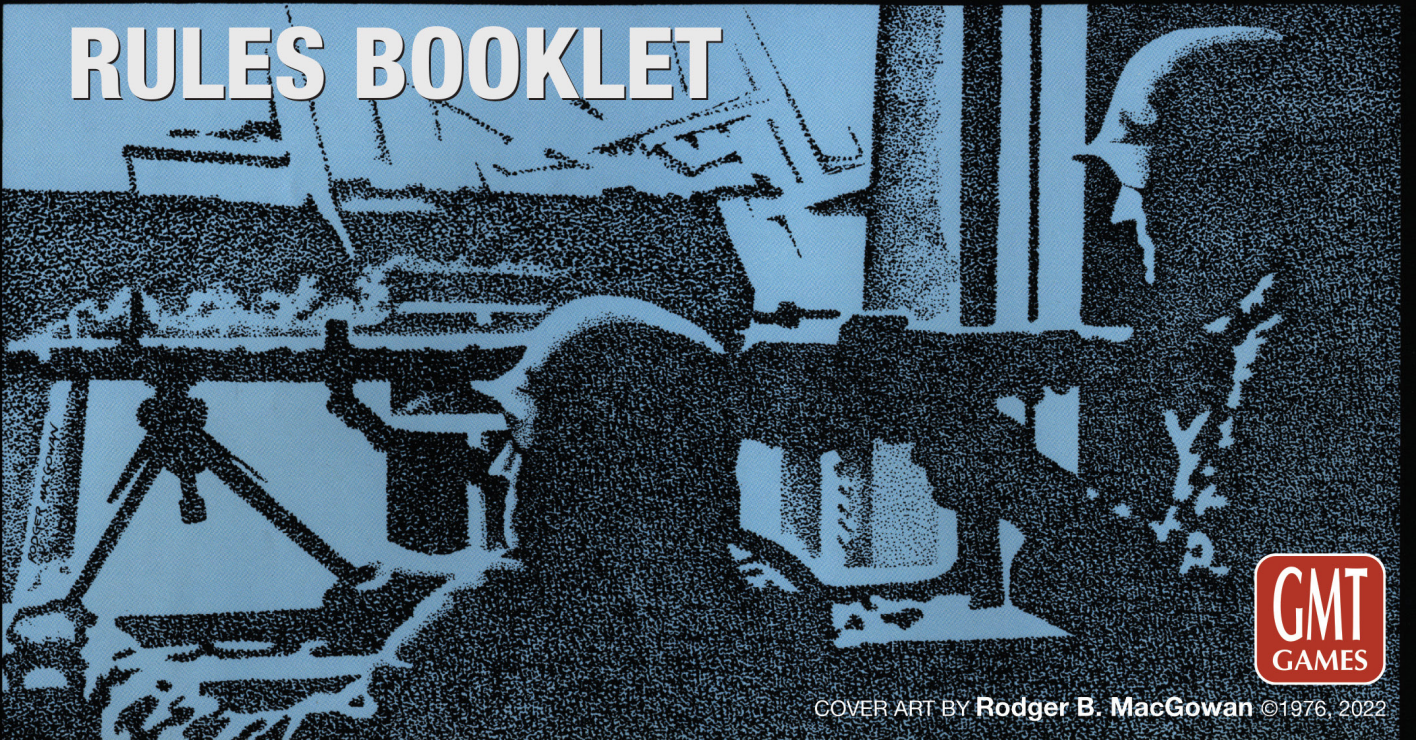




The Russian Campaign

FIFTH EDITION

RULES BOOKLET



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1.0 INTRODUCTION

On December 18th, 1940, Hitler issued “Führer Directive No. 21” code-named Barbarossa, which said: “The Soviet Union is to be crushed in one swift campaign before the war ends with England.” The Germans were confident that the victory in Russia would be swiftly won and the risk of a prolonged two front war would be short lived.

Losing one valuable month of good weather while his forces invaded the Balkans to bail out his fascist partner Mussolini, Hitler finally launched Operation Barbarossa on June 22nd, 1941. Over 3 million German soldiers, most of them veterans of the victorious German campaigns in Poland, France, and the Balkans, launched a blitzkrieg style invasion against 2 million Russian defenders. The initial advance was fantastic; hundreds of thousands of prisoners were taken and before long the motorized columns were outrunning the rest of the army. As Army Group Center sped towards Moscow, Hitler decided on a change of plan. He moved Guderian's Second Panzer Army away from the center and ordered it to link up with Army Group South behind Kiev. This surrounding operation captured over 600,000 prisoners but delayed the attack on Moscow by five weeks. Those five weeks of good weather could not be regained and the Germans arrived at the gates of Moscow as winter set in. This army was not equipped for winter conditions or a prolonged campaign. The Russians meanwhile had called up more than 2 million trained reservists and on the 6th of December they counterattacked the weakened Germans and in the next month pushed them back from Moscow. The Germans’ only real chance for victory, a short and violent campaign, was gone and the fortunes of war would turn more and more against them.

In this game the more mobile German army must strike quickly; if the attack fails, it must conduct a mobile defense to prevent a Russian victory. It is now June 22, 1941, and in the words of Adolf Hitler: "When Barbarossa begins all the world will hold its breath."

The Russian Campaign (TRC) is a two-player game depicting this terrible struggle. Players can choose to play the full campaign or a shorter scenario but the same rules apply unless specifically noted otherwise in the scenario instructions.

The following acronyms will be frequently used in these rules:

Automatic Victory (AV)

Die Roll Modifier (DRM)

Headquarters (HQ)

Movement Allowance Chart (MAC)

Off Map Units Box (OMB)

Order of Battle (OB)

Railroad Railhead (RR)

Replacement Point (RP)

Terrain Effects Chart (TEC)

Turn Record Track (TRT)

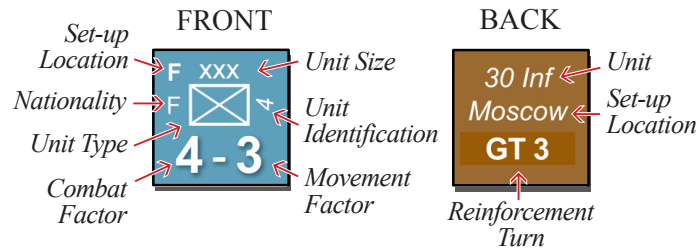
Zone of Control (ZOC)

2.0 UNITS AND MARKERS

2.1 The diecut cardboard counters (henceforth referred to as units or markers) are the game pieces. Units represent military formations, while markers are used to help the players track game information. The German player controls all Axis nationality units while the Russian player controls all Russian units.

Some units are represented by both a NATO-style unit type and a silhouette-style unit type. Players may freely choose which to use as there is no functional distinction between the two types.

The numerical values, symbols, and colors on the units and markers can be read as follows:



Nationality and Formation Colors

| | | | |
|--|-----------|--|-----------|
| | German | | Russian |
| | Italian | | Luftwaffe |
| | Hungarian | | Guards |
| | Rumanian | | SS |
| | Finnish | | |

Unit Symbols

| Symbol | Unit Size |
|--------|--------------|
| XXX | Corps |
| XXXX | Army |
| XXXXX | Army Group |
| XXXXXX | High Command |

Unit Types

| | | | |
|--|--------------|--|---------------------------------------|
| | Air Unit | | Luftwaffe |
| | Armor/Panzer | | Mountain |
| | Battle Group | | Motorized/Mechanized Panzer Grenadier |
| | Cavalry | | Paratroop |
| | HQ | | Partisan |
| | Infantry | | Worker |
| | Leader | | |

Markers

Either player may use these markers to track game information or unit capabilities. If sufficient markers do not exist for a particular function, substitute markers may be created unless specifically noted otherwise.

Artillery Barrage: This marker is used by the Russian Player when using the Artillery Barrage optional rule 26.13.

Clear/Lt Mud/Mud/Snow: These markers are placed in the Weather Box to show the current turn's weather.

Fortress City: These markers are used in conjunction with the Fortress City optional rule 26.9.

Invasion: These markers are placed on the Turn Record Track TRT to indicate attempted sea invasions by each side. Example: If the Invasion marker is on the '2' side and placed on turn 7 on the TRT, that indicates that that side conducted his second invasion attempt on turn 7.

Optional Worker Units: These units may be used when using the onboard worker bidding optional rule 26.14.

Para Range: Placed on the map to mark the eight-hex drop radius of paratroops from their HQ.

Railhead: These markers denote the extent of the rails converted by the Axis.

RP Bid: When bidding for sides, this marker is placed on the turn track to represent the number of Replacement Points added to (or subtracted from) the Russians (see Rule 26.8). Example: If the RP Bid marker is on the plus side and on turn 17, the Russians were given 17 additional RPs.

RR Convert: These markers should be placed in rail hexes as a reminder that the hex was traversed during movement. This will help ensure that rail conversion is performed appropriately at the end of the turn.

RR Move: These markers are placed atop units that used rail movement that counted against that side's allotment for the turn.

Scenario Ends: This marker is placed on the TRT to indicate the last turn of the scenario. If the scenario ends on Jan/Feb 1942, for example, place the marker on turn 5.

Sudden Death: These markers are placed on the map to show Sudden Death Victory objectives for the current year. (see Rule 25.2)

Turn: This marker is placed on the TRT space corresponding to the current turn. It should be flipped to the side of the player conducting his part of the game turn.

Weather
DRM
= (minus)

Weather DRM: This marker is placed on the TRT to highlight the cumulative weather DRM. For example, if it's on the 'minus' side on the turn 2 space, that indicates that the current weather DRM is at -2.

Worker
RPs

Worker RP: This marker is placed on the TRT to track the number of RPs the Russians get per turn that are derived from Worker units. Example: If the Worker RP marker is on turn 17, the Russian will get 17 RPs from workers the next time they take replacements. It should be adjusted as worker unit reinforcements arrive or worker units are eliminated.

Worker
RPs
x2

Worker RPs Doubled: The Worker RP marker is flipped at the start of the May/June 1943 turn to highlight that the RPs generated by worker units are doubled.

2.2 The "Set-up location" is utilized as an aid in the initial setup of the game and to determine the turn or location of arrival for reinforcements. The units are placed on the map board areas or OB chart sections corresponding to their setup identifier.

The Russian 3rd Infantry unit is set up in the area designated as the Western Military District. The Rumanian 3rd Infantry is set up on the Axis OB chart under Turn 9: September 1942 reinforcements.

2.3 The "Unit Size" is used for assessing adherence to stacking limits (see rule 6.1).

2.4 The combat factor is a unit's basic fighting strength whether attacking or defending.

2.5 The movement factor is the number of hexes (expressed in movement points) a unit may be moved over clear terrain in clear weather in the first impulse of a turn (exception – HQ units).

2.6 The unit type affects how far the unit can move on the second impulse (see MAC) and how it moves through various terrain types.

3. PREPARE FOR PLAY – CAMPAIGN GAME

3.1 Unfold the map board and place it between the players with the Axis player at the west edge and the Russian player at the east edge. Note the hexagonal grid that is used to regulate movement.

3.2 Punch out the units and place them in the appropriate sections of the respective OB charts, utilizing the set-up identifier on each unit as an easy reference. The 1942 Sudden Death Victory markers should be placed in the Kiev, Kalinin, Leningrad, Rostov, Kharkov, and Stalino hexes (see rule 25.2.2).

3.3 The Russian player sets up first, placing all units under "At Start" on his OB chart in the proper area on the mapboard. Units that have a "C" on them start in specific cities; those without a "C" can be set up anywhere within their respective Military Districts: "Leningrad (L)", "Baltic (B)", "Western (W)", "Kiev (K)", and "Odessa (O)".

3.4 The Axis player then places his "At Start" units on the mapboard, taking care not to place them adjacent to an enemy

unit. Units with an "R" set-up identifier must start in Rumania, "F" units must start in Finland, and the remaining units may be placed in Germany, Poland, Hungary or Rumania. (East Prussia is considered to be a part of Germany.)

3.5 The Axis player is assumed to control all railroad hexes, rail junctions, cities, and oil wells on his side of the start line, and the Russian player controls all the rest.

3.6 The game begins with the first impulse of the Axis player Turn of the May/June 1941 turn. The game turn marker is advanced to the next space on the Turn Record Track and flipped to the Axis side.

