Operacija Malyj Saturn
ARMIR

1 INTRODUCTION

ARMIR is a simulation of the Soviet offensive of December 1942 against the VIII Italian army on the Don.

Note. There are few historical notes in the rules, for more information on the situation, see the article on this issue of the magazine.

1.1 Game Components

ARMIR contains:
- An A2 map (42x60 cm.)
- 140 die-cut counters
- This set of rules
- A game table

TTo play you also need a six-sided die (1d6), not included in the game.

1.2 Scale

Infantry units represent regiments, brigades or divisions.

A game turn simulates two days. In total there are six turns of play.

1.3 Map

The game map covers the Don area in which the VIII Italian army (ARMIR) was deployed in December 1942.

Around the game map there is a series of useful indicators to play ARMIR.

A hex represents about km 10 across.

The types of terrain that affect the game are shown on the Terrain Effects Chart.

1.4 Rounding

When not specified in the rules, rounding is always done to the highest whole number. In case of more than one unit in the hex, all the values are added together and then rounded up.

1.5 Control

A player controls a hex if one of his units occupies it or was the last to occupy it.

At the start of the game any player controls all hexes on its side of the front.

2 COUNTERS

In ARMIR there are combat units, artillery, commands (HQ), air units and generic counters.

2.1 Combat Units

All units display the following values:

Combat Factor (CP): the value of the unit in combat.

Heavy armament units: the asterisk after the combat factor in Axis units indicates that they have heavy armament.

Movement Ability: The number of Movement Points (MPs) a unit can use to move. Units with the motorized symbol and the HQs have a motorized movement capability. A white circle around the Movement Capacity indicates that the unit is tracked.

Stacking (SP): The number of steps remaining and the unit's stacking value.

Identification (ID): the historical designation of the unit.
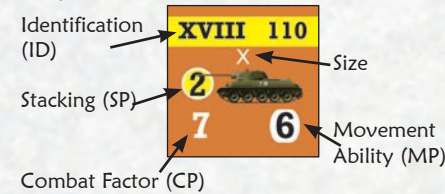
The units have at the top of the counter a colored line that indicates the Corps (Axis) or the Army (Soviet) to which they are attached.
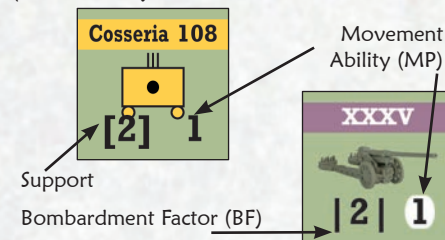
Axis units without this colored line are considered Army units.

2.1.1 The Italian TA units are the various Army Corps troops (machine-gun battalion, 47/32 c / c battalion, engineer battalion, etc.).

2.1.2 Artillery and HQ are not considered combat units.

2.2 Artillery

Only the Italian side has artillery units (see rule 10).

Support: Support capacity of Italian divisional artillery.

Bombardment Factor (BF): Bombardment capacity of the Italian heavy artillery.

2.3 Command (HQ)

Range: The number of hexes within which an HQ can supply its subordinate units.

2.4 Air Support

Aircraft Bombardment: The value indicates the Bombardment capacity.

2.5 Other counters

The game also includes some counters to use as markers on the map tables and some generic counters.

2.6 Color scheme

- Soviet units: brown,
- Soviet guard units: red,
- Italian units: green,
- Alpine units: ice white,
- "Camicie nere" units: black,
- German units: Feldgrau,
- SS units: black with the symbol of the SS on the left.

2.7 Abbreviations

- AA: Army artillery
- ARMIR: Italian Army in Russia (8th Army)
- Bers .: Bersaglieri
- Celere: "Principe Amedeo Duca d'Aosta " Celere Division
- CAI: Italian Air Corps
- Leg. Croata: Croatian Legion
- Mt. Cervino: Monte Cervino
- Rag.: Group

3 SEQUENCE OF PLAY

In ARMIR the sequence of play changes according to the player with the initiative.

