The Third Winter (v1.2)

Introduction

The Third Winter depicts the Russo-German war from the Race to the Dnepr in 1943 until the advance to the Carpathians in 1944. The game area covers parts of Southern Russia, much of Ukraine, southeastern Poland, and eastern Romania. The game begins with the Germans in full retreat to the Dnepr in late September 1943. By the campaign's end in late April 1944, four Axis armies will have faced four Soviet fronts in a titanic struggle. Several scenarios supplement the main campaign, as the German army fights its "Third Winter" in Russia.

1.0 General Special Rules

1.1 Map & Terrain

There are four maps labeled A through D. Hexes are identified by a map letter and number, e.g., hex B60.10 is a Kharkov city hex.

1.1a Terrain Effects Chart. The movement/combat effects are explained in the Terrain Effects Chart (TEC).

1.1b Hedgehogs. Hedgehogs may not be built larger than Level-2 and are reduced by one level when captured.

1.1c Ports. Neither side has a Shipping Allowance (Sea Cap), the ports being intended for use in later games.

1.2 Railroads

Railroad lines are either Soviet gauge (broad gauge) or German gauge (standard gauge). The Axis may only use German gauge lines and the Soviets may only use Soviet gauge. Players change the gauge of these lines using Rail Repair units, per series rule 13.3f. Some entry hexes automatically convert to Soviet gauge during the game, see 3.1.

During the Soviet Player's Clean Up Phase, any rail hex more than 20 hexes from an Axis combat unit and connected to the Soviet rail network is automatically converted to Soviet gauge (ignore units being supplied by a Kessel HQ.)

> **Design Note:** *By this point in the war, the Soviets had immense logistical activities that are not represented by units.*

1.2a Off-Map Rail. Either player can use their Rail Capacity to rail cargo off and back on any of their map-edges (as long as the cargo does not cross the Black Sea). The only hexes that can be used for this purpose are those capable of normal rail movement for that player. No ground unit can ever end its movement off map.

1.2b Extra Detrainable Hexes. Point of Interest hexes on the map are detrainable.

1.3 Rumania Air Box

The Axis player has an off-map air base in Rumania. It may be used to base up to four Axis air units at any given time. No combat or barrage is ever allowed in this box. Aircraft based here:

- Refit for free.

- May only fly missions within the borders of Rumania (see 2.5a).

- Must return to the Rumania Air Box after any mission (so "going to Rumania" is permanent).

- The Rumania Air Box is 10 hexes from any hex along the west edge of Map C.

1.4 The Dnepr River

The Dnepr is one of Europe's major rivers and is delineated into two River types—Major and "Volga-Class". Standard OCS rules apply for the Major River section (hex D31.34 and north), with the rules below applying only to the

Volga-Class River portion between hexes D32.33 and D11.02 inclusive.

1.4a Volga-Class Bridge Destruction. A Volga-Class Bridge exists where a road or railroad crosses a Volga-Class River hexside. The Axis player has the option to destroy a Volga-Class Bridge the instant the first Soviet combat unit moves into a hex on either end of the bridge. Success is automatic. If not done immediately, that particular Volga-Class Bridge can never be destroyed. Bridge Destroyed markers are provided to indicate the destroyed status of a Volga-Class Bridge. Bridges across other types of rivers cannot be destroyed.

> **Design Note:** *The Dnepr River is the major obstacle the Red Army must cross to reconquer western Ukraine and threaten the Balkans. The "Race to the Dnepr" was exactly that. The southern section of the river has only a few major crossings (as the players will quickly discover). The Dnepr River is an excellent defensive barrier if the Axis can man it in time. The game starts with the Soviet player trying to secure vital bridgeheads. The Axis player must also be wary to ensure all their troops are across before destroying the last bridges!*

1.4b Volga-Class River Hexsides.

Without a Volga-Class Bridge, only Leg MA units can cross a Volga-Class River by using a blown Volga-Class Bridge; a Ferry marker (see 1.5a); during Ice conditions or with the Soviet Dnepr Bridgehead Enthusiasm Optional Rule (see 4.3). Units with any MA may use the Kherson Rail Ferry (see 1.4d).

- A Volga-Class River freezes and unfreezes slowly. It takes three consecutive turns with "Freeze" weather conditions to make the Volga-Class River "Ice." Use the "Dry" TEC

effects for the Dnepr River until then. Once "Ice," it requires three consecutive Mud/Thaw/Dry turns to make the River "normal" again. *Thus, if the Weather rolls generate "Freeze" on 29 Nov, 1 Dec and 5 Dec, the "Ice" condition takes effect at the start of the Dec 8 turn, regardless of that turn's Weather.*

- HQ units and Engineer units do not provide any bridging effects across Volga-Class River hexsides.

1.4c Combat Across Volga-Class Rivers. Attacks across the Volga-Class River portion of the Dnepr have the following limitations:

- A Volga-Class River hexside without a Ferry marker or bridge: only Leg MA units may attack and only when the river is "Ice".

- Intact (or repaired) bridges: any units may attack across at a reduced strength (see TEC).

- A Blown Bridge, Ferry or Kherson Rail Ferry (see 1.4a, 1.5a or 1.4d): only Leg MA units may attack across.

- Advance after Combat: No more than 3 RE can ever advance across a Volga-Class hexside in any Phase.

- Retreat: Any unit may retreat across an intact or repaired bridge. Leg units may retreat across a Volga-Class hexside only when the river is "Ice." No units may retreat via a Ferry marker or the Kherson Rail Ferry.

1.4d Kherson Rail Ferry. Kherson (D14.03) is connected across the Dnepr to D15.03 via a Permanent Rail Ferry Crossing:

- Provided the River is Normal and neither hex is in an Enemy Zone of Control, SPs and units in Move Mode may use the Rail Ferry. They must start the Movement Phase in one hex of the

Rail Ferry and end it in the other. No further movement or transportation is possible this phase. Up to 3 RE may be ferried in total in either direction (not 3 RE in each direction). This crossing does not require Rail Cap.

- The Kherson Rail Ferry connects the rail hexes on both banks for the purposes of trace supply only. Thus, at campaign start, hex D25.04 is an Axis detrainable hex from which units may obtain trace supply even if its connection with Melitopol were cut.

- The Kherson Rail Ferry functions for both players. It cannot be destroyed.

> **Design Note:** *The Kherson Rail Ferry was a barge with rail tracks that could transport heavy equipment.*

1.5 Pontoon Units

Both sides can use Pontoon units to facilitate river crossings. Pontoon units,

whether DG or not, that are oriented to Combat Mode have special bridging capabilities as follows.
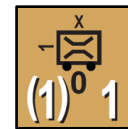
Major & Minor Rivers. A Pontoon unit creates a "Pontoon Track Bridge" for friendly units across all adjacent Major

and Minor River hexsides (as if a "track" is crossing the river). These Pontoon Track Bridges disappear if the Pontoon unit leaves the hex. This Pontoon Track Bridge connects the hex the Pontoon occupies to all other transportation lines in adjacent hexes (per *OCS 6.2a*). Map-printed bridges are unaffected by the presence of a Pontoon Track Bridge. An optional marker is included in the game as a play aid.
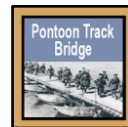
> **Play Note:** *The Pontoon Track Bridge that is created makes the cost to enter the hex across the bridged river 1 MP in most weather conditions (see TEC). Note also that OCS 6.1d applies, so if a unit with Track or Truck MA crosses the river into a swamp hex, it will need to use a road, track or rail when exiting that hex.*

**Volga-Class Rivers.** Pontoon units are particularly valuable when dealing with the formidable Dnepr River barrier. During each turn that a Combat Mode oriented Pontoon unit spends the entire Movement Phase in a hex adjacent to a Volga-Class River, it can:

A) Deploy a Ferry marker (1.5a) in its hex. There is no Supply cost. The ferry is immediately available to Leg MA units (per TEC).

B) Remove a Ferry marker from the hex (units may not use the Ferry to cross a river in the phase it is being removed).

C) Conduct Bridge Repair (1.5b) on one adjacent blown Volga-Class Bridge.

D) Create Pontoon Track Bridges across adjacent Major and Minor River hexsides.

E) Pontoon units can conduct Bridge Repair and create Pontoon Track Bridges simultaneously with deploying or removing a Ferry marker.

1.5a Ferry Markers. A Ferry marker creates a limited crossing across every Volga-Class River hexside to which it is adjacent. As per the Terrain Effects Chart a Ferry is functionally the same as a blown bridge, usable for movement/combat by Leg units only and only when the Volga-Class River is not Ice.
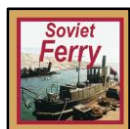
- Put a Ferry marker on top of the stack (no hiding it!).

- A Pontoon unit cannot move until its Ferry marker is removed (per "B" above). This means a Pontoon unit cannot use its own Ferry to cross.

- Up to 3 RE per phase can use a Ferry to cross each adjacent Volga-Class River hexside in any Phase. *Note: Yes, 9 RE could cross, 3 RE going to each of three different hexes using the same Ferry marker.*

Design Note: *The 3 RE limit is based on the logistics to pass a Soviet Rifle division across the Dnepr. The river is an extremely challenging military obstacle. A Pontoon brigade in TTW represents an historical brigade plus many pontoon, bridging and ferry units with large quantities of construction equipment, which could support considerable activity across a wide area.*

- All Ferry markers are removed immediately when the Volga-Class River portion of the Dnepr becomes Ice.

- Ferries may only be used by the owning side. Remove them should the Pontoon unit be destroyed or forced to retreat by combat.

1.5b Bridge Repair. A destroyed Volga-Class Bridge can be repaired by a Pontoon unit in Combat Mode in the hex at either end of the bridge. Complete repair requires four turns. Bridge Repairing markers are provided to track progress. Repair is permanent (a Volga-Class Bridge cannot be destroyed a second time under any circumstances).

- The Pontoon unit must be in the hex for the entire Movement Phase for that turn to count towards repair. If interrupted, bridge repair progress is only halted, not lost. The repair is complete at the start of the fifth Movement Phase. Progress is not affected by the Normal/Ice state of the Dnepr.

Play Note: *Thus, if a Soviet Pontoon unit commenced bridge repair on 1 Oct and continued uninterrupted, the bridge would be repaired at the start of the Soviet 15 Oct Movement Phase.*

- Bridge repair does not progress if an enemy combat unit is adjacent to the Pontoon unit.

- All progress is lost if an enemy Attack-Capable combat unit occupies the hex at either hex of a partially repaired bridge.

- Use one of the supplied Bridge Repaired markers to indicate a repaired bridge.

- Multiple Pontoon units do not speed the repair process.

- The Kherson Rail Ferry cannot be "repaired" into a Bridge.

1.6 Special Units

1.6a German Flak and Soviet AA Units. Both sides deployed substantial anti-aircraft assets during the campaign. To reflect their impact, these units add a Flak Die Roll Modifier (DRM) when in Combat Mode. Only one flak unit per hex may provide this DRM with a Flak battalion/regiment providing a +1 and an AA division a +2. These DRMs are printed on the counter.

Design Note: *In late-war OCS games such as Beyond the Rhine and Baltic Gap, extra flak is assumed to be everywhere (at least when playing the options in those games). In this mid-war period of rapid movement, we have decided to limit how we represent the heavy flak in both armies by providing these assets.*

1.6b Rail Artillery. Both sides have rail artillery units. These act as normal artillery except for the following:
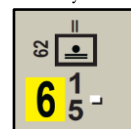
- They can only Barrage if oriented to Combat Mode.

- They may only move by rail and only then in Move Mode. This does not cost any Rail Capacity. Follow the normal rules for rail movement except the starting/ending hexes do not have to be detrainable.

- Rail Artillery units are destroyed if forced to retreat.

1.6c Special Soviet Assault Units. The 1890th Flame-Tank Bn and the Assault Engineer brigades were used to spearhead attacks on cities (major or minor), forts, hedgehogs, and across rivers. The printed Action Rating is only for attacks into/across a hex or

hexside that includes these types of terrain. For any other purpose (attacking a hex without these terrain types, defending, attrition, etc.) the printed Action Rating is reduced by 1. The 1890th does not get the above bonus when attacking across a river.

1.6d <u>Artillery Divisions</u>**.** The Soviets possess multi-step artillery and Rocket Artillery (Katyusha) divisions. Defense strength is the current RE value, and Barrage Strength should be reduced in proportion to losses. This means an 84-factor, 3-RE unit with 1 loss has a Defense strength of 2 and a Barrage Strength of 84 x 2/3 = 56.

> **Play Note:** *Players sometimes overlook that as multi-step divisions, these are not independent units and must use the Single Unit Method for fueling (OCS 12.5c (C)) when in Move Mode.*

These artillery divisions may fire each RE independently, as if equal units of 1 RE were in the hex. Divide the Barrage Strength by the RE to get the strength per RE.

> **Design Note:** *Many Soviet Artillery Brigade counters were consolidated to help with stacking.*

1.6e <u>Breakdown Counters</u>**.** The counter mix is intentionally limited. Soviet Guards (including Airborne) units use Guards Breakdowns. Axis Luftwaffe and Jäger units must use Breakdowns of their same unit type, but Axis Mountain divisions use non-Jäger Wehrmacht Breakdowns.

> **Design Note:** *The German operational prowess of 1941-1942 has waned considerably. The Axis divisions in TTW are best thought of as a conglomerate of small units absorbed as the retreat progressed. In many divisions the concept of a regiment had disappeared. Units fought as reinforced battalions, KGs, etc. Remaining German flexibility resided primarily in their mobile divisions. Soviet doctrine generally kept divisions together, only infrequently spinning off independent regiments.*

1.7 Reinforcements

There are two types of reinforcements, those obtained from the player's respective Replacements Table and the ones listed on the player's respective Arrival Schedule.

1.7a <u>Replacements</u>**.** Each player rolls on his Replacements Table during his Reinforcement Phase.

Rebuild Restrictions. Pax and Eq units are not used. The handling of each player's ground unit rebuilds is as follows:

- **Flexible Axis Rebuilds.** Axis Replacements, including Special Replacements (SR) and Breakout returns are placed with any non-Kessel HQ of the appropriate nationality that is in trace supply (see 2.1b). Alert units (2.4b) may also arrive at any Kessel HQ.

- **Rigid Soviet Rebuilds.** All Soviet rebuilds are done in the RVGK-1 or RVGK-2 Box. See 3.5 RVGK.

Replacement Table Results. Replacements are used per *OCS 13.5.* and the Rebuild Charts included in each Player's Booklet.

- **"Air"** One air replacement can rebuild a reduced on-map air unit back to full strength or rebuild one air unit at full strength from the Dead pile. They cannot be saved for future use.

- **"Eq"** Receive this number of Eq. There is an Action Rating (AR) value indicated. Rebuild a unit from the dead pile with that AR value or less. Note: Eq cannot be used to rebuild aircraft or Axis Tiger units. Eq may be used to rebuild Artillery or Mortar Regiments which are part of a multi-unit formation. Eq cannot be saved for later use.

- **"Pax"** Receive this number of Pax. Pax may be saved later use.

- **"Ally"** Pax that can only be used to rebuild Rumanian and Hungarian units. These may be saved future use. The Cossack cavalry regiment and the Slovak infantry division cannot be rebuilt.

1.7b <u>Special Replacements</u>**.** If there is a "Yes" in the SR column of the Replacements Table, the player also rolls on his Special Replacements Table for "free" builds:

- **"Arty"** Rebuild one Artillery (Arty, Mortar, or Katy/Werfer) step (not an entire division), including Artillery or Mortar Regiments which are part of a multi-unit formation.

- **"Assault"** Rebuild one Special Assault unit (1.6c).

- **"Flak"** Rebuild one Flak unit (1.6a).

- **"AA"** Rebuild one AA unit (1.6a).

- **"HH"** Place a Level-1 Hedgehog in any hex in trace supply. Cannot increase the level of an existing Hedgehog.

- **"HQ"** Rebuild one HQ unit.

- **"Pontoon"** Rebuild one pontoon unit.

- **"Alert"** Place one randomly chosen unit from the Alert pool if available (see 2.4b).

- "**Tiger"** Rebuild one German Tiger unit. These may be saved for later use only if a unit is not available in the Dead Pile. A counter is provided to track accumulated Tiger Repls.

Except for Tiger steps, all Special Replacements are "use or lose" the turn they are received.

1.7c <u>Arrival Schedules</u>**.** Each Player Booklet provides a chronological Order of Appearance and Withdrawal.

Arrivals. Each entry indicates where the units appear.

Withdrawals. When a unit is called on to be "Withdrawn" by the arrival chart, it or a unit with identical factors is immediately removed from play. The exceptions are HQs and components of a multi-unit formation, which require that specific unit to be removed. Make withdrawals regardless of a unit's current situation (even if in the Dead Pile, one step remaining, or surrounded). Fuel is not needed to exit the map (no actual movement is conducted), but internal stocks must be replenished (deducted from the next Supply Table arrival).

Design Note: *As the Ukrainian offensives gained success Stalin began to eye wider strategic opportunities. Many of the withdrawals go to the Belorussian fronts to prepare for the upcoming summer Bagration offensive. Transfers to other sectors of the Eastern Front will be addressed in later series games. Equally, the reconquest of the Crimea accounts for the 4th Ukrainian Front's withdrawal late in the game. We are trying balance managing a player's overall force structure and not requiring the removal of units that might be key to a specific tactical situation on the map. Actual unit designations are provided in the Player Charts & Tables for reference.*

1.8 Weather

Weather affects air operations, ground conditions and combat as per the weather tables.

Weather is determined each turn by rolling separately for Ground Conditions (one die) and Flight Conditions (two dice). Use the row for the current date and read across to find the result in the column with the number rolled. The full effects of each weather type result are given on the Weather Table.

- Weather on the first turn of scenarios is pre-determined (per the General Information).

- Campaign scenarios may end early. During the Weather Determination Phase if 'Mud' is rolled as the ground condition for three consecutive turns during April 1944, the game ends immediately—at the moment of the third Mud weather roll.

1.9 Random Events

Random events are used in all campaign games but not during smaller scenarios. Roll on the random events table after determining the weather. Some events may occur only once per game and some have specific preconditions.

1.10 The Armies

Soviet units are:

- Red Army (tan)

- Guards (red-tan)

- Red Air Force (orange-tan)

- Guards Aircraft (red-tan)

- Czech (red-blue-white unit type box)

Axis units are:

- Wehrmacht (gray)

- Waffen-SS (black)

- Kriegsmarine (dark blue)

- Luftwaffe (light blue)

- Rumanian (olive)

- Hungarian (steel blue)

- Slovak (green)

- Cossack (pale yellow)

- "German" collectively refers to Wehrmacht, Waffen SS, Kriegsmarine and Luftwaffe units.

2.0 Axis Special Rules

2.1 Supply and Reinforcements

2.1a Axis Supply Sources. The following map-edge hexes with any type of road or railroad that enters the map are Axis supply sources:

- The north edge of map A at game start. Korosten (A50.34) and road hexes east of it become Soviet supply sources 1 Jan 1944. Rovno (A25.35) and road hexes east of it become Soviet supply sources 5 Feb 1944.

- The west edge of maps A and C.

- The south edge of map C.

- Hexes on the south edge of Map D are Axis supply sources in 1943 OR until Hex D17.01 has been captured by the Soviets. (These hexes convert into Soviet supply sources 8 Jan 1944.)

- Hex B2.35 is an Axis supply source in September only. (On 8 Oct 1943, it converts into a Soviet supply source.)

2.1b Axis Unit Arrivals. New or rebuilt air units appear Active at any Air Base in trace supply. Per the Axis Arrival Chart, new ground units appear at specific Entry Hexes, or at Army or Army Group HQ locations, as long as these HQ locations are detrainable hexes. A few even arrive in the Dead Pile. Exceptions and special handling:

- Repl Table Rebuilds and Breakout returns are placed per 1.7a. Alert units (2.4b) may also arrive at any Kessel HQ (2.3a).

- SP are placed per the Supply Table notes. Placement requires no Rail Cap expenditure. 1T or 2T of the received SP may each be placed at as many Axis Air Bases in trace supply as desired, including the Rumania Air Box.

- Some random events provide a player additional SP to be placed as directed. This is in addition to SP received from the supply table.

