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# *WAR IN THE EAST*

*1941-1945*

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# Introduction and Overview

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**“When the attack on Russia starts the world will hold its breath.”**

The greatest land campaign of World War II began on 22 June 1941 when Adolf Hitler ordered German armies eastward against the Soviet Union. Confident that Operation Barbarossa would result in a rapid offensive victory over the Russians, the Germans were unprepared for the prolonged, savage conflict that followed. Germany's unpreparedness showed in a variety of ways. Strategic planning was haphazard, logistical support was insufficient, and given the magnitude of both the theater and the enemy, the number of committed German divisions was wholly inadequate.

To avoid the dissipation of a two-front war, the German High Command expected to "crush Soviet Russia in a lightning campaign" during the summer of 1941. The key to this rapid victory lay in destroying "the bulk of the Russian Army stationed in Western Russia... by daring operations led by deeply penetrating armored spearheads." To achieve this goal, the Germans planned to trap the Soviet armies in a series of encircled "pockets." Not only would this strategy chop the numerically superior Soviet forces into manageable morsels, but it also would prevent the Soviets from prolonging hostilities by executing a strategic withdrawal into the vast Russian interior.

Instead of being decisively smashed, however, Soviet military resistance continued unabated. Despite the destruction of several Russian armies in encirclements at Bialystok, Minsk, and Smolensk, as well as in lesser pockets elsewhere, Halder conceded that "the whole situation makes it increasingly plain that we have underestimated the Russian Colossus.... At the outset of the war we reckoned with about 200 enemy divisions. Now we have already counted 360. These divisions indeed are not armed and equipped according to our standards, and their tactical leadership is often poor. But there they are, and if we smash a dozen of them, the Russians simply put up another dozen." As the entire German strategy for Barbarossa had gambled on shattering Soviet resistance in a few battles of encirclement, continued Soviet pugnacity confounded German planning and provoked a strategic reassessment by the German High Command. This strategic reassessment shaped the next series of defensive battles fought by German soldiers in Russia.

This strategic level simulation is an attempt to create this problem and its necessary consequences and conclusions. The German player must attempt to stem the pressure of the Soviet tide of men and materiel with aggressive mobile warfare and avoid the tactics of attrition which will bleed the more limited ability of Germany to replace her losses. Speed and economy of effort are the orders of the day.

Good luck and Godspeed,

GameDreamers design team

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### **GAME TURNS AND TIME:**

Each game turn comprises of **two months**, with turn one beginning on June 22, 1941. The game ends on the 24<sup>th</sup> turn (May/ June 1945) unless victory conditions are to be satisfied earlier.

Game turns are as follows:

- 1) **June 22, 1941-August 1941**
- 2) **September-October 1941**
- 3) **November-December 1941**
- 4) **January-February 1942**
- 5) **March-April 1942**
- 6) **May-June 1942**
- 7) **July-August 1942**
- 8) **September-October 1942**
- 9) **November-December 1942**
- 10) **January-February 1943**
- 11) **March-April 1943**
- 12) **May-June 1943**
- 13) **July-August 1943**
- 14) **September-October 1943**
- 15) **November-December 1943**
- 16) **January-February 1944**
- 17) **March-April 1944**
- 18) **May-June 1944**
- 19) **July-August 1944**
- 20) **September-October 1944**
- 21) **November-December 1944**
- 22) **January-February 1945**
- 23) **March-April 1945**
- 24) **May-June 1945**

## **1** The 5-Part Action Sequence **What to Do On a Turn**

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Each complete turn consists of a player taking a turn for each of two nations in the following order.

1. Germany /Italy/ Minor German Allies
2. Soviet Union

Each player's turn consists of five **ACTION SEQUENCES**, as follows.

1. Reinforcements and Replacements
2. Place New Units
3. Movement and Combat  
(Followed by Breakthrough and Exploitation movement and combat)
4. Non-Combat and Strategic Redeployment
5. Supply, Weather, and Victory Conditions check

## **VICTORY CONDITIONS**

Germany must surrender if the Soviet player can do one of the following: Capturing the German Capital of Berlin immediately results in a **decisive** Soviet victory. Capturing thirty red victory cities (there are 35 in total) by the 18<sup>th</sup> turn results in a **substantive** victory. Lastly, the Soviets can earn a **marginal** victory by moving at least 10 ground units inside Germany by the 24<sup>th</sup> turn. Germany can win the game with a **decisive** victory by capturing all the victory (Red cities). A **substantive** victory is achieved by Taking Leningrad, Moscow, and Stalingrad and holding them all together for a complete game turn before the 24<sup>th</sup> turn. A **marginal** victory is achieved if Germany can survive until the 24<sup>th</sup> turn and deny the Soviet player any form of victory.

## **ACTION 1: REINFORCEMENTS AND REPLACEMENTS**

Each player consults their reinforcement chart to determine which units are then placed at the start of your turn. A player then adds up the total value of all controlled Major Cities (Red cities). This is a player's replacement total which is further used to purchase units of any type. Furthermore, all reinforcements and replacements may be placed in any Industrial Complex or major city (with some restrictions).

## **ACTION 2: PLACE NEW UNITS**

Take all units that are available from action sequence 1 and place them in any controlled Industrial Complex (IC) or major city. There is a general **stacking limitation of no more than six units per hex at all times** (not including HQ and Air units which can be added freely to any hex). The action of placing new units can temporally exceed these limits, but by the end of a player's turn the stacking limitations must be observed. Note: Air forces can only travel from controlled cities, so their placement can only occur in territories with a city.

## **ACTION 3: MOVEMENT AND COMBAT**

This Action Sequence is composed of the following parts. Systematic details are provided on the next page.

- A. Ground Movement
- B. Ground Combat
- C. Air Combat
- D. Breakthrough and Exploitation movement and combat
- E. Returning Air Movement

## **ACTION 4: NON-COMBAT MOVEMENT AND AIR BASE CHANGES (STRATEGIC REDEPLOYMENT)**

All units that did **not** move during the movement phase may now move up that their capabilities **and** an additional number of units may move by rail known as Strategic Redeployment. These units may consist of any units regardless of whether it conducted movement or combat. Air Units can move to any other Air base (city) under control.

## **ACTION 5: SUPPLY, WEATHER, AND VICTORY CONDITIONS CHECK**

Each player determines which units are out of supply for the following turn. These units will have negative movement and combat effects until they are returned to supply status. Then the German player rolls for weather for the next turn with the Soviet player rolling on the following turn and each alternating each turn till the end of the game. The last thing that is done on a turn is to determine if the nation has satisfied one of the three forms of victory conditions.

## MOVEMENT AND COMBAT DETAILS

### **Ground and Air Movement**

1. Move ground units up to full capabilities.
2. Move strategic bombers, air units attacking territories, and their fighter escorts.
3. Move bombers performing air interdiction from last turn into new combat missions.
4. Bombers may land paratroopers (one infantry unit per Bomber).
5. Bombers may provide air transport (two infantry per Bomber).
6. Defending air units may intercept and artillery may fire at air units leaving their airspace.

### **Ground and Air Combat**

1. Defending fighters and artillery may provide strategic air defense against strategic bombing.
2. Roll for strategic bombing and rocket attacks.
3. Defensive Air Support (DAS) can be called in to support defending ground units.
4. Roll for Ground Combat. At the end of each round, first the attacker then the defender has the option to retreat.
5. Breakthrough and exploitation combat and movement.

### **Returning Air Movement**

1. All attacking air units return to their original Hex they started from.
2. Returning air units are **not** subject to interception by defending air units or fire from enemy artillery.

