

## Kiev

### Status and Error Messages



**Action not valid during Computer Opponent control**

While the computer opponent is executing its planned operations, most of the Command Panel icons are disabled. Player should click on NEXT ACTION icon until the opponent is through and the icon disappears, then click on the desired Command Panel icons.

**Air movement not allowed in this Phase**

Air unit moves are valid during Air Move, Air Superiority and Supply Phases only. Player should perform an operation other than AIR OPS during the current phase or choose to advance to the NEXT PHASE. See the Reference Manual for operations to be performed for each phase.

**Air units are grounded during this weather**

An attempt was made to pick up an air unit in the correct phase in preparation for moving the unit. However, the current weather conditions prevent all air operations. Player should choose another operation.

**Attacker already specified**

During a combat operation (Specify Attacker), the player has chosen the same attacker twice. Player should choose another attacker unit or FIRE.

**Attacker in 2nd combat must be armor/air unit**

During a combat operation (Specify Attacker) in second combat subphase, the player has chosen a friendly unit that is not a mechanized or air unit. Only mechanized and air units can attack in the second combat subphase. Player should choose another attacker unit or FIRE.

**Attacker not specified**

During a combat operation (Specify Attacker), the player has clicked on the FIRE icon to execute the combat, but no attacker units have been specified. Player should click on attacker units, then click on the FIRE icon.

**Attacker not in supply**

During a combat operation (Specify Attacker), the player has chosen a friendly unit that is not in supply to be an attacker. A



unit must be in supply to attack. Player should choose another unit or FIRE.

#### **Attacker was not in 1st combat**

During a combat operation (Specify Attacker) in second combat subphase, the player has chosen a friendly unit that was not in the first combat subphase as an attacker. Second combat subphase attackers must have been first combat subphase attackers. Player should choose another attacker unit or FIRE.

#### **Cannot open file**

The Game automatically saves the game state at the end of each player's Supply Phase in a file called "current". This message means that the file could not be opened. The player can press any key to continue the game. However, the root cause of this message is beyond the scope of the Kiev game. It could be a DOS or disk error.

#### **Combat allowed only in Combat Phase**

Player clicked on the COMBAT icon during a non-Combat phase. player should choose another operation for the current phase. See the Reference Manual or HELP screens for operations that can be performed during each phase.

#### **Comrade General is ready. Click on NEXT ACTION**

The Game's computer opponent for the Russian side is ready to perform the next operation in its plan. Player should use the mouse's left button to click on the NEXT ACTION icon on the far right side of the Command Panel.

#### **Could not find specified PCX file**

The Game attempted to find a PCX file on the disk and was not able to open/find it. Kiev game should be installed again from the original diskettes. Please contact Schwerpunkt for new diskettes if error persists.

#### **Currently at max defenses**

An attempt was made to Dig-In a unit during the Move Phase that is already entrenched, which is the maximum defensive



improvement allowed in this Game. Player should choose a different unit.

**Defender has already been retreated**

During a combat operation (retreat), an attempt was made to pick up a defender in order to retreat. However, the defender chosen has already retreated during this combat subphase. Player should choose another defender to retreat or click on DONE if all desired defenders have been retreated.

**Defenders not retreating get +2 losses**

This message is for information only and requires no player action. The message is displayed if during a combat operation (retreat), the player chooses to not retreat all defenders. The player can do this by retreating some but not all of the defenders, and then clicking on DONE icon.

**Did not recognize input. Try again, please.**

The Game could not determine which icon the player clicked on. This can happen during all phases and subphases. Player should move mouse cursor closer to the center of the icon and click again.

**Dig-In allowed only in Move Phase**

Player clicked on the DIG-IN icon during a phase other than the Move phase. Player should choose a different operation that is valid for the current phase. See the Reference Manual or HELP for valid operations for each phase.

**DROP air unit or UNDO are only valid actions**

During the Air Move, Air Superiority and Supply phases, air units are moved. Air units are moved by picking them up, clicking on the destination hex (not move path as in ground units), and clicking on DROP icon. This message occurs if the player clicks on more than one destination hex prior to the DROP or UNDO icon. This usually occurs if the player slightly misses the icon, and the Game interprets the click as on a hex. Player should click on DROP or UNDO.

**Drop hex must be city airbase hex**

During the Air Superiority and Supply Phase, the player



moves air units to hexes that contain a city. This message states that the player tried to move an air unit to a non-city hex during these phases. Player should click on a hex that contains a city under friendly control.

### **Enemy unit in hex**

During a ground unit move, pursuit or retreat, the player has clicked on a hex in the move path that contains an enemy unit. Movement through enemy hexes is not allowed for ground units. Player should choose a different move path.

### **Enemy ZOC in hex**

During or starting a Move No ZOC ground unit move, the move path started or contained a hex that is in the zone of control of an enemy ground unit. Player should choose a different move type (e.g. Move No Attack) or a different move path.