- Note reinforcements can entrain in an arrival hex that has a German gauge railroad (per *OCS 13.6b*).

2.2 Luftwaffe

2.2a Hip Shoots. The Luftwaffe's Ju.87 and Hs.129 units are the only aircraft in the game allowed to Hip Shoot.

Design Note: *Luftwaffe capabilities were significantly affected by the large distances in Ukraine, the rapidly moving campaign, and degraded unit capabilities.*

2.2b Luftflotte HQ. Each Axis Army Group on the Eastern Front had an associated Air Fleet. Luftflotte 4 was assigned to Army Group South. It and its assigned air units are identifiable by the color stripe on the HQ and counters. *Note: This rule anticipates additional games covering the Russo-German war.*

- A Luftflotte HQ Marker has these qualities/limitations:

- It must be located at a village or city hex, or a friendly Air Base, a minimum of 10 hexes from an in-supply Soviet combat unit.

- A Luftflotte HQ is moved during the Movement Phase. It <u>must</u> be moved if

a Soviet combat unit comes within 10 hexes. Just pick it up and place it at a friendly village, city or Air Base, 10 hexes or more from an in-supply Soviet combat unit.

- If the hex occupied by the Luftflotte HQ Marker is attacked, it has no steps and contributes zero combat strength. It has no Flak DRM. If alone in the hex it is immediately displaced to any hex it can move to per above.

- Once per game, each Luftflotte HQ can place SP on the map in any friendly hex within 60 hexes, representing the use of finite airlift capability. Place either 2 SP on an Air Base or 1 SP on a non-air base hex. This is not an air mission and is not affected by enemy air unit presence or EZOC. The counter's front side (with the "1") indicates it has not yet done this - after using this ability, flip the counter to its "0" side. This SP is over and above that received from the Supply Table.

2.2c Mission Hex Limits. The mission hex for Axis air units conducting Barrage, Fighter Sweep, and Trainbusting missions cannot be further than 60 hexes away from a Luftflotte HQ Marker.

2.2d Air Drop Limits. No Axis combat unit may be air dropped. Air Drop missions to deliver Supply Points are unaffected.

2.2e JG 52. Erich Hartmann's elite Bf.109G Fighter unit is given a special '6' air-to-air combat factor. Aside from the high rating, it is just another Fighter.
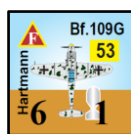
2.2f Tank-Busters. Hs.129 and Ju.87G units are designated as Tank-Busters, denoted with red Barrage Strength. Germany developed several aircraft with anti-tank cannons to help counter Soviet armor.
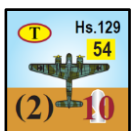
A) Tank-Busters:

◊ Can only perform a Barrage mission or a Hip Shoot.

◊ May only barrage a hex containing a Yellow or Red symbol unit (see *OCS*

3.2a). If the target hex turns out not to contain at least one of these units, the mission aborts.

◊ *Require* a spotter.

◊ May have other air units as part of the mission, but those units cannot add their Barrage Strength (essentially, they are serving as escorts).

B) Perform a Tank-Buster Barrage as follows:

◊ There is a +1 DRM to the roll on the Barrage Table.

◊ Treat all [1/2], 1/2, 2 or 3 Barrage Table results as 1 (which includes a DG result for all surviving units).

◊ The *Soviet player* must choose the highest Combat Mode combat strength Red or Yellow symbol unit to take any loss.

C) Aside from the above, the roll and effects of the Barrage Table are handled normally.

D) Losses suffered from Flak must be taken from a tank-buster.

2.2g Rudel Ju.87G Group. Hans-Ulrich Rudel's tank-buster unit is represented by the Ju.87G counter. Aside from the rules for Tank Busters (2.2f), it is treated as any other air unit.
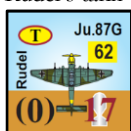
2.2h Air Strips. The Axis player may build and use Air Strips (*OCS 15.2*) up to the limits of the counter mix. If occupied by an attack-capable Soviet unit, they are returned to the pool, and may be rebuilt later.

2.3 Axis HQ Capabilities

2.3a Kessel HQs. The pair of special Kessel HQs reflect Germany's command and control superiority. Hold them off map until needed.

Kessel HQs are placed and removed during the Axis Reinforcement Phase. They must be placed with any friendly combat unit

anywhere, even in a pocket or EZOC. If destroyed in combat or voluntarily removed, a Kessel HQ may return three turns later (put it on the appropriate space on Turn Record Track).

A Kessel HQ:

- Has a defense strength of 2 in Combat Mode and 1 in Move Mode.

- Is not Engineer-Capable.

- Has a 0 Flak DRM.

- Alert units are the only Replacements which may be placed at a Kessel HQ's location.

Special Abilities:

A) Kessel HQs provide trace supply to all Axis combat units within throw range.

B) Units in Combat or Move Mode using Leg MA pay no MP cost to enter a hex within two hexes of a Kessel HQ with the following restrictions:

◊ The maximum such move is 4 hexes.

◊ The free move cannot be combined with regular movement or used for Overrun.

◊ Units must stop upon entering a hex or crossing a hexside with an MP cost of All. An unbridged or Normal Volga-Class River cannot be crossed via this method.

◊ Units must stop upon entering an un-negated EZOC (*OCS 4.5b*).

◊ A unit can receive this movement advantage from only one Kessel HQ in a turn (no "daisy chaining").

◊ Units must end their move no further east than they began.

Design Note: *During the mobile battles during this period, the German forces demonstrated an ability to escape large pockets and continue the retreat to the Dnepr and beyond, sometimes using "moving pockets." Equally, fortress cities held on for many weeks.*

Example: Kessel HQ

The Axis player has units which are surrounded near Korsun. He places a Kessel HQ in B13.07 during the Reinforcement Phase. It must be placed with a friendly combat unit.

- The Wall SS Rgt moves to B12.04 and the Brkdwn Rgt in B12.05 moves to B11.04, both using regular movement since their ending point is more than 2 hexes from the Kessel HQ.

- The 9 Mot SS Rgt, 10 SS Mot Rgt, and the Narwa SS Bn all move to B12.05. Narwa must go around B14.06 to avoid the EZOC in that hex. The units pay no MP costs for this move.

- The 800 Arty Rgt moves to B11.06. It cannot move to B12.05 or B12.06 because those hexes are further east than its starting point. It has also entered an EZOC. (This move costs 3 Leg MP, so could be done normally.)

- The Kessel HQ flips to Move Mode and moves to B12.05.

- The 5 SS Arty Rgt can now move to B11.04, as the Kessel HQ does not have to be in Combat Mode for units to make use of its movement properties.

- The Brkdwn Rgt in B13.07 may now move to B12.03. The EZOCs along its path have been negated by friendly combat units in those hexes.

- The 5 SS Aufk Bn cannot use the Kessel HQ movement properties because it has Track MA (there is also no SP available to fuel it).

During the Supply Phase, all the German units can be supplied from the Kessel HQ, using its 1 Throw range plus one hex, assuming they can't be thrown Trace from outside the borders of this example.

2.3b Army HQs. Army HQs represent a higher command level than is typically shown and have these special characteristics:

A) They can only move by rail (counting as 1 RE against Rail Cap). Follow normal rules for rail movement except the starting/ending hexes do not have to be detrainable.

B) Up to 3 SP of each turn's "Air Bases, Army or Army Group HQs" supply may be placed with each Axis Army HQ.

C) They have a Throw range and function as any other HQ for supply, combat, Flak DRM and engineer functions.

D) Army HQs participate in combat like normal HQs, except that they are destroyed if forced to retreat.

E) If destroyed, they are rebuilt (at no cost) in the next Axis Reinforcement Phase, returning at any Army HQ. The Soviets gain 1 VP for destroying an Axis Army HQ each time it happens.

2.3c Army Group HQs. Special characteristics of Army Group HQs:

A) They can only move by rail (counting as 1 RE against Rail Cap). They must be located in a major or minor city hex.

B) All "Air Bases, Army or Army Group HQ" supply not placed with Air Bases or Army HQs is placed with the Army Group HQ.

C) They have a throw range and function as any other HQ for supply, Flak DRM, but cannot perform engineer functions.

D) **Special Supply Capability:** An Army Group HQ may carry 1 SP with it as it moves. Once per turn, an Army Group HQ in Combat Mode

may place 1 SP which is stacked with the HQ at the start of the Movement Phase in any hex within its throw range. No Transport Points are required, just place the SP in the new hex (considered "unloading" per 12.2a). Special dumps may not be created this way when the Army Group HQ is in Move Mode (the 0 on the counter).

E) Once per game turn, an Army Group HQ may add a +1/-1 die roll DRM to any combat (at least one Axis unit involved in the combat must be within the Throw range of the Army Group HQ). This must be announced before the dice are thrown and affects the Combat roll, not the Surprise roll.

F) Army Group HQs participate in combat like normal HQs, except that they are destroyed if forced to retreat.

G) If destroyed, an Army Group HQ is rebuilt (at no cost) in the next Axis Reinforcement Phase, appearing in any friendly detrainable major or minor city hex. The Soviets gain 2 VP for this each time it happens. In addition, ALL combats in the game from the moment of the HQs destruction to its replacement incur a -1 DRM to the Combat roll when Axis units are the attacker and a +1 DRM to the Combat roll when Axis units are the defender.

Design Note: *There is only one Army Group HQ in the game. This rule anticipates additional games covering the Russo-German war.*

2.3d Corps HQ Recovery. Whenever a German Corps HQ is eliminated, roll one die. On a result of 1-3, the HQ is rebuilt at no cost in the next Axis Reinforcement Phase, appearing at any Army or Army Group HQ. On a roll of 4-6 place the HQ in the Dead Pile.

Design Note: *Not only was German operational flexibility excellent, they could quickly recreate command and staff structures from available personnel.*

2.3e German HQ Supply. German HQs may supply any Axis unit.

2.4 Axis Miscellany

2.4a Fortress Units. The Axis player may declare each major or minor city he controls a Fortress at any point when an enemy combat unit is within two hexes of any hex of the city (even in the middle of a Soviet movement segment). This can only be done if a Fortress unit exists in the "available" pool. The Rumanian Fortress unit can only be placed within the borders of Rumania. When destroyed, Fortress units are placed back in the pool for future use. Fortress status lasts until every hex in the city is Soviet controlled.
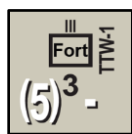
The moment a Fortress is declared:

• Place one Fortress unit and one Level-1 Hedgehog in any hex of the city. In Odessa, Kiev and Poltava a second Fortress unit (but no additional Hedgehog) may be placed in a different hex of the city.

Play Example: *At the start of the game, no Soviet units are within two hexes of B3.24 and B4.23 (the western parts of Kiev). Let's assume the Soviets advance after combat into B6.23, and this is the first time those hexes are threatened by a nearby Soviet combat unit. The Axis player decides to take this opportunity to declare Kiev to be a Fortress and will also exercise the special "can place two in Kiev" exception noted above. Fort units are placed in B4.23 and B4.24 (he wants to toughen the defenses at the bridges) and a Hedgehog in B4.23. From this point forward, no Axis ground unit in Kiev can ever leave the city - they can still move, advance, and retreat into connected city hexes, but never do so into non-city hexes.*

• No Axis ground units in the city can voluntarily move or retreat into hexes outside of the city, even if this requires taking options as losses. This includes units which subsequently move into these city hexes—even by rail. The restriction applies to all contiguous city hexes, whether or not they contain a fortress unit.

2.4b Alert Battalions. Alert units which don't start a scenario on the map are kept in an off-map pool. They may only appear via a Special Repl result and may be placed at Kessel HQs (2.3a) in addition to the usual placement options. When destroyed, they are placed back in the pool for future selection.
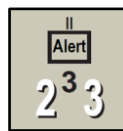
Design Note: *The Germans were falling back into an area which had been under Army Group South's military rule for 2+ years. Alert units are various rear-area companies and battalions being conscripted for combat roles; cut-off German HQs often by necessity deployed such units.*

2.4c Panzer Loss. During their Reinforcement Phase in the Campaign game's first three turns (26 Sep through 1 Oct 1943), the Axis player must check for panzer loss. Roll two dice and suffer one step loss on a 7-12 result. A result of 2-6 is no effect.

If the result is a loss, one Axis yellow-symbol Armor unit must be placed in the Dead Pile. Priority must be given to eliminating units east of the Dnepr River, but aside from this the Axis player is free to choose.

Design Note: *The Wehrmacht lost more armored vehicles in the long retreat due to mechanical failure than throughout the rest of 1943 - including the battle for Kursk. This rule reflects the collapse of recovery and repair shop facilities during the last stages of the retreat.*

2.4d Remnants. If a 16-4-3 infantry division (only these!) loses its last step in combat, not by Attrition or Breakout, it creates a remnant battalion two hexes away under these conditions:

• A remnant battalion is available (they are limited by the counter mix).

• The placement hex is further west than the destroyed division's hex, and there is a path free of EZOCs between these hexes (EZOCs can be negated).

- The remnant maintains the "marker & mode" status of its (destroyed) parent division.

In the Axis Reinforcement Phase, a remnant battalion that is stacked with a Corps or Army HQ can be removed in order to rebuild a 16-4-3 (with one step remaining) if a Pax Repl is also spent. Removed or destroyed remnant battalions immediately become available for placement.

> *Design Note: Germany's ability to fight with ad hoc units and to retain cohesive integrity was renowned, even as the Wehrmacht's effectiveness declined during this period.*

2.4e Axis Kampfgruppe Markers. The Axis player has Kampfgruppe markers

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that can be used to create ad hoc multi-unit formations from scattered German units.

- Only units actually stacked with the Kampfgruppe marker are in the Kampfgruppe.

- Such units must be German and have Truck or Track Move Mode MA (although they don't have to be in that mode).

- A Kampfgruppe may contain a maximum of 3 RE plus one Company. They never count as more than 3 RE for possible density shifts. Use the actual amount, if less than 3 RE.

- To create a Kampfgruppe, place a marker on an eligible unit in the Movement Phase. Units may freely join and leave the Kampfgruppe, but there must always be at least one eligible unit stacked with marker at all times.

- The Kampfgruppe marker is returned to the pool either voluntarily during any subsequent Axis Movement Phase, or immediately if the last unit in the Kampfgruppe is eliminated.

- Units in a Kampfgruppe are exempt from the restrictions of *OCS 12.6f* and can hence draw trace supply from a different source than other units of their parent formation(s).

- A Kampfgruppe can use the Formation Method of fueling *OCS 12.5c para A.*

- **Special Reaction Capability:** During his Reaction Phase, the Axis player rolls 1 die, halving the result (rounding down). This is the number of Kampfgruppen whose units are in Combat or Move Mode that may operate this Reaction Phase as if they were released Reserves. Such units are considered fueled for this Phase only (*per OCS 12.5c, para C*). Place 2T with one Kampfgruppe whose units actually move or attack during this Reaction phase.

- Kampfgruppen may use Reserve Markers normally but gain no special benefits from doing so.

> *Design Note: Axis forces were particularly adept at organizing Kampfgruppen out of different units for special purposes or desperate situations. These were under the command of resourceful and energetic leaders but heralded the breakdown of the German divisional formation structure from the pressures of constant combat.*

2.5 Axis Allies

2.5a Rumanian Army Restrictions.

- Rumanian units, once inside the Rumanian border or the Rumanian air box may not leave. Aircraft based in the Rumanian air box may only carry out air missions inside Rumania.

- Any Rumanian units which start or are placed outside Rumania are required to stay on Maps C and D.

- A Rumanian HQ can rebuild and supply only Rumanian units.

2.5b Rumanian Collapse. The occurrence of either or both of the following events triggers the Rumanian collapse die roll:

- The Soviets occupy both hexes of Iasi (C25.20 & C26.20).

- The Soviets exit 3 RE of combat units off the map between hexes C13.01 and C19.01 inclusive (needs to happen only once).

During the Axis Reinforcement Phase in every game turn thereafter roll one die:

- 1-3 = Rumania surrenders, and all Rumanian units are immediately withdrawn from the game.

- 4-6 = Roll again next turn (assuming the conditions still apply).

> *Design Note: The Rumanian Armu, bar a few units operating with AGS, was rebuilding. This long process began after the Stalingrad battles. Units in the game reflect the most effective, but all were low quality. During this campaign Rumania was conducting secret negotiations to surrender and change sides. We placed the Rumanian border on the Dnestr River, which the Rumanian people always regarded as their historical boundary. This border line changed via conflicts and annexations during the war, which we do not show.*

2.5c Hungarian Army Restrictions.

- Hungarian units may only operate on Map A. Furthermore, once Hungarian units move inside the ten western hex columns of Map A (the A10.xx column and west) they are not allowed to cross back outside this area (even in retreat).

- A Hungarian HQ can rebuild and supply only Hungarian units.

3.0 Soviet Special Rules

3.1 Supply and Reinforcements

3.1a Soviet Supply Sources. The following map-edge hexes with any type of road, track or railroad that enters the map are Soviet supply sources:

- The east edge of maps B and D.

- The north edge of Map B east of B16.35 (inclusive).

- B2.35 becomes a supply source on 8 Oct 43. This hex immediately converts to Soviet gauge rail.

- Korosten (A50.34) and A50.35 become Soviet supply sources on 1 Jan 1944.

Both hexes immediately convert to Soviet gauge.

- The south edge of Map D becomes a supply source on 8 Jan 1944 (and rail hexes entering from the map edge immediately convert to Soviet gauge).

- Rovno (A25.35), A38.35 and A42.35 become Soviet supply sources on 5 Feb 1944 Rovno's hex immediately converts to Soviet gauge rail.

3.1b Soviet Unit Arrivals. Newly arriving or rebuilt air units appear active at any air base that is in trace supply. Ground unit reinforcements appear at Front HQ locations or an RVGK box, per the Soviet Arrival Chart. Exceptions and special handling:

- Breakout returns (*OCS 12.8e*) are placed at any Soviet Engineer-Capable (*OCS 13.8a*) HQ in trace supply.

- Rebuilds arrive at either RVGK Box (see 3.5).

- 2 SP must be placed at each Front HQ location. Remaining SP are placed in any distribution the player wishes at:

  ◊ Any Front HQ location.

  ◊ Kharkov (B59.10) or Kiev (B5.24).

  ◊ B16.35, B2.35, Korosten (A50.34), Rovno (A25.35) and Road or Rail hexes on the south edge of Map D if under Soviet control. *(Some of these locations only become active on certain dates per the Soviet Player Booklet and must be captured before they can be used!)*

  ◊ 1T or 2T of the received SP may be placed at as many Soviet Air Bases in trace supply as desired.

Some random events award a player additional SP to be placed as directed. These are in addition to amounts from the supply table.

Soviet reinforcements may entrain in an arrival hex that has a Soviet gauge railroad (per *OCS 13.6b*).

3.2 Red Air Force

3.2a No Hip Shoots. Soviet air units cannot conduct Hip Shoot missions.

3.2b Frontal Air Armies. Some of the Soviet air units are allocated to a specific Air Army, which are each associated with a Front HQ (see 3.3). Colored stripes are used to identify these counters, matching the color stripe on the Front HQ.

Each Frontal Air Army has an Air Army HQ Marker, which must adhere to the following:

- An Air Army HQ may be moved during the Movement Phase. Just pick it up and place it in any land hex within its Front Boundary (3.3b), no closer than 5 hexes from an in-supply Axis combat unit (ignore units being supplied by a Kessel HQ).

- If the hex occupied by the marker is attacked, an Air Army HQ Marker has no steps and contributes zero combat strength. It has no Flak DRM. If Axis combat units enter its hex, it is immediately displaced to any hex it can move to per above.

3.2c Mission Hex Limits. Apply the following range restrictions to Fighter Sweeps, Trainbusting or any type of Barrage missions:

- The mission hex for independent air units (no stripe) must be within 15 hexes of <u>any</u> Front HQ or Air Army HQ Marker.

- Air units with Frontal Air Army stripes (3.2b) may only count this distance from <u>their own</u> Front HQ/Air Army HQ Marker.

> **Play Note:** *Placing KT-X markers (or tile spacers) is a useful way to mark air mission limits.*

3.2d Air Operations.

Air units from different Air Armies may not combine in the same mission. Independent air units may combine with any air units.