A. Initiative
1. The Soviet player decides whether to have the initiative or not (rule 4).

B1. Player Axis with the initiative
2. Axis reinforcements
3. Axis Movement
4. Bombardment
5. Axis Combat
6. Soviet Movement
7. Axis motorized movement
8. Bombardment
9. Soviet combat
10. Soviet motorized movement

B2. Soviet player with the initiative
2. Axis reinforcements
3. Soviet Movement
4. Axis motorized movement
5. Bombardment
6. Soviet combat
7. Soviet motorized movement
8. Axis Movement
9. Bombardment
10. Axis Combat

C. End of game turn
11. Supply
12. Attrition

4 INITIATIVE

In ARMIR the Axis player normally has the initiative.

During the Initiative phase of each game turn, the Soviet player can decide

to get the initiative by spending 1 Push Point (PS).

If the Soviet player has the initiative, the game sequence B2 is used, otherwise the B1 (see rule 2).

Place the initiative marker on the side of the initiative player in the box of the current Turn.

5 MOVEMENT

During the movement phase, the phasing player may move all, some or none of his units.

A unit moves on the hexagonal map by spending movement points (MP). Entering a hex has an MP cost.

A unit is not obliged to use all its MPs during a movement phase, but it cannot save any unused MPs or transfer them to another unit.

A unit cannot enter a hex if it does not have enough MPs, but it can always move a minimum of one hex.

5.1 Terrain costs

Entering a hex costs 1.5 MP.

5.1.1 Road Movement. Movement along a road costs 1/2 MP for units with motorized and tracked movement capacity and 1 MP for all the others.

To use Road Movement the unit must follow the path of the road. A unit in the same turn can alternate road movement and normal movement. For the purpose of this rule railways are considered roads.

5.1.2 Due to strategic and logistic limits and the second-line Axis units, Soviet units can never enter any railroad hex that runs between supply sources A and B.

5.2 Motorized movement

In this phase the player can move all his combat units with motorized and tracked movement capabilities, even if they have already moved in the previous movement phase.

5.3 HQ and Artillery

At the beginning of his own initiative (the Soviet) or movement (the Axis) phase, the phasing player must decide on which side to place his own HQ

and artillery units.

5.3.1 One side has a greater range or BF, the other a greater movement allowance.

5.3.2 HQs have the motorized movement capacity.

5.3.3 The Soviet player can turn upside/down his own HQs, only if he has the initiative.

5.4 Italian motorized movement

During each movement phase, the Italian player must spend a Supply Point (PA) when he wants to move his motorized or tracked units more than one hex. Reduce the value of PA in the PSAeA table on the map by one.

5.4.1 To move more than one hex does not cost PA to the HQs and to units of the Celere Division.

5.5 Front line

Italian units on the front line (in Stronghold hexes) cannot move during their own movement phase of turns one and two, unless one or more of their Corps' hexes have been occupied by Soviet units.

5.5.1 The Alpine Corps HQ can move from Rossosh only if a Soviet unit is within two hexes. The Corps' units cannot move out of its range (but see 15.1.3).

The Mt. Cervino battalion is not subject to this rule and can move normally.
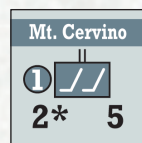
6 STACKING

Up to 8 SPs per hex can be present. The number of SPs of each unit is indicated on the counter.

HQ and artillery are considered to have 1SP, not indicated on the counter. Multiple units in the same hex are called a Stack.

Stacking is controlled at the end of the movement and combat phases and even before a Overrun.

6.1 Corps or Divisions

All units belonging to the same Corps (for the Soviets) or to the same Division (for the Axis) can be stacked

in the same hex even if they exceed the stacking limit, as long as there are no other units in the hex.

6.2 Overstacking

If in a hexagon there are units whose stacking value is greater than that allowed, excess units are immediately eliminated.

6.3 Soviet armies

Soviet units belonging to different armies cannot stack in the same hex.

