



Kiev

Reference Manual

War in the East Series



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1.0 SETUP

Kiev is stored on 3.5 diskettes in a compressed format. Disk one contains the install program. Insert disk 1, then type "a:" or "b:", then "install". The program prompts the user for the directory to use for Kiev installation. Default directory is "c:\kiev". The install program will load Kiev into the directory, and prompt the user for further action.

Execution begins when the player types "kiev" while in the directory where Kiev was loaded. Kiev may also be executed from Windows, using a DOS icon. Kiev requires SVGA graphics in 800 x 600 x 256 colors mode, and a Microsoft or compatible mouse. If this is not available, the program prompts the user to contact Schwerpunkt for assistance.

The first two screens are an introduction only, allowing the player to return to DOS if desired or continue. The third screen briefly describes the three scenarios, and gives the overall orders from Hitler and Stalin. Kiev is a simulation of 3 battles that occurred during the German - Russian conflict during World War II from 1941 to 1943.

The fourth screen displays the Strategic Map used during play showing the area of the Kiev battle, and allows game setup. Setup occurs when the player chooses one of 3 scenarios or restores a scenario in progress. When choosing a new scenario, the player specifies which of five optional rules (if any) are to be used. The player also specifies if a computer opponent for one side is desired, and inputs names for each player.

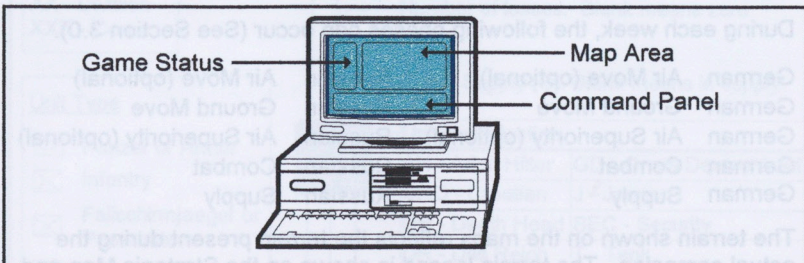
Default setup is Scenario 1, no optional rules and no computer opponents (player plays both German and Russian sides). The optional rules available are:

Option	Description
Second Chance	During combats randomly selected by the game, the player is given the opportunity to roll the die again to determine different combat results.
Weather Effects	The game determines the weather. Affects both ground and air unit movement.
Fog of War	The enemy unit factors for attack, defense and movement are not displayed.
Air Operations	Allows players to use friendly air units to support combat, supply ground units by air, and take enemy units out of supply by air interdiction.
Alternate Setup	Allows players to alter the starting location of their units before the scenario begins.

2.0 OVERVIEW

This overview describes the layout of the primary screen, the basics of the game, and the icons used to control the game. Mouse left button click is abbreviated as "click" throughout the overview. Right button is abbreviated "Mouse RB". Icons are shown in all capital letters (e.g. SWAP).

2.1 Game Screen Layout



After setup, the game begins. The screen contains three main areas. The Game Status Area contains game summary status (e.g. player and phase), messages (e.g. move valid on tactical maps only), player aids (e.g. hex move costs) and operation results (e.g. combat results, retreats, and losses). The Map Area displays maps and Orders of Battle. The Command Panel with icons is used for player control of the game.

2.2 Basics of the Game

The Game specifies scenario number, scenario title, current week date, weather, player, phase and messages in the Game Status Area. The specified player performs operations valid for the specified phase. Operations are performed by clicking on the icons in the Command Panel, other pop-up icons, the units on the maps, or by pressing the hot-keys shown underlined on/below the icon. After the player has done all desired phase operations, the player requests the next phase by clicking on NEXT PHASE icon in the Command Panel. The next phase is displayed in the Game Status Area.

At the start of each week, the game adds reinforcements to the maps based on the Order of Battle (OOB). The Kiev game saves the game state in a file called "current" at the end of each players part of the week, which can be restored during game setup. The game state can also be saved at any time by the player. Kiev can be played by mail or electronic mail in this manner. A message is displayed to the player specifying when to save and send the game state to your opponent.

