

VELIKIYE LUKI 1942-1943

THE LITTLE STALINGRAD OF THE NORTH

Velikiye Luki 1942-1943 simulates the combat between the Soviet 3rd Shock Army and the German Group Chevalerie for the control of the cities of Velikiye Luki, an important railway hub from the Army Group Center during the winter of 1942-1943, and Novosokolniki. The game is based on the system for Operation Nordwind (VW 98) and Colmar 1945 (VW 120) and is adapted to this military theatre. One player controls the Soviet forces and the other controls the Germans.

Game play requires use of a six-sided die (1d6). Hexagons are abbreviated to hex. All **ranges** are given in hex (excluding the departure hex and including the arrival hex).

1 - OVERVIEW

1.1 - SCALES

One game turn represents five days of real time. A hexagon on the map corresponds to approximately 2.5 km.

The counter units represent companies, battalions, regiments, brigades, German kampfguppen or Soviet fusilier divisions.

1.2 - TERRAIN

The map represents the zone between Gorki to the north and Nevel to the south (just off the map), along the Lovat River. A hexagonal grid is superimposed on the map to regulate units' Movement (see 3) and Combat (see 6). The effects of the different types of terrain on movement and combat are detailed on the Terrain Effects Table (see page 16).

1.3 - UNITS

Each unit has the following information on its counter:

- Combat strength and quality rating
- Unit type represented by a NATO symbol and size (see 5).
- Identification: see appendix
- An armoured bonus, identified by an asterisk.
- Anti-tank capacity, identified by a dot.
- A special characteristic, identified by the quality letter in grey.
- Movement allowance. It is not notated on the counter and is 6 MP for the infantry units (in blue) and 8 MP for the mechanised or motorised

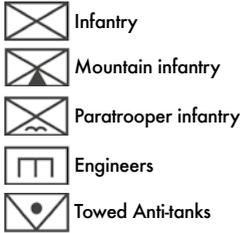
DESCRIPTION OF COUNTERS

The diagram illustrates five different counter types with their components labeled:

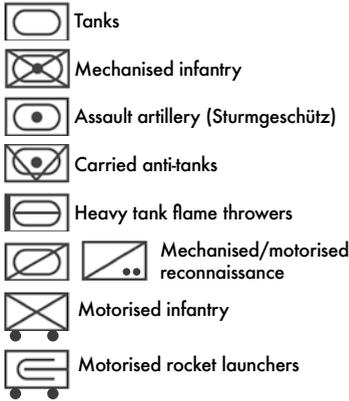
- Counter 1 (1/15Pz):** Type and size (1/15Pz), Entry turn (1), Combat strength (5), Armoured bonus (asterisk), Quality (A).
- Counter 2 (18/2M):** Unit's colour code (18/2M), Special capacity (G), Indicates that the unit has suffered a loss (3).
- Counter 3 (Giehl):** Anti-tank capacity (B), Identification (Giehl).
- Counter 4 (Infantry):** Guard (56), Identification (56), Colour code (06), Number of supports possible during the turn (2), Range of engagement (4).
- Counter 5 (Verso):** Verso (4), Indicates that all the supports have been used (4).
- Counter 6 (386):** Type and size (386), Range (2), Column modifier (+1).

units (in red). See below.

Infantry movement (6 MP)



Mechanised/motorised movement (8 MP)



– The majority of combat units have two combat steps. After the first loss, they are turned over to their reduced side. For units with only one combat step, they are destroyed after the first loss. For the units with three combat steps, they are replaced by a cadre counter after the second loss (see 1.7).

1.4 - HEADQUARTERS

HQ (marked QG on the counter) are used to allocate support (aviation and artillery) to the combats. They contain the following information:

- Maximum number of supports to allocate to offensive and/or defensive combats during the turn.
- Range at which these supports can participate in the combat.
- Colour code indicating which units may be supported during a combat.



– **HQ 3C** (yellow) may support **all** the Soviet units.

– **HQ 5G** (red) may only support the units of the 5rd Guards corps.

– **HQ 2M** (blue) may only support the units of the 2nd mechanised corps.

– **HQ Chevalerie and Wölher** may support **all** the German units.

– **HQ 83** (grey) may only support the units of the 83ID.

• Their movement capacity is motorised.

A HQ **attacked** by an enemy unit while it is **alone** in a hex is removed from the game. It returns as a reinforcement on the next turn (see 13.2). Place it on the turn track.

1.5 - CARACTÉRISTIQUES SPÉCIALES

• **German and Soviet ski units:** These units are able to infiltrate enemy Zones of control (see 4.4).

• **Engineer units:** these units provide a combat bonus in a city or village of **one column**. The Soviet unit provides a bonus on the Velikiye Luki combat

table, see 7.

• **Soviet mechanised brigades:** these units automatically benefit from an **Infantry + Armoured** bonus (see 6.2). **Note:** *Soviet mechanised brigades have a large mechanised component (approximately 40 tanks of various types).*

• **515th flame-thrower tank regiment:** this unit provides a **+ 1 column** combat bonus in city/village. It also provides a bonus on the Velikiye Luki combat table.

• **Multiple rocket launchers:** these artillery units (Katioucha and Nebelwerfer) provide a bonus once per turn of **+ 1 column** to a combat in which they participate (in attack or



defence) at a distance of **two hex**. maximum. They are the only artillery units on the map. The Katyusha (Katioucha) unit also provides a bonus on the Velikiye Luki combat table (see 7).