7 ZONE OF CONTROL

The six hexes surrounding a combat unit are the Zone of Control (ZOC) of that unit. The ZOC influences movement and supply. All combat units have a ZOC (remember 2.1.2), but there must be at least 2 SPs in a hexagon to exert the ZOC.
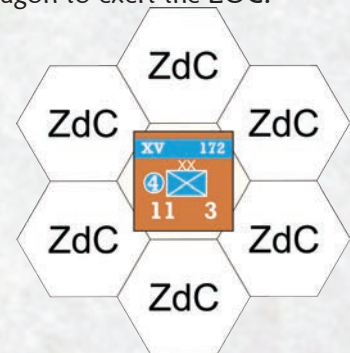
7.1 ZOC and Movement

A unit that enters a hex in an enemy ZOC must stop and cannot move further for the rest of the phase.

A unit that starts its movement in an enemy ZOC can move and can also pass directly into another enemy ZOC (also exerted by the same unit), but it must stop when it enters the new ZOC.

7.1.1 Motorized and tracked Soviets units must not stop when enter the ZOC of non "heavy" Axis units.

All Axis units with an asterisk after the combat factor are considered "heavy".

7.1.2 The ZOC does not extend through major river hexsides and the ZOC of Soviet units do not extend through strongholds.

8. SUPPLY

During the Supply phase, units on the map are checked for supply. A unit is considered supplied if it is within the range of its HQ or within 4 hexes from a supply source or railroad hex connected to a supply source.

8.1 Sources of Supply

The HQs must in turn trace a supply line of any length to its own supply source.

The supply sources of each side are the hexes on the edge of the map indicated by a specific symbol for each side (green for the Axis, red for the Soviet).

8.1.1 Axis units and HQs can trace to Kantermikova while the depot is present there.

8.2 Supply Line Limits

The HQs range and supply lines cannot pass through a hex in an enemy ZOC unless the hex is occupied by a friendly unit.

8.2.1 The ZOC of not "heavy" Axis units blocks Soviet supply (the supply it is not considered motorized for the purposes of rule 7.1.1).

8.3 Out of Supply Unit

A Out of Supply (OOS) unit does not exert ZOC and has its combat factor halved in both attack and movement.

8.3.1 OOS Soviet HQs and Italian artillery units cannot use their bombardment value.

8.4 Soviet armored Corps

At the times of supply checking, the armored XVII, XVIII, XXIV and XXV Soviet OOS Corps must roll one die (per hex not per unit): the number of the current turn must be added to the die result, if the sum is less than seven (7) the unit does not receive the OOS marker (it is considered in supply).

Example: At the end of the second game turn, two brigades from the 18th Corps are out of supply. The Soviet player must roll a die: with a result of 1-4 the units do not receive the OOS marker.

8.4.1 Once a unit is OOS, it must not roll any longer to check supply: it remains OOS until they return to supply.

8.5 ARMIR

The ARMIR HQ can supply any Axis unit.
The army units (all those without the upper colored stripe) can be supplied from any Axis HQ.

8.6 Attrition

During the Attrition phase, players must eliminate 1 SP (the owning player's choice) in each hex in which there are out of supply units.

9 AIR OPERATIONS

Air forces have two functions in ARMIR: Bombardment and Supply.

9.1 Air raid

From the second game turn, during the initiative phase the Soviet player rolls a die: with a result of 1-3 the Axis player obtains an air unit (with bombardment value 4), with 4-6 the Soviet player obtains an air unit (with bombing value 3).

9.1.1 Before the friendly or enemy (but not both) combat phase, this air unit can be used to bombard a hex containing enemy units.

9.1.2 The Soviet air unit can bombard only within the range of one of his HQs, the Axis air unit can bombard anywhere on the map.
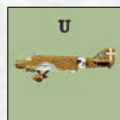
9.2 Air Supply

During the supply phase of each turn, the Axis player can supply two OOS hexes where there is at least one German unit.

9.2.1 The Axis player can also supply an OOS hex where there is at least one Italian unit with the Italian air unit in Kantemirovka.

