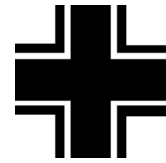




# ОПЕРАТИВНОЕ ИСКУССТВО

(Operativnaia Iskusstva – Operational Art)



## Wargames rules for re-fighting operational-level battles on the Eastern Front

### 1. Introduction:

Operational Art is the term first coined by the Russians to describe the level of combat that falls between the tactics used on the battlefield and the strategic direction of a war. The basic units of manoeuvre are division-sized formations and the decision making level is that of an Army commander.

These rules have been designed so that players can recreate battles fought at this level; as a result a degree of abstraction has been included in the mechanisms used and especially in the way in which combat is resolved.

### 2. The Primary Rule Of Wargaming

‘Nothing can be done contrary to what could or would be done in actual war’

Fred T. Jane

### 3. The Spirit Of The Wargame

Wargames are played, for the most part, without the supervision of an umpire. The game relies on the integrity of the individual players to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the wargame.

Adapted from ‘The Rules of Golf’ © R&A Rules Limited

### 4. Playing Equipment:

The following equipment is needed to fight battles with these rules:

1. A battlefield on which the major terrain features (e.g. hills, wooded areas, built-up areas, rivers, main roads, and railway lines) are represents.
2. Two suitably organised model armies.
3. A set of magnetic numbered strength and morale markers.
4. A set of activation cards.
5. At least two D12s<sup>i</sup>.
6. At least two D10s<sup>ii</sup>.

### 5. The Battlefield:

The battlefield is marked in 10cm hexes.

The battlefield should be a minimum of 9 x 12 hexes.

Pieces of terrain (e.g. a group of trees) should, wherever possible, fit within one of the hexes on the battlefield. Where pieces of terrain are larger than an individual gridded hex (e.g. a hill) they should be sized in multiples of individual hexes (e.g. 2 hexes or 6 hexes) and be marked in 10cm hexes in the same way as the battlefield.

### 6. Stacking Limit:

More than one stand may occupy a hex if:

- There is sufficient space within the hex for this to happen without any part of a stand crossing the boundary of the hex.
- The stands belong to the same division or group of assets.

### 7. Armies:

Groups of figures and/or equipment are mounted on stands.

Each stand represents one of the following:

- A regimental-sized combat unit.
- A divisional command unit.
- A higher-level command unit<sup>iii</sup>.

Each stand should be 4cm wide<sup>iv</sup> and at least 4cm deep, and should have a label that identifies it<sup>v</sup>

Wherever possible a stand should be able to fit inside a 10cm hex.

Large stands may occupy two or more hexes but movement and ranges from the stand are taken from the hex occupied by the front edge of the large stand.

Each divisional command stand has a strip of magnetic tape on which is placed:

- A magnetic numbered marker that shows the stand's current combat value.
- A magnetic numbered marker that shows the division's the current morale value.

Each higher-level command stand has a strip of magnetic tape on which is placed a magnetic numbered marker that shows the stand's current combat value.

Combat stands are grouped together with a divisional command stand to form a division<sup>vi</sup>.

Combat stands can also be grouped together with a higher-level command stand to form the assets assigned to a Corps, an Army, an Army Group, or a Front<sup>vii</sup>.

### 8. Stand Combat Values:

Before the battle begins, each stand is allocated a combat value that is based on its training, equipment, and experience. This is calculated by adding numerical values that represent the differing levels of training, equipment, and experience to the basic stand combat value<sup>viii</sup>.

Basic combat value for all stands: 1

The additional numerical values are:

Poor quality General*:	+0
Poor quality infantry and cavalry:	+0
Average quality General*:	+1
Conscript infantry and cavalry:	+1
Transport:	+1
Good quality General*:	+2
Equipped with light AFVs:	+2
Regular infantry and cavalry:	+2
Artillery:	+2
Exceptional quality General*:	+3
Equipped with medium AFVs:	+3
Elite infantry:	+3
Equipped with heavy AFVs:	+4
Equipped with very heavy AFVs:	+5

Note: The starred (\*) additions to the basic combat value only apply to command units.

A stand's combat value is eroded as a result of combat and cannot be regained until after the battle.

### 9. Divisional Morale Values:

Before battle begins, each division is allocated a morale value that is equal to half the total combat values<sup>ix</sup> of the stands in the division<sup>x</sup>.

A division's morale value is eroded as a result of combat and cannot be regained until after the battle. When stands in the division lose combat value, the division loses the same value from its morale value. When the division's morale value is reduced to zero, it must not advance, and may only move if it is withdrawing from the battlefield.

### 10. Activation Cards:

Each division or group of assets has an activation card that bears its name. When a division or group of assets is deployed onto the tabletop, its activation card is added to the pack of activation cards that will be used for this battle. The pack is shuffled, and when a division or group of assets' activation card is turned over, that a division or group of assets is activated.

### 11. Dice:

The use of two different dice to represent the chance element in combat has been made in light of the work done by Colonel Trevor Dupuy that indicates that the soldiers of different nations have differing levels of effectiveness in combat. The dice used are:

- A D12 (for the Germans).
- A D10 (for the Russians and Axis allies).

### 12. Movement Sequence:

A day of battle lasts for 12 turns:

1. Shuffle the pack of activation cards and place them face down where players can see them.
2. Turn the top activation card over; the division or group of assets named on the card is activated and may move and/or engage in combat.

3. When that division or group of assets has completed everything that it may do, the next activation card is turned over and the process is repeated.
4. This continues until every activation card has been turned over and the last division or group of assets has completed everything that it may do. This marks the end of the turn.
5. The activation cards are collected together for the next turn.