Once used, they are all turned over to their back side to indicate that they have been used this turn.

Their movement capacity is motorised (8 MP). A MRL unit that is **attacked** by an enemy unit while it is alone in a hex is automatically destroyed.

1.6 - VELIKIYE LUKI GARRISON



The scale used in this game does not allow us to take into account the combats led in the

city of Velikiye Luki and its suburbs.

To represent them, two east and west Festung counters are placed in the hex of the city. The encirclement and the combats of these two counters follow specific rules described in chapter 7.

1.7 - CADRES

1.7.1 - Losses



Soviet infantry units have three combat steps (corresponding to three regiments). After the first loss, they are turned over. After the second loss, replace the infantry counter with a "cadre" counter of the same quality..

Example: 21st Guard division.



First step



Second step



Third step

1.7.2 - Distribution of a unit

Soviet infantry divisions at full strength may also distribute one of their three regiments in order to be represented by two counters.

At the beginning of the unit's movement, the Soviet player indicates if he wants to distribute his division. This action is free and costs no movement points. He turns the counter over to its re-

duced side and adds a cadre of **good** quality to the hex. The two counters may move together, or not, as the player chooses.

Example: 357th division.



1.7.3 - Reintegration of a regiment

Inversely, a Soviet division on its back side may reintegrate a cadre of **equal or superior** quality at the beginning of movement if the two counters are in the same hex. This action is free and costs no movement points. The division is turned over to its front side and the cadre is removed from the map..

Note: the number of cadre counters provided on the strip does not indicate a limit.

2 - SEQUENCE OF PLAY



Velikyé Louki 1942-1943 is played in 11 turns. Each game turn contains **several phases** which are described below.

2.1 - GAME TURN

A - Supply and Weather Phase

Both players check the supply lines [LoS] (see 8) for all of their units. The Soviet player rolls 1d6 to determine the weather for the turn (see 9 and the Weather Table).

B - Soviet Movement Phase

The Soviet player moves all or part of his units, respecting the Rules of Movement (see 3), Stacking (see 5), and the Zones of Control (see 4). He may distribute or reintegrate regiments at the beginning of the fusilier divisions' movement (see 1.7).

C - Soviet Combat Phase

The Soviet player has his able units combat, respecting the combat rules (see 6), in the order he chooses. He also rolls **1d6** on the Velikiye Luki combat table if the conditions are met (see 7).

D - German Movement Phase

Same as phase B but for the German player.

E - German Combat Phase

Same as phase C but for the German player.

D - End of the turn

Check the automatic victory conditions (see 13.3.2). If they are not met, a new turn begins. The turn marker is moved forward one space on the turn counter.

If it is the last turn of the scenario, check the victory conditions.

3 - MOVEMENT

3.1 - OVERVIEW

During movement, a unit can move all or part of its movement allowance by spending the movement points (MP) required for each type of terrain moved through.

The infantry units have a movement allowance of **6 MP**; the motorised, mechanised and armoured units have a movement allowance of **8 MP**.

A unit is not required to spend all of its MP during its movement action, but if it does not, the remaining MP are lost for this turn.

3.2 - TERRAIN EFFECTS

The effects of terrain on movement and combat are given on the Terrain Effects Table (see page 16).

Road/railway: For mechanised units, the cost in MP for use of a road or railway only applies if the unit is alone in the hex. or stacked with a non-mechanised or non-motorised infantry unit.

If a mechanised unit is stacked with another mechanised unit or if a mechanised unit crosses a mechanised unit already on the road, it will then pay the cost of the non-road terrain.

Infantry units always benefit from road/railway movement.

The German unit 3/185 disengages itself from the ZOC of Soviet unit 357 at a cost of 2 MP (1). It then progresses along the road to 516 and 615 at a cost of $2 \times 1/2 = 1$ MP. In 614, the infantry unit does not keep it from taking advantage of the railway and it spends only 1/2 MP (2). Once it arrives in 714, another armoured unit prevents it from taking advantage of the railway (3.2); it spends 1 MP, the price for clear terrain (3). In 713, it would spend 3.5 MP (4).

Bridges: They are located wherever road or railway crosses a river or canal. This bridge cancels the cost in MP of a river crossing, but not certain penalties linked to combat (see Terrain Table). The regular Zones of Control apply (see 4.1).

Example: : a bridge is located between hex. 717 and 816. A unit that crosses this bridge will pay only the movement indicated for the road or the terrain present in the hex. and not for the river. However, the combat modifier still applies.