3.7 The Axis player has combat restrictions on the first impulse of the May/June 1941 turn. Units in Army Group North (units marked with an "N") can only attack Russian units in the Baltic Military District, Army Group Center ("C") can only attack units in the Western Military District, and Army Group South ("S") can only attack units in the Kiev Military District. "Rumania" ("R") units can attack units in the Kiev or Odessa Military Districts, and Finnish units can attack any Russians in reach.

Units from German army groups "N", "C", and "S" may set up adjacent to, and move through, Russian military districts whose units they can't attack on the first impulse. These attack restrictions do not exist on the second impulse of the May/June 1941 turn.

4. SEQUENCE OF PLAY

Each game turn represents two months of calendar time. Each of these game turns consists of two player turns and each player turn consists of two impulses that are further subdivided into phases. Each phase needs to be completed before the next phase begins. Actions within a phase are performed in any order unless the rules indicate otherwise.

4.1 Axis Player Turn

4.1.1 Weather

At the start of each game turn the Axis player determines the weather for the entire game turn using the weather chart and places the appropriate counter in the Weather Box.

During May/June and Jul/Aug the weather is automatically CLEAR. During Jan/Feb the weather is automatically SNOW.

For Mar/Apr, Sep/Oct, and Nov/Dec, the Axis player rolls a die and adjusts it by the weather DRM. This yields the weather for the current game turn and possibly modifies the weather DRM as well for the following game turn.

Weather DRM

The Weather DRM is a mechanism used to reduce the likelihood of extreme weather sequences. This DRM is cumulative and carries over from turn to turn. The + or - DRM counter is used to track the modifier by placing it on the appropriate turn. Example: If the + DRM marker is placed on turn number 2 on the TRT, it would indicate that the current DRM is +2.

USING THE WEATHER CHART

The result of the die roll adjusted by the weather DRM is used to generate the weather and weather modifier for that turn.

If the Weather DRM is a 0, and the Sep/Oct weather die roll is a 3, the weather for Sep/Oct will be "CLEAR". The weather modifier of +1 is applied to the Weather DRM which yields a new weather DRM of +1

On the next turn, if the weather die roll is again a 3, the existing +1 Weather DRM will adjust that weather roll to a 4 which yields a NOV/DEC weather result of "SNOW". The Weather DRM is adjusted by -3 which means that the Weather DRM goes from +1 to -2.

This -2 Weather DRM will be applied to the next weather die roll which will be Mar/Apr as no weather die roll is made in Jan/Feb.

| Die Roll | Jan/Feb | Mar/Apr | May/June | Jul/Aug | Sep/Oct | Nov/Dec |
|----------|---------|----------------------|----------|---------|---------------------|----------------------|
| 0 | SNOW | CLEAR ₊₃ | CLEAR | CLEAR | CLEAR ₊₁ | Lt MUD ₊₄ |
| 1 | SNOW | Lt MUD ₊₂ | CLEAR | CLEAR | CLEAR ₊₁ | Lt MUD ₊₄ |
| 2 | SNOW | Lt MUD ₊₂ | CLEAR | CLEAR | CLEAR ₊₁ | Lt MUD ₊₄ |
| 3 | SNOW | Lt MUD ₊₂ | CLEAR | CLEAR | CLEAR ₊₁ | MUD ₋₂ |
| 4 | SNOW | Lt MUD ₊₂ | CLEAR | CLEAR | Lt MUD ₀ | SNOW ₋₃ |
| 5 | SNOW | MUD ₋₃ | CLEAR | CLEAR | Lt MUD ₀ | SNOW ₋₃ |
| 6 | SNOW | MUD ₋₃ | CLEAR | CLEAR | Lt MUD ₀ | SNOW ₋₃ |
| 7 | SNOW | SNOW ₋₆ | CLEAR | CLEAR | MUD ₋₃ | SNOW ₋₃ |

Weather Die Rolls of < 0 = 0

Weather Die Rolls of > 7 = 7

4.1.2 Axis First Impulse Movement Phase

The Axis player may move as many of his units as he wishes. (Each unit may move up to the maximum number of hexes permitted on the MAC.) Any required unit withdrawals (see rule 20.9) must be executed prior to any other first impulse activities. The Axis player may then place and enter reinforcements and take replacements. Rail and sea movement may be conducted at this time.

4.1.3 Axis First Impulse Combat Phase

Battles are resolved by the Axis player in any order he wishes as long as each battle is completely resolved before the next is begun.

4.1.4 Axis Second Impulse Movement Phase

The Axis player may now move again any unit with second impulse movement capability. No Stukas or railroad movement is allowed, and only HQ replacements are taken. Reinforcements arriving in the game during the second impulse are brought on at this time. Sea movement may be conducted.

4.1.5 Axis Second Impulse Combat Phase

Battles are resolved as in the first impulse.

4.1.6 Axis Player-Turn End Phase

Railhead markers are advanced to reflect the conversion of the rail net to the Axis rail gauge. All Axis units out of 'general' supply are then eliminated. The turn marker should be flipped to the Russian side.

4.2 Russian Player Turn

4.2.1 Russian First Impulse Movement Phase

The Russian player moves as many of his units as he wishes. (Each unit may move up to the maximum number of hexes permitted on the MAC.) The Russian player may enter first impulse reinforcements as directed by the OB chart, bring on replacements (as determined by worker units and Archangel replacements), drop paratroops, and execute unit withdrawals. Rail and sea movement may be conducted at this time.

4.2.2 Russian First Impulse Combat Phase

Battles are resolved by the Russian player in any order he wishes as long as each battle is completely resolved before the next is begun.

4.2.3 Russian Second Impulse Movement Phase

The Russian player may now move again any unit with second impulse movement capability. No Sturmoviks or railroad movement is allowed, and the only Russian replacement that may be taken is the Stavka unit. Reinforcements arriving in the game during the second impulse are brought on at this time. Sea movement may be conducted.

4.2.4 Russian Second Impulse Combat Phase

Battles are resolved as in the first impulse.

4.2.5 Russian Player-Turn End Phase

Railhead markers are advanced to reflect the conversion of the rail net to the Russian rail gauge. All Russian units out of 'general' supply are then eliminated. Axis minor allies may surrender. Russian partisans are relocated. The game turn marker is advanced to the next space on the Turn Record Track and flipped to the Axis side.

4.3 Sudden Death Victory Check

At the end of each Jan/Feb turn, the players check to see if either has won a "Sudden Death" victory. If the game is to continue, move the Sudden Death markers to the objectives for the following year (see Rule 25.2).

4.4 Repeat steps 4.1-4.3 until the last turn is completed.

5.0 MOVEMENT

5.1 In the Movement portion of your turn you may move as many of your units as you wish: all, some or none.

5.2 Units are moved in any direction or combination of directions. Units can also have their movement curtailed by terrain (see rules 8.2 and 8.5) or enemy units (see rules 7.2, 8.3 and 8.4). Units may also have available to them two other forms of movement: rail movement (see Rule 9) and sea movement (see Rule 10).

5.3 Units may move through or stack on top of other friendly units. Movement factors cannot be transferred from one unit to another, nor may they be accumulated for usage in a subsequent impulse.

5.4 A unit can move a number of hexes equal to its movement factor. Exceptions to this include units performing rail movement, sea movement, or a paratroop. Movement is also constrained by the impulse in which the movement is taking place, the weather in effect for that turn, the terrain, the unit nationality and the unit type. See the MAC and the TEC for more details.

5.5 Units may enter Bulgaria after the Bulgarian garrison is released (see Rule 20.7).

6.0 STACKING

6.1 Army sized units may be stacked two per hex. Corps sized units may stack three units per hex, but combinations of corps and armies may only stack two per hex.

6.2 Stacking limits may be exceeded during movement but are enforced at the end of each movement phase and after each combat is resolved.

6.3 Markers, Army Group Headquarters, Stavka, worker units, Hitler, Stalin, and the 2-7 SS Reserve unit have no stacking value and can be freely added to any stack.

7.0 ZONES OF CONTROL

7.1 In general, each unit has a Zone of Control (ZOC) which consists of the hex it occupies and the six adjacent hexes. A unit's ZOC extends into all terrain types and into hexes occupied by enemy units. Exception: ZOCs do not extend across all-water hexsides of lakes or seas, nor do they extend across hexsides with a white dashed line.



An Axis unit in KK17 is NOT in a Russian ZOC nor can it choose to attack the Russian unit in JJ17.

7.2 Units must stop as soon as they enter an enemy ZOC (Exception: see Automatic Victory 16.1).

7.3 Partisans project a ZOC only into the hex they occupy.

7.4 A ZOC in a hex is “contested” when both players project a ZOC into that hex.



In the illustration, hexes EE21, FF21, FF22, and GG21 have contested ZOCs. A contested ZOC typically has an impact on cities, oil wells, and rail junctions. An enemy unit must stop upon entering an enemy ZOC, whether contested or not.

8.0 MOVEMENT RESTRICTIONS

8.1. The TEC indicates the effect that different terrain types have on movement.

8.2 Units must stop when they enter a woods, mountain or swamp hex. They may move no further that impulse. EXCEPTIONS: infantry, mountain, paratroop, and Luftwaffe infantry units do not have to stop in woods. Mountain units do not have to stop in Mountains. Swamps are treated as clear terrain in snow months.

8.3 Units may not move directly from one enemy ZOC to another. If they begin their first impulse move in an enemy ZOC, they may exit into a hex free of enemy ZOC and may then subsequently move into an enemy ZOC in that same impulse.



ZOC pinning.
It is the start of the Axis impulse. The three German units depicted are 'pinned' because a unit can't move directly from one ZOC to another. Consequently, they can't move at all. (If any of the Russian units shown were subjected to an Automatic Victory, i.e., attacked at 10-1 odds, the attacked Russian defender would

be removed during the movement portion of the impulse, thus allowing the German units to move.



This example illustrates how ZOCs impact movement. Zones of Control extend into all adjacent hexes. However, they do not extend across all-water hexsides, as indicated by the 'dotted boundary' between Riga and F18, so the Germans can make the move into G17 as

indicated above as they can continue moving from F18. Plan your coastal defenses accordingly!

8.4 Units in the ZOC of enemy units at the start of a second impulse may not move that impulse, even if those enemy units are eliminated via an automatic victory during second impulse movement.

8.5 Kerch Strait: Units may not cross black coastal lines except at the Kerch Strait (located between the Black Sea and the Sea of Azov, hexes KK19 and KK20).

8.5.1 Units crossing the strait move normally until they get to the first hex across the strait, where they must stop for the rest of that impulse. Units may retreat normally across the strait. Crossing the strait does not constitute sea movement.

8.5.2 Zones of Control do not extend across the strait. Attacks across the strait are voluntary for stacks or individual units within that attacking stack.

8.5.3 Supply lines can be traced across the strait.

8.6 The railroad segment between hexes GG19 and HH21 can be used for rail movement only. Normal movement and tracing the path to a railroad hex for general supply cannot be done along this railroad segment.

9.0 RAIL MOVEMENT

9.1 Overview: Axis and Russian railroad logistics were centered on railway infrastructure that utilized different rail gauges; until the rail lines were converted to the friendly rail gauge, the rail

lines were not usable. In TRC, a friendly rail hex is a hex whose rail lines have been converted for friendly usage. A RR marker is used to indicate the limit of rail hexes that are usable by the Axis player, all rail hexes beyond the RR markers are assumed to be friendly to the Russian player.

9.2 Railroad Capacity: The Axis player may move up to six units (three during snow turns), and the Russian players up to five units, by rail per game turn. All replacements and reinforcements arriving during the first impulse, including those brought on at specified cities, may be moved by rail in addition to normal rail allotments. This 'free' rail is only available during the first impulse of the turn the arriving unit first becomes available. (Units arriving from the OMB or the Parachute Reserve DO NOT get free rail moves.)

In clear weather the Axis may move six units by rail plus any and all reinforcements and replacements arriving during that impulse.

9.3 Railroad Movement Mechanics

9.3.1 Rail movement takes place in the first impulse only. A unit may move an unlimited number of hexes using rail movement. A unit conducting rail movement may not conduct any other form of movement that impulse.

