

Kharkov: 1943 (FRENCH RULES ONLY)



Vae Victis issue 25. This game covers the operations "Star" and "Gallop" around Kharkov in February-March 1943. The game uses a variation of the system used in issue 13 for

Rating: Not Rated Yet

Price

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Description

Vae Victis issue 25. This game covers the operations "Star" and "Gallop" around Kharkov in February-March 1943. The game uses a variation of the system used in issue 13 for Arnhem. The focus of the game system is on initiative and command, with alternating formation activations (i.e., the German player activates one General's command, then the Soviet player activates one General's command, and repeat until all the units are activated). This is one of Vae Victis's larger games in terms of counters and markers, but still fits on the standard VV map (which is far smaller than the typical ca. 2' x 3' American wargame map).

This issue also includes counters for a scenario for "Caesar: Conquest of Gaul," the battle of Sos.

As with all Vae Victis games, the counters need to be cut out and mounted. The rules are entirely in French, although translations are available online.