### 13. Movement:

All movement is measured in hexes:

- 4 hexes: Generals and infantry in vehicles, AFVs, self-propelled artillery, mounted cavalry and motorised transport
- 2 hexes: Generals and infantry on foot, non-self-propelled artillery, dismounted cavalry, horse-draw transport, and all troops within a fortified or built-up area

Stands making their entire move along a road may increase their movement distance by 1 hex.

Stands can move through friendly stands but not through enemy stands.

Stands cannot move between enemy stands or between an enemy stand and a terrain obstacle (e.g. hills, wooded areas, built-up areas, rivers) if that movement will take the stand through a hex that is adjacent to an enemy stand.

Artillery stands may not be moved into a hex that is adjacent to a hex occupied by an enemy stand.

Only infantry on foot and dismounted cavalry may move off-road through woods or into areas designated as villages.

AFVs, cavalry, artillery, and transport may only enter built-up areas *via* roads.

Stands crossing a hill contour reduce their movement distance by 1 hex per contour crossed.

Stands that are forced to withdraw as a result of combat must withdraw until they are one hex away from the nearest enemy stand. If the stand has to withdraw more than four hexes to comply with a combat result or it is prevented from doing so because of an enemy stand or a terrain obstacle, the withdrawing stand is deemed to have been destroyed and is removed.

### 14. Combat:

Combat is hex vs. hex, but only one stand in a hex may engage an enemy stand in another hex during a turn<sup>xi</sup>.

A stand may only initiate combat once during a turn but may defend itself as many times as it is attacked.

With the exception of artillery, stands may only fire at enemy stands that they can see.

#### Weapon Ranges:

Infantry weapons:	2 hexes
AFV weapons and anti-tank artillery:	4 hexes
Field artillery:	6 hexes
Medium artillery:	8 hexes
Heavy artillery:	10 hexes

#### Combat Resolution:

When combat occurs, both sides take the combat value of the unit that is involved in the combat, add the numerical values of any relevant transient effects and the dice score that they throw, and this give that unit's Combat Power.

These are then compared, and a result is generated.

The transient effects are:

- If a stand's command stand is in an adjacent hex: Add the command stand's combat value
- If the attacking stand is artillery firing at an enemy stand that is in an adjacent hex: +1
- If the attacking stand is attacking an enemy stand that is in defence works, inside a wood, or inside a built-up area: -2
- If the attacking stand is attacking an enemy stand in the flank or in the rear<sup>xii</sup>: +3

The combat results are:

- If the attacking unit's Combat Power is lower than the defending unit's Combat Power, the combat has been ineffective.

- If the attacking unit's and defending unit's Combat Powers are equal, each unit throws a D12 or D10 (as appropriate) and the unit with the lowest score stays in its current position and reduces its combat value by one.
- If the defending unit's Combat Power is less than the attacking unit's Combat Power but more than half of the attacking unit's Combat Power, the defending unit stays in its current position and reduces its combat value by one.
- If the defending unit's Combat Power is less than half of the attacking unit's Combat Power, but more than a quarter of the attacking unit's Combat Power, the defending unit reduces its combat value by two.
- If the defending unit's Combat Power is less than a quarter of the attacking unit's Combat Power, the defending unit reduces its combat value by two and withdraws until it is at least one hex away from an enemy unit.

Stands that are forced to withdraw as a result of combat must withdraw until they are one hex away from the nearest enemy stand. If the stand has to withdraw more than four hexes to comply with a combat result or it is prevented from doing so because of an enemy stand or a terrain obstacle, the withdrawing stand is deemed to have been destroyed and is removed.

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- i A D12 is a twelve-side dice marked with the numbers 1 to 12 inclusive.
  - ii A D10 is a ten-side dice marked with the numbers 1 to 10 inclusive.
  - iii A higher-level command unit controls a Corps, an Army, an Army Group, or a Front.
  - iv A stand may be wider than 4cm in order to accommodate large vehicles or equipment.
  - v For example, 360<sup>th</sup> Rifle Regiment/74<sup>th</sup> Rifle Division; HQ/2<sup>nd</sup> Guards Tank Corps; HQ/66<sup>th</sup> Army
  - vi For example, three infantry stands, a field artillery stand, and a divisional command stand for a Russian rifle division; an AFV stand, an motorised infantry stand, a field artillery stand, and a divisional command stand for a German *Panzer* division
  - vii For example, an AFV stand, a medium artillery stand, a heavy artillery stand, a Guards Mortar stand, and a higher-level command stand form an Army's assets.
  - viii Therefore an inexperienced (conscript) Russian Rifle Regiment will have a combat value of 2 (basic combat value plus 1 for being conscript infantry) whereas an elite German *Panzer Grenadier* unit will have a combat value of 4 (basic combat value plus 4 for being elite infantry).
  - ix All fractions are rounded up.
  - x For example, a Russian rifle division led by an Average General has three conscript infantry stands (with a combat value of 2 each), a field artillery stand (with a combat value of 3), and a divisional command stand (with a combat value of 2). Its total combat value is 11 (2 + 2 + 2 + 3 + 2), giving it a divisional morale value of 6.
  - xi For example, two Russian rifle regiments whose division is activated are in the same hex, and a German infantry regiment is in an adjacent hex. Only one of the Russian rifle regiments may engage the German infantry regiment in combat; the other Russian rifle regiment can only give support to the embattled friendly stand during this turn.
  - xii Flanks and rear faces of a hex are illustrated by these two diagrams:

