

TACTICAL GAME 3 (Russia, 1944)

TEST SERIES
GAMES

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TACTICAL GAME 3

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GERMAN COUNTERS	\$1.00
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GAME SITUATIONS, OB'S, etc	1.00
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TACTICAL GAME 3 (Russia, 1944)

THE MAPBOARD

The mapboard depicts a hypothetical area in Russia in which there might have been heavy fighting. A hexagonal grid has been placed over the map so as to determine movement and position. The terrain features are as follows:

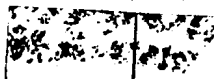
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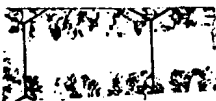
ROADS:



SLOPES:



HILLTOPS:



STREAMS:



FORESTS:



FORDS:



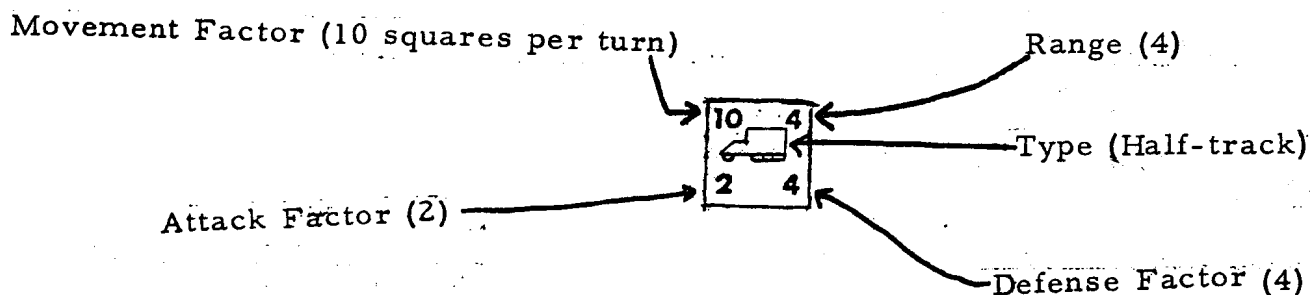
PONDS:



THE UNIT COUNTERS

The game has been provided with small unit counters. These are your

chessman and they represents different parts of the the units under your direction. The diagram below will help you to determine the important facts about each unit counter:

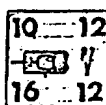


Type:

Infantry



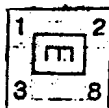
Tank



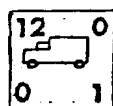
Artillery



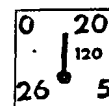
Engineer



Truck



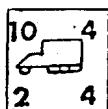
Mortar



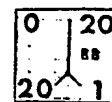
Minefields



Half-tracks



Anti-tank gun



MOVEMENT FACTOR: Units ability to move measured in number of clear Squares that it can move in one turn.
ATTACK FACTOR: Ability of the unit to engage in offensive combat.
DEFENSE FACTOR: Ability of a unit to resist enemy's offensive combat.
RANGE: The distance that a unit may use its attack factor over. For example a unit with a range of 20 and an attack factor of 2 may apply an attack factor of 2 against an enemy unit 20 squares away across clear terrain.

The Second World War was decided in Russia. It was there that over 80% of the German army was decisively defeated. The interesting thing about the campaign was that although the Germans were defeated overall, they were still able, up until almost the end of the war, to defeat the Russians on the smaller, tactical level. It was their confidence in their tactical superiority which prompted them to attempt an invasion in the first place. It was common knowledge that the Russians would always be able to put into the field more troops than Germany. The only real German advantage was the superiority of their individual units over those of the Russians. This superiority was, by and large, very real. The German soldier was, for the most part, better educated, trained, equipped, organized and led. The Russians, to their credit, were able to close this tactical "gap" more effectively than the Germans were able to overcome their strategic limitations.

The Russians first overcame the problem of equipment. They ruthlessly simplified and standardized everything, from clothing to heavy tanks. Whenever possible, there was but one type of everything, weapons, vehicles and other equipment. This they had already been doing before the war. This was fortunate, for their other problems, those of training and organization, almost proved fatal. They solved the training problem in a rather brutal, but effective, fashion. If a commander couldn't perform he was immediately removed, often with harmful, even fatal, consequences to the discredited commander. This assured the rise of the best men. But for the troops such a system would not work as well. For one thing, most of the troops suffered primarily from ignorance. Russia was basically a nation of poorly educated farmers. They were being called upon to fight a highly technological war. What few technically competent men there were found themselves in small specialized units whose sole function was but one thing, firing anti-tank guns, or mortars or driving tanks. The Germans tended to have many different special units in one battalion. The Russians more often had mortar companies where the Germans would have a group of mortar platoons assigned to the different sub units it supported. Russian companies were often not much larger than German platoons. But the Russians needed a captain to do the job of a German lieutenant. That was about where things stood.

By 1944 the Russians had formed what was probably the best army they could under the circumstances. It's subunits tended to be masses of one single type of units or another. A Rifle regiment was mainly a mass of rifle men, the tank brigade a mass of tanks. Generally speaking, a Russian company was often equal to a German platoon in 1941. By 1944 the ratio had changed in favor of the Russians, but not by that much. The Germans could still move faster and with more flexibility. The Russian commander had to keep in mind what he was commanding and who he was fighting.

You will notice that artillery has been left out of the game. By 1944 the Russians and Germans used artillery for only major operations. And when they did (an earlier version of this game had it, so we know what will happen) the mass of guns cancelled out everything else. So we left it out. During 1944 most of the more interesting action took place during mobile battles. There were plenty and they were usually quite interesting from a tactical point of view.

TAC 3, as we call it, was originally developed to test the effectiveness of German and Russian weapons. To be able to get valid comparisons we had to simplify many factors. The game as you now see it is where we ended up. It works. At times we're not sure exactly how. But it does. Let us know how it works for you.

OTHER GAMES IN THE TACTICAL GAME SERIES

TACTICAL GAME	1	FRANCE, 1944
	2	NORTH AFRICA, 1941
	3	RUSSIA, 1944
	4	FRANCE, 1940
	5	RUSSIA, 1941
	6	NORTH AFRICA, 1943
	7	KOREA, 1950
	8	EUROPE, 1967
	9	EUROPE, 1917
	10	EUROPE, 1800 (DEPLOYMENT)
	11	VIETNAM, 1968
	12	USA, 1863
	13	ROME, 80BC
	14	EUROPE, 1260
	15	EUROPE, 1600
	17	USA, 1778
	18	GREECE, 300BC
	19	EUROPE, 1914
	20	ITALY, 1944
	21	SINAI, 1967

As of November, 1969 only games 3 and 10 have been published. The publication of the others depends on which are the more popular. Let us know what your choice is.