9.3.2 Units moving by rail must start and finish their impulse on a friendly rail hex. The rail movement must occur along a path of contiguous, connected, and friendly controlled rail hexes. The unit may not start in, move through, or enter a hex in an enemy ZOC. (Note: Rail movement is allowed if the enemy unit projecting that ZOC is eliminated via an automatic victory prior to the rail movement.)



It's the first impulse of May/June 1942 and the Axis wants to get reinforcements to the front line. By moving an armor and infantry stack with ten combat factors he is able to muster a 10-1 vs the Russian paratroop unit and immediately remove the defending unit. The Axis reinforcements can then be railed

to the indicated hexes. Note that you can't rail into an enemy ZOC, you can resolve AVs prior to rail movement, and the rail hexes traversed were all Axis controlled at the start of the impulse.



Off map Rail move to South Entry QQ12



Unit in Moscow railing to Krasnodar

9.3.3 Units moving by rail are not impacted by other terrain features that may exist in the rail hexes being traversed. Units moving via normal ground movement may NOT utilize rail lines to negate the movement effects of terrain.

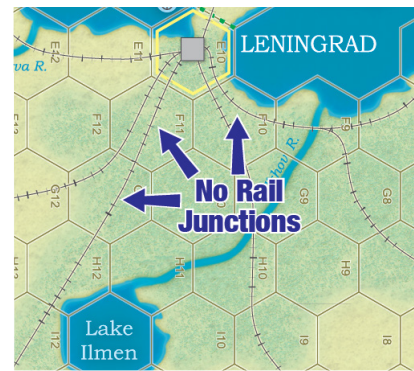
9.3.4 Units may move using off-board rail movement between the hexes at which rail lines exit the west, east, and south board edges, provided that the exit and reentry hexes belong to the same player, are friendly controlled, free of partisans and enemy ZOC, and have been possessed prior to the turn of their use.

Only Russian units may use off-board rail movement on the south and east edges. Only Axis units may use off-board rail movement on the west edge. Neither player may use the north edge for off-board rail movement.

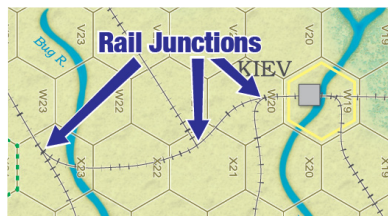
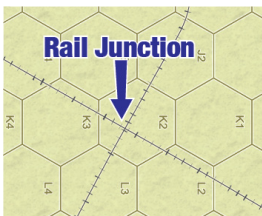
9.4 Rail Conversion

9.4.1 Railroad hexes must be friendly prior to the turn of use. Each player adjusts the RR markers at the end of his second impulse (after combat). The phasing player can never lose control of a rail hex during his turn. A player can never convert rail in, or through, a hex that is in an enemy ZOC except where that hex is a friendly controlled city.

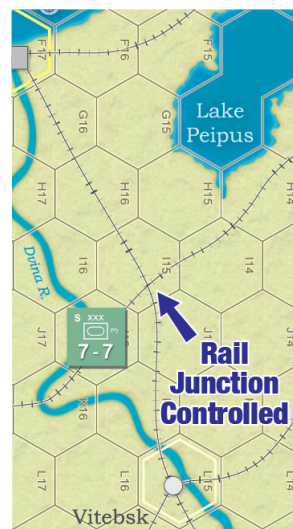
9.4.2 A rail junction is a non-city rail hex that contains rail lines that intersect. Control of a rail junction is determined as if it were a city, see Rule 17.2.1. When rail control is being assessed at the end of each player's turn, treat rail junctions as cities.



Hexes and are examples of hexes that qualify as rail junctions.

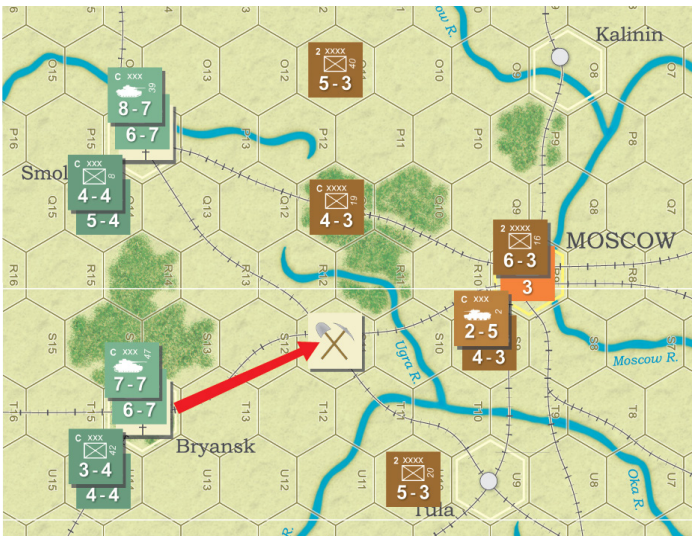


Above are examples of hexes with rail junctions.



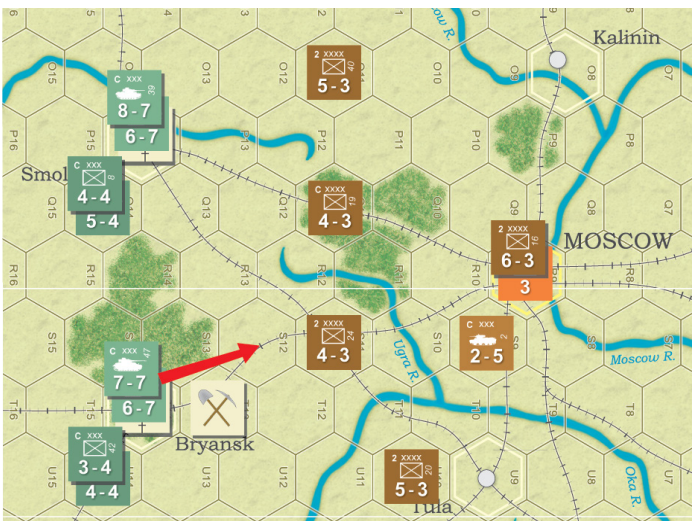
Hex is an example of controlling a junction, showing a unit moving up to it but not occupying.

9.4.3 If a player controls a city any rail in that hex converts to friendly control. If a player controls two cities and there are no enemy units, enemy ZOCs, or enemy controlled cities on a rail line between them, the entire rail line becomes friendly controlled.



It is the beginning of the Axis September 1941 First Impulse and the German 47th Panzer unit in Bryansk (hex T14) moves to the rail junction in hex S11. A Rail conversion marker is placed there as a reminder to convert the Rail to that junction at the end of the Axis player turn.

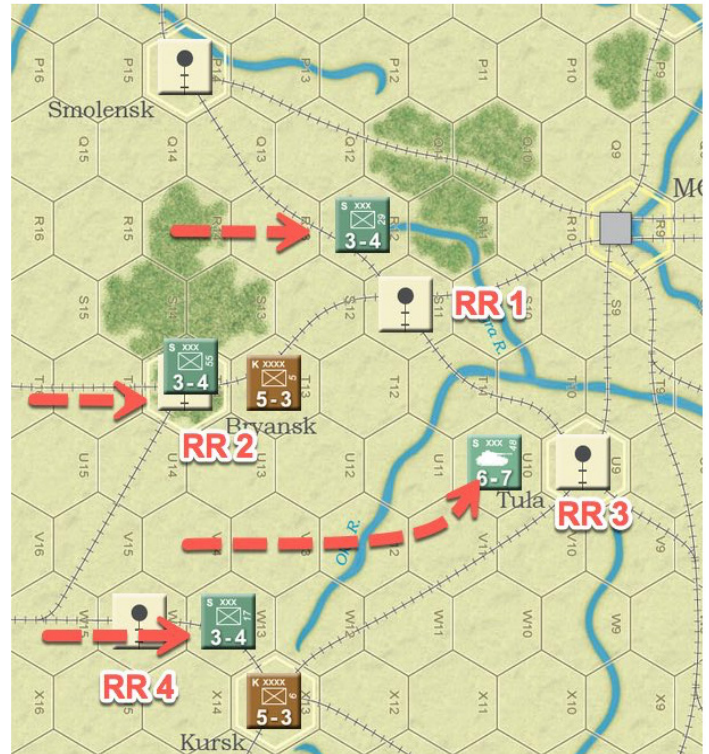
9.4.4 During the Axis player end phase, the Axis player moves each RR Marker up to the farthest railroad hex occupied or passed through by an Axis unit that turn provided that, at the moment of occupation AND during the Axis player end phase, a path free of Russian ZOC or Russian controlled cities could be traced from that hex along the railroad back to an Axis controlled city or the west edge of the board.



It is the end of the Axis October 1941 Second Impulse and the German 47th Panzer unit in Bryansk (hex T14) moved into hex S12, next to the rail junction hex (hex S11). A Rail conversion marker was placed in hex T13 as a reminder that an Axis unit had passed through that rail hex and it can be converted at the end of the player turn. The German unit attacks the Russian 24th Army unit. The combat results in a C – Contact leaving the Russian unit in place in hex S11. The rail in hex S12 cannot be converted as it remains in an enemy Zone of Control. The Rail line can be converted up to hex T13, where the conversion marker was placed earlier.

9.4.5 During the Russian player end phase, the Russian player pushes back each RR marker to the hex beyond the farthest railroad hexes his own units occupied or passed through during that Russian turn, provided that at the moment of occupation AND during the Russian player end phase, a path free of Axis ZOC or Axis-controlled cities could be traced from that hex along the railroad back to a Russian controlled city or the east or south edge of the board.

9.4.6 “RR Convert” markers may be used to indicate which rail hexes were traversed by friendly units during movement. They should be removed at the end of the friendly player-turn end phase.



It is the end of the Axis second impulse, after combats have been resolved. The German units took the routes indicated by the arrows to get to their depicted locations. Assume that the cities of Smolensk, Brest, and Kiev all had Axis railheads in them at the start of the turn. (The latter two cities not shown on the illustration.) The four railheads, RR 1 through RR 4, are placed with the following commentary highlighting the application of rail conversion rules:

- Because the Germans gained control of the S11 junction via the ZOC projected by the 29th infantry in R12, the segment from RR 1 to Smolensk is converted to the Axis.
- While one normally can't convert rail in an enemy ZOC, rule 9.4.1 now specifically calls for this conversion when the hex in question is a city hex.
- The newly placed rail head marker in Tula shows that the rail in that city hex is now Axis. The rail segment between RR 1 and RR 3 is also Axis controlled because the rail path back to Smolensk, including the junction in S11, is free of enemy ZOCs. (Note that a railhead marker is NOT placed in V11 because, at the time the 48th Panzer moved through that hex, there was no rail path to an Axis controlled city.)

- *W14 was the last rail hex traversed by the 17th infantry with a clear rail path to a friendly controlled city. (Kiev, not shown.) W13 will NOT convert since it's in an enemy ZOC.*

10.0 SEA MOVEMENT

10.1 Sea movement occurs over a single body of water; movement factors play no role in this movement process. Any unit that cannot move on a particular impulse cannot use Sea Movement during that impulse. (Example: During a MUD turn, only HQs may use sea movement during the second impulse.) Sea movement may only take place during a movement phase.

10.2 The Black Sea/Sea of Azov and the Baltic Sea are two separate areas and no unit can conduct a sea move from a port in one area to a port in the other sea area in a single impulse. No sea movement is allowed in the Caspian Sea. Each player can attempt to conduct one sea move per turn per sea area. (For example: The German player can conduct a sea move in both areas on the first impulse of turn 2 but would then not be able to do so on the second impulse of turn 2 in either area.)

10.3 Sea moves may be conducted at any point during the movement phase. Enemy zones of control do not impact sea movement. A unit cannot conduct any form of land or rail movement during the impulse it conducts a sea move. In subsequent impulses the unit that conducted the sea movement may move normally.

There are three types of sea moves: transfers, invasions, and evacuations. Units arriving from the OMB are treated as reinforcements for purposes of sea movement.

10.3.1 A player may conduct a “sea transfer” by moving a unit from one friendly port to another friendly port. The OMB is considered a friendly port that borders both the Black Sea/Sea of Azov and the Baltic Sea. A reinforcement or replacement may be moved into a friendly port as a sea transfer.