The player(s) can view the scenario orders, current detailed status, who is winning, and a personalized performance review by Hitler and Stalin at any time. This is done by clicking on the STATUS icon in the Command panel. The official performance review grade is updated at the start of each week.

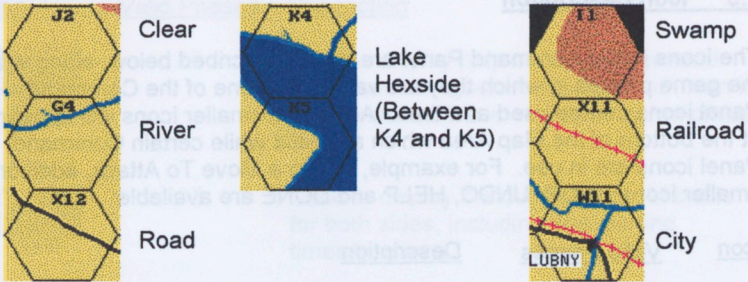
The game continues until the "Last Week" status is shown in the Game Status Area. When the status changes to overtime, the player(s) should compare performance review grades to determine the winner. The game can continue as long after that as the players desire in overtime.

During each week, the following phases can occur (See Section 3.0).

German	Air Move (optional)	Russian	Air Move (optional)
German	Ground Move	Russian	Ground Move
German	Air Superiority (optional)	Russian	Air Superiority (optional)
German	Combat	Russian	Combat
German	Supply	Russian	Supply

The terrain shown on the maps reflects the terrain present during the actual campaign. The terrain legend is shown on the Strategic Map and below. For example, a hex is considered to be a swamp hex if a significant part of the hex contains the sandy pattern shown in the legend. Terrain affects move and combat. The move cost per hex is shown on the move icon in the Game Status area, and is described in section 3.3. Terrain effects on combat is shown as part of the combat results in the Game Status Area, and is described in section 3.5.

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Terrain Legend

The weather during each week of the game is shown in the Game Status area. Weather can be either clear, rain, snow or (winter)storm. Weather is calculated by the game on a scenario basis, and somewhat follows the historical campaign weather. Weather affects units moves, and is described in section 3.3. Clear terrain is displayed in white during snow and storm weather.

The following are examples of types of units in the Kiev Game:



German Infantry
(non-mechanized)



Russian Infantry
(non-mechanized)



German Panzer Grenadier
(Mechanized)



Russian Armor
(Mechanized)

Unit Size

X - Brigade
XX - Division
XXX - Corps

Dug-in (D) or Entrenched (E). Blank means no improved defense capability.

Number of losses. Blank means zero losses

Out of Supply (S). Blank means in supply

Unit Type

- ☐ Panzer or Armor
- ☒ Infantry
- ☒ Fallschirmjaeger or Parachute
- ☒ Cavalry
- ☒ Panzergrenadier or Motorized Infantry
- ☒ Mountain
- ☐ Kampfgruppe



Unit Identification

AH - Adolf Hitler	GD - Gross Deutschland
CRO - Croatian	J - Jaeger
DH - Death Head	SEC - Security
DR - Das Reich	T - Tank
G - Guards	VIK - Viking











Move Factors (MF)

Defense Factors (DF)










Attack Factor (AF)

2.3 Icon Description

The icons in the Command Panel are briefly described below, along with the game phases in which they are valid. Only one of the Command Panel icons can be used at a time. Additional smaller icons will appear at the bottom of the Map Area which are valid while certain Command Panel icons are in use. For example, during a Move To Attack, additional smaller icons DROP, UNDO, HELP and DONE are available.

<u>Icon</u>	<u>Valid Phases</u>	<u>Description</u>
 Strategic	All	Displays entire campaign area, with one unit attribute as specified by the player with the popup menu.
 Tactical	All	Displays a part of campaign area (11 by 6 hexes). All unit operations (e.g. move or combat) are done using these maps.
 To Attack	Ground Move	Used to move a unit that can attack during the next combat phase.
 No Attack	Ground Move	Used to move a unit that cannot attack during the next combat phase, but can move farther.
 No ZOC	Ground Move	Used to move a unit that cannot enter or start in an enemy unit zone of control (adjacent) hex. Maximum move capability.
 Combat	Combat	Used to perform a combat operation by specifying defenders, attackers, retreats and pursuits.
 History	History	Used to view a short history of the actual campaign on a turn by turn basis
 Dig-In	Ground Move	Used to improve a units defensive capabilities rather than moving.
 Swap	All	Used to change the order of a stack of units.
 Display	All	Used to view the units in a stack. Mouse right-button click can be used to display unit stack during most phases.

