[1.0] INTRODUCTION

Kharkov is a brigade/division level simulation of the Spring 1942 Soviet offensive. Each Game-Turn equals one day of real time; each hex equals 6.9 kilometers.

[2.0] GENERAL COURSE OF PLAY

Kharkov is a two-Player game. One Player controls the Soviet forces, and the other the German and Rumanian Axis forces. The game consists of ten "Game-Turns." In each Game-Turn both Players may move individual counters representing units which participate in the actual battle and involve them in combat as he chooses. Basically, the game is divided into two periods. The dividing point is Game-Turn Five, when the Axis troops in the Southern Sector are released. In the first half of the game, the Axis Player must hang on grimly with relatively few troops. But the Soviet Player had better "make hay while the sun shines," because the latter half of the game is generally dominated by the Axis Player through the conduct of his counter-offensive. Thus in Kharkov, both Players are called upon to both attack and defend, and to win, a Player must perform well at both.

The game system of Kharkov is an adaptation of the system pioneered in SPI's Panzergruppe Guderian game. Players familiar with that game (or with wargames in general) should refer to the Rules Summary at the end of the rules, which highlights differences between the two games.

[3.0] GAME EQUIPMENT

[3.1] THE GAME-MAP AND CHARTS

The 22" x 32" mapsheet portrays the area in which the battle was fought, including all terrain significant to the battle. A hexagonal grid superimposed over the terrain features regularizes movement and the positioning of the playing pieces. Also printed on the mapsheet are various charts and visual aids.

[3.2] THE PLAYING PIECES

The cardboard pieces represent the military units that took part in the actual battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

REMOVING THE RULES FROM THIS ISSUE:

Open the magazine to the center; bend open the staples with a penknife or screwdriver; lift out the rules and close the staples.
[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN
Kharkov is played in Game-Turns. Each Game-Turn is composed of two Player-Turns. The Player whose Player-Turn is in progress is often called the "Phasing Player." Each Game-Turn proceeds strictly as outlined in Case 4.2.

[4.2] GAME-TURN SEQUENCE OUTLINE

A. SOVIET PLAYER-TURN
1. Reserve Commitment Phase: The Soviet Player may place on the Game Map reserve units eligible to be committed (see Case 6.7; no reserves may be committed during Game-Turn One).
2. Movement Phase: The Soviet Player checks his units' Supply Status. He also checks to see if any of his Non-Active HQ's become activated. Reinforcements scheduled to arrive this Game-Turn are placed on the game-map. Any or all Soviet units may now be moved in any direction(s) to the limit of each unit's Movement Allowance and within the restrictions outlined in the rules for Movement and Supply. The Soviet Player may conduct Overruns in this phase.
3. Combat Phase: Soviet units may attack Axis units according to the Rules of Combat. The Soviet Air Point may be allocated to a combat, as may Axis Air Points for defense.
4. Disruption Removal Phase: The Soviet Player removes Disruption markers from any of his units suffered Disruption as a result of Axis Overrun. Any HQ units that are displaced (see Case 10.1) are activated.

B. AXIS PLAYER-TURN
1. Initial Movement Phase: After checking Supply, the Axis Player may move his units, bring in reinforcements, and conduct Overruns.
2. Combat Phase: Axis units may attack Soviet units, and both sides may allocate available Air Points.
3. Mechanized Movement Phase: German Panzer and Motorized Infantry units may move again, if possible. Overruns may be conducted.
4. Disruption Removal Phase: The Axis Player removes Disruption markers from his units.
5. Air Supply Phase: The Axis Player may use any Air Points not used during this Game-Turn to provide complete Supply for designated units for the entire following Game-Turn.

C. GAME-TURN INDICATION
The Soviet Player notes any Victory Points he has earned and advances the Game-Turn marker.

[5.0] HOW TO SET-UP THE GAME

PROCEDURE
The Axis Player sets up his units first. He determines which of his units begin the game on the map and divides those units into seven groups (see Case 5.2, Axis Initial Deployment). Group by group, he places the units on the map. Meanwhile, the Soviet Player segregates his units into four groups: untried rifle divisions, untried cavalry divisions, untried tank brigades, and everything else. All untried units are placed on the table, untried side up. Many Soviet units are "in reserve" (see Case 6.7) at the start of the game, and these are placed in the Reserve Boxes. After the Axis Player has completed his deployment, the Soviet Player places his units on the map. Players place their respective reinforcements on their pictures on the Game-Turn Record/Reinforcement Track and the Game-Turn Marker is placed in the first space of the Track.

CASES:

[5.1] RESTRICTIONS ON INITIAL DEPLOYMENT

[5.1.1] All units with more than one step (see Case 9.5) begin the game at full (highest) strength.

[5.1.2] Most Soviet units begin the game "untried" (see Section 12.0). They are deployed at random, untried side up, so that neither Player knows their actual strength.

[5.1.3] German infantry divisions may start the game "broken down" into regiments (see Case 15.1).

[5.1.4] Unless otherwise stated, all units at the start of the game must be adjacent to or within one hex of the 12 May 1942 Front Line.

[5.1.5] Each hex adjacent to each Player's side of the Front Line must be occupied by or be in the Zone of Control of that Player's units.

[5.2] AXIS INITIAL DEPLOYMENT

Location | Units
---------|---------
On Front Line between Points 1 and 2 | 79, 294, 297 Infantry Divisions (one unit—division or regiment—may be deployed in any hex of Kharkov)
On Front Line between Points 2 and 3 | 44, 71 Infantry Divisions; 3 and 2 Panzer Divisions
On Front Line between Points 3 and 4 | 111, 260, 305 Infantry Divisions; 108 Light Infantry Division; 454 SdK Infantry Division
On Front Line between Points 4 and 5 | 298, 380, 389 Infantry Divisions; 2, 4, 8 Rumanian Divisions
On Front Line between Points 5 and 6 | 282, Rumanian VI Corps HQ (Dragolina) (Non-Active)
On Front Line between Points 6 and 7 | 384, 257, 295 Infantry Divisions; 97 Light Infantry Division
Within two hexes of hex 3706 | 9, 111 Infantry Divisions; 101 Light Infantry Division

[5.3] SOVIET INITIAL DEPLOYMENT

Location | Units
---------|---------
On Front Line between Points A and B | 1 Guard rifle division; 6 rifle divisions; 2 tank brigades
Within 5 hexes of hex 0409 | 28th Army HQ (Rysbitshev)
of the number of Movement Points expended. Once a Player's hand is removed from the unit (stack), movement is completed for that unit.