PREPARE FOR PLAY

Tactical Game III is a flexible game with many possibilities. With this in mind the designer has included the make up of several large units employed on the Eastern Front. The players may choose several different types of units to be attackers and different combinations of defending units. Each large organization has a combat factor so as to allow you to judge the odds at which the defender or attacker will be employed against. Included are different possible situations which the players can choose from to give a degree of variation. Could a German Recon Battalion escape through an encircling force of three rifle regiments? Play the game and see what you could have done!

After players have selected forces and a situation, lay the mapboard out and separate the forces; you are now ready to start the game.

HOW TO PLAY

Tac.III is played in turns. The routine of play is as follows:

1. The Russian player moves. He may move all his units that he wishes in accordance with the rules on movement.
2. The Russian player may attack all enemy units within the range of his units, as outlined in how to have combat.
3. The German player may then attack all Russian units within his range as outlined under the rules for combat.
4. The German player then moves all units which he wishes in accordance with the rules governing movement.
5. The German player may then attack all enemy units within his range in accordance with the rules of combat.
6. The Russian player may then attack all enemy units within range in accordance with the rules governing combat.
7. One of the players marks off the completion of one turn.
8. Play reverts to step 1 and continues through 7 and then over again.

HOW TO MOVE UNITS

1. In the movement portion of a players turn he may move all his units or none of his units or any fraction of the total number of his units as he wishes and is possible to move.
2. You may not rest on top of an enemy unit.
3. You may move next to an enemy unit without any penalty.
4. Armoured units may over-run an enemy held square (see over run rules) otherwise you may not move over an enemy unit.
5. No enemy movement is allowed during the combat portion or movement portion of a players turn.
6. Terrain has the following affects on movement;
 - a. Slopes: all movement into a slope square costs 3 movement factors.
 - b. Roads and towns: All units have their movement factor doubled when travelling on roads or through towns. Players may expend only part of their movement factors on the roads in which case the portion that they expend on the road is doubled. For example: A unit which decides to expend two movement factors on a road may move four squares on that road.

- c. Hilltops: they have no affect on movement.
- d. Lakes or Ponds: units may not move into squares which are completely lake or pond.
- e. Forests: only infantry is allowed through squares completely covered by forests.
- f. Streams: to cross a stream cost 3 movement factors except when done at a bridge.

7. Motor Vehicals and trucks may carry infantry and artillery at their combat factor. For every MV or Trk counter you may carry one infantry or artillery unit. This is done by simply placing the infantry etc. on the truck or motor vehical and moving them at the trucks movement rate. It takes one turn to load and move or to move and unload. You may not load up a truck move and unload all in one turn.

Russian Tanks amy carry infantry and artillery just as trucks and motor vehicals may .

HOW TO HAVE COMBAT

1. Each unit has an attack factor and a defense factor.
2. To attack an enemy unit you must have a range which is great enough to place the enemy within the capabilities of your weapons. Once the enemy unit is within range of your unit you may attack it if there is a clear (unobstructed by terrain or other units) line of fire on the enemy unit. Only then may you attack the enemy unit. Some types of artillery maybe able to fire on enemy units out of sight of the gunners. One such type of artillery is the mortar. These artillery units may fire over terrain and other units on any enemy unit within range if the enemy unit can be observed by a freindly unit. Because of the poor communications between Russian units only the GERMANS may use this rule concerning firing over terrain.
3. To determine the odds the total attack factor of all the attackers is compared to the defense factor of the defenders of the attacked square. The ratio obtained is then reduced to the lowest possible terms till it conforms to one set of odds appearing on the combat results table REMEMBER the attackers factors comes first. All odds are rounded off in favor of the defender (ie 29 to 30 becomes 1-2). The die is then tossed and the results obtained from the chart.
4. The combat ability of a unit may vary with terrain and with range. The following is a list of the changes in attack factors due to range:
 - a. When adjacent to an enemy unit which is to be attacked, all adjacent attackers have thier attack factor tripled.
 - b. When anti-tank guns fire on armoured personel carriers or tanks at half their range their attack factor is doubled.
 - When tanks fire at other tanks or at personel carriers at half their range, their attack factor is doubled. All fractions of range are lost. For example a range of 9 which is cut in half is 4.

The following is the affect of terrain on the defenders defense factor:

- a. Units defending on town squares are doubled.
- b. Infantry defending in forests are doubled.
- c. Infantry attacked by adjacent enemies while on a hilltop are doubled (except when also attacked by adjacent hilltop enemy).

- d. All units which attack an adjacent enemy from a stream square have their attack factor cut in half.
5. Units on hilltops may fire over units below the hilltops.
6. Units may not attack more than once in each combat portion of a players turn.
7. A unit may be attacked more than once during each combat portion of a turn.
8. When units defend in a village or a town the units in a square are treated as one unit for defense purposes with a combined combat factor. When units are in clear terrain or any non-town square the units are each considered to be separate. Therefore you do not have to attack every unit in a square when it is out in the open.

MINEFIELDS

1. Once a minefield is located it may not be moved.
2. A minefield may only be removed by having an engineer unit stay on the minefield square for one complete turn. That is, if the engineers move on to a minefield square on turn 2 and are still alive by turn 3 then the minefield has been cleared and the minefield unit is removed.
3. As soon as a unit moves onto a minefield square it must stop.
4. During the combat portion of the turn the minefield "attacks" the unit that is on it. Other units firing on the unit in the minefield may add their combat factor to that of the minefield.
5. On the next turn the unit on the minefield may move off without any cost to his movement factor.
6. The minefield can only be destroyed by engineer units.
7. The minefields may "attack" again and again every turn that there is an enemy unit on the square.
8. Naturally, minefields have no effect on friendly units.

STACKING

1. The Russians may stack up to two units high.
2. The Germans may stack up to three units high.

OVER-RUN!

1. Armoured units may over-run enemy units which are in clear terrain.
2. To over-run you merely move over the enemy units during the movement portion of your turn. Then during the MOVEMENT portion of your turn an attack is rolled with the over-running units being tripled while the defending units remain at their basic value.
3. Armoured units participating in the over-run must stop on the square they enter after the defenders square.
4. Armoured units participating in the over-run may fire like normal during the combat portion of their turn.
5. Armoured units may not over-run minefields.

TROOP CARRIERS

1. Half-tracks and trucks may 'carry' infantry and artillery weapons.
2. When in the process of transporting troops the unit being carried is placed on the bottom of the stack.
3. Each half-track or truck may transport only one other unit.
4. When in the process of transporting the unit being carried has no effect on the combat of the transporter. If the transporting unit is eliminated then the unit that it is transporting is also eliminated.
5. A truck or half-track may pick up a unit and move or move and drop off a unit, but under no conditions may a transporter pick-up move and drop off another unit.
6. To drop off units the transported unit is placed on the top of the transporter.