## **2 Game Setup**

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Each player is encouraged to obtain the pieces necessary to play the game. German pieces are to be painted field grey with her allies (Italy and the axis minor allies) painted light grey. Soviet forces should be painted an earth brown. Note: Italian and minor allies units have the similar attributes as their German counterparts, however to simulate where they came from they are painted lighter grey. If playing the full campaign game the Soviet player sets up first placing all its forces in any originally controlled hex. He rolls **two** D12 and the result is equal to the number of units that he may hold back from final placement until after the German player has set up his forces. The German/Italian player then places all his forces, followed by the Soviet units that were held in reserve. There are three additional scenarios covering the late 1941, 1942 or 1943 campaigns so that shorter games can be played. Note: regardless of which side sets up first that player gets a final “adjustment” with **two** D12 after the second player sets up his forces.

## **3 Action Sequence 1 Reinforcements and Replacements**

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Each player consults their reinforcement chart to determine which units are to then be freely placed in any controlled major/minor city. A player then adds up the total value of all controlled Victory

Cities (Red cities). This is a player's replacement total which is further used to purchase units of any type. Each player also subtracts the total in IP that was lost from bombing attacks on Oil centers. Lastly, for each captured Oil center the player rolls one D6 and the result is the amount of IP awarded that turn

### **Scorched Earth Policy**

Industrial Complexes can be destroyed at the end of any combat round (scorched earth) at the owning player's discretion. A conquering player can rebuild an IC at the cost of 15 IP on the turn following capture. Units can be built on any turn after an IC is rebuilt. Furthermore, the Soviet player can elect to move each IC once per game to any controlled hex. This can only be done on his own turn and not during Germany's turn. Each time an IC is moved in this fashion, it must be placed in any hex that is further **east** of its current location.

### **Free Replacements**

Each player can freely replace a number of units that were lost in combat each turn. **The Soviet player can replace one air unit, one armor unit, one artillery unit, and up to four infantry units** of any type that were destroyed in combat, **while the German player can replace one air unit, one armor unit, one artillery unit and up to three destroyed infantry units.** The air units selected must for free replacements must be in the following sequence: Dive-bomber, Fighter, and Bomber.

### **Soviet Resources**

The Soviet player has demonstrative economic and material advantages that are developed over a period of time during the course of the war. Soviet war making potential was moved to factories out of range of German influence. Starting with the Soviet **January-February 1942** turn they receive **six** additional IP to be spent only on armor units to represent lend lease from the allies. During the **May-June 1942** turn all **Industrial output of Soviet controlled major cities with an Industrial Complex is doubled.** This only occurs in those complexes currently held by Soviet forces from that turn until the end of the game. It does not apply to any IC captured or recaptured before/after this turn.

### **German "Total War" Mobilization**

Starting on turn 21 (November-December 1944) All German controlled cities with an Industrial Complex is counted as **double** for income purposes. This represents the final conversion of full war mobilization.

### **Manpower Limits**

There are limitations to the number of Light and Regular Infantry units that can be raised each turn by each nation to realistically portray a nation's propensity to recruit and deploy this resource. Manpower limits are not subtracted from free replacements but rather a limit of what you can build each turn. If you decide to build less than the maximum Infantry they cannot be saved for later turns.

**Germany: 3 Light Infantry and 9 Infantry**

**Soviet Union: 6 Light Infantry and 6 Infantry**

# 4 Action Sequence 2

## Place Units

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Take all units that are available from action sequence 1 and place them in any controlled Industrial Complex or major city. There is a general **stacking limitation of no more than six units per hex at all times** (not including HQ and Air units that can be added freely to any hex). The action of placing additional units will temporarily exceed these limits, but by the end of a player's turn the stacking limitations must be observed. Placement of units in major cities cannot be done if the city is surrounded by enemy zones of control unless you establish a "chain" of friendly units to a friendly supply source. Note: Air forces can only travel from controlled cities, so their placement can only occur in territories with a city.

### Industrial Complexes

Each player starts out with a number of Industrial Complexes (IC) depending on the scenario played and which allow the placement of new units at these centers. In each originally controlled complex, a player can place up to **six Infantry** units (class 1) **and six Armor/Air** units (class 2 and 3). If a player manages to capture an enemy IC, they can place up to ½ the original limit (rounded up). If you have an IC in a hex with a major city it does not boost the stacking limits. At the end of a turn you cannot exceed the stacking limit of **six** units. Also, if the IC is surrounded by enemy forces (e.g. out of general supply) you may still place but at ½ capacity.

### Buils in Major Cities

Each player can freely build any units on any originally controlled major city up to the limit of its printed resource value. If a player manages to capture a major city they may place these units equal to ½ the printed value (rounded up). No units can be built in minor cities. In major cities that contain an Industrial Complex, you simply follow only the limits of the IC.

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## GAME UNITS

Following is a brief description of some of the game units. The table at the end of this section provides additional details.

### Ground Units:

All ground units may be moved or strategically redeployed.

**Light Infantry / Infantry:** Infantry are the standard ground unit. Each Infantry's *attack value* is improved +1 in combat by the presence of artillery or armored units. Infantry are eligible to be dropped as paratroopers or transport by Bombers.

**Guard Mechanized Infantry:** Elite Infantry formations of the Russian army

**Shock Troops:** As their name implies they were a surprise for the German Wehrmacht. Their fighting qualities were first rate and were a key factor to stem the tide of the German offensives.

**S.S. Infantry:** Germany can create these units and they may be redeployed at the cost of ½ an SR point.

**Motorized:** Each of these units can provide a movement boost to any matching class 1 Infantry unit and allow it to travel with the Armor up to its movement of 3 at a 1/1 basis.

**Armored / Panzer:** Armor units may “blitz” and control up to three vacant enemy territories. All Armor class 2 units (not motorized) improve the *attack value of one matching infantry unit with a +1 attack modifier*.

**Panzer Grenadiers:** A heavier form of mechanized infantry and can be redeployed at ½ an SR point.

**Guards Tank:** Russia can build these elite Armor formations. These units modify **two infantry during attack with a +1 modifier**.

**S.S. Panzer Armor:** These are the elite armor units of the German Army. Can be redeployed at the cost of ½ an SR point. These units also modify **two infantry during attack with a +1 modifier**.

**Artillery:** Both regular and Heavy Artillery units improve **one** infantry units *attack value with a +1 modifier* at a 1/1 basis. They also get **one** preemptive roll against each attacking plane as part of their anti-air defense. All loses are removed before the start of combat rounds.

**Heavy Artillery:** Heavy artillery cost 8 IP, attack at 6 and defends at 5. They have a special alternate form of attack. From any adjacent hex they can instead of normal combat fire **one free** shot into an enemy hex and not be subject to return fire. They also get one preemptive roll against each attacking plane as part of their anti-air defense. All loses are removed before the start of combat rounds.

**Katyusha Rockets: (Russia only)** operates more like artillery and has a devastating preemptive attack. **All hits from these units during each combat round are removed from play before the defender has a chance to roll for defense.** (Note: they do not aid the attack of infantry units).

**Rail Gun: (Germany only)** can conduct one of two forms of attack on ground units within a range of one hex. They can support friendly units that are attacking and adjacent to the location of the Rail Gun firing **twice** (e.g. 8/8) each combat round as long as your forces are engaged in battle. Similar to Heavy Artillery, Rail Guns can perform an alternative form of attack which is to send **one** “salvo” against adjacent enemy units. In this case, the defending units do not get to fire back. IF enemy units attack a Rail Gun it defends at one roll only (6). Rail Guns can only move by way of Strategic redeployment and cost 1 SR point.

### **Air Units:**

During Returning Air Movement, all air units move again to return to the original hex they flew from. All air units may then change air bases during the Base Change sequence.

**Fighters:** Fighters may escort bombers, intercept air units, and provide strategic air defense. Each plane used in a ground combat role boosts **one** armored unit (of any type) *attack value with a +1 modifier* at a 1/1 matching basis.

### **Jet Fighters: (Germany turn 18)**

Jet fighters cost 16 IP each. Jet fighters defend on rolls of 10 or less, and have a movement of 6. They can evade any Air interception. Anti- Air ground attacks from defending artillery have no effect on these units.