10.3.2 A player may attempt a “sea invasion” with a replacement, a reinforcement, or a unit from a friendly port. Each side gets two invasions per game. The invading unit can be landed on any non-enemy-occupied hex on the Black Sea/Sea of Azov coastline. An invading unit forced to retreat as a result of combat on the impulse it invades is eliminated. An invading unit is automatically considered to be in general and combat supply throughout the turn it invades. Combat resolution for sea invasion is explained in Rule 13.8.

An Axis unit that invades in Jan/Feb 42 would not have to check for general supply until the end of the Mar/Apr 42 turn. If not in general supply at the end of the Mar/Apr 42 turn, it would be eliminated.

The Axis can conduct an invasion from the OMB to either sea area but a unit in Odessa, bordering on the Black Sea, could not transfer to a port on the Baltic Sea.

10.3.3 A player may conduct a “sea evacuation” from any coastal hex to a friendly port on the same coastline or into the Off-Map Unit Box. All units conducting an evacuation must add 1 to their sea move die roll.

10.4 In the Black Sea/Sea of Azov units moving by sea must roll a 1-3 on the die to survive. The die roll is adjusted by subtracting 1 from the die roll for each of the three Black Sea ports (Odessa, Sevastopol, and Rostov) in friendly control at the moment of the Sea Movement. Control can change during the turn (see Rule 17.2.1).

10.5 In the Baltic Sea the Axis player can conduct sea transfers and evacuations. In the Baltic Sea the Russian player may conduct sea transfers and evacuations only if Leningrad is Russian controlled. Neither player may conduct sea invasions in the Baltic Sea. Units using Sea Movement in the Baltic Sea must roll a 1-2 on the die to survive. The die roll is adjusted by subtracting 1 for each of the four Baltic Sea ports (Riga, Tallinn, Helsinki, and Leningrad) in friendly control at the moment of the Sea Movement. Control can change during the turn (see 17.2.1). To reflect Axis air superiority, all Russian sea movement in the Baltic Sea must add 2 to the die roll.

10.6 Units eliminated while conducting sea movement are replaceable and are returned to their respective replacement pools.

10.7 The Axis player may not attempt sea invasions prior to July 1941.

11.0 HEADQUARTERS AND LEADERS

11.1 The Russian Stavka unit and the three German Army Group HQ units are “HQ” units. HQ units may move only during the second impulse. Unlike other units, they may move their full movement factor at this time and are not restricted by weather. HQ units must stop when entering swamp (except in snow weather), woods, or mountains and may not use rail movement. They may use sea movement on second impulse. They may not move into an enemy ZOC unless a friendly non-HQ unit occupies the destination hex.

11.2 Hitler and Stalin are leader units that represent the political leadership of their countries. These two units can use rail movement (first impulse) but cannot move otherwise. If forced to retreat they are eliminated.

11.3 To simulate the operational impact of losing a country’s leadership, the following penalty is imposed if Hitler or Stalin is eliminated: Units belonging to the country that lost their leader have a movement factor of ZERO during their next impulse. (Rail and sea move capabilities are not impacted. Axis minor allies are not affected by this rule.)



Example: Hitler is eliminated during the second impulse of the Russian March/April 1944 turn. During the first impulse of May/June 1944, all German units have a movement factor of zero.

12.0 COMBAT

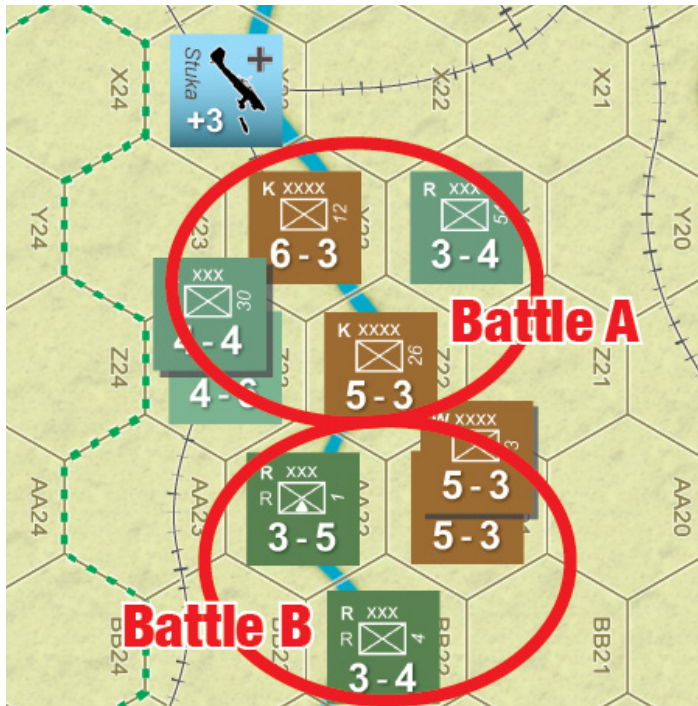
12.1 Units beginning a combat phase in an enemy ZOC must conduct an attack. During combat the player conducting his player turn is the attacker; his opponent is the defender. All movement for that impulse must be finished prior to resolving attacks. During the combat phase each attack must be completely resolved prior to conducting another attack in that combat phase.

12.2 Multiple attacking units in the same hex may attack adjacent defenders in different hexes. The combat factor of an individual unit may never be split to apply it to more than one battle. Multiple defending units in the same hex must have their combat factors added into one combined defense factor.

12.3 When several units attack several defending units the attacker has the choice of how to resolve combat provided that:

- He attacks every defending unit whose ZOC he is in
- All his units in an enemy ZOC conduct an attack and
- Each attacking unit is adjacent to the defending unit it is attacking.

12.4 No unit, attacking or defending, may fight more than one battle in any one impulse, even if it finds itself still adjacent to enemy units after all combat has been resolved.



During the Axis first impulse, they conduct battles, A and B using the situation illustrated above.

The three German units attack both Russian defenders in Y22 and Z22. Note that all attackers are adjacent to all defenders and all defenders are adjacent to all attackers. A Stuka is applied to this battle which results in the final combat odds being 11 factors vs 11 factors, a 1-1, which is raised to a 4-1 because of the German air unit.

Both German infantry attack the two Russian armies. The defenders are doubled because of the river. The odds are 6 factors vs 20 factors which is a 1-4. (Odds are always rounded in the defenders favor.) Note that the Germans needed to commit two attackers as using only one would produce a 3 factors vs 20 factors which is an illegal attack. (All combats must be at odds of 1-6 or better.)

12.5 The attacker may deliberately attack with one or more units at unfavorable odds in order to gain more favorable odds over other defending units. This tactic is called “soaking-off” and cannot be done at odds worse than 1-6. Attacks at less than 1-6 are illegal and no unit may move into or remain in a position that would create an illegal attack situation unless other units join in to raise the odds to 1-6 or higher. The result of movement or combat will sometimes leave a unit in a position where it is forced into an illegal attack. If a player cannot (or chooses not to) bring up enough units to make a legal attack, that unit surrenders and is put into the appropriate “Surrendered Units” box at the end of the movement phase before any combat is resolved.



It is the start of the Soviet Player's turn. The 1st Soviet Tank Corps in J16 can move to J15 or K15 and continue moving away from the German stack in J17. However, the 6th Soviet Tank Corps in I16 is pinned by German units ZOC and cannot move. If the 1st and 6th tank corps don't (or can't) move during the Soviet player's first impulse, they will both automatically surrender at the end of the movement phase because they will have to make illegal attacks at worse than 1:6 odds.

the Soviet play is in no way obligated to alleviate this situation, even though he has other combat units nearby that may be able to resolve this crisis.

13.0 BATTLE RESOLUTION

13.1 The "odds" of each battle must be reduced to the simplest ratio as expressed on the Combat Results Table (CRT). To accomplish this, divide the smaller combat factor both into itself, and into the larger combat factor. The resulting two numbers (one of which will be "1") are expressed as a strength ratio, placing the number which represents the attacker first in the ratio. Fractions of any size are "converted" either up or down to the whole number most favorable to the defender. Examples: 4 to 9 becomes 1 to 3 and 19-10 becomes 1-1. An attack may always be made at lower odds than actually exist at the option of the attacking player but lower odds attacks must be announced before the die is rolled.

13.2 The attacker rolls the die and resolves the battle according to the result corresponding with that die roll under the proper odds column. Eliminated units are put into their respective replacement pools while surrendered units are put into the appropriate Surrendered Units box.

13.3 The results of combat are interpreted as follows:

AE - Attacker eliminated All attacking units are eliminated.

A1 - Attacker loss One attacking unit of the attacker's choice is eliminated. All attacking units are retreated one or two hexes.

AR - Attack retreat All attacking units are retreated one or two hexes.

C - Contact No loss or retreats by either side.

EX - Exchange The attacker loses one involved unit of his choice. The defender then loses one involved unit of his choice. Any remaining defending units retreat one or two hexes. City, Oil Well, and rail junction control does not change while these losses are being applied, control may change after the combat is completely resolved.

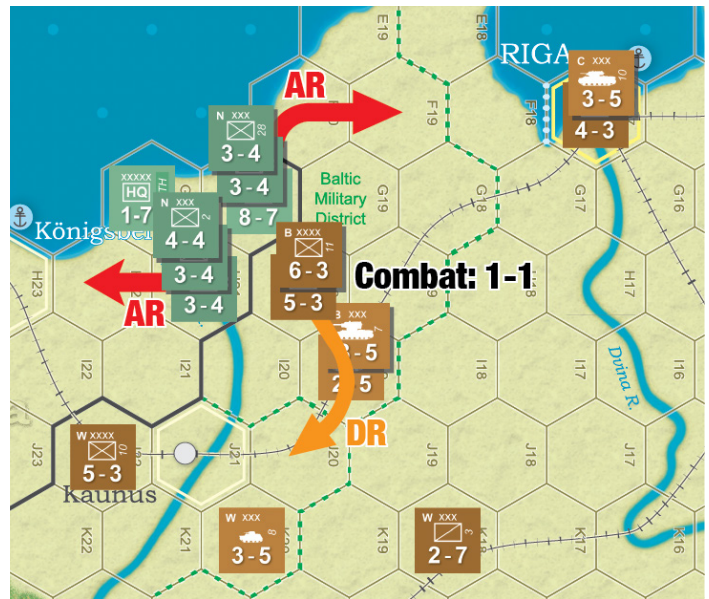
DR - Defender retreat All defending units are retreated two hexes.

D1 - Defender loss One defending unit of the defender's choice is eliminated. All remaining defending units are retreated two hexes.

DE - Defender eliminated All defending units are eliminated.

DS - Defender surrenders. All defending units surrender.

13.4 The attacker always moves retreating units and can designate the length of the retreat if permitted by section 13.3, but cannot designate a retreat route for the defender which would result in its elimination if an alternate retreat route is available. The defending units may, at the attacker's discretion, be retreated two hexes along a path that ends up leaving the defenders only one hex from their original hex.



It's the opening impulse and the Axis player has spotted an opportunity to get through the Russian lines. He can choose to lower the 28 vs 11 battle from 2-1 to a 1-1 and then possibly 'retreat forward'. The only way he 'loses' the battle is with a "Contact" result! "AR" indicates the paths attacking units could take resulting from A1 or AR result while "DR" shows the path the attacker could choose to have the defending units take on a DR or EX outcome.