Air units assigned to a Front which is in Regrouping Posture (3.3d) may not perform Fighter Sweeps or missions which are resolved on the Barrage Table. Missions which are resolved on the Barrage vs. Facility Table are unaffected.

Fighters project a Patrol Zone and may Intercept.

3.2e Air Drop Limits. Only the Soviet 1st Gds Abn Bde is drop-capable, and any drops made by this unit must be pre-planned (per *OCS 14.10b*).

3.3 Front HQs

Front HQs are used to simulate the Red Army's rigid command structure in this period. For most of the game there are four Front HQs (the 4th Ukrainian is withdrawn on 1 Apr 1944). Front boundaries and a Front HQs "Posture" (Offensive or Regrouping, per 3.3c and 3.3d) are very important. Scenario setups will indicate each starting Front Posture.

> **Design Note:** *While the Red Army was successfully undertaking deep penetration attacks in late 1943/early 1944, command and control were still evolving. They would reach their peak in the summer of 1944. This rule reflects these limitations and requires careful planning from the Soviet Player. Front HQs represent a large area of logistical activity, not "units in a hex".*

3.3a Front HQ Qualities Regardless of Posture, a Front HQ has these qualities:

A) Front HQs may only occupy a rail hex with an unbroken line of Soviet gauge rails back to a Soviet supply source.

B) The hex a Front HQ occupies becomes a Detrainable Hex.

C) A Front HQ Flak DRM is +2 (printed on the counter).

D) A Front HQ cannot be destroyed. It is unaffected by DG or Trainbusting/Interdiction. Should an enemy combat unit enter the hex containing a Front HQ, or should it no longer have a rail connection to a Soviet supply source, simply displace it five hexes or more to another hex it can occupy (per 3.3d below). Any supply in its hex is moved along with the Front HQ.

E) Each Front HQ has a "Command Radius" which:

  ◊ Extends 10 hexes in all directions.

◊ Does not extend into hexes with enemy combat units, un-negated EZOC or hexes which a Truck MA unit could not enter during current weather conditions. *Note that this Command Radius functions differently than a "Throw Range." The intent is that a Command Radius extends 10 hexes in all directions until it encounters the front line or impassible terrain.*

◊ Allows an Army HQ Assigned (see 3.3b) to a Front and within the Command Radius of its Front HQ to Draw (*OCS 12.3a*) from the Front HQ hex (trace included). Only HQ units can do this (though the detrainable hex created by the Front HQ functions normally).

◊ There is no penalty for an Army HQ assigned to a Front being outside the Command Radius of its Front HQ other than not being able to Draw from the Front HQs hex.

> **Design Note:** *At this point in the war, the Soviet Army had sufficient vehicles to create 200+ Truck Transport Points. Our intent is to reflect that lift capability abstractly.*

3.3b Front Boundaries.

A) Boundaries between Fronts must be clearly delineated. During the Soviet Reinforcement Phase, place a boundary marker counter sprue (or some other thin straight marker) with one end at the front line that indicates which hexes are part of which Front. Be sure there are no ambiguous hexes. The boundary markers can be oriented in any direction, but the line it creates extends 10 hexes forward and 10 hexes behind the front lines. Once placed, this boundary is fixed until the player's next Reinforcement Phase.

B) During the Reinforcement Phase, all Army HQs on the map must be Assigned to a specific Front. Any number of Army HQs may be re-assigned at this point, but the Assignment is fixed until the next Reinforcement Phase. It is not

necessary for the HQ to be within the Front boundary to which it is assigned, the intent being to move there later in the Turn.

C) A minimum of four Army HQs must always be assigned to and within the boundary of each Soviet Front. Each Front must also have one tank corps, one mechanized or cavalry corps and one artillery or Katy division within throw range of an Assigned Army HQ located within the Front's Command Radius. There is no maximum limit.

D) Units are free to move across a Front boundary as long as the above minimums are maintained.

E) Any supply which is located within the Command Radius of a Soviet Front HQ Marker may not be transported (by rail or transport point) outside the Front boundary. (Exception: A loaded Organic Truck can carry up to an SP if traveling with its formation.) Assigned HQs may not draw or throw supply across their Front Boundary marker. The mechanics of a unit "making its Trace" during the Supply Phase is unaffected and can be traced across Front Boundaries.

3.3c Offensive Posture.
An eligible (see 3.3e) Front HQ may be changed into Offensive Posture (flip the counter) at the **start** of a Soviet Reinforcement Phase. A maximum of two Front HQs may be in Offensive Posture at any time, and either one or two that are eligible may be designated so during a reinforcement phase. A Front HQ in Offensive Posture has these characteristics:
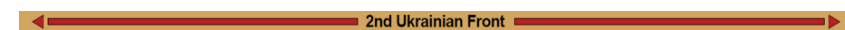
A) It cannot move.

B) Only Fronts in Offensive Posture may use Artillery Markers.

3.3d Regrouping Posture.
A Front HQ can be changed into Regrouping Posture (flip the counter) at the **end** of a Soviet Reinforcement Phase. A

Front HQ in Regrouping Posture has these characteristics:

A) It may move.

◊ It may only move by rail and must end movement in a valid hex (per 3.3a). The cost is 5 RE of Rail Cap (adjust normally for multi-track lines and Trainbusting). Any supply in the hex may be transported along with the Front HQ at no additional cost.

◊ It cannot end its movement within 20 hexes of another Front HQ or within 5 hexes of an in-trace Axis Combat Unit (except those drawing Trace Supply from Kessel HQs).

◊ The 1st and 2nd Ukrainian Front HQs may never enter a hex south of xx.25 on Map C or D. The 3rd and 4th Ukrainian Front HQs may never enter a hex north of xx.05 on Map A or B. Beginning 1 Apr 1944 the 2nd Ukrainian Front may move as far south as the xx.20 row on Map C or D (inclusive).

B) Units which are both within a Front's Boundary and can receive trace supply from an assigned Army HQ located within the Command Radius of the Front HQ have these attributes/limitations:

◊ They add 1 to the lead unit's printed AR when defending.

◊ They do not have to pay for defensive combat supply.

◊ They may not conduct Artillery Barrages. Should the Axis player attack units which meet these conditions, then conduct a barrage on each attacking stack using the 12-16 column on the Barrage Table with no shifts prior to combat. There is no supply cost for these barrages, nor do any artillery units need to be in range. This applies to overruns and to combat. This barrage takes place after step 2 of the Combat Sequence (*OCS 9.2*).

◊ They subtract 2 from the lead unit's printed AR if they conduct an attack.

◊ Have a 2 SP limit on attack supply per turn per Front HQ.

2nd Ukrainian Front

◊ Units which do not meet the conditions listed in B above do not receive these benefits/penalties.

C) It cannot use an Artillery Barrage Marker.

Play Note: Front Posture will effectively define where the Soviets are allowed to attack. Furthermore, the effects given to units defending in Regrouping Posture will severely limit Axis attack possibilities in these areas. However, "Regrouping" does not mean "Inert," as these units are capable of limited operations and considerable movement.

3.3e Change Limits. Use the Soviet Off Map Display provided to keep a record of the turn a Front HQ changes to Offensive Posture, as each must adhere to the following:

• A Front HQ must remain in Offensive Posture for a minimum of three turns. It may switch to Regrouping Posture after three turns and __must__ do so after nine turns.

• A Front HQ must remain in Regrouping Posture for a minimum of three turns with no maximum. After three turns, a change to Offensive Posture can be made per 3.3c.

• Random Events may change these limits in some cases.

• Soviet Front status is not hidden from the Axis player.

Play Example: On 1 October 1943, the 2nd Ukrainian Front is changed to Regrouping Posture (leaving 1st Ukrainian Front as the only one in Offensive Posture). On 5 October, with three Fronts in Regrouping Posture, the Soviet player would be able to switch 3rd Ukrainian or 4th Ukrainian into Offensive Posture (but not 2nd Ukrainian, because it is not allowed to go back on Offensive Posture until 12 October at the earliest).

3.4 Artillery Barrage Markers

Each Soviet Front HQ has a corresponding Artillery Barrage Marker.

3.4a Ready. An Artillery Barrage Marker may be spent in the Air/Naval Barrage

Segment if the Front HQ is in Offensive Posture and the Marker is Ready. The process and restrictions are:

• Place the Marker in a target hex, which must be adjacent to a Soviet combat unit and within the Throw range of an HQ which is Assigned to and within the Command Radius of the corresponding Front.

• During the Air/Naval Barrage Segment, Soviet artillery units which are a) in Combat Mode, and b) in the same or contiguous hexes, may barrage the target hex and any two adjacent hexes. There is no supply cost for this Barrage. Each artillery or Katy unit may only barrage one hex (though per 1.6d artillery divisions may fire RE independently).

• The units involved can Barrage again in the Combat Phase, paying normal supply costs.

3.4b Not Ready. After conducting the free barrages (above) flip the marker and put it 9 turns ahead on the Player Aid Card (or use the turn track). The marker is "Ready" in the Soviet Reinforcement Phase of that turn (some Random events may shift the marker's position).

Design Note: This rule reflects the stockpiling of munitions prior to major Soviet offensives and the barrages that preceded attacks. It is also likely to stagger those offensives in historical fashion, due to the way Artillery Barrage Markers are recycled. Their barrage takes place in the Air/Naval Barrage Segment to allow the Axis player some ability to use Reserves.

3.5 RVGK

The RVGK is used for rebuilding of shattered formations and to realistically simulate the Red Army's management of strategic reserves. These strategic reserves are divided into RVGK-1 in the south and the RVGK-2 in the north.

Each RVGK Box is further divided into a Rebuilding section for divisions and corps that are not fully rebuilt and a Ready section for units that are full strength and thus ready for deployment.

3.5a RVGK Markers. These markers are used to show the approximate on-map location of units that are currently in the associated RVGK Box. The RVGK-1 marker must always end its movement on Map C or D, and the RVGK-2 marker must stay on Map A or B.

RVGK markers:

A) May only move by rail and must end movement in a detrainable hex. This costs 5 RE of Rail Cap (adjust normally for multi-track lines and Trainbusting).

B) Cannot be railed into or through a hex that is within 10 hexes of an Axis combat unit. (Exception: Ignore units being supplied by a Kessel HQ.)

C) Have no combat value.

D) The contents of the RVGK Boxes are hidden from the Axis player by fog of war.

3.5b RVGK Box Minimums. The two RVGK boxes combined must hold the following at a minimum (but see 3.5d below):

Tank and/or Mech corps	6
Cavalry corps	1
Artillery and/or Katy divisions (not brigades)	2
Infantry divisions	3
Tank Army HQ	1

For a multi-unit formation to count towards the minimum, at least one unit must be in an RVGK box (even if just the Organic Truck). All its remaining units must be in either the RVGK box or the Dead Pile. None may be deployed on the map.

Should the formations in the RVGK boxes fall below the minimum due to withdrawals or deployments, formations sufficient to restore the minimum must enter the RVGK at the first available opportunity.

There is no maximum limit on additional corps, divisions and/or independent units (all types) that can be in an RVGK Box.

3.5c Entering the RVGK. Units rebuilt from the Dead Pile using are placed in an RVGK Box in the Soviet Reinforcement Phase. Also, during the Soviet Reinforcement Phase, on-map units within 20 hexes of an RVGK Marker and which they could reach using Strat Mode (OCS 5.8) can enter the corresponding RVGK Box. Simply remove the units from the map and place them in the associated box. This requires no fuel expenditure. Consolidation (OCS 13.9) is not allowed in the RVGK.

- Units in an RVGK Box are automatically in trace supply.

- All "living" units of a multi-unit formation must enter the box together - part of a formation can never remain on the map or be put in a different RVGK Box.

- Organic Trucks maintain their current load status when entering an RVGK Box.

3.5d Exiting the RVGK. Units only exit an RVGK Box under two circumstances:

A) The instant an Axis combat unit moves within 5 hexes of an RVGK Marker, every unit in the associated RVGK Box is put on the map within 3 hexes of the Marker. (Exception: Ignore units being supplied by a Kessel HQ.) The RVGK Minimums must be restored after dealing with the enemy threat. (No foot-dragging allowed.)

B) At the start of the Soviet Movement Phase, units in an RVGK Box may be released as long as they adhere to the following:

◊ Released units are placed anywhere within 5 hexes of the associated RVGK Marker.

◊ The RVGK Minimums must be maintained.

◊ Corps and multi-step units must be full-strength (with no missing steps or dead units).

> **Play Note:** *Some Soviet corps contain units that enter play later than the rest of the formation. Late arrivals do not delay release from the RVGK until they appear. Players can use the Soviet multi-unit formation display as a reference.*

◊ Independent units (OCS 3.2f) are only released in conjunction with a Tank Army HQ that is also exiting the box. Up to 5 RE may be released along with each such HQ. *Note: Players will find it helpful to cycle Tank Army HQs in and out of the RVGK to release these units.*

◊ All Truck and Track MA units are fueled for free per the Single Unit Method (OCS 12.5c para C) in the phase they are released.

◊ Units may not enter and exit the RVGK on the same turn.

Released units are free to move as desired.

3.6 Special Truck Extenders.

The Soviet player may not make normal use of truck Extenders under the series rules (OCS 12.7). Instead, he has available two Special Truck Extenders (STE). When deployed on the map, each STE functions as a truck Extender for the extension of Trace Supply range in accordance with OCS 12.7. The only method to move an STE is to take it off the map during the Movement Phase and place it in the Moving section of the Special Truck Extenders Holding Box. During the Soviet Clean Up Phase, move each STE from the Moving section to the Ready section. During the Soviet Movement Phase, an STE in the Ready section may be deployed on the map wherever the Soviet Player desires. If an Axis combat unit moves into a hex containing an STE, immediately place the STE into the Moving section of the STE Holding Box. An STE cannot convert into Truck Transport Points.

4.0 Optional Rules

4.1 58th Panzer Corps. On 12 April 1944 or later, the optional "Operation Margarethe" forces can deploy. Bringing any or all of these units into play gives the Soviet player 2 VP. The units are:

- 58 Pz Corps HQ

- Panzer Lehr Division (all units)

- 16th SS PG Division (all units)

- 18th SS PG Division (all units)

- 42nd Jaeger Division

- 2 Truck Points

- 3 SP

- 1x He 177

(These units enter at Lvov or within 10 hexes of Lvov along the west map edge. All Organic Trucks are full.)

4.2 Jansen Fueling Rule. A multi-unit formation ("MUF", such as a Soviet Mech corps or German Pz division) can fuel and move in a player's Movement Phase (not the Reaction or Exploitation Phases), for the supply cost of only 1T, with the following restrictions:

- The units to be moved cannot start, move or end next to an enemy unit of any kind (to include air bases, supply dumps, transport points, etc.).

- These units can only be in Combat Mode. Road movement costs at least 1MP per hex (weather effects must be followed). A Road still functions to negate other terrain in the hex for movement purposes.

- All units of the MUF are not required to use Jansen Fueling. Any unit requiring fuel can use the Single Unit Method described in 12.5c, if desired.

> **Development Note:** *Steve Jansen is the leader of the Baltimore NEBO Grognards, our war gaming club. He developed this house rule during our recent play of Beyond the Rhine. Our club has been using this rule with great results since April 2016. Give it a try; I think you will find it works very well. (Highly recommended.)*

4.3 Soviet Dnepr Bridgehead Enthusiasm. Each turn, up to 6 Infantry-type RE's which can be thrown Trace from an HQ assigned to a Front on Offensive Posture may cross a Volga-class River hexside at a cost of "All". "Infantry-type" includes Infantry or Parachute which have Leg MA on their Move Mode side. They may attack across such a hexside, but their Combat Strength is quartered. Either moving or attacking across counts against the 6 RE limit. Note that the limit is per turn, not per Movement Segment.

> *Design Note: The Soviets displayed eagerness and creativity in generating many small bridgeheads over the Dnepr. This rule is recommended as a play balance mechanism to give the Axis player additional challenges early in the game.*

4.4 Mountain Units. A mountain unit attacking into or defending in a mountain terrain hex adds +1 to its action rating.

4.5 Series Optional Rules. Supply Caches (*OCS 21.10*) are not used in this game. We strongly recommend the use of *OCS 21.2* Proportional Loss and *OCS HR-7* Artillery Factors with The Third Winter.

5.0 Victory Conditions

In the campaign game, the Soviet player accrues Victory Points (VP) and the total is used to determine who wins.

- **Soviets Win** with a VP score of 12 or more.
- **Axis Win** if the VP score is 6 or less.
- Any other result is a **Draw**.

5.0a Victory Points. Specific cities and map locations may have a Victory Point value. The last side to move a combat unit through a VP hex "controls" it for victory determination. Points are awarded for achieving historical goals, and the schedule below will drive both players to match history without necessarily following its precise path. Unless otherwise noted, no point can be awarded multiple times.

- -1 VP if Axis Combat Units occupy either hex of Poltava (B41.06/B42.06) in the Soviet Player Clean Up Phase of the 5 Oct 1943 Turn.
- -1 VP if one or more Axis combat units are adjacent to the Dnepr between Kiev (B04.24) and Dnepropetrovsk (D44.24) in the Soviet Player Clean Up Phase of the 1 Feb 1944 Turn. The units do not have to be in Trace Supply.
- -1 VP if Axis combat units occupy Nikopol (D35.13) and at least ten hexes that are both south of the Dnepr and within five hexes of Nikopol in the Soviet Player Clean Up Phase of the 1 Feb 1944 Turn. The units do not have to be in Trace Supply.
- +2 VP for controlling Kiev at game end. (all 5 hexes, vicinity B04.24).
- +2 VP for controlling Odessa at game end (C55.04/C55.05/C56.04).
- +2 VP for controlling Uman at game end (A58.01).
- +2 VP for controlling Vinnitsa at game end (A41.12/A42.11).
- +2 VP for controlling Tarnopol at game end (A14.22).
- +2 VP for the surrender of Rumania.
- +1 VP per Axis Army HQ eliminated. (Can be awarded multiple times.)
- +2 VP if the Soviet player destroys the Army Group South HQ unit. (Can be awarded multiple times.)
- +2 VP for having at least one Mech or Tank Corps occupy a map edge hex between A1.18 and A1.35 inclusive. To be counted, the Tank or Mech corps must have at least 4 RE on the map edge (stacked or spread apart) during a Soviet Player Turn Clean-Up Phase. The units do not have to be in Trace Supply.
- +2 VP for having a Mech or Tank Corps occupy a map edge hex between C13.01 and C19.01 inclusive. To be counted, the Tank or Mech corps must have at least 4 RE on the map edge (stacked or spread apart) during a Soviet Player Turn Clean-Up Phase. The units do not have to be in Trace Supply. *(Note: The critical Ploesti oil fields are 7 hexes below C3.01.)*
- +2 VP if the Axis player deploys the optional 58th Panzer Corps (4.1).

5.0b Sudden Death. The game ends early with an Axis win if the VP score reaches -2. Similarly, it ends early with a Soviet win if the VP score ever reaches 16.

> *Design Note: The Third Winter's design aims to capture the full strategic and operational aspect of this vast campaign. Historically, the Soviets captured Kiev, Odessa, Uman, Vinnitsa, and Tarnopol by the end of the Campaign Game for 10 VPs. They came very close to eliminating the 1st Pz Army HQ and to getting units onto the map edge between A1.18 and A1.35. However, direct OKH interventions meant the Soviets lost 2 VP because Axis forces controlled Nikopol's ore resources and were still on the strategic Dnepr at the start of Feb 1944. The result was an 8 VP draw (the campaign ended due to mud approximately 26 April 1944). The Soviets failed to blast to the board edge, but the campaign resulted in seriously weakened Axis forces for the 1944 summer campaigns. The Soviet player will need to move very aggressively and drive the Axis westward to achieve a complete victory.*

Abbreviations

AA – Anti-Aircraft
Abn — Airborne
AC — Armored Car
AG — Assault Gun
Arm — Armor
Arty — Artillery
AT — Antitank
Aufk — Armored Reconnaissance
Bake — Dr. Franz Bäke (Commander of Heavy Panzer Regiment Bäke, and a pre-war dentist)
Balck – Hermann Balck (Commander of XLVIII Panzerkorps)
Bde — Brigade
Bdr — Border
Bn — Battalion

Breith – Hermann Breith (Commander of III Panzerkorps)

Brkdwn — Breakdown

Cav — Cavalry

Co — Company

Cz — Czech

Div — Division

Erz — Ersatz

FJ — Fallschirmjäger (Parachute Infantry)

Flm — Flamethrower

Gd — Guard

Grp — Group

Hube – Hans-Valentin Hube, of Hube's Pocket fame (Commander of 1st Panzer Armee)

Hung — Hungarian

Inf — Infantry

Jg — Jäger (light infantry)

Katy — Katyusha rocket launcher, named after a popular wartime Soviet folk song.

KG — Kampfgruppe

Kor — Korück (Axis rear area command)

Krd — Kradschützen (motorcycle)

LW —Luftwaffe Field Unit

MC — Motorcycle

MG — Machine Gun

Mort — Mortar

Mot — Motorized

Mtn — Mountain

Para — Parachute

PG — Panzergrenadier (Mech infantry)

PJ — Panzerjäger (antitank)

Pio — Pioneer (engineer)

Pol — Police

Pz — Panzer

Repl — Replacement

Rgt — Regiment

RR — Railroad

Rum — Rumanian

RVGK — Reserve of the Supreme High Command

Sec — Security

SS — Schutzstaffel

SU — Samokhodnaya Ustanovka (Self-propelled), collectively refers to Soviet SP Artillery, AT with Track MA, and AG unit types.

Tk — Tank

UR — Ukreplyonny Raion (Fortified Zone)

Vorman – Nikolaus von Vormann (Commander of 23 Pz Div and then XLVII Panzerkorps)

Wall – Wallonie

Werfer — Nebelwerfer rocket launcher

Designer Notes

By Antony Birkett

I have played wargames in the UK since the early 70s and the halcyon days of *Drang Nach Osten*. The Eastern Front has always been my major interest and I have collected books and games on this topic for the past 45 years. One day I came across a product called *Guderian's Blitzkrieg*, by a designer named Dean Essig. The game captured the principles and ideas I believed truly represented the Eastern Front at the Operational combat level. After playing this game I was hooked and played all that Dean and The Gamers produced. Five years ago, at Consimworld, over a Tempe burger, John Kisner and I explored an OCS game idea I had in my head. *Hube's Pocket* in the 90s had shown part of the titanic struggle that went on in Ukraine during 1943-44. The scale of the battles and their ferocity had not been seen before in warfare. John and I discussed my ideas about how OCS could be used to recreate the full campaign. John had already designed the excellent *Baltic Gap*, which was a short campaign when compared to the theatre action I wished to build. Therefore, it could not demonstrate all the strengths and limitations of the Red Army of that period of the war. Encouraged by both John and Dean and armed with the MMP design parameters, I set about creating my game, *The Third Winter*.

Reference sources, as I expected, were in many cases contradictory. Another challenge given the size of the game was that unit composition and deployments changed rapidly throughout 1943-44. One Tank Corps might have had a dozen unit counters, for example. I therefore took a designer decision to lock down units to their arrival composition and when there was deployment conflict to utilize Lage Ost maps. I also made many designer decisions about smaller combat units to depict how the German army was beginning to disintegrate as a division-based fighting force. Many units arrived and were immediately absorbed by existing Kampfgruppen. Therefore, units clearly recorded in several actions got a counter; otherwise not.

By these decisions I managed to stay within John's and later Chip's guidance over counter numbers. Yet I believe I have also managed to include all appropriate units. Thus, to go by fellow designers Roland LeBlanc's great line, "There is only one Order of Battle, the correct one." I believe I have achieved this. I am sure though, there will be some who believe otherwise.

My core Russian design idea was to display the Russian army's historical combat structure. It had great hitting and staying power but rigid command and control. This was now a battle-hardened army, with Rifle divisions supported by self-propelled gun (SU) and AT units. Action ratings are thus raised and the first elite Russian AR5 units appear. Equally, though, this army was plagued by the restrictions and factions within its command. These are highlighted by the Frontal and RVGK structure. The result was a juggernaut that could not be used as one complete force at any one time.

The Front and RVGK command and replacement systems underpin my design. The four powerful Ukrainian Fronts must be used in close cooperation to overcome two German Panzer Armies, two German Infantry armies and their allies. In total the game contains 85% of the Wehrmacht's mechanized strength at this stage of the war and 75% of the Red Army's. This plethora of units lends the game well to team play and creates a finely balanced game all the way through to April 1944. I cannot thank enough the stalwart group of playtesters who have offered advice and challenged me appropriately. The game is far better for all their hard work. When combined with the ever-present OCS supply challenges, I believe there is a balanced game for both players, as the German Army enters its "Third Winter" on the Ost front.

A few words of special thanks to close. Dean Essig has been tireless in his support and encouragement to the man "from over the pond." To Hans Kishel, whose Illustrator skills and map work I am very thankful for. To Curtis Baer, a man with a kindred sense of humour and an incredible attention to detail. To John Kisner for getting this off the ground.

Last, but not least, to Chip Saltsman, developer extraordinaire, for his guidance, excellent ideas and patience. Finally, I would like to jointly dedicate the game. First to my dear wife Helen. She does not understand the hobby but has always been there with words of encouragement and coffee. Also, to my dear friend and gaming colleague Marcus Randall. A 30-year opponent with a dry sense of humor across the table, a deep knowledge of OCS, and a play style which has earned him the nickname "Hog" Randall.

Developer Notes

By Chip Saltsman

"Deadlines and commitments.

What to leave in, what to leave out?"

--Bob Seeger, lyrics to *Against the Wind*

The task of a developer is akin to that of a book editor. Some submissions are strong, and others require extensive re-writing and grooming. I had the good fortune to get involved with a well-designed effort by Antony Birkett, which had a large dose of development work already done by John Kisner.

We spent much of our focus on:

Soviet Fronts. How could we represent the capabilities of the four Soviet Fronts depicted in TTW? Fronts were the primary operational focus of command and logistical activity for the Soviet forces but have not yet been represented in OCS games (the concept was immediately imported into *Hungarian Rhapsody*). Reading the historical accounts, Fronts tended to be in an "Offensive" or "Regrouping" Posture as directed by STAVKA. Accordingly, each Front represented in *The Third Winter* is either switched "on" to Offensive Posture or "off" to Regrouping Posture. There are limits to how many turns a Front can spend in Offensive Posture. The sequencing of Fronts as On or Off can be important. Players will find that it isn't necessary to stay on Offensive every possible turn—switch on, seize some terrain, cause problems for the Germans,

then "Regroup" while you conduct operations elsewhere. Repeat. At this stage of the war, Fronts tended to advance to a certain depth, reach the end of their logistical rope, and then reset for the next offensive. We debated carefully the duration a Front could be "on" and "off," as well as the number of Fronts that could be on Offense simultaneously. Games set in 1944 will feature multiple Fronts doing deep penetration attacks with even more effective Tank-Cavalry Armies.

Random Events. These were a lot of fun to research. We took the general concept from *Beyond the Rhine* and searched for historical (or historically plausible) events that might have a game-level effect, without massively changing the flow of the campaign. These events can also introduce the potential for campaign-altering decisions, such as Hitler Directive #53, which along with Manstein's firing marked a profound shift in the German defensive methods.

Soviet SU units. Representing Soviet SU (*Samokhodnaya Ustanovka*) units in OCS terms has been a challenge. While they are Armored Fighting Vehicles, many were not employed the way Axis forces used their StuG equipment. In addition, most of what the Soviets denoted Regiments during the war were operationally battalion sized. We polled a number of OCS game designers to talk through the best way to portray them. The "Great SU debate" resulted in these depictions:
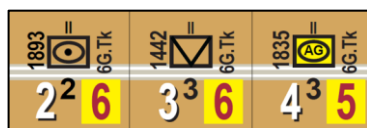
SU-76 = Tank symbol + arty point symbol + no color. You will see these as 2-2-6 battalions in *Third Winter* (and one 6-2-6 brigade). The SU-76 was mainly used as self-propelled artillery and assault gun support, but the vehicle could not hold its own in a tank-on-tank engagement.

SU-85 = AT symbol + no color. Depicted as 3-2-6 or 3-3-6 battalions, these vehicles were built around an 85-mm anti-tank gun and its principal role was tank-destroyer. They were rendered obsolete when T-34/85's bearing the

same cannon were deployed in large numbers.

SU-100 = AT symbol + yellow color. These were the successor to the SU-85, with an extremely powerful 100-mm cannon. They did not enter mass production until late in 1944 so do not appear in Third Winter.

JSU-122/JSU-152 = Tank symbol + AG letters + yellow color. Represented by 4-3-5, 4-4-5 or 5-4-5 battalions. The SU-122 (built on a T-34 chassis) and SU-152 (built on a KV-1 chassis) were later supplanted by JSU versions (built on Josef Stalin tank chassis) over the course of the *Third Winter* campaign. These were true assault guns that doubled as very effective tank destroyers, capable of blowing the turret off a Tiger tank.

Soviet Tank units. By this point in the war, Soviet tanks had reached the "swarm" stage. The four Fronts had approximately 5,000 armored vehicles at the start of the campaign. Most brigades throughout the game represent a mix of T-34/76 variants and the newly arrived up-gunned T-34/85. Soviet units tended to use a variety of equipment and many reequipped their predominant vehicles during the campaign. The Soviets designated many tank units as armored regiments, which are represented as battalions in OCS Regimental Equivalent terms. It is a mistake to assume perfect uniformity, but here are notes on some of the counters:

10-5-6 Guards Tank Bn — These are JS-2 tanks, just being fielded at the end of the campaign. Soviet practice was to deploy these in battalion size.

5-4-5 Guards Tank Bn — Guards units are rated slightly higher as they were kept nearer their establishment of 30-34 tanks. These units represent heavy tanks, mainly KV-1 and KV-85s.

8-4-8 Guards Tank Bde – Generally equipped with 65 T-34 tanks when at full-strength.

4-3-6 Tank Bn – These represent mixed groupings of light tanks, normally used in infantry support.

5-4-4 Guards Tank Bn (48, in 5th Guards Tank Corps) – This unit is equipped with Lend Lease Churchill tanks. Though slow, the Soviets liked its armor protection and reliability.

The **4-4-5 Guards Tank Bde** (6) is also equipped with Lend Lease tanks, in this case Matilda IIs. It has sufficient numbers that we rated it 1 RE in size.

Consistency between games. Eagle-eyed gamers will note a few changes from units in earlier OCS games. The sole 5 AR Leg Move unit, the 2nd Fallschirmjäger Division, is 5 MA on its Move Mode side, instead of a 6. This unit did not possess the transport to justify a higher rating. Axis RR Eng MA is a 3, as we believe the ones in earlier games are too speedy. Soviet Rail Cap will also seem much lower compared to other OCS games set on the East Front. The "missing" Rail Cap is delivering SP to Front HQ, moving units to/from the RVGK boxes, etc.

German Tank units. The Axis forces had approximately 2,000 armored vehicles at campaign start. German tank units were handled with aggressiveness and daring using whatever vehicles were available. They often had impact far larger than their numbers. However, German units suffered from a multiplicity of different vehicle designs with overengineered components requiring unique parts. On a Tiger or a Panther, the entire track and wheel system often had to be removed for a minor repair. The priority given to new tank manufacture de-emphasized spare parts, so that most battalions abandoned more vehicles to maintenance that were destroyed in combat.

When that comes to "what units do we have on the map for a particular formation" you might need 5 more counters for a unit like the 3rd Panzer Division to represent all the various configurations at various points during the campaign. Their full Panther Battalion didn't arrive until later in 1944, but they (and other units) received ad hoc panther deliveries ahead of that point. We set the best representation of each Panzer Division for the whole game but manage the overall German force through the reinforcement schedule and replacement rate--this allows for a historical flow of units but also the challenge for players of dealing with constant decisions about which divisions to rebuild. This is more in keeping with decisions of a historical commander trying stave off the Soviets. The game often mirrors history with a collapse in structure of most Panzer divisions by the spring of 1944, and players will be manning the line with anything they have at hand. We also did not have room for several more countersheets! Several researchers carefully went over multiple sources so that the non-standard strengths and unit ratings reflect the variations in available equipment. German units are grouped by predominant vehicle:
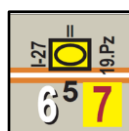
German armor with 7 MA are late-model Mk.III (with 50 mm cannons) and Mk.IV with long-barreled 75mm cannons (F, G, H and J models).
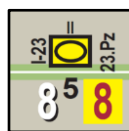
German armor units with 8 MA are predominantly Panthers. It is considered one of the best tanks of World War II for its excellent firepower protection, although its reliability was less impressive.
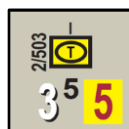
Tigers are denoted with a "T" in their unit symbol. There are several ways to portray the operational impact of small-but-powerful units in OCS terms. At first, we designated certain units as containing "Heavy" tanks, which added another level of Anti-Tank effect leading in turn to "Heavy" AT units, etc. We eventually discarded this in favor of company-sized units with a high Action Rating. This reflected the way Tigers were historically employed in combat.
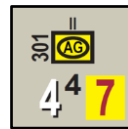
Assault Gun units are generally Sturmgeschütz (StuG) III or IV, with long-barreled 75mm guns.
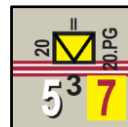
Yellow-box PJ units represent Marder IIIs and various models of Sd.Kfz. 250 and 251s vehicles.
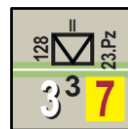
PJ units without yellow box are older model Marder vehicles. These were less effective as anti-tank platforms but still welcome to beleaguered Axis troops.
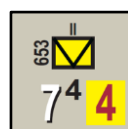
The **7-4-4 PJ Bn** (653) is a heavy tank destroyer Ferdinand unit. At the end of 1943, the surviving vehicles were modified and upgraded based on their experiences at Kursk. The unit fought in Italy and then transferred back in time for the battles late in this campaign. They were renamed Elefants in May 1944.
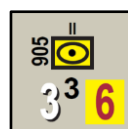
The **3-3-6 Armored Artillery** are equipped with StuG Ausf. F, with a 105 mm howitzer, used for infantry support.

RVGK. This was a mechanism we liked so much we pulled it forward into *Hungarian Rhapsody* with very few changes. Soviet practice was to keep units in action until they were used up (particularly mobile formations). They were then withdrawn for rest and refit, and the RVGK mechanism allowed for strategic redeployment as well.

Rudel and Tank Busters. This was a mechanism that we liked so much in *Hungarian Rhapsody* that we copied it into *The Third Winter*. Rudel's career is amazing to follow. He is credited with the destruction of over 500 tanks and hundreds of other vehicles and was the most decorated German serviceman of World War Two.

Soviet Air Armies. We tinkered several times with the Mission Hex Limits for Soviet air units. The Soviets used their Air Units tactically and did not fly very far past the front line. Over the course of the

game, growing Soviet flexibility is represented by increasing numbers of units which are not assigned to a specific Air Army.

Victory Conditions. These and SP levels are the most challenging thing to fine-tune. The goal is to provide players with historically accurate objectives (in an operational context), but which also reflect the challenges they face. And do so as simply as possible!

Free barrage for units in Regrouping Posture?! The Red Army was very good at setting up defensive fortified zones and had a large number of artillery units which were very effective on defense. Once a Front went over to Regrouping Posture, their main defensive power came in the form of artillery through the creation of fire command structures alongside the inauguration of artillery brigades and divisions. The Soviet ability to set up "UR" (*Ukrephyonny Raion*) fortified zones which defended a wide area while the maneuver units rested and replenished is not one used in Western armies. "Tank Destroyer" units (builders of tank-traps and other defenses) created defensive belts very quickly. Artillery, mortar and machine gun interlocking fire zones proved difficult for the Axis to overcome, and they tended to leave defensive zones alone. Think of the sudden switch to Regrouping Posture like ancient Roman armies building a fort every night. OCS doesn't really show the scads of rear-area units (engineers, logistics, etc.) that provide these capabilities. They are instead integrated into the Regrouping Posture defensive benefits.

Pontoon units. The Axis player has one Army Group level Pontoon unit, as much of their heavy equipment had by this point been pulled back for construction of defensive fortifications such as the Panther line and Atlantic Wall. The Soviets had a plethora of support units for bridging, ferrying and similar activities that are represented by their Pontoon/ferry counters. These could operate multiple activities throughout a five-mile hex. The Dnepr River is a meandering wide, but not too deep, river at this point, rather than the fast-moving Volga or Rhine rivers. This allowed pontoon/ferrying operations to take place across a wide area instead of being focused on just a few key crossing points.

Rumanians or Romanians? Sometime around the 1970's, English-speakers shifted from Rumania to Romania. We kept the "u" for a period feel.

Where is the xxxth division which I can see on a specific historical map? It was a real design challenge to deal with the frequent comings and goings of individual units during the campaign. Some departed and returned to the campaign area several times. SU units were sometimes independent or transferred between mobile Corps They moved around a lot, on both sides. We decided not to make a huge list of unit shifts and focused instead on the overall force structure and major removals/reinforcements. This means you may find a few unit substitutions in a given scenario-but the overall force is accurate.

Playtesters. It has been a great pleasure to work with Antony Birkett, John Kisner, Curtis Baer, and the dedicated group of playtesters who played a part in bringing *The Third Winter* to the market. Marcus Randall, Mark Fazakarley, Thomas Buettner, and Roy Lane were particularly active and dedicated playtesters over years of development.

Historical Commentary

By Chip Saltsman

The Third Winter covers the critical campaigns in Ukraine during the period September 1943 - April 1944. This series of battles pulled in 75% of the Soviet and 85% of the German armored and mechanized forces, nearly 60 mobile divisions. The campaign proved to be the bloodiest in the war to date and *The Third Winter* covers the major engagements: the battle for Kiev, the winter counterstroke of Manstein's 'fire brigades,' the tank battles at Kirovograd, the Korsun-Cherkassy pocket, the moving 1st Panzer Army battles (known as Hube's Pocket), the fortress battles around Tarnopol in the spring of 1944, the baptism of fire for II SS Panzer Corps and the slugfest in Rumania. The spring mud season brought *The Third Winter* campaign to an end, by which time both armies were exhausted—but the Wehrmacht was doomed.

The Armies

Throughout the campaign, the Soviets managed their armies through four Front commands. STAVKA operated by directing Fronts to conduct offensives, which lasted roughly 2-12 turns in OCS game-scale time. Ziemke notes that these tended to achieve some level of tactical surprise, but more importantly kept the German defenders off-balance. "Employing the peculiar rippling effect that marked their offensives, the Russians, thwarted in one place, had shifted to others, adding weight to the offensive laterally." Each offensive "repeated the pattern of overwhelming concentration, particularly of artillery, on a narrow front." At the conclusion of a given offensive, a Front would shift to defense while rebuilding units, restocking supply, and preparing the next attacks.

The Soviets at this stage of the war were developing their deep strike capabilities that would be perfected in the summer of 1944, the predominant Soviet military doctrine until the 1980s. By late 1943, they still had difficulty fully exploiting their armored forces during breakthroughs with their Tank and Mechanized Corps as compared to the German Panzer Divisions. But they had reached a new stage in their employment of artillery. Grouped artillery divisions made their first appearance, and the duration and weight of the barrages indicated that the Soviet Army now had enough guns and ammunition for lavish emplyment to level the defenses and make the way easier for tanks and infantry. All four Fronts which took part in the campaign were renamed on October 20, 1943, and we have used the newer names throughout for convenience:

- **1st Ukrainian Front** - Previously the Voronezh Front. The Front was commanded by General Nikolai F. Vatutin until he was ambushed and mortally wounded in February 1944 by the Ukrainian Insurgent Army. Coincidentally, Vatutin's two brothers

were also killed in action during February-March 1944. He was succeeded by Marshal Georgy K. Zhukov (on a temporary basis). The political commissar of the 1st Ukrainian Front was Nikita Khrushchev, and the commissar of its 18th Army was his protégé Leonid Brezhnev, both of whom lead the Soviet Union after the war.

- **2nd Ukrainian Front** - The renamed Steppe Front. Its commander was General Ivan Konev (July 1943 - May 1944, who was promoted in February 1944 to Marshal of the Soviet Union).

- **3rd Ukrainian Front** - The former Southwestern Front. The Front was commanded by General Rodion Malinovsky, who was subsequently promoted to Marshal, and served as Defense Minister of the Soviet Union in the late 1950s and 1960s.

