8-1</th>
<th>9-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Br</td>
<td>Br</td>
<td>Br</td>
<td>Dr</td>
</tr>
<tr>
<td>1</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Br</td>
<td>Br</td>
<td>Ex</td>
<td>Ex</td>
</tr>
<tr>
<td>2</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Br</td>
<td>Dr</td>
<td>Ex</td>
<td>Ex</td>
<td>½Ex</td>
<td>½Ex</td>
</tr>
<tr>
<td>3</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Br</td>
<td>Dr</td>
<td>Ex</td>
<td>Ex</td>
<td>½Ex</td>
<td>½Ex</td>
<td>½Ex</td>
</tr>
<tr>
<td>4</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Br</td>
<td>Br</td>
<td>Dr</td>
<td>Ex</td>
<td>½Ex</td>
<td>½Ex</td>
<td>½Ex</td>
<td>De</td>
</tr>
<tr>
<td>5</td>
<td>Ae</td>
<td>Dr</td>
<td>Br</td>
<td>Br</td>
<td>Br</td>
<td>Dr</td>
<td>Ex</td>
<td>½Ex</td>
<td>½Ex</td>
<td>De</td>
<td>De</td>
</tr>
<tr>
<td>6</td>
<td>Ae</td>
<td>Ar</td>
<td>Br</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Ex</td>
<td>½Ex</td>
<td>½Ex</td>
<td>De</td>
<td>De</td>
</tr>
</tbody>
</table>

Less than "1-3" = "1-3"; greater than "9-1" = "9-1".
<table>
<thead>
<tr>
<th>TERRAIN TYPE</th>
<th>MOVEMENT POINT (MP)</th>
<th>COMBATTED EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>COSIwenter r MP</td>
<td>No effect.</td>
</tr>
<tr>
<td>Forest or Swamp</td>
<td>2 MP</td>
<td>Anacker subtracts &quot;one&quot; from his die '0 11 when defender in terrain.</td>
</tr>
<tr>
<td>River</td>
<td>None</td>
<td>Units attacking through river hexes are halved.</td>
</tr>
<tr>
<td>House</td>
<td>None</td>
<td>No effect.</td>
</tr>
<tr>
<td>City</td>
<td>None</td>
<td>Units attacking through city hexes are halved.</td>
</tr>
<tr>
<td>Town</td>
<td>None</td>
<td>No effect.</td>
</tr>
<tr>
<td>Railroad</td>
<td>None</td>
<td>Units attacking through railroad hexes are halved.</td>
</tr>
<tr>
<td>All-sea hexes</td>
<td>None</td>
<td>No effect.</td>
</tr>
</tbody>
</table>

**DESTRUCTION of Army Group Center**

**INITIAL FORCE COMPOSITIONS**

**Order of Battle**

**Russian Units**

Historical: 44

Maximum Withdrawal: 57

**GAME-TURN**

- June 1: 24-25
- June 2: 9
- June 9: 9
- June 24-25: 9
- July 1-2: 9
- July 2-5: 9
- July 26-27: 9
- July 28-29: 9

**German Units**

- June 1: 36
- June 2: 4
- June 9: 9
- June 12: 11
- June 16: 13
- June 18: 3
- June 22: 4
- July 1-2: 3
- July 2-5: 3
- July 26-27: 3
- July 28-29: 3

**GERMAN REINFORCEMENTS**

**HOW TO USE THE TURN RECORD REINFORCEMENT CHART**

As the game progresses, and each Game-Turn is finished, the Russian Player advances the marker into the current Game-Turn grade on the Turn Record track. As each Game-Turn begins, the German Player places his additional reinforcing units (if any) on the map in the indicated position. Under each type of unit, the German Player has a code, composed of a number and a letter. The number refers to the number of that type of unit which arrives in that Game-Turn, and the letter gives the arriving map edge: N = north, W = west, S = south. In addition, there are units which have parentheses around their code. These units arrive only when using the Optional Ukrainian Reinforcements rule; for ordinary purposes, ignore these reinforcements. The Russian Player receives no reinforcements.

**BIVOUAC MODALITY TABLE**

<table>
<thead>
<tr>
<th>Day</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
</tr>
<tr>
<td>2</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
</tr>
<tr>
<td>3</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
</tr>
<tr>
<td>4</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
</tr>
</tbody>
</table>

Combat Odds (Attacker's Strength - to - Defender's Strength)

<table>
<thead>
<tr>
<th>Roll</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
</tr>
<tr>
<td>4-6</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
</tr>
<tr>
<td>7-9</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
</tr>
</tbody>
</table>

Less than " 1 - 3 " = " 1 - 3 "; greater than " 9 - 1 " = " 9 - 1 ".