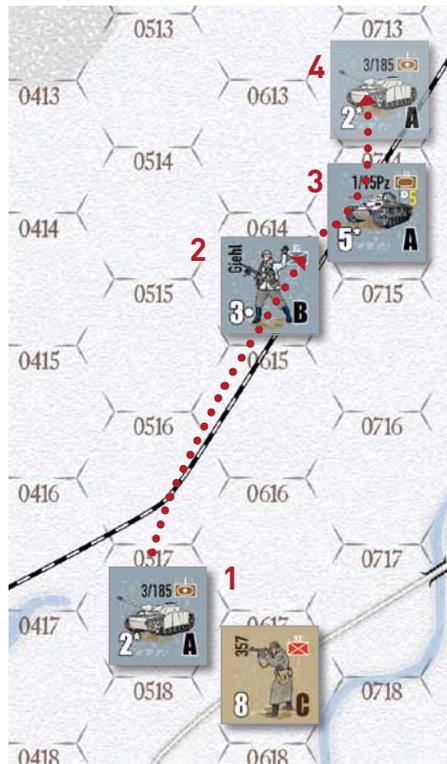
4 - ZONES OF CONTROL

4.1 - OVERVIEW

All combat units (as well as the East and West Festung units) exert a Zone of Control (ZoC) in their own hex. and over the six adjacent hexes.

A unit's ZoC influences the movement and combat of other units.

Example of movement



4.2 - EFFECTS OF ZOC

4.2.1 - Overview

- A unit that enters an enemy ZoC must stop its movement..
 - A unit that begins its movement in an enemy ZoC may leave this ZoC by spending an additional **+ 2 MP**.
 - A unit cannot move directly from one enemy ZoC to another enemy ZoC exerted by the same unit (**exception**: 4.4).
 - The presence of a friendly unit in an enemy ZoC nullifies it for retreat (see 6.5.1), and supply (see 8.1), but not for movement (**exception** 4.2.2) nor for concentric attack (see 6.2.7).
- Note: the presence of a friendly ZoC does not negate an enemy ZoC.
- A unit that advances after combat does not take into account the enemy ZoC it crosses (see 6.6.2).

4.2.2 - Special case for Velikiye Luki

At the moment Velikiye Luki is encircled, the two Festnung counters **no longer** have a ZoC in the hex around Velikiye Luki (see 7).

4.3 - ZOC AND COMBAT

- Combat **is not mandatory** for a unit that ends its movement in an enemy ZoC.
- A unit or stack of units that retreat into a ZoC as a result of combat loses **one combat step** (for the whole stack) for each enemy ZoC it crosses (see 6.5.1) unless a friendly unit is present in the hex.

4.4 - SPECIAL CASE FOR THE SKI UNITS

The Soviet and German ski units are able to infiltrate and therefore pass from one enemy ZoC to another, exerted by the same unit. The only cost is the **+ 2 MP** to exit each ZoC (in addition to the terrain). This infiltration may only be performed against enemy **infantry** units.

Example: unit 44S moves in German unit Giehl's ZoC. From 1 to 2, it spends +2 MP to exit the ZoC in 709 and 1 MP for clear terrain. From 2 to 3, it spends +2 MP to exit the ZoC in 710 and 1 MP for the clear terrain. Total = 6 MP.

5 - STACKING

5.1 - OVERVIEW

The size of the units is as follows:

- XX: division
- X: brigade
- III: regiment
- KG: Kampfgruppe
- II: battalion
- I: company

The stacking limit takes effect **at the end** of each movement and combat phase.

However, during each movement phase, friendly units may exceed the stacking limit without consequence (exception: mechanised units on the road, see 3.2).

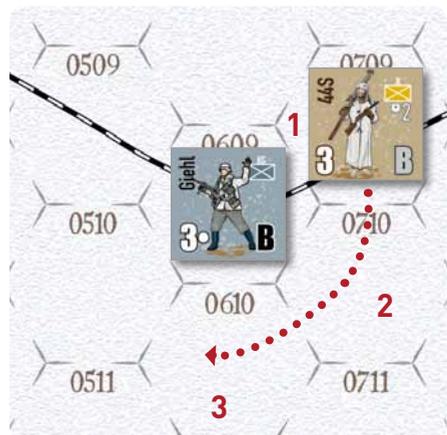
Units exceeding the stacking limit are eliminated (as the owning player chooses). The various markers and the HQ do not count toward the stacking limit.

5.1 - SOVIET STACKING

The Soviet may stack in the same hex:

- One infantry division **or** equivalent (see 1.7) plus (one brigade **or** one regiment **or** one battalion).
- Up to three regiments **or** brigades **plus** (one battalion) **or** two regiments or brigades **plus** (two bataillons).

Example of infiltration movement



5.2 - GERMAN STACKING

The German may stack in the same hex:

– Up to three regiments **or** KG **or** battalions **plus** (one company).

6 - COMBAT

In *Velikiye Luki*, the combat takes place between adjacent units (**exception**: Multiple rocket launchers, see 1.5). The units that attack are called the “Attackers” and the units in the targeted hex(es) are called the “Defenders”.

6.1 - OVERVIEW

- A unit may attack any hex containing an adjacent enemy unit.
- An enemy unit can be attacked by any adjacent friendly units
- **Multiple attacks**

All enemy units in the same hex. must be attacked together, and they must all participate in their defence; their defence value is the sum of their combat points.

Attacking units that are in the same hex. (that is, in the same stack) can attack different enemy hex. Each attack is resolved separately. However, the combat value of a unit cannot be divided among several combats.

6.2 - COMBAT MODIFIERS

The modifiers are as follows and are applied in the order indicated.

All of these modifiers are cumulative but there may only be **one** modifier of **each type** in the same combat (**exception**: artillery).

6.2.1 - Defender's terrain penalty

The terrain in the defender's hex provides column shifts. These modifiers are cumulative.