- **4th Ukrainian Front** - Previously designated the Southern Front. It was commanded by Marshal Fedor Tolbukhin. In early 1944 the Front swung south off *The Third Winter* map area and focused on the liberation of the Crimea.

This particular campaign does not commence with fresh, rested troops. Both sides have battled all summer and many units were significantly reduced. But *The Third Winter* story is one of increased Soviet ability to operate at an ever-higher operational tempo while fighting a Wehrmacht where the divisional structure is beginning to break down. Buttar notes: "The ability of the Red Army to learn and improve through the war stands out in contrast to the Wehrmacht. Soviet doctrine, training and planning constantly attempted to learn from previous successes and failures, resulting in a steady improvement in performance. By contrast, official German doctrine barely changed, with adaptation to changing circumstances owing more to local arrangement and the experiences of a diminishing number of battle-hardened officers and NCOs than to any formalized attempt to assess and learn from events. The only significant German innovations in terms of unit structure came in the form of the independent Tiger battalions, a

number of independent Panther battalions, and the creation of the new artillery divisions. Whilst the first of these proved their worth on many occasions, the Panther battalions might arguably have been better used to bringing existing panzer divisions up to strength, and the artillery divisions were a disappointment." Only the 18th Artillery division was created in *The Third Winter* area and it had a very short history.

One of the most critical moments of 1943 was the decision by Stalin on how to proceed after the capture of Kharkov. Marshal Zhukov wanted to pause and regroup before launching a thrust to the Dnepr. Stalin wished to attack without delay in order to prevent the Germans from destroying infrastructure, and also to deny the Wehrmacht any opportunity to catch its breath. The consequence of this decision were terrible casualties suffered by the Red Army, but the bloody frontal attacks drove the Germans back to and over the Dnepr. The Germans were forced to juggle inadequate resources in the face of multiple threats the entire campaign.

The major Axis formations in *TTW* are:

- **Army Group South** - Field Marshal Erich von Manstein. Manstein is considered one of the most able German commanders of the war. He commanded Army Group South throughout the campaign until his dismissal by Hitler in March 1944. His memoir, *Verlorene Siege* (1955), translated into English as *Lost Victories*, was highly critical of Hitler's leadership, and dealt with only the military aspects of the war, ignoring its political and ethical contexts. Manstein died near Munich in 1973, the last-but-one surviving Field Marshal.

- **4th Panzer Army** - Hermann Hoth (until end of November 1943), followed by Erhard Raus. After the war, Raus wrote and co-wrote a number of books and publications focusing on analysis of the tank tactics used by his forces on the Eastern Front.

- **1st Panzer Army** - Eberhard von Mackensen (until end of October

1943), Hans-Valentin Hube thereafter. Mackensen's units were the first to reach Kiev during the initial Barbarossa battles in 1941 and he found himself defending the city two years later. Hube replaced Mackensen as Soviet forces closed in on the city and commanded the 1st Panzer Army through most of the rest of *The Third Winter* campaign. Hube led the "moving pocket" escape of his Army during the Battle of the Kamenets-Podolsky pocket, also known as "Hube's Pocket." In April 1944, Hube was summoned to Germany to be decorated by Hitler but was killed in a plane crash while returning to the front.

- **8th Army** - Led by General Otto Wöhler. This Army started the campaign in the vicinity of Kirovograd and ultimately retreated into Hungary. Wöhler served six years in prison for war crimes and lived in West Germany until his death in 1987 at age 92.

- **6th Army** - Commanded by Generaloberst Karl-Adolf Hollidt. Recreated after Stalingrad, the 6th Army fought in the Krivoy-Rog-Nikopol salient and ultimately retreated back into Rumania. Hollidt was convicted of war crimes and imprisoned until 1949. He died in 1985, the last surviving Wehrmacht Generaloberst.

- **3rd Rumanian Army** - General Petre Dumitrescu. This formation was reconstructed after Stalingrad and fought in the campaign north of the Crimea.

- **4th Rumanian Army** - Commanded by General Ioan Mihail Racovi. This is the second incarnation of the Army, after its destruction at Stalingrad. They were primarily involved in defensive battles along the Rumanian frontier during Spring 1944. After Rumania's surrender, this Army reappears in *Hungarian Rhapsody*, fighting for the Soviets.

- **1st Hungarian Army** - General István Náday. The Hungarian Army was primarily an occupation force until forced to take up front-line action as

fighting reached the Carpathian Mountains.

- **Luftflotte 4** - Commanded by Otto Deßloch.

The Race to the Dnepr

Following the furnace-like battles at Kursk (which would be in hex B63.32 if the map extended that far) in July 1943, the Soviets unleashed a Summer Offensive to recapture the Donets basin. Starting on 3 Aug 1943, it swept over Belgorod (recaptured 5 Aug 1943) and Kharkov (B60.09, 21 Aug 1943). Erich von Manstein, Army Group South commander, had been pushing OKH and Hitler for a decision on whether to hold the Donets river line (requiring more troops) or pull back to the Dnepr River. Hitler, who Ziemke observes "avoided any decision that was not already inevitable," envisioned an "East Wall" that would follow the line of the Dnepr from Kiev to Zaporozhe and then south to Melitopol. (This line was referred to as the Panther Line in the area of Army Group Center and the Wotan Line in the area of Army Group South.) But it wasn't until 8 September, after a month of desperate counterattacks to maintain some semblance of a front line, that he authorized a withdrawal "in principle" to this position.

What followed was a running battle, as the Axis forces scrambled to get across the Dnepr at the five major crossing points (Kiev, Kanev, Cherkassy, Kremenchug and Dnepropetrovsk). They had to disengage from the Soviets, traverse an enormous water barrier, and then fan out to protect the river line. Over two-and-a-half months, the Soviet Summer Offensive pushed Axis troops back 150 miles. *The Third Winter* begins on 26 Sept 1943, as the tired armies are arriving at the Dnepr. The first Soviet bridgehead was established on 22 September at the confluence of the Dnepr and Pripyat Rivers (hex B6.32), and they seized a second with airborne troops at Kanev (B12.12) the night of Sept 24-25.

The Dnepr, the second largest Russian river, affords the strongest natural defense line in western Russia, especially when defending from the west. The main channel varies in width from a third of a mile to more than a mile, and the ground near the river can be swampy over an extended area. Steep cliffs along the west bank rise nearly 300 feet near Kiev, and the high ground continues along most of the lower river. The east bank is flat and treeless, and the bare steppe stretches away to the horizon. Fortified and adequately manned, the Dnepr line would have been almost ideally defensible; but the condition of Army Group South in the fall of 1943 was such that the river provided at most a modest degree of natural protection and a tenuous handhold. Buttar observes that "the German retreat had been conducted with considerable skill in the face of immense adversity and there had been little opportunity for the pursuing Soviet forces to trap any significant formations east of the great river, but there was widespread dismay amongst the German troops when they crossed to the west bank to find that few if any positions had been prepared for them."

Beyond military considerations, there were important political and economic reasons for defending the Dnepr River line. By holding the Soviets in Ukraine, Hitler hoped to prevent the German allied countries, Rumania, Hungary and Bulgaria, from leaving the Axis military-political bloc. The control of the area also allowed the German leadership to export food and important strategic raw materials to Germany. In their calculations for stubborn defense, the Germans attached particular importance to the retention of western Ukraine and Crimea with their rich food resources, manganese production centers around Nikopol (D35.13), iron ore production centers around Krivoy Rog (D25.19), Kerch, and the Black Sea basin with its first-class seaports.

Battle for the Dnepr

The Soviets were just as eager to cross the Dnepr and prevent the Germans from digging in and effecting a stalemate. Accounts describe how Russian soldiers crossed using anything that would float—timbers, gasoline drums, wooden doors, even straw wrapped in ponchos—while the engineers constructed causeways for the heavy equipment. These techniques were crude but "conducted on so large a scale and with such great persistence that it was overwhelmingly effective." By the end of the month, 23 bridgeheads had been created on the western side (some of them very small in game terms). German troops launched heavy counterattacks on almost every bridgehead, hoping to annihilate them before heavy equipment could be transported across the river.

The Russians, realizing on 2 October that they had reached a line that the Germans meant to hold, broke off the offensive for a week (1-8 October) while they regrouped and brought up fresh units.

The 4th Ukrainian Front spent much of October pounding against German units defending Zaporozhe (D45.15) and forced the Axis across the river by 15 October. Simultaneously, its units battered their way into Melitopol (D44.01), where fighting continued until 23 October. Once the German lines were broken, the 4th Ukrainian advanced to the lower Dnepr by 5 November, isolating the Crimea (just off-map to the south) and leaving the bridgehead at Nikopol (D35.13) as the only German force east of the river.

The 2nd Ukrainian Front had several bridgeheads, but Konev made his main effort out of Mishurin Rog (approximately hex D33.31) in mid-October towards Kirovograd (D16.28, (present day Kropyvnytskyi) and Krivoi Rog (D25.19). Manstein evaluated this as the most critical threat and brought his mobile divisions (including the 1st SS Panzer and 1st Panzer divisions newly arrived from the West) into the swirling battle. The situation became much more complicated when Malinovsky's 3rd Ukrainian Front forced its way across the Dnepr at Verkhnodneprovsk (approximately hex D37.28) on 22 October, capturing Dneprodzerzhinsk (D39.26) and Dnepropetrovsk (D44.23) by 26 October. Malinovsky then oriented his forces southwest intending to outflank the Axis forces battling the 2nd Ukrainian Front. But hampered by lack of supplies and muddy ground conditions, both Soviet Fronts were fought to a standstill without capturing either Kirovograd or

Krivoi Rog. They went over to the defensive to rebuild their depleted units and restock supply. The Axis forces had succeeded because of the fresh mobile formations but these had nothing like adequate replacements. They were afforded little respite as the situation at Kiev deteriorated shortly afterwards.

Vatutin's 1st Ukrainian Front obtained the largest initial bridgehead near Kanev by occupying the Bukrin bend (the area near B11.16) at the end of September. The Axis rushed 24th Panzer Corps to the area and sealed off the bridgehead. The Soviets crammed the Bukrin bend with six Tank and Mechanized corps and 14 rifle divisions, facing off against three panzer divisions, two panzer grenadier divisions and two infantry divisions. Difficulty in supplying such a large force and stubborn Axis defense meant that attacks on 12 October and 21 October both went nowhere after several days of fruitless pounding. Still, this tied down German forces and the Soviet equipment could be replaced. Stalin's (and therefore Vatutin's) attention now turned to the small bridgehead at Lyutezh (approximately hex B5.26), just north of Kiev (B4.24).

At Lyutezh, the Soviets had packed the bridgehead with Rifle divisions and the 5th Guards Tank Corps. Late in October, Vatutin redeployed the entire Third Tank Army, commanded by Pavel Rybalko, from the Bukrin bend north to the Lyutezh area. This was an extraordinary achievement over difficult and muddy terrain. The Soviet preparations were considerable, including the installation of 26 bridges and 87 ferries. Many of the Soviet bridges were built underwater, making them difficult to detect. The Germans were uncertain whether the anticipated Soviet assault had far-reaching objectives from the outset or was merely for the capture of an initial bridgehead to be exploited later.

They would soon find out. The Soviets fired an immense artillery barrage and attacked on 3 November, with the 3rd Tank Army exploiting on 4 November, compelling the German 7th Corps to retreat and evacuate Kiev. The Soviets captured Kiev on 6 November. The 1st Ukrainian Front now exploded out of the bridgehead. By 7 November, Soviet spearheads had already reached the important railway node at Fastov (A60.19), 50 kilometers south-west of Kiev. Zhitomir (A48.24) was taken on 12 November and Korosten (A50.34) on 17 November. In 10 days, the Soviets had advanced 150 kilometers and opened up a huge gap between Army Group Center and Army Group South.

The 4th Panzer Army was in deep trouble. However, the situation changed with the arrival of Hermann Balck's 48th Panzer Corps, comprising the 1st SS Panzer Division Leibstandarte, 1st Panzer Division and 7th Panzer Division. Manstein launched his counterblow in mid-November. Balck drove his forces north to Brusyliv (approximately hex A58.25) and then west to retake Zhitomir. Rybalko sent the 7th Guards Tank Corps to counter the German assault. A huge tank battle ensued, which continued until the latter part of November, when the autumn mud halted all operations. By 5 December, the mud had frozen and 48th Panzer Corps conducted a wide sweeping attack north of Zhitomir. Catching the Red Army by surprise, the German forces sought to encircle the Soviet 60th Army. Reinforced with the 2nd Parachute Division, the Germans drove eastward, putting the Soviets on the defensive. With Fastov also being threatened, the 60th Army withdrew from Korosten. Vatutin was forced to ask STAVKA for more reserves and was allocated the 1st Tank Army and the 18th Army. These new units, along with additional Corps from other sectors, were hastily rushed westward. At its peak in early December 1st Ukrainian had 66 Rifle divisions, 3 cavalry divisions, and 8 Tank/Mech corps. Thus, the Red Army stopped the German advance, went back on the offensive, and retook Brusyliv. Both sides were exhausted by late December, but the 1st Ukrainian was being reinforced and planning for its next activities.

Meanwhile, Konev began a new offensive with the 2nd Ukrainian on 14 November. Though hampered by mud and Germans, Cherkassy (B18.07) fell on 14 December to an assault across the Dnepr combined with an advance upstream as the immense bridgehead expanded. They could not reach Krivoi Rog or Kirovograd and STAVKA ordered the Front to go inactive on 20 December. The 4th Ukrainian made multiple assaults on the Nikopol bridgehead throughout December without significant ground gained.

The Dnepr-Carpathian Offensive

As 1944 approached, the Dnepr line "now cracked and crumpled" as Erickson puts it, was still held by the Germans. Both Erich von Manstein and Ewald von Kleist (commander of Army Group A) demanded that their forces be allowed to pull back to more defensible positions. They were overruled by Hitler who ordered his armies to stand where they were. Despite Hitler's orders, German troops retreated, often in direct disregard of orders or after submitting fictitious reports to justify their actions. Where time and materials permitted, defensive lines were prepared. At this point, the combined German-Rumanian-Hungarian forces in Army Group South had a total of 93 divisions (including 18 panzer and 4 panzer-grenadier), 2 motorized brigades, 3 heavy panzer battalions of Tiger tanks, 18 StuG Assault Gun Brigades, several anti-tank battalions, and many artillery, construction, engineering and other units. There were approximately 1,000 operational tanks out of some 2,000 in these Ukraine battles. This amounted to 40% of all German troops and 72% of all panzer divisions stationed on the Eastern Front.

STAVKA planned the main blow over the winter to fall in what the Soviets referred to as "Right-bank" Ukraine, smashing the German lines in a great avalanche of men and tanks. All told, at the start of January 1944 the 1st, 2nd, 3rd, and 4th Ukrainian Fronts had a total of 21 combined-arms armies, 3 tank armies and 4 air armies - a total of 169 rifle divisions, 9 cavalry divisions, 18 tank and mechanized corps, 31,000 guns and mortars, approximately 2,000 tanks, and over 2,300 combat aircraft. The avalanche fell on the Axis forces in the form of multiple distinct offensive operations.

Zhitomir-Berdichev Offensive

Vatutin's 1st Ukrainian Front launched its next operation on December 24 with attacks against the German 4th Panzer Army, to the west and south-west of Kiev. This blow was struck at the most sensitive point for Army Group South - its northern flank, threatening to cut its main forces off from the rail lines leading to Germany. Manstein attempted to counter the offensive with a flank attack by the Fourth Panzer Army, while simultaneously requesting reinforcements and permission to shorten the line by withdrawing. On December 27, Manstein directly asked Hitler for permission to pull back his troops, but once again he was ordered to hold.

Vatutin's offensive rolled west, capturing key locations as it went: Korosten (A50.34) fell on December 29, and Zhitomir (A48.24) followed on December 31. Novograd Volynskiy (A39.32) and Berdichev (A45.20) were taken around 6 January. Having advanced to a depth of 50 to 125 miles, 1st Ukrainian almost completely cleared the German forces from the Kiev and Zhitomir regions and tore immense holes in the German lines, including one of 35 miles near Zhitomir. To close the gaps in their defense and to stop the Soviet offensive in this sector, Manstein transferred 12 divisions of the 1st Panzer Army from the southern Ukraine to this area. The reserves turned out to be almost completely spent, which affected the further course of operations. To parry the subsequent attacks of the Soviet troops, the German command was forced to deploy troops from Western Europe, as well as from Rumania, Hungary, and Yugoslavia.

Kirovograd Offensive

Konev's 2nd Ukrainian Front next joined the fray by launching the Kirovograd Offensive on January 5. One of its first accomplishments was to block III Panzer Corps' attempted reinforcement of the Fourth Panzer Army, which was simultaneously being attacked by 1st Ukrainian Front in the Zhitomir-Berdichev Offensive. At this point, Manstein flew to Hitler's headquarters in

East Prussia to ask permission to withdraw but was again refused.

The Kirovograd offensive pushed the Germans back 25-30 miles from the Dnepr. The most important result of the operation was the liberation of Kirovograd (D16.28), a major stronghold and an important road junction, destabilizing the defense of the 8th German Army. Capturing Kirovograd threatened the flanks of German forces around Korsun-Schevchenkovsky (B09.09) from the south. In turn, the Kirovograd Operation, and the neighboring Zhitomir-Berdichev Offensive, formed a salient around the few German units still on the Dnepr near Kanev, creating the conditions for the subsequent Korsun-Schevchenkovsky Offensive.

Korsun-Shevchenkovsky Offensive

Despite a thaw which created very muddy conditions that encumbered both armies, the 2nd Ukrainian Front attacked the south of the Korsun bulge on January 24 following the traditional heavy bombardment. They broke through and easily repelled a German counterattack. Two days later, the 1st Ukrainian Front sent in the 6th Guards Tank Army from the north, which met up with the forces advancing from the south on January 28, encircling about 60,000 Germans in 11 and 42 Army Corps around Korsun, in a pocket named "Little Stalingrad" due to the ferocity of the fighting. On February 4 Manstein dispatched Hans Hube, commanding the 1st Panzer Army, including 47 and 3 Panzer Corps to assist in a relief attempt. 47 Panzer Corps attacked from the south-east, while 3 Panzer Corps attacked from the west, but both were bogged down by the mud. Zhukov issued a surrender demand to the forces trapped in the pocket on February 8 but was turned down. After a hard battle of attrition, 3 Panzer Corps was eventually able to reach Lysyanka (in hex B4.06), close to the trapped forces, and German forces in the pocket attempted to break out. Approximately half escaped, albeit with heavy losses in abandoning wounded and equipment. Running out of supplies and harried by airstrikes and advancing ground forces, Wilhelm Stemmermann,

commander of the trapped forces, decided to attempt a final break-out on the night of February 16-17. The Soviets took approximately 15,000 prisoners, and killed at least 10,000 Germans, including Stemmermann. The battle was waged under incredibly brutal conditions, with Russian POWs shot by the Germans during the retreat, and Konev admitted to allowing his cavalry to massacre troops attempting surrender with upraised hands.

Rovno-Lutsk Offensive

Vatutin's forces continued attacking on the right flank, coming near to the important supply centers of Lvov and Tarnopol in the Rovno-Lutsk Offensive, which opened a 110-mile gap between Army Group South and Army Group Center. Rovno (present day Rivne, A25.35) and Lutsk (just off the north map edge, where hex A17.37 would be) were both captured on February 2. 1st Ukrainian's offensive had been very successful, but the Front was now spread out over 300 miles (50 hexes) and fuel and ammunition were running low.

Nikopol-Krivoi Rog Offensive

Having made several unsuccessful attempts to capture Nikopol before, the 3rd Ukrainian Front attacked from north of the Dnepr 30 January, and elements of the 4th Ukrainian Front to the south of it joined in a day later. The Soviet troops broke through the 6th Army's lines, capturing Apostolovo (D28.15) on 5 February, splitting the army in half. Nikopol (D35.13) fell on 8 February, but despite heavy losses the troops in the bridgehead, including the German IV Army Corps, were able to retreat across the Dnepr. The IV Army Corps launched an unsuccessful counterattack against Apostolovo around this time, resulting in a temporary Soviet pause in order to prepare for the advance against Krivoi Rog (D25.19) in the northwest portion of the salient. Two armies of the 3rd Ukrainian Front began the advance towards that city on 17 February and captured it on 22 February. Other armies from the front then resumed the advance and captured several bridgeheads over the Inhulets river (runs from D27.30 to D17.04), which became the next German defensive line. Fighting in the area died

down, but the Soviet gains paved the way for subsequent advances during the second phase of the Dnepr-Carpathian Offensive.

