

GAME MANUAL

Gary Grigsby's

WAR IN THE EAST

THE GERMAN-SOVIET WAR 1941-45



EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

© 2010 Matrix Games Ltd. All Rights Reserved. Matrix Games Ltd. and the Matrix Games Ltd. logo are trademarks of Matrix Games Ltd. All other trademarks and trade names are the properties of their respective owners and Matrix Games Ltd. make no claim thereto.

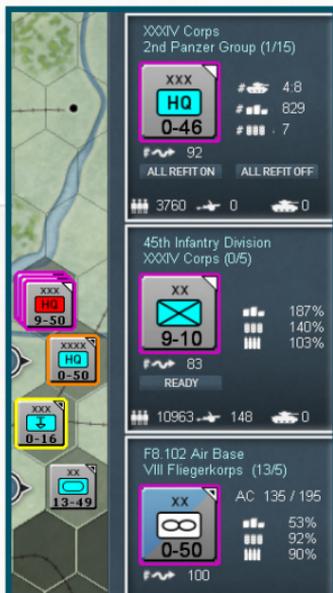
USE OF THIS PRODUCT IS SUBJECT TO THE ACCEPTANCE OF THE LICENSE AGREEMENT AND LIMITED WARRANTY

6.1.1.	Map Boundary Areas	123
6.2.	Terrain	123
6.2.1.	Types of Terrain Hexes	123
6.2.2.	Terrain Features	125
6.3.	Hexes and Zones of Control	126
6.3.1.	Control of Hexes	126
6.3.2.	Zones of Control	127
6.3.3.	Conversion of Enemy Hexes	127
6.3.4.	Conversion of Isolated Hexes	127
6.4.	Stacking	128
7.	GROUND UNITS	128
7.1.	Combat Value (CV)	128
7.1.1.	Initial and Modified Combat Value in Battles	129
7.1.2.	Vehicle Shortage CV Modifier	129
7.1.3.	Zero CV Units	129
7.2.	Ground Elements and Tables of Equipment (TOE)	130
7.2.1.	Ground Elements	130
7.2.2.	Table of Equipment (TOE)/Unit Level Order of Battle (OB)	132
7.3.	Depleted and Unready Units	133
7.4.	Support Units	134
7.4.1.	Antiaircraft Support Units in Cities	134
7.5.	Combat units	135
7.5.1.	Fortified Regions and Zones	135
7.5.2.	Attachment of Support Units to Combat Units	136
7.5.3.	Combat Unit Buildup, Breakdown and Merging	137
7.5.4.	Static Combat Units	140
7.5.5.	SS Division Re-designation	141
7.6.	Headquarter Units (HQ)	141
7.6.1.	Headquarter Unit Types	142
7.6.2.	Attachment of Combat Units to Headquarter Units and Command Capacity	144
7.6.3.	Attachment of Support Units to Headquarter Units	145
7.6.4.	Provision of HQ Support and Command Range	148
7.6.5.	Headquarters Unit Relocation	148
7.6.6.	Soviet Military District and Front Transformations	149
7.6.7.	German Army Group South Re-designation	150
7.7.	Combat and Headquarters Unit Auto-Attachment	150
7.7.1.	Auto-Attachment Rules	150
8.	AIR UNITS	152
8.1.	Air Group Units	152
8.1.1.	Air Group Unit Aircraft Status	152
8.1.2.	Air Group Unit Group Types	152
8.1.3.	Air Group Unit Functional Types	153
8.1.4.	Air Group Unit Names	154
8.1.5.	Air Group Unit Aircraft Model Upgrade/Downgrade and Swaps	156
8.2.	Air Base Units	158

6.4. ~~STACKING~~

~~A maximum of three on-map units, no matter what the type, size or status, may be in a hex at one time. Units can move through a hex with three units already present, but will be unable to stop in that hex. Combat unit breakdown can only take place if the broken down units will not exceed stacking limits (7.5.3).~~

7. GROUND UNITS



Ground units consist of combat, headquarters, and support units. Air base and rail repair units are unique types of headquarter units. Combat and headquarters units are on-map units. Support units are attached to headquarter and eligible combat units and are normally off-map. The exceptions are some labor and construction battalions that are automatically detached and appear on-map while conducting rail repair. All ground units consist of a certain type and number of ground elements and have a Table of Equipment (TOE) that determines the number and type of those ground elements that are required for the unit to be fully manned and equipped. All ground units have a combat value (CV), which may be zero.

7.1. COMBAT VALUE (CV)

All ground units have a combat value (CV) that is used to determine the results of a battle. The unit CV is equal to the sum of the individual CV's for each ground element in the combat or support unit. The CV is representative of the ability to take or hold territory, often referred to as "boots on the ground." Thus the CV ratings of ground elements are weighted toward infantry and AFV ground elements, while artillery and other guns, though they have good firepower, tend to have low CV's (26.1.4). Unlike fixed combat factors that are found in other games, the CV in Gary Grigsby's War in the East is a calculated value that can only provide players an idea of the combat ability of the unit. Displayed Unit CV's are determined by a complex

formula that takes into account the different ground elements making up the unit as well as unit morale, experience, fatigue, leadership and supply. CV values displayed for units are non-random approximations of what in combat is a series of die rolls and thus somewhat random values, so no single CV can be more than a guide to how the unit will perform in any particular combat. When Fog of War (FOW) is enabled the accuracy of the CV will be further degraded as the detection level (DL) decreases (13.0).

7.1.1. INITIAL AND MODIFIED COMBAT VALUE IN BATTLES

At the beginning of combat the initial CV is displayed on the combat resolution report and then, after combat is finished, the resulting modified CV is displayed as well. The resulting ratio between attacker and defender modified combat values is used to determine whether the defenders held their position or will be forced to retreat, rout or shatter (15.8). The combat value displayed on the counters and as the initial CV in the combat resolution window can be radically different from the modified CV shown at the end of the battle, not only due to combat losses, but due to the many random factors and leader rating checks that occur to determine the modified combat value. In addition, note that calculated CV's are fairly large numbers, so for ease of visualization the CV displayed on the unit counter on the map and in the unit bar are divided by 100 and rounded down, while the unit CV's displayed in the combat resolution display have been reduced by a factor of 10 and rounded down. The CV displayed on a unit counter will not be less than one unless it is a HQ, depleted or routed unit (7.1.3), but realize that due to rounding, on-map units with a CV of one could have an actual CV that ranges between 1000 and 1999, a substantial spread (15.8).

7.1.2. VEHICLE SHORTAGE CV MODIFIER

The CV modifier for units with a shortage of vehicles (15.6.2) is reflected in the CV values shown on the unit counters. However, since it does not impact defending units unless committing from reserve and since static units cannot attack, this modifier will not impact the CV values on the counters for static units, and will not impact the defense CV value shown for all units (the value shown after the equal sign). It continues to be reflected in the normal CV value of non-static units.

7.1.3. ZERO CV UNITS

To reflect their inability to participate in ground combat, some ground units will have a combat value (CV) of zero and will perform an automatic displacement move (15.10) if an enemy combat unit moves adjacent unless they are stacked with a friendly combat unit with a CV of at least one. A unit with a CV of zero will not participate in combat, but may take losses due to being forced to retreat or displace. Headquarter units will always have a combat value (CV) of zero. Units in a routed or depleted (Actual TOE of ten percent or less) state will also have a CV of zero.

