

GUDERIAN®

Guderian is The Avalon Hill Game Company's
Trademark for its Computer World War II Campaign Game

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INTRODUCTION

Guderian simulates the German drive across the Dnieper River in the summer of 1941 to seize the valuable communications junction at Smolensk in preparation for the final push towards Moscow. It was a contest between a powerful well-tested army using penetrating blitzkrieg tactics, and a large but poorly-trained Soviet army defending its homeland against a monstrous invasion. History remembers that the German army sliced through the Soviet defenses but was eventually stopped by winter and reinforcements before the gates of Moscow. Under different commanders who understand the correct tactics of both sides, history can be changed. That is one attraction of historical gaming; that players can understand the military situation each general faced and attempt to rewrite history by trying different strategies. As a result, players can come away from a game of *Guderian* with a greater insight into the campaign and World War II tactics as well as having enjoyed a battle of wits. In addition to being a form of self-education, *Guderian* is also an intense balanced game.

If you have never played a computer wargame be-

fore, a few words here might help. At its simplest, a wargame can be considered an advanced form of chess except that its rules are meant to recreate a historical event. *Guderian* is played by following the Sequence of Play: a list of tasks one or the other commander performs. When all of the items in the Sequence have been followed, a turn has been played. Each turn represents two days. This procedure is repeated 12 times, whereupon the game is over and the winner declared.

There are a lot of rules; we urge you to be patient while learning them. The first time is always the hardest, but because many games use the same conventions as those found in *Guderian*, it'll become easier to learn other games. In fact, because you are learning to play a computer wargame, you'll have an easier time than with board wargames. Because the computer knows the rules, it does not permit illegal moves. It keeps track of the Sequence of Play and determines the winners. Once you understand how to use the joystick to move the units, it's possible to learn the rest of the game as you play.

1.0 LOADING INSTRUCTIONS & TUTORIAL

Apple®: Press the Caps Lock key down; the game cannot read lower-case letters. *Guderian* is on an autoboot disk, so turn the computer on with the disk in the drive. As the game is loading, the prompt USE A JOYSTICK appears. Press the J and L keys to select

your answer and press the space bar to enter it. Answer subsequent prompts with either the keyboard or joystick (both cannot be used in the same game). When the keyboard is being used, the eight keys surrounding the K key are used to move the cursor and the space bar in

place of the fire button. The rulebook refers only to joystick operation. The eight keys are: I (up), O (up & right), L (right), comma (down & right), M (down), N (down & left), J (left), U (up & left).

Atari®: remove the BASIC cartridge from your computer and plug a joystick into port #1. Turn on the computer with the disk in the drive. If you have the 800XL, suppress its BASIC by holding the OPTION key down until the title page appears. Answer the prompts by toggling the joystick to the left and right and pressing the fire button.

Commodore® 64: disable or remove all cartridges; the game will not load properly with them in use. Plug the joystick into port #2 and turn the computer on. When the READY prompt appears, type LOAD"*",8,1 and press the Return key. Answer the prompts by toggling the joystick to the left and right, and pressing the fire button. Commodore's 1350 mouse may be used with *Guderian*.

The following questions will appear on all versions:

LOAD A SAVED GAME? If you want to continue a previously saved game, answer YES. When requested, insert the saved game disk and push the fire button. After the saved file is loaded, you will be requested to insert the game disk and push the fire button.

COMPUTER SOVIET? The computer can play either side in *Guderian*. The game will then ask for the difficulty level for the computer player. Select it by moving the joystick up and down.

COMPUTER GERMAN? Choose whether or not the computer should handle the German side. If so,

choose difficulty as above.

QUICK/QUIET? This option allows you to silence the game. As a result, a computer player will take its turn a bit faster. It is suggested that only experienced players use this option. The audio cues are sometimes quite helpful.

A note on cursor control: The cursor is the square that first appears in the upper-left corner of the screen. When the cursor is flashing, you are free to move it about on the map using the joystick. During the computer's turn, this will happen just prior to each attack or overrun, allowing you to observe the results.

Saving The Game

The game can be saved only at the end of each turn. After the current score appears, the prompt SAVE GAME? appears. Before beginning a game, a blank disk must be formatted (or initialized on the Apple II). You may use a disk which already has some data on it so long as there is enough space available for the saved game file. See the list below for the space requirements for your computer.

To format a disk consult your computer's instruction manual. Only one game can be saved per disk. If another *Guderian* game is saved on it, the previous saved game file will be overwritten.

The list below gives the file name of the saved game for each computer plus how much disk space it takes up.

Atari, PGG.SAV, 37 sectors.

Apple, P08, 26 sectors.

Commodore 64, PSAV, 18 blocks.

TUTORIAL

This example will explain the movement of units in *Guderian*. After following it you will be able to control the joystick and play the game. Understanding the details of the rules may require studying the entire booklet.

Included with *Guderian* is a Player's Map; examine it now. There are ten cities and two squares marked with the letter V. Next to each is a number in parentheses. This number is the value of that square in victory points. The scoring section of the rules, 12.0, explains this in more detail. When *Guderian* begins, the Soviets control the entire map and all the VP squares are orange. The Soviet mission is to retain control of the strategic squares. The German mission is to defeat the Soviets and gain control of as many of these squares as possible in the twelve turns of the game. The VP city or square will become gray (or purple in the Apple II version) when captured by the Germans. To capture a VP square, a unit must stop its move on that square.