CASES:

[6.1] GENERAL RESTRICTIONS ON MOVEMENT OF UNITS

[6.11] Movement is calculated in terms of Movement Points (except: exclud Rail hexes: hex). Each unit has a Movement Point Allowance indicating the maximum number of Movement Points that can be expended for the movement of that unit in any one Movement Phase.

[6.12] A Player may expend as few or as many Movement Points as desired in moving one of his units, up to the limit of that unit's Movement Point Allowance. Movement Points may not be "saved" from one Game-Turn to the next, nor may unused Movement Points be transferred from unit to unit.

[6.13] During a Player's Movement Phase, no Enemy units (units owned by the opposing Player) may be moved (exception, Case 6.62).

[6.14] Combat may not occur during any Movement Phase; however, Overrun — a combination of movement and combat — may take place.

[6.2] EFFECTS OF TERRAIN, OTHER UNITS, AND ZONES OF CONTROL ON MOVEMENT

[6.21] For each clear terrain hex into which a Player moves a unit, one Movement Point is expended. Other terrain costs more (or, in the case of roads for mechanized units, less) to enter or cross; these costs are summarized on the Terrain Effects Chart (6.3).

[6.22] Friendly units in no way affect or impede the movement of other Friendly units (however, see Case 8.1). A unit may never be moved into a hex containing an Enemy unit.

[6.23] Friendly Zones of Control (see Section 8.0) never affect the movement of Friendly units. A unit that is moved into a hex that is in an Enemy Zone of Control must stop and cannot be moved any further that Game-Turn (exceptions: Section 7.0, Overrun, and Case 6.6, German Tactical Disengagement).

[6.24] Generally, a unit may not be moved out of a hex that is in an Enemy Zone of Control (exceptions: Overrun, Case 6.7, Soviet Breakout Mobility, and Case 6.6).

[6.25] A Friendly unit may not be moved across a Major River into a hex that is in an Enemy Zone of Control exsert by a unit that is itself adjacent to the River unless the Friendly unit successfully conducts an Overrun across the River or the hex is already occupied by a Friendly unit. Note: This rule does not apply to "advance after combat," which is not considered "movement" per se.

[6.26] Any unit — including Soviet Army Reserve Counters — that is out of supply (see Section 11.0) has its Movement Point Allowance halved for the current Movement Phase, dropping any fructions.

[6.3] TERRAIN EFFECTS CHART (see map)

[6.4] RAIL MOVEMENT

[6.41] In order to be moved by rail, a unit must begin and end the Movement Phase in Friendly Rail hexes. It must be moved from Friendly Rail hex to adjacent, connected Friendly Rail hex without ever leaving the railroad during the Phase. It need not begin the Movement Phase in supply to be moved by rail.

[6.42] All Rail hexes on the Axis side of the 12 May 1942 Front Line are Friendly to the Axis Player; all other Rail hexes are Friendly to the Soviet Player.

[6.43] Units moving by rail may not be moved into an Enemy-controlled hex.

[6.44] Any unit being moved by rail, regardless of its Movement Point Allowance, may be moved through a maximum of 40 Rail hexes.

[6.45] The Axis Player may move a maximum of three units of any size by rail during his Initial Movement Phase of each Game-Turn. He may not utilize Rail Movement during his Mechanized Movement Phase. The Soviet Player may move a maximum of five units — plus any number of HQ units — by rail during his Movement Phase.

[6.46] Railroads afford no movement advantages or disadvantages whatsoever to units not being moved by rail, including units crossing rivers.

[6.5] ADDITIONAL RESTRICTIONS ON AXIS MOVEMENT

Operation Frederics and Last Game-Turn Limitation on Mech Movement

[6.51] No Axis units south of the North-South Sector Line may move or attack until activated.

[6.52] If any Axis unit south of the North-South Sector Line is attacked, all are immediately activated.

[6.53] If any Soviet unit is moved south of the North-South Sector Line west of the Front Line, all Axis units are immediately activated.

[6.54] If the Soviet Player fails to occupy or control each hex adjacent to his side of the 12 May 1942 Front Line south of the North-South Sector Line at the end of any Soviet-Player Turn, all Axis units are immediately activated.

[6.55] If any units of the Soviet 9th Army Reserve are committed prior to Game-Turn Four (see Case 6.7), all Axis units are immediately activated.

[6.56] All Axis units not previously activated are activated on Game-Turn Five.

[6.57] For the entire first Game-Turn in which they are activated, all Axis units deployed south of the North-South Sector Line are considered in supply (see Section 11.0).

[6.58] On Game-Turn Ten (only), the Axis Player has no Mechanized Movement Phase.

[6.6] GERMAN TACTICAL DISENGAGEMENT

German units (only) may be moved out of an Enemy-controlled hex — disengage — at a cost of three Movement Points.

[6.61] A unit in the Zone of Control of one or more Soviet units at the beginning of an Axis Movement Phase (only) may be disengaged into a hex that is not in a Soviet ZOC (only).

[6.62] If the disengagement of a German unit (or stack of units) results in a hex being vacated (i.e., no Axis unit remains in that hex), the Soviet Player has the option to immediately advance into it any Soviet unit(s) that is adjacent to that hex at no Movement Point cost and regardless of the presence of Axis Zones of Control (exception to Case 6.13). This option to "chase" must be exercised at once, the instant that the hex in question is vacated and before the vacating unit(s) has moved more than one hex.

[6.63] A unit may be disengaged and any Soviet unit may be used to "chase" any number of times. Should a unit be successfully disengaged (not "chased") be moved into a hex in an Enemy ZOC, its movement must cease for that Phase.
German units may never be disengaged across a Major river. German units may not be disengaged under any circumstances on Game-Turn One.