7.2. GROUND ELEMENTS AND TABLES OF EQUIPMENT (TOE)

7.2.1. GROUND ELEMENTS

Rifle Squad



Nation: Germany
Type: Rifle Squad
Upgrade to: Rifle Squad
in January 1943

Men:	10	Front Armor:	0
Speed:	6	Side Armor:	0
Size:	1	Top Armor:	0
Load Cost:	5	First Year:	1939
Fuel Use:	6	First Month:	1
Ammo Use:	59	Last Year:	1943
Reliability:	0	Last Month:	12
Build Cost:	8		



DEVICE	FACE	ROF	ACC	AMMO
8 x 7.92mm Kar 98k Rifle	Side	0	0	40
1 x 7.92mm MG34 LMG	Side	0	0	500
1 x Rifle-Grenade	Side	0	0	6
1 x Hand Grenade	Side	0	0	16
1 x 9mm MP38/40 SMG	Side	0	0	160

All ground units are composed of multiple types and numbers of ground elements, which are individual squads, guns, AFV's, or other combat vehicles such as halftracks and armoured cars. Ground elements consist of manpower and equipment. Each ground element has attributes of speed, size and armour, which is zero for all ground elements except for AFV and other combat vehicles. Ground elements are equipped with devices that represent the actual weapons they would fire (or throw/emplace for devices such as grenades and satchel charges) during combat. For AFV and combat vehicles, the equipped devices are considered part of the vehicle and may have their rate of fire modified to reflect the restrictions of operating the device inside the vehicle. The men that are part of the AFV or combat vehicle ground element are inside the vehicle operating it and employing the equipped devices. For other types of ground elements, the men employ the equipped devices directly, whether the device is a 150mm Howitzer or a hand grenade. Large (20mm or greater) direct fire devices may have a positive modifier that increases the accuracy of the device to reflect both a more stable firing platform and superior

optics. Each device in turn is rated for range, accuracy, rate of fire, ability to affect different types of targets (air, personnel, vehicles), and ability to penetrate armour.

7.2.1.1. SUPPORT SQUAD GROUND ELEMENTS

339th Infantry Division

EXP	RDY	DAM	GROUND ELEMENT	FAT
65	214	0	Rifle Squad	0
65	15	0	Cavalry Squad	1
65	22	0	Pioneer Squad	0
65	81	0	7.92mm Anti-tank Rifle	0
65	110	0	7.92mm Machine Gun	1

A significant number of ground elements in all units are support squads, which provide the administrative and logistical backbone required for a unit to operate effectively, to include fatigue reduction. Note that, despite the similarity in name, support squads and support units are different entities. Just like any other ground unit, support units are made up of a number of ground elements, with a significant number of those ground elements being support squad ground elements. While each unit has a TOE for support squad ground elements, the actual requirement for support squads, listed by 'NEED' in the unit's detail window, is based on the current strength of the unit and is recalculated during each logistics phase. The support need of an air base unit is based on both the number and type of aircraft and anti-aircraft ground elements attached to that unit. If a HQ unit has fewer support squads than its 'NEED' its leader will have their admin skill rating decreased when conducting admin checks. If losses to the rest of the unit result in excess support squads, some may be converted to rifle squad ground elements or returned to the production pool during the replacement phase (18.2).

7.2.2. TABLE OF EQUIPMENT (TOE)/UNIT LEVEL ORDER OF BATTLE (OB)

TOE		ACTUAL		
41a SS Mot. Div (42)		Das Reich SS Mot. Div		
NUM GROUND ELEMENT		NUM	GROUND ELEMENT	PCT
24	Armored Car	13	Armored Car	54%
324	Motor-Inf Squad	278	Motor-Inf Squad	85%
63	Engineer Squad	55	Engineer Squad	87%
18	Motorcycle Squad	15	Motorcycle Squad	83%
96	Infantry-AT	82	Infantry-AT	85%
114	Machinegun	98	Machinegun	85%
84	Light Mortar	72	Light Mortar	85%

The number and type of ground elements in a unit is determined by its Table of Equipment (TOE), which can be actual or prescribed as well as listed using either generic or specific types of ground elements. The prescribed TOE lists the ground elements the unit would contain if it was at 100 percent manpower and equipment. The actual TOE lists the ground elements that are currently in the unit. The generic TOE, referred to as TOE, lists the type of ground element, for example, medium tank ground element or heavy artillery ground element, while the specific TOE, referred to as TOE (OB), lists the actual ground element, for example T-34 M1942 and 152mm Gun-Howitzer ground elements. Note that the term TOE (OB) is used to differentiate between the generic and specific type of TOE because the term for the specific TOE in the game program and the game editor is OB, which describes the unit level Order of Battle. There is a prescribed TOE for every type of ground unit in the game and that unit's detail window displays the overall percentage of the actual TOE compared to the prescribed TOE as well as a link to a detailed ground element by ground element TOE comparison (5.4.22), which also links to the TOE upgrade window if applicable (5.4.23). The unit detail window is in TOE (OB) format, the TOE window is in TOE format, and the TOE Upgrade window is in the TOE (OB) format. The computer will use a unit's actual TOE as compared to its notional TOE to determine what ground elements will be provided as replacements during the logistics phase (18.2). The actual TOE of a unit will often not match its current prescribed TOE. This can be for numerous reasons, to include losses, unavailability of replacements, transition to an upgraded TOE and even downgrade of specific ground element types due to a surplus of old equipment and a lack of new equipment.

The number of men listed in the unit detail window showing the actual TOE (OB) does not include the manpower in support units that are attached to the unit. However, the manpower numbers displayed in the unit bar do include the support units that are attached to that unit.

7.2.2.1. TOE UPGRADES

Prescribed ground unit TOEs may change during the game, resulting in an upgrade in the applicable unit's actual TOE. Any resulting change in ground elements will generally take place gradually over a number of turns rather than all at once. A unit will not change its TOE if it is more than 30 MPs from a railhead.

TOEs are segregated by type of unit and time of the War. For example, there is a prescribed panzer division TOE for every year of the War. Not only are there separate TOEs for unit types (e.g. armor versus infantry) but separate TOEs even within types. For example, the elite SS divisions at times will have three different TOEs running simultaneously. Players can view future upgrades by accessing a particular units TOE window (5.4.22 and 5.4.23).

When a TOE upgrade occurs, ground elements will be sent back to the pool if there is none of the same generic type of ground element (i.e. AT-gun, Heavy Tank) in the new TOE. Otherwise they remain and thus can cause some types to exceed 100 percent of the new TOE. A specific type of ground element is not eligible for additional replacements, however, until it falls below 100 percent of its prescribed allowance. In addition if a unit contains more than 125 percent of the TOE need of a specific ground element, there is a chance each turn that the unit will return some of the over-strength ground elements to the production pool.

7.2.2.2. GROUND ELEMENT UPGRADE/DOWNGRADE AND SWAPS

Ground elements may change to different ground elements of the same or a different type during the ground element segment of the player's logistics phase (4.2). In the upgrade sub-segment, the ground element may upgrade in accordance with its upgrade path as listed in the ground element detail window (5.4.20) and the city production list window (5.4.4). It may also downgrade to older equipment (21.1.9.1). Many upgrades will remain within the same ground element type (e.g. Rifle Squad, Medium Tank, Heavy Artillery, etc.), but some will result in a change of type, including AFV in which the upgrade is based on the equipment chassis (i.e. Panzer 38(t) Light Tank to Marder III Light Tank Destroyer).

In the swap sub-segment, the computer may change out existing ground elements with ground elements of the same type, but not necessarily along the upgrade/downgrade path. For example, a Panzer IVg is a medium tank ground element, which upgrades to the Panzer IVh and downgrades to the Panzer IVf2. In the swap sub-segment, however, Panzer IVg ground elements may be changed out to another medium tank, such as a Panzer IIIj L/60, or even captured Soviet T-34 M1941 ground elements, depending on the availability of medium tank equipment in the production pool.