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Icon	Valid Phases	Description
 Help	All	Used to display help screens on general topics such as game overview, each icon in the Command Panel and each game phase.
 OOB	All	Used to display the current order of battle for both sides, including unit starting times/locations.
 Status	All	Used to display the orders for this scenario, a summary of objectives and casualties, and a performance review by their commander-in-chief.
 Rules	All	Used to display the game rules.
 Save	All	Used to save the game state to a player specified filename.
 Air Ops	Air Move, Supply	Used to move air units to perform close support, supply of friendly units, and interdiction of supply of enemy units. During supply phase, all air units must be moved to a city hex.
 Next Phase	All	Used to specify that the current phase is complete.
 Exit To DOS	All	Used to exit to DOS. "Are you sure?" prompt is given to allow the player to return to the game if desired.
 Next Action Opponent	All	Used to control the computer opponent to execute its next planned operation.

3.0 GAME PHASES

The game phases for German and Russian players are exactly the same, with the German going first in scenario one and the Russians going first in Scenarios two and three. The phases are determined by the game during setup based on whether the player chooses Alternate Setup and Air Operations as optional rules. The Alternate Setup phase occurs only if the Alternate Setup optional rule is chosen. The Air Moves and Air Superiority phases occur only if the Air operations optional rule is chosen. The return of air units to a city during the Supply phase only occurs if the Air Operations optional rule is chosen.

3.1 Alternate Setup (optional)

Alternate Setup is a one time phase at the beginning of a scenario. It is only available if the Alternate Phase optional rule is chosen during setup. During Alternate Phase, the players can change the starting location of their units in any agreed to manner.

To change a unit's starting location, perform the following steps:

- a. Use TACTICAL MAP icon and arrow keys or scroll bars to display a tactical map window that contains the unit to be moved.
- b. Click on any ground unit MOVE icons (TO ATTACK, NO ATTACK, or NO ZOC).
- c. Click on unit to be moved. If there is more than one unit in the hex, player must choose which unit in the stack to move by clicking on the unit displayed in the Game Status Area.
- d. Click on new starting location.
- e. Players can change Tactical Map window as desired. Player can repeat steps c and d until all units have been moved. Click on DONE smaller icon.

For two players, each change should be negotiated to ensure that play balance is not altered. Remember that the Game does no checking on the new starting locations. For example, it is the player's responsibility to ensure that the new starting location is on the map. Although it is somewhat poor sportmanship, this capability can be used against the Computer Opponent in order to ensure victory .. Of course, this is an admission of guilt myself. I really hate getting beat by machines.

3.2 Air Move (optional)

Air Move phase occurs only if the player chose the Air Operations optional rule during setup. Air Move phase allows the player to position friendly air units to perform three types of air missions; close support combat, air supply and air interdiction. For close support, the player moves the air unit adjacent to the enemy unit(s) that will be attacked in the next combat phase. For air supply, the player moves the air unit in the same hex as the ground unit that is out of supply and will be supplied by air. For air interdiction, the player moves the air unit in the same hex as the enemy unit that you want to be out of supply. An out of supply ground unit will receive a +1 loss automatically at the end of the next supply phase. The air unit always starts in a city hex, and will be returned to any city hex within range in the Supply or Air Superiority Phase.

To move an air unit, regardless of mission, perform the following steps:

- a. Use TACTICAL MAP icon and the arrow keys or scroll bars to display a tactical map window that contains the air unit to be moved.
- b. Click on AIR OPS icon.
- c. Click on the air unit to be moved. If there is more than one unit in the hex, player must choose which unit in the stack to move by clicking on unit displayed in the Game Status Area.
- d. Click on the destination hex only.
- e. Players can change Tactical Map window as desired. Click on the DROP smaller icon to end move. Alternatively, the player can Click on the UNDO smaller icon to allow move to be done over.
- f. Steps c through e can be repeated as many times and for as many air units as desired. However, units can only be moved once per week during this phase.
- g. Click on DONE smaller icon.