[6.7] ADDITIONAL RESTRICTIONS ON SOVIET MOVEMENT

Commitment of Reserves and Southern Sector Troops

[6.7.1] The Soviet Player has four Army Reserve counters. Each Reserve Counter represents the forces which begin the game in the appropriate Reserve Box on the game-map.

[6.7.2] Army Reserve counters are treated as infantry combat units, except that they have a Movement Point Allowance of four, may not be moved by rail, and may not be moved within three hexes of an Axis unit.

[6.7.3] Units in Reserve Boxes remain therein until committed. When committed, units are placed within two hexes of the Army Reserve counter in accord with stacking restrictions (see Case 8.1). If all units in a Reserve have been released, the Army Reserve counter is removed. Committed Reserves may be moved and attack normally on the Game-Turn they are committed. However, they are in supply only if within the Command Radius of an active HQ unit (see Case 10.2) that is, in turn, in supply (see Case 11.2).

[6.7.4] The Soviet Player may commit a maximum of three units from any of his Reserves on Game-Turn Two and again on Game-Turn Three during his Reserve Commitment Phase (however, see Case 6.55).

[6.7.5] The Soviet Player may immediately commit all units in a given Army Reserve if the Axis Player moves to within three hexes of that respective Army Reserve counter.

[6.7.6] On Game-Turn Four (or at any time thereafter), the Soviet Player may commit all uncommitted Reserve units.

[6.7.7] Prior to the activation of the Axis units south of the North-South Sector Line, Soviet units that begin the game south of the Line may be moved north of it only by rail (after which they may be moved normally).

[6.8] SOVIET BREAKOUT MOBILITY

On Game-Turns One and Two — and only on those turns — any Soviet combat unit which begins the Movement Phase in an Enemy Zone of Control may leave that Axis-controlled hex and move directly into any non-Enemy-occupied hex, regardless of the presence of Enemy Zones of Control. However, such ‘infiltrating’ units must stop if and when they enter an Enemy Zone of Control other than the one they left, similar to normal movement.

PROCEDURE:
By expending three Movement Points, the Phasing Player has a Friendly unit (or stack of units) execute an Overrun against an adjacent Enemy unit. The Phasing Player totals the Attack Strength of his unit(s), taking into account any terrain considerations, and halves it, dropping any fractions. The non-Phasing Player totals the Defense Strength of his unit(s), taking into account terrain and supply considerations. An ‘attack’ by the Phasing Player’s unit(s) is then resolved (see Section 9.0, Procedure). If the Overrun is successful, the Overrunning unit(s) is moved into the vacated hex, and the Phasing Player may then continue moving the Overrunning unit(s) (assuming it still retains unexpended Movement Points).

[7.1] RESTRICTIONS ON OVERRUNS

[7.1.1] Overruns may be conducted only by the Phasing Player only during his Movement Phase or (for the Axis Player) Mechanized Movement Phase. Overruns may never be conducted during a Combat Phase.

[7.1.2] A unit (or stack of units) must be in supply (see Section 11.0) at the beginning of the Movement Phase (prior to the movement of any units) to be eligible to execute an Overrun.

[7.1.3] Units that begin the Movement Phase stacked in the same hex may be used to execute an Overrun provided they are not moved independently until the Overrun has been resolved.

[7.1.4] A single Overrun can be conducted against more than one Enemy unit only if all such Enemy units occupy the same hex. A single Overrun may not be directed against units in more than one hex.

[7.1.5] There is no limit to the number of Overruns which may be executed against the same unit in the same Movement Phase.

[7.1.6] There is no limit to the number of overruns which an Axis unit may conduct, except the restrictions of the unit’s Movement Allowance. Theoretically, a German Panzer division could conduct four separate Overruns in one Movement Phase. No Soviet unit can ever execute more than one Overrun in a single Movement Phase.

[7.1.7] The Soviet Player may conduct only one Overrun per Movement Phase for each active HQ unit he possesses. Each Soviet unit (or stack of units) that is used to execute an Overrun must be engaged in the Movement Phase within the Command Radius of a different active HQ unit (i.e., no HQ unit may ‘supervise’ more than one Overrun per Game-Turn).

[7.2] RESOLUTION OF OVERRUNS

[7.2.1] Armor Superiority (see Case 9.9) and German Divisional Integration (see Section 14.0) apply to Overrun on either attack or defense. Soviet Breakthrough Morale Bonuses and Air Power are not applied to Overrun.

[7.2.2] Supply for units defending against Overrun is determined at the instant of resolution.

[7.2.3] Should an Overrun attack fail to dislodge the Enemy unit(s) from the Overrun hex, the unit(s) executing the Overrun may not be moved any further in that Movement Phase.

[7.2.4] Should an Overrun attack result in the retreat of or any loss to the Overrunning unit(s), it may not be moved any further (except to retreat as called for) in that Movement Phase, regardless of whether it has any remaining Movement Points or whether the hex Overrun has been vacated.

[7.2.5] Should an overrun result in the retreat or elimination of all defending units, and no loss or retreat for the Overrunning unit(s), then the latter must be advanced into the vacated hex (at no additional cost in Movement Points and regardless of any Enemy Zones of Control) and the Phasing Player may continue moving the unit(s) if they have Movement Points remaining (however, see Cases 8.23 and 7.16).

[7.3] DISRUPTION

[7.3.1] Units that defend against an Overrun and suffer any loss or retreat (not including an Engaged result) as a result of the Overrun are Disrupted. Only defending units can become Disrupted and Disruption pertains only to Overrun — not to normal combat. Disruption is indicated by placing a Disrupted marker on top of the unit(s).

[7.3.2] Disrupted units may not attack; they defend normally. They may not move; they exert a Zone of Control. Additional Disruption results and/or normal combat results have no further effect on Disrupted units.

[7.3.3] Disrupted units automatically return to normal in the applicable Friendly Disruption Removal Phase.

[7.3.4] HQ units never become Disrupted.

[7.3.5] Disrupted German Regimental Breakdown units may not form Strongpoints (see Case 15.2).