EXPERIMENT!!!!!!






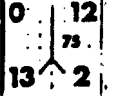

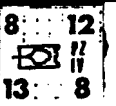

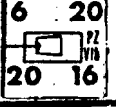
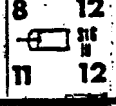
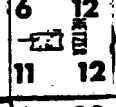
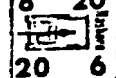
Tac.III is just that and we hope that you will add your own rules where you think ours are not extensive enough. Try new situations and many combinations of large units. Remember it's your game and we hope to provide the outline for your future enjoyment, but feel free to change that outline as you deem necessary. And while you are at it...send us a copy so that we may pass the word on.

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TACTICAL GAME #3

GERMAN UNIT COUNTERS: POINT VALUES

The following "combat values" for the unit counters show the approximate relationship between them. Also given is the "full strength" complement of men or major weapons the units represented by these counters contained.

Unit Counter	Point Value	Composition
	3	Infantry Platoon: 45 men, 7 machineguns.
	8	81mm Mortar Battery: 6 81mm mortars (actually, the 81mm mortars were distributed in platoons of two each per company).
	8	75mm Infantry Gun Platoon: 4 75mm infantry howitzers.
	16	150mm Infantry Gun Platoon: 6 150mm infantry howitzers.
	30	120mm Mortar Platoon: 4 120mm mortars.
	9	75mm Anti-Tank Gun Platoon: 6 75mm anti-tank guns.
	21	88mm Anti-Tank Gun Platoon: 6 88mm anti-tank guns.
	17	Pz IV Tank Platoon: 5 Pz IV tanks (with 75mm guns).
	28	Pz V Tank Platoon: 5 Pz V ("Panther") tanks (with "long" 75mm guns).
	42	Pz VIb Heavy Tank Platoon: 5 Pz VIb ("Kingtiger") heavy tanks (with 88mm guns).
	17	StG III Assault Gun Company: 6 StG III Assault Guns (with 75mm guns).
	17	StG HETZER Assault Gun Battery: 6 StG HETZER Assault Guns (with 75mm guns).
	34	PzJg NASHORN Company: 6 PzJg NASHORN (with 88mm guns).

Half Track, Combat Engineer, Truck and Mine Field counters are the same as Russian ones.

TACTICAL GAME #3

GERMAN UNITS: ORGANIZATION AND TOTAL POINT VALUES

The following units were some of the more common ones in use on the Russian front during 1944. Also given is the total point value of these units as well as their composition in terms of the unit counters contained in the game.

UNIT	Point Value	COMPOSITION
Infantry Battalion	35	9 infantry platoons, 1 81mm mortar battery.
Infantry Regiment	132	18 infantry platoons, 2 81mm mortar batteries, 1 120mm mortar platoon, 4 truck units, 2 75mm Infantry Gun platoons, 1 150mm infantry gun platoon.
Panzer Grenadier Battalion (armored infantry)	65	9 infantry platoons, 1 81mm mortar battery, 10 halftrack units.
Panzer Grenadier Regiment (armored infantry)	162	18 infantry platoons, 2 81mm mortar batteries, 1 120mm mortar platoon, 1 75mm anti-tank platoon, 2 StG III Assault Gun companies, 9 halftrack and 13 truck units.
SS Panzer Grenadier Battalion	150	9 infantry platoons, 1 81mm mortar battery, 1 120mm mortar platoon, 1 StG III Assault Gun comp. 11 halftrack units
Reconnaissance Battalion	161	3 StG III and 2 StG HETZER companies, 12 halftrack units, 2 truck units, 1 120mm mortar platoon, 3 infantry platoons, 1 engineer unit.
Panzer V Battalion	280	10 platoons of Pz V (PANTHER) tanks.
Panzer IV Battalion	170	10 platoons of Pz IV tanks.
Panzer VIb Company	126	3 platoons of Pz VIb (TIGER) tanks
Anti-Tank Battalion	81	4 75mm anti-tank gun platoons, 3 StG III assault gun companies, 4 truck units.
Assault Gun Battalion	102	3 StG III and 3 StG HETZER companies.
NASHORN Company	68	2 PzJg NASHORN "companies".



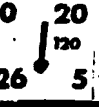
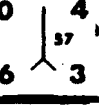
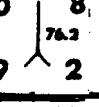
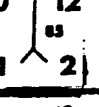
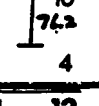
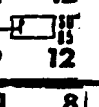
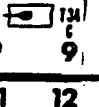
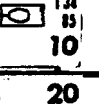
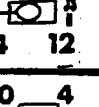
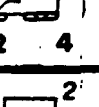
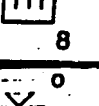
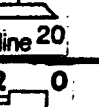

TOTAL UNIT COUNTERS INCLUDED IN THE GAME

18 infantry platoons	3 Pz VIb (TIGER) heavy tank platoons
3 81mm mortar batteries	3 StG III assault gun companies
2 75mm infantry gun platoons	3 StG HETZER assault gun companies
4 75mm anti-tank gun platoons	3 PzJg NASHORN gun companies
3 120mm mortar platoons	5 mine fields
1 88mm anti-tank gun platoon	3 engineer units
10 Pz IV tank platoons	12 halftrack units
10 Pz V tank platoons	12 truck units
	1 150mm Infantry Gun Platoon

TACTICAL GAME #3

RUSSIAN UNIT COUNTERS: POINT VALUES

The following "combat values" for the unit counters show an approximate relationship between them. Also given is the "full strength" complement of men or major weapons the units represented by these counters contained.

Unit Counter	Point Value	Composition
	4	Rifle Company: 143 men, 20 machine guns, 2 50mm mortars.
	9	82mm Mortar Company: 9 82mm mortars.
	31	120mm Mortar Company: 6 120mm mortars.
	2	57mm Gun Anti-Tank Battery: 4 57mm anti-tank guns.
	4	76.2mm Gun Anti-Tank Battery: 4 76.2mm anti-tank guns.
	8	85mm Gun Anti-Tank Battery: 4 85mm anti-tank guns.
	7	76.2mm Howitzer Battery: 4 76.2mm gun/howitzers.
	19	SU 85 Selfpropelled Gun Battalion: 10 SU 85 (armed with 85mm gun) self propelled guns. (2 batteries of 5 each)
	17	T 34c Tank Company: 10 T 34c tanks (armed with high velocity 76.2mm guns).
	19	T 34/85 Guards Tank Company: 10 T 34/85 tanks (armed with 85mm guns).
	34	JS II Heavy Tank Company: 10 JS II heavy tanks (armed with 122mm guns)
	3	Half Track Platoon: 12 Armored half track trucks.
	1	Combat Engineer Company: 92 troops trained to clear mine fields and other obstacles.
	1	Mine Field: Sufficient mines to cover one playing board square.
	1	Truck Platoon: 12 or so 2.5 or 3 ton trucks.