Set up the *Guderian* game by answering the following questions:

(Apple version only) USE A JOYSTICK? (Your choice)

LOAD A SAVED GAME? (No)

COMPUTER SOVIET? (Yes)
SELECT DIFFICULTY LEVEL (Easy)
COMPUTER GERMAN? (No)
QUICK/QUIET? (No)

Since the Soviet player starts each turn, sit back and read the instructions while it makes its move. The cursor (the square in the upper left corner of the screen) cannot be moved until it is flashing, either when it is your turn or when the action is halted to announce an attack.

When it is your turn, move the cursor straight down until you see the gray flashing cross. It is in square 01/11. The coordinates can be found on the right side of the screen and correspond to the numbers on your Player's Map. This cross indicates the presence of at least one German unit in that square. To find out what is there, put the cursor over the cross and press the fire button. A long row of symbols should instantly appear just below the map. If you cannot see the row of symbols, try adjusting slightly the brightness control knob on your monitor. This is the Stack Window. It tells you how many units of what type are in the square. It also shows you — at the far left end of the

row — the square's terrain. If the space is blank (as it is here), then the units are in clear terrain.

You should see a long row of thirteen symbols. Each stands for one military unit, and you have the ability to give orders to each one. During your movement phase you can move one unit, move a stack of units, order the overrun of an enemy unit, or cut or repair a railroad. When the requirements to use the order are met, you will be prompted for your instructions.

Just above the Stack Window an arrow can be seen. Toggle the joystick to the left and right, and the arrow will move over each unit and the terrain symbol. Press the fire button while the arrow is over the leftmost unit. A full description of it will appear.

This is what you should see:

76/20 MTR III	
STEP 2	MOVE 20
ATCK 6	SPLY Y
DEFN 3	MOVE UNIT ? YES NO DSRP N

You are now in command of the 76th Regiment of the 20th Motorized Infantry Division. The number next to MOVE is the number of Movement Points this unit has. There is also a question: MOVE UNIT? At this time, the answer is NO, but toggle the joystick so that YES is in a white box, then press the fire button. The unit can now receive movement orders. The MOVE number appears to count off the movement points remaining. Flashing blue boxes appear on the map around the stack symbol. The 76th Regiment can be moved into any of those squares. Move the cursor one square to the southeast (02/12) and press the fire button. Another stack symbol will appear in that square, and more flashing boxes. To continue moving this unit, you could move the cursor to another square and press the fire button. But for now, just press the fire button with the cursor still on 02/12. Answer NO to the CANCEL? and CUT RAIL? prompts by pressing the fire button.

Return the cursor to 01/11 and press the fire button twice. You should see the display for the 90th Regiment of the 20th Motorized Infantry Division. Answer YES to the MOVE UNIT? prompt. Move the unit to 02/12 by following the same sequence as before. After this sequence of moves, you have both the 76th and 90th Regiments, which makes up the entire 20th Motorized Infantry Division, in 02/12.

You can now move both units at the same time. With the cursor at 02/12, press the fire button. Move the arrow to the far left over the terrain square and press the button. The prompt MOVE STACK? will appear; answer YES. Move the stack three squares to the east in this manner: move the cursor to 03/12, press the button, move to 04/12, press the button, move to 05/12, press the button. When the unit reaches the bridge at 05/12, the boxes will disappear and the prompt CANCEL MOVE? will appear. The stack moved adjacent to a Soviet stack with a Zone of Control. When that happens, the stack's movement must stop.

OVERRUN: as a result of moving adjacent to a

Soviet unit, and having more than six movement points left, the unit can attempt a special kind of attack called an overrun. If successful, it can force a unit back in a manner that can be exploited by moving other friendly units through the gap in the line. It is performed in almost the same manner as regular combat, so let's answer YES to the OVERRUN? prompt. Blue flashing squares will appear on the Soviet stacks available to attack. You can change your mind by leaving the cursor on your own stack and pressing the fire button. To try an overrun, put the cursor on the Soviet stack and press the button. If you immediately hear an explosion, you have destroyed a zero-strength Soviet unit (see 10.0). No matter what, you will now see the combat resolution screen, which looks something like this (some of the numbers may be different):

24 ATTACK POINTS	30 DEFENSE POINTS
ATTACKER ON RIVER	DEFENDER ON VPS
COMBAT ODDS 1 — 2	
DEFENDER 1	— PRESS TRIGGER

The first line reports the strength of each side. The second line indicates terrain effects for this combat and the third line gives the combat odds. The bottom line shows the combat results. In the above example, DEFENDER 1 (or D1) is the result. Your combat may come out differently. Sometimes a combat results in losses on both sides. In that case the defender's losses are applied first. Then the attacker's result is displayed.

There are two actions which may result from an overrun attack, a step reduction or a retreat. When taking a step reduction, the stack to be reduced is displayed in the Stack Window. Use the arrow to point at a unit in the stack and press the button. The unit's data will be displayed with the prompt REDUCE HIM? You can answer YES to reduce this unit's STEP number, or NO to continue examining units. When done, move the arrow to the terrain square and press the button.

A retreat result is applied by the opposing player. The stack to be retreated is displayed in the Stack Window and a unit chosen as before. The prompt is RETREAT HIM? A YES retreats this unit; NO continues examining units. This allows the opposing player to choose the order in which the units are retreated. After a unit to retreat is chosen, blue flashing squares indicate the available retreat squares. Move the cursor over one of them and press the button.