[8.0] STACKING AND ZONES OF CONTROL

GENERAL RULE:
No more than three combat units may be stacked in a single hex. The six hexes surrounding a hex constitute the Zone of Control (ZOC) of any combat unit(s) in that hex; such hexes are referred to as controlled hexes. Friendly Zones of Control inhibit the movement of Enemy units. Zones of Control extend into all six hexes adjacent to the controlling unit’s hex.

CASES:

[8.1] STACKING RESTRICTIONS

Neither side may ever have more than three combat units in any one hex at the end of a Movement Phase and at any time during the Combat Phase. HQ units and Disruption markers do not count against stacking limits. Units may pass freely through other Friendly stacks, except during retreats. If units exceed the stacking restrictions at the end of a Friendly Movement Phase or at any time during a Combat Phase, the excess unit(s) (owning Player’s choice) is considered eliminated and removed from the game.

[8.2] ZONES OF CONTROL

[8.2.1] All combat units exert a Zone of Control at all times. HQ units have no Zone of Control.

[8.2.2] There is no additional Movement Point cost to move a Friendly unit into an Enemy-controlled hex.

[8.2.3] Generally, a Player may not move a unit out of an Enemy-controlled hex. However, the Axis Player may utilize German Tactical Disengagement (see Case 6.6), the Soviet Player may utilize Soviet Breakout Mobility (see Case 6.8), and both may utilize Overruns to do so. Friendly units may also leave Enemy-controlled hexes as a result of combat.

[8.2.4] Friendly Zones of Control never affect Friendly units. There is no additional effect of having more than one unit exerting its Zone of Control onto a given hex. [continued on page R13]
[8.25] Friendly units (but not Friendly Zones of Control) negate Enemy Zones of Control for purposes of tracing Supply Lines (see Case 11.1), Command Radii (see Case 10.22), and Retreats (see Case 9.61). They do not negate Enemy Zones of Control for the purposes of movement.

[9.0] COMBAT

GENERAL RULE:
Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is termed the attacker and the non-Phasing Player is termed the defender, regardless of the overall strategic situation.

PROCEDURE:
Total the Attack Strengths of all the attacking units involved in a specific attack and compare it to the total Defense Strength of the units in the hex under attack. State the comparison as a probability ratio of Attacker's Strength to Defender's Strength. Round off the ratio to the nearest whole number in favor of the defender (e.g., 29 to 10 = 3 to 1) to conform to the same ratios found on the Combat Results Table; roll one die and read the results on the appropriate line under the ratio. Apply the result immediately, before resolving any other combat.

CASES:

[9.1] WHICH UNITS MAY ATTACK

[9.11] Units may attack only during their own Combat Phase (see also Overrun, Section 7.0). They may attack any and all Enemy units to which they are adjacent. Only those units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[9.12] Attacking is voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in an attack. A Friendly unit that is not participating in a given attack is never affected by the results of that attack.

[9.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[9.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase. (Remember, Overrun is not combat.)

[9.15] In order for a Soviet unit to attack, it must be within the Command Radius of an Active HQ unit at the instant of combat (see Case 10.21).

[9.2] MULTIPLE UNIT AND MULTI-Hex COMBAT

[9.21] All units in a hex must be attacked as a single, combined Defense Strength. The defender may not withhold a unit in a hex under attack.

[9.22] Other units in a hex that contains an attacking unit need not participate in that or any other combat. Thus, when one unit in a stack is attacking a given hex, the other units in the stack could attack a different hex or not attack at all.

[9.23] If a unit(s) 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 may attack more than one hex. The only requirement is that all attacking units must be adjacent to all defending units.

[9.24] A given unit's Attack and/or Defense Strength is always unitary; i.e., it may not be divided either for attack or defense.

[9.3] EFFECTS OF TERRAIN ON COMBAT (see map)

[9.31] Units defending in forest and City hexes have their Defense (only) Strength doubled (e.g., a unit defending in hex 0618 with a printed Defense Strength of 4 would have a Defense Strength of 8).

[9.32] Each unit attacking through a Major river hexside has its Attack Strength (only) halved, retaining fractions. This is true even in a combined attack, where one unit is attacking across a Major river while another is not; only the unit attacking across the river is halved. Example: A 5 attacks across the Donets with the support of an 8, which is not attacking across the Donets. The total Attack Strength would be 10 (5 + 5 = 10).

[9.33] If all units in a given attack are attacking across a Minor river (e.g., the Oskol) hexside or some are attacking across a Minor river and some are attacking across a Major river, then the attacker adds one to his die roll when determining the outcome of the battle.

[9.34] All terrain effects are cumulative (see Case 6.3, Terrain Effects Chart, for a listing of all effects).

[9.35] When determining the final strength of a unit, first multiply for all “increase” effects (doubling for terrain defense, etc.) then halve for supply, etc., if applicable.

[9.4] COMBAT RESULTS TABLE (see map)

[9.5] EXPLANATION OF COMBAT RESULTS

[9.51] German division and brigade units have a number of Strength levels (steps). They may be reduced in strength, as a result of combat, by one or two steps (a) at a time. Thus, if a German unit takes a one-step loss, the counter is replaced by the next lowest Strength number. A 2-8 suffering a one-step loss would be flipped over to its 4-8 side. If it suffered a two-step loss, it would be replaced by an un-numbered 2-8 division counter. If there are no steps remaining, that unit is eliminated.

[9.52] Most Soviet units consist of only one step. If such a Soviet unit receives a one-step loss, it is replaced by the next lower Strength number. A 2-8 Soviet division reduces to a 2-8 unit.

[9.53] Soviet Guard Infantry units and Soviet units with an original Defense Strength of 6 or greater are two-step units. The former have their reduced strength printed on the back of the counter. The latter, being unmarked hexes, have separate counters, called Replacement Counters, which are used as a second step for these units. Place the five Replacement Counters in the Soviet Replacement Box and pick one of the correct type when a 6 or greater unit loses one step.

[9.54] All German Panzer units have two steps, the second step being on the reverse side of the counter's original strength. All German Infantry Divisions have four steps (9-8, 4-8, 2-8, and 1-8) while Light and Mountain Divisions have three steps (7-8, 3-8, 1-8). The German Sich Division has only one step.