TACTICAL GAME #3

RUSSIAN UNITS: ORGANIZATION AND TOTAL POINT VALUES

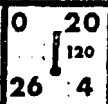
The following units were some of the more common ones in use on the Russian front during 1944. Also given is the total point value of these units as well as their composition in terms of the unit counters contained in the game.

UNIT	Point Value	COMPOSITION
TANK Brigade	136	6 T 34c tank companies, 3 rifle companies, 1 82mm mortar company, 1 76.2mm anti-tank battery, 3 halftrack and 2 truck units.
Guards Tank Brigade	148	6 T 34/85 tank companies, 3 rifle companies, 1 82mm mortar company, 1 76.2mm anti-tank battery, 3 halftrack and 2 truck units.
Rifle Regiment	96	9 infantry companies, 3 82mm mortar companies, 1 120mm mortar company, 1 57mm anti-tank battery, 2 truck units.
SU 85 Regiment	38	2 SU 85 selfpropelled gun battalions.
Anti-Tank Regiment	24	2 76.2mm and 2 85mm anti-tank batteries, 4 truck units.
Tank Battalion	34	2 T 34c tank companies.
Guards Tank Battalion	38	2 T 34/85 tank companies.
Heavy Tank Battalion	68	2 JS II heavy tank companies.
Rifle Battalion	21	3 infantry companies, 1 82mm mortar company.
Motorized Rifle Brigade	140	9 infantry companies, 3 82mm mortar companies, 3 76.2mm anti-tank batteries, 3 120mm mortar companies, 3 76.2mm howitzer batteries, 1 engineer unit, 13 truck and 9 halftrack units.

TOTAL UNIT COUNTERS INCLUDED IN THE GAME

24 Rifle Companies	6 T 34c tank companies
8 82mm mortar companies	6 T 34/85 Guards Tank Companies
3 120mm mortar companies	3 JS II Heavy Tank Companies
2 57mm anti-tank batteries	13 Truck units
2 76.2mm anti-tank batteries	6 Mine Fields
2 85mm anti-tank batteries	2 Engineer units
3 76.2mm howitzer batteries	14 Halftrack units
2 SU 85 Gun Battalions	

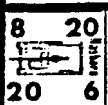
GERMAN UNIT COUNTER CHART



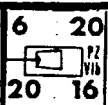
ARMOR



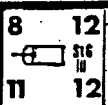
ARMOR



ARMOR



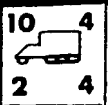
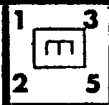
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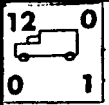
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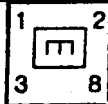
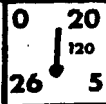
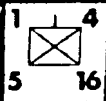
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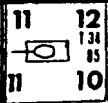
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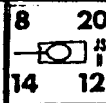
RUSSIAN UNIT COUNTER CHART



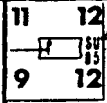
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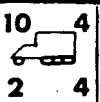
ARMOR



ARMOR



ARMOR



ARMOR



TACTICAL GAME 3

GAME SITUATION 1

GERMAN FORCE: One Infantry Battalion, three 75mm anti-tank gun platoons, three mine fields, one 75mm infantry gun platoon, one 120mm mortar platoon, five truck units.

RUSSIAN FORCE: One Tank Brigade, one Rifle Battalion.

THE SITUATION;

The positioning of both sides' forces is shown on the map on the reverse of this page.

This situation recreates an event that occurred more and more frequently during 1944 on the Russian front. A reinforced German infantry battalion is attempting to halt the advance of a Russian mechanized force which has penetrated the main German front. The situation is "fluid" and the German force can expect no support in carrying out its mission.

RUSSIAN OBJECTIVE

To obtain a "corridor" two squares wide extending from the east to the west side of the board. This "corridor" must be free of German units and out of range of their weapons on the last (16th) turn of the game. If the Russians can do this and lose no more than one point in unit value for each two of the German's they destroy than they have won a decisive victory. If the loss ratio is only one to one then their victory is only tactical. A loss ratio of less than one to one makes their victory marginal and therefore something of a draw.

If the Russians are able to clear the road going from entry square 2 to entry square 4 by the end of the game then they have won a decisive victory no matter what their losses are.

GERMAN OBJECTIVE

To prevent the Russians from achieving theirs. If the Germans can prevent the Russians from opening their "corridor" by the end of the game and also destroy two points of Russian unit value for each one that they lose then it is a decisive German victory. If the loss ratio is only one to one or better it is a tactical victory. If the loss ratio is less than one to one in favor of the Germans then it is a marginal victory and by no means a draw.

GAME LENGTH

This game is ten turns long. The German units are placed on the board face down and are only turned over when the units either fire or are fired on. All Russian units must come on the board on turn one. Each of them may come on the board from any square on the east edge of the board. The Russian player moves first.

YOU MAY, OF COURSE, MAKE ANY MODIFICATIONS YOU WISH IN THE SET UP AND OTHER ASPECTS OF THIS GAME.

GAME SITUATION 1

State Farm 90

Adski

Factory

Typical "corridor" going from east to west edge of board.

German units must be set up west of this line.

All Russian forces must come in from the east side of the board.

TACTICAL GAME 3 (Russia 1944)

GAME SITUATION 1

State Farm 90

Adski

Factory

Typical "corridor" going from east to west edge of board.

German units must be set up west of this line.

All Russian forces must come in from the east side of the board.

TACTICAL GAME 3 (Russia 1944)

GAME SITUATION 1

State Farm 90

Adski

Factory

Typical "corridor" going from east to west edge of board.

German units must be set up west of this line.

All Russian forces must come in from the east side of the board.

TACTICAL GAME 3 (Russia 1944)

GAME SITUATION 1

State Farm 90

Adski

Factory

Typical "corridor" going from east to west edge of board.

German units must be set up west of this line.

All Russian forces must come in from the east side of the board.

TACTICAL GAME 3 (Russia 1944)

GAME SITUATION 1

State Farm 90

Adski

Factory

Typical "corridor" going from east to west edge of board.

German units must be set up west of this line.

All Russian forces must come in from the east side of the board.

TACTICAL GAME 3 (Russia 1944)

GAME SITUATION 1

State Farm 90

Adski

Factory

Typical "corridor" going from east to west edge of board.

German units must be set up west of this line.