If the defending player's stack is eliminated as a result of an overrun, your stack will advance into the vacated square. During the COMBAT phase this advance is optional.

The joystick/fire button combination is used throughout *Guderian* and makes it easy to move your units and order combat. There are two more items we want to point out: one that makes it easier to move units, and the other a tactical point.

To move a complete division to 05/12, we first moved each of its units individually to 02/12. Then we moved the division as a stack to 05/12. All units from

the same division were then together in a square. This is important to both players, because when all units of a German division are in the same square, its combat power is increased.

That is *Guderian*. The rulebook should still be read,

especially the areas covering Russian reinforcements, Rail Movement, Supply, Combat and Soviet Leaders, but you understand enough now to get you through a game. Now it is time for you to take command.

2.0 PARTS OF THE GAME

2.1 The Map

The computer display is divided into three sections. The upper portion of the display is the Map Window, that shows part of the game map. The Player's Map accompanying the game is used to get an overview of the strategic situation. Each square represents 10.5 kilometers of terrain. To keep wargames from becoming unnecessarily complicated, it is assumed that two or more units in a square are being deployed correctly. The position of a unit in a stack does not matter. If you are planning an attack, and you have three units in the same square, any or all of them may be used for the assault.

You can also see the two symbols identifying German and Soviet units. These are called Stack symbols. Each symbol represents the presence of at least one unit in that square. Also in the Map Window can be seen the flashing cursor used to select units for movement and combat orders. The two numbers in the lower right corner give the location of the cursor. Refer to the Player's Map that comes with the game to locate the cursor. In this rulebook, the numbers are written with a slash (/) between them. Example: the top left corner of the map is location 01/01; the top right corner is location 59/01; and the bottom left corner is 01/31.

Move the cursor over a Stack symbol and press the fire button. More symbols appear directly below the map window. This area is called the Stack Window, because it shows the contents of a stack. In the left-most space is the symbol representing the square's terrain. The symbols beside it represent the units in that square. Each symbol represents one unit. Above this line is an arrow. To get the description of a unit, move the arrow over a unit symbol and press the fire button. Information about that unit is displayed at the bottom of the screen. This is the Status/Message Window. It is used to communicate with you throughout the game. A unit is described in this format:

	UNIT NAME (4)	
STEP 1		MOVE 12
ATCK ?		SPLY Y
DEFN ?	MOVE UNIT ? YES NO	DSRP N

Each part of the unit description is briefly described below in alphabetical order. The number in brackets refers to the section of the rulebook where more information may be found.

(4): this number appears with Soviet leader units only and represents his leadership radius. [8.0]

Atck: abbreviation for attack strength. This number defines the unit's ability to attack. It is a quantifica-

tion based upon the number of men in the unit modified by its known wartime record. All Soviet combat units have a "?" in place of a number indicating that the unit is untried. Very few Soviet soldiers had seen combat before, and their combat ability was as much a mystery to their officers as it was to the Germans. Each unit's actual combat strength is revealed during its first combat. [10.0]

Defn: abbreviation for defense strength. Usually a unit will have different attack and defense values. In determining the result of an attack, the attacking unit's attack strength is compared to the defending unit's defense strength. [7.0]

Dsrp: abbreviation for Disrupted? It is followed by a Y, meaning yes, the unit is disrupted; or an N, meaning no, it is not. A unit becomes disrupted as a result of an Overrun attack. It has temporarily lost the unity required to function effectively. Therefore, it cannot attack and has no Zone of Control, but it can defend normally. [7.2]

Move: abbreviation for Movement Points. Each unit has a number of Movement Points (MPs) representing how far it can move in a turn. When a unit enters a square, the terrain defines how many MPs are spent. All units begin each turn with their maximum number of movement points, modified by the rules for Supply. [4.0]

Step: a way of simulating the staying power of German units as compared to Soviet units. All German units have two or more steps while all Soviet units have one. As a result of combat, a unit sometimes may choose between losing a step or retreating. Since the Germans are on the offensive, that player may decide to lose a step and weaken the unit rather than give up ground. Since Russian units have only one step, losing a step results in its elimination. [7.0]

Sply: abbreviation for Supplied? It is followed by a Y, meaning yes, the unit is supplied; or an N, meaning no, it is not. A very important part of any combat operation, especially one lasting 24 days, is the almost constant need for food, petrol, ammunition, tank parts, medicine and reinforcements to keep on fighting. A unit cut off from its supply lines becomes isolated, less willing to attack, and definitely nervous. [9.0]

Unit Name: the historical designation of the unit, next to which is shown one of two abbreviations: "XX" or "III." These describe the size of the unit: XX represents a division and III a regiment. All Soviet combat units and German infantry units are organized in divisions, while all German armored and armored infantry units are organized in regiments. [2.2]

2.2 Units

Players are commanding the armies as they were organized historically. There are two types of units: combat units and Soviet leaders. The unit's name is on the first line of the Status/Message Window. This line is divided into two parts: the regiment/division number and the unit size.

The regiment/division number: if only one number is there, it represents the divisional designation (e.g., "24TH INF" is read as "the 24th Infantry Division"). If there are two numbers, then the first number is the unit's regiment and the second is the division. There are several units in the game which make up that division. E.g., the German 14th Motor Infantry Division consists of the 11th Motor Infantry Regiment (shown as 11/14th), and the 53rd Motor Infantry Regiment (shown as 53/14th).