7.3. DEPLETED AND UNREADY UNITS

Depleted Units: Units at 10% or less of TOE are in a depleted status, have no ZOC and will automatically displace if they end up next to an enemy unit and not stacked with a combat unit that is in a ready or unready status. These units are listed as "Depleted" and if set to Refit then they will have two asterisks next to the word Refit (Refit**).

Unready Units: Units that have the sum of their current morale and actual TOE percentage equalling less than 100 are in an unready status. Unready combat units do have a ZOC, but may only conduct an attack if they have not expended any movement points during the turn (15.6.3). These units are listed as "Unready" and if set to Refit then they will have one asterisk next to the word Refit (Refit*).

7.4. SUPPORT UNITS

Ploesti			ASSIGN / FORM
Nation: Rumania		Supply: 0	
Player: Axis		Fuel: 200000	
Population: 4		Oil: 41000	
		Resource: 0	
NUM	DAM	FACTORY TYPE	UNITS ATTACHED
16	0	Railyard	61st LW Flak Regiment
4	0	Manpower	180th LW Flak Regiment
41	0	Fuel Production	7th Rum. AA Artillery Regiment [X]
41	0	Oil Production	9th Rum. AA Artillery Regiment [X]

Support units are single purpose independent battalions, brigades and regiments of various types, to include artillery, howitzer, mortar, rocket, anti-tank, anti-aircraft, ski, engineer, sapper, tank, tank destroyer, construction, and labor groups. With the exception of construction battalions, which can be automatically detached to repair rail lines, support units will not appear on the map, but will be attached to headquarters and certain combat units and will be listed in the detail window of the unit to which they are attached. Rules for attachment and transfer of support units can be found in sections 7.5.2 and 7.6.3. Construction and labor support units are used to assist in the building of hex fortification levels and the repair of rail lines. All other support units are used to assist combat units in battle, either from an eligible headquarters unit not more than five hexes away from the battle, or from being directly attached to a combat unit participating in the battle (15.4).

Support units are always in refit status, with the exception of detached construction battalions. Though they have no organic movement capability, support units will consume supplies and fuel and gain fatigue when units to which they are attached are moved. They will also take combat and non-combat losses and suffer retreat attrition along with the unit to which they are attached.

7.4.1. ANTI-AIRCRAFT SUPPORT UNITS IN CITIES

Antiaircraft (AA) type support units can be attached directly to a town, city or urban hex for air defense. AA units are required to be in a High Command headquarters unit (7.6.1) prior to transfer to a town, city or urban hex, though a Soviet town, city or urban hex can spend admin points to create an AA unit in the hex itself (18.1.3). German and Soviet AA units can be transferred from OKH/STAVKA to any friendly town, city or urban hex. Axis Allied AA units may be transferred from the applicable High Command HQ unit, but only to town, city or urban hexes of that particular nationality.

To reflect the political cost of decreasing urban air defense, Antiaircraft units cannot be disbanded while attached to a town, city or urban hex. In addition AA units in town, city or urban hexes can only be transferred back to their highest headquarters at a significant cost in

admin points (12.2.3). A maximum of nine AA units may be attached to a single town, city or urban hex. AA units attached to town, city or urban hex are destroyed if the hex is captured or destroyed/removed as applicable if in an Axis Allied country that surrenders (19.1.4).

7.5. COMBAT UNITS

Combat units are the on-map regimental, brigade, divisional and Corps sized units that manoeuvre to take control of enemy territory and engage enemy units in battle. Combat units that are not in a routed or depleted state have a positive, non-zero Combat Value (CV) and exert a Zone of Control (ZOC) into their six adjacent hexes (6.3.2). Combat units are the only ground units that can convert enemy controlled hexes to pending friendly hexes (6.3.3). Certain combat units can build up into larger size units or break down into smaller size units (7.5.3). There are several types of combat units that have special characteristics or can perform specific missions. Non-motorized combat units can be transported by air between friendly air base units and airborne brigade/regimental sized units can be air dropped into a hex not occupied by an enemy unit. Security combat units count double when meeting anti-partisan garrison requirements. Fortified Zones and Regions are immobile combat units that are used primarily to build fortification levels. Some combat units, to include fortified zones and regions, German Division, and Soviet Corps, can directly attach support units, which are automatically committed to any battle they participate in.



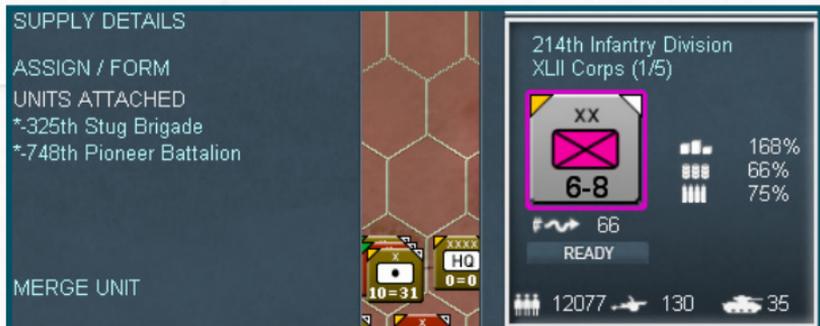
7.5.1. FORTIFIED REGIONS AND ZONES

Fortified regions (Soviet) and zones (Axis) are special combat units designed to supplement regular combat units by assisting in the construction of fortified hexes, helping to avoid the decay of fortification levels and add additional support units to the defense of the hex it occupies. Fortified units have zero movement points and can never move. Fortified units can be created through the expenditure of admin points by either player by selecting a hex and then selecting the "Create fortified unit" button on the map information tab (5.1.2.1). Fortified regions and zones can be placed in any friendly controlled hex, with the exception that Players may not build Fortified units in a hex next to an enemy combat unit unless that hex is also occupied by a friendly combat unit. Though there will be exceptions, most fortified zones built in Finland will be Finnish, most fortified zones built in Rumania will be Rumanian (until Rumania surrenders),



and most fortified zones built in Hungary will be Hungarian (until Hungary surrenders). Fortified units can be disbanded like any other unit, with the exception that they do not need to be three hexes away from enemy units (18.5). Fortified units can directly attach up to three support units of any type.

7.5.2. ATTACHMENT OF SUPPORT UNITS TO COMBAT UNITS



The player can manually attach support units (SU) to some types of combat units (CU). Unlike support units attached to headquarters units that require passing of a commitment check before they can be committed to a battle, support units directly attached to combat units are automatically committed, though only to a battle that combat unit is a participant (15.4). Direct attachment thus provides certainty at the expense of flexibility. German Divisions and Soviet Corps can directly attach up to three support units while numbered German regimental and Soviet Tank and Mech Corps brigade break down units (i.e. 3/129 regiment) can attach one support unit, but they cannot attach construction, labor, artillery, mortar, and rocket support units, or support units with the designations LW or PVO. Fortified Region and Zone units can attach up to three of any type support unit. Note that Soviet Corps combat units, such as Rifle and Cavalry Corps, that were built up from divisions will have any attached support units re-assigned and be unable to attach any support units while the unit is broken down into divisions.

7.5.2.1. SU TO CU ATTACHMENT PROCEDURE

Players can physically manage support unit attachments through the detail window of eligible combat units (5.4.13). The "ASSIGN/FORM" button can be selected to access the "PICK SUPPORT UNIT TYPE" window to select an available support unit to transfer to that combat unit. To transfer the attachment of a support unit from a combat unit to another headquarters unit, the player selects the support unit to bring up its detail window and then selects the HHQ or OHQ link to bring up a list of eligible headquarters units to which it can be transferred. There is no automatic transfer of support units to or from combat units.