Air units are especially important as close support for combat, as they are allowed to participate in a second combat subphase along with mechanized units. Frequently, the second combat subphase will result in a breakthrough which causes the enemy to react to your moves rather than creating problems for your units. Initiative in the Kiev game is a key to winning.

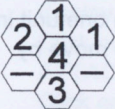
Ensure that each air unit is within range of a friendly controlled city as it will be required to move to it in the Supply phase, or be destroyed.

3.3 Ground Move

Ground Move phase allows players to capture cities, maneuver their units in preparation for attacking in the combat phase, and maneuver their units in the best defensive positions to keep cities and supply lines. The move factor is the third number at the bottom of each unit. It represents the number of clear hexes in clear weather that the unit can move within a week (one turn). Each unit may be moved only once during a week during this phase, but may participate in pursuits and retreats during the Combat phase.

The cost of each hex will vary based on terrain, weather and move type. There are three move types; Move to Attack, Move No Attack (twice as far), and Move No ZOC (three times as far). After a unit has been picked up, the game displays a move icon at the bottom of the Game Status Area. This icon reflects the move costs for each adjacent hex, and remaining move factors available for this move as shown below.

The following is an example of the move icon in the Game Status Area.

Move Icon	Explanation
	There are 4 MF remaining It costs 3 MF to move 1 hex down Dash (-) means move not allowed to this hex

Ground unit moves are similar to air unit moves, except the icon in step b is different and each hex in the move path is clicked on (step d). To move a ground unit, perform the following steps:

- Use TACTICAL MAP icon and the arrow keys or scroll bars to display a tactical map window that contains the ground unit to be moved.
- Click on MOVE TO ATTACK, MOVE NO ATTACK or MOVE NO ZOC icon.
- Click on ground unit to be moved. If there is more than one unit in the hex, the player must choose which unit in the stack to move by clicking on the unit displayed in the Game Status Area.
- Click on each adjacent hex in the path.
- Players can change Tactical Map window as desired. Repeat step d until the ground unit is in the desired hex. Click on DROP smaller icon to end move. Alternatively, the player can Click on the UNDO smaller icon to allow move to be done over.
- Steps c through e can be repeated as many times and for as many ground units as desired. However, units can only be moved once per week during this phase.
- Click on DONE smaller icon.

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The player may choose to dig-in a unit instead of moving the unit. This improves the defensive capability of the unit in combat by a +1. This may be done a second time to improve the capability to +2 by digging-in the unit on another week without moving it. The defensive improvement is deleted when the unit moves, and cannot be transferred to another unit.

To dig-in a ground unit, perform the following steps:

- Use TACTICAL MAP icon and the arrow keys or scroll bars to display a tactical map window that contains the ground unit to be dug-in.
- Click on DIG-IN icon.
- Click on ground unit to be dug-in. Game places a white D or E on the unit to show that it has been dug-in once (D, +1) or twice (E, +2). If there is more than one unit in the hex, the player must choose which unit in the stack to dig-in by clicking on the unit displayed in the Game Status Area.
- Players can change Tactical Map window as desired. Repeat step c until all desired ground units have been dug-in.
- Click on DONE smaller icon.

Although it is easy to forget to dig-in units, it is important to take advantage of this capability. The Russians were particularly adept at this, and could not be easily dislodged if they were given time to dig-in.

The following table describes the move modifiers calculated by the game.

Weather	Terrain				
	Clear	Swamp	River	Road	ZOC
Clear	1	4	1	1/2	1
Rain	2	4	2	1/2	1
Snow	1	1	1	1/2	1
Storm	2	2	1	1/2	1

Notes:

- 1) Out of Supply units can move one hex only.
- 2) All units can move at least 1 hex per week.
- 3) Enemy ZOC negates road movement.
- 4) Terrain modifiers are cumulative except for road movement.
- 5) Road movement is 1/2 regardless of other terrain.
- 6) Road movement is not allowed into enemy ZOC hexes.
- 7) Lake hexsides prevent movement and combat

3.4 Air Superiority (optional)

Air Superiority phase occurs only if the player chose the Air Operations optional rule during setup. This phase determines which of the attacking player's air units will be allowed to complete their mission. The Game calculates which player has air superiority based on the available air units and the historical situation. The Game displays the results in the Game Status Area. If specified, an air unit of the attacker's choice must be returned to a city hex. To return an air unit to a city, the same steps are used as in Air Move phase (3.2, steps a through g).