All Russian forces must come in from the east side of the board.

TACTICAL GAME 3 (Russia 1944)

TACTICAL GAME 3

GAME SITUATION 2

GERMAN FORCE: Two infantry battalions, one 88mm anti-tank gun platoon, two 75mm anti-tank gun platoons, three truck units.

RUSSIAN FORCE: One tank brigade, one Guards tank brigade, one rifle regiment, one SU 85 regiment, one heavy tank battalion.

THE SITUATION:

The positioning of both sides' forces is shown on the reverse of this page.

This is another typical situation which occurred more frequently as the war progressed into 1944. A hastily thrown together force ("Kampfgruppe") of infantry and anti-tank weapons has been assigned to defend a 4.5 kilometer front. By late 1944 the Russians were quick to take advantage of such situations. The Germans must hold the Russian assault force until turn 10 so that reinforcements have time to prevent a breakthrough. The Russians, on the other hand, must break through as quickly as possible.

RUSSIAN OBJECTIVE

This game is won on points. The Russians get 20 points for each tank company they can send off the south edge of the board between road exits 2 and 3 by turn 10. They get 10 points for each other unit they send off. They lose 10 points for each tank company (T-34 and JS II) they lose and 5 points for each other unit lost. In addition, the Russians MUST create a column of squares two squares wide going from the north edge of the board to the south edge between road exit squares 2 and 3. If the Russians obtain at least 80 points they have won a marginal victory, 120 points a tactical victory, 160 points a decisive victory.

GERMAN OBJECTIVE

Mainly, it is to prevent the Russians from achieving theirs. If the Russians achieve less than 80 points it is a marginal German victory, if less than 50 points a tactical victory and if less than 20 points a decisive victory.

GAME LENGTH

This game is ten turns long. The German units are placed on the board face down and are turned over only when the units either fire or are fired on. All Russian units must come on the board on turn one. Each of them may come on the board from any square on the north edge of the board. The Russian player moves first.

YOU MAY, OF COURSE, MAKE ANY MODIFICATIONS YOU WISH IN THE SET UP AND OTHER ASPECTS OF THIS GAME.

GAME SITUATION 2

Russian units may come on the board from any of the squares on the north edge of the board.

German units must be set up south of this line.

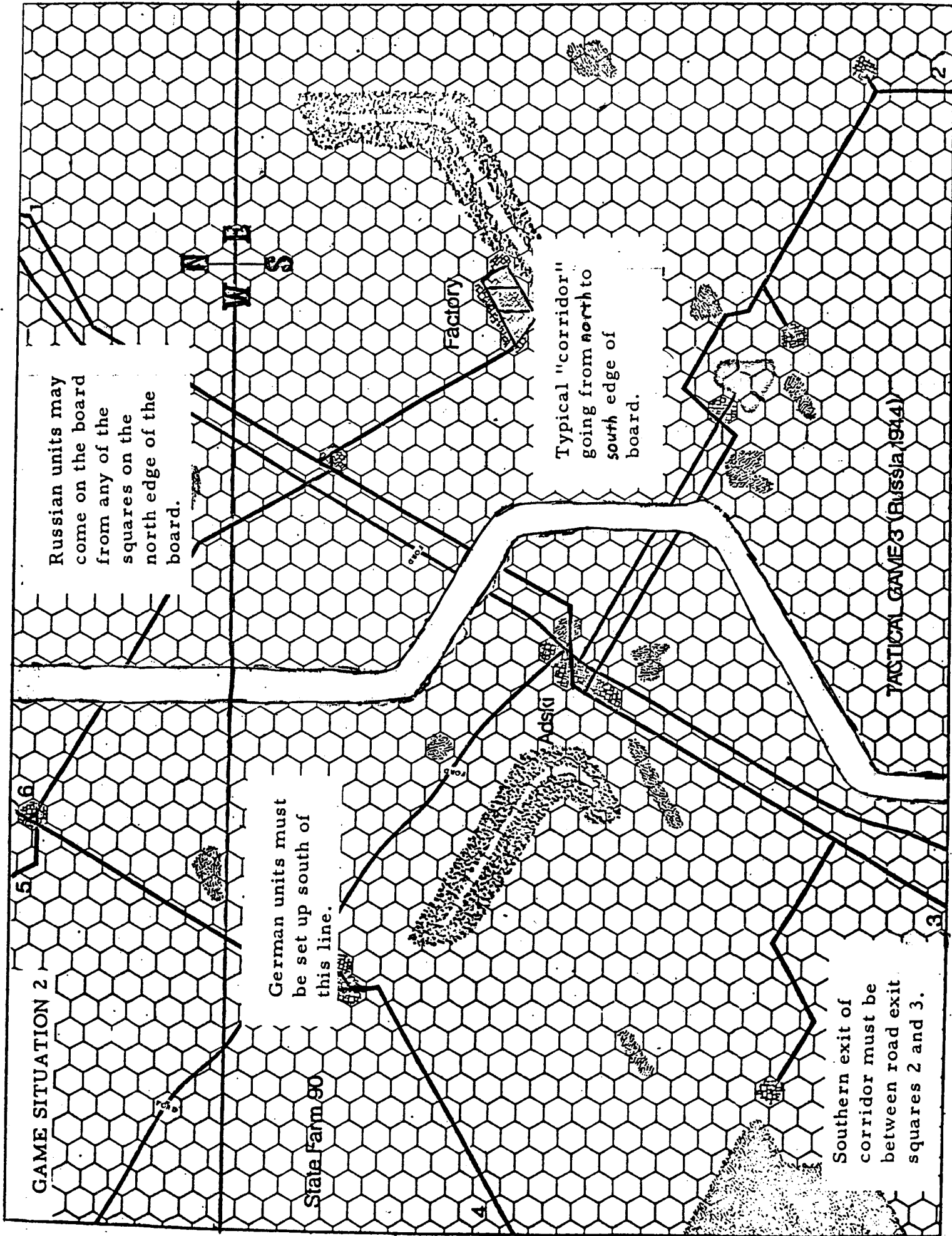
State Farm 90

Factory

Typical "corridor" going from north to south edge of board.

Southern exit of corridor must be between road exit squares 2 and 3.

TACTICAL GAME 3 (Russia 1944)



TACTICAL GAME 3

GAME SITUATION 3

GERMAN FORCE: One reconnaissance battalion

RUSSIAN FORCE: Two rifle regiments, one Guards tank brigade, one SU 85 regiment & one tank battalion

THE SITUATION:

The positioning of both sides' forces is shown on the reverse of this page.

The many massive Russian offensives launched during 1944 often left undamaged German units cut off behind Russian lines. This situation finds a German reconnaissance battalion cut off in the midst of superior Russian forces. The Russians, of course, must attempt to take full advantage of the situation while the Germans must attempt to get out with as much as they can.