Unit Type

This describes the composition of the unit. There are five symbols which appear in the Stack Window:

Armor

A unit consisting of little more than tanks and support guns. Although it has fewer men than an infantry division (accounting for its regimental formation), it moves faster.

Subtype abbreviations: Arm (Armor); Pnzt (Panzer).

Infantry

A body of men and armor. Since they travel on foot, its movement rate is slower than armor. Motorized infantry have motor transport allowing it to fight as infantry but travel as fast as an armor unit.

Subtype abbreviations: Inf (Infantry); Mtr (Motorized Infantry).

Mechanized Infantry

A combination of both Armor and Infantry units. It is similar to motorized infantry, except that it has a higher proportion of tanks and support guns.

Subtype abbreviations: Mec (Mechanized Infantry); Pzgd (Panzergranadier).

Cavalry

There is only one unit with this designation, the German 1st Cavalry division.

Subtype abbreviation: Cav (Cavalry).

Leader

Only the Soviets have leader units. The unit consists of a general accompanied by his staff and a small body of men. Army designations have no effect on play. They are historical references. An abbreviation of the general's name appears on the first line of the Status/Message Window.

Name on screen	Real name and army he commands
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Dolma	Dolmatov/31st Army
Geris	Gerisamenko/21st Army
Kacha	Kachalov/28th Army
Khome	Khomenko/30th Army
Konie	Koniev/19th Army
Kuroc	Kurochkin/20th Army
Lukin	Lukin/16th Army
Masle	Maslennikov/29th Army
Onupr	Onuprienko/33rd Army
Rakut	Rakutin/24th Army
Remez	Remezov/13th Army
Rokas	Rokassovski/Reserve
Vishn	Vishnevsky/32nd Army
Yersh	Yershakov/22nd Army
Zakha	Zakharkin/49th Army

3.0 SEQUENCE OF PLAY

The game begins with the Soviet units already deployed on the map. The German army is off-map to the west and appears prior to the first German Movement Phase. Each turn represents two days of real time. A single turn consists of going through these six steps, called phases. When the players have gone through these phases 12 times the game ends and a winner is declared.

1. Soviet Movement Phase

Soviet supply status is determined and reinforcements appear. This can take up to half a minute while the game sorts out the information so please be patient. Then, the Soviet player moves any or all of his units and conducts Overrun attacks.

2. Soviet Combat Phase

Soviet units attack adjacent German units. At the end of this phase, all Soviet disrupted units become undisrupted.

3. German Movement Phase

German supply status is determined and reinforcements appear. Then, the German player moves any or all of his units and conducts Overrun attacks.

4. German Combat Phase

German units attack Soviet units.

5. German Mechanized Movement Phase

German Armor, Motorized Infantry and Cavalry units may move again and conduct Overrun attacks. At the end of this phase, all German disrupted units become undisrupted.

6. Score and Save Option

The total number of victory points scored by both sides are displayed, along with the option to save the game on disk or end the game there.

4.0 MOVEMENT

See the Tutorial section above to learn how to move units using the joystick. To end the movement phase, press the START key (Atari), the ESC key (Apple), or the F1 key (Commodore).

A unit may be moved any number of times within the limit of its movement allowance and the presence of enemy Zones of Control, except when rail movement is used (see 4.1). To move an entire stack of units, instead of moving the arrow cursor over a unit symbol, move it over the terrain symbol (at the far left of the line) and press the fire button. The prompt MOVE STACK? appears, and if YES is selected, all units in

that stack can move as far as the slowest unit. Moving a stack including units of different types can sometimes result in moving less far than either type alone. For example, a stack consisting of a Soviet infantry unit and a Soviet armored unit would cost 4 MPs in forest and 2 MPs on the road. Terrain penalties that apply to one unit in the stack are applied to all units. Stack movement cannot be used in an overstacked square (5.0); and stack movement cannot be combined with rail movement.

The effect of terrain on movement, combat and supply is summarized in the Terrain Effects Chart:

TERRAIN EFFECTS CHART

Type	I	A	C	L	Special Note	Combat	Supply
clear	2	2	2	2			
forest	2	4	4	2		x2d	
river	t	t	7	5	see footnote	x2a	
victory sq.	2	2	2	2		x2d	
minor city	2	2	2	2			
swamp	4	4	4	4			(1)
lake		prohibited					(2)
road	2	1	2	1			
railroad	2	2	2	2	costs 1 for rail move		
rail bridge	t	t	7	5	costs 1 for rail move	x2a	

I, A, C, L: The cost in movement points for the four unit types to enter: Infantry, Armor (including Motorized Infantry), Cavalry, and Leader.

t: All Soviet units spend five points to enter; all German units seven points.

Combat: The effect of terrain on combat. "x2d" means that the defender's defense strength is doubled while being attacked in this square. "x2a" means that

the defender's defense strength is doubled when the attacker is attacking from this square.

Supply: The effect terrain has on supply according to the following footnotes:

(1): supply can be traced into a swamp square but not through it.

(2): supply cannot be traced through a lake square.

4.1 Rail Movement

Only the Soviet player can move units by rail. If a unit begins the movement phase on a rail square, it is eligible for rail movement. The number of units moved by rail each turn is limited through the use of rail points. Do not confuse rail points with movement points; they are two different things. Each turn, eight rail points may be used to move units. Soviet leader units can move by rail without spending rail points. Moving a tank or mechanized division costs three rail points, and an infantry unit one rail point. For example, eight infantry units may move by rail in a turn, one mechanized and five infantry, or two mechanized and two infantry.