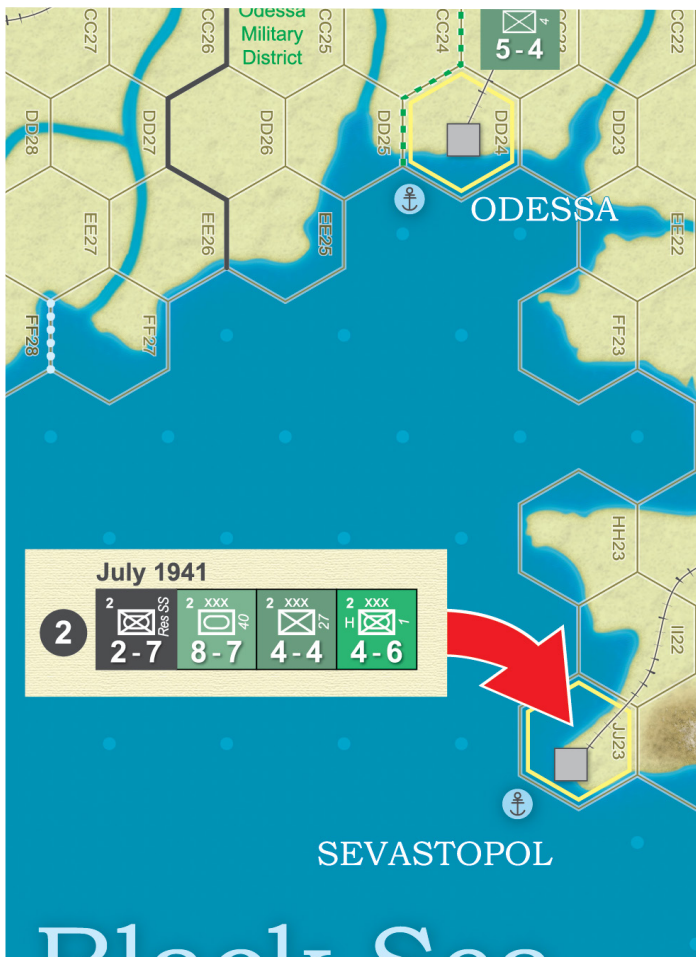
13.5 Units may not retreat into enemy ZOC, off the board, or across a coastline (Exception: Kerch Strait) or impassible or all-water hexside. If no legal retreat path exists, retreating units are eliminated. Given multiple legal retreat paths, units may be retreated in any direction.

13.6 Units may retreat through land terrain types, including the Kerch Strait, disregarding normal movement costs.

13.7 Units may not end their retreat in violation of stacking limits – if unable to do so, excess retreating units are eliminated, these are selected by the owning player.

13.8 Sea Invasion is explained in 10.3.2 and Combat is executed at the time of the invasion. The examples below show how the various combat is conducted depending on the type of unit movement involved.





A successful sea move in the Black Sea requires a 1-3 roll with a -1 die roll modifier for every friendly port city. In this case, the Germans would get a -1 DRM since they control Odessa. The Rumanian Cavalry unit comes ashore at FF21 with a die roll of 1-4.

Assuming the invasion works, the Axis player can set up an attack against the Russian 2nd cavalry. The Russian cavalry unit is undoubled by the Rumanian cavalry unit attacking it, otherwise the Russian unit would have a doubled combat value for being 'behind a river'. Twenty Axis factors attack the Russian cavalry unit, that being sufficient to eliminate that defender during the Axis movement phase.

With the Russian 2nd Cavalry gone, the German 52nd Motorized unit can now join the Rumanian Cavalry unit in FF21 during first impulse movement. During the combat phase, the 52nd Motorized conduct a 1-5 attack against the fourteen factors of the Russian defenders in EE20 and FF20. (Note that the Rumanian cavalry unit was used in the AV and thus can't attack during the subsequent combat phase.)

- If the German had not brought up another unit to attack the Russian defenders in EE20 and FF20, this sequence of moves would have been illegal as the Rumanian cavalry unit was used to attack the Russian cavalry and undouble the River. It is NOT available for a second attack that impulse no matter what the odds may be.

- If the sea invading unit had not been available to undouble the strength of the Russian 2nd Cavalry unit, the Axis would not have had sufficient factors to conduct an Automatic Victory against it.

- From a planning perspective, it should be clear that it will benefit the phasing player to resolve sea moves early in the turn.

The Hungarian motorized unit invades Sevastopol on Jul/Aug 41. Note that, at the moment of the invasion, the Germans have a unit adjacent to Odessa which gives them control of that city and a -1 modifier to the die roll. The invasion will succeed on a die roll of 1-4.



This example shows a complex set of interactions involving sea moves, ground moves, and combats. It is the Axis first impulse of the July August 41 turn.



It is the Russian first impulse of the November/December turn. The Russian 12th Armored Corps comes ashore on JJ22. A successful sea move in the Black Sea requires a 1-3 roll with a -1 die roll modifier for every friendly port city. In this case, the Russians would get a -1 DRM since they control Rostov.

• *If this were a snow turn, during combat, because the Axis no longer control Sevastopol, the Rumanian cavalry defender combat strength will be halved for not being able to trace combat supply.*

• *Because of the rules governing sea invasions, the invading Russian unit will automatically be in supply through the end of the November/December turn.*

• *If an EX result occurs, eliminating both combatants, the city will remain uncontrolled as it was uncontrolled when combat was initiated. If the defender had been in the city, thus controlling the city at the time of the combat, an EX result would result in the city remaining Axis controlled.*

14.0 TERRAIN EFFECTS ON COMBAT

14.1 As indicated on the Terrain Effects Chart (TEC) units defending in mountains, major cities, or behind rivers have their combat factors doubled. A unit whose attackers are all on the other side of the Kerch Strait are also doubled.

14.1.1 A unit is ‘behind a river’ if all attacking units are on river hexes and the defender is not occupying a river hex of the same river. (Two adjacent river hexes are connected if a river crosses the hexside between the two hexes.) Partial river hexes are treated as rivers.

14.1.2 A defending unit’s combat factor can never be more than doubled. An attacking unit’s combat factor is never doubled.

14.1.3 Russian units do not benefit from being ‘behind a river’ during the first impulse of the May/June 1941 turn.

14.2 Units attacking from woods hexes may not retreat on an AR or A1 result. Units defending in woods hexes may not retreat on a DR, EX, or D1 result.

15.0 AIR POWER – STUKAS AND STURMOVIKS

15.1 Air power is reflected by the usage of Stuka and Sturmovik units during first impulse combat. Air units may not attack by themselves but are used in conjunction with an attack by non-air units. Only the attacker may use air power and doing so will raise the attacker’s combat odds for that battle. Air units may contribute to the 10-1 odds required to get an AV.

15.2 Air power can only be used if all the defenders in that battle are within eight hexes of a single friendly HQ unit. The air unit attack is indicated by placing the aircraft counter on the defending units (if more than one stack of defenders is being attacked together, the aircraft is placed on any of the defending stacks).

15.3 Air units are kept off the board when not being used in their respective Stukas Box/Sturmoviks Box.

15.4 Neither terrain nor enemy ZOCs restrict the movement of aircraft. Range across bodies of water is measured as if the hexagonal pattern existed at sea. The dots in some sea hexes are intended to facilitate the determination of range over bodies of water; a sea hex without a dot does not preclude this range measurement.

15.5 German air power is represented by the Stuka air units. Each German Stuka raises the odds by three; i.e., a 3-1 becomes a 6-1. Only one Stuka can be used per attack. Each German Army Group Headquarters can support one Stuka. On the first impulse of the game the Stukas may be used against any Military District in range.

15.6 The number of Stukas available varies according to the weather and the turn as follows:

| | | |
|-----------------------|--------------|--------|
| 1941—Clear weather: 3 | Light Mud: 1 | Mud: 1 |
|-----------------------|--------------|--------|

| | | |
|-----------------------|--------------|--------|
| 1942—Clear weather: 2 | Light Mud: 1 | Mud: 1 |
|-----------------------|--------------|--------|

| | | |
|-----------------------|--------------|--------|
| 1943—Clear weather: 1 | Light Mud: 0 | Mud: 0 |
|-----------------------|--------------|--------|

Stukas are never available during snow turns or after 1943.

15.7 Russian Sturmoviks raise the odds level by one; i.e., a 3-1 becomes a 4-1.

15.8 Sturmoviks can only take part in a battle if they are within eight hexes of Stavka. If Stavka is eliminated, then the Sturmoviks can trace their range from Stalin. If both Stavka and Stalin are not on the map then Sturmoviks are not available.

15.9 Sturmoviks become available in July/August 1943. The number of Sturmoviks varies according to the weather and the turn as follows:

| | | |
|-----------------------|--------------|--------|
| 1943—Clear weather: 1 | Light Mud: 0 | Mud: 0 |
|-----------------------|--------------|--------|

| | | |
|-----------------------|--------------|--------|
| 1944—Clear weather: 2 | Light Mud: 1 | Mud: 0 |
|-----------------------|--------------|--------|

| | | |
|-----------------------|--------------|--------|
| 1945—Clear weather: 3 | Light Mud: 1 | Mud: 1 |
|-----------------------|--------------|--------|

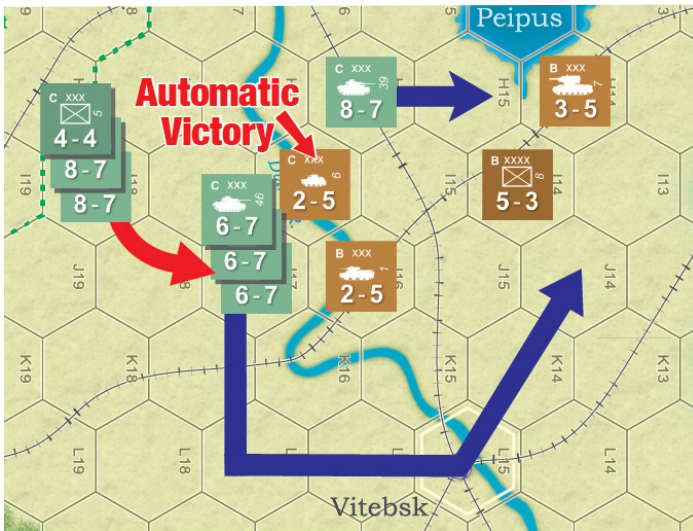
Sturmoviks are never available during snow turns or before 1943.

15.10 The Russian may apply as many Sturmoviks as he has available to any one combat or to different combats. They may attack in conjunction with Artillery units (Optional Rule 26.5) but the combined number of shifts may never exceed three levels.

16.0 AUTOMATIC VICTORY ATTACKS

16.1 Units attacked at 10 to 1 odds surrender without a die roll and are removed permanently from play during the _____ of the _____. Units that did not take part in the 10 to 1 attack may move through or onto the surrendered unit's hex and may attack other units. Air power may contribute to reaching the 10-1 odds.

16.2 Units taking part in an Automatic Victory (AV) cannot move any further that impulse, nor may they engage in combat during the combat phase. If conducting an AV during the first impulse, they may NOT move into the ZOC of an enemy unit during second impulse movement and cannot attack during the second combat phase. Units conducting an AV may overstack if the overstacking situation is remedied before the end of the movement phase.



It is a CLEAR weather turn and it is the Axis player's turn. The units in I18 move to J17 and muster twenty factors against the Russian defense of two in I16, this 10 to 1 odds is sufficient to AV the defender and the Russian 6th Tank Corps can be removed during movement.

The remain German units may make the moves identified by the blue arrows. Note that a legal attack must be conducted against the defender in J16 since it is adjacent to the German units in J17 that conducted the AV. (The Germans may not voluntarily set up an illegal attacking situation.)

16.3 If units used to obtain an AV in the first impulse are adjacent to enemy units at the start of second impulse movement, other friendly units must be brought up to attack those enemy units during the second impulse movement phase. (This situation is the only instance where, after movement, a unit can be adjacent to one or more enemy units and not participate in an attack.) If friendly units are not brought up to attack those adjacent enemy units, then the units that conducted that first impulse AV attack cannot make a legal attack during second impulse and must surrender after movement but before any other combat is resolved.

16.4 The Russians may not conduct AV attacks prior to the November/December 1942 turn.

17.0 SUPPLY

17.1 There are two types of supply, General and Combat. General supply is determined during the end phase for the phasing player. Combat supply is determined during combat in Snow turns in the first two winters.

17.2 General Supply: To be in general supply, each unit must be able to trace a line of supply no longer than eight hexes to any supply source. During snow months, the maximum length of supply lines is reduced to four hexes. Each unit that is not in General Supply during the owning player's end phase is eliminated. (Exceptions: Paratroops, partisans, and units that conducted a sea invasion this turn.)

17.2.1 City supply sources: Friendly controlled cities provide general supply. A player controls a city if he occupies it OR if it is out of enemy ZOC and he was the last to occupy it or have it in his

uncontested ZOC. Control of a city can change during movement or combat resolution in either impulse of either player's turn. A city is controlled by neither side if it is vacant but in both players' ZOC.

17.2.2 Rail supply sources: Friendly rail hexes can provide general supply provided that, at the moment that supply is being determined, a continuous line of friendly rail hexes exists between that rail hex and (a) a friendly controlled city or (b) a rail hex on a friendly board edge. Axis units can be supplied by friendly rail lines leading off the west edge while Russian units can be supplied by friendly rail lines leading off the east or south edge.

17.2.3 Supply lines: The city and/or the unit tracing supply may be in an enemy ZOC but the supply line between them may not pass through an enemy ZOC or enemy controlled city.

17.3 Combat Supply: Russian and Finnish units always have combat supply. Other units always have combat supply except possibly in Russia during snow turns of the first two winters. Combat supply is determined at the moment of combat, and therefore can change during an impulse due to results of earlier attacks.

17.3.1 Axis units without combat supply have their combat factors halved (each unit rounded up separately - a combat factor of five rounding to three, for example) for both attack and defense. This rounded factor is then doubled for terrain bonuses, if applicable. For example, a five rounds to a three which doubles to a six.

17.3.2 During Snow turns in 1941 and the first two turns of 1942, non-Finnish Axis units in Russia have combat supply if they are in a city or adjacent to an Axis-controlled city.

17.3.3 During Snow turns in Nov/Dec 1942 and the first two turns of 1943, non-Finnish Axis units in Russia have combat supply if they are in a city or adjacent to an Axis-controlled city. They also have combat supply if they are adjacent to a hex that is both (a) adjacent to an Axis-controlled city and (b) not in Russian ZOC.

18.0 RUSSIAN PARATROOPS

18.1 The Russians have three paratroop corps which may be dropped during the Russian first impulse of any SNOW turn. Only paratroop corps that are in the Paratroop Reserve Box may drop and the Russian may drop as many of them as he wishes.

18.2 On the impulse they become available, paratroop corps must go to the Paratroop Reserve or Moscow. Paratroop Corps may be held in the Paratroop Reserve as long as the Russian player wishes. Paratroop corps in the Paratroop Reserve that arrived on prior turns may be brought into play as reinforcements from the east edge.

18.3 When dropped, they must be placed on the map within eight hexes of the Stavka unit. If the Stavka unit is not on the map then the paratroop corps may not drop. Paratroop corps cannot be dropped into an enemy ZOC, woods, or mountains. They may not conduct any further movement on the turn they are dropped.

18.4 Paratroop corps are always in supply.. Paratroop corps may not be dropped a second time nor brought back as replacements.

19.0 PARTISANS

19.1 The Russian player has three partisan units which are used to inhibit Axis movement, supply, and rail conversion. Partisans must be placed in Russia in an Axis-controlled city or an Axis rail hex. Partisans cannot be placed in Axis ZOC nor within five hexes of an SS unit.

19.2 A partisan has a ZOC ONLY in the hex it occupies. Units doing rail movement may not enter this ZOC, and units moving normally treat it just like a normal ZOC – they must stop upon entering it and cannot retreat into it. A partisan ZOC cannot be used to gain control of a city or rail junction. The ZOC of a partisan can inhibit rail conversion during the Axis player turn but will not support conversion of rail during the Russian turn. Supply may be traced into, but not through, a hex containing a partisan. (A partisan occupied city is still a source of Axis supply.)

19.3 At the end of the movement portion of each Axis impulse all partisans in an Axis ZOC or within five hexes of an SS unit are removed from the board.

19.4 Partisans cannot be permanently eliminated. At the end of the Russian second impulse all partisans that have entered the game are relocated as in 19.1 above.

20.0 REINFORCEMENTS

At the beginning of each turn, both players should check their OB charts for reinforcements or special game events. The OB chart specifically identifies which units are available, where they arrive, and if any special game events occur. The OB chart identifies a month of arrival for reinforcements; units arriving on the first month of the turn come in on the first impulse, otherwise they arrive on the second impulse.

20.1 The Off-Map Units Box (OMB) represents each player's strategic reserve.

20.1.1 Any player may voluntarily delay replacements or reinforcements, including workers, and instead place them in the OMB. Units may use a sea transfer or sea evacuation to move a unit into the OMB. A unit that rails off a friendly map edge may also be placed in the OMB.

It is the start of the Russian Player's Mar/Apr 1943 turn. The weather is Mud. Given the situation, the Russian Player decides to create a strategic reserve by moving units to his Off-Map Units box.

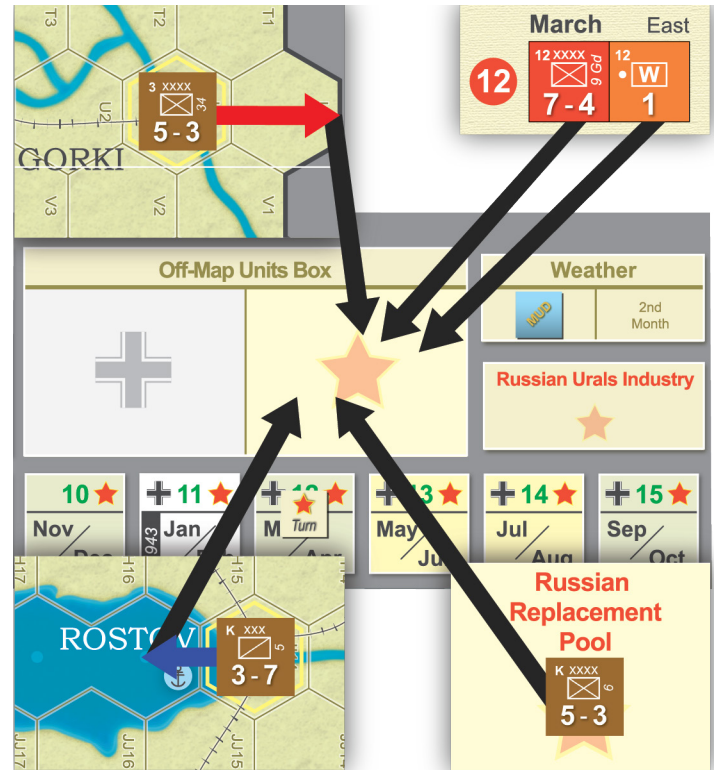
He moves his 9th Gd Infantry and Worker unit scheduled to arrive this turn as reinforcements, directly into the Off-Map Units box. By doing this, the worker unit will not contribute to the Russian Player's replacement points.

Additionally, he uses five of his replacement points available to recreate the 6th Infantry Army, and places that unit directly in his Off-Map Units box.

During the Russian First Impulse Movement Phase he decides to add two more units. The 34th Infantry Army in Gorki uses

rail movement off the east (friendly) edge of the map and into the Off-Map Units box. The 5th Cavalry Corps in Rostov uses Sea Movement, and if it successfully passes its die roll, would also be placed directly in the Off-Map Units box.

Remember, units in an Off-Map Units box do not get free rail movement onto the board. Such movement would count against that side's rail capacity for the turn.



20.1.2 Units in the OMB may enter play on any subsequent impulse as a reinforcement but do not get free rail movement. Units in the 'Off-map Unit Box' may be brought on at the owning player's discretion.

20.2 Reinforcements are placed on the board during the movement portion of their impulse of arrival. The initial placement hex does not count against the movement allowance of the entering unit. Units listed as arriving in a particular city are placed in that city; otherwise they may use sea movement to enter the board or may enter from a board edge as specified below.

20.3 Units arriving first impulse may use normal movement, including rail or sea movement. Units arriving second impulse may use only their normal second impulse movement for that turn, including sea movement. On second impulse, if the initial placement hex is in an enemy ZOC, then the unit may not move any further that impulse.

20.4 If the city specified for an arriving reinforcement was enemy controlled at the beginning of the arrival impulse, or a unit arriving in a city would be forced to violate stacking limits at the end of movement, the unit must enter from a board edge. In the case where some arriving units could go to the city while others would be forced to violate stacking limits, the owning player may choose which of the arriving units would come in at the board edge.



The illustration shows the treatment of the Moscow reinforcements on Turn 3 when the city is surrounded by Axis ZOC.

Because of the enforcement of stacking limitations, only two Russian armies could be placed in Moscow on first impulse. (Any additional armies would not be able to move out of the city due to the inability to move from ZOC to ZOC.)

The extra three armies would have to enter from the east edge, be held in the OMB, or participate in a sea move.

20.5 Axis and Russian Reinforcements: Rumanian reinforcements start at Bucharest, Hungarians on the Hungarian rail line at the west edge of the board, and Italians anywhere along the west edge. Any Axis or Russian reinforcements not specified to arrive in cities may be brought in on the west or east edges, respectively. One Russian reinforcement unit may enter from the south edge, QQ5 to QQ16 inclusively, per turn.

20.6 Special: Lapland Reinforcements: – If the Russians capture Helsinki the Russian 14th Army enters the game on the next Russian first impulse from any unoccupied north edge rail hex. If the Axis capture Archangel the 36th and Dietl mountain units enter the game from any unoccupied north edge rail hex on the next Axis first impulse. If all north edge rail hexes are enemy occupied, the arriving units are held on the OB chart. Once a north edge rail hex is not enemy occupied during the owning player's first or second impulse movement, these units are placed in that hex.

20.7 Special: Bulgarian Garrison

20.7.1 Starting in 1943, if a Russian unit is moved or retreated such that it is within 5 hexes of Bucharest, the 15th and 21st mountain corps arrive in Bucharest as reinforcements on the next Axis first impulse.

20.7.2 Starting in 1944, if a Russian unit is moved or retreated such that it is within 5 hexes of Bucharest, the 91st, 97th and 5th SS mountain corps arrive in Bucharest as reinforcements on the next Axis first impulse in addition to the 15th and 21st corps if they have not already arrived.

20.8 Special: Warsaw Garrison

Starting in 1944, if a Russian unit is moved or retreated such that it is within two hexes of Warsaw, the 4th SS and the Hermann Goering panzer corps arrive in Warsaw as reinforcements on the next Axis first impulse.

20.9 Withdrawals

20.9.1 Units that must be withdrawn are simply picked up off the map. (Withdrawals are never considered to be rail or sea moves). Withdrawn units may not reenter the game (exception see 20.9.2).

20.9.2 In May 1944, prior to taking replacements, the Axis player must withdraw two armor corps from play or he loses the game immediately. These two armor corps are placed on the OB chart where they will return in the first impulse of the January/February 1945 turn. The two armor corps withdrawn in May 1944 must be SS armor corps if possible.

20.9.3 The Axis player must withdraw one German corps (any type) in March 1945 and another in May 1945.

20.10 Off-Board Encirclements

Due to the constraints of the map board, the following rules reflect the activities necessary to perform and/or prevent encirclements or deep flanking maneuvers performed near the edges of the board.

20.10.1 Starting in 1942, after one player exits one or more units off an "enemy" board edge, the other player MUST, on his next turn, remove an equal or greater number of combat factors using the withdrawal process described in 20.9.1. Arriving replacements and/or reinforcements may be removed to match exited enemy units, and none may be placed on the board until all exited enemy factors are matched. Unit withdrawals specified on the OB do not count for matching purposes.

20.10.2 If it is impossible for the player to match units exited off an "enemy" board edge he loses the game IMMEDIATELY.

21.0 AXIS REPLACEMENTS

21.1 Axis replacements enter the game in the same manner as reinforcements, with Finnish units entering at Helsinki.

21.2 Axis replacements are available on the May/June turn in 1942, 1943, and 1944. HQ units arrive on the second impulse; all others arrive on the first impulse.

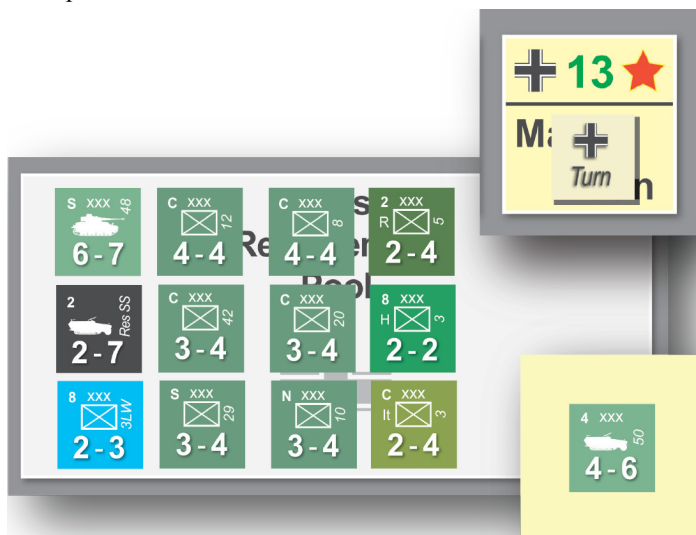
21.3 Replacements are taken from eliminated (not surrendered) units in the Axis Replacement Pool. Replacements may not be accumulated and any not taken in the turn they are due are lost for that year.