Example: a wooded terrain behind a minor river shifts - 2 columns.

Always take the most favourable penalty for the defence. **Example**: if one unit attacks across a river and the other does not, take the river penalty. When a village and another type of terrain are present in the same hex, take the more favourable in defence.

6.2.2 - Divisional integrity bonus



If all the regiments of the **same** brigade of infantry division attack the **same** adversary,

the attack receives a bonus of a +1 column shift to the right. Any additional battalions do not count toward divisional integrity.

Only the following units are eligible for this bonus:

Germans: 20. Motorised (20M); 1. SS-Brigade; divisions 291, 6 Luft, 205 and 331.

Soviets: at least three brigades of the 2nd mechanised corps if rule 13.2.3 is not applied.

6.2.3 - Infantry and armor



If an infantry unit (of any type) is stacked with an armoured unit (or assault cannons), it receives a **+1 column** shift in attack and in defence..

Reminder: Soviet mechanised brigades automatically have this capacity.

6.2.4 - Infantry and anti-tank



If an infantry unit (of any kind) is stacked with an anti-tank unit



(containing an anti-tank symbol), it receives a bonus of **+1 column** in defence only if at least one of the attacker's units is an armoured unit.

Note: these units may participate in a combat in attack by adding their combat value but this modifier does not apply..

Reminder: German units with a dot automatically have this bonus.

6.2.5 - Armoured bonus



Tank, assault cannon and anti-tank units that have an **armoured bonus** (indicated

by an asterisk) benefit from a **+1 column** shift



in attack (tanks and assault cannon only) or in defence (tanks, assault cannon and anti-tanks) if enemy tank or mechanised infantry units (for the Soviets) participate in the combat and none of them has an armoured bonus.

6.2.5 - Engineer and flame-thrower units



If an engineer or flame-thrower unit participates in a combat against or in a city or village it receives a **+1 column** shift (see 1.5).



6.2.7 - Artillery or aviation support

Each artillery point spent gives a **+1 column** shift in the combat in which it participates. A maximum of 2 points may be spent per combat.



Note: the support provided by the MRL artillery counters does not count toward this limit since these units are on the map.



Each aviation point spent gives a **+1 column** shift in the combat in which it participates (see 9). A maximum of 1 point may be spent per combat.

Note: the attacking player allocates his support first, followed by the defender.

6.2.8 - Concentric attack

If a defender's unit is completely surrounded by attacker's units **and** their ZoCs, the attacker receives a **+1 column** bonus.

6.2.8 - Quality: see 6.3.

A unit's quality is used to calculate its probable performance in a given combat. This value ranges from **A** to **D** and is used by the attacker **and** the defender during each combat. If several units of varying qualities participate in a combat, always choose the one with the **best** quality. Each player rolls **1d6** on the Quality Table and uses the result to shift the column to the right or left on the CRT.

A negative number obtained by the defender equals a corresponding number of additional columns for the attacker and vice versa.

Design note: : this table amounts to testing a unit's capacity to organise its attack or its defence, based on its command and its training, and its ability to deal with the unexpected (bad coordination, lack of ammunition, impetus, etc.). The higher the quality, the less likely the unit is to undergo a negative result and vice versa.

Game note: we advise the attacker to roll two dice of different colours for the combat in order to speed up the process.

6.3 - COMBAT RESOLUTION

Combat takes place as follows: Both the attacker and the defender add up their combat strength points. Find the ratio between the attacker's and defender's sums to obtain a basic force ratio on the CRT. This ratio is **always** rounded in the defender's favour.

Example: if 13 strength points attack 7, the strength ratio is 1.86:1, rounded down to 1.5:1 or 3:2. If 15 points attack 4, the strength ratio is 3.75:1, rounded down to 3:1.

Column shifts are then applied to obtain the final strength ratio column.

The attacker consults the appropriate column on the Combat Results Table (CRT) then rolls **1d6** to obtain the final combat result.

Note: the final strength ratio cannot be less than

Example of a valid concentric attack



1:3 or greater than 8:1 after all the column shifts (bonus or penalty) have been applied. Any modifiers leading to these limits being exceeded are not taken into account.

6.4 - COMBAT RESULTS

Combat results are given in the form of a letter R and/or numbers that can affect the attacker as well as the defender. The letter **R** indicates a **mandatory** retreat. The numbers indicate the number of strength steps that that force must lose and/or the additional number of hexes to retreat.

- The owning player apportions his combat loss(es) as he chooses among the stack and the number of retreat hexes, **always** beginning with the mandatory retreat, losses, and then optional retreats. The defender apportions his losses and retreats, if any, then, the attacker does the same.

- Results in **bold** on the CRT indicate that the final requirement to be filled for the combat result is chosen by the attacker. The defender, however, chooses the unit or the stack that undergoes the loss or the hex. of retreat.

- If the defender can or chooses to remain in place and lose strength steps, the attacker **must** take at least one combat loss before retreating if the result requires so. If the defender retreats (by choice or necessity), the attacker may also choose to retreat.

- Preferably, the first loss is taken by the **most important** unit in terms of steps. In the case of a tie, the owning player chooses.

- The first loss is not necessarily taken by the unit whose quality was chosen for the combat.

- However, if there are armoured or anti-tank units present on both sides, the **first** loss must be taken by an armoured or anti-tank unit that participated in the combat.