RUSSIAN OBJECTIVE

The Russians MUST prevent the Germans from getting off the board (to the north, south and west only) with more than half of their units (in terms of point value, the recon battalion is worth 161 points, the Germans must not be allowed to get 81 or more points off the board). IF the above condition can be met then the Russians can win. If they destroy more points of German units than they themselves lose the Russians have won a marginal victory. If the Russians destroy two or more points in units than they lose they win a tactical victory, if the ratio is three to one or better it is a strategic victory.

GERMAN OBJECTIVE

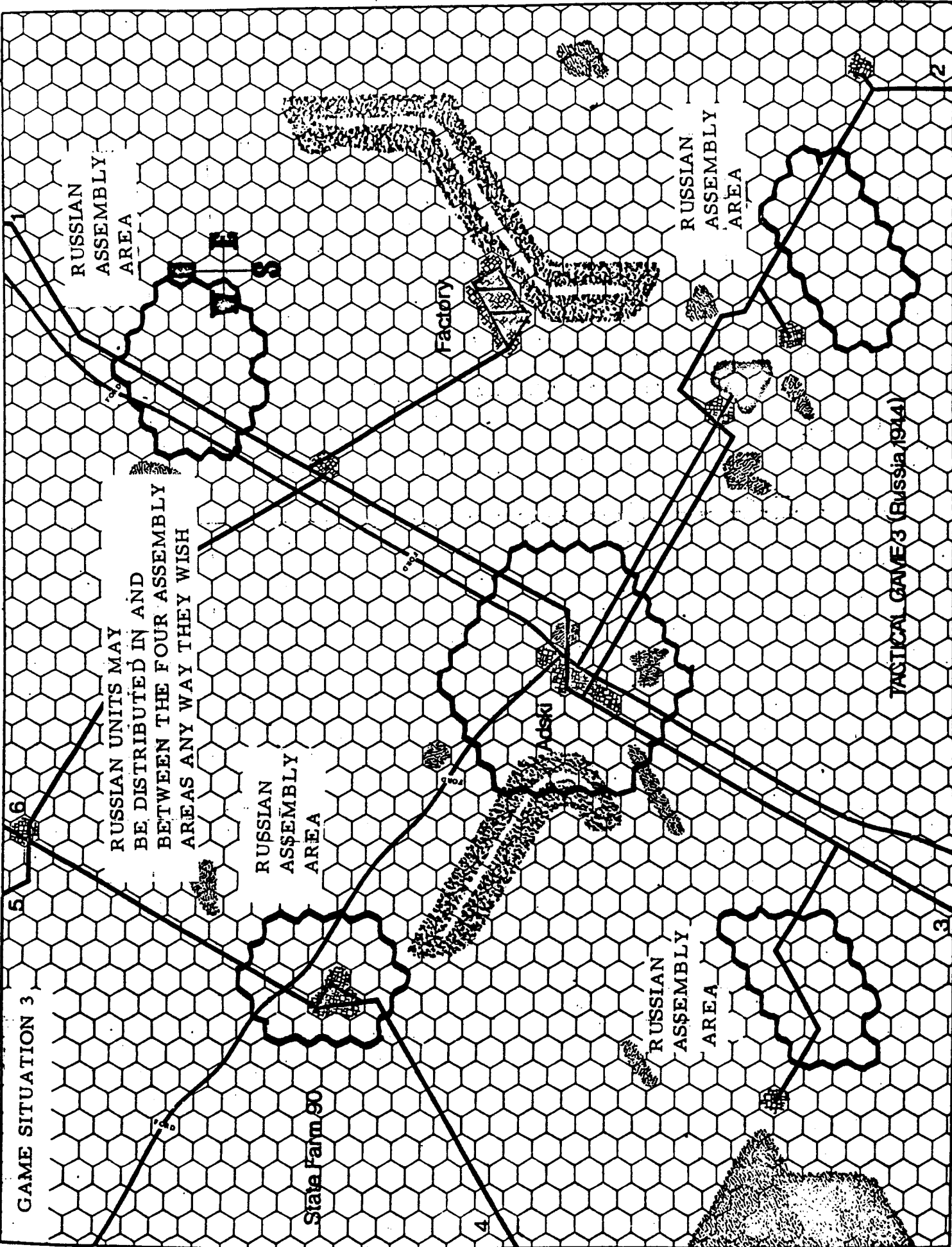
The Germans MUST get at least half of their force off the board in any direction except the east (the recon battalion is worth 161 points, 81 must be gotten off the board before the game end). If the above condition is met the German's may win if they destroy at least one point in units for each one they lose. This is a marginal victory. If two points are destroyed for each lost it is a tactical victory. If three points are destroyed for each lost it is a decisive victory

GAME LENGTH

The game is six turns long. The Russians place their units in their assembly areas first (as many as they wish, or none at all, may be placed in each assembly area). The Germans then place their units in their own assembly area. Russians move first.

An interesting variation in this game is to have the Germans set up first, and then the Russia YOU MAY, OF COURSE, MAKE ANY MODIFICATIONS YOU WISH IN THE SET UP AND OTHER ASPECTS OF THIS GAME.

GAME SITUATION 3



TACTICAL GAME 3

GAME SITUATION 4

GERMAN FORCE: One panzer grenadier regiment, one panzer V battalion, one panzer IV battalion,

RUSSIAN FORCE: One motorized rifle brigade, one SU 85 regiment, one rifle battalion.

THE SITUATION

Although 1944 was mainly a year of German defeats and desperate defensive actions there were occasions when the Germans were able to scrape together enough units to launch a limited offensive action of their own. The Russians, however, were no longer as inept as they had been earlier in the war. The areas in which the Germans could profitably launch an offensive were usually manned by experienced mobile units. In addition, the German objectives were usually limited, as opposed to the "all out" offensives of the Russians.

GERMAN OBJECTIVE

The German receive two points for throwing all Russian units out of ADSKI and three points for doing the same in the FACTORY. They also receive one point if they destroy one point for each point of units they lose. They get two points if they destroy two points of units for each point they lose and three points if they destroy three points of enemy units for each point of units they lose. The maximum points the Germans may receive would be eight. This would be a decisive victory. Six points would be a tactical victory while three points would be a marginal victory.

RUSSIAN OBJECTIVE

If the Germans receive no points it is a decisive Russian victory. If the Germans receive only one point it is a tactical Russian victory and if the Germans receive two points it is a marginal Russian victory. All victory conditions are computed at the end of the game.