### **Field Marschall is ready. Click on NEXT ACTION**

The Game's computer opponent for the German side is ready to perform the next operation in its plan. Player should use the mouse's left button to click on the NEXT ACTION icon on the far right side of the Command Panel.

### **First hex must be to defender's original hex**

During a combat operation (pursuit move), the player has picked up an attacker and clicked on the first hex in the move path. This hex was not the defender's original hex at the start of the combat subphase, and it should be. The player should click on the defender's original hex, then on other hexes in the desired move path.

### **German limited to 4 combats per week**

Due to supply limitations, the German player is limited to 4 combats per week. Player should click on NEXT PHASE to continue the Game.

### **Ground stacking limit exceeded**

During a ground unit move, pursuit or retreat operation, the player tried to DROP a ground unit in a hex that already contains the maximum number of ground units. Three



German ground units or two Russian ground units are the maximum allowed. Player should click on UNDO, and move the ground unit to a different hex.

**Hex not in ZOC of defender's hex**

During a combat operation (specify attacker), the player has chosen a friendly unit as an attacker. However, the unit chosen is not adjacent (in the ZOC of) the enemy units chosen as defenders for this combat subphase. Only adjacent units to the defenders can attack. Player should choose another attacker unit or FIRE.

**Invalid sequence. Check combat procedure.**

An attempt was made by the player to skip a step(s) in the combat operation sequence. Player should review the steps in combat by clicking on the HELP icon followed by the COMBAT icon. The basic sequence is specify defender(s), specify attackers, FIRE, view results, retreat and pursuit. This completes the first combat subphase and a second subphase is available under certain conditions. Retreats and pursuits only occur based on combat results.

**Lake hexside prevents move**

During a move, pursuit, or retreat, the move path specified by the player contained a hex to hex move which is invalid. The move crosses a hexside which is completely covered in dark blue, signifying an impassable lake. Player should choose a different move path.

**Lake hexside prevents combat**

During a combat operation (Specify Attacker), the player has chosen a friendly unit that has a lake hexside between it and the defender's hex, thus preventing combat. Player should choose a different friendly unit or FIRE.

**Move is greater than the range of the air unit**

During the Air Move, Air Superiority or Supply Phase, the player has picked an air unit up for movement, and clicked on a destination hex that is greater than 9 hexes away. The maximum Move Factors for an air unit is 9 hexes regardless of terrain. Player should choose a close destination hex.



**Move No Attack allowed only in Move Phase**

During a phase other than the Move Phase, the player has clicked on the MOVE NO ATTACK icon. Player should choose a different icon. See the Reference Manual or HELP for operations to be performed in each phase.

**Move No ZOC allowed only in Move Phase**

During a phase other than the Move Phase, the player has clicked on the MOVE NO ZOC icon. Player should choose a different icon. See the Reference Manual or HELP for operations to be performed in each phase.

**Move To Attack allowed only in Move Phase**

During a phase other than the Move Phase, the player has clicked on the MOVE TO ATTACK icon. Player should choose a different icon. See the Reference Manual or HELP for operations to be performed in each phase.

**No attacker unit in that hex**

During a combat operation (pursuit move), an attempt was made to pick up a friendly unit that was not specified as an attacker. Pursuit moves are allowed only by friendly units that were specified as attackers. Player should choose an attacker unit to pursue with.

**No defender in that hex**

During a combat operation (retreat defenders), the player has attempted to pick up an enemy unit to retreat it. However, the hex the player has clicked on does not contain a valid defender unit. Player should carefully point and click at a defender unit's hex, then retreat it.

**No enemy unit in that hex**

During a combat operation (specify defenders), the player has clicked on a hex that does not contain any enemy units. Player should carefully point and click at an enemy unit's hex to specify the units as defenders.

**No friendly unit in that hex**

This message can occur any time the Game is expecting the player to click on a hex containing one or more friendly units, and the hex that is clicked on does not contain any friendly



units. This occurs during the Move Phase when the player should click on the unit to pick it up prior to clicking on the hexes in the move path. This also occurs for pursuits and retreat in the Combat Phase when the player should click on the unit to pick it up prior to moving. This occurs during Move Phase for Dig-In operations. This occurs during Combat operation (specify attackers).

#### **No stack in specified hex**

The player clicked on the SWAP icon, and then clicked on a hex that contains zero or one unit. A stack consists of 2 or more units. Player should click on hexes that contain a stack for display.

#### **Not an adjacent hex**

During a ground unit move, pursuit, or retreat, the player has clicked on a hex that is not adjacent to the current hex in the move path. Ground unit moves require each hex in the move path to be clicked on to ensure that the unit has enough move factors to realistically move this far in a week. Player should click on adjacent hexes until ready to DROP or UNDO.

#### **Not enough move factors**

During a ground unit move, pursuit, or retreat, an attempt was made to move a ground unit to a hex whose move factor cost was greater than the remaining move factors available to the unit. The player should DROP unit or choose a different move path by UNDO. Note that all units, regardless of move factors cost and remaining, can move one hex per week.