[9.55] All combat results are expressed (on the table) in terms of steps lost or hexes retreated. The letters A and D stand for Attacker and Defender, respectively. A result of Ae or De means that all steps for the units involved are lost and no retreat option is possible.

[9.56] A result of A or D plus a number (e.g., A1, D2) means that the affected unit(s) must either lose the given number of steps or retreat all units in that combat the given number of hexes. The Player whose unit is so affected may not take a step loss or retreat; he must either retreat or take step losses.

[9.57] When a loss of one step is required or chosen, the Player removes one step from any one unit involved. Example: If three Soviet units are defending against a German attack and the CRT shows a result of "D1," the Soviet Player has the option of either removing one of his units (or steps) and leaving the remaining units in place, or retreating all three units one hex.

[9.58] Some results on the CRT are split results; e.g. D1/A1. In a split result, the defender always takes his result first, whether it is a step loss or a hex retreat. Then the attacker takes his result. If any attacking units remain in their original hex they may advance after combat, provided the defending hex has been vacated. The defender may never advance in a split result.

[9.59] A result of Eng (Engaged) means that each side must lose; no retreat option is available. In addition, neither side may advance after combat.

[9.6] RETREATS

[9.61] Retreats are always optional. A Player may choose to lose steps rather than retreat. However, a unit may never retreat into or through an Enemy unit or an Enemy-controlled hex, unless the latter hex is occupied by a Friendly combat unit. Units may not retreat off the map; those that do are considered eliminated.

[9.62] Retreats are conducted by the owning Player.

[9.63] A retreating unit must be marked as the number of hexes away from the original hex of the opposing unit called for in the combat result.

[9.64] A retreating unit must, if possible, retreat into a vacant hex. (Exception: A unit may be retreated into a Friendly occupied—or Friendly-garrisoned—City hex.) If no vacant hex is available, it may retreat into or through a Friendly-occupied hex. A retreat into or through a hex in violation of stacking restrictions.

[9.65] If a unit is forced to retreat into a Friendly-occupied hex as a result of combat and that hex then undergoes an attack in that combat Phase, the retreated unit does not add its strength to that of the other units in the hex. However, if that new attacker (i.e., the retreat) then retreats, the previously retreated unit(s) is automatically eliminated. Note: This does not apply to Overrun which is not combat.

[9.7] ADVANCE AFTER COMBAT

[9.71] Whenever an Enemy unit is forced to retreat (or is eliminated) leaving a hex vacant as a result of combat, it will leave a path of vacant hexes behind it called the Path of Retreat. Any or all victorious attacking or defending units which participated in the combat are allowed to advance along the Enemy Path of Retreat (however, see Case 9.72).

[9.73] Advancing Axis victorious units may ignore Enemy Zones of Control and may cease advancing in any hex along the Path of Retreat. Advancing Soviet units must stop when they enter an Axis Zone of Control. No advancing unit may leave the Path of Retreat, except in the situation described in Case 9.74.

[9.74] The option to advance after combat must be exercised immediately, before any other combat resolution. Units are never forced to advance after combat. After advancing, units may neither attack nor be attacked (if they are defending units advancing) in that Phase (see Case 9.14), even if their advance places them adjacent to Enemy units whose combat is yet to be resolved or who are not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.
[9.74] If all units in a hex are eliminated, the victorious units may advance a maximum of two hexes after combat. The first hex must be the hex formerly occupied by the eliminated unit(s); the second hex may be any vacant or Friendly-occupied hex (but see Case 9.72).

[9.75] Units advancing after retreating Enemy units may advance a maximum of the number of hexes the Enemy unit has retreated (e.g., a D2 retreat means a possible advance of two hexes maximum).

[9.76] Advance after combat does not apply to Overrun.

[9.8] SOVIET BREAKTHROUGH MORALE BONUS
The Soviet offensive in the North caught the Germans completely unawares, despite the preparations for Operation Fredericus. This rule simulates that all-too-brief advantage.

[9.81] On every individual attack that the Soviet Player conducts in Game-Turns One through Four he is entitled to a Morale Adjustment to the basic combat ratio. This adjustment is not available on defense or on Soviet Overruns.

[9.82] For each individual attack, the Soviet Player — on Game-Turns One through Four — determines his combat ratio (see Section 9.0) and then checks the Soviet Morale Bonus Table (9.85). This is done after all modifiers and Air Points have been assigned. He then rolls a die to determine what adjustment to his combat ratio he has achieved.

[9.83] The Morale Adjustment is always in favor of the Soviet Player (i.e., shifts to the right). Ratios greater than 10-1 or worse than 1-3 always use the 10-1 or 1-3 columns as the basis for adjustment. (This rule applies to all forms of column adjustments.) Example: A 1-15 combat adjusted one column in favor of the attacker would be a 1-2 (adjusted from the 1-3 column).

[9.84] After Game-Turn Four, there is no Morale Adjustment for Soviet Attacks.

[9.85] Soviet Morale Bonus Table (see map)

[9.9] ARMOR SUPERIORITY
If either Player has any armored units (i.e., Soviet Tank and Motorized units or German Panzer or Panzergrenadier units) in a given combat, and the other Player has no armored units, the Player with the armor receives a one-column odds adjustment in his favor. This applies whether the Player with the armor is defender or attacker. If both Players have armor there is no adjustment.

Example: Two German infantry divisions (9-8's) attack a Soviet Tank Brigade (5-5-11). The basic ratio would be 3-1 (18-5), but the Soviets have armor and the Germans do not, which lowers the combat ratio to 2-1.

[10.0] HEADQUARTERS UNITS
GENERAL RULE:
Soviet and Rumanian units depend upon HQ units for supply and attack co-ordination.

CASES:

[10.1] CHARACTERISTICS OF ACTIVE AND NON-ACTIVE HQ UNITS
The front side of each HQ unit counter represents that HQ unit in an active state, and the back side represents that unit in a non-active state (indicated by the "N").