Exception: this loss is not necessarily taken by the armoured or anti-tank unit if it has an **armoured bonus**.

- For a unit of quality A or B, the **mandatory** retreat can be converted to a loss. In this case, if units of lesser quality are stacked with this unit, they do not retreat either.

- For a unit of any quality in a city or village, the **mandatory** retreat may be changed to a loss.

6.5 - RETREAT AND ADVANCE

6.5.1 - Retreat

A unit or stack of units that retreats cannot enter a hex occupied by enemy units. It also cannot retreat into a hex that is impassible to it.

Units must retreat as much as possible according to the following order of priorities:

1. toward a hex. outside of enemy ZoC;
2. in the general direction of a friendly map edge (west for the German and east for the Soviet)
3. toward the hex. farthest from an enemy unit.

- A unit or stack may retreat into an enemy ZoC, losing one combat step for the entire stack per hex. of enemy ZoC moved through, unless this hex. is occupied by a friendly unit.

- Units in a retreating stack may retreat into different hexes as long as they all retreat the same number of hexes.

- A unit that must retreat into a hex. with impassable terrain or a hex. occupied by enemy units is eliminated.

Special case : A Soviet unit that participates in the surrounding of VL that is required to retreat to a hex of the city, occupied by a Festung counter, is not destroyed automatically but loses an additional combat step.

- A unit which must retreat off the map returns the following turn to the hex. from which it exited or to an adjacent hex. If that hex is occupied by an enemy unit, it returns to a different but adjacent hex, free of enemy units.

Attention: If a unit retreats in violation of the rules of stacking, it or a unit in the stack will be eliminated. (See 5)..

6.5.2 - Advance after combat

- When a unit or stack of units retreats or is eliminated, it leaves the hex. that it had occupied vacant, as well as a retreat path of varying length depending upon the number of hex. retreated.

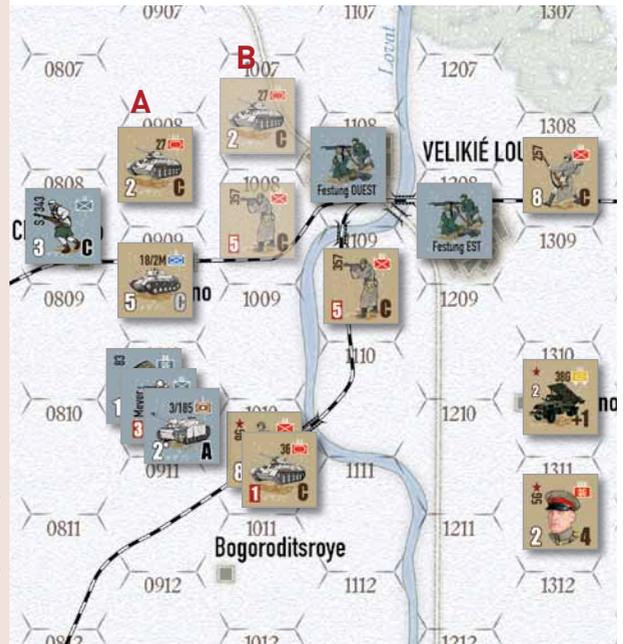
- Victorious units that took part in the combat may then enter the vacated hex. and advance along the retreat path of the defeated unit, still respec-

Examples of combat

• **Combat 1.** The three Soviet units division 357, regiment 27 and brigade 18/2M attack unit S.343. 15 combat factors against 3, for a strength ratio of 5:1. The infantry + armoured modifier makes the ratio 6:1. The Soviet engages the Katyusha unit, for a ratio of 7:1. The German player, thanks to the HQ 83, has an artillery support and the final strength ratio is 6:1. The Soviet player rolls 2d6 and gets 4 for combat and 3 for the quality (no effect). The German player gets 4 for the quality (also no effect): the result on the CRT is therefore 1/R2. The German must retreat one hex to 1008 then two more hexes to 808. He could have chosen to take a step loss and stop his retreat in 909. The Soviet loses a combat step on the largest unit: the 357th division that penetrates the liberated hex and stays there because it will also participate in encircling Velikiye Luki. It also could have continued to 1008. The two armoured and mechanised units advance 3 hex. They are not required to follow the movement of S.343 and regiment 27 may go to A or B, for example.



• **Combat 2.** The strength ratio is less favorable for the Soviet: 10 to 8 or 1 : 1. The two infantry and armoured modifiers cancel each other out, but Meyer has an infantry + anti-tank capacity and unit 3/185 has an armoured bonus. The strength ratio becomes 1:3 and the two supports (aviation and artillery) bring it down to 1:1. He rolls the dice and gets 4 and 6 for the quality, putting him at 3:2. The German player gets a 3, so nothing. The final result is 1:1. The German player could take a loss on the infantry unit (the bonus does not require an armoured loss) and remain in place, but he prefers to retreat to fall into line with his front, thereby losing a combat step because he enters an enemy ZoC. Unit S.343 would have done better to stop its retreat in 909 at the cost of a loss. The Soviet loses an armoured step and advances into 1010.



ting impassible terrain. If a retreating stack splits into several hex., the active player is free to follow whichever of the retreat path(s) he wishes.

Exception: Armoured or mechanised units are not required to follow the retreat path of retreating units after the first hex.