While the offensive appeared to slow down in late February, the Soviets were preparing for the second phase of the offensive, soon to be launched on an even larger scale.

Uman-Botoşani Offensive

The campaign was now moving extremely fast. On March 5 Konev's 2nd Ukrainian launched the Uman-Botoşani Offensive, advancing rapidly. On March 10, the 2nd Ukrainian Front destroyed two Panzer Corps by capturing them at the fall of Uman (A58.01).

Kamenets-Podolsky pocket ("Hube's Pocket")

This was the biggest and most important Soviet operation of the Dnepr-Carpathian Offensive. After the slackening of the Soviet effort at the end of February, the OKH, the headquarters for the Eastern Front, believed any further offensive effort in that sector unlikely. However, the Soviets were secretly preparing an even greater offensive, bringing in all six tank armies stationed in the Ukraine region. The Soviet deception measures were successful, and most Germans were surprised when, on March 4, the 1st Ukrainian Front (now commanded by Marshal Zhukov after Vatutin's death) launched the Proskurov-Chernovtsy Offensive, with a fierce artillery barrage. Due to the extremely muddy conditions, it was hard for the defending Germans to remain mobile, but the Soviet forces had adequate supplies of tracked tanks and trucks, giving them the advantage.

Bereznegovatoye-Snigirevka Offensive

Malinovsky's 3rd Ukrainian Front joined by launching the Bereznegovatoye-Snigirevka Offensive the next day, while Tolbukin's 4th Ukrainian Front was detached to begin preparations for the Crimean Offensive (during the April-May 1944 Crimean Offensive, the German 17th Army was annihilated and. its 5 German and 7 Rumanian divisions were largely destroyed.) These Fronts advanced rapidly, while Konev's 2nd Ukrainian

Front moved to cut off the withdrawal of the First Panzer Army by capturing Chertkov (A13.15) on March 23. The First Panzer Army, now commanded by Hans Hube, was entirely encircled by March 28. During the encirclement, Eric von Manstein flew to Hitler's headquarters and asked him to revoke his directive that required all encircled formations to form "fortresses" where they were. He was successful and received the units of the II SS Panzer Corps as reinforcements, the first transfer of forces to the Eastern Front at the expense of the Western Front since Hitler's Führer Directive 51. On March 30, Hube's forces attacked out of the pocket, and, because Soviet military intelligence was unaware of the arrival of II Panzer Corps, and because he moved west, instead of south as Soviet commanders were expecting, he was successful. By April 10, Hube's forces had met up with the Fourth Panzer Army. Despite this small success, Hitler blamed his generals for the overall strategic success of Soviet forces and fired the commanders of Army Group South and Army Group A (von Manstein and von Kleist, respectively). They were replaced with Walter Model and Ferdinand Schörner, appointed to command the renamed Army Groups North and South Ukraine, indicating his intent to recapture this territory.

Polesskoe Offensive

Meanwhile, in the south, the 3rd Ukrainian Front was advancing on Odessa (C55.05) and into the Rumanian-administered Transnistria. After three days of heavy fighting, his spearheading 8th Guards Army had advanced only 5 miles (8.0 km), but it had broken the crust of Hollidt's Sixth Army, and quickly advanced 25 miles (40 km) towards Novyy Bug (D16.17), nearly encircling the defenders. Despite Hitler's orders forbidding retreat, German forces fell back to the Bug River (A39.10 to D08.08) by March 11. The same day, Hollidt managed to break out from his encirclement - primarily because Malinovsky had divided his forces at Nikolaev (D08.08) - and was able to improvise a defensive line on the Bug by March 21. However, he had lost Hitler's confidence, and was sacked, to be

replaced with Maximilian de Angelis. On March 28, pressed hard all over the line, German troops began to fall back from the Bug.

Odessa Offensive

By March 25, the Prut (A10.06 to C25.01) had been breached and the 3rd Ukrainian Front was dispatched to secure Odessa. On April 2, Chuikov's 8th Guards Army and 46th Army attacked through a blizzard and, by April 6, had driven the defenders past the Dnestr River and isolated Odessa (C55.05). The city capitulated on April 10, and Soviet troops began entering Rumania proper.

Campaign End

The defeat of Army Group South and Army Group A, and the clearing of the German forces from Right-bank Ukraine and Crimea had radically changed the strategic situation. With the Red Army capturing the Lvov-Odessa railway, the main supply lifeline of Army Group South, and reaching the Carpathian Mountains, the front of Army Group South was split into two parts - north and south of the Carpathians. The northern portion was pushed back into Galicia (Poland), while the southern portion was pushed back into Rumania.

The northern portion was renamed Army Group North Ukraine, while the southern portion became Army Group South Ukraine, which was effective from 5 April 1944 (although very little of Ukraine remained in German hands). As a result of this split, the connection between these two new army groups had been broken. Now, the southern group of German forces would have to use the long roundabout route through the Balkans, with all its supplies being rerouted over the Rumanian railroads, which were in poor condition.

The Soviet success during this offensive paved the way for a series of major offensives in the summer of 1944. First, conditions were created to develop attacks in the Lublin direction on the flank and rear of Army Group Center, which were accomplished during the Lublin-Brest Offensive. Secondly, conditions were created to attack towards Lvov and eastern Poland, which was accomplished

during the Lvov-Sandomierz Operation. Thirdly, conditions were created to develop attacks deeper into Rumania and the Balkans, which were accomplished during the Jassy-Kishinev Operation.

For the German forces deployed in Ukraine, the personnel losses were significant. During the campaign, 9 infantry and 1 Luftwaffe field divisions were destroyed, while 7 panzer and panzergrenadier, 1 parachute, and 2 infantry divisions were so badly damaged that they were withdrawn from the front and sent to the West for extensive refits. Nearly all the rest of the divisions were heavily damaged as well, suffering at least 50% losses in personnel, while some were left with just remnants of their troops. For instance, 18 of the 39 divisions belonging to Army Group A were categorized as Kampfgruppen, or battle groups, meaning that the divisions were so depleted as to actually be the equivalent of little more than reinforced regiments.

According to German General Kurt von Tippelskirch, the defeat of the German forces in Right-bank Ukraine was the biggest since Stalingrad: "Since the time when the German armies followed a thorny path from the Volga and the Caucasus, retreating to the Dnepr, this was their biggest defeat. Even such skilled generals as Manstein and Kleist could not save the German troops."

Hitler's firing of Manstein and Kleist on 30 March, and his replacing them with Model and Schörner, illustrated how he wanted generals who would drive their troops to the utmost and extract from them the last ounce of capacity for resistance. It was also a tacit admission that the Wehrmacht had lost its maneuver capability and would henceforth be delaying and denying instead of conquering. His renaming Army Group South as "Army Group North Ukraine" and Army Group A as "Army Group South Ukraine" were empty gestures with the Soviets tide reaching the Carpathians and the borders of Rumania. Manstein had consistently shown flashes of military genius that made him indispensable in individual crises. In the aggregate, however, his displays of talented generalship had only made it harder for

Hitler to avoid the realization that Germany was not merely passing through a period of adversity but entering one of hopelessness.

Map Notes: Some of the physical and political terrain has changed considerably since the winter of 1943/44. With the breakup of the Soviet Union, Ukraine became a separate country in 1991. Much of present-day Ukraine is portrayed on *The Third Winter* map. Ukraine, in distinguishing itself from Russia, even pronounces its capital city differently: instead of the historical "Kee-yev," the city is now officially spelled Kyiv, and Ukrainians say "Keev." Several other cities have been renamed as well: Lvov is now Lviv, Kirovograd is now Kropyvnytskyi, Dneprodzerzhinsk is now Kamianske and Dnepropetrovsk has become Dnipo. Moldova (the area referred to as Bessarabia at the time of World War 2) also declared independence in 1991. Chisinau (then Kishinev, C38.15) is the capital of Moldova, which stretches along the west bank of the Dnestr north past Balti (C31.28) almost to Mogilev-Podol'skiy (A33.03). The "breakaway" part of Moldova called Transnistria extends on the east bank of the Dnestr River from approximately C47.08 to C42.27.

A representation of the Dnepr River in game terms today would appear like a series of linked lakes resembling a string of sausages. The Dnepr River system of dams, created to control periodic flooding, has turned much of the river into reservoirs 1-2 hexes wide. There are major dams at Kiev (B4.24), Kanev (B12.12), Kremenchug (D30.34), above Dneprodzerzhinsk (D39.26), Zaporozhe (D44.15), and at Novaya Kakhovka (D25.04). Chernobyl, site of the 1986 nuclear reactor disaster, is in hex B5.34. The Exclusion Zone extends from A59.35 to B6.32 and off map to the north.

Game Play Notes

By Antony Birkett

The late September campaign starts with the Germans in full retreat after the failed Zitadelle offensive. This OCS game does not start with a static front and players will need to familiarize themselves closely with the set up as the front is very fluid. The first challenge is to successfully extract the German army to the west bank of the Dnepr both in its major river area and its Volga-class river area by a series of bridges. The river line must be held if victory conditions are to be met and allow Axis reinforcements to arrive in the Autumn to stabilize the front.

For the Russian player there are many options as they hold the strategic initiative. One in the north being, do they force the Dnepr river north of Kiev, or reinforce the Bukrin bridgehead seized by paratroopers? Another, further south is how can they seize bridges, or use Pontoon units to cross the Dnepr successfully?

If the German player can hold the Dnepr, then he receives powerful autumn reinforcements with which he can challenge the Russians during the winter. However, there will never be enough German infantry. The use of "fortress" breakwaters in the open steppe is critical. Manstein's Fire Brigade principle is also an excellent tactic. Here, if possible, group 2-3 panzer divisions with truck points and SPs.

For the Russian player, the tactic is press with your rifle divisions. Maintain a solid line and use your armor and its replacement rate to wear the Panzers down. You can gain air superiority where you wish, so drive forward. Your RVGK mechanized replacement rate is high, so your losses can be replaced. However, do ensure you utilize all your Fronts with a clear strategy. Without one, the panzers may fight you to a standstill.

Game Play Notes

By Chip Saltsman

Soviet Player

Congratulations, Comrade! You have been granted one of the highest honors available to a Soviet leader: command of one/several Soviet Fronts as they move to rid the Motherland of the Nazi invader! But Stalin wants results, and he is impatient with delay.

Crossing the Dnepr

The Third Winter campaign starts 26 September 1943, about a month into what historians consider the "Battle of the Dnepr". Hitler gave the order for Army Group South to retreat to the Dnepr line on 15 September 1943. At game start, German formations still occupy Poltava (B41.06/42.06) and the chaotic air drop at Kanev has just taken place (23 Sept). Soviet formations are closing up on the river and have established a few bridgeheads.

You face the same options as the Soviets did historically. Marshal Zhukov and Deputy Chief of Staff A. I. Antonov recommended taking time to regroup the Soviet forces, find a weak point or two to exploit, and stage a set-piece crossing followed by a deep operation breakout. Stalin preferred to attempt to cross the river on a wide front without waiting, which would give the Germans little time to prepare, but which would lead to much higher casualties.

Some considerations as you make your plans:

- Ultimately, you need a rail crossing. There are exactly eight of them: Kiev (B5.24), Kanev (B12.12), Cherkassy (B17.08), Kremenchug (D28.34 & D30.34), Dnepropetrovsk (D44.23), Zaporozhe (D43.15), and Kherson (D14.03). All but two require capturing a major city hex in addition to crossing the Dnepr. The river is "only" a Major River north of hex D31.34, which is easier to cross (the Dnepr is three kilometers wide at some points—it is the third largest river in Europe after the Volga and Danube). The Axis player will study the map just like you and is sure to create a stout defense of each crossing. What is an enterprising Soviet commander to do?

- You start the game with two bridgeheads in hand: Kanev and B6.32.

Pack these aggressively and use them to tie down Axis forces.

- The problem with the "one big assault" approach is that the Axis has multiple mobile formations that would love to confront just one big assault. Far better to make many problems for the Germans. Spread out their defense by creating multiple bridgeheads, making obvious crossing preparations (that may or may not be intended), and stealthily preparing hidden crossings. Maskirovka is strongly encouraged.

- What does "spread out the Axis" look like? They should see 2-3 counters in every hex all along the Dnepr. This way you can position things beneath the top counter (pontoons, step loss markers, Mech Corps, etc.) Show the Axis a Ferry somewhere and make them concentrate their forces, then cross elsewhere. Behind this line are more units masking what is stacked underneath.

- Prepare the battlefield for your crossings/offensives—build airfields with overlapping Patrol Zones and spread out your Fighters, so the Axis must work hard to knock them down. Your air force has limited reach and cannot wage a deep campaign against the Luftwaffe, but it can establish a presence over the battle area that the Axis must fight in order to conduct bombing missions. That will wear them down over time. Constantly bash the Axis air. Put your AA Divisions on your own airfields or points where Axis air is likely to visit (a Level-3 Air Base, AA Division and HQ means a net +6 Flak DRM, generating a step loss on a 5 or better).

- Your bridgeheads will have a target hex (west of the Dnepr), a ferry/pontoon hex, and a marshalling/Reserve creation hex. Work the sequence of play so you can cross on the first turn of a double turn (or even the reaction phase of the turn prior). Plan how to use your Artillery Barrage Markers in support of the crossing. Once across, build hogs to protect your bridgehead, pack it with troops and work to expand it. Gang the pontoons together. You have 9 of them, so look for places to set

up several, particularly if they can attack into a single hex. Look for Close terrain on the east bank in which to stage your forces. Once you have a bridgehead, perhaps you switch that Front to Regrouping Posture and fill it up/Hog it up.

- You have to get across the Dnepr, but you don't have to RUSH. Set up, wait for crummy weather/limited or no flight, and perhaps for the Dnepr to freeze. You must be over in force by early/mid-January, because you still have a long way to go . . .

- Proper RVGK management is a must, particularly cycling Tank Army HQ through the off-map boxes frequently so they can bring out independent units as they are rebuilt. The RVGK is an excellent strategic redeployment and maskirovka mechanism.

Advancing to the Carpathians

At last! You have broken the Dnepr River line, and your forces are ready to smash the Hitlerite Germans. Once again, you need to make more problems for the Axis than they can handle.

- Get creative with your Front on/off cycles, combined with spinning rebuilt Tank/Mech corps out of the RVGK and into the battle.

- Remember that while "Regrouping" Fronts are inactive, that doesn't mean they are "Inert." They can move to contact, redeploy units, build hogs, conduct Fighter Sweeps, etc.

- On the offensive, you are running a mulching machine. You are NOT the German army, with its rapier-like speed and narrow penetrations. Think in metaphors like fighting with a battle axe, grinding out a stump or driving a Zamboni. Your army is suited to operate on a broad front and move west, forcing the Germans to hustle out of positions you don't then need to assault.

- One counterintuitive Zamboni tactic is to use your mobile formations to hit the Axis defensive line while your AR3 and AR4 infantry is in Reserve. Move the infantry forces forward during Exploit so that they absorb German

counterattacks. The next turn, your mobile formations will be able to enter Reserve. You might combine this with a short-cycle Front Offense, which grabs terrain for three turns and attracts Axis mobile formations, but then switches to Regrouping.

- You actually have more mobile formations than you can fuel and use. But move they must, for you need to be approaching the western map edge during March/April 1944.

- When the game breaks open, it is tempting to chase and kill German units. But units aren't worth VP's (other than their presence prevents you from capturing VP locations). Keep your eyes on the Victory Point prizes! Besides seizing Kiev, Tarnopol, Uman Vinnitsa, and Odessa, you will need two more of these geographic objectives: A Mech/Tank Corps in an entry hex near Lvov, same with the southwest corner of the map or forcing a Rumanian surrender (must capture Iasi (C25.20/26.20) and exit units into Rumania). None of these will be easy to reach. When you are clear of the Dnepr, at least one Front needs to be driving hard for Lvov, and a second going flat out for Rumania.

German Player

Having pounded our forces into pulp at Kursk, the Soviets unleashed a counteroffensive aimed at reclaiming Ukraine. Each year, their strength grows while our forces lose irreplaceable units and men. We must use the line of the Dnepr as a shield and destroy any forces that manage to cross!

Welcome to the hardest task in the OCS, conduct of an active defense. You have most of Germany's mobile formations at your disposal, but you will be hard pressed in what will seem like the arcade game Whack-A-Mole. Here is some guidance:

- First off, read the notes for the Soviet player. We will wait as you do this . . .

- Now consider how to confound your opponent. You will need mobile formations available to deal with their incursions. Swap out Panzer formations in the line with infantry as

soon as possible. You can't pull every multi-unit formation off the front line, but you must position some mobile divisions as fire brigades. Yet you don't want to lose infantry steps (you usually get a Pax each turn, and two are needed to replace an infantry step). The Dnepr Rail bridges the Soviets require must be Hogged and well-defended.

- You can win the game. It is sufficient to hold your territorial losses to Kiev, Uman and Vinnitsa. March and April 1944 feature a lot of Mud turns, which will slow the Soviets in a sea of sludge. And you get a VP for having a unit on the Dnepr north of Dnepropetrovsk on February 1 as well as another for maintaining a bridgehead near Nikopol. How long can you maintain a defense in these areas? Finally, the Soviets have four turns to reduce Poltava, but who says you can't fly in more units or SP?

- You only have EIGHT (!) Reserve Markers. They are critically important. In lieu of having reserves, you can contend with Soviet incursions by DG'ing their big stacks (west of the river and anything you can spot east of the River), which reduces their oomph. Reserve Markers are so important that you should always hide them under other units.

- If possible, station strategic reserves on detrainable hexes, so they can be redeployed by rail if needed. Strive to have 2 Panzer Divisions positioned this way at all times-they are your deep/deployable emergency reserves.

- If you see a bridgehead attempt forming which will cross into Open Terrain on the west bank of the river, consider the "Baer 1-step back defense":

  ◊ Back off a hex.

  ◊ Let the Soviets come over and THEN react with overruns.

  ◊ Crush the units that cross.

  ◊ Create such a killing zone requires that you have the Initiative and is more difficult in the October mud.

  ◊ On the other hand, some bridgeheads don't seem to lead to anything, such as ones into Swamp terrain, and can just be screened.

- Don't be afraid to build hogs on Open terrain hexes on the west bank of the Dnieper. Artillery is important and should be spread out, even if it can't be in Reserve Mode.

- Killing Soviet infantry is good. Mech/Tank is better. Best is artillery—that is their power player, and it is difficult to recover (the Soviets average a rebuild of one Artillery step every 15 turns).

- We found that the Axis can place HQs 5 Movement Points from Uman to the east (B7.02) and northeast (A59.12) to throw SP's. This covers a lot of the battle area and doesn't require Rail Cap or Transportation Points for SP that is placed in Uman.

- Make good use of your special HQ units. Kessel HQs allow surrounded units to hang on or slip through to friendly lines. Army Group South has a +1 DRM that should be used every turn.

- Protect your own bridgeheads east of the Dnepr, particularly in City hexes such as Kiev (B5.24) and Zaporozhe (D44.15), particularly in hogs. It is very challenging to take one of these hexes if it can be constantly replenished. Kremenchug (D30.34) looks attractive but can be ZOC-blocked by Soviet units on either side.

- Build your own set of Air Bases, so you have two Patrol Zones over every section of the Front. Build them to Level 2, so that they can still refit two units in Freeze Weather conditions. Bombers can be stationed near Uman and Odessa and reach the entire map. You can also have close-in Air Bases with Stukas that have proximity and the right-shift that comes with it.

- It is entirely possible to burn out the Axis mobile formations battling Soviet incursions head on. You cannot win an attritional battle and your Soviet opponent would love to fight one. Is there some way to sidestep their

advance and strike its flanks? If you play the first month or two at "convention tempo" the last half of the game will get even more difficult. Slashing panzer battles are fun, but the constant wear on your forces may cause your front to become lace-thin by February 1944. We have seen Soviet players whose campaign plan was to eliminate Axis infantry steps to the point that manning a defensive line became impossible.