7.5.2.2. SU TO CU ATTACHMENT RESTRICTIONS

There is no range limitation to the transfer of support unit attachments; however, combat units must be in supply in order to transfer support units. Changing support unit attachments may require the expenditure of admin points (12.2.3). A specific support unit attachment can only be transferred once per turn and will be marked with an asterisk in the combat unit detail window to denote that it cannot be transferred again that turn. Axis Allied support units cannot be attached to combat units of a different nationality. For example, Finnish support units cannot be attached to a German Panzer Division.

7.5.3. COMBAT UNIT BUILDUP, BREAKDOWN AND MERGING

Certain combat units can be built up into larger formations or broken down into smaller units. In addition, an equivalent size or smaller combat unit can be merged into another combat unit of the same type, eliminating the former and strengthening the latter. Units building up or merging must be in the same hex in movement mode. Unit buildup or breakdown is accomplished by selecting the unit(s) and then either left clicking the buildup/breakdown button on the map information tool bar (5.1.2.1) or using the hotkey 'b'. Soviet units with zero MPs may not buildup into corps. Breakdowns cannot exceed stacking limitations, so combat units can only breakdown if they are the only unit in the hex. For Soviet units that require the expenditure of admin points to initially buildup (form), the expenditure will take place upon selecting the button or hotkey without any confirmation text box.

7.5.3.1. SOVIET BUILDUP AND BREAKDOWN AVAILABILITY

The Soviet ability to buildup or breakdown units is determined by date and type of unit as follows:

Rifle Division (22 June 41): Two or more rifle brigades can buildup into a rifle division. Note that Soviet rifle divisions may not breakdown into brigades. Naval brigades cannot buildup into divisions. See below for buildup of airborne brigades.

Cavalry Corps (December 41): Three cavalry divisions can buildup into a cavalry corps. A cavalry corps can be broken down into three cavalry divisions.

Tank Corps (April 42): Three tank brigades can buildup into a tank corps. A tank corps may be broken down into three tank brigades (designated 1/2/3), but may only be built up again if all three are in the same hex (7.5.3.2).

Guards Rifle Division (March 1942): Three Airborne Brigades can buildup into a rifle division, which will automatically be given Guards status. Airborne brigades may not buildup with any other type of unit.

Rifle Corps (June 42): Three rifle divisions or two rifle divisions and one rifle brigade can buildup into a rifle corps. A rifle corps may be broken down into three rifle divisions (7.5.3.3).

Mechanized Corps (September 42): Three mechanized or motorized brigades can buildup into a mechanized corps. A mechanized corps may be broken down into three mechanized

brigades (designated 1/2/3), but may only be built up again if all three are in the same hex (7.5.3.2).

Guards Airborne Division (January 1943): Three airborne brigades can buildup into an airborne division, which will automatically be given Guards status. Airborne brigades may not buildup with any other type of unit.

7.5.3.2. SOVIET TANK AND MECHANIZED CORPS

There will be a 20 point admin cost the first time the Soviet player builds up (forms) a Soviet tank or mechanized corps. It takes three tank brigades to create a tank corps, and three mechanized and or motorized brigades to create a mechanized corps. Once formed, they can break down into three brigades numbered 1/2/3 and may only build back up together. There Soviet tank and mechanized corps will suffer a 25 percent experience loss from the existing units' experience when they are first formed. A broken down Soviet tank or mechanized corps with brigades designated 1/2/3 may assign one support unit to each brigade. When the parent corps is first broken down, any attached support units will be divided up one per brigade. If the parent corps is reformed, all support units attached to the 1/2/3 brigades will once again be attached to the parent corps.

7.5.3.3. SOVIET CAVALRY AND RIFLE CORPS

There will be an admin point cost the first time the Soviet player builds up (forms) a particular rifle (10 admin points) or cavalry (5 admin points) corps. There is no admin point cost for any subsequent break down and build up of a corps using the same divisions it was initially built from. Divisions from broken down corps will be bordered in blue on the map area when one or more of the broken down units from the same larger unit has been selected. The combat unit detail window for the rifle or cavalry corps will list the names of the divisions making up that unit directly under the corps combat unit name (5.4.13).

3rd Guards Cavalry Corps
3 GCavD 2 GCavD 1 GCavD

3/3rd Guards Tank Corps
5th Gds Tank Army (1/15)

X
4-50
100
READY
SET STATIC

4014 46 58

2/3rd Guards Tank Corps
5th Gds Tank Army (1/15)

X
4-50
105%
175%
156%
100
READY
SET STATIC

4014 46 58

1/3rd Guards Tank Corps
5th Gds Tank Army (1/15)

X
5-50
105%
175%
156%
100
READY
SET STATIC

4014 99 65

Though rifle and cavalry Corps are considered one combat unit, information on the divisions that make up the corps, to include designations, guards status, and number of wins/losses, will continue to be maintained until the corps or one of its component divisions is destroyed or disbanded. For rifle corps formed by the player, guards conversion can occur after two of its component divisions are converted to guards status if the rifle corps is otherwise eligible (9.2.2)

Game Play Info: The major difference between tank and mechanized corps versus rifle and cavalry corps is that that tank/mech corps have unique TOEs they follow while rifle/cavalry corps combat units are simply the sum of three divisions. Therefore while you can form a tank corps from three tank brigades, the TOE of a tank corps is not the same as the TOE of a tank brigade times three (i.e. tank corps contain ground elements not found in tank brigades).

7.5.3.4. AXIS BREAKDOWN AND BUILDUP

Certain Axis divisions can breakdown into three regimental equivalent combat units numbered 1/2/3. The same three sub-units can be built back up into a division if they are in the same hex. Broken down German or Finnish divisions with regiments designated 1/2/3 may assign one support unit to each regiment. When the parent division is first broken down, any attached support units will be divided up one per regiment. If the parent division is reformed, all support units attached to the 1/2/3 regiments will once again be attached to the parent division.

7.5.3.5. SPECIAL RULES FOR REGIMENTAL AND BRIGADE SIZE UNITS

Combat units smaller than a division, to include broken down units, do not take control of hexes in their ZOC, just hexes that they move through (6.3.3). These regimental/brigade size units pay two additional MP's when moving into an enemy hex. Numbered (1/2/3) regiments or brigades broken down from German divisions or Soviet tank/mechanized corps will be bordered in blue on the map area when one or more of the broken down units from the same larger unit has been selected.

7.5.3.6. MERGING UNITS

Under certain circumstances, two combat units of the same type can merge together, resulting in one stronger unit. In order to merge, there must be another unit of the same type (infantry, armour, motorized, etc.) in the hex. The merging unit must be of smaller or equal size to the gaining unit. For example, a brigade could merge into another brigade, division or corps, but a division could not merge into a brigade. In order to merge, the sum of the ready ground elements of the two units cannot exceed 100 percent of the TOE of the unit that will remain. If the merging unit is a smaller size unit, than only one third of its TOE percentage counts. For example, if a brigade with 90 percent of its TOE was merging into a Corps with 70 percent TOE, the sum would still meet the requirement as 90 divided by 3 would be 30, which added to 70 is just 100. When the merge is completed, all elements of the merging unit will be placed in

the gaining unit, and the merging unit is considered destroyed and permanently removed from the game. Merging is accomplished by selecting the 'MERGE' link in the detail window of the combat unit (5.4.13) that will be merging with the other combat unit.

7.5.4. STATIC COMBAT UNITS

At the start of summer in 1942 the northern half of the Eastern Front included numerous 'crazy' salients. Most of these salients remained in place for nearly a year. The Germans successfully reduced a salient on the Volkhov front and the Soviets made one failed attempt to reduce the Rzhev salient through Operation Mars. The Demayansk salient remained unchallenged for a year. The German army stripped many of the units in these areas of their vehicles and had them dig in deep and reduce their fuel consumption in order to focus resources in areas where offensives were planned. To simulate this practice, the player has the ability to place combat units in static mode during the game, turning in their organic vehicles for use by other units or the supply motor pool. The at-start forces in some scenarios may have units already in static mode.