**Dive Bomber:** Attacks Ground Units with the attack bonus (attacks at 6 and defends at 8 against land units). Each plane used in a ground combat role boosts **one** armored units *attack value with a +1 modifier* at a 1/1 matching basis.

**Bombers:** Bombers cost 24 IP each. They attack **twice** on rolls of 8 or less and have an 8 hex total flight range. Bombers may perform **one combat action** per turn namely: strategic bombing, air interdiction, carpet bombing, or paratroopers **plus one additional** non-combat mission as air transport. If used as Paratroopers they simply pickup one infantry class unit from any city hex and drop them into enemy held hex no more than 2 hexes away from a friendly controlled hex. In the role of air transport 2 infantry units to any friendly hex can be transported. Against all other units, Bombers' **attack and defense** is reduced to a die roll of **two**.

**Jet Bombers: (Germany only turn 22)** cannot carry paratroopers but can evade any Air interception. Anti- Air ground attacks from defending artillery units have no effect on these units.

**Fortifications:** Not exactly a combat unit but represents the construction of a fortified defensive position at the cost of **two** IP to start for the first level, and **one** additional IP for each level up to a maximum of **three** . Each level “adsorbs” one hit during the combat phase which shields defending units from attack. Note: the fortifications only cover the area of the border between two adjacent hex sides. If an attack is conducted from yet another border from a different hex side, then the fortification has no effect of that combat. When the last level is reached the fortifications are considered destroyed and the defender must now start removing units that are hit during the combat round. Fortifications must be “manned” by at least one infantry class unit or they can be overrun by enemy forces (remove from play). Fortifications do not count against the maximum stacking limitations.

## 5 Action Sequence 3 Movement and Combat

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**This Action Sequence is composed of the following parts.**

- A. Air Movement**
- B. Air Combat**
- C. Ground Movement**
- E. Ground Combat**
- F. Returning Air Movement**

These parts occur one after another in sequence. Rules follow on air unit capabilities, ground unit capabilities, combat losses, and retreats. Combat is considered adjacent and is not mandatory. Each HQ unit can spend its command resource and order ground units to engage in combat. Each round of combat uses a HQ unit's full command resource that turn which must in turn be in combat supply. Example: It will cost a player four HQ units to conduct two attacks on separate hexes for two rounds of combat. (See under Headquarters and Combat Supply for further details). During combat each attacking unit rolls **one twelve** sided die and tries to hit at or lower than its attack value. Second, each defending combat unit rolls for each unit using their defense value. Lastly, each player removes all hits and the attacker can retreat or initiate another round of combat. Following and full retreat by the defender or destruction of enemy forces a vacated hex can be entered by victorious attacking units up to the stacking limits. Note: Any German ground unit that rolls a **12** during any combat round is considered “disrupted” and can take no further part in combat. All German SS units are exempted from this rule. Soviet ground units are also disrupted but on rolls of **10-12**. These units have to perform an **automatic retreat** and must retreat **back** one

hex. The soviet player has additional restrictions for retreats (see Soviet Retreats). Units in Industrial Complexes or Major Victory cities **do not** suffer automatic retreat rolls. No “parting shot” rolls are allowed on these units as they retreat.

All units engaged in combat also have a **voluntary retreat** option. Partial retreats by **either** side are allowed after **any** round of combat and only the currently engaged units’ fire at each other. Retreating units do not get to fire as they retreat. All units left to fight still roll on defense in the normal fashion. Note: no more than six ground units can **move** to **attack** from each hex side. By the end of all combat rounds no more than **six** attacking land units may advance in the newly captured hex. All units in excess of the six unit stacking limit simply “return” to their original hexes from where the attack(s) began and observe stacking limitations.

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## AIR UNIT CAPABILITIES

During a country’s turn, each nation’s air units may participate in either one, but only one, Ground Movement and Combat. These nations’ fighters and dive-bombers may escort bombers, or move to attack a hex, provide defensive air support (DAS) to ground units under attack within flight range or strategically bomb an IC during Ground Movement. The country’s air units return to land during Returning Air Movement. During the base change sequence, all air units may move again to change bases and can land in a newly captured hex. Defending air units can be used once per turn for air interception, or defense of attacked hexes.

### **Air Transport:**

Bombers can transport up to two infantry class units from one friendly city hex to another. The transport path can be over either land or sea hexes.

### **Paratroopers:**

Only Paratroopers (Infantry class units only) can carry out such missions and a drop cannot be greater than two hexes from any friendly unit. Bombers are the only units that can drop such units. And they cannot perform any other functions on the turn they drop Paratroopers. Note: No more than **one** paratrooper can be dropped by either player per turn. Paratroopers are considered in supply for the full turn that they are dropped.

### **Air Interception of Air Units (Counter air):**

Friendly fighters may intercept and may fire at moving enemy air units in range of the airspace of their hex during **combat movement**. The maximum range of interception is **two** territories from the enemy air units. **One round of air interception combat** occurs in the hex. No air interception can take place during returning air movement, non-combat movement or during air base changes.

### **Air Interdiction of Ground Units:**

Each Bomber can attempt to stop the movement of enemy units out of a given hex. The Bomber is placed into the hex **until the following turn** when it can then be used for further missions. For each Armor class unit that attempts to move into or leave the hex is subject to a roll of **one** D12. A roll of 1 and the unit is destroyed. A roll of 2-3 and the unit may not leave the hex that turn. Air units that move out of hexes with enemy Artillery units can **be** fired at with a hit occurring on a 1-2. This roll is done just prior to when the plane leaves the hex. Also a player can call in for one round of air interception combat (if he has planes in range) if any air interdiction mission is performed.

### **Close Combat Ground Support:**

The use of planes to support ground attacks is a basic use of airpower. However, **each** defending Artillery unit can fire once at **each plane** prior to the start of combat rounds. Losses are taken without return fire. Defending ground units can call on DAS if they have fighters in range (see below).

### **Defensive Air Support:**

During Ground Combat Resolution, defending **fighters** may move to a hex within flight range to participate in the defense of friendly ground units being attacked. Movement of these units takes one full combat round before they can be used. (Example: On round one, the defending player announces that he will dispatch fighters and on round two they are used in combat). Aircraft called up for DAS missions are not committed to fight a minimum number of combat rounds. For example: defensive Air Support was called in on combat round one and ready to fight on round two, but the defender rolled very poorly on his first round and decided to call off DAS and not risk losing his planes. At the end of ground combat resolution, surviving Defensive Air Support (DAS) units must return to their original land hex, if possible. All hits from air units are taken from those participating air units until 1) only one side has planes, 2) one side retreats their planes, or 3) one side retreats his ground units thus ending combat. Note: planes that “retreat” do not get a free parting shot from enemy planes. If one side has planes left over then their hits can be applied to ground units for the duration of combat rounds.

### **Strategic Bombing:**

Bombers may perform strategic bombing against enemy victory cities within their range. Strategic bombers may be intercepted by defending fighters and attacked by defending anti-air shots from artillery. Each bomber that survives may roll **one D4**; this is the number of reinforcement points a player is reduced by during their nations next turn. Note: the result may **not** exceed the value of the victory city.

### **Strategic Bombing of Industrial Complexes**

Each player can bomb enemies Industrial Complex as follows: 1) each bomber (and possible escorts) moves over a targeted IC. 2) The defending player can fire preemptive artillery shots on each plane hitting on **1-2** and /or he can call in defensive air support for one round of air combat. 3) Each surviving bomber rolls **one** d12 with the result equaling the number of units that cannot be built at that IC on the defending players turn. Note: They do not lose any units but only the ability to place that number of units on their next turn. Also, if the hex also contains a major city, those bombers can also roll one d4, which results in an IP loss up to the printed value of the city (see strategic bombing above).

### **Oil Centers:**

Bombers can also perform strategic bombing of enemy oil centers in the same manner as above, except that the damage is done with **one D6** roll.