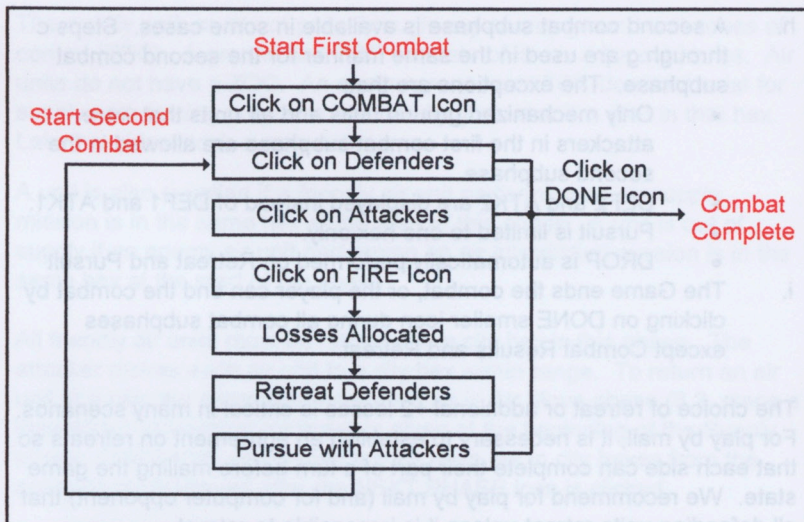
3.5 Combat

Combat phase allows players to destroy enemy units, cause losses to enemy units, take cities during the pursuit, and to cutoff supply to enemy units which results in losses during the Supply phase. The attacking Russian player can choose as many combats as desired. The attacking German player is limited to four combats per week. Combat only occurs between units that are adjacent. All enemy units in a hex are attacked, while friendly units in adjacent hexes may or may not be involved in the combat. The choice of which units are in a combat is specified by the attacker. Attacking units can only be involved in one combat. Each combat has two subphases. The combat subphase and brief directions to the player are displayed in the Game Status Area.

In the first combat subphase, the attacker specifies the defender's hex and the attacking units. The Game calculates the combat results and assigns losses to units. The results are displayed in the Game Status Area. The results may include a defender's retreat. The attacker chooses defender retreat hexes if the Game allows. If the results cause a defender's retreat or all defender's are destroyed, the attacker can perform pursuit moves. A pursuit move is the same as a ground unit move (see section 3.3), except the first hex must be to the defender's original hex.

The attacker may then cause a second combat subphase. The second combat subphase is the same as the first except it is limited to mechanized and air units involved in the first combat subphase, and pursuit move is limited to the defender's hex only.

The following diagram shows the sequence of a combat operation, both first and second combat subphases.



Combat is performed using the following steps:

- Use TACTICAL MAP icon and the arrow keys or scroll bars to display a tactical map window that contains the defending units to be attacked.
- Click on COMBAT.
- Click on the defender's hex.
- Click on each attacking unit. If there is more than one unit in the hex, the player must choose which unit in the stack by clicking on the unit displayed in the Game Status Area.
- Click on the FIRE smaller icon when all defenders and attackers have been specified. Game calculates results, updates unit status, and displays results in the Game Status Area and the Map Area.
- If retreat is required by the defender, the attacker performs a move of one hex for each defender unit. The retreat move is a ground unit move of one hex maximum (see section 3.3), except DROP is automatically done by the game after the first hex move. If the defender chooses not to retreat a defending unit or cannot retreat, an additional +2 loss is assessed on each defending unit that did not retreat.
- If pursuit is allowed, the attacker performs a move for each ground unit in the combat if desired. The pursuit move is similar to any ground unit move, except the first hex must be to the original defender's hex (i.e. the one where the defenders were located at the start of this combat). UNDO is available.