7.5.4.1. SETTING COMBAT UNITS TO STATIC MODE

Any non-isolated, non-frozen combat unit on the map may be placed in static mode if that unit has not moved during the turn and is currently located in a hex with a man made fortification level of two or greater (computer players are not held to the fort level requirement). Exception: Finnish units may never be placed in static mode. Combat units are placed in static mode by selecting the hex they are in and then selecting the "STATIC" button on the desired counter in the unit bar. Note that the "STATIC" button will not be displayed if the combat unit is not eligible to be placed in static mode. The unit will immediately be reduced to zero MPs for that turn and all of that unit's vehicles will be immediately returned to the motor pool (keep in mind that there are many vehicles in HQ units and in the supply system that are still being used by the unit, but it is assumed that the unit has given up all of its organic vehicles). The phasing player will immediately receive an admin point bonus based on the number of organic vehicles returned to the motor pool that is equal to one plus the number of organic vehicles returned divided by one hundred, with any fractions rounded down. The number of vehicles and the admin point gain will be shown to the player prior to confirmation of static mode. Static units have only one Movement Point per turn until they are reactivated, but they may use Strategic Movement (rail or sea transport). Static units fortify 10 percent faster than non-static units. A unit in static mode will not be able to set to refit or reserve mode, nor will it be able to combine into larger units (e.g. German regiments into a division or Soviet Rifle Divisions into a Rifle Corps). Static units will not suffer a vehicle shortage penalty for when drawing supplies or fuel from the unit's HQ as long as the distance between the HQ and the unit is both less than 4 hexes and less than 10 MPs. Static units cannot merge or combine with non-static units. Static units cannot disband (18.5). Units in static mode will appear bordered in white when the Info screen tab View Unit Modes button (Shift-R hotkey) has been toggled on (5.1.2.1).

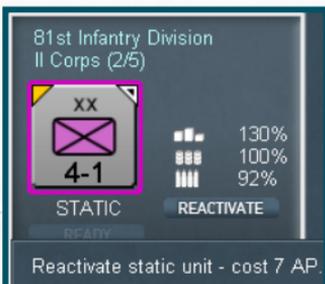
7.5.4.2. REACTIVATING STATIC COMBAT UNITS

Non-isolated static units that have not moved yet may be reactivated at any time during the movement phase by spending admin points. Combat units are reactivated by selecting the hex they are in and then either selecting the "REACTIVATE" button on the desired counter in the unit bar or using hotkey Shift-y to reactivate all static units in the hex. Static units may not be reactivated the same turn they are made static. Combat units may not attack on the turn that they are reactivated from static mode.

Activated units will immediately receive 50 percent of their vehicle requirement from the pool and 50 percent of their maximum movement points (25 for motorized, 11 for cavalry and 8 for infantry types). The admin cost for activations is equal to two plus the number of organic vehicles required by that unit divided by fifty, with any fractions rounded down. For example, a static 17th Panzer Division that requires 1318 vehicles would cost 28 admin points to reactivate ($2 + 1318/50 = 28.36$, rounding down to 28).

Units that retreat as a result of combat are automatically reactivated at no additional admin cost.

Units that begin their turn isolated will automatically be reactivated at no admin cost, although they will not receive vehicles until a logistics phase when they are no longer isolated. Once reactivated their movement points for each turn will be calculated in the standard way, with the lack of vehicles most likely reducing their movement points.



7.5.5. SS DIVISION RE-DESIGNATION

Four German SS motorized divisions assigned to the Eastern Front in June 1941 were still using their non-numeric names. These units will eventually change their names to numbered SS Panzer Divisions as follows:

LAH to 1st SS Panzer Division

Das Reich to 2nd SS Panzer Division

Totenkopf to 3rd SS Panzer Division

Wiking to 5th SS Panzer Division

Note that some of these divisions become Panzergrenadier divisions before they change to numbered Panzer divisions.

7.6. HEADQUARTER UNITS (HQ)

Headquarter units provide a chain of command for command and control of units in Gary Grigsby's War in the East. With the exception of High Command headquarters units, all units,

to include support and air group units, have a higher headquarters unit to which they are attached. The current command and control arrangement for the phasing player can be viewed either through the Order of Battle (OOB) screen in the info screens tab (5.1.2.2) or through the Commanders Report (5.4.9). For on-map units, this immediate higher headquarters unit can provide logistical and combat support if within the applicable range. There is no limit to the number of combat units that can be attached to a Headquarters unit, however, ground headquarter units that exceed their normal capacity, termed command capacity, will become less effective. Most combat units will normally be attached to lower level headquarters units, however, direct attachment of combat units to any ground headquarters unit is permitted. Note that air headquarters units, air base units, and rail repair units cannot attach combat units and each type has different attachment rules and restrictions (7.6.1). With the exception of air base units, any headquarters unit can attach support units, though there are some restrictions based on both the type of HQ units and the type of support units (7.6.3).

7.6.1. HEADQUARTER UNIT TYPES

There are six types of headquarter (HQ) units as follows:

High Command headquarters units (Type 1): Each nation represented in the game has a High Command headquarters unit, one of which all other units on that side are ultimately attached. These headquarters units do not have a higher headquarters and effectively report to themselves. High Command headquarters units cannot be disbanded. Unfrozen units can be transferred from these headquarter units even if the HQ unit is frozen. These are ground headquarter units with large capacities. The following headquarter units are designated High Command headquarters units:



OKH - Germany

STAVKA - Soviet Union

Finnish High Command - Finland

Hungarian High Command - Hungary

Italian Southeast Army Group - Italy

Rumanian High Command - Rumania

Slovakian High Command - Slovakia



Axis Army Group/Soviet Front/Military District/Defense Zone Headquarters Units (Type 2): These are ground headquarter units with large capacities that are attached to a High Command (Type 1) headquarters unit and normally serve as higher headquarters to the rest of their nations units.



Army/German Panzer Group or Air Command/Soviet Air Army headquarters units/German Luftflotte/Italian Corpo Aereo Spedizione (Type 3): Army headquarter units are ground headquarter units with medium capacities that are attached to either type 1 or 2 HQ units. Though they are ground units, Air headquarter units do not have any capacity limitations and can only attach lower level air headquarter units, to include air base units, as well as anti-aircraft support units (8.3).



Corps/Air Corps/German Fliegerkorps (Type 4): Corps are the lowest level ground headquarter units with fairly small capacities. Soviet corps headquarter units were phased out during the course of the war, with combat unit attachment normally going directly to the Soviet army level. Type 4 air headquarter units are the lowest level air headquarters.



Air Base Units (Type 5): Air base units are different than other headquarter units in that their purpose is to support air group units. Air base units are the only on-map units that air group units can be attached. All air base units are limited to a maximum of nine attached air group units. Air Base Units cannot attach any combat or support units.



FBD/NKPS Rail Repair headquarter units (Type 6): FBD and NKPS are rail repair units that also function as headquarters for construction and labor support units. Only construction and labor support units can be attached to FBD and NKPS headquarter units. The Axis player begins the war with five FBD units, while the Soviets receive NKPS units as reinforcements as the war progresses (14.2.2).

7.6.1.1. HEADQUARTERS UNITS AS SUPPLY SOURCES

Type 1 through 4 HQ units can serve as a supply source to all units that are directly attached except for other type 1 through 4 HQ units. Type 5 (air base units) and type 6 (rail repair units) are not considered HQ's for supply purposes and cannot serve as supply sources for other units. They use the type 1 through 4 HQ unit that they are attached to as a supply source (section 20.1.5).

7.6.2. ATTACHMENT OF COMBAT UNITS TO HEADQUARTER UNITS AND COMMAND CAPACITY

While there is no limit to the number of combat units that can be attached to an eligible headquarters unit (combat units cannot attach to air headquarters, air base or rail repair units), headquarter units do have a command capacity (CC) rating that is expressed in command points (CP) and may change depending on the year. Command points are determined by the size of the attached combat unit. Calculation of command capacity includes all combat units attached to all units in the chain of command of the applicable HQ unit. For example, the current command capacity of an Army Group HQ unit would include the command points from all combat units directly attached, combat units attached to any attached Army HQ units and combat units attached to any Corps HQ units that are attached to the Army HQ units. HQ units whose total command points exceed their command capacity rating will become less effective, which will be reflected by an increased difficulty in passing leader skill rating rolls such as an admin or initiative check. Leaders of headquarters units where the number of attached units exceeds the command capacity will have their chances of making the leader rating check reduced with the more excess units, the less the chance of a successful check (see section 11.3.1).

Changing combat unit attachments requires the expenditure of admin points (12.2.3). Combat units can be attached to an eligible headquarters unit either manually through the combat unit's detail window HHQ link (5.4.13) or through use of auto-attachment (7.7).

Note that only Security type combat units can be attached to an Axis RHG HQ unit.

7.6.2.1. COMMAND POINTS

The following table displays the command points (CP) for each size of combat unit:

Combat Unit Size	Command Points
Brigade/Regiment	1
Fortified Zone/Region	1
Division	2
Soviet Corps	4
Soviet Partisan	0

7.6.2.2. COMMAND CAPACITY

The following table displays the command capacities for different types of headquarters units:

HQ Unit Type	Date			
	6/41-3/42	4/42-3/43	4/43-3/44	4/44-9/45
Corps (Type 4)	8 CP	9 CP	10 CP	11 CP
Army (Type 3)	24 CP	27 CP	30 CP	33 CP
Army Group (Type 2)	96 CP	108 CP	120 CP	132 CP
Front (Type 2)	72 CP	81 CP	90 CP	99 CP
Military District (Type 2)	36 CP	36 CP	36 CP	36 CP
High Command (Type 1)	900 CP	900 CP	900 CP	900 CP

7.6.3. ATTACHMENT OF SUPPORT UNITS TO HEADQUARTER UNITS

Support unit attachments can be transferred between headquarters units manually during the action phase and automatically during the logistics phase. Support units attached to combat units and town, city or urban hexes can be manually transferred back to headquarters units during the action phase. There is no range limitation to the transfer of support unit attachments; however, headquarters units must be in supply in order to transfer support units. Changing support unit attachments may require the expenditure of admin points (12.2.3). A specific support unit attachment can only be transferred once per turn and will be marked with an asterisk in the headquarters unit detail window to denote that it cannot be transferred again that turn. There is no limit to the number of support units that can be attached to a single headquarters unit, though a large number of non-construction support units can impact the commitment of support units during combat (15.4).

7.6.3.1. SUPPORT UNIT ATTACHMENT RESTRICTIONS

There are some attachment restrictions based on type of headquarters unit. Air headquarters units are limited to attaching only anti-aircraft support units and air base units cannot attach any support units. Rail repair units can only attach construction battalions and labor groups, and while these support units can be manually transferred from the rail repair unit, there is no ability to transfer additional support units to the rail repair unit. Axis allied support units cannot be attached to headquarters or units of a different nationality. For example, Finnish support units cannot be attached to a German Panzer division and Italian support units cannot be attached to a Hungarian headquarters unit.

7.6.3.2. AUTOMATIC ATTACHMENT OF SUPPORT UNITS

Each eligible headquarters unit can have its support unit level set by the player by using the ADD or SUB buttons located in the headquarters unit detail window (5.4.16). The level setting indicates the number of each type of support unit that the computer will attempt to provide to that particular headquarters unit, based on availability. For example, if the player sets "Support Level" to 3 the computer would attempt to provide 3 support units of each type, to include Armored, Anti-Tank, Artillery, Anti-aircraft, Rocket, etc.

This process occurs automatically during the phasing player's logistic phase and consists of two cycles during which support units are moved first up the chain of command (excess) and then down the chain of command (demand). Support units in an unready status will be transferred to the applicable High Command headquarters unit during the first cycle. Since there is no logistics phase prior to the first player-turn on turn one, there is no auto move of support units in the first-player turn of each game. The entire automated support unit transfer system can be disabled by checking the appropriate sides 'Lock HQ Support' buttons in the Game Options screen (3.3.3). In addition, the player can disable the automated transfer function for a particular headquarters unit by selecting the 'LOCKED' button in its detail window. Note that all headquarters units subordinated to a particular High Command headquarters unit will be locked out of the automatic attachment transfer of support units if their High Command headquarters unit has its Support Level set to "LOCKED." In addition, if any of the higher headquarters units in a particular HQ unit's chain of command is set to "LOCKED," that headquarters unit will not have the ability to utilize the automatic transfer of support units. While the actual chain of higher headquarters units will be dependent on current attachments, the notional German chain (from low to high) is Corps to Army to Army Group to OKH, while the notional Soviet chain is initially Corps to Army to Military District or Front to STAVKA, then Army to Front to STAVKA. Players can use the Order of Battle (OOB) screen (5.4.1) to get a big picture view of their side's chain of command and the filter

E/P	R/D	D/M	GROUND ELEMENT	FAT
53	646	3	Support	0
55	5	0	Supply Dump	2
55	18	0	Fuel Dump	2

ASSIGN / FORM

ATTACHED SUPPORT (0)

Support Level: 3
ADD SUB LOCK

14th Guards Heavy Tank Regiment
1st Guards Motorcycle Regiment
678th Corps Artillery Regiment
698th AT Artillery Regiment
1277th AA Regiment
518th AA Regiment
1952nd AA Regiment
377th Sapper Battalion
76th Guards Light Rocket Regiment

functions of the Commander's Report (5.4.9) to view a specific higher headquarters unit and its subordinate HQ units. For example, to view Army Group Center's command chain, do the following:

Open Commander's Report (info screens tab or hotkey c)

Select HQ List tab

Select Army Group Center (This takes you back to Unit List tab with all units subordinated to AGC selected)

Select "NONE" under 'UNIT DISPLAY FILTERS'

Select Crps, Army, ArmyGr under 'UNIT DISPLAY FILTERS'

Select HHQ column header twice to end up with sort with AGC at top of list and all other subordinate HQ's sorted by their next higher headquarters unit.

7.6.3.3. CONSTRUCTION AND ENGINEER PERMANENT SUPPORT LEVELS

Construction and engineer support units have permanently assigned support level settings that override player support level settings, with the exception of "LOCKED," which will stop the automatic transfer of any support units from the "LOCKED" headquarters unit. The permanent support level settings for construction and engineer values are as follows:

Headquarters Type	Construction	Engineer
High Command (Type 1)	0	0
Army Group/Front (Type 2)	16	4
Army (Type 3)	3	3
Corps (Type 4)	2	2

Game play tip: Want to minimize the number of support units in a HQ unit, but still allow automatic transfer through that HQ unit? Use a setting of '0' so that the only support units the computer will send to the HQ will be the permanent levels of construction and engineers.