• At some point, your panzer and air forces will have been worn down by constant use, and the Soviet crossing areas start to break out. Your biggest decision will be to designate a "go time" to run from the river. If the Dnepr freezes, it's probably time. Then you will be utilizing the terrain and Minor/Major River lines as you backpedal. You won't ever have as strong a defensive position again, so time this very carefully.

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Random Event Table

Use the Random Event Table each turn, just after the Weather Determination Segment and before the Initiative roll.

Roll Twice. First roll (1 die):

- 1-4 - Common Event
- 5 - Rare Event
- 6 - No Event

Second Roll (2 dice, use a colored die as the tens digit and a white die as the ones digit. For instance, a red '6' and a white '5' would be read as a roll of '65'.) Locate the appropriate random event. Most are self-explanatory. Some events have weather or time considerations, situational preconditions, or are one-time only. Sometimes there will be an event substituted; sometimes no event at all. If two random events are somehow in conflict, the lower numbered event takes precedence.

Common Events:

11 Luftwaffe Reserves. The Axis player receives two "Air" replacements this turn, in addition to what is received via the Replacement Table.

12-13 Dispute. Soviet commanders argue over the future strategic direction. No Front HQ can be changed to Offensive Posture this turn or next turn. Current status is unaffected. Front HQs can switch to Regrouping Posture normally. This event may only happen once. If it has already occurred, treat as "no event."

14 Hungarian Puppet Government. The Hungarians are released from their geography limits (2.5c) and may move freely. Pre-condition: Must be 1944. If it is still 1943, or if the event has already occurred, treat as "no event."

15 Increased Tempo. The Soviet player may switch any one Regrouping Front HQ to Offensive Posture for this one turn only. This can be done even if two Front HQs, the normal maximum, are already in Offensive Posture. In addition, 5 SPs are received in the hex with the Front HQ Marker. The Front returns to Regrouping Posture during the next Soviet Reinforcement Phase. This one turn does not count for the 3.3e Change Limits (minimum three turns in Regrouping Posture before the Front can switch to Offensive Posture).

16 Inertia. The First Player from last turn automatically wins the initiative on this turn (as if they won the initiative die roll).

21 Initiative. The First Player for this turn will automatically win the initiative on next turn (as if they won next turn's initiative die roll).

22 Partisan Offensive! The Soviet player gets to immediately place three Trainbusting markers anywhere in Ukraine (outside Rumania), and the Axis player must remove 2 SP from the map. In addition, during this turn the Soviet player can add a +1 DRM to any two Combat die rolls (not Surprise rolls), which must be announced before any dice are thrown).

23 Luftwaffe Reserves Released. The Axis player immediately places 1x Fw.190A at any Air Base, Active. This unit may only be received once. If it has already occurred, change this event to the Axis player receives 1 additional Air Repl during their Repl Phase this turn.

24-25 Soviet Patrol Boat Raids. Place 2 Trainbusting markers on any hex adjacent to the Dnepr River at or downriver of Dnepropetrovsk (D43.24 or D43.25 are the furthest upriver these may be placed). If all these Dnepr hexes are in Soviet control, then the Trainbusting markers may be placed adjacent to the Estuary hexes between Nikolaev and Odessa (the estuaries beginning at D7.05, D2.05, C60.05, and the two beginning at C56.05).

26 Extra Lend-Lease. The Soviet player receives two "Air" replacements this turn, in addition to what is received via the Replacement Table.

31-32 Stalin Impatience. One Front on Offensive Posture must conduct three ground combat attacks (using the Combat Table) which expend not less than 6 SP (total for all three) during this turn. Penalty for not making the attacks: During Clean-Up, the Soviet player rolls one die and removes that many Reserve markers from play (take units out of Reserve if necessary, to satisfy the result). These Reserve markers are unavailable during the next game turn and return to play in the Soviet Reinforcement Phase the turn after that.

33-34 Hitler Demands Action. The Axis player must conduct a ground combat attack against a named location (city or village) or a hex containing a Hedgehog marker during this turn. An attack of any size will fulfill this event. Penalty for not making the attack: During Clean-Up, the Axis player rolls one die and removes that many Reserve markers from play (take units out of Reserve if necessary, to satisfy the result). Reserve markers are unavailable during the next game turn and return to play in the Axis Reinforcement Phase the turn after that.

35 Extra Lend-Lease. The Soviet player receives a B-25 counter. This event may happen twice during the game. If rolled a third or subsequent time, treat it as "no event."

36 Surprise! Roll a die. An odd result gives the "Surprise" result to the Soviets, an even result to the Axis player. The next ground combat by your opponent that results in "Attacker Surprise" is switched to "Defender Surprise" keeping the same odds column shift. This effect is available only this turn.

41-42 Re-Roll Counter. Roll a die. Odd result gives the "Re-Roll" counter to the Soviet player, even result to the Axis player. The Re-Roll counter may be used at any time by the possessing player to re-roll any ONE dice roll (Supply, Reinforcement, Flak, Air Combat, Barrage, Surprise or Combat roll). It may not be used to re-roll Initiative. Once used, however, it is immediately given to your opponent who may then use it at their discretion. The Re-Roll counter can be held onto as long as a player wishes. It may be passed back and forth any number of times throughout the remainder of the game. This event only happens once.

43 Lend-Lease Interruption. The Soviet player receives 2 fewer SP from their supply roll this turn, and one fewer Eq from the Replacement roll (if there are more than one, Soviet player choice).

44-45 Extra Fuel. Roll a die. An odd result gives the "Extra Fuel" result to the

Soviets, even result to the Axis player. Two multi-step formations may be fueled this turn at no SP cost.

46 Weird Things Happen in War. Each player chooses three of their opponent's multi-unit formations, the Soviet player designating numbers 1-3 and the Axis numbers 4-6. Roll a die to determine which one of the six has ALL its units immediately DGed. Players get no special fog of war information before making their choices.

51 Partisan Attack. The Soviet Player chooses any one Air Base that is in the Ukraine (outside Rumania). All aircraft at the Air base must go Inactive and may not Refit during this turn.

52 Partisan Attack. The Axis Rail Cap is reduced by 2 this turn only.

53 Anti-Partisan Operations. The Axis player must remove three steps of units to counter partisan activities. The steps must be Attack-Capable and cannot be Police or Security units. Roll one die for each step to determine how many turns in the future the units return (treat each as a successful Breakout). A Partisan Random Event (#22, 51 & 52) rolled during turns when any of these units will be off map becomes "No Event." Creating Breakdown units to comply with this event is permitted.

54 Plentiful Ammo. Up to six Axis artillery barrages conducted during this turn have their artillery barrage costs reduced by 2T per barrage.

55-56 Hero. The player that wins the initiative roll gets a "+1 AR" counter. This must be placed immediately on any unit, raising that unit's AR value by 1 for this turn. Remove the counter during the Clean Up Phase of the Second Player Turn.

61 Axis Fortification Effort. The Axis player receives 5 Hedgehog markers in addition to any received via the Replacement Table. They are placed in the same manner as Hedgehogs received via the Special Replacements Table.

62 Soviet Logistics Problems. Move any one Artillery Barrage Marker backwards two turns so it will be available that much later. If any Barrage Markers are currently "Ready," select one at random to move backwards two turns. If no Barrage Marker is "Ready," select the one that is closest. If more than one is equally closes to being "Ready," select one at random.

63-64 High Initiative. The Axis Player may have one additional Kampfgruppe operate during the Reaction Phase of this turn (add one to the die roll result after halving and rounding down).

65-66 Low Initiative. No Axis Kampfgruppen may operate during the Reaction Phase of this turn (unless using a Reserve Marker).

Rare Events:

11-12 RVGK Reinforces Ukraine. The Soviet player receives an additional 10 SP in the hex of any Front HQ in Offensive Posture. Precondition: A Front HQ must be in Offensive Posture. If not, treat as "no event."

13-14 Crimean Troops. Germany accelerates the evacuation of the Crimea. Receive 5x German Pax and 3x Ally Pax (as long as Rumania is still an Axis Ally) in addition to those received from the Replacement Table.

15 OKH Reinforces Ukraine. German reserves arrive: 8x Pax and 1x Air step in addition to those received from the Replacement Table. Also, if not yet in play, 1st Mountain Division arrives by rail (no Rail Cap cost). Pre-condition: This is a one-time event. If it has already happened, treat as "no event."

16-21 Rumanian Sudden Surrender. All Rumanian air units are removed immediately. Rumanian ground units are removed at the end of the game turn— they cannot move, attack, or barrage this turn, but can defend normally if attacked. Pre-condition: Must be 1944. If it is still 1943, or if Rumania has already surrendered, treat as "no event." The Soviet player receives 2 VP for a Rumanian surrender.

22-23 No Retreat! Hitler insists Kiev be held at all costs to prevent further Ukrainian revolts. Immediately place 3 SP and two fortress units (if available) in the city. Kiev also becomes a fortress city (2.4a) if it isn't already. Pre-condition: At least one hex of Kiev must be Axis-controlled. If not, the Axis player selects the Axis-controlled city with the closest Soviet Attack-Capable combat unit to become a Fortress as described in the first bullet of 2.4a.

24-25 OKW Reinforces Ukraine. German reserves arrive: 2x AR4 Eq and 2x AR5 Eq in addition to those received from their Replacement Roll.

26 Crisis Off-Map. Hitler heeds the warnings over Army Group Center's panzer reserves. During the Reinforcement Phase, the Axis must remove one panzer and one PG division. The selected divisions must have at least 8 Combat Units (between them) on the map. They return as reinforcements three turns from now, but with two fewer Combat Units (select two randomly which will be placed in the Dead Pile upon return.) Pre-condition: This is a one-time event. If it has already happened, treat as "no event."

31-32 Ploesti Raids Ineffective. The Axis receives 5 SP in Lvov immediately.

33-34 STAVKA Prioritizes Air. Soviet air strength is boosted. Immediately rebuild up to five air units to full strength from the Dead Pile.

35-36 Rumania Adopts National Defense Footing. Rumanian units are released from their geography limits (2.5a) and may move freely. Also, the Axis player may immediately place nine Level-1 Hedgehogs along the western bank of the Dnestr River (adjacent to the river from A10.10 to C50.04 inclusive). Pre-condition: This is a one-time event. If it has already happened, treat as "no event."

41-42 Hitler Directive #53. All available fortress units and up to five alert units (if available) are immediately deployed in minor or major cities controlled by the Axis. Pre-condition: Must be 1944. If it is still 1943, or if the event has already occurred, treat as "no event." (Note: This

directive was actually issued 8 March 1944.)

43-44 Civilian Panic. Due to refugees clogging the streets, Axis ground units must stop moving if they enter a minor or major city hex this turn (whether traveling by Rail or ground movement). Limited to city hexes within 20 hexes of a Soviet Combat unit.

45-46 Scorched Earth. The Axis player immediately places three Axis Trainbusting markers within four hexes of any Axis Combat Unit. They are removed during the Soviet Player's Clean Up Phase.

51-52 Extra Lend-Lease. The Soviet player receives one AR4 and one AR5 Eq replacements this turn, in addition to what is received via the Replacement Table.

53-54 Rumanian Rail Collapse. All Rumanian rail lines (that enter even one hex of Rumania) are treated as if they have a permanent Trainbusting Marker for the remainder of the game. Pre-condition: Must be 1944. If it is still 1943, or if the event has already happened, treat as "no event."

55-56 Front Commander Killed. One Front on Offensive Posture must immediately go on Regrouping Posture for this turn only. Randomly select if more than one Front is in Offensive Posture. It returns to Offensive next turn, but the missed turn counts against its total of 9 before going Regrouping.

61-62 Front Offensive Success. Randomly select a Front currently on Offensive Posture. It may stay on Offense two additional turns (up to 11) before being required to switch to Regrouping Posture. This event may happen more than once, but no Front may be on Offense for more than 11 turns.

63-64 Front Offensive Curtailed. The **Axis** player chooses a Front currently on Offensive Posture. It may stay on Offense two fewer turns (up to 7) before being required to switch to Regrouping Posture. If it has already been on Offense for 7 turns, the change is immediate.

65-66 Dismissal by Hitler. A German Army Commander has been dismissed by Hitler. The Axis player rolls one die and removes that many Reserve markers from play (take units out of Reserve if necessary, to satisfy the result). The markers return to play in the Axis Reinforcement Phase of the next turn.

Soviet RVGK Example of Play 1 - Situation

The illustration shows the RVGK boxes at the start of the Soviet Player Turn. The Soviet player is delighted by a Repl Roll of "11" resulting in 3 Pax, 2 AR4 Eq, 1 AR5 Eq, 2 Air and 1 Special. The subsequent roll for the "Special" is a "6" for an Assault unit.

Notes

- Units may not be transferred between the RVGK 1 boxes and the RVGK 2 boxes.

- The 5th Shock Army HQ is a 12-0, similar to a Tank Army HQ, but cannot be used to deploy independent units.

- The RVGK boxes are hidden from the Axis player. Use this for any "Maskirovka" desired. There is no prohibition against putting units with no losses into the RVGK box as a strategic redeployment tactic, but they cannot exit and enter the map on the same turn.

- During playtesting, we found that a team of Soviet players was well advised to designate just one to manage the RVGK activity.
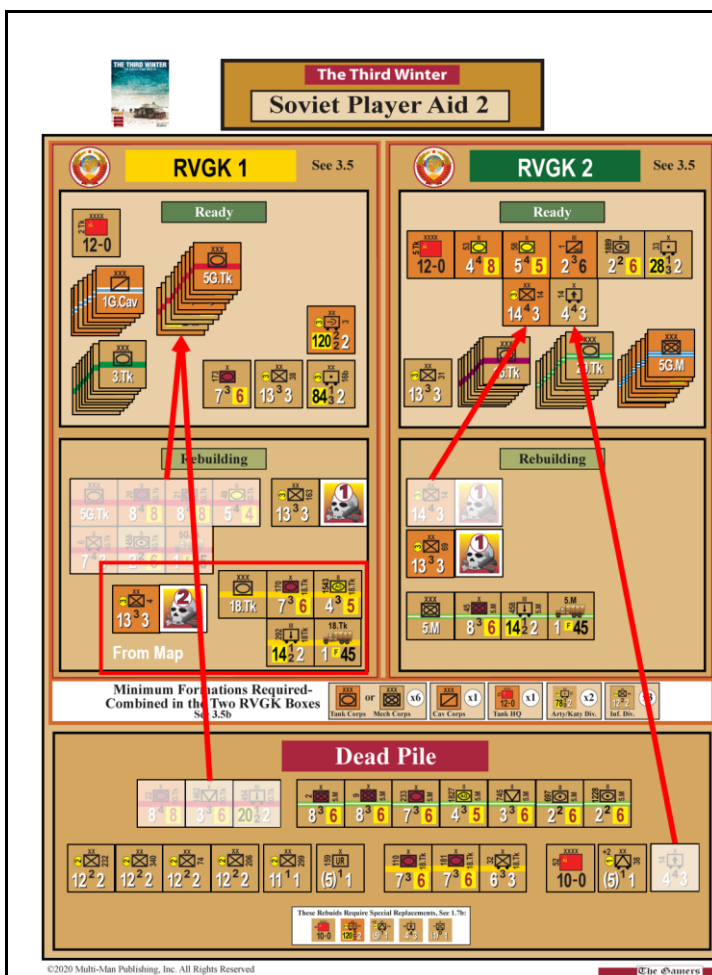
Soviet Player Aid 2

Soviet RVGK Example of Play 2 - Reinforcement Phase

• Entering the RVGK is done during the Reinforcement Phase. The Soviet player pulls the battered 18th Tank Corps and 4th Gd Abn Div off the map and into the "Rebuilding" box of RVGK 1. He is allowed to see his Repl roll before deciding whether to bring units into the RVGK, and to rebuild them in the same phase. Units may not enter and exit the RVGK on the same turn.

• Two Pax are used to bring the 14th Gd Inf Div to full strength, and it is moved up to the "Ready" area of RVGK 2.

• The Soviet player wants to get the 5th Gd Tank Corps back into action, so uses the three Eq to finish rebuilding it (1 Eq each for the 22 Gd Tank Bde, 1462 SU Bn and 454 Mort Rgt). Two of the Eq are rebuilding units of lower AR. Most artillery/mortar/rocket units require a specific "Special" result for rebuild, but the ones associated with a multi-unit formation can also use Eq. The entire Tank Corps moves up to the "Ready" area of RVGK 1.

• The "Special" is used to rebuild the 14 Assault Eng Bde. Coming straight from the Dead Pile, it can go to either RVGK box, and the Soviet player places it with a set of units he plans to deploy with the 5th Tank Army.

• The two Air Repl bring reduced on-map air units up to full-strength.

• The Soviet player could rebuild the 139 UR Bde (at a cost of 1 Pax), but chooses to save the third Pax, which he records on the off-map display.

Soviet RVGK Example of Play 3 - Movement Phase

• Exiting the RVGK boxes is done at the start of the Movement phase (before other on-map units move).

• There are 8 Tank/Mech Corps in the RVGK: 5th Gd Tank and 3rd Tank in the "Ready" box of RVGK 1; 16 Tank, 29 Tank and 5th Gds Mech in the "Ready" box of RVGK 2; 18 Tank in the "Rebuilding" box of RVGK 1; and 5th Mech in the "Rebuilding" box of RVGK 2. The minimum for Tank/Mech Corps is 6, so the Soviet player deploys the 5th Gd Tank Corps within 5 hexes of the RVGK 1 marker and the 16th Tank Corps to within 5 hexes of the RVGK 2 marker.

• The 5th Tank Army HQ can be deployed along with up to 5 RE of independent units, so the Soviet player places the HQ and the 53 Gd Tank Bn, 58 Gd Tank Bn, 1 Gd MC Rgt, 1889 SU Bn, 33 Arty Bde and 14 Assault Eng Bde (total 4.5 RE) within 5 hexes of the RVGK 2 marker. They do not need to be placed in the same hex.

• There are 6 Infantry Divisions in the RVGK: 38th Inf Div in the "Ready" box of RVGK 1; 14th Gd and 31st Inf Div in the "Ready" box of RVGK 2; 4th Gd Abn and 163 Inf Div in the "Rebuilding" box of RVGK 1; and 69th Gd Inf Div in the "Rebuilding" box of RVGK 2. The minimum number of Inf Div is 3, so the Soviet player deploys the 14th Gd and 31st Inf Div within 5 hexes of the RVGK 2 marker. Four remain in the RVGK, one above the minimum. Units are not required to be deployed—they can remain in the "Ready" box for as long as desired.

• The 1st Gd Cav Corps, 3rd Gd Katy Div and 16b Arty Div, plus the 2nd Tank Corps HQ all meet the minimum requirement for those units. Even though being "Ready" none can be deployed without falling below the minimum.