After being used the air unit is turned to the U (used) side. In the initiative phase of the next turn, the Axis player rolls a dice: with a result of 5 or 6 the unit becomes available again.

If Soviet units enter Kantemirovka the air unit is no longer available for the rest of the game.

10 ARTILLERY

In ARMIR there are two types of artillery, army (heavy) and divisional. The Italian artillery has its own counters, the heavy artillery of the three Soviet armies are indicated with separate counters (one per army), the German and Soviet divisional artillery are included in the combat value of the units.

10.1 Italian Artillery

The Italian artillery is divided into heavy and divisional artillery.
The Italian heavy artillery has a range of three hexes, while the divisional one has a range of one.

10.1.1 Heavy artillery can bombard a hex containing enemy units (rule 11).

**10.1.2** The divisional artillery can support a combat.

In each combat phase a divisional artillery can add its value to the combat factors of friendly combat units. The divisional artillery must be within 1 hex from the attacked hex. A division's artillery can support only one unit of the his own division, a Corps artillery can support all the units of his own Corps and the army units.

10.1.3 A divisional artillery, if under attack, can also support itself.

10.1.4 Every time the Axis player decides to use an artillery unit he must spend a PA. If the total PAs reaches zero, it is no longer possible to use the artillery.

10.1.5 Heavy and divisional artillery units that are not used in support have a combat value of one in defence and zero in attack and follow the normal rules of combat.

10.2 Soviet Heavy Artillery
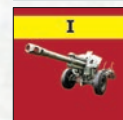
Each turn the three Soviet Armies receive a number of artillery points equal to the range of their HQ.

This value is indicated by the corresponding marker on the PSAeA box on the map.

10.2.1 In the Bombardment phase (friend or enemy) the HQ can bombard enemy hexes within three hexes.

Subtract the artillery points used by the HQ from the total available to the army for that turn.

11 BOMBARDMENT

During the bombardment phase, both players (starting with the initiative player) can use air units and heavy artillery units to carry out bombardment on hexagons where enemy units are present.

It is not possible to add air units and artillery in the same bombardment and a hex can be bombarded only once per phase.

11.1 Resolution

The player rolls on the Bombardment Table in the column equal to his bombardment value and applies the result.

11.1.1 The Soviet player must declare how many bombardment points he intends to use to bombard a given hex before rolling the die.

11.1.2 Each artillery bombards individually. The Italian player cannot add the value of two or more heavy artillery units in a single bombardment.

11.1.3 The results can be:
- (no effect),
- DSG (Disorganization),
- and DSG1 (Disorganization plus one step loss to the stack).

11.2 Disruption (DSG)

A DSG result halves the combat factors of each unit in the hex. DSG artillery units do not can carry out Bombardment or Support.

11.2.1 The DSG markers are removed at the end of each combat phase.

11.2.2 A unit may have its own combat factors only halved once, an OOS and DSG unit is only halved in attack.

12 COMBAT

A combat takes place between adjacent enemy units. A unit can attack only once per combat phase and it is never mandatory to attack.

Only combat units can attack.

A unit is not required to attack all enemy units in its ZOC, but if it attacks a hex it must attack all units in that hex.

A hex can be attacked by units in several adjacent hexes.

The player is not obliged to declare all the attacks before starting to perform them.

Soviet units belonging to different armies cannot participate in the same attack.

12.1 Resolution of combats

The attacker designates the hexagon he wants to attack and indicates which friendly units, among those adjacent to the attacked hexagon, will take part to the attack.

The combat value of all the attacking units is added together, similarly the combat value of the defending units is added (considering the modifications due to DSG, Supply and Terrain, see tables); the two numbers are divided, thus obtaining a strength ration (attacker / defender).

Always round in favor of the defender to the nearest ratio on the Combat Results Table.

Combat with a final strength ratio of less than 1: 2 are resolved on the 1:2 column. Combats with a final force ratio greater than 7: 1 are resolved on the 7:1 column.