### **Fighter Escort**

Fighters may accompany moving bombers as far as their range allows them and participate in air interception combat.

### **Strategic Air Defense**

Directly before strategic bombers roll for damage to a victory city or oil center, defending fighter in flight range may defend against bomber (and their escorts, if any) with **one** round of combat. The strategic bombers and their escorts can only target defending fighters (and not any ground units). Any surviving bombers may then bomb the city / oil center.

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## GROUND UNIT CAPABILITIES

### Armor Blitz Move

During Ground Movement, armor may move through vacant enemy hexes, capturing them, which may cut off supply to enemy forces. This action constitutes ownership for all intents and purposes.

### Zones of Control

All friendly units exert a zone of control into the hex they occupy. A chain of supply for friendly units cannot be traced thru hexes occupied by enemy units. Armor class units (units that move 3 only) further exert an additional zone of control in each of the six adjacent hexes that surround their location. This path can be used to cut off *general* supply sources from enemy units so as to place those units out of supply status.

### Artillery Guns Anti-Air Defense

Artillery (both regular and heavy Artillery) units may fire at **each** air unit **entering or flying across** the air space of its territory during attacking combat movement. **Each** defending artillery unit rolls against each plane and a result of a **1** on a **D10** results in a hit. The maximum number of Artillery units that can roll against planes in this fashion is limited to **two**. Note: each plane is rolled separately by type and can only be attacked **once preemptively**. Example: 2 Allied Bombers and 2 Fighter escorts fly into Germany defended by 3 Artillery units. The two Bombers are rolled together, yielding results of 4, 3, 8 and 5 (all misses). Next two fighters are rolled with results of 2, 1, 1 and 3 (two hits). Both escorts are destroyed with the remaining planes able to perform their combat mission. Losses are removed immediately before the air units' fire back. Attacks by the surviving planes can then proceed in the normal fashion. During non-combat movement phase no anti-air defense is performed on returning enemy planes.

### Artillery Infantry Support

Each *attacking* artillery/heavy artillery unit improves **one** infantry with a combat modification of +1. Artillery units also support all other infantry class 1 types.

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## BREAKTHROUGH AND EXPLOITATION (Blitzkrieg attack)

The German player may use this form of attack from the start of any scenario turn; while the Soviet player cannot use it until January- February 1942- Turn 4). Following combat, any ground or air units **not delegated for any mission during the movement phase or the combat phase and residing adjacent to the original territory that an attack is conducted can participate in breakthrough and exploitation**. These attacks must be supported by the HQ units in combat supply and in range, and all attacks must be paid for (2 IP for each combat action, and 3 IP for exploitation combat actions). All HQ activations are paid for during the following turns purchase phase. They now **move** up to their full movement capabilities and **conduct a new attack**. This is called breakthrough and exploitation movement and combat. The first space entered must be the original newly captured hex and additional enemy hexes are now subject to new attacks. All units delegated for this special combat and movement phase must have sufficient movement points and be in combat supply to conduct this form of attack. Example: during a clear weather turn the German player moves a group of 10 land units into a newly captured hex (temporarily exceeding the stacking limits). This is followed by an attack into an adjacent enemy occupied hex (exploitation phase). Of these units 5 were tanks with the other 5 comprised of light infantry. During combat rounds the attacker lost two light infantry, so in the final analysis at least 6 of the remaining 8 units stay in the hex captured by exploitation combat, with the balance of say 2 tanks staying back to a safer hex (up

the stacking limits). Additional forces exceeding stacking limits must be moved out by strategic redeployment.

Some important considerations of this are as follows: During mud turns only units with a movement of three can perform exploitation movement and combat (unless terrain influences movement as well), while during snow turns no unit can perform exploitation movement and combat because all ground movement is reduced to one hex and you wouldn't be able to get into a breakthrough status. **Exception:** Airborne units (paratroopers) actually land in the territory they are intending to attack so they must remain in the hex they were landed in).

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## RETREATS

Except for air interception combat, where the defending intercepting units simply return home after one round, after any round of combat, either player may decide to withdraw and retreat. After any combat round, retreating attacking units **do not** all have to retreat to the same hex, but it must be from original hex where the attack began. Defending units that cannot retreat (such as air units out of range of a friendly hex) must remain and continue to fight. Partial retreats by **either** side are allowed after **any** round of combat and only the currently engaged units' fire at each other. Retreating ground forces cannot retreat in hexes if it exceeds stacking limitations. Note: Ground units that engage in combat which results in **automatic retreats** simply take no further part in combat. They retreat and do not suffer return fire. All units that retreat for any reason must first retreat to any hex that is closer to that player's board edge. The **Soviets** must try to **retreat to the eastern edge**, while the **German** player must try to **retreat to the western edge**.

### Soviet Retreats

During the first two turns on the Barbarossa campaign June 22, 1941-October 1941 the disarray of the Soviet forces results in mandatory retreats of **two hexes** if any withdraw is conducted in either regular or breakthrough combat phases. Starting with the Soviets third turn, retreats are handled normally (one hex).

### Air Units

Attacking air units that are retreating simply "withdraw" from combat. They "land" during Returning Air Movement. Defending air units have to retreat to an adjacent friendly hex with a city. If no adjacent friendly hex exists, retreating defending air units fly to the **closest** friendly city within their flight range. If there are no friendly cities within their flight then these defending air units cannot retreat.

### Ground Units

Ground units may retreat to any combination of friendly adjacent hexes. Note: **retreating units cannot retreat into another hex that's engaged in combat or in excess of stacking limitations**. Defending ground units must remain in the embattled territory and "fight to the death" **only** if no other retreat options are available. The ground units then take part in the battle. Otherwise they may retreat in full or part.

## 6 Action Sequence 4 Non-Combat (Strategic Redeployment)

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During the Non-Combat phase, air units that participate in combat may land in and ground units may move into (or out of) just-captured hexes. Ground units that did not move in the movement phase may now move into friendly or just captured hexes. Units that already moved may **also** be

strategically redeployed an additional movement up to a nations SR limits. Air units may change air bases to any controlled city. All units transported in this manner must be in general supply (e.g. connected) within a controlled or occupied hex.

### Strategic Redeployment

Each nation has a capacity to move units by rail following the Non-Combat phase of the turn. Land units specifically may redeploy from any contiguous hexes controlled by the player. During **clear** weather turns all ground units performing SR can move up to **eight additional hexes**. In **mud** turns this limit is reduced **to six** and during **snow** turns it is further reduced to **four hexes**. Also, the terrain may influence SR movement. The capacity for each nation is as follows:

**Germany / Italy: 9**

**Soviet Union: 6**

Note: German units during the first **three** turns of 1941 were busy converting Soviet rail gauges and are limited as follows: **Clear = 6 hexes, Mud = 4 hexes, and Snow = 2 hexes**. Any German SS Panzer, SS Infantry and Panzer Grenadiers are **counted as ½ point for SR movement**. Non-Combat movement is only allowed through friendly territories, but includes just-captured territories. Rail Guns may **only** be moved by Strategic Redeployment. Normally Rail (SR) transport is along connected hexes, however up to **one** unit per turn can be redeployed into Finland as long as the distance from the nearest German controlled hex is not greater than 4 hexes.

## 7 Action Sequence 5 Supply/Weather/Victory Conditions

### SUPPLY

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All Players forces are to be maintained by two forms of supply: namely *general* and *combat*. General supply is determined at the end of any **regular** combat turn. All units must trace a line of hexes that are in control to any friendly city not exceeding **two hexes**. This distance is further limited to one **hex** during snow turns. Exception: units connected in a chain (see under zone of control). Units can also trace supply to their respective map edges (for Germany this is the western map edge, and Soviets can trace supply from any eastern map edge). ***All units out of general supply cannot conduct regular movement, SR movement, combat, defend at ½ of their defensive capabilities (rounded down) but can perform non-combat movement.*** They have one turn to “break out” into supply status or they are surrendered (eliminated from play).