7.6.3.4. MANUAL ATTACHMENT OF SUPPORT UNITS

Players can physically manage support unit attachments through the detail window of eligible headquarters units (5.4.16). The "ASSIGN/FORM" button can be selected to access the "PICK SUPPORT UNIT TYPE" window (5.4.15) to select an available support unit to transfer to a headquarters unit (from up the chain of command of HQ units). Note that Soviet Army, Front, High Command (STAVKA) headquarters units as well as town, city and urban hexes can expend admin points to create a new support unit, even if support units of that type are already available (18.1.3). To transfer the attachment of a support unit from a headquarters

unit to another headquarters unit, the player selects the support unit to bring up its detail window and then selects the HHQ or OHQ link to bring up a list of eligible headquarters units to which it can be transferred. To prevent the computer from transferring the support units that have been moved manually, the player can either increase the applicable headquarters unit's Support Level to account for the newly attached support units or change the Support Level to "LOCKED," which will prevent that headquarters unit from automatically returning any support units or receiving any additional support units during the logistics phase (The exception is Construction and Engineer support units per 7.6.3.3)

7.6.4. PROVISION OF HQ SUPPORT AND COMMAND RANGE

Unit effectiveness is affected by the number of support squad ground elements (7.2.1.1). A headquarters unit can provide assistance to its attached units' support squad needs using excess internal support squad ground elements, however, the headquarters unit must be within a certain distance from the attached unit. This distance, termed "Command Range," is measured in hexes and is based on the type of headquarters unit providing the support squads as follows:

Type of Headquarters Unit	Command Range in Hexes	Command Modifier (11.3.2)
High Command (Type 1)	90	Divide Range by 4
Army Group/Front/MD/MDZ (Type 2)	45	Divide Range by 3
Army (Type 3)	15	Divide Range by 2
Corps (Type 4)	5	Divide Range by 1

Any headquarters unit in a unit's chain of command that is in command range can provide support with its excess support squad ground elements. This provision of support occurs automatically during the phasing players logistics phase. Range also has a contiguous effect on leader rating checks, with the exception of morale and naval checks. The closer the higher HQ is to the combat unit involved, the higher chance that the higher HQ leader's rating checks will be successful. Per the command modifiers above, the range effect depends on the level of the HQ unit, so that higher level HQ units can be located further away (11.3.2).

Game Play Info: The above type of HQ support using support squad ground elements should not be confused with headquarter units providing support units during combat (15.4) or supply tracing and receiving (20.4).

7.6.5. HEADQUARTERS UNIT RELOCATION

The player can relocate any type of headquarters unit, to include air base and rail repair units, by selecting the "RELOCATE" button in the right lower corner of the HQ unit's detail window

(5.4.16). Relocation is similar to a displacement move (15.10), but is a voluntary action and results in the unit being moved to a friendly town, city or urban hex that is in supply. The headquarters unit will have its movement points reduced to zero, but there is no relation between the relocation and normal movement. The headquarters unit and any attached support units will suffer retreat attrition (15.11) and any damaged aircraft in air group units attached to an air base unit that is relocated will be destroyed. The town, city or urban hex that the unit is relocated to will generally be to the east for the Soviet player and to the west for the Axis player, but there is a random factor to the relocation so that the player cannot anticipate where the unit will end up.

Game Play Tip: Though any headquarters unit can be relocated multiple times in a turn, relocation is generally only advised for isolated headquarters units you want to get out of a pocket immediately instead of waiting for the unit to be involuntarily displaced by enemy units. Regular movement is almost always preferable to relocation because the relocation movement is hard to predict and does cause retreat attrition to the headquarters units and any attached support units, as well as destroying any damaged aircraft at an air base unit. Piling on the penalties, whenever a headquarters unit relocates or is forced to perform a displacement move, it will lose all of its fuel and supply dumps.

7.6.6. SOVIET MILITARY DISTRICT AND FRONT TRANSFORMATIONS

Throughout the war Soviet Military District headquarters were reformed as Front headquarters and new Front headquarters were created or reformed from different Front headquarters. Newly created Front headquarter units will appear as reinforcements, however, the reforming and re-designation of Military Districts/Fronts to other Fronts occurs automatically during the Soviet logistics phase. The following is a list of all Soviet headquarters unit creations and transformations as well as the month and year they will occur:

Leningrad MD (at start) to Northern Front (6/41) to Leningrad Front (9/41)

Volkhov Front (12/41) to 3rd Baltic Front (4/44)

Baltic MD (at start) to Northwestern Front (6/41) to 2nd Baltic Front (10/43)

Reserve Front (at start) to Kalinin Front (10/41) to 1st Baltic Front (10/43)

Karkhov MD to Southern Ural MD (when Kiev is captured)

Western MD (at start) to Western Front (6/41) to 3rd Belorussian Front(4/44)

Orel MD (at start) to Bryansk Front (8/41) then disbanded (10/43) then reformed as 2nd Belorussian (2/44)

Kiev MD (at start) to Southwestern Front (6/41) to Stalingrad Front (7/42) to Don Front (10/42) to Central Front (2/43) to Belorussian Front (10/43) to 1st Belorussian Front (2/44)

Southwestern Front (reformed 10/42) to 3rd Ukrainian Front (10/43)

Odessa MD (at start) to Southern Front (6/41) to Southeastern Front (8/42) to Stalingrad Front (10/42) to Southern Front (1/43) to 4th Ukrainian Front(10/43)

North Caucasus MD (at start) to Caucasus Front (11/41) to Crimea Front (2/42) to North Caucasus Front (1/43)

Transcaucasus MD (at start) to Transcaucasus Front (11/41)

Steppe Front (6/43) to 2nd Ukrainian Front (10/43)

Voronezh Front (6/42) to 1st Ukrainian Front(10/43)

7.6.7. GERMAN ARMY GROUP SOUTH RE-DESIGNATION

When certain conditions are met, German Army Group South HQ will be split into Army Groups A and B. This will occur if the Soviet cities of Azov, Bataysk, and Manych are captured or automatically in the first turn of March 1943 if the first condition has not been met. Upon either occurrence, Army Group South headquarters will be replaced by the Army Group A headquarters and the Army Group B headquarters will be placed on the map. All the forces previously attached to AGS will be assigned to OKH and can be reassigned by the player without any administrative cost. After Army Group A and Army Group B are formed per the above, they will change designations as follows:

Army Group A to Army Group South Ukraine (4/44)

Army Group B to Army Group South (4/43) to Army Group North Ukraine (4/44)

7.7. COMBAT AND HEADQUARTERS UNIT AUTO-ATTACHMENT

The auto-attachment function allows players to automatically attach combat and headquarters units to the nearest eligible headquarters unit by using the map information tab (5.1.2.1) Auto Assign Units button (hotkey g) while the unit is selected in Move mode (F1). Auto-Attachment requires the expenditure of admin points just as if manual attachment was being used (12.2.3). The phasing player may use auto-attachment as many times as they wish during their turn, subject to available admin points, provided the Move mode (F1) is selected. Using auto-attachment in no way precludes the player from manually attaching units. When using auto attachment the computer assumes the gaining leader's admin rating is 1 in order to allow an attachment attempt to be made. Since the higher the admin rating, the lower the attachment admin cost, the actual admin cost, which is based on the leader's actual admin rating and may be further reduced if that leader passes an admin check, may be lower than the computer's auto calculation (12.2.3). This may result in the computer not allowing an auto attachment due to a perceived lack of admin points. Players who find themselves in this position should attempt a manual attachment (7.6.2).

7.7.1. AUTO-ATTACHMENT RULES

Auto-attachment occurs according to the following rules:

Division, brigade and regimental combat units will attach themselves to the nearest corps HQ unit. If an army or higher HQ unit is nearer than the nearest corps HQ unit, then the combat unit will attach to it instead. If a corps HQ unit and a higher HQ unit are equally distant, then the combat unit will always attach to the corps HQ unit. If two corps HQ units are equally distant from the combat unit, the computer will randomly determine to which corps HQ unit the combat unit will be attached.