When you answer YES to the prompt RAIL MOVE?, the game deducts the cost from the pool of rail points and shows how many points are left. Place the cursor on the unit's destination square and press the fire button. The unit will move along the rail until a decision must be made. It will remain there until you tell it which square to enter by placing the cursor on a blue flashing square and pressing the button. It will then proceed until it encounters another intersection, reaches its destination or it runs out of rail movement

points. If you want the unit to move along the rail as far as possible, choose a nearby non-rail square.

4.2 Cutting Rail Squares

The German player can cut a rail line, preventing the Soviet player from moving past the cut in rail move. When a German unit ends its movement on a rail square, the prompt CUT RAIL? appears. Selecting YES changes the terrain in that square to reflect its new status. Up to six rail cuts can exist at any one time. If the German player has made six cuts, and none are repaired, another cut cannot be made.

Either player can repair a cut. If a German unit ends its movement on a cut rail square, it is given the option of repairing the rail. A Soviet unit which ends its movement on a cut rail square automatically repairs it.

5.0 STACKING

As each square on the map represents a limited amount of space, it follows that only a certain number of units may occupy one before they have trouble functioning effectively. No more than three combat units may be in a square. The Soviet player may have three

combat units and one leader in a square. Reinforcements beginning the turn in an overstacked square must be moved or eliminated before the movement phase can end. A unit cannot retreat into a square if it causes overstacking.

5.1 German Divisional Integration

Each Panzer Division consists of one Panzer and two Panzer Grenadier Regiments. Each Motorized Infantry Division has two regiments, except for the Das Reich Motorized Infantry Division, which has three. If all units from one of the above divisions are combined in an attack or defense, and there are no other combat units involved, their combat strength is doubled for attack and defense. This rule does not apply to

infantry divisions.

German motorized divisions were trained to fight together as a division, hence the bonus. But stacking them together, requires other units to fill in the gap in the line. Conversely, the unified Division can also be a spearhead for an offensive.

5.2 Penalties For Overstacking

A unit cannot end its move in a square with three combat units, but it can pass through it. If there is an overstacked square when the player ends his movement phase, the game identifies the location of the square and offers to either continue the phase or eliminate a unit in the stack.

6.0 ZONES OF CONTROL

A zone of control (ZOC) is a square adjacent to a combat unit into which the unit exerts an influence. While the unit does not occupy that square, it does affect movement into and out of that square. All non-Disrupted combat units exert a ZOC into all adjacent squares during the game. The ZOC of friendly units do not affect friendly units. There is no added effect when more than one enemy unit exerts a ZOC into a square.

The concept of ZOC can be hard to understand for the beginning gamer. Consider this example: you are in a firefight in a city. The enemy is in a building across the street. You would like to occupy that building, but his weapon is trained on the area directly in front of the door. This area can be called his ZOC because even though he does not physically occupy that space, he exerts an influence on it.

The concept is the same on the strategic level. While it would be ludicrous to assume that an enemy unit can fire into every part of a 10.5 kilometer square, there are other forces at work. Simple caution appears in a combat situation where the location of the enemy is unknown. Until the enemy has been identified and located, units that can see maybe two kilometers in all

directions tend to move carefully when they hear gunfire of unknown origin nearby. There is also a game designing fudge factor at work: when you settle on a particular scale, then the size of the ZOC is the same size as a square to keep the game rules simple.

6.1 Effect Of Enemy ZOC On Movement

Units entering an enemy ZOC cannot leave the square except as a result of combat or an overrun attack (see 7.2).

Tactical note: when a unit is overrun, it can become disrupted and lose its ZOC. If your path is blocked by an enemy ZOC, you might try overrunning the stack. A successful overrun attack removes the ZOC, allowing other units to move through the hole.

6.2 Negating Enemy ZOCs

An enemy ZOC can affect a retreat and the tracing of a supply line with the following exceptions:

1. a supply line or leadership radii can pass through a square containing a friendly unit.
2. a unit can retreat as a result of combat into a square containing a friendly unit unless such a retreat would cause overstacking.

7.0 COMBAT

Combat can occur only when units are in adjacent squares. There are two types of combat: the general assault during the combat phase, and an attack called an overrun that occurs during the movement phase.

To end the combat phase, press the START key (Atari), the ESC key (Apple), or the F1 key (Commodore).

7.1 Assault

Each unit may attack once during a combat phase and each enemy unit be attacked only once. Note: Soviet combat units must have begun their turn within a leader radius in order to initiate an attack. A leader unit cannot initiate an attack alone. A stack of more than one unit may make separate attacks in different directions, or combine their strength against a single square. But if an enemy stack is attacked, all enemy

units there must be attacked at the same time. In other words, if a stack contains three enemy units, you cannot choose only one unit as the object of the attack.

All attacks follow the same procedure:

1. The attacker selects the square from which the attack will come. That square must contain at least one friendly unit.
2. He then chooses which unit(s) in that square will attack. If more than one unit is selected, they will attack an enemy-occupied square as a combined force.
3. The attacker chooses the enemy-occupied square to be assaulted. All units in that square must be assaulted. The game determines the result. Note: the attacker may decide not to attack by pressing the fire button with the cursor over his own stack rather than an enemy.