21.4 During the replacement turn the Axis player may replace the following units: one German armor corps for each oil well controlled by the Axis; all SS, Luftwaffe and HQ units; one 3-4,

one 4-4 and one 5-4 German infantry corps; one German mountain corps; one German motorized corps; and one unit from each of the four minor Axis countries (Finland, Italy, Rumania and Hungary). Oil wells are controlled like cities - each oil well is controlled by the player who occupies it or the last player to have it in his uncontested ZOC. The German 1st cavalry corps is never replaced.

21.5 The Axis player receives no Italian replacements in '43 or '44.

21.6 If the Axis player is entitled to replace a German unit but cannot because no unit of that type is in the replacement pool, he may substitute and replace a German 3-4 infantry unit in its place. He can substitute a 3-4 unit for each of the following units he cannot replace: one instead of the German mountain corps; one instead of the German motorized corps, one for each of the German infantry corps. For each armor corps he could replace but cannot, the Axis player may take a 3-4 infantry unit OR a German motorized corps. The Axis player cannot take a 3-4 in place of Axis minor ally units, SS units, Luftwaffe ground units or Army Group Headquarters units. Axis minor ally units may never be substituted for German units or vice versa. If the Axis player is entitled to replace a German 5-4 or 4-4 infantry unit, but no such unit exists in the replacement pool, he may instead choose to substitute any German infantry unit with a lower combat factor in its place.



It is the start of the Axis May/June 1943 turn and the replacement pool contains the units shown. The Axis control the Ploesti Oil fields, hex AA29.

The following units can be taken as replacements in this situation:

- 48th Pz (for the one oil well controlled)
- 2-7 SS Reserve, 3 LW
- 12th, 42nd, 8th Infantry (the 8th infantry is being taken because no 5-4 is available.)
- 50th Motorized
- Rum 5th and Hun 3rd are taken, the remaining Axis Ally unit, the It 3rd Infantry, is not available because no Italian replacements are available in 1943.

22.0 RUSSIAN REPLACEMENTS

22.1 Calculating Russian Replacement Points: Calculating Russian Replacement Points: The number of replacement points the Russian has that turn is equal to the total of all available worker units' replacement values plus any available Archangel factors. A worker in a surrounded city generates replacements. Worker units generate replacements on the turn they arrive. Workers in the OMB do not generate replacements.

22.2 Properties of Worker Units: The number on the worker unit refers to both its combat and replacement value. Worker units have no stacking value and may not move once placed. Worker units count as combat units for purposes of projecting a ZOC, attacking, defending, and taking losses. Workers cannot be replaced and always surrender if eliminated or retreated.

22.3 Placing Worker Units: New worker units enter as specified on the OB chart. They may be placed in any major or minor city in Russia that was Russian controlled at the beginning of the Russian player turn and doesn't already contain a worker unit. (If all such cities contain a worker unit, any arriving worker units may be placed without restriction in any of those cities.)

22.4 Archangel Replacements: Commencing with the Jan/Feb 1942 turn, Archangel has an extra replacement value representing Allied Lend Lease shipments which is added to the Russian replacement total for that turn. This value varies from turn to turn; roll one die every turn and add the result to the total value of available Russian replacements that turn. A +1 DRM is applied in 1943 and 1944. Once controlled by the Axis, Archangel stops generating replacements permanently.

22.5 Choosing Replacement Units: The Russian player may replace units whose combined combat factors do not exceed his replacement value total. Among the units being replaced there may be only ONE armor unit (including Guards armor) and only ONE Guards unit (infantry or cavalry). Commencing with Jan/Feb 1944 turn, this limitation goes TWO of each type. Unused replacement factors are lost and may not be accumulated for use in later turns.

22.6 Placing Replacement Units: Russian replacement units arrive on the first impulse. Replacements enter the game in the same manner as east edge Russian reinforcements OR can be placed in any city containing a worker unit. Starting with the turn the worker is available, a maximum of one replacement unit per city per turn is allowed, regardless of the actual number of worker units in that city or their individual replacement values. One Russian replacement unit may enter from the south edge, QQ5 to QQ16 inclusively, per turn.

22.7 Russian Industrial Mobilization: Beginning in May/June 1943, and for all subsequent turns, the replacement value of all worker units doubles. This doubling does not apply to Archangel replacements.

22.8 Stavka may be replaced once per year during the Jan/Feb turn at a cost of one replacement factor. It may enter during the second impulse from Moscow. It may not be replaced if Moscow is controlled by the Axis.

23.0 MOTORIZATION

23.1 In July and November of 1943, the Axis player may substitute motorized units for German infantry corps that are on the map. These substitutions occur at the beginning of the impulse. The substituted unit is removed from the game.

23.1.1 The 11th Motorized may be substituted for any 4-4 German infantry corps.

23.1.2 The 26th Motorized and 29th Motorized may be substituted for any 3-4 German infantry.

23.1.3 The 43rd Motorized may be substituted for any 5-4 German infantry corps.

23.2 If no appropriate unit exists, the Axis player may choose any German infantry unit of greater combat value for the substitution. If no such unit exists, the motorized unit is placed in the Axis Replacement Pool.

24.0 AXIS MINOR ALLIES

24.1 When an Axis minor ally (Hungary, Finland, Rumania, Italy) surrenders, all of its units also surrender (including those not currently on the map) and units from that nation play no further part in the game.

24.2 Hungary surrenders when there are five or more Russian units in Hungary, after supply is checked, during the Russian player-turn end phase.

24.3 Finland and Rumania surrender when their capitals (Helsinki and Bucharest) are controlled by the Russians during the Russian player-turn end phase.

24.4 Italy surrenders at the beginning of the September/October 1943 turn.

24.5 Finland surrenders at the beginning of the first Axis impulse of each turn beginning with September/October 1944 unless Leningrad is controlled by the Axis. Upon surrender, Helsinki is considered controlled by the Russian from that point on. Neither player may enter Finland for the rest of the game. Any German or Axis minor ally units in Finland are eliminated at the end of the turn that Finland surrenders.

25.0 VICTORY CONDITIONS

A player wins by achieving either a “Campaign” victory or a “Sudden Death” victory. A game must end by the May/June 1945 turn but a “Sudden Death” victory may shorten the game.

25.1 Campaign Victory Conditions

25.1.1 The Axis player wins IMMEDIATELY by

(1) controlling Moscow AND eliminating Stalin

(2) The Russian player does not control Berlin at the end of the May/June 1945 turn.

(3) The Russian player does not match units exited off an east board edge.

25.1.2 The Russian Player wins IMMEDIATELY by

(1) controlling Berlin at any point.

(2) The Axis player does not match units exited off a west board edge.

25.2 Sudden Death Victory Conditions

The game ends IMMEDIATELY as soon as either player achieves a “Sudden Death” victory. A “Sudden Death” victory occurs if a player achieves ALL objectives associated with that year. An objective is the capture of a specific oil well or city hex OR an event such as the surrender of an Axis minor Ally. A player ‘achieves’ an objective by controlling that specific oil well or city hex at the time the check for “Sudden Death” victory is done OR if the specified event has occurred.

25.2.1 At the end of the Jan/Feb turn of each year, both players simultaneously check for a “Sudden Death” victory. If neither player has achieved all the objectives, the game continues.

25.2.2 In 1942, the objectives are: Kiev, Kalinin, Leningrad, Rostov, Kharkov, and Stalino.

25.2.3 In 1943, the objectives are: Maikop Oil Fields, Moscow, Stalingrad, Kursk, Leningrad, and Rostov.

25.2.4 In 1944, the objectives are: Leningrad, Smolensk, Kiev, Dnepropetrovsk, Sevastopol, and Kharkov.

25.2.5 In 1945, the Russian objectives are: Surrender of Finland, Rumania, and Hungary, control of at least one city in Germany and control of all oil wells.



25.2.6 In 1945, the Axis objectives are: Prevent the surrender of Rumania and Hungary, control of all cities in Germany and control of at least one oil well.

Jan/Feb 1942 has just ended.

The Axis have pushed hard and control Kiev, Leningrad, Rostov, Kharkov, and Stalino. Kalinin is vacant and in the ZOC of both a Russian unit and an Axis unit. The Axis player DOES NOT get a “Sudden Death” victory because he does not control Kalinin. The Russians don’t even come close to accomplishing a “Sudden Death” victory and should be thankful they were able to keep the Axis out of Kalinin.



26.0 OPTIONAL RULES

Sections 1-25 detail the “classic” RUSSIAN CAMPAIGN rules that are very similar to those associated with the earlier editions of the game. The following rules are intended to add historical authenticity. Players should agree to usage of any optional rules PRIOR to starting the game as many of the rules impact play balance.

26.1 OPTIONAL: SS Replenishment

Historically, SS units were always given priority when replenishing their losses. If these units are not eliminated, replacements become available to flesh out regular army formations.

If the SS units listed below are not surrendered or are not in the replacement pool when replacements are taken, the German may take an extra replacement of the type indicated:

| Years | SS Unit | German Replacement |
|--------------|---------------|------------------------------|
| 1942, 43, 44 | SS Res | 3-4 inf |
| 1944 | 1st SS (10-8) | Armor, motorized or 3-4 inf |
| 1943, '44 | 2nd SS (9-8) | Armor, motorized or 3-4 inf |
| 1943, '44 | 3rd SS (7-7) | Armor, motorized, or 3-4 inf |
| 1944 | 6th SS (4-4) | 3-4 inf |

26.2 OPTIONAL: Industrial Evacuation

The initial tepid Russian response to the German invasion left the industrial regions of the country unprepared for the Nazi onslaught. This optional rule provides the Russian player with some additional decisions to make: Industrial production can be kept out of German hands but the cost is rail capacity and a reduction in production while the factories are being moved. This rule is recommended for usage in the campaign game but not the shorter scenarios where the impact of this rule is not significant.

26.2.1 Starting in Sep/Oct 1941, the Russian player may use rail movement to move one worker unit per turn to an east edge rail hex. This costs the Russian player two rail moves for EACH worker FACTOR that the Russian wishes to move.

26.2.2 Once at the edge rail hex, the worker unit is placed three turns ahead on the TRT. While on the TRT, this worker unit does not generate replacement factors. On the ‘arrival’ turn, the worker unit is placed in the Urals Industry box and immediately contributes to the replacement total. (Worker units that arrive as reinforcements may be evacuated on the turn they arrive but the Russian player still has to expend rail moves to do so.)

The Russian uses up four rail moves to evacuate the Kharkov worker in Sep/Oct 1941. That worker unit is placed on the Mar/Apr 1942 box on the Turn Record Track. Starting in Mar/Apr 1942, that worker unit contributes to the Russian replacement total.

26.2.3 The worker unit does not generate replacement factors the turn it is evacuated nor may new replacements be placed in a city whose sole worker is being evacuated that turn. A new worker unit may be placed in a city that had a worker unit previously evacuated that turn or an earlier turn.

26.3 OPTIONAL: Historical Weather

Those wishing to simulate the actual campaign should consult the following chart instead of rolling for weather each turn.

| Years | Months | Weather |
|-------|---------|---------|
| 1941 | Mar/Apr | Mud |
| | Sep/Oct | Lt Mud |
| | Nov/Dec | Snow |
| 1942 | Mar/Apr | Mud |
| | Sep/Oct | Clear |
| | Nov/Dec | Lt Mud |
| 1943 | Mar/Apr | Lt Mud |
| | Sep/Oct | Clear |
| | Nov/Dec | Lt Mud |
| 1944 | Mar/Apr | Snow |
| | Sep/Oct | Lt Mud |
| | Nov/Dec | Mud |
| 1945 | Mar/Apr | Clear |

26.4 OPTIONAL: Battlegroups

From the Jedko II Edition game - see "Optional Jedko Edition" on the Optionals Order of Battle Display Cards for units labeled "see 26.4". This rule adds combat power to both sides in exchange for some significant additional complexities regarding combat and replacement decision making.