[10.11] Active HQ units may be used to enable Soviet (or Rumanian) combat units to attack (see Case 10.21) and/or maintain them in supply (see Case 10.22). Non-active HQ units may not be used for either purpose.

[10.12] HQ units are moved as if they were non-motorized infantry units for the purpose of calculating Movement Point costs (see 6.3, Terrain Effects Chart) except that they are moved along roads as if they were mechanized units. HQ units may be moved by rail (see Case 6.4). Note that the Movement Point Allowance of a non-active HQ unit is substantially reduced.

[10.13] An HQ unit (active or non-active) stacked with one or more combat units has no combat strength or "step" (see Case 9.5) to contribute to attack or defense. HQ units may be retreated or advanced after combat along with units with which they are stacked. An HQ unit in a hex in which all the combat units are eliminated is displaced (see Case 10.17).

[10.14] An HQ unit (or two or more HQ units) alone in a hex may never attack, and defends with a combat strength of "one." An HQ unit alone in a hex may be retreated normally if attacked (see Case 9.6). If retreat is impossible or if an HQ unit incurs a "De" result, it is displaced (see Case 10.17). Note: HQ units are never "disrupted" as a result of Overrun.

[10.15] HQ units have no Zones of Control.

[10.16] An HQ unit(s) may freely be placed in a hex containing three Friendly combat units (i.e., they do not count against the stacking limit).

[10.17] An HQ unit which is displaced is immediately placed, non-active side up, in the nearest hex containing a Friendly combat unit (if more than one such hex exists equidistantly, the owning Player has the option to select from among them). An HQ unit that has been displaced remains non-active until the following Friendly Disruption Removal Phase, when it is re-activated.

[10.18] An HQ unit may never be eliminated so long as a Friendly combat unit remains on the Game-Map.

[10.2] HQ UNITS, ATTACKING, AND SUPPLY

[10.21] No Soviet or Rumanian combat unit may attack Enemy units unless a Line of Communications (see Case 10.23) can be traced from an active Friendly HQ unit to the combat unit.

[10.22] In order for a Soviet or Rumanian combat unit to be in supply, a Line of Communications (see Case 10.23) must be traceable between the unit and an active Friendly HQ unit that is itself in supply (see Case 11.2).

[10.23] A Line of Communications is a line of adjacent hexes no longer than the Command Radius (see Case 3.23) of the HQ unit from which it is traced. A Line of Communications may not be traced through an Enemy-occupied hex. It may not be traced through an Enemy-controlled hex unless that hex is occupied by a Friendly unit. In calculating the length of a Line of Communications, the hex occupied by the HQ unit is not counted, and the hex occupied by the combat unit is.

[10.24] There is no limit to the number of units to which a Line of Communications may be traced from a single active HQ unit. A Line may be traced to any unit from any Friendly active HQ unit.

[10.25] A Soviet or Rumanian combat unit to which a Line of Communications from an active Friendly HQ unit cannot be traced defends at half strength, as it is out of supply (see Case 11.2).

[10.26] Only Soviet and Rumanian units that begin the Movement Phase in supply may be utilized to conduct Overruns. Note also that the number of Overruns which the Soviet Player may conduct is limited by the number of active Friendly HQ units on the Game-Map (see Case 7.17).

[10.27] The Axis Player may not utilize the Rumanian HQ unit (General Dragolina) to maintain German units in supply.

[10.3] ACTIVATION OF SOVIET HQ'S
The Stavka Plan
This rule simulates the general inflexibility of the Soviet command structure and the consequent hesitancy in the commitment of reserves.

[10.31] At the start of the game, each HQ unit completely deployed on the Game-Map with its non-active side face-up.

[10.32] At the beginning of Game-Turn One, the 6th Army and 28th Army HQs are activated.

[10.33] At the beginning of Game-Turn Two, the 57th Army HQ unit is activated if it has not previously been — see Cases 10.15 and 10.36.

[10.34] At the beginning of Game-Turn Five, the 9th, 37th, and 38th Army HQ's are activated (if they have not previously been).

[11.0] SUPPLY
GENERAL RULE:
In order to be moved up to its full capacity and attack and defend at full strength, a unit must be in supply.

PROCEDURE:
At the beginning of each Movement Phase — prior to the movement of any units — the Phase Player determines which of his units are in supply. Those units only may be moved up to the limit of their Movement Point Allowances and utilized to execute Overruns. During each Combat Phase, immediately prior to the resolution of each attack in turn, the supply status of the attacking and defending units is determined. Those units in supply (only) attack and defend at full strength.

CASES:

[11.1] LINE OF SUPPLY
A line of supply is a path of consecutive, adjacent hexes. A line of supply may not be traced through an Enemy-occupied hex. A line of supply may not be traced through an Enemy-controlled hex unless it is occupied by a Friendly unit.

[11.2] SOVIET AND RUMANIAN SUPPLY
For a Soviet or Rumanian unit to be in supply, two conditions must be fulfilled: it must be possible to trace a Line of Communications (see Case 10.23) from an active Friendly HQ unit to that combat unit, and it must be possible to race a line of supply (see Case 11.1) from a supply source to the HQ unit.


[11.22] Supply sources for the Rumanian HQ unit are the same as for German units (see Case 11.3).

[11.23] For Soviet HQ units, there is no limit to the length of a supply line.

[11.24] Limitations on the length of the supply line for the Rumanian HQ unit are the same as for German units (see Case 11.1).

[11.3] GERMAN SUPPLY
For a German unit to be in supply, it must be possi-
able to trace a line of supply (see Case 11.1) from a supply source to the unit. Note: See Case 6.57.
[11.31] Any City hex that has not been occupied by any Soviet unit at any point in the game constitutes a supply source for German units. A line of supply traced from a City hex to a German unit cannot exceed 15 hexes.
[11.32] Any road hex may constitute (see Case 11.33) a supply source for German units. A line of supply traced from such a road hex to a German unit cannot exceed five hexes (see Case 11.34).
[11.35] In order for a road hex to constitute a supply source for German units, it must be possible to trace an unbroken path of road hexes from the western edge of the Game-Map or from hex 3932 to that hex. No hex in that line may be occupied by a Soviet unit, or be in a Soviet Zone of Control unless it is occupied by an Axis unit.
[11.36] An Axis line of supply may not be traced more than one hex across the Donets River (i.e., an Axis unit on the eastern side of the River must be adjacent to it in order to be in supply). (Exceptions: Cases 11.35 and 11.36).
[11.37] There is no limit (aside from those listed in Cases 11.31 and 11.32) on the length of any Axis line of supply which crosses the Donets north of the 1400 hexrow, inclusive.
[11.38] There is no limit (aside from Cases 11.31 and 11.32) on the length of any Axis line of supply which crosses the Donets through a hexside intersected by a road.
[11.39] Axis units may also be supplied by air (see Case 13.2).