How Combat Is Resolved

The game adds up the number of points attacking (the "atk" number you saw in the Status/Message Window), and modifies it based upon the effects of divisional integrity, supply and terrain. The strength of a German division is doubled (see 5.1). A supplied unit contributes twice as much strength as an unsupplied unit. If more than one terrain type affects combat, the effects are added together, then one is subtracted. For example: if a unit is in forest and being attacked

from the river, then its defense strength is tripled ($2+2-1=3$). The game does the same with the number of defense points (the "defn" number), then determines the combat odds by dividing the number of attack points by the number of defense points (e.g., six attack points divided by three defense points is 2:1 odds). The result is always rounded off in favor of the defender. Attacks greater than 10:1 are treated as 10:1; less than 1:3 as 1:3. A random number from one to six is chosen and the result found in the combat results table below:

COMBAT RESULTS TABLE

Die Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1
1	A1	D1/A1	D1	D2	D2	D2	D2	De/A1	De	De	De	De
2	A1	Eng	D1/A1	D1	D2	D2	D2	D2	De/A1	De	De	De
3	A1	A1	D1/A1	D1/A1	D1	D2/A1	D2	D2	D2	De/A1	De	De
4	A2	A1	Eng	D1/A1	D1/A1	D1	D2/A1	D2	D2	D2	De/A1	De
5	Ae	A2	A1	Eng	D1/A1	D1/A1	D1	D2/A1	D2	D2	D2	De
6	Ae	Ae	A1	A1	Eng	Eng	D1/A1	D1	D2/A1	D2	D2	D2

Explanation of Combat Results

Ae or De: Attacker Eliminated or Defender Eliminated. All units are eliminated and the opposing player may advance into the square if it is vacant.

A1 or D1: Attacker 1 or Defender 1. The attacker or defender has the option of having a unit lose a step, or having all units retreat. The player commanding the unit(s) decides whether to take a loss or retreat. Then, the opposing player decides which square each unit will be retreated to. See Resolving Retreats below.

A2 or D2: Attacker 2 or Defender 2. The attacker or defender may choose to retreat or lose two steps. The retreat rules are the same as for "A1 or D1" results.

Eng: Engaged. Each side must lose one step from a unit and remain in place. No retreat or advance after combat is possible.

In a split result (e.g., D1/A1), the defender takes losses or retreats first. Then the attacker makes his decision. If the defender's square is vacated the attacker may choose to take a step loss, then advance into the vacant square.

Resolving Retreats

The opposing player decides where the retreating unit should go. A unit cannot retreat to a square within an enemy unit's ZOC unless a friendly unit is there, or into a square in violation of stacking restrictions. A unit must retreat to a vacant square if one is available. If retreat is chosen and no square is available, the unit is eliminated. If a unit is retreated onto a friendly stack and that square then undergoes an attack, the retreated unit does not add its strength to the unit(s) in the square. If that square suffers a loss, the previously retreated unit is eliminated.

7.2 Overrun

This action is an attempt to punch through the enemy line during the movement phase. If successful, the front is open to exploitation by fast-moving armor

units. Breaching the enemy line endangers its supply lines, making them easier to destroy, and forces a retreat to a line farther back than would be achieved through an assault. It is the heart of blitzkrieg tactics.

To initiate an overrun attack, a unit or stack must move adjacent to an enemy stack. A stack which will not move because of an enemy ZOC can still launch an overrun by choosing to move, not cancelling the move, and overrunning an adjacent enemy stack. The following conditions must be met by the moving unit or stack:

1. a leader by itself cannot overrun.
2. attacking Soviet unit(s) must begin the turn within the radius of a leader.
3. the unit(s) must not be moving by rail.
4. the unit(s) must have at least six movement points after entering the square adjacent to the enemy unit. These MPs are subtracted from the attacking units. If, after a successful overrun MPs remain, the unit(s) may continue moving and even carry out additional overruns. If the unit suffers a combat loss, its MPs are reduced to zero.
5. a defending unit can suffer only one overrun attack per turn.

An overrun attack is resolved in the same manner as combat, except that the attack strength of the overrunning unit(s) is halved (see 7.1). If the enemy square is vacated as a result of an overrun, the attacking player must advance his units into the vacated square.

Disruption: this combat result occurs only when a defending unit suffers a D1 or D2 (not Engaged) result. A disrupted unit cannot attack in its next turn but defends normally. It cannot move, nor does it exert a zone of control. A disrupted Soviet leader cannot coordinate supply or combat, nor can it aid Soviet attacks.

All Soviet units become undisrupted at the end of the Soviet Combat phase. All German units become undisrupted at the end of the German Mechanized Movement phase.

8.0 LEADERS

Only the Soviet player has leaders, representing army-level logistical and support troops. Leaders have two purposes: they are regular combat units and they coordinate and aid supply and combat.

8.1 Characteristics Of Leaders

Leaders have a movement allowance of twenty, moving like infantry units through forests and motorized units on roads (in other words, at the fastest rate in all terrain). They can use rail movement, and do not count against the eight-rail-point limit. They have a ZOC and are treated just like combat units with the exceptions outlined in this section. Although they may travel by themselves, they can not enter an enemy ZOC alone. If a leader attacks with an untried combat unit, and that unit has zero attack strength, an A1 result automatically occurs, and the leader must retreat or be eliminated.

8.2 Leaders And Supply

Leaders act as terminals for routing supply from the eastern map edge to Soviet units. For a unit to be supplied it must be within the leadership radius of a leader unit that can trace a continuous path free of enemy ZOC to the eastern map edge. There is no limit to the number of units supplied through a single leader. It is never required that a unit be supplied, but if it is not supplied it suffers the consequences.