Note: if a unit becomes into *combat* supply before the end of a full turn, they gain one additional turn before they have to be brought into *general* supply or they are removed from play.

**Special supply considerations in victory cities:** Units out of regular supply in major cities have different requirements as follows: They cannot conduct regular movement or SR movement. But unlike in general supply, they can ***engage in one round of combat and defend their normal defensive capabilities***, and can perform non-combat movement. They defend their normal defensive values, they **can perform combat movement** and engage in one round of combat but at the end of the turn only **one unit** is eliminated from play per turn (unless supply has been reestablished).

**Combat supply** is the ability of both land and air units to conduct combat within range of supporting HQ units. The total number of combat actions during the active players turn is equal to the sum of all activated HQ units. Each combat action is defined as an attack of ground and or air units from one hex to another. Each activation cost the active player 2 IP for one round of ground combat between those hexes. Example: Germany attacks the Soviet forces at Kursk for 2 rounds of combat from 2 different hexes will cost Germany 8 IP and is deducted from the German players following turn. Furthermore, **land** units are limited to the respective **range** of each HQ unit which is within **four** hexes from all friendly units. This range is further reduced to a **two** hex range during snow turns. **All units outside the range of combat supply are limited to movement of one, cannot engage in combat, defend normally, and can perform non-combat and SR.** Units out of **both general** and **combat** supply perform the same as if they are lacking **general** supply.

**Exceptions:** During the **first two turns** of the campaign game (turn 1-2) the German player can make any number of **one round** attacks without any cost The German player also receives **one** additional “free offensive” of this type during any clear weather turn in 1942 and 1943.

### Zones of Control

Each unit exerts a control of influence within the hex that is occupied. Armor class units exert a further influence on the **six hexes adjacent** from the occupied hex. As a consequence no friendly units can trace general supply into or thru contested hexes. However, units in a “chain” of connected hexes can supply units within that chain. Armor can cut off **general supply** and **combat supply** for enemy units not in the aforementioned chain.

### WEATHER

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At the start of each new turn one player alternately rolls one **six sided die** (German followed by Soviet player) for weather and consults the following chart:

Die Roll	Jan./Feb.	Mar./Apr.	May/June.	Jul./Aug.	Sep./Oct.	Nov./Dec.
1	Snow	Mud	Clear	Clear	Clear	Mud
2	Snow	Mud	Clear	Clear	Clear	Mud
3	Snow	Mud	Clear	Clear	Clear	Mud
4	Snow	Mud	Clear	Clear	Mud	Snow
5	Snow	Mud	Clear	Clear	Mud	Snow
6	Snow	Snow	Clear	Clear	Mud	Snow

#### Legend:

**Clear:** No adverse effects.

**Mud/Overcast:** All Air operations reduced to ½ normal flight ranges. All ground units have a -1 movement modifier. The number of units that can be supplied for combat operations (combat supply) during **mud** turns is equal to ½ the HQ values. All attacks by all Armor class units (units that move three only) during mud turns is subject to -1 attack modifier.

**Snow:** All Air operations reduced to ½ normal flight ranges. All ground movement is reduced to **one** hex. **All general and combat supply is also reduced to two hex range.** The number of units that can be supplied for combat operations (combat supply) during **snow** turns is also equal to ½ the HQ value. **All attacks by all Soviet units during snow turns are subject to +1 attack modifier.**

### Historical Weather:

If you want to have the historical weather conditions then consider the following:

	Mar./Apr.	Sept./Oct	Nov. /Dec.
1941	Mud	Mud	Snow
1942	Mud	Clear	Mud
1943	Mud	Clear	Mud
1944	Snow	Mud	Mud
1945	Clear	-	-

The following additional rules add historical accuracy to the game.

**Terrain Effects:** The location of defending units can modify the value of which those units defend and restrict their ability to move as follows:

**Minor Cities:** No effect on combat

**Major (Red) Victory Cities:** +2 on defense (see supply section).

**Rivers:** +1 on defense (If attacked from the opposite hex side from where the river flows).

**Crossing the straights:** +2 All units defending across the blue arrows receive this die modification. No units can cross the Kerch Peninsula until Sevastopol and its port hex is captured.

**Marsh:** +2 on defenses for Infantry (class 1) units Also Armor (class 2) units conduct attacks into these hexes at a -2 attack modifier. All **movement has a cost of one extra movement point to enter**. Strategic redeployment costs two hexes into/ through marsh hex sides.

**Mountain:** +3 on defenses for all ground units. All **movement has a cost of one extra movement point to enter**. Strategic redeployment of costs two hexes into/thru mountain hex sides.

The defensive or movement modifications are determined by having a minimum of **50%** of the selected terrain feature on the **hex side** that movement or combat is conducted **thru**. River attacks are based on attacking units and enemy forces that are defending from the “other side”. Any attack from the same direction by additional forces from a different **hex side** negates the river effects. Terrain features are not cumulative.

**Headquarter Units (HQ):** Each HQ unit aids a unit’s ability to attack and in fact all ground units outside a HQ’s range are also out of combat supply range. They can defend normally and non-combat/SR is also possible. The effects of units out of **combat supply** are only that they may conduct limited movement operations. Also, during breakthrough and exploitation movement and combat additional unassigned HQ units can order further attacks as long as they can provide combat supply to units participating in this combat. This range and value may change according to the current turn’s weather situation. Any attack on a lone HQ results in its redeployment to an adjacent hex. Only a surrounded HQ can be permanently eliminated. **A HQ unit can be moved up to six hexes during any normal movement phase** but must be in general supply themselves in order to provide combat supply. **HQ units in a hex at the start of any combat round may retreat before any combat begins in order to avoid elimination**. Most HQ units start the game but some enter on specific turns. Once destroyed a HQ unit can be brought back at no additional cost. **A maximum of 9 HQ units can be activated into offensive combat actions during a turn by either player. Each activation of a HQ cost two IP during the regular combat phase and three IP during the Breakthrough and exploitation combat phase.** Additional HQ units are

kept off the board unless the active player wants to exchange a HQ to better simulate historical accuracy. The following list of HQ units, Leadership value, and their turn of appearance:

<u>Germany:</u>	<u>Turn:</u>
OKW	1
Army Group North	1
Army Group Center	1
Army Group South	1
Panzergruppe Guderian	1
6 <sup>th</sup> Army	1
Finnish Army Group	1
Army Group A	6
Army Group B	7
Don Army Group	9
Army Group Courland	19
Army group Vistula	22
Army group E	23

<u>Soviet Union:</u>	<u>Turn:</u>
Stavka	1
Baltic Military District	1
Western Military District	1
Kiev Military District	1
Odessa Military District	1
Leningrad Front	3
Southwest front	3
Northwest Front	3
South Front	3
Kalinin Front	3
Caucasus	4
Voronezh Front	7
Stalingrad Front	7
2 <sup>nd</sup> Belorussian Front	13
1 <sup>st</sup> Belorussian Front	16
1 <sup>st</sup> Ukrainian Front	17
2 <sup>nd</sup> Ukrainian Front	20

**Soviet Siberian Army:** The Soviet player can recall his Eastern Siberian army at any time from turn three (November- December 1941) represented by the following units: **6 Infantry, 4 Guard, 8 Shock Troops, 2 Guard Armor ,2 Fighters,1 Heavy Artillery, 2 Artillery, 1 Katyusha**

Note: The placement of these units can be in any combination of major/minor cities not more than **five** hexes from the eastern edge of the board.

**German Minor Axis Allies:** During each build phase the German player is required to build at least one unit that originates from on of her minor allies (light grey units). In combat situations these units

perform as other units except they have automatic retreats on rolls of **10-12** during combat situations. This remains in force until Germany's last minor allies industrial center (Victory City) is captured by the Soviet player.

The forces of Italy, Rumania, Bulgaria, Hungary (light grey) consists of: **6 light infantry, 2 Armor, 1 motorized, and 1 artillery**. These forces are also drawn from the scenarios force pools.

**Finnish limits:** No more than a total of **three** units (including air units) can be built or moved into Finland during any turn. The German player can build, Paratroop, Air transport, or strategically redeploy no more than a total of three ground/air units. Also, a maximum of **two** infantry class units can be transported into Finland per turn by air transport, while a maximum by **one** unit can be transported by SR per turn. In both cases this is as long as the distance from the nearest German controlled hex (not counting thru water hex sides) is not greater than 4 hexes.

Note: In all Scenarios Finland (light grey) starts with **5 infantry, 3 light infantry, 1 motorized, 1 artillery, 1 Fighter**, and the **Mannerheim HQ**. These forces are drawn from the scenarios force pools.

**Ploesti Oil Fields:** If this is captured by the Soviet player all German land movement is reduced by **one** point. Land movement can never be less than one point even in snow conditions. Also, all maximum flight ranges for German air units is reduced to **four** hexes and bombers cannot conduct strategic bombing runs.

## 8 Optional Rules

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By mutual agreement some or all the following can be applied to enhance play balance and realism.

**Modified HQ rule:** You may designate **one** HQ unit to provide a combat modifier of +1 for each unit for the duration of combat of combat rounds in **one battle per turn**. Commanders with a leadership value of **ten or greater** can utilize this.

**German first turn surprise:** All German units during both combat phases on turn 1 receive a +1 attack modifier.

**Fog of War:** Each HQ unit can “hide” all units within the vicinity of the same hex. Remove all units from HQ occupied hexes and place them in hidden piles. When the units attack or are attacked then they are exposed for the duration of the combat phase. On the game board the HQ unit is turned on its side with the information facing away from the other player.

**German counter-offensive in the East:** In this scenario the German player commits to a decisive result on the eastern front, rather than against the western allies in the hope of creating a stalemate of the war in Europe. Allow the German player to get the following additional units at the start of any turn after the 20<sup>th</sup> turn:

**2 SS Panzer , 4 Panzer, 2 Heavy Tank, 4 Panzer Grenadier, 7 light Infantry, 1 Heavy Artillery, 3 Artillery, 1 Jet fighter, 1 Fighter.**

Also, to simulate the condition of surprise, allow the German player to conduct a one-time action of two consecutive breakthrough and exploitation movement and combat phases. Both combat and normal supply effects are forsaken for these units for one complete game turn. Also forgo any negative attack modifiers the turn it is played if it is conducted during a mud or snow turn.

**Partisans:** Each originally occupied Soviet city hex without the presence of any German SS unit can qualify for partisan units. The Soviet player rolls for partisans and places these units after the German player places his Reinforcements and Replacements. Each turn the Soviet player rolls one D4 and the result represents the number of partisans to be created that turn. **One** such unit can each be placed in each city hex unless it's in the same hex as German units (except SS). They may not attack or move these units but they **defend at two**, and can perform one of the following functions:

- 1) German player cannot trace supply thru this hex.
- 2) German player cannot receive the economic benefit from the value of the Major city hex.
- 3) No placement of Infantry units can occur in this hex
- 4) German player cannot perform Strategic Redeployment thru this area.

The German player must successfully combat these forces within its controlled territories on its turn or the effects will occur on the following turn.

**Tank Destroyer:** All hits must be taken from those defending armor units first. These units also aid Infantry with a **+1 attack modifier** with each matching unit in combat.

**Heavy Armor:** They have increased fighting power than a regular armor unit. Represented by larger styles of tanks such as Tiger II tanks and T-72. These units also aid Infantry with a **+1 attack modifier** with each matching unit in combat.

#### **V-2 Rockets: (Germany turn 10)**

V-2 Rocket launchers cost 8 IP each. They **do not** provide anti-aircraft defense. Instead, they may launch rocket attacks against enemy Industrial Complexes. They may **only** move by rail and have a range of **four**. Each V-2 launcher may launch one rocket attack each turn. Multiple rocket launchers may occupy the same territory and may attack the same target. Hits are scored in the following manner: **1-2= no damage, 3-4 =1 IP, 5-6= 2 IP, 7-8 = 3 IP, 9-10 = 4 IP, 11-12 = 5 IP** lost. When you perform Rocket attacks you take of the money from the nations log sheet, so when they count the economic basis for determining how much money they get it is accounted from their IP levels. Captured V-2 sites are removed from play and cannot be used by the Soviet player.

**Variable Automatic Retreats:** Normally Soviet units must retreat on rolls of 10-12, while German units must retreat on a roll of 12 (except SS units). Allow the Soviet player only for the first three turns forced retreats on 10-12. In 1942 this number is reduced to 11-12, and in 1943 the automatic retreat roll is the same as the German player at 12.

**Hitler Assassination:** Prior to the start of Germany's 19<sup>th</sup> turn roll one d12 with any result of 9 or higher results in the death of Adolf Hitler and the permanent removal of the Hitler HQ unit. With this it is assumed that the German Wehrmacht would have followed a different military doctrine for its conduct in the eastern campaign. The following effects take place immediately:

- 1) The German player's major cities count as double for purchases till the end of the game.
- 2) Assign one HQ unit and allow it to modify combat to all units it can support in combat range each turn with a die modification of +1 on attack or defense. This effect lasts till the end of the game.

## Reinforcement Chart for all scenarios

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### Soviet Union:

*September-October 1941: 11 Infantry, 2 Light Infantry, 3 Bombers, 2 Fighters, 2 Artillery*

*January-February 1942: 2 Infantry*

*May-June 1942: 2 Armor, 2 Guards.*

*July-August 1942: 2 Armor (Optional: 2 Heavy Tanks), 2 Guard, 1 Motorized, 4 fighters*

*September-October 1942: 1 Guard, 2 Mech. Infantry, 2 Fighters*

*November-December 1942: 3 Guard Mech., 1 Guard Armor, 2 Fighters, 1 Artillery*

*January-February 1943: 2 Guard, 1 Guard Armor*

*March-April 1943: 2 Guard Armor, 1 Guard Mech., 2 Fighters.*

*May-June 1943: 5 Guard, 1 Guard Armor, 1 Katyusha, 1 Artillery*

*November-December 1943: 1 Guard Armor, 2 Guard Mech., 1 Katyusha*

*May- June 1944: 1 Guard Armor, 1 Katyusha*

### Germany:

*September-October 1941: 2 Panzer Grenadier, 4 Infantry, 2 light infantry, 1 Heavy tank, 1 Artillery*

*November-December 1941: 1 Infantry, 1 Panzer Grenadier*

*January-February 1942: 2 Infantry, 1 Artillery*

*March- April 1942: 3 Light Infantry, 1 Infantry, 1 Motorized (all minor axis allies- Light grey)*

*May-June 1942: 1 Infantry, 1 Light Infantry, 3 Panzer, 1 Rail Gun, 2 Bombers, 2 Fighters, 2 Artillery*

*July-August 1942: 1 Armor, 4 Light Infantry, 2 Dive- Bombers, 1 Artillery*

*January-February 1943: 1 S.S. Panzer, 3 Infantry, 2 Dive- Bombers, 1 Artillery*

*March-April 1943: 2 S.S. Panzers*

*July-August 1943: 1 S. S. Infantry, 3 Infantry, 1 Fighter, 1 Artillery*

*January -February 1943: 1 S.S. Panzer*

*March- April 1944: 1 Armor (Optional: Heavy Tank), 1 S.S. Panzer, 1 S.S. Infantry, 2 Infantry, 1 Artillery*

*July-August 1944: 1 Armor (Optional: 1 Heavy Tank), 1 Infantry, 1 S.S. Infantry, 1 Artillery*