#### **Off map move not allowed**

During a Move, pursuit, or retreat, an attempt was made by the player to move a unit off the area shown on the Strategic map. Off map movement is not allowed in Kiev. The player should choose a different move path.

#### **Only DONE or Mouse RB are valid inputs**

During a combat operation (view results), the player has attempted to perform some other action other than DONE or clicking using the mouse right button to view units. Player should click on DONE to proceed, or mouse right button click on units for viewing.



**Specify Filename**

The player has clicked on the SAVE icon, and the Game responds with this message. The player should enter a valid DOS filename (8 characters plus 3 character extension) using the keyboard and then press ENTER. The Game will respond by saving the current game state into the file. The player can restore the game state at a later time during Game setup (Restore Scenario) by typing this same filename upon request.

**Stack display not available during unit move**

During a unit move, pursuit or retreat, an attempt was made to display a stack of units using the mouse right button. During these moves, the mouse right button is disabled. Player should complete (DROP) or cancel (DONE) the move, and then use the STACK icon to display units in a stack.

**Use Tactical Map only**

This message occurs when the player has chosen an operation that requires a Tactical Map window to be currently displayed, and it is not. The following icons on the Command Panel require a Tactical Map window; MOVE TO ATTACK, MOVE NO ATTACK, MOVE NO ZOC, COMBAT, DIG-IN, SWAP, DISPLAY and AIR OPS. Player should click on the TACTICAL MAP icon, then click on the desired icon to perform the operation.

**Unit has already moved this turn**

During the Move Phase, the player tried to pick up a unit that has already moved or performed a DIG-IN operation. Ground units may move or dig-in only once per week, plus pursuits and retreats. Player should choose another unit.

**Unit has been in combat or Move No Attack**

During a combat operation (specify attacker), the player has chosen a friendly unit that is an invalid attacker. The unit has either already participated in a combat as an attacker this week, or made a MOVE NO ATTACK during the Move Phase. Player should choose another attacker unit.



**Unit is not an air unit**

During a Air Move, Air Superiority or Supply Phase, the player clicked on a ground unit instead of an air unit in preparation to moving it. Only air units can be moved in these phases.

Player should click on and move an air unit.

**Unit starting in enemy ZOC**

During the Move Phase, the player has clicked on MOVE NO ZOC icon, and then clicked on a friendly unit that is currently in an enemy zone of control. MOVE NO ZOC moves require that the unit does not start, end or move through an enemy zone of control. Player can choose to move another unit not in enemy ZOCs, or click on DONE and move the unit using the MOVE NO ATTACK icon.

**1st or 2nd Combat, Attacker Pursuit, DONE if Complete**

Message is displayed during a combat operation. Player should pursue move any desired attacking units (marked with a white box and ATK1 or ATK2). Pursue move is the same as MOVE TO ATTACK, except the first hex in the move path must be to the defender's original hex for that combat subphase. Player can choose to pursue or not pursue. Player should click on DONE when all desired pursue moves have been completed.

**1st or 2nd Combat, Combat Complete, Click on DONE**

Message is displayed during a combat operation. The Game has determined that the current combat operation is complete. The player should click on DONE when ready to proceed.

**1st or 2nd Combat, Combat Results, DONE if Complete**

Message is displayed during a combat operation. Player can look at the results of the combat subphase such as attack/defense factors sum, terrain effects, die rolls, and retreats required. Player can also display unit stacks to view losses and other unit attributes. Player should click on DONE when ready to proceed.

**1st or 2nd Combat, Retreat Defender, DONE if complete**

Message is displayed during a combat operation. Player should retreat each defender (marked with a white box and



DEF1 or DEF2) one hex. Retreat is done by clicking on a unit, and then clicking on an adjacent hex. Player can choose to not retreat, but the unit will be assessed an extra +2 losses. Player should click on the DONE icon when ready to proceed.

**1st or 2nd Combat, Specify Attacker, FIRE if complete**

Message is displayed during a combat operation. Player should click on each friendly attacking unit. These units must be adjacent to the defender units hex already specified for this combat subphase. Player should click on the FIRE icon when all desired attackers have been chosen. Prior to clicking on the FIRE icon, the player can click on the DONE icon to cancel the combat operation. Second combat subphase attackers must have been 1st combat attackers, must be mechanized or air units, and must be adjacent to the defender hex chosen.

**1st or 2nd combat, Specify Defender**

Message is displayed during a combat operation. Player should click on the hex containing enemy unit(s) to be attacked in this combat subphase. Adjacent hexes must contain attacking friendly units. Player can click on DONE icon to cancel the combat operation.

**18 attackers is max allowed**

During a combat operation (specify attackers), the player has already chosen 18 attackers and has tried to add one more attacker. Player should click on the FIRE icon. The player has sadistic tendencies and is prone to overkill!





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