GAME LENGTH

The game is ten turns long. The Russians place their units on the board upside down and do not have to turn them over unless they fire or are fired upon. The German units must come on the board all at once on turn one. They may come in on any square on the western edge of the board. The German player moves first.

YOU MAY, OF COURSE, MAKE ANY MODIFICATIONS YOU WISH IN THE SET UP AND OTHER ASPECTS OF THE GAME.

GAME SITUATION 4

5 6

All Russian units must be set up east of this line

Factory

Lpski

Slate Farm 90

All German units must enter on the squares on the west edge of the board

TACTICAL GAME 3 (RUSSIA 1941)

GAME SITUATION 4

5 6

All Russian units must be set up east of this line

Slate Farm 90

Lpski

Factory

All German units must enter on the squares on the west edge of the board

TACTICAL GAME 3 (RUSSIA 1941)

GAME SITUATION 4

5 6

All Russian units must be set up east of this line

Factory

Lpski

Slate Farm 90

All German units must enter on the squares on the west edge of the board

Tactical Game 3 (Russia 1941)

GAME SITUATION 4

5 6

All Russian units must be set up east of this line

Factory

Lpski

Slate Farm 90

All German units must enter on the squares on the west edge of the board

Tactical Game 3 (Russia 1941)

GAME SITUATION 4

5 6

All Russian units must be set up east of this line

Factory

Lpski

Slate Farm 90

All German units must enter on the squares on the west edge of the board

TACTICAL GAME 3 (RUSSIA 1941)

TACTICAL GAME 3

GAME SITUATION 5

THE SITUATION

The situation became so desperate for the Germans during 1944 that, quite often, they were forced to sacrifice units in fanatical holding actions. These sacrificed units were assigned to hold certain objectives in the face of overwhelming odds in order to allow the bulk of the German forces to get away. The elite SS units were often assigned to these missions. In this game a German SS battalion must deny passage through a vital road net to a Russian armored force.

GERMAN FORCE: One SS panzer grenadier battalion, one minefield.

RUSSIAN FORCE: One motorized rifle brigade, one tank brigade, one guards tank brigade (practically an entire Tank Corps)

RUSSIAN OBJECTIVE: The Russians must get one complete tank brigade off the board on road exits 2, 3 or 4 by turn 10. In addition they must have a road clear of German units and no more than 10 combat factors (firing from off the road) going from road exit 1 to whichever of the three road exits the Russians use to take their tank brigade off the board. If the Russians can do this they receive points. Two points for using road exit 2, three points for using road exit 3 and four points for using road exit 4. In addition they receive three points if they are able to destroy one point of German units for each they lose themselves lose. Two points if they destroy at least two points of German units for each of their own lost and three points if they destroy at least three points of German units for each they lose. The total number of points the Russians may obtain is 7. If they obtain seven points they win a decisive victory. If they obtain five points they obtain a tactical victory. If they obtain four points they obtain a marginal victory.

GERMAN OBJECTIVE: To prevent the Russians from obtaining theirs. The Germans obtain a marginal victory if the Russians obtain only 2 points, a tactical victory if the Russians receive only one point and a decisive victory if the Russians receive no points at all.

GAME LENGTH

The game is ten turns long. The Germans place their units on the board upside down at the beginning of the game and only turn them over if they fire or are fired upon. All Russian units must come on the board on turn one. They may come in on any of the squares indicated on the reverse side of this sheet. The Russian player moves first.

YOU MAY, OF COURSE, MAKE ANY MODIFICATIONS YOU WISH IN THE SET UP AND OTHER ASPECTS OF THE GAME.

GAME SITUATION 5

5 6

Russian units may come
on the board from any
of the squares marked
with an "x".

German units may be
set up anywhere on this
side of the line

State Farm 90

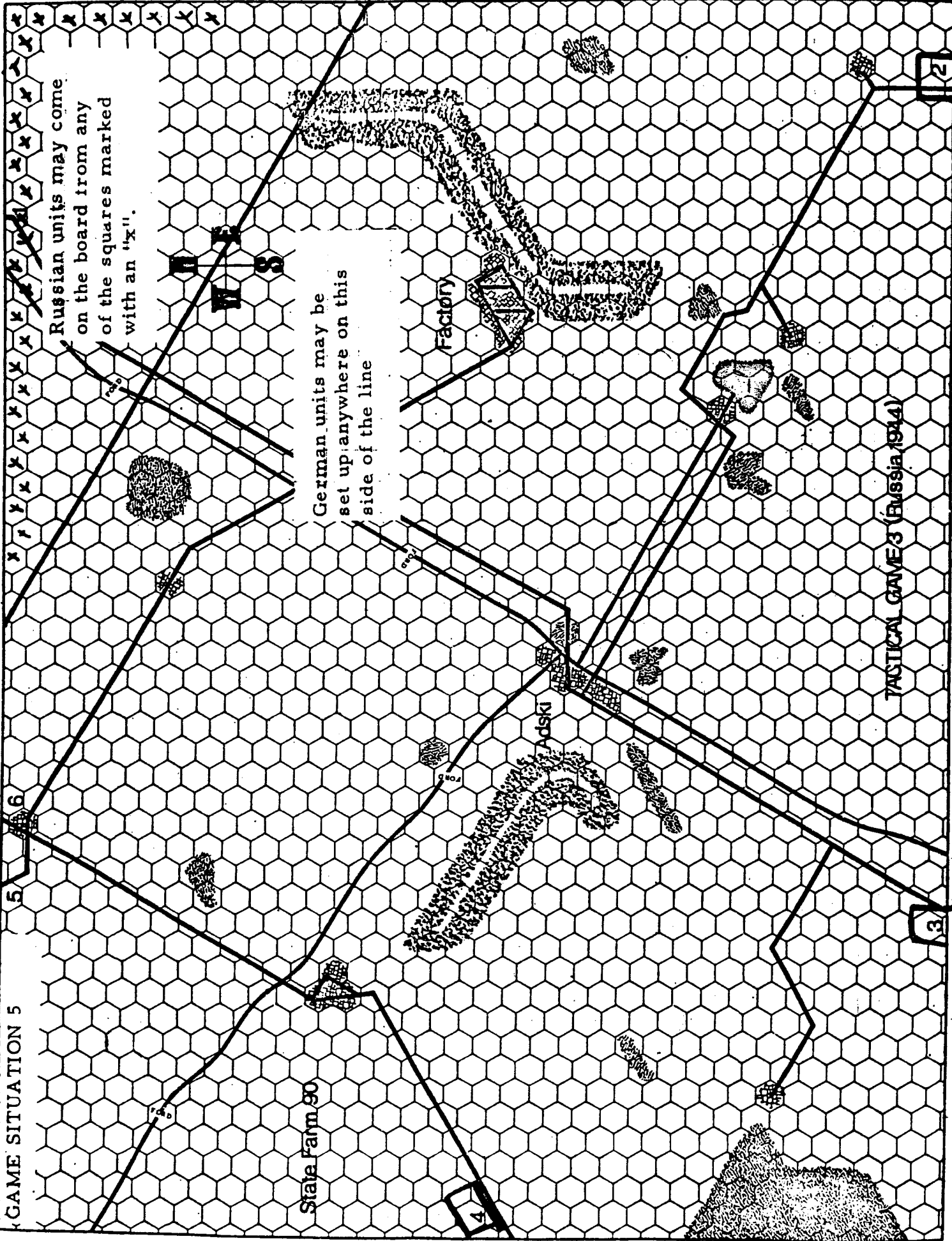
Factory

Adski

TACTICAL GAME 3 (Russia 1941)