- Infantry units that advance after combat stop in the second ZoC they arrive at.
- Motorised, armoured and mechanised units and skiers that advance are not blocked by the enemy ZoC they come into contact with.
- In the case of a shared result, the attacker must convert all of his adverse results into step losses if he wishes to advance after combat.
- Only the attacker may advance after combat.

Examples:

- *The result R1/- indicates that the attacker must retreat one hex. and either lose one strength step or retreat an additional hex.*
- *The result -/1 indicates that the defender must retreat one hex. or lose a strength step.*
- *The result 1/R1 indicates that the defender must retreat one hex. and then either retreat another hex. or take a loss. The attacker must then either retreat one hex. (the defender having retreated) or lose one strength step. If he chooses the second option, he may then advance to the hex. vacated by the defender. If the defender retreats 2 hex., for example, the attacker can follow the defender along his retreat path.*
- *The result 1/R3 indicates a mandatory retreat of one hex. for the defender and 3 additional requirements to take in strength losses or retreats. The defender retreats one hex. (mandatory) then loses 2 strength steps and stays where he is or loses one strength step and retreats all his units one or two hex. The attacker will finally choose (result in bold) to retreat the stack one additional hex. to retreat or to have it lose another strength step. Then, the attacker must retreat one hex., (the defender having retreated) or lose a strength step. If he chooses the second option, he may then advance to the hex. vacated by the defender.*
- If an enemy unit is eliminated before it fulfils all of its requirements described on the CRT,

the attacker can convert the remaining requirements into hex. to advance after combat.

Example: *: if a -/R2 result eliminates a unit that only had one strength step left, the attacker can advance 2 hex, respecting the ZoC rules.*

7 - FESTUNG VELIKIYE LUKI



The combats for Velikiye Luki are abstractly represented through a special CRT and a loss

of levels track for the garrison. The two Festung markers – east and west – are placed on space 5 on the corresponding track at the start of the game.

7.1 - OVERVIEW

To be able to reduce the garrison at Velikiye Luki, the Soviet player must first encircle the city with units or their zones of control. On the turn **following** the turn in which the Soviet player accomplishes this, he may, during **his** combat phase, roll on the CRT for Velikiye Luki. This die roll is possible as long as the conditions are met. If the German player succeeds in breaking the encirclement, the drawing stops and the Soviet must surround the city again.

7.2 - ENCIRCLEMENT CONDITIONS

At least **two** divisions of fusiliers (or the equivalent : three infantry regiments or brigades) **plus** an armoured regiment or brigade are necessary to begin rolling on the Table. **Note:** *the infantry brigades may be independent brigades.*

The concerned units must be in contact (in a hex. adjacent to a hex. of Velikiye Luki) for the encirclement to be effective.

7.4 - IMPROVING THE ENCIRCLEMENT

To speed up the conquering of the city, the Soviet may engage other units in the encirclement. The following units provide a bonus for the combat die roll against the city.

- a division of fusiliers or equivalent: **+1**
- an armoured or mechanised brigade: **+1**
- KV flame thrower regiment 515: **+1**

- Engineer regiment 225: +1
- Katyusha unit 38G: +1

Note: *this unit does not need to be adjacent, only within range. It cannot both support a combat and provide its bonus in the same turn.*

- Turns 7-9: -1

Note: *the Germans used gliders to supply the garrison with munitions.*

The maximum possible modifier is +3

7.5 - RESULTS

If the Soviet gets a loss, he can choose to reduce the east or west Festung by one level. If he gets two losses, he **must** reduce both Festungs by one level.

When a Festung gets to zero, a Soviet unit participating in the encirclement **must** enter the liberated hex.

When both Festungs get to zero, the Velikiye Luki garrison is destroyed or captured. The game ends at the end of the current turn and the Victory Points are calculated (see 13.3).

7.6 - CONSEQUENCES

If a Soviet unit that participates in the encirclement combats against a German unit, it suffers a **penalty** of one column.

The Festung counters have **no** ZoC as long as the encirclement is in effect.

8 - SUPPLY

8.1 - OVERVIEW

A Line of Supply (LoS) may pass through any type of terrain usable by a motorised/mechanised unit but cannot pass through an enemy-occupied hex or through an enemy ZoC, unless this hex is occupied by a friendly unit. The length of a LoS is infinite.

Note: *A LoS can cross a river.*

Unit supply is checked during the Supply phase..

8.2 - SUPPLY

For a unit to be supplied, it must be able to trace a Line of Supply (LoS) to the friendly edge of the board.

Germans: west and between 0101 and 0501 to the north and between 0120 and 520 to the south.

Soviets: east and between 701 and 1605 to the north and between 819 and 1219 to the south.

The presence of an enemy unit or enemy ZoC in one of these hexes cancels the LoS in this hex.

8.3 - CONSÉQUENCES

- If a unit is unable to trace a LoS at the start of the turn (during the supply phase), it gets an Isolated marker. The consequences are as follows: the unit attacks at half their combat strength but it defends itself and moves normally.



- An isolated unit that cannot trace a LoS at the start of its turn gets an Unsupplied marker. The consequences are as follows: the unit cannot attack and it defends itself at half its combat strength and moves at half its movement value.