Modifiers are applied after establishing the column on the Combat Results Table.

> *Example*: *If four Soviet divisions with a total CP of 39 attack an Italian regiment (CP 4) in the stronghold the ratio of forces is 8: 1 reduced to 7: 1 and then moved one column to the left due to the presence of the Stronghold. The Soviet will roll on the 6: 1 column.*

The attacker rolls 1d6 on the Combat Results Table corresponding to the column in question and applies the combat result.

12.1.1 If the Axis player uses in attack at least one German tracked unit, he receives a +1 modifier to the die roll on the Combat Results Table.

12.2 Combat Effects

The result of the die roll on the Combat Results Table indicates the number of lost steps.

On the left, those lost by the attacker, on the right by the defender.

When a combat unit suffers a step loss his SP is reduced by one, it is turned over to the opposite side if on the back the SP value is one less or receives a -3 marker (-3 marker indicates the unit has one step and three CPs less). If he had only one step it is eliminated.

12.2.1 The player can split losses between his units as he prefers, but no unit can suffer a loss if there is at least one other friendly unit that has lost fewer steps. Artillery and HQ units can be chosen as losses.

> *Note: On several occasions during this campaign the Italian batteries sacrificed themselves to allow the infantry to withdraw.*

12.2.2 The first Soviet loss is chosen by the Axis player if there is a "heavy" armament unit in the Combat, this is an exception to 12.2.1.

12.3 Retreat after Combat

A defending unit or stack can replace one step loss with a retreat of one hex.

> *Example: A unit with 3 steps that suffers a result of - / 2 can retreat by one hex and lose 1 step, or it can lose 2 steps and stay in place.*

12.3.1 Units may retreat into any hex not occupied by the enemy (but see 14.2.1). Enemy ZOCs do not affect retreat.

A unit or stack that withdraws into a hex already occupied by friendly units can cause overstacking (6.2).

12.3.2 Axis units not in Strongholds or cities that are attacked by at least one Soviet tracked combat unit in the event of losses must replace one step loss with a retreat if is not present at least one "heavy" unit (with an asterisk) in the attacked hex.

12.3.3 If a unit or stack does withdraw into a friendly hex and it suffers an attack in the same Combat phase, units that have retreated do not add their combat value, cannot be chosen to absorb losses, and follow the fate of other friendly units in the hex (if they retreat they follow the retreat, if they are eliminated they are also eliminated).

12.4 Advanced after Combat

If an attacked hex remains empty, victorious attacking units may advance into the hex, subject to stacking limits. Units that advance after combat may ignore enemy ZOCs.

13 MOBILE ASSAULT (OVERRUN)

Overrun allow a unit or stack consisting exclusively of motorized or tracked combat units to attack a hex occupied by enemy units during movement.

Motorized or tracked combat units can perform Overruns in both phases of movement. To make a Overrun there must be at least one tracked combat unit in the stack.

Overrun can only be carried out by one stack at a time. Overrun can take place against any enemy unit, including those that have just retreated. If a Overrun fails, the same hex may suffer a Overrun by a different stack.

It is not possible to carry out Overrun through Stronghold hexes.

A stack that makes an a Overrun is not forced to stop in the ZOC exerted by the units in the hex under attack, but must respect the rules of the ZOC (7.1) of any other enemy units.

13.1 Making a Overrun costs 2 MP in addition to the terrain cost of the hex where it is intended to be carried out.

13.2 If a Overrun does not free the attacked hex from enemy units, the stack must end its movement in the

hex from which it attacked and cannot do anything else that phase. If the Overrun is successful the stack must enter the "freed" hex and can continue its movement and attempt further Overrun if it has MPs available and is not blocked by ZOC.

13.3 A stack can drop off units during movement or combat, but it cannot take new ones.

14 TERRAINS
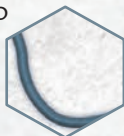
The map of ARMIR features different types of terrain.

14.1 Forests, Rough terrain and Towns

These terrain types do not give modifiers to movement or combat.