Corps HQ units and Soviet corps combat units will attach themselves to the nearest army HQ unit. If an army group/front HQ unit or eligible High Command unit is nearer than the nearest army HQ unit, then the corps HQ unit or corps combat unit will attach to it instead. If an army HQ unit and army group/front HQ unit or High Command HQ unit are equally distant, then the corps HQ unit or corps combat unit will always attach to the army HQ unit. If two army HQ units are equally distant from the unit, the computer will randomly determine to which army HQ unit the unit will be attached.

Army HQ units will attach themselves to the nearest army group, front or Military District (MD) HQ unit. If an eligible High Command HQ unit is nearer than the nearest army group/front/MD HQ unit, then the army HQ unit will attach to it instead. If an army group/front/MD HQ unit and an eligible High Command HQ unit are equally distant, then the army HQ unit will always attach to the army group/front/MD HQ unit. If two army group/front HQ units are equally distant from the army HQ unit, the computer will randomly determine to which army group/front HQ unit the combat unit will be attached.

Air base units and their respective higher air HQ units attach in the same manner as combat units and their HQ units.

END-USER LICENSE AGREEMENT

YOU SHOULD CAREFULLY READ THE FOLLOWING LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM.

With the use/installation of the CD(s),DVD(s) and/or software program(s) you agree to the following license agreement:

This License Agreement is a legal binding contract between you and Matrix Games Ltd. and/or its subsidiaries for the above mentioned software product, consisting of the computer software and possible relevant media, printing material and electronic operating instructions (the "software product"). By installing the software product, copying it or using it in any other way, you are agreeing to accept the conditions of this License Agreement without change. Should you not agree to the conditions of this License Agreement, do not install this software product, but return it to where you purchased it according to their return policy.

Software product license

This software product is copyrighted (by national law and international contracts.) This software product has not been sold to you, but is only licensed to you.

License warranty

This License Agreement warrants you a license with the following rights: Use of the delivered software. This software product may only be used by you. You are allowed to install this software product and use it on any computer in your home only.

Description of further rights and restrictions

Restrictions concerning Reverse Engineering, Decompilation and Disassembling

You are not allowed to change the software product, subject it to a reverse engineering, decompile, or disassemble it. The software product is licensed in whole. Its parts may not be separated, a may not be used on more than one computer.

Hiring out

You may not lease, rent or lend the software product to anyone.

Software negotiation

You are permitted to relinquish all rights you are entitled to under this License Agreement completely and durably to another party, as long as you

- (a) do not retain any copies (of the whole software product or single parts of it),
- (b) relinquish the whole software product (including all covering material (in media- or form), upgrades, and the License Agreement durable and completely to the consignee.

Responsibilities/ Restrictions.

The software product may contain an Editor that allows you to create custom levels, scenarios or other materials for your personal use in connection with the software product ("new materials"). You will not be entitled to use or allow third parties to use the Editor and/or the new materials created thereby for commercial purposes including, but not limited to, distribution of new materials on a stand alone basis or packaged with other software or hardware through any and all distribution channels, including, but not limited to, retail sales and on-line electronic distribution without the express prior written consent of Matrix Games Ltd. and its subsidiaries. You are expressly prohibited from selling and/or otherwise profiting from any Editor, add-on packs, sequels or other items based upon or related to the software product and/or the new materials without the express written consent of Matrix Games Ltd. and/or its subsidiaries. You may freely distributed by email or on-line electronic distribution, however Matrix Games Ltd. specifically withholds any license to the author of any such created custom levels, scenarios or other materials to distribute copies thereof in any fixed media format. Any persons doing so shall be guilty of copyright violation and will be subject to appropriate civil or criminal action at the discretion of the copyright holder.

Copyright and trademark rights

(1) The software product (inclusive all illustrations, photos, animation sequences, video, audio, music and text parts, which were embedded in the software product), as well as all the connected trade-mark and

rights of usage, the packaging, printed materials and all copies of the software products are property of Matrix Games Ltd. and/or its licensees and/or licensor's.

(2) The software product is protected by copyright and trademark by national law, international law and international contract stipulations.

(3) With regard to archive purposes, you may handle the software product like any other by copyright protected work, and you may not make copies of the printed materials, which are included with the software product, including the packaging.

(4) You may not remove, modify or change the statements about copyrights and trademarks from the software product. This particularly refers to statements and marks on the packing and the data media, at statements which are published on the web site or which are accessible by Internet, or others which are included in the software product or are created from this.

Limited Warranty

Matrix Games Ltd. and/or its subsidiaries warrant that the software product essentially works in agreement with the written statements being supplied with the software product from Matrix Games Ltd. and/or its subsidiaries. This warranty covers 30 days, beginning with the date stated on the receipt.

Legal remedy of the consumer:

The responsibility of Matrix Games Ltd. and/or its subsidiaries and its suppliers is limited to - one of the following, by choice of Matrix Games Ltd. and/or its subsidiaries -

(a) the payback of the license fee you paid, not to exceed the purchased price, or

(b) repair or replacement of the part, or the parts of the software

product if returned directly to Matrix Games Ltd. and/or its subsidiaries including a copy of your receipt. This limited warranty is not valid, if the defect is based on an accident or misused or faulty handling. For each replaced software product, the guarantee will be for a period of an additional 30 days from the expiration of the original warranty, as long as Matrix Games Ltd. and/or its subsidiaries determines that the software product was obtained legally.

No further warranties

Matrix Games Ltd. and/or its subsidiaries and its suppliers do make, as far as this is permitted by practicable law, any further warranty, as well as the liability for occurring or failure of an explicit or tacitly agreed condition. This includes especially the legal warranty for marketable quality, for the suitability for a special aim, for property, for the non-violation, concerning the software product and the stipulation, which assigns service activities, respective for shortcomings in the field of service activities.

Limited Liability

(1) As far as this is permitted by practicable law, Matrix Games Ltd. and/or its subsidiaries and its suppliers are not liable for special damages being based on accident, or mediate damages, for any following damages, including compensation for the loss of business, for the interruption of business operation, for the loss of business information or any other financial damages, arising from the use or an impossibility of the use of the software product, or from the guarantee or abstained guarantee of service activities. This even applies, if Matrix Games Ltd. and/or its subsidiaries product were directly responsible for such damages.

(2) In any case, Matrix Games Ltd. and/or its subsidiaries' entire liability will be, by instruction of this License Agreement, limited to the amount the purchaser actually paid for the software product. All of these restrictions are not valid, if Matrix Games Ltd. and/or its subsidiaries caused the damage willfully.

Final Restrictions.

(1) Should restrictions of this contract be not legally binding in whole or in part, and/or not practicable, and/or lose their legal force later, the validity of the remaining restrictions of the contracts shall remain in force. This also applies, if it should be proved, that the contract includes an unenforceable clause.

(2) Instead of the ineffective and/or impracticable restriction because of that clause, an adequate agreement shall be valid, which, as far as legally possible, approaches best to the intended clause.

USE OF THIS PRODUCT IS SUBJECT TO THE ACCEPTANCE OF THE LICENSE AGREEMENT.



You must accept the enclosed License Agreement

© 2010 Matrix Games Ltd and 2by3 Games. All Rights Reserved. Matrix Games Ltd and Matrix Games Ltd Logo are the trademarks of Matrix Games Ltd. [Game Title] is a trademark of Matrix Games Ltd and 2by3 Games. All other trademarks and trade names are the properties of their respective owners and Matrix Games Ltd and 2by3 Games make no claim thereto. Use of this product is subject to acceptance of a license agreement. The terms of this license agreement can be found in the product's manual.