Note: *combat strength values are rounded up to the nearest whole number.*

9 - WEATHER



The ground weather is already taken into account in the rules. Only the air weather influences the game. The weather can be clear, cloudy or overcast. The players use random weather. To determine the weather, the Soviet player rolls 1d6.

On a die roll of:

- 1: the weather is clear;
- 2: the weather is cloudy;
- 3, 4, 5: the weather is Overcast;
- 6: same weather as previous turn.

A die roll modifier of -1 applies if the weather was clear on the previous turn.

The weather is **overcast** for the first turn.

10 - AVIATION

10.1 - OVERVIEW

Players may engage in air missions during combat. A marker is provided to record air missions and show them on the map.

Each air mission gives a bonus of one column in attack or in defence

Any column shifts are applied on the CRT.
There can only be one air mission per combat.

10.2 - Weather effects

- The Soviet player is allowed **one** air mission if the current turn's weather is overcast, **two** if the weather is cloudy and **three** missions if the weather is clear.

- The German player is allowed one air mission if the current turn's weather is cloudy and two missions if it is clear.

The German player has no air mission if the weather is cloudy.

Note: the weather covers not only the zone above the battlefield but also above the belligerents' aerodromes.

12 - ARTILLERY

Players receive a certain number of artillery points per turn. These artillery points cannot be held from one turn to the next. [see 6.2.7].

	Germans	Soviets
Turn 1	1	2
Turn 2	2	4
Turn 3-4	4	5
Turn 5-11	5	5

13 - SCENARIO

The scenario begins 24 November 1942 and lasts for 11 turns unless the automatic victory conditions are fulfilled beforehand.

The Weather counter is placed on the "Cloudy" space. The Artillery and Aviation markers of both camps are placed on their respective levels on the appropriate track. The two Festung markers are placed on space 5 on the VL Festung track.

13.1 - SET-UP

• Germans

Klatt: **512**

HQ Chevalerie: **607**

HQ 83 ID: player's choice

S 663 + sWR3: **308**

S 343: **1109**

Meyer + 3/185: **1010**

Giehl: **1012**

3 Jäger: **1014**

S 591: **916**

S 795: **717**

5 Jäger: **618**

Festung east/west: **Velikié Louki**

• Soviets

31 BF: **1001**

381 DF: **1103**

257 DF: **1508**

357 DF + 27 RC: **1410**

9 DFG + 36 RC: **1312**

46 DFG + 34 RC: **1313**

21 DFG: **1314**

28 DF: **1316**

Example of a valid and non valid encirclement of Velikiye Luki



184 BC: **1415**

HQ 5G: **1411**

18/2M BM: **1612**

As the player chooses: the following units are placed east of column 13xx (inclusive) or stacked with a unit of the 3rd Shock Army, respecting stacking limits.

HQ 3C, 38G (Katyushas), Armoured battalions 146 and 170, Anti-tanks 171, Engineers 225

13.2 - REINFORCEMENTS

13.2.1 - German reinforcements

• Turn 1

Between 101 and 501: Kradschützen bataillon 8/8Pz.

Erratum! This counter is incorrectly marked 2 like the entry turn.

• Turn 2

219: *Gruppe Jaschke* : 20M (2 counters), LRM WLR1,

119: *Gruppe Göritz and Gruppe Häheler* : 505 et 506/291 ID, 8/29/12Pz

In 119 or 219 : 1 Jäger, Stug 459, Kraft

Between 101 and 501 : 8 Pz (5 counters)

• Turn 3

219: 1.SS Brigade (2 counters), FKD, 6. Luft (2 counters), Engineers 743

• Turn 4

Between 119 and 219 : 504/291 ID

• Turn 5

Between 119 and 219 : 1/15 Pz, HQ Wöhler

• Turn 7

Between 119 and 219 : Pz Abt 18

• Turn 9

Between 116 and 219 : 335 et 358/205 ID, 558 and 559/331 ID

• Turn 10

Between 116 and 219 : 353/291 ID, 505 and 506/291 ID, Aufklärung Abt 331

• Turn 11

Entre 116 et 219 : FR1/7

13.2.2 - Soviet reinforcements

• Turn 2

1607: 44 et 45 Ski Brigades

1607: 26 Fusilier Brigade

Between 1610 and 1615 : 2M (4 counters) + HQ 2M

• Turn 4

1607: 7E DF, 249E DF, 19 DFG, Tank regiments 37, 38, 45.

• Turn 6

Between 1606 and 1610 : 92 BC, 515 LF, 350 DF, 100 BF

• Turn 7

Between 1606 and 1610 : 47 BM

• Turn 10

Between 1606 and 1610 : 32 BF

• Turn 11

Between 1606 and 1610 : 150 DF

13.2.3 - Special rule

The Soviet player may not engage more than two units from the 2nd mechanised corps (2M) in the same combat.

Note: *the Soviets engaged brigades one after another as infantry support in the different sectors instead of using the 2nd mechanised corps in its breaching role.*

Players may decide together to eliminate this restriction. Then rule 6.2.2 also applies to the Soviet 2nd mechanised corps.

13.3 - VICTORY CONDITIONS

13.3.1 - CTallying VP

The Soviet player obtains Victory Points (VP) as follows.

+ **3 VP** if Novosokolniki is taken and occupied.

+ **1 VP** if Opukhiliki, Chernosem, Chusprovo, Gri-bushino, Gorki are taken and occupied.