## ***Barbarossa Scenario: June 22, 1941***

UNIT	SOVIET UNION	GERMANY
<i>Light Infantry</i>	26	12
<i>Infantry</i>	20	36
<i>Guard Mechanized Infantry</i>	3	
<i>Shock Troops</i>	2	
<i>S.S. Infantry</i>		4
<i>Panzer Grenadiers</i>		6
<i>Motorized</i>	8	8
<i>Armor / Panzer</i>	12	12
<i>Guard Armor</i>	2	
<i>S.S. Panzer</i>		
<i>Heavy Tank</i>	2	3
<i>Tank Destroyer</i>	3	6
<i>Artillery</i>	9	12

<i>Heavy Artillery</i>	<i>1</i>	<i>2</i>
<i>Katyusha Rockets</i>		
<i>Rail Gun</i>		<i>1</i>
<i>Fighter</i>	<i>6</i>	<i>8</i>
<i>Dive-Bomber</i>	<i>2</i>	<i>4</i>
<i>Bomber</i>	<i>3</i>	<i>6</i>
<i>Headquarters</i>	<i>7</i>	<i>9</i>
<i>Fortifications</i>	<i>12 points</i>	<i>8 points</i>

**Soviet Industrial Complexes:** Leningrad, Moscow, Stalingrad, Kiev, Maikop, Rostov, Gorki.

**German Industrial Complexes:** Berlin, Dresden, Warsaw, Bucharest.

**Note:** In some scenarios the German player will be controlling additional IC depending on the level of occupation of Soviet territory.

In September the German High Command decided to launch a final, decisive offensive for the year to capture Moscow and break the Red Army--Operation Typhoon. Gathering forces from across the entire front, the Germans launched their offensive in early October. The Soviets did not expect a German offensive so late in the season and were taken by surprise. The Soviet front line was quickly shattered and surrounded, with over 600,000 men taken prisoner in pockets at Vyazma and Bryansk.

While the German infantry cleared the pockets, the panzers raced towards Moscow. However, the Germans were slowed both by the desperate resistance of the remaining Soviet forces in the defense lines built before Moscow and by the weather. The autumn rains had started by mid-October, and they quickly turned the dirt roads to mud, greatly restricting German mobility. Even so, by the end of October the Germans had captured Mozhaisk, the last major town on the direct road to Moscow, and were approaching Tula on the southern route to the Soviet capital. At their closest, the Germans were now only 40 miles from Moscow.

In November the rains slackened, and the Germans would have a short period of clear weather before the Russian winter began. However, the German forces had no reserves left, and their strength was dropping, while fresh, new Soviet forces were arriving at the front. The Germans resumed the offensive in mid-November. In front of Moscow, the Germans were stalled as the Soviets launched repeated counterattacks. In the south the Germans, unable to take Tula, bypassed the city. In the north the Germans slowly inched forward to the gates of Moscow. By 5 December, the Germans were halted along the entire front. Exhausted and demoralized, the German forces had failed to capture their assigned objectives.

This scenario starts with the Soviet player starting play first. The Soviets are placed before the Germans. The scenario begins on turn 4.

## ***Dec 5<sup>th</sup>, 1941 “Typhoon” (Turn 4)***

<b>UNIT</b>	<b>SOVIET UNION</b>	<b>GERMANY</b>
<i>Light Infantry</i>	<i>22</i>	<i>16</i>
<i>Infantry</i>	<i>20</i>	<i>20</i>
<i>Guard Mechanized Infantry</i>	<i>2</i>	
<i>Shock Troops</i>	<i>4</i>	
<i>S.S. Infantry</i>		<i>2</i>

<b><i>Panzer Grenadiers</i></b>		<b>8</b>
<b><i>Motorized</i></b>	<b>1</b>	<b>8</b>
<b><i>Armor / Panzer</i></b>	<b>2</b>	<b>12</b>
<b><i>Guard Armor</i></b>		
<b><i>S.S. Panzer</i></b>		
<b><i>Heavy Tank</i></b>	<b>2</b>	<b>2</b>
<b><i>Tank Destroyer</i></b>	<b>3</b>	<b>3</b>
<b><i>Artillery</i></b>	<b>8</b>	<b>8</b>
<b><i>Heavy Artillery</i></b>	<b>1</b>	<b>1</b>
<b><i>Katyusha Rockets</i></b>	<b>1</b>	
<b><i>Rail Gun</i></b>		<b>1</b>
<b><i>Fighter</i></b>	<b>3</b>	<b>4</b>
<b><i>Dive-Bomber</i></b>	<b>1</b>	<b>2</b>
<b><i>Bomber</i></b>	<b>2</b>	<b>4</b>
<b><i>Headquarters</i></b>	<b>9</b>	<b>12</b>
<b><i>Fortifications</i></b>	<b>18 Points</b>	<b>12 Points</b>

Hitler's new plan to recover from the loss at Moscow was to focus on the southern regions and attack the industrial city Stalingrad and the oil fields of Caucasus simultaneously. He ordered the capture of ports on the Black Sea to secure oil as well as continue the siege on Leningrad. Stalin's response to Hitler's new push was to forbid retreat, and he was incorrectly sure that the Germans would try to take Moscow again. On 5 August the Germans crossed Kuban River, towards Caucasus, threatening the valuable oilfields. As the Germans approached Stalingrad, the Soviets attacked the German positions around Leningrad, refusing to give up. Stalingrad prepared for the attack that the Germans, now on the offensive again, were sure to bring.

Stalingrad was an industrial city in southern Russia on the Volga River, and became a primary target for Hitler. His main concern at the time was to capture as much of the region as possible to obtain the Caucasian oil fields. The actual city of Stalingrad had very little strategic value, but in Hitler's mind, its namesake alone was worth its capture to destroy Soviet morale. The attack on Stalingrad was made by the German 6th Army, led by General Friedrich Paulus, and the 4th *Panzer* Army, led by General Hermann Hoth.

Initially the German advance on Stalingrad had been fairly easy. They had complete superiority of both air and ground and very little stood in their way, especially after the massive air strike on 23 August. The wooden buildings were all destroyed and the Soviets were left without any kind of defensive position. However, once they moved past the suburbs and into the city, the Germans came up against a labyrinth of brick, concrete and steel.

One victim of this frustration was German General Doerr, who said, "Despite the concentrated activity of aircraft and artillery, it was impossible to break out of the area of close fighting. The Russians surpassed the Germans in their use of the terrain and in camouflage and were more experienced in barricade warfare for individual buildings.

This scenario brings the Soviets player to the eve of its Second counteroffensive which has its objective to trap the German 6<sup>th</sup> Army in Stalingrad. The Soviet player moves first in this scenario, and sets up after the German player. Scenario starts on turn 9.

## *Nov 1<sup>st</sup>, 1942 “Uranus” (Turn 9)*

UNIT	SOVIET UNION	GERMANY
<i>Light Infantry</i>	<i>34</i>	<i>30</i>
<i>Infantry</i>	<i>20</i>	<i>20</i>
<i>Guard Mechanized Infantry</i>	<i>4</i>	
<i>Shock Troops</i>	<i>8</i>	
<i>S.S. Infantry</i>		<i>1</i>
<i>Panzer Grenadiers</i>		<i>8</i>
<i>Motorized</i>	<i>9</i>	<i>6</i>
<i>Armor / Panzer</i>	<i>12</i>	<i>12</i>
<i>Guard Armor</i>	<i>3</i>	
<i>S.S. Panzer</i>		<i>1</i>
<i>Heavy Tank</i>	<i>2</i>	<i>2</i>
<i>Tank Destroyer</i>	<i>4</i>	<i>4</i>
<i>Artillery</i>	<i>10</i>	<i>10</i>
<i>Heavy Artillery</i>	<i>2</i>	<i>2</i>
<i>Katyusha Rockets</i>	<i>2</i>	
<i>Rail Gun</i>		<i>1</i>
<i>Fighter</i>	<i>8</i>	<i>5</i>
<i>Dive-Bomber</i>	<i>4</i>	<i>2</i>
<i>Bomber</i>	<i>4</i>	<i>3</i>
<i>Headquarters</i>	<i>10</i>	<i>15</i>
<i>Fortifications</i>	<i>24 Points</i>	<i>16 Points</i>