• The just-deployed units requiring fuel are all fueled for this Movement phase only.
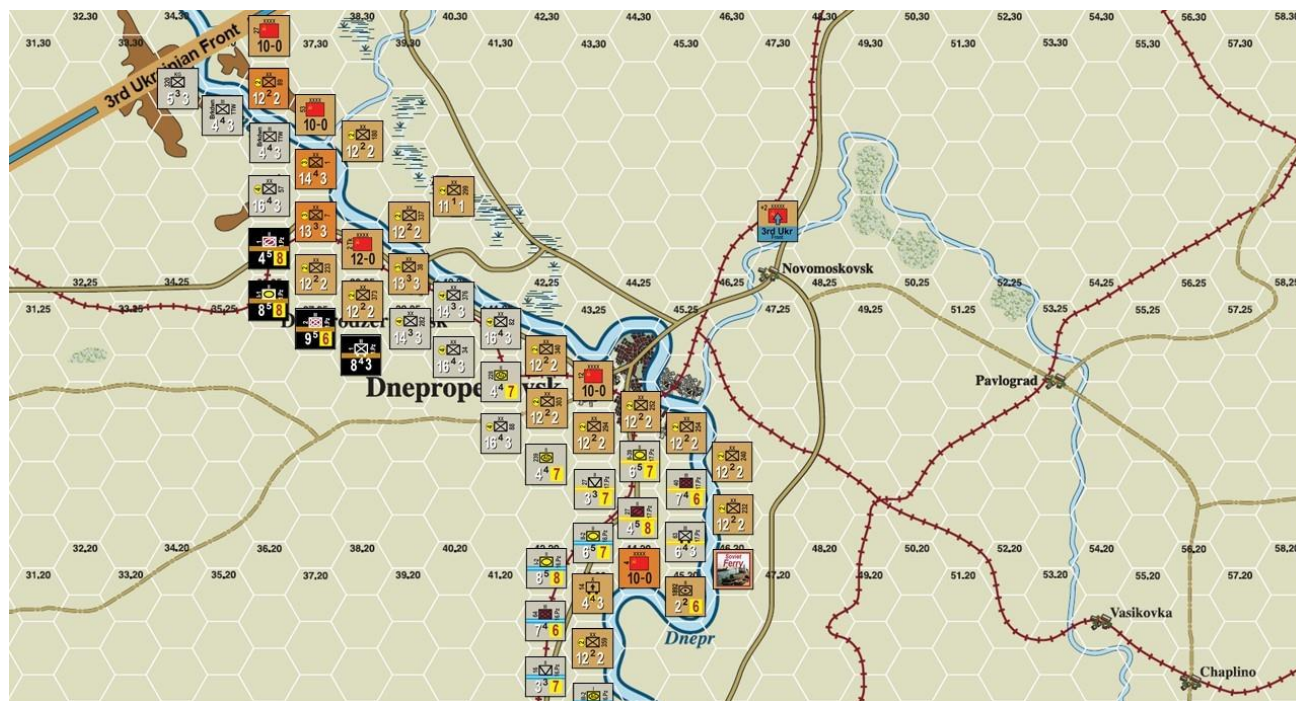
Front Command Radius Example of Play

The Soviet player has created a large bridgehead across the Dnepr at Dnepropetrovsk. An Axis counterattack split the Soviet forces into several groups. It is the Soviet Movement Phase. All HQs on the map are Assigned to the 3rd Ukrainian Front. The Weather condition is Dry.

Applicable Front Command Radius Rules

(From 3.3a) Each Front has a "Command Radius" which:

- Extends 10 hexes in all directions.

- Does not extend into hexes with enemy combat units, un-negated EZOC or hexes which a Truck MA unit could not enter during current weather conditions. Note that this Command Radius functions differently than a "Throw Range." The intent is that a Command Radius extends 10 hexes in all directions until it encounters the front line or impassable terrain.

- Allows an Army HQ Assigned (see 3.3b) to a Front and within the Command Radius of its Front HQ to Draw SP and Trace from the Front HQ

hex. Only HQ units can do this (though the detrainable hex created by the Front HQ functions normally).

Count from the Front HQ to each Assigned HQ to determine if it can be reached in 10 hexes.

- **12th Army HQ (D43.24)** – It is five hexes away from the Front HQ, so is within the Command Radius.

- **53rd Army HQ (D37.29)** – 10 hexes away from the Front HQ, so is within the Command Radius. The Command Radius is unaffected by the Minor River and gains no benefit from the Road.

- **27th Army HQ (D36.30)** – It is 11 hexes away from the Front HQ, so is NOT within the Command Radius. "Adjacent is good enough" does not apply to Command Radius, as this is not Supply Draw/Throw mechanics.

- **2nd Gd Tank Army HQ (D38.26)** – Nine hexes from the Front HQ along the road, but the Command Radius is blocked by the EZOC in D40.26 and D41.26. If the Soviet player places units in those hexes, negating the EZOC, then the HQ would be within the Command Radius.

- **4th Gd Army HQ (D44.20)** – This HQ had been within the Front

Command Radius before the Axis counterattack. Now this is blocked by the enemy units and terrain impassable to Truck MA movement, even though it is nine hexes away. Note that the 4th Gd Army HQ and units near it can still be thrown Trace from the 12th Army HQ. Whether an HQ is within its Front's Command Radius can change due to enemy action!

Notes:

- When the ground conditions are "Freeze," it allows Front Command Range to extend into Swamps and across Major Rivers.

- This isn't Draw/Throw, so "adjacent is good enough" doesn't apply.

- The sole benefit of being within the Front's Command Range is that the HQ can Draw SP and Trace from the Front HQ hex. There is no penalty for being outside the Command Range, and HQs in this situation function normally

Pontoon Example of Play 1

Once the "Race to the Dnepr" has reached the river line the real test begins: how, where and when to cross. This example will focus on the "how". "Where" is dependent on assembling the accompanying units with a Pontoon unit to enable the "when".

The Soviets have 9 Pontoon units which can be used to repair bridges once both have been captured. More importantly Pontoons can place Ferry Markers to enable crossing the Volga-Class Dnepr River and capturing the "other" end of the bridge. Getting across the Dnepr is a strategy unto itself. Preplanning where to cross is essential to ensure the accompanying units are available to cross once the Soviet is required to reveal where the Ferry Markers are located. Maskirovka is needed to keep the Pontoon units hidden from the German player's view until they are flipped to their deployed side per the following examples of play.

The Soviet player has selected a bridgehead area across the Volga-Class River section of the Dnepr between Kremenchug and Dneprodzerzhinsk. The Pontoons are hiding under innocent-looking SU units. Though a few hexes away from a bridge, the Hills are "Close" terrain which will help protect the crossing from likely Axis counterattacks. Soviet forces moved into this lightly defended area last turn and are now going first for a double turn. This illustration shows units at the start of the Soviet Movement Phase.

Applicable Pontoon Rules

(From TTW 1.5a) Pontoon units are particularly valuable when dealing with the formidable Dnepr River barrier. During each turn that an Engineer-Capable (OCS 13.8a) Pontoon unit spends the entire Movement Phase in a hex adjacent to a Volga-Class River, it can:

Deploy a Ferry marker (1.5a) in that hex. There is no Supply cost. The ferry is immediately available to Leg MA units (per TEC).

1.5a Ferry Markers. A Ferry marker creates a limited crossing across every adjacent Volga-Class River hexside. Per the Terrain Effects Chart, a Ferry is functionally the same as a blown bridge: usable for movement/combat by Leg units only and only when the River is not Ice.
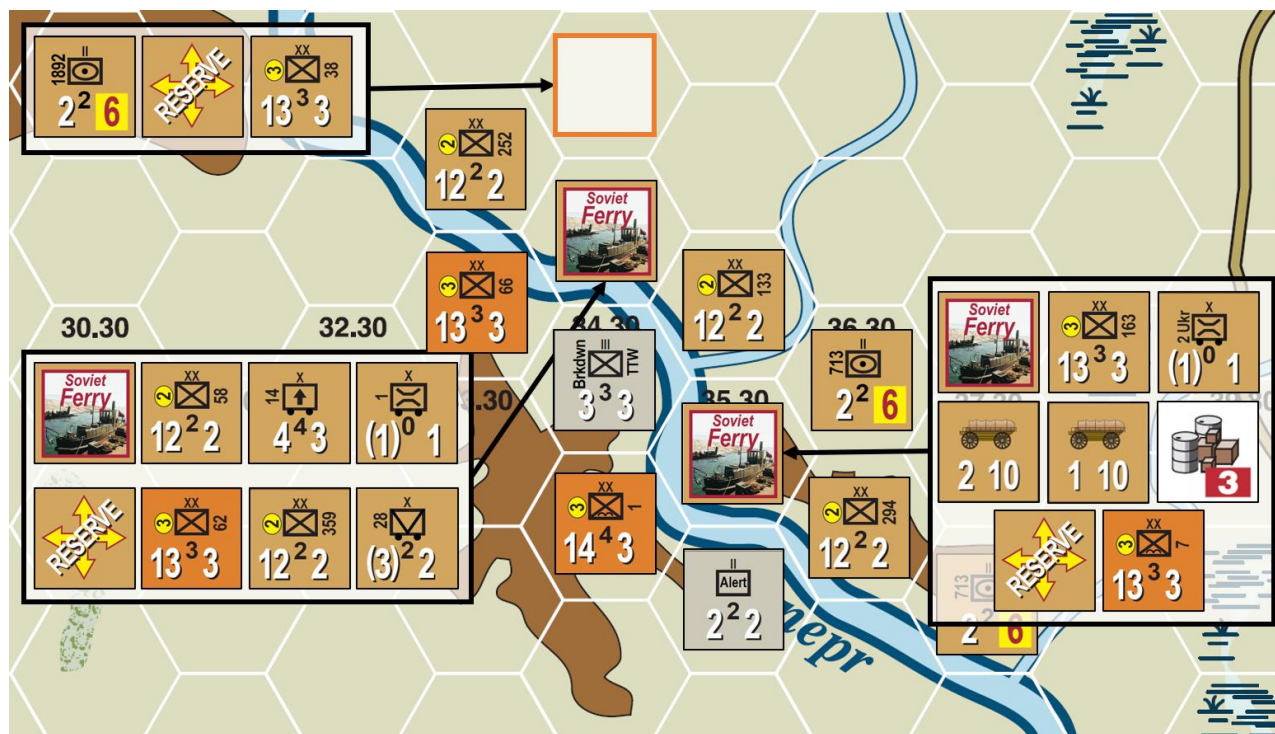
- Put a Ferry marker on top of the stack (no hiding it!).

- A Pontoon unit cannot move until its Ferry marker is removed (per "B" above). This also means a Pontoon unit cannot use its own Ferry to cross.

- Up to 3 RE per phase can use the Ferry to cross to each adjacent hex in any given Phase.

1.4c Combat Across Volga-Class. It is imperative to understand that in OCS an attack can be made only where movement is possible (*OCS 9.1f*), as per the Terrain Effects Chart. This means attacks across the Volga-Class Dnepr River are limited to certain hexsides and units.

- A Blown Bridge, Ferry or Kherson Rail Ferry (see 1.4a, 1.5a or 1.4d): only Leg MA units may attack across.

- No more than 3 RE can ever advance after combat across a Volga-Class hexside in any Phase.

Note: Combat across a Ferry is [1/4] for Leg MA units only.

Pontoon Example of Play 2 – Movement Phase

The two Pontoon units flip to their Combat Mode side, making them Engineer Capable (*OCS 13.8a*). They both deploy Ferry markers on top of their stacks.

Three RE can cross to each adjacent hex across the Volga-Class River. The 66th Gd Inf Div moves from 34.31 to 33.31 and the 1st Gd Abn Div crosses from 35.30 to 34.29. The Terrain cost is "All" so they can go no further. The other hexes across the Dnepr adjacent to the Ferries contain Axis units, so no additional crossing is possible.

The Soviet player assembles his Reserve units. Six RE of units enter Reserve and move into 34.31. The 7th Gd Abn Div enters reserve and moves into 35.30, along with the loaded Wagons (which cannot enter Reserve). Another division goes into Reserve in 34.32. The two SU Battalions move out of the Pontoon hexes (they can't use the Ferry with their Track MA). The weather is Limited Flight, so these stacks are spared the attention of the Luftwaffe.

This example focuses on Ferry mechanics, but there are plenty of other Soviet activities needed to support a crossing:

- Your bridgeheads will have a target hex (west of the Dnepr), a Ferry/pontoon hex, and a marshalling/Reserve creation hex. Work the sequence of play so you can cross on the first turn of a double turn (or even the reaction phase of the turn prior).

- Your opponent will likely have mobile formations ready to pounce on any crossings. Spread out the Axis defense by creating multiple bridgeheads in-being, making obvious crossing preparations (that may or may not be intended), and stealthily preparing hidden crossings. Maskirovka is strongly encouraged—the Axis player should see 2-3 counters in every hex all along the Dnepr so your planned crossing areas are not obvious.

- Not shown are other Soviet activities to support the crossing: building Air Bases to provide Patrol Zones over the bridgehead, preparing an Artillery Barrage marker, positioning artillery in reserve to DG Axis counterattacks and moving up additional units which can cross in upcoming turns. There should

be multiple crossing efforts to dilute the Axis response.

- Once across, build Hogs to protect your bridgehead, pack it with troops and work to expand it. Gang the pontoons together. You have 9 of them, so look for places to set up several, particularly if they can attack into a single hex. Look for Close terrain on the east bank in which to stage your forces. Once you have a bridgehead, perhaps you switch that Front to Regrouping Posture and fill it up/Hog it up while establishing another crossing area elsewhere.

- Anticipate your opponent's moves. They will bring their best Panzer forces and try to attack your units in Open Terrain. Until you have a bridge, only your Leg MA units will be able to cross. Prepare to frustrate their reaction with AT units, Trainbusting, defensive artillery, air units and high-AR Breakdown counters in each hex.

The 3 Wagon points remain in place. They will be available to cross in the next Soviet Movement Phase to better supply the advance. They cross just like other Leg units, whether loaded or unloaded. 1 Wagon Point is equivalent to 1 RE. Had the Soviet player positioned a unit in Reserve in this hex, it would be able to cross in the Soviet Reaction Phase during the upcoming Axis player turn.

Pontoon Example of Play 3 – Combat Phase

The Soviet player makes two attacks:

34.30 – The German Brkdwn unit is attacked at 6:1 by 66th Gd Inf Div and two units coming across the Ferry (the 58th Inf Div and 14th Assault Eng, both of which are quartered). The Assault Eng can provide its 4 AR as the lead unit, since it is attacking over a river. There is no surprise and the Combat roll of "7" becomes an 8 for an Ao1/DL1o1. The German Brkdwn is destroyed and the 14th Assault Eng takes the option as a loss. The 58th Inf Div advances across the river (any number of RE may attack across a Ferry during Combat, but no more than 3 RE can Advance after Combat).

35.29 – The 1st Gd Abn Div and 163rd Inf Div (quartered) attack the Alert unit. The odds are 9:1 with a +2 in Close Terrain. The surprise roll is Defender surprise with 3 shifts, and the Combat roll of "6" becomes an 8 for an Ao1/Do1. The Soviets take a step loss, and the Alert unit retreats a hex. The 163rd Inf Div advances after combat.

Pontoon Example of Play 4 – Exploit Phase

The Soviet player has three Reserve stacks and releases all of them to move.

The 62nd Gd Inf Div moves across the Ferry to 34.30.

The 359th Inf Div and 28th AT Bde move across the Ferry to 33.31. Six RE have now used this Ferry, 3 RE across each of two hexsides. The Soviet player has brought the AT unit to provide AT effects in anticipated defense in some of the Open terrain.

The 7th Gd Abn Div moves across the Ferry to 35.29.

The 38th Inf Div moves to 34.31, so that it can cross the Ferry in the next Soviet Movement Phase.

A total of 19 steps of Soviet units have crossed the Dnepr, along with 3 SP. This will be challenging for the Axis player to dislodge. However, they must advance several hexes to help capture a bridge. Not shown are the next set of Soviet units which should be adjacent to the Ferries and able to enter Reserve and move into the Ferry locations during the next Soviet player turn.

Note that the "Up to 3 RE per phase can use the Ferry to cross to each adjacent hex in any given Phase" means 3 RE can cross per hexside per phase total. You can't have 3 RE move from 33.31 to 34.31 in the same phase as 3 RE moves from 34.31 to 33.31.
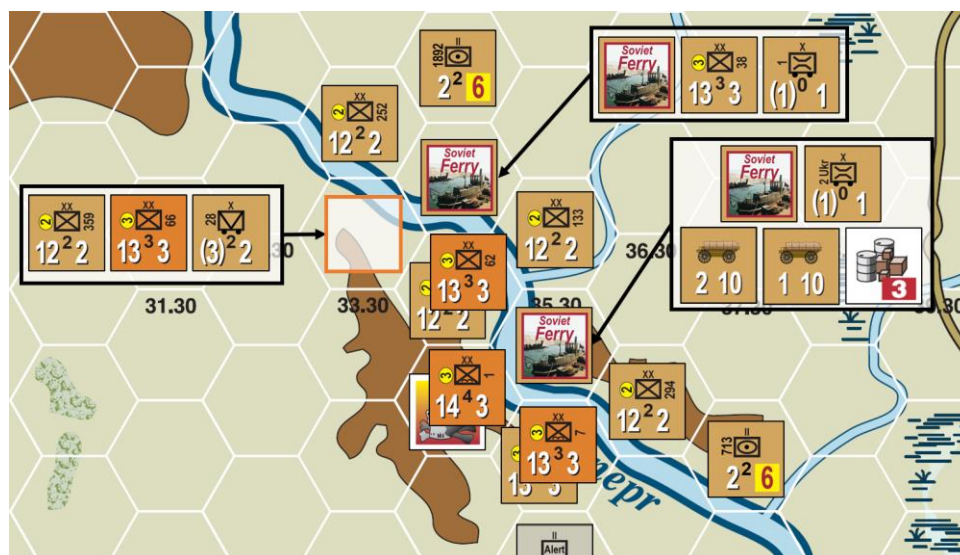
Countersheet 7

Errata Counters.

Hungarian Rhapsody:

The Fusilier Regiment of the Axis FHH (Feldherrnhalle) PG Division had a misprinted unit identification (just the umlaut appeared). Corrected counter provided.

Smolensk:

Two German infantry divisions have the wrong Move Mode values. The 35th should be a 10-4-5, the 78th a 10-5-6.

Sicily II:

The missing MC.202 is now provided.

Beyond the Rhine:

The British 157 Bde of the 52.AL division now has a leg movement factor of 3 in Combat Mode. The Move Mode side remains unchanged (truck MA -16).

The Blitzkrieg Legend:

The units of the British 50th Inf Division were mistakenly shown as regiments instead of brigades. This has no effect on play, but replacement counters are provided.

Supplemental Counters.

Beyond the Rhine:

Roland LeBlanc has revised the Commonwealth order of battle by providing seven anti-tank battalions. Five British and two Canadian have been added. Place each unit with the associated Corps HQ in the OOA as below. The 63rd is independent and arrives October 8.

September 5 Map A, west edge, south of 25.xx - (4)-4-3 AT Bn (73)

September 8 Map A, west edge, south of 25.xx - (4)-4-3 AT Bn (86)

September 12 Map A, west edge, south of 25.xx - (4)-4-3 AT Bn (91)

September 29 Map A, west edge - (4)-4-3 AT Bn (62)

October 5 Map A, west edge - (4)-4-3 AT Bn (6 Canadian)

October 8 Map A, west edge - (4)-4-3 AT Bn (63)

March 1 Map A, west edge - (4)-4-3 AT Bn (7 Canadian)

Interdiction Markers.

A number of players have questioned the phrase "Trainbusting" for activities that more often are used to impede an opponent's road movement. A set of Interdiction Markers are provided for players use. These are functionally identical to Trainbusting markers in accordance with *OCS Rule 14.8*. In each instance just substitute Interdiction for every mention of Trainbusting in rule 14.8 and you'll be good to go.

Fog of War – Zero "Strength" Step Loss Markers.

As far as we know there is no use for a four-strength step loss marker, which is the back side of a three-step marker. There are no five step units in the OCS. So, instead of this four-step loss side, we created these zero step markers to aid the fog of war. (Thanks to Mark Mazer for this idea). Simply place a zero-step marker under a full strength four step unit and you have created some uncertainty in the mind of your opponent. In addition, you could use one of these markers to place under a single step brigade, regiment, or battalion with the same fog of war effect.

Give it try and let me know what you think.

New Marker Sheet

The Third Winter comes with a new OCS Marker Sheet. It has a few changes from earlier versions:

• Interdiction and Zero Strength Step Loss Markers per above.

• Railhead Markers are colored for ease in indicating the owning side.

• Revised Supply Point Marker Mix reflects our survey on relative numbers used during play.

• No Pax/Equip Repl Units. These are not used in the recent *Hungarian Rhapsody*, *TTW* and are not contemplated for use in future OCS games.

Third Winter Contents.

A complete game should contain:

• OCS Rulebook (version 4.3)

• Game-Specific Rulebook

• Scenario Booklet

• Two Player Booklets (Axis and Soviet)

• Two OCS v4.3 Charts and Tables

• Four Game Maps (22x34) and One Scenario Map (11x17)

• Seven Game Specific Countersheets and three v4.3 Marker Countersheets

• Twelve Display Cards (Two TEC, one Turn Record Track and Reinforcements Display, four Multi Unit Formation Displays (two Axis and two Soviet), one Soviet RVGK Display, two Player Record Tracks (Axis and Soviet), two Breakdown Display Cards (Axis and Soviet)

• Box and Dice

Contact Information:

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To contact the developer, email:

csaltsman0914@gmail.com