14.2 Rivers

In ARMIR there are two types of rivers (major and minor). There is no difference between major or minor rivers except for ZOC (7.1.2).

If all units attack across a river, the combat strength ratio is moved one column to the left.

14.2.1 Don. The Don River does not influence the combat strength ratio. The Axis player cannot attack through the Don and Axis units may cross it only if they enter a hex not in an enemy ZOC.

14.3 Strongholds

If all Soviet units attack through a Stronghold hexside, the strength ratio receives one column shift to the left; furthermore the Axis player can ignore the second loss and the Soviet always receives 1 more step loss.

> *Example: The Soviet attacks an Italian regiment in the Stronghold with a ratio of 6: 1, the die roll is 4 for a result of 1/3. The Italian takes a step less, ignores the second and cancels the third by withdrawing. The Soviet takes two steps loss, but it can advance in the hex.*

14.3.1 A Stronghold is not eliminated by enemy units entering the hex, but Soviet units can never take advantage of the Stronghold.

14.3.2 The Soviet player suffers a -1 die roll modifier when it bombards units into hexes with Stronghold.
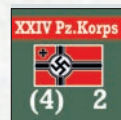
14.4 City

In attacks against cities strength ratio is subject to one column shift to the left.

15 REINFORCEMENTS

Only the Axis player receives reinforcements and replacements. The arrival of reinforcements is indicated in the initial setup (18.5), but some reinforcements have special rules.
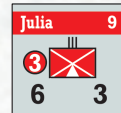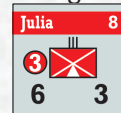
15.1 XXIV Pz.Korps

The HQ of the XXIV Pz.Korps enters from the north edge of the map, in the supply source C hex in the turn following the one in which the Soviets conquered a stronghold controlled by the Alpine Corps or by the Italian II Corps.

15.1.1 The HQ of the XXIV Pz.Korps can never move more than three hexes from the north edge of the map.

15.1.2 After the HQ of the XXIV Pz.Korps has entered play, its units (units with a red stripe on top) cannot voluntarily move out of its range.

15.1.3 The Axis player may assign the two units of the Julia Division of the Alpine Corps to the XXIV Pz.Korps. The units must be replaced on the front (in the stronghold) by the Vicenza units.

If this option is used, the Axis player must replace the two regiments counters of the Julia belonging to the Alpine Corps with the two assigned to the XXIV Pz.Korps.

15.2 The 3 Gebirgs-Division

The 3 Gebirgs-Division arrives at Millerovo during the Axis Reinforcement phase of game turn 2 with only one step available.

During the Axis Reinforcement phase

of each turn in which it is not OOS (or eliminated), it receives a replacement step. The 3 Gebirgs-Division cannot move from Millerovo until it is at full capacity (4 steps).

15.3 Replacements

The Axis player can replace a step to one German unit each turn.

The unit must be in supply in order to receive the replacement.

15.3.1 The Russian player gain 1 PS each turn the German replacement is used.

15.3.2 Eliminated units can never be brought back into play.

15.4 Complements

The Italian Complements counter can be used as a normal combat unit or if stacked with other Italian units it can be removed to recover a step loss of another Italian infantry unit.

16 TRACKS

On the map there are the Game Turn record track, the Push Points, supply and Artillery (PSAeA) track, the Čir Front and the Garrison of Tatsjanskaja and Morozovsk airports track (TeM).

16.1 Front of the Čir track

Place the marker of the Armee-Abteilung "Hollidt" in box 1.

During his initial setup, the Soviet player places as many units of the 3rd Army as he wishes in the indicated box.

16.1.1 The Soviet player rolls a die in the Soviet combat phase of each turn if there is at least one Soviet unit in the Čir Front track. With a result of 3 or more the Soviet advances into the next box.

16.1.2 With a die result modified (16.1.3) of 1-2 the Soviet has no losses, with 3-6 loses 1 step, with 7 or more loses 2 steps.