+ **1 VP** for every level of the Velikiye Luki garrison

that is destroyed.

+ 1 VP for each **supplied** Soviet armoured and mechanised brigade that exits by the eastern edge of the map. The supply of these units is considered valid if at least one hex of column 01 is controlled (occupied by a Soviet unit) and supplied. .

13.3.2 - Automatic victory

If the Velikiye Luki garrison is destroyed (the two Festung are at zero during the Soviet combat phase) before the 11th turn, the game ends at the end of the current turn (i.e. at the end of the German turn).

The Soviet players wins the game. This victory is:

Tactical: **10-12 VP**

Operational: **13-15 VP**

Strategic: **16 VP and more**

13.3.3 - Victory at the end of the game

The Soviet player counts his VP:

7VV and less: German operational victory

8-9 VP: German tactical victory

11-12 VP: Soviet tactical victory

13-15 VP: Soviet operational victory

16 VP and more: Soviet strategic victory

14 - APPENDIX

Abbreviations and names of units

2M: 2nd mechanised corps

20M: 20th motorised division

44S and 45S: ski brigades

TB: tank brigade

FB: fusilier brigade

FD: fusilier division

GFD: Guards fusilier division

FKD: Frikorps Danmark (Danish volunteers of the Waffen SS)

FR: Fallshirmjäger

FT: flame-throwers

MRL: multiple rocket launchers

Luft: Luftwaffe

7E and 249E: Estonian divisions

S 343: Sicherung (safety unit)

sWR3: schweres Werfer-Regiment 3

WLR1: Werfer-Lehr-Regiment

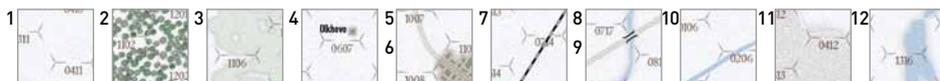


A game by Nicolas Stratigos
Graphics and layout: studio VaeVictis
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TERRAIN EFFECTS TABLE

Terrain	Infantry (PM)	Mechanised (PM)	Combat
1 - Clear	1	1	-
2 - Wooded	1	2	- 1 column
3 - Swamp	2 [Ski 1]	3	- 1 column
4 - Village	other terrain	other terrain	- 1 column
5 - City	other terrain	other terrain	- 2 columns
6 - Road	1	1	other terrain
7 - Railway	1	1/2	other terrain
8 - Major River/9 - Bridge	+2/-	+3/+1	- 2 col./-1 col
10 - Minor River	+1	+2	- 1 column
11 - Heights	1	1	- 1 column (att. lower)
12 - Lake	-	2	- 1 column *

*: Modifier in combat if the attacker and/or defender is in the hex.



QUALITY MODIFIER					WEATHER	FESTUNG VL
Die	A	B	C	D	1: clear	1d6 + modif (max +3)
1	-	-1	-2	-2	2: cloudy	1-5: nothing
2	-	-	-1	-1	3, 4, 5: overcast	6: -1 level
3	-	-	-	-1	6: same as the previous turn.	7+ : -2 levels
4	+1	-	-	-	A die roll modifier of -1 applies if the weather was clear on the previous turn. The weather for the first turn is overcast .	One FD: +1
5	+1	+1	-	-		One CB or MB: +1
6	+2	+1	+1	-		515 FT: +1
Result: Column shifts						Engineers 215: +1
						Turns 7-9 : -1

COMBAT MODIFIERS

Modifiers are applied in this order:

- 1 - Defender's terrain : see Terrain Table
- 2 - Divisional integrity: + 1 col.
- 3 - Infantry+armoured: + 1 col.
- 4 - Infantry + anti-tanks (defence): + 1 col.
- 5 - Armoured bonus: + 1 col.
- 6 - Flame throwers and Engineers against city/village: +1 col.

7 - Artillery: +1 col. 2 max per combat

8 - Aviation: + 1 col. 1 max per combat

9 - Concentric attack: + 1 col.

10 - Participating in encirclement of VL: -1 col.

11 - Quality: see above

All of these modifiers are **cumulative** but there can only be **one** modifier of each type in the **same** combat.

COMBAT RESULTS TABLE

Die	1/3	1/2	1/1	3/2	2/1	3/1	4/1	5/1	6/1	7/1	8/1
1	R2/-	R1/-	R/-	1/-	1/-	1/1	1/1	-/1	1/R	-/R	-/R1
2	R1/-	R/-	1/-	1/-	1/1	1/1	-/1	1/R	-/R	-/R1	1/R2
3	R/-	1/-	1/-	1/1	1/1	-/1	1/R	-/R	-/R1	1/R2	-/R2
4	1/-	1/-	1/1	1/1	-/1	1/R	-/R	1/R1	1/R2	-/R2	-/R3
5	1/-	2/1	1/1	-/1	1/R	-/R	-/R1	1/R2	-/R2	1/R3	-/R3
6	2/1	1/1	-/1	-/R	-/R	-/R1	1/R2	-/R2	1/R3	-/R3	-/R4

Attacker/Defender

Number: number of steps to lose and/or retreat

R: mandatory retreat except for units of quality A and B that can take a loss instead.

Bold result: the last requirement to follow (step loss or retreat) is chosen by the attacker.