Starting in 1942, when defending Russian Guards, German armor, motorized, infantry, or SS units are eliminated in EX, D1, or DE results, their remnants, hereafter known as battlegroups, survive if able to retreat. Only one battlegroup can survive from each hex. The eliminated defender is put into the appropriate replacement pool and the battlegroup put into its place on the board where it is then retreated by the attacker. These battlegroups are only available if the counter mix allows and (a) must be of the same or lower movement factor than the eliminated unit and (b) the eliminated unit must have had a normal combat strength of three or more. Battlegroups never surrender, even if they are subject to an Automatic Victory or a "DS" result. Such units are available for later usage.

26.4.1 Battlegroups count as corps for stacking purposes. Battlegroups project a ZOC into the hex they occupy and all adjacent hexes. Except for SS battlegroups, battlegroups may not move into an enemy ZOC. SS battlegroups DO NOT inhibit the placement of partisans outside the ZOC of the battlegroup itself.

26.4.2 Replacements may enter the game on hexes occupied by battlegroups at no movement cost. The battlegroup must be removed from the map and must be the same type of unit as the replacement. (Infantry for an infantry battlegroup; armor or motorized for an armor battlegroup). Russian units must be Guards while German army and SS units are treated separately. German armor may replace motorized battlegroups. All battlegroup replacements must occur prior to movement.

26.4.3 German battlegroups may be subjected to an Automatic Victory by Russians that acquire 10-1 battle odds during the movement phase. (See rule 16 and apply the same rules to the Russians.) The Russian ability to AV battlegroups is not restricted and can occur prior to November/December 1942. Battlegroups do not surrender and can be returned to play.



26.5 OPTIONAL: Artillery

See the Optionals Order of Battle Display Cards for units Labeled "see 26.5". As the war progressed, the artillery arm became more powerful as a result of the need to overcome strong static defensive positions. This rule simulates this historical trend while enabling both players to plan for, and support, attacks on fortified strongpoints. This rule is recommended but does add some additional complexities to the game.



26.5.1 At the start of the Jan/Feb 1943, 1944, and 1945 turns, the Russians may add an Artillery Corps to their Replacement Pool. At the start of the May/Jun 1942 turn, the Axis may bring on their Artillery Corps as a reinforcement.

26.5.2 The Russians may bring on one artillery per turn from the replacement pool at a cost of one replacement factor. The Axis may bring in their German artillery unit from the replacement pool, if eliminated, in the May/June turns of 1943 and 1944. Should the German artillery not be eliminated, no substitution replacement is allowed.

26.5.3 When attacking, in addition to using their combat strength, these units also increase the odds level of the attack. Each attacking artillery unit raises the odds one level, i.e. a 5-1 becomes a 6-1. More than one artillery unit can attack the same target. When artillery is combined with air power the maximum odds level shift is three levels.

26.5.4 Russian artillery moves like regular Russian infantry, i.e., no second impulse movement, while German artillery moves like German infantry.

26.5.5 Artillery units are eliminated if forced to retreat.

26.6 OPTIONAL: National Restrictions

There were a lot of nuances to the minor country roles in the war against Russia. These rules add some historically-based constraints to the capabilities of the German allies that better reflect national policies and capabilities at that time. This rule is recommended but does tilt the game slightly in the Russian favor.

26.6.1 Finland: Finnish units may move into but not south of the "H" hex row. The Axis may only attempt two sea moves to Helsinki during the game. Neither of these two units may be armor.

26.6.2 Italy, Hungary, & Rumania: Units from these nations may not be moved north of the "L" hex row nor may they end the Axis player turn in another Axis ally country. No Axis ally unit may stack with units of a different Axis ally but they may stack with German units.

26.6.3 The Russian player may not dictate a retreat that would violate one of these rules unless no alternative retreat route exists. At the end of any Axis turn that ends with Axis units not conforming to these rules, the Axis player must eliminate sufficient minor ally units to conform to these national restrictions.

26.7 OPTIONAL – Historical Naval Restrictions

The basic naval rules were simplified to enhance playability; these rules add some additional constraints to reflect contemporary logistical reality. This rule is strongly recommended but this rule does slightly favor the Russians because of the reduction of the German invasion capability.

26.7.1 Invasions may not be conducted in SNOW weather turns. (Sea transfer and evacuation capabilities are not impacted by weather.)

26.7.2 The Axis may conduct ONE invasion while the Russians may conduct TWO.

26.7.3 Only infantry units may conduct invasions.

26.8 OPTIONAL – Competitive Bidding for Sides

This rule is intended for tournament play but is also recommended for games where players both want to play the same side.

Players bid to play the Axis. Each bid represents extra replacement factors being given to the Russian over the course of the game. The bidding will be an open auction with the lower seeded player bidding first. (Alternatively, roll a die and the higher rolling player bids first.) Bidding continues until a player declines to bid at which point his opponent has the Axis at the stated bid. The extra replacements will be evenly distributed to the number of turns available with earlier turns having priority. Negative bids are allowed; if the final bid is negative, remove replacements to satisfy the bid by starting with the last turn and moving backwards.

Assuming a ten turn scenario, Player A openly bids 10 for the Axis. Player B mulls this over and then bids 11. Player A accepts this bid. Player B will play the Axis giving the Russians two extra replacements on the first turn and one extra replacement on each of the subsequent nine game turns.

Assuming a ten turn scenario, Player A wants to play the Russian side. He bids -2 for the Germans. Player B considers this over and then bids -3. Player A accepts this bid. Player B will play the Axis and the Russian player will lose one replacement on the eight through tenth turns of this scenario.

26.9 OPTIONAL – Fortress Cities

This optional rule simulates the ability of both sides to make a strategic decision to defend particular cities. These cities become harder to capture without a commitment of significant force. This rule adds some historical realism to combat involving these cities but it should be noted that both players need to be aware that combat tactics are dramatically different when this rule is in place.

Major cities can be fortified if a friendly infantry-type unit starts a friendly player turn in that city and does not move or attack in either impulse. Newly arriving replacement or reinforcement units may not fortify a city the turn they enter the game. The “Fortress City” marker is placed at the very end of the friendly player turn. The number of Fortress cities is limited to four for

each player for the entire game. If a Fortress becomes enemy controlled, the fortress city marker is permanently removed from the game.

Fortress cities are treated as major cities except for two important combat effects:

1. Combat between fortress city units and adjacent enemy units is voluntary. If either side initiates a combat involving a fortress city, then normal combat rules apply. However, if friendly units near a friendly fortress city are attacked, and the attackers are adjacent to the fortress, units in the fortress city must also be attacked.



In the current position, because Leningrad is a fortress city, the Axis player can choose NOT to conduct combat with his Finnish units against the defenders in Leningrad. However, should the German units move east to attack the Russian 7th infantry, the fortress city must be attacked.

2. Retreat results involving fortress cities are resolved normally except the player occupying the fortress city may choose to lose one of the units in his fortress city rather than retreat from the fortress city on a DR or AR result. This option is not available on a D1, A1, or EX combat result.

26.10 OPTIONAL - Strategic Movement

This rule is intended to provide units that are not engaged with the enemy to instead focus on movement. Given that the bulk of the Red Army firepower consists of infantry units that can't move on second impulse, this rule has a significant impact on Russian mobility. Mobility for both sides is also enhanced during mud turns.

Starting with the July 1941 turn, units that do not start in an Enemy ZOC and are not adjacent to enemy rails, cities or oil wells may conduct strategic movement. Units conducting strategic movement have their movement factor doubled. Strategic movement has the following restrictions:

- Units conducting strategic movement may not enter an enemy Zones of Control or move adjacent to enemy rails, cities or oil wells.
- Strategic movement may be used on first impulse only and units conducting strategic movement may not move on second impulse.
- On snow turns, movement factors for units performing Strategic Movement are not rounded up and then doubled; instead, the printed movement factor is used.

A Russian 5-3 infantry unit conducting strategic movement may move up to six hexes in clear weather, four hexes in mud weather, and three hexes in snow weather.

26.11 OPTIONAL - Hungarian Neutrality and Romanian Logistics

Hungary did not declare war on Russia until June 27, 1941. This rule simulates Hungary's delayed participation in Barbarossa and the logistical challenges associated with additional Axis units starting in Rumania.

- Neither side is permitted to set up or move into Hungary on the first impulse of the May/June 1941 turn.

- Retreats into Hungary are permitted if no other legal retreat route exists.

- Axis units with a set-up identifier of "R" must start in Rumania. No additional Axis units may start in Rumania.

- No Axis rail movement into Rumania is allowed on the opening game-turn..

26.12 OPTIONAL - Russian Recovery

As the tide of battle turned in Russia, the Red Army was able to enhance their recruiting. To simulate this, starting in May 1943, the Russia player may spend extra RPs to 'recover' units from the Russian Surrendered Units box.

- The RP cost to move a unit from the Russian Surrendered Units box to the Russian Eliminated Units box is equivalent to the cost to replace that unit.

- A Russian unit recovered to the Eliminated Units box may not be taken as a replacement on the same turn.

- A maximum of one Guards unit and one armored unit may be recovered each turn; this is in addition to the normal replacement limit for these types of units.

In September 1943, the Russians can spend five RPs to move their previously surrendered 1Gd Cavalry unit from the Surrendered Units box to the Eliminated Units box. In November 1943 they can then spend five more RPs to bring that unit onto the map as a normal replacement.

26.13 OPTIONAL – Russian Artillery Barrage

From the Jedko II Edition game - see "Optional Jedko Edition" on the Russian Optionals Order of Battle Display Card for the marker labeled "26.13". As the war progressed, Russian artillery doctrine and capability improved to the degree necessary to decisively impact the battlefield at key moments.

- The Artillery Barrage marker is used to indicate an overpowering Russian artillery commitment to a critical battle. It is available for ONE battle in 1943 and twice each year after that.

- Artillery barrages shift the odds by three levels in favor of the Russians. Example: A 3-1 becomes a 6-1.

- All defending Axis units must be within five hexes of Stavka.

- The artillery barrage capability is only available in clear weather and may only be used on first impulse.

Artillery Barrage

- The artillery barrage capability may not be combined with any other combat shifts available to the Russian player.

26.14 OPTIONAL -Optional Worker Units

See the Russian Optionals Order of Battle Display Card for units labeled "see 26.14". This rule may be used in conjunction with bidding for sides and is only applicable when the result of the bidding is the Russians getting extra RPs. The Russian player will receive the extra RPs in the form of one or more additional workers at the beginning of the game and may also receive additional bid RPs each turn.

At the beginning of the game, after bidding is completed, these worker units are selected and placed using the following process.



Calculate the number of optional worker factors:

- Divide the replacement bid by the number of turns in the scenario.

- Set aside any fractional remainder to arrive at a whole number. (The excess will be added later, see example.)

- This represents the number of optional worker factors to be used.

- The smallest number of optional worker units must be selected. For example: If the Russian is to get two optional worker factors, they must select the two-factor optional worker unit, they can not choose to select two one-factor optional workers.

- These optional worker units are placed at the start of the scenario in any Russian controlled cities that do not already have a worker.

- Once the game begins, all the normal worker unit rules apply to these units.

Example: *In a five turn scenario where the Russians had an RP bid of seven, they will instead get an optional one-factor worker unit to place at the beginning of the scenario. On the first two turns they will also get an additional RP.*

26.15 OPTIONAL - “Feeding the Beast: Replacement Accumulation”

This rule is intended to deter ahistorical game strategies that involve the Axis player deliberately minimizing Russian casualties. (Doing so results in the Russians not having sufficient units to respond to deep penetrations by the Axis except with the units available via rail movement.) Additionally, this addresses situations where the Russian player doesn’t want to ‘lose’ factors because of constraints due to a limited number or variety of units in the replacement pool.

- The Russian player may choose to accumulate replacement points instead of expending them during his turn.
- Replacement points accumulated from prior turns may not be used to exceed the normal replacement limitations associated with Guards and Armor units.

26.16 OPTIONAL - Mobile Leaders

From the Jedko II Edition game - see “Optional Jedko Edition” on the Optionals Order of Battle Display Cards for units labeled “see 26.16”

During the war, the supreme leaders of Germany and Russia were usually nowhere near the front lines. Players may substitute the “1-0” Hitler and Stalin counters with the “1-8” versions. This simulates the willingness of these leaders to play a more active role in military operations. This rule opens up some interesting options for both sides if they’re willing to accept the risks associated with deploying their supreme leaders in the front lines.