[11.4] UNITS OUT OF SUPPLY

[11.41] Any unit that is out of supply at the beginning of a Friendly Movement Phase has its Movement Point Allowance halved in that Phase and cannot be utilized to execute an Overwatch. This is true even if, due to subsequent movement during that Phase, the unit is in a position where it would be in supply. (Note also that a unit that is in supply at the start of a Movement Phase is considered to be in supply for the entire Phase, even if it is moved to a position where it would be out of supply.)
[11.42] Supply for combat is determined “at the instant of combat.” Therefore, it is possible for a unit that was in supply at the start of a Combat Phase to be placed out of supply (due to the advance or retreat of other units) prior to the resolution of an attack against it.
[11.43] Any combat unit that is out of supply has its combat strength halved on attack and defense. This reduction is effected after any other modifications for terrain or divisional integrity have been made. Any fractional combat strengths are rounded down, except that no unit may ever be reduced to a strength of less than “one”.
[11.44] Units may exist out of supply indefinitely; no unit is ever eliminated solely for lack of supply.

[12.0] UNTRIES UNITS

GENERAL RULE:
The combat strengths of Soviet units that have not yet participated in combat, with the exception of Guards Rifle Divisions, are untried (i.e., unknown) to both the Soviet and Axis Players. All untried Soviet combat units are placed on the game-map in their untried state, whether as initial deployment or reinforcements. Units are picked by type (rifle, cavalry or armor) from the pool of counters provided. The term “Armor” includes Tank brigades and Motorized Infantry. Once a unit has been committed to combat, the true strength of the unit is revealed at the instant of combat. Units committed to combat in an untried state may not be withdrawn or re-allocated, even if the revealed ratio proves unfavorable. Air Points are applied before revealing units. Once revealed, Soviet units remain revealed.

[13.0] AIR POWER

GENERAL RULE:
Each Game-Turn, the Players receive a number of Air Points which they may use in combat. Axis Air Points may also be used to supply Axis units. The number of Air Points provided for each side per Game-Turn is printed on the Turn Record Track.

CASES:

[13.1] AIR POWER AND COMBAT

[13.11] Each Player may apply his Air Points to help him obtain better odds in combat. Before the ratio for a given combat has been calculated (and before revealing untried units), either or both Players may allocate Air Points.
[13.12] The attacker announces his intention to use Air Points first, then the defender, by placing his Air Point counter on the hex in question.
[13.13] No more than one Air Point counter per side may be allotted in a given combat.
[13.14] The expenditure of an Air Point on a given combat adjusts (see Case 9.83) the ratio one column in favor of the Player using the Air Point. Thus a 2-1 attack with Air Power becomes a 3-1; if that combat had Air Power used defensively the 2-1 would become 1-1.
[13.15] Air Points may not be used in Overruns.

[13.2] AXIS AIR-DROP SUPPLY

In the Axis Air Supply Phase, the Axis Player may expend any Air Points not used in that Game-Turn to give supply to certain units. He simply places the unused Air Points counters on the hex(es) he wishes to supply. All units in that hex at the time of placement (only) are in Supply for the ensuing full Game-Turn.

[14.0] GERMAN MECHANIZED DIVISIONAL INTEGRATION

GENERAL RULE:
Under certain circumstances, the combat strength of individual Panzer divisions (and the Panzer-Grenadier division) may be doubled.

CASES:

[14.1] SCHWENK PUNKT TACTICS

Each German Panzer division (and the Panzer-Grenadier division) is composed of three units. Whenever all three units of the same division are stacked in the hex, the combined combat strength of the division is doubled for combat (attack and defense) and Overrun.

[14.2] MOBILE DEFENSE TACTICS

The three component units of a German Mechanized division may be doubled for defense (only) even when the units are not in the same hex if all of the following conditions are met:

a. no unit of the division is stacked with a unit not of the division
b. it must be possible to trace a Line of Communications no longer than two hexes from each unit of the division to at least one other unit of the division

b. the Line of Communication may not be traced through an Enemy unit or a Friendly unit not of the same division; enemy ZOCs have no effect on this Line of Communications.

[14.3] RESTRICTIONS ON MECHANIZED DIVISIONAL INTEGRITY

[14.31] Divisional integrity applies only to German mechanized units.
[14.32] To obtain divisional integrity, all three units must be from the same division. One or more of the units may be reduced, but should any constituent part of a German mechanized unit be eliminated, that division can never again obtain divisional integrity.

[15.0] GERMAN INFANTRY DIVISIONAL BREAKDOWN, STRONGPOINTS, AND GARRISONS

GENERAL RULE:
German infantry divisions may be broken down into separate regiments, substituting regimental counters for the division counter. German infantry regiments may form strongpoints. City hexes that have not been captured by the Soviet Player have an intrinsic garrison defense strength.

CASES:

[15.1] INFANTRY DIVISIONAL BREAKDOWN

There are 15 regimental counters provided in Kharkov. When setting up the game, these counters are placed in the “German Regional Breakdown Units” box on the Game-Map. During his initial Movement Phase of each Game-Turn (as well as during his initial deployment), the Axis Player must allocate regimental counters for any infantry division. The Axis Player removes the division counter from its hex and places it in the box, replacing it with the requisite number and strength of regimental counters (see Case 15.1).

Note: Players should take care to distinguish between the 2-8/1-8 regiment counters and the 2-8/1-8 division counters (which are used to represent divisions reduced by combat results).