Following their disastrous defeat at Stalingrad during the winter of 1942-43, the German armed forces launched a climactic offensive in the East known as Operation Citadel on July 4, 1943. The climax of Operation Citadel, the Battle of Kursk, involved as many as 6,000 tanks, 4,000 aircraft and 2 million fighting men and is remembered as the greatest tank battle in history. The high-water mark of the battle was the massive armor engagement at which began on July 12. But while historians have categorized Prochorovka as a victory of improved Soviet tactics over German firepower and heavy tanks, new evidence casts the struggle at the "gully of death" in a very different light. The Germans' goal during Citadel was to pinch off a large salient in the Eastern Front that extended 70 miles toward the west. Field Marshal Günther von Kluge's Army Group Center would attack from the north flank of the bulge, with Colonel General Walther Model's Ninth Army leading the effort, General Hans Zorn's XLVI Panzer Corps on the right flank and Maj. Gen. Josef Harpe's XLI Panzer Corps on the left. General Joachim Lemelsen's XLVII Panzer Corps planned to drive toward Kursk and meet up with Field Marshal Erich von Manstein's

Army Group South, Col. Gen. Hermann Hoth's Fourth Panzer Army and the Kempf Army, commanded by General Werner Kempf.

Opposing the German forces were the Soviet Central Front, led by General Konstantin K. Rokossovsky, and the Voronezh Front, led by General Nikolai F. Vatutin. The Central Front, with the right wing strengthened by Lt. Gen. Nikolai P. Pukhov's Thirteenth Army and Lt. Gen. I.V. Galinin's Seventeenth Army, was to defend the northern sector. To the south, the Voronezh Front faced the German Army Group South with three armies and two in reserve. The Sixth Guards Army, led by Lt. Gen. Mikhail N.

Chistyakov, and the Seventh Guards Army, led by Lt. Gen. M. S. Shumilov, held the center and left wing. East of Kursk, Col. Gen. Ivan S. Konev's Steppe Military District (renamed Steppe Front on July 10, 1943) was to hold German breakthroughs, and then conduct the counteroffensive.

If their plan succeeded, the Germans would encircle and destroy more than five Soviet armies. Such a victory would have forced the Soviets to delay their operations and might have allowed the Wehrmacht desperately needed breathing room on the Eastern Front. Model's Ninth Army never came close to breaking the Soviet defenses in the north, however, and soon became deadlocked in a war of attrition that it could not win. Your task is to reverse the situation so that the Wehrmacht can cut off the Soviet armies and at a latter point resume the offensive toward Moscow. The German player moves first, but sets before the Soviets. This scenario starts on turn 13.

## ***July 5<sup>th</sup>, 1943 “Citadel” (Turn 13)***

<b>UNIT</b>	<b>SOVIET UNION</b>	<b>GERMANY</b>
<i>Light Infantry</i>	<i>20</i>	<i>16</i>
<i>Infantry</i>	<i>24</i>	<i>20</i>
<i>Guard Mechanized Infantry</i>	<i>10</i>	
<i>Shock Troops</i>	<i>6</i>	
<i>S.S. Infantry</i>		<i>2</i>
<i>Panzer Grenadiers</i>		<i>9</i>
<i>Motorized</i>	<i>4</i>	<i>4</i>
<i>Armor / Panzer</i>	<i>10</i>	<i>12</i>
<i>Guard Armor</i>	<i>6</i>	
<i>S.S. Panzer</i>		<i>4</i>
<i>Heavy Tank</i>	<i>4</i>	<i>3</i>
<i>Tank Destroyer</i>	<i>8</i>	<i>8</i>
<i>Artillery</i>	<i>9</i>	<i>6</i>
<i>Heavy Artillery</i>	<i>3</i>	<i>4</i>
<i>Katyusha Rockets</i>	<i>3</i>	
<i>Rail Gun</i>		<i>1</i>
<i>Fighter</i>	<i>9</i>	<i>6</i>
<i>Dive-Bomber</i>	<i>3</i>	<i>2</i>
<i>Bomber</i>	<i>4</i>	<i>2</i>
<i>Headquarters</i>	<i>12</i>	<i>15</i>
<i>Fortifications</i>	<i>28 points</i>	<i>18 points</i>

## German Units:

<u>CLASS</u>	<u>UNIT</u>	<u>COST</u>	<u>ATTACK</u>	<u>DEFENCE</u>	<u>MOVE</u>	<u>NOTES</u>
1	LIGHT(JAGER) INFANTRY	3	2	3	2	+1 attack with artillery support
1	INFANTRY	5	3	4	2	+1 attack with artillery support
1	PANZER GRENADIERS	7	5	5	3	No paratroopers +1 attack with artillery
1	S.S. INFANTRY	8	7	5	2	SR cost is ½ point, +1 attack with artillery support
2	MOTORIZED	6	5	4	3	+1 Movement for each class 1 unit 1/1 basis
2	PANZER	9	7	6	3	Blitz move possible
2	TANK DESTROYER	9	6	8	3	Each hit is preemptive against armor ,OPTIONAL
2	HEAVY ARMOR	10	8	8	3	OPTIONAL
2	S.S. PANZER	12	10	9	3	Redeployment cost is ½ point
2	ARTILLERY	4	4	4	2	
2	HEAVY ARTILLERY	6	6	6	2	One salvo adjacent attack possible
2	RAIL GUN	20	8/8	6	-	Moves by SR only. One salvo adjacent attack possible
3	FIGHTER	12	6	8	6	Air interception, fighter escort, and strategic air defense.
3	JET FIGHTER	16	8	10	6	Available on turn 18, +2 attack vs. air
3	DIVEBOMBER	8	4 or 6	6 or 8	6	Higher values vs. combat with land units
3	BOMBER	24	8/8	2	8	Carries 1 Paratrooper, air transports 2 infantry
3	JET BOMBER	20	8/8	10	8	Available on turn 22, no paratroopers
MISC	FORTIFICATIONS	2 first, 1 after	-	-	-	“absorbs” one hit per level Cost 2 1st level, 1 thereafter, max 3 levels.

## Soviet Union Units;

<u>CLASS</u>	<u>UNIT</u>	<u>COST</u>	<u>ATTACK</u>	<u>DEFENCE</u>	<u>MOVE</u>	<u>NOTES</u>
1	LIGHT INFANTRY	3	2	3	2	+1 attack with artillery support
1	INFANTRY	5	3	4	2	+1 attack with artillery support
1	GUARD INFANTRY	7	5	5	2	+1 attack with artillery support
1	SHOCK TROOPS	8	6	5	2	+1 attack with artillery support
2	LIGHT ARMOR	6	5	4	3	+1 Movement with each class 1 unit 1/1 basis
2	ARMOR	8	6	5	3	Blitz move possible, +1 attack for one infantry
2	TANK DESTROYER	9	5	7	3	Each hit is preemptive against armor ,OPTIONAL
2	HEAVY ARMOR	10	7	7	3	OPTIONAL
2	GUARDS ARMOR	12	8	8	3	Elite armor formations,+1 attack for 2 infantry
2	ARTILLERY	4	4	4	2	
2	HEAVY ARTILLERY	6	6	6	2	adjacent attack possible
2	KATYUSHA ROCKETS	10	6	6	3	Each hit is preemptive each round
3	FIGHTER	12	6	6	6	Air interception, fighter escort, and strategic air defense.
3	DIVEBOMBER	8	4 OR 6	4 OR 6	6	Higher values against land units
3	BOMBER	22	7/7	2	8	Carries 2 infantry For transport, or 1 paratrooper
MISC	FORTIFICATIONS	2 first, 1 after	-	-	-	Each hit "absorbs" one level Cost 2 1 <sup>st</sup> level, 1 thereafter, max 3 levels .