3

2



TACTICAL GAME 3

GAME SITUATION 6

THE SITUATION

A common situation in mobile war is the "meeting engagement". This occurs when two reconnaissance units run into each other while clearing the way for the larger units following behind them. The German reconnaissance battalion was probably the best of its kind in the world. It was also probably the strongest, well balanced unit in the German army. The Russian "reconnaissance battalion" was little more than a reinforced motorized rifle company. To perform the function of "reconnaissance in force" for which the German recon battalion was designed the Russians usually employed one of their more effective mobile units, the tank brigade. Such a chance meeting of a German reconnaissance battalion and Russian tank brigade serving in a reconnaissance role is the subject of this game.

GERMAN FORCE: One reconnaissance battalion

RUSSIAN FORCE: One guards tank brigade

GERMAN OBJECTIVE: To occupy as many of the town squares as possible by turn 10. The Germans receive 10 points for each town square occupied by turn 10 (or, rather, ON turn 10). They also receive one point for each point in Russian units they destroy. The Germans win if they destroy more Russian units and occupy more town squares than the Russians. In short, they win if they obtain more points.

RUSSIAN OBJECTIVE: Same as the German.

GAME LENGTH:

The game is ten turns long. The Germans must bring all of their forces on the board on turn one using road exit 6. The Russians must bring all of their forces on the board on turn one using road exit 2. The Germans move first.

YOU MAY, OF COURSE, MAKE ANY MODIFICATIONS YOU WISH IN THE SET UP AND OTHER ASPECTS OF THE GAME.

5/6

road square

4

Adski

TACTICAL GAME 3 (Russia 1944)

अ

TACTICAL GAME 3

COMBAT RESULTS TABLE

	1-2	1-1	2-1	3-1	4-1	5-1	or more ODDS
1	X	X	X	X	X	X	
2		X	X	X	X	X	
3			X	X	X	X	
4				X	X	X	
5					X	X	
6						X	

X=defending unit destroyed

REMEMBER

- When attacking an enemy unit that is in an adjacent square, the attacker's combat factor is tripled.
- When anti-tank or tank guns fire at half tracks or other armored vehicles at less than half their maximum range the attacker's combat factor is doubled.
- When attacking towns, engineer units double the combat factor of infantry units in the same square (this could increase the combat factor of infantry attacking an adjacent town square six times).

Below is a list of previously published AH type games. We would like you to rate this game in comparison with each of the games listed below. Placing a 1 next to a game listed below means that you feel the game listed below was much superior, over-all, to the one you are evaluating for us. A 2 indicates that you feel the game listed below was just somewhat better than the one you are evaluating. A 3 indicates that you feel both games were about equal. A 4 means you feel that the game you are evaluating was a bit better than the one listed below while a 5 means that you feel the game you're evaluating was much superior to the game listed below. Place an X next to the game if you are not familiar enough with it to compare.

COMPARISON	GAME	RATING	Comments	on	Rating
	AFRIKA KORPS				
	BLITZKRIEG				
	BATTLE OF THE BULGE				
	D DAY				
	1914				
	JUTLAND				
	ANZIO				
	STALINGRAD				
	MIDWAY				
	BATTLE OF BRITAIN				
	CRETE				
	BARBAROSSA				
	LEIPZIG				
	WATERLOO				
	DEPLOYMENT				
	TACTICAL GAME 3				
	TANNENBERG				
	ITALY				
	NORMANDY				
	HANNIBAL				
	TRAFALGAR				
LIST BELOW ANY OTHER GAMES YOU FEEL SHO ULD BE COMPARED					

YOUR AGE (IN YEARS) _____
YOUR EDUCATION (IN YEARS) _____

RETURN ALL QUESTIONNAIRES TO:
STRATEGY & TACTICS MAGAZINE
BOX 4267
LONG ISLAND CITY, NY 11104

GAME EVALUATION QUESTIONNAIRE FOR:

TACTICAL GAME 3

Read this questionnaire over a few times so that you have a pretty good idea of what sort of information it is trying to obtain. Then play the game a few times until you have formed some sort of opinion about it. At that point you should fill out the questionnaire and send it in. We are extremely anxious to get these questionnaires filled out and returned to us. All those who return the questionnaire to us will be placed on the mailing list of those who will receive, free of charge, the future revisions to this game. This will, in most cases, consist of a new set of revised rules. In some cases you will receive revisions that will be available to no one else as we will often request you to playtest proposed revisions before they are published. Obviously, your cooperation will be most appreciated. We will send more questionnaires upon request.

A NUMBER FROM 1-5 WILL ANSWER EACH QUESTION: PLACE NUMBER HERE _____ ↓

GENERAL OPINIONS:

How long do you feel a "good" game should last? 1=1 hour or less, 2=1-2 hrs, 3=3-4 hrs, 4=5-6 hrs, 5=7+ hrs _____

How long have you played AH type games? 1=1 yr or less, 2=1-2 yrs, 3=3-4 yrs, 4=5-6 yrs, 5=7+ yrs _____

How many AH type games do you own? 1=none, 2= 1, 3=2-3, 4=4-5, 5= 6+ _____

How often do you play AH games each month? 1=1 or less, 2=2-3, 3 4-5, 4=6-7, 5=8+ _____

Which of the following AH games comes closest to what you would consider the "ideal" AH game? 1=Afrika Korps, 2=Blitzkrieg, 3=1914, 4=Bulge, 5=Anzio _____

OPINIONS ON THIS GAME

How long did your first game take to play (total hours, from start to finish) _____

After the first game, how long did subsequent games take to play, on the average (in hours)? _____

Which side usually won in the games you played? _____

Rate the rules for clarity and comprehension on a scale of 1 (very clear) to 5 (couldn't understand). _____

Rate the game for "ease of Play" (how well the game "plays" mechanically) on a scale of 1 (moves very well) to 5 (just drags along). _____