8.3 Leaders And Combat

Soviet units may not attack unless they are within the radius of a leader. When a leader is stacked with at least one combat unit it can add its attack strength to the total number of combat points attacking, but the value added may never be more than the strength of the combat units alone. It does not add its points if the Soviet units are defending themselves.

9.0 SUPPLY

A combat unit must be supplied to use its full combat strength and movement allowance. If not supplied, its ability to move and fight is restricted. There is no visible means of supply. Instead of having players perform the mechanics of supplying units by moving trucks back and forth and keeping track of how much ammunition and rations each unit consumes, it is assumed that units can be supplied so long as the vehicles can reach them.

Units are supplied at the beginning of their turn. If a unit is not within range of a supply source then, it is not supplied for that turn. Supply status is determined by drawing an imaginary path (the line of supply) from the unit to the source. To be a valid line of supply, this path must not enter a square that contains an enemy unit or an enemy ZOC, unless a friendly unit is there. The path cannot enter a lake square nor pass through a swamp square.

9.1 German Supply

There are two ways for a German unit to be supplied. If it meets one way, it does not need to meet the other.

Rule One

A German unit must trace a line of supply no more than 16 squares long to any square on the western edge of the map (01/01 to 01/31). When tracing this supply line, the square the unit is in does not count.

Rule Two

A German unit must trace a line of supply no more than 16 squares long to a road square that meets the following conditions:

- 1) This road square must be connected to the road in square 01/20. The road can not be interrupted by enemy units or enemy ZOCs. A friendly unit on a road square negates an enemy ZOC.

- 2) Roads cross rivers and traverse cities for the purpose of tracing supply. Example: square 10/12 is considered a road square for supply only.

9.2 Soviet Supply

Soviet units are supplied through leader units who trace their supply lines to any square adjacent to the eastern map edge. A Soviet leader can supply any number of units. A unit can be supplied by any leader. The construction of this supply can be broken down into two sections: from the map edge to the leader and from the leader to the unit.

- 1) The map edge to the leader: a leader traces his supply line to the eastern map edge. This path can be of any length, but must be a valid line of supply (see 9.0).

- 2) The leader to the unit: a unit traces his supply line to a leader. To be in supply, the unit must be able to trace a valid line of supply to a leader no longer than that leader's leadership radius. For example, General Lukin's leadership radius is three. If he is supplied, he can supply all Soviet units that can trace a line of supply to him up to three squares long.

9.3 Effects Of Supply

The supply status for Soviet units is determined at the beginning of the Soviet movement phase; for German units at the beginning of the first German movement phase. The effects of supply last until the next time supply status is checked. When a unit is supplied, it moves and fights normally and its combat strength is doubled. When it is not supplied, the displayed strength is used. An unsupplied unit has its movement allowance halved. All units are supplied when they initially enter the game. A unit may remain without supplies indefinitely. Whenever a unit becomes supplied, it regains normal movement and combat capabilities.

In combat, the effects of supply are calculated first. For example, a 6-3-12 Soviet infantry unit on a victory point square is supplied and being attacked from a river square. Its defense strength is determined by doubling the three combat points to six (for being supplied), then

multiplying by three for the terrain benefits. The unit defends with 18 combat points. Had the unit not been supplied, its nominal strength of three would have been tripled for the terrain benefit to result in a strength of nine.

10.0 UNTRIED UNITS

The quality of the Soviet Army at the time of Operation Barbarossa was as much a mystery to Stalin as it was to Hitler. The historical record shows that when the Germans attacked, the responses ranged from mass surrenders to stubborn resistance. To re-create the unpredictability of Soviet combat units, their combat strengths are hidden until the first moment they enter combat.

All Soviet units except leaders begin the game with a question mark in place of their attack and defense strengths. They are treated as normal combat units with

a ZOC capable of halting movement and blocking supply lines and retreats. Untried Soviet mechanized units are indistinguishable from untried Soviet armored units. When an untried unit attacks or defends, its true strength is revealed. Certain units have no attack and no defense strengths; these are eliminated immediately. You will hear an explosion before the combat is resolved further. This is your indication that a zero unit has been destroyed. Units that have zero attack strength but one point of defensive strength are eliminated if they attack, but can defend.

11.0 REINFORCEMENTS

Both sides receive additional units during the game. There are three different types of reinforcements: scheduled, provisional, and Southwestern front.

11.1 Scheduled

These are units which enter the map as they did historically. A list of scheduled reinforcements is in 13.0. The game automatically places reinforcements and they begin the turn supplied. All Soviet combat reinforcements arrive in an untried state. If the entrance square for Soviet reinforcements is occupied by a German stack or ZOC, the reinforcements will enter on the closest square east of it. For this purpose only, a disrupted German unit is considered to have a ZOC. If no entry square is available, the reinforcements will not enter. Scheduled reinforcements are the only type the German player receives.

11.2 Provisional

This represents Soviet units that literally appeared out of nowhere, either blown back by the German offensive north or south of the game map, or newly-formed units hastily moved forward. Each turn, one rifle division appears on the north or south edge of the

map at one of six possible entrance squares chosen randomly by the game.

11.3 Southwestern Front

As the defender of Smolensk and Moscow (located off the map to the north by northeast), the Soviet player has priority on reinforcements over other Soviet commanders who are fighting their own battles to the south. If the Soviet player exercises this option, he gains units, but also gives victory points to the Germans. Each turn, the Soviet player may receive from one to five infantry divisions, up to a total of ten divisions for the entire game. The Soviet player is never required to use these divisions, and cannot call on more than five per turn and ten per game. Southwestern Front reinforcements enter the map on square 29/31.