[15.11] The following patterns of breakdown are possible:

<table>
<thead>
<tr>
<th>Original Unit</th>
<th>Breakdown</th>
</tr>
</thead>
<tbody>
<tr>
<td>9-8 infantry div.</td>
<td>Three 2-regiments</td>
</tr>
<tr>
<td>4-8 infantry div.</td>
<td>Three 1-8 regiments</td>
</tr>
<tr>
<td>2-8 infantry div.</td>
<td>Two 1-8 regiments</td>
</tr>
<tr>
<td>7-8 infantry (Le) div.</td>
<td>Two 2-8 and one 1-8 regiments</td>
</tr>
<tr>
<td>3-8 infantry (Le) div.</td>
<td>Two 1-8 regiments</td>
</tr>
</tbody>
</table>

Any German infantry division(s) that has not yet been moved may be broken down by the Axis Player during his initial Movement Phase (but see Case 15.15). Breakdown costs no Movement Points and the regiments may be moved normally in the Phase they are placed on the Game-Map.

[15.12] Regiments may be re-formed into divisions. Only divisions currently in the German Regional Breakdown Units box may be re-formed. This is done by moving the requisite number of regiments (see Case 15.11) into the same hex (re-
[16.0] REINFORCEMENTS

GENERAL RULE:

Both sides receive Reinforcements (new units) according to the schedule on the Game-Map. These reinforcements may be delayed as the Players wish. But they must enter where indicated. Reinforcements arrive during the Initial Movement Phases, each unit expending Movement Points for the first hex entered. Reinforcements may use rail movement, conduct Overruns, and attack. They are in supply for the Player-Turn in which they arrive. (Soviet reinforcements still need HQ units to attack.)

CASES:

[16.1] SOVIET REINFORCEMENTS

All Soviet reinforcements enter anywhere on the eastern edge of the Game-Map.

[16.2] AXIS REINFORCEMENTS

At the start of Axis Player-Turn Five, the German IV Corps arrives in any hex on the South edge of the Game-Map. The IV Corps consists of the 22 Panzer Division (203/22, 12/22, and 140/22) plus 76, 94, 75 and 376 infantry divisions.

All other reinforcements enter anywhere on the North edge of the Game-Map, west of the current Axis "Front Line." If it is hard to determine, these divisions may enter anywhere west of hex 0116.

[17.0] VICTORY CONDITIONS

GENERAL RULE:

Except in the case of a draw, victory is awarded to the Player who obtains the most Victory Points. Some Points are obtained for "trinary" achievements during the course of the game, and the Players will have to keep track of them. After the completion of Game-Turn Ten the Players determine their point totals. To determine the level of victory achieved, the lesser total is subtracted from the greater, and the difference compared to the Levels of Victory printed on the Game-Map.

CASES:

[17.1] VICTORY POINTS FOR EITHER PLAYER

The three Cities on the Game-Map are each worth Victory Points to the Player who controls them at the end of the game.

[17.2] SOVIET VICTORY POINTS

At any point during the game that Soviet units are advanced into a City hex, the Soviet Player immediately receives four Victory Points.

The Soviet Player can never obtain more than six Points for capturing any one City hex, even if the hex is re-captured by Axis forces and then again re-taken by Soviet troops. However, the Soviet Player does receive six points for each (different) City hex he captures.

The Soviet Player receives three Victory Points for each Game-Turn in which, following the Axis Player-Turn, Kharkov is either cut-off or controlled by Soviet forces. Kharkov is considered cut-off if at least one hex of the City is not controlled by the Soviet Player and one or more hexes of the roads leading from Kharkov to Poltava and to Dniepropestrovsk are occupied by Soviet units. Case 17.12 defines when Kharkov is Soviet-controlled.

The Soviet Player receives two Victory Points for each Game-Turn in which, following the Axis Player-Turn, the Axis Player has failed to maintain a "continuous front" of friendly units and/or their Zones of Control from the northern to the southern or eastern edges of the Game-Map.

The Soviet Player receives Victory Points for the elimination of Axis units. These are awarded at the end of the game (only). Basically, the Soviet Player gets points for destroying German divisions having Movement, Combat, and Disruption Removal Phases, and the Soviet player (only) having a Reserves Commitment Phase and the Axis Player (only) having a Mechanized Movement and an Air Supply Phase.

Rail movement of up to a maximum of 40 hexes may be utilized by three Axis units and five Soviet units plus an unlimited number of Soviet HQ units each Game-Turn. A unit moved by rail must begin and end its movement on a Rail hex and may not enter an Enemy ZOC, leave the RR, or cross the Front Line.

Overruns may be conducted at a cost of 3 Movement Points. Soviet Overruns are limited to one per active HQ unit; Axis Overruns are unlimited. Units must begin the Movement Phase stacked in the same hex and in supply to execute an Overrun.

Units successfully Overrun are disrupted. Disrupted units do retain a Zone of Control but may not move.

Stacking is limited to three combat units. HQ's and informational markers do not count.

Zones of Control halt movement and cut supply, Lines of Communication, and retreat in boxes not occupied by Friendly units. HQ units have no ZOC.

The Combat Results Table is a ratio table with terrain defense advantages reflected in modifications to units' Combat Strengths (i.e., being halved, doubled, etc.).

Retreat is conducted by the losing player, who chooses either to retreat the mandated number of hexes or lose that many steps. Advance along the path of retreat (or two hexes if lost is eliminated). If the Player is eliminated, no serious units is allowed; Soviet units (only) must stop if they enter Enemy ZOC.

Read word-for-word Case 6.5 (Additional Restrictions on Axis Movement), Case 6.6 (German Tactical Disengagement), Case 6.7 (Additional Restrictions on Soviet Movement), Case 6.8 (Soviet Breakout Mobility), Case 9.8 (German Breakthrough Morale), Case 9.9 (Armor Superiority), Section 10.0 (HQ Units), Section 11.0 (Supply), Section 13.0 (Air Power), Section 14.0 (German Mechanized Divisional Integrity) and Section 15.0 (German Infantry Divisional Brinckdown, Strongpoints, and Garrisons).

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