16.1.3 For every 20 CPs of Soviet Combat units present at the time of the die roll, the Soviet player must add one to the result. The CP of the motorized and tracked units is

doubled for this calculation.

16.1.4 The Soviet units in the box Bokovskaya during the next Movement phase enter the map in the Bokovskaya hex (paying the relative cost in movement points). Axis units can never enter Bokovskaya.

16.2 Supply Points

 The Italians have an initial value of PA (indicated in the PSAeA) that are used to move motorized units (5.4) and for shooting with artillery (10.1.4). Every time a PA is used, reduce the value on the track by one.

16.2.1 The first time that Soviet units enter Kantermikova, remove the Depot marker and reduce 1d6 PAs on the track.

16.3 Tatsjanskaja and Morozovsk

In the Axis Reinforcement phase, the Axis player rolls a die, if the result is lower than the current turn increases the value of the garrison on the track of the Tatsjanskaja and Morozovsk (TeM) airports.

16.3.1 All Soviet units moving out of the exit hexes Tatsjanskaja and Morozovsk on the map are placed in the "Soviet" box on the TeM track.

In the Soviet combat phase of each turn all the units in the "Soviet" box attack the Tatsjanskaya and Morozovsk garrisons.

16.3.2 The strength ratio is calculated normally.

The Soviet implements normally any step lost, while the Axis player reduces by one the value of the garrison on the TeM track for each step loss. If the value of the garrison reaches zero, the airports have been captured, otherwise the next turn a new combat will take place.

16.3.3 Soviets units, once entered the TeM, can no longer leave it, they are OOS (but see 8.4) and are considered to be a single stack for attrition purposes.

16.4 Push Points

Only the Soviet player calculates the PS. The PSs are marked on the PSAeA track.

 16.4.1 The Soviet player gains PSs at the moment he gains control of some cities and villages on the map and loses PS if they are recaptured by the Axis. Towns and villages that have a PS value are shown on the map with a red star, the villages are worth 1 PS, the cities 2 PSs.

16.4.2 Each turn the Soviet player loses 1 PS in the Axis Reinforcement phase if he does not control the airports of Tatsjanskaja and Morozovsk (17.2).

16.4.3 The Soviet player loses 1 PS each turn in which he decides to take the initiative (rule 4).

16.4.4 The Soviet player gains 1PS each turn in which the Axis player decides to use the German replacement step (15.3).

17 HOW TO WIN

The Soviet player has to choose his objectives, and during the game he has to take account of the PSs on PSAeA, if the PSs arrive at zero he has automatically lost the game.

17.1 Objectives

The Soviet player must choose two or more objectives at the start of the game. Once the objectives have been chosen, he must place the objective markers corresponding to the chosen objectives in box 6 of the game turn record track on the map, plus a number of dummy objective markers (with a blank back) so that there are four objective markers in all.

17.1.1 There are four possible objectives:

1 <u>Čir</u>. The Soviet player must concentrate its efforts on the offensive on the Čir against the German-Romanian troops. If it arrives in the Bokovskaya box on the turn 2, he gains 1 Victory Point (VP), in turn 3 none, in turn 4 he loses 1 VP.

Note: The Soviet can mathematically obtain this VP if he uses an adequate number of troops.

2 <u>Airports</u>. If the Soviet player captures the airports of Tatsjanskaja and Morozovs, he earns 1 VP otherwise he has automatically lost the game.

3 <u>Destroy the Armir</u>. The Soviet player

must destroy as many Italian Corps as possible (XXIX is considered an Italian Corp). A Corps is considered destroyed if it has lost more than half of its steps, in the calculation of the steps the HQ, the artillery units and the German units that are part of the various Corps are considered. If 4 Corps are destroyed, the Soviet player receives 2 VPs, with 3 he receives 1 VP, with 1 or 2 destroyed Corps, he loses 1 VP. The elimination of the Armir HQ counts as 1 destroyed Corps.

4 Towards the Donetz. The Soviet player must capture the cities and the towns indicated on the map by a star. Calculate their value exactly as for PS.