- h. A second combat subphase is available in some cases. Steps c through g are used in the same manner for the second combat subphase. The exceptions are that:
- Only mechanized ground units and air units that were attackers in the first combat subphase are allowed in the second subphase.
 - DEF2 and ATK2 are displayed instead of DEF1 and ATK1.
 - Pursuit is limited to one hex only.
 - DROP is automatically performed on Retreat and Pursuit
- i. The Game ends the combat, or the player can end the combat by clicking on DONE smaller icon during all combat subphases except Combat Results and Retreat.

The choice of retreat or additional +2 losses is critical in many scenarios. For play by mail, it is necessary to establish an agreement on retreats so that each side can complete their part of a turn before mailing the game state. We recommend for play by mail (and for computer opponent) that all defending units retreat unless it is impossible to retreat.

The following is a table of the modifiers to a combat:

Unit Type	Defender's Hex Terrain			
	Clear	Swamp	River	City
Mechanized Attackers	0	-1	-1	-1
Non-Mechanized Attackers	0	0	-1	0
Mechanized Defender	0	+2	+1	+2
Non-Mechanized Defender	0	+2	+1	+2

Notes:

- 1) Roads and weather have no effect on combat.
- 2) Combat modifiers shown are cumulative.
- 3) River to river hex attacks have a zero modifier.
- 4) Attacker modifiers are per unit/defender modifiers apply to the hex.

3.6 Supply

Supply phase allows the game to automatically mark both friendly and enemy units as in or out of supply. A unit is in supply if it can trace a path 8 hexes or less to one of the following hexes or to a railroad hex whose railroad leads to one of these hexes:

German - A5, A12, A17, S1, T20

Russian - EE2, EE13, EE20

The supply path must not pass through any enemy ground unit zones of control (ZOC). A ground unit ZOC consists of its six adjacent hexes. Air units do not have a ZOC. An enemy ground unit ZOC does not exist for supply path tracing purposes if a friendly ground unit is also in that hex. Lake hexsides block supply paths.

A unit is also supplied if a friendly air unit performing an air supply mission is in the same hex at the start of this phase. A unit is out of supply if an enemy air unit performing an air interdiction mission is in the same hex at the start of the phase.

All friendly air units must be returned to a city hex in this phase. The attacker moves each air unit to a city hex within range. To return an air unit to a city, the same steps are used as in Air Move phase (3.2, steps a through g). A warning message is given at the beginning of the Supply phase. The Game will remove any air units not in city hexes from the scenario as destroyed after the NEXT PHASE icon is clicked.

4.0 COMPUTER OPPONENT

During setup, the player chooses if a computer opponent is desired for either the German or Russian side. If a computer opponent is chosen, the Game activates the computer opponent planner at the beginning of its side's first phase. For example, the German computer opponent planner will be activated at German Air Move (if the Air Operations optional rule is chosen) or German Move phase. The computer opponent planner displays a message to the player that it is generating a plan, and a message when the plan is complete.

Once the plan is complete, the player controls the execution of the plan by clicking on the NEXT ACTION icon. This icon click causes the computer opponent to execute the next part of the plan. Air and ground unit move operations, and ground unit dig-in operations are executed by one click.

Combat operations require a click to start, a click after the results of first combat have been displayed, and a click after second combat results have been displayed. In all cases, the player views the computer opponent operation as it is executing.

The computer opponent executes all operations for the particular phase under player control, then causes the Game to go to the next phase. After all actions have been executed in the plan, the NEXT ACTION icon is removed from the display, and the player resumes control of the Game for his/her operations. This occurs during the Supply phase. The player then clicks on the NEXT PHASE icon.

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It is possible for the player to choose both German and Russian computer opponents for a scenario. By doing this, first time players can learn the Kiev rules and some elements of strategy, and experienced players can look for weaknesses in the computer opponents to be exploited in later scenarios.

5.0 TECHNICAL SUPPORT

Kiev technical support is available at (713) 997-1209. Please leave a message with your name and phone number, and your phone call will be returned between 7pm and 9pm, CST.



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