Victory Point Penalty: the German player receives victory points for each Southwestern unit brought in. For the first five divisions, the German player receives one victory point each; for the next five, he receives two victory points each. So if the Soviet player brings in all ten divisions, the German player gets 15 victory points.

12.0 VICTORY CONDITIONS

Both players earn points throughout the game and victory is awarded according to the victory point schedule. The type of victory depends upon how many points each player is awarded. The game keeps track of these points and displays a running total each turn and the final result at the end of the game. At that point, all units on both sides can be inspected.

The points are awarded in four ways:

1) The German player receives points for occupying victory point squares. These squares represent terrain needed to continue the offensive off the eastern

edge of the map. A square is considered German-controlled when a German unit was the last to end its movement in that square.

Summary Of Victory Point Squares

VPS	Location	Points
Vitebsk	06/13	10
Orsha	04/20	5
Mogilev	05/25	5
Smolensk	22/16	25
Roslavl	26/26	10

Yelnya	31/22	10
Rzhev	39/01	5
Gzhatsk	46/07	5
Vyazma	40/15	15
Kaluga	59/21	20
Railroad	59/07	20
Main road	59/15	20

2) The German player receives points when the Soviet player orders Southwestern Front Reinforcements. See 11.2.

3) The Soviet player receives five victory points for the destruction of each entire German division. Most German infantry divisions consist of one unit, while each Panzer Division consists of one Panzer and two Panzer Grenadier units, and each Motorized Infantry Division has two units, except for the Das Reich Motorized Infantry Division, which has three. The

Soviet player receives no points for the destruction of the 1st German Cavalry Division or the independent mechanized regiments.

4) Each time the Soviet player recaptures a victory point square he receives two points.

12.1 Levels Of Victory

The game subtracts the Soviet victory point total from the German total then compares the result with the chart below to determine who wins.

German VP — Soviet VP	Type of Victory
0 or fewer	Soviet Decisive
1-25	Soviet Strategic
26-49	Soviet Marginal
50-79	German Marginal
80-124	German Strategic
125 or greater	German Decisive

13.0 SCHEDULED REINFORCEMENTS

13.1 Soviet Reinforcements

The Soviet player receives the following reinforcements. Provisional and Southwestern Front reinforcements are not included. See 2.2 for the meaning of division and regiment. Soviet reinforcements (except leaders) are chosen at random from two pools of units. The first consists of all the rifle (infantry) divisions not in play. The second is all the armor and mechanized units. If all the units of either type are on the map, the Soviet player receives no more units of that type as reinforcements. When a unit is destroyed, it is returned to its pool.

Turn 1

[59/07] six rifle divisions and General Rokassovski.

[23/01] the 22nd Army: five rifle divisions and General Yershakov.

Turn 2

[39/01] the 30th Army: three rifle divisions, one armored division and General Khomenko.

[59/07] four rifle divisions.

Turn 3

[29/31] the 21st Army: five rifle divisions, two armored divisions and General Gerisamenko.

[59/07] four rifle divisions.

Turn 4

[59/07] the 28th Army: five rifle divisions, one armored division and General Kachalov.

Turn 5

[59/07] four rifle divisions, one armored division.

Turn 6

[59/07] four rifle divisions.

Turn 7

[59/07] the 29th Army: four rifle divisions and

General Maslennikov.

Turn 8

[59/07] the 31st Army: four rifle divisions and General Dolmatov.

Turn 9

[59/07] the 49th Army: four rifle divisions and General Zakharkin.

Turn 10

[59/07] the 32nd Army: four rifle divisions and General Vishnevsky.

Turn 11

[59/07] the 33rd Army: four rifle divisions and General Onuprienko.

13.2 German Reinforcements

German reinforcements are listed by division, which in the case of mechanized units means that their individual units are not listed. For example, when the 263rd infantry division enters the game on turn 5, a single counter appears, while the entrance of the 7th Panzer Division on turn 1 consists of three units: the 6th Mechanized Infantry Regiment, the 7th Mechanized Infantry Regiment and the 25th Armored Regiment.

Turn 1

[01/11] 39th Panzer Corps (7th Panzer, 12th Panzer, 14th Motor Infantry, 20th Motor Infantry, 20th Panzer Division).

Turn 2

[01/01] 57th Panzer Corps (18th Motor Infantry, 19th Panzer Division, Lehr Panzergrenadier Regiment).

[01/07] 6th and 26th Infantry Division.

Turn 3

[01/15] 5th, 35th, and 161st Infantry Divisions.
[01/20] the 47th Panzer Corps (29th Motor Infantry, 17th Panzer Division, 18th Panzer Division).

[01/29] 46th Panzer Corps (10th Panzer, SS Das Reich Motor Infantry Division, Gross Deutschland Panzer Regiment); the 24th Panzer Corps (3rd Panzer, 4th Panzer, 10th Motor Infantry, 1st Cavalry Division).

Turn 5

[01/20] the 263rd, 137th, and 23rd infantry divisions.

Turn 6

[01/20] the 258th and 292nd infantry divisions.

Turn 7

[01/20] 7th, 15th, 17th, and 268nd infantry divisions.

Turn 8

[01/23] the 78th and 252nd infantry divisions.

Turn 9

[01/26] the 31st and 34th infantry divisions.

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