At the end of the game if the sum of all the cities / towns controlled by the Soviet is:

> 16 or more he receives 2 VPs,
> 14 or 15 1 VP,
> from 12 or 13 no VP,
> less than 12 he loses 1 VP.

17.1.2 VPs are assigned (or removed) only for the objectives that have been chosen, the others do not assign VPs.

17.1.3 If a Soviet HQ is eliminated, he returns to the next reinforcement phase in any hex east of the Don and the Axis player gains 1 VP.

17.2 Victory conditions

At the end of the game the Soviet player must show the opponent his objectives and count the obtained VPs. The Soviet player must get at least 3 VPs to win the game, otherwise it is an Axis victory.

18 INITIAL SETUP

The Axis player setups first.

18.1 Axis

The following **infantry units** must be placed on the frontline in hexes where there is a stronghold of their Corp color.

All frontline hexes be occupied by at least one unit. The Divisions must be deployed in the following order (from north to south):

> Alpine Corps (CA): Tridentina, Julia, Cuneense.
> II Corps: Cosseria, Ravenna.
> 213/318.
> XXXV Corps: 3 Gennaio, 298, Pasubio.
> XXIX Corps (German): Torino, Celere, Leg. Croata (army unit), Sforzesca.

Divisional artillery units must be positioned behind the frontline, adjacent to a unit of their own Division. Corps HQs can be placed in any hex to the west of the Strongholds, as long as they keep all the units of their Corps within their range.

18.1.1 The HQ of the Alpine Corps and the Corps heavy artillery must be placed at Rossosh.

The two regiments of Vicenza must be placed adjacent to units of the Julia, but not in a Stronghold.

18.1.2 All other units belonging to the various Corps must be placed within a hex of their HQ, but not in a Stronghold.

18.1.3 Army Unit: The HQ of the ARMIR and the Complements go to Starobel'sk, the Leg. Croata with the XXIX Corps, the two heavy artillery units and the three German KGs of 27Pz. within a hex from a HQ of the Alpine Corps, II or XXXV Corps, no more than one per type for HQ.

The Barbò cavalry must be placed in a city or town along the Rossosh-Millerovo railway.

The Depot and the CAI go to Kantemirovka.

18.2 Soviet

The Soviet player places the three army HQs in the hexes shown on the map. All Soviet units must be placed within range of their own HQ, east of the Strongholds (see also 16.1).

All hexes of the frontline must be occupied by a Soviet unit or ZOCs.

18.3 Markers

Place the marker of the Armee-Abteilung "Hollidt" in box 1 of the Front of the Čir track and the marker of the Tatsjanskaya garrison and Morozovsk in box 1 of the TeM track.

Place the Italian PA marker in box 6 of the TSAeA on the +10 side, the Soviet PS marker in box 4 of the TSAeA (Soviet controls Kazanskaja, Pavlovsk and Verkhniy Mamon) and the Soviet heavy artillery markes in the box indicated on the back of each counters.
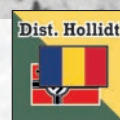
18.4 First game turn

The first game turn (Axis initiative) begins with phase 7 of the sequence of play (Axis motorized Movement), but in this phase the Axis player can only move one counter and must be a German unit of 27Pz. The rest of the turn continues normally.

18.4.1 Weather. All the campaign took place in prohibitive weather conditions, but on the day of the attack the weather was very bad (rain, ice storms, fog etc.).

During the first turn of the game, all the units have 2 MPs less, except for the tracked vehicles that reduce their movement capacity by 1MP, and the value of the Italian artillery is halved.

Note. The Soviet heavy artillery has already been reduced in the set up.

18.5 Reinforces

> Round 2: 3 Gebirgs-Division and 387 Division,
> Round 3: 385 Division,
> Round 4: SS brigade Fegelein e Führer Begleit Bataillon.

All reinforcements except the 3 Gebirgs-Division (see 15.2) enter at full strength from the north edge of the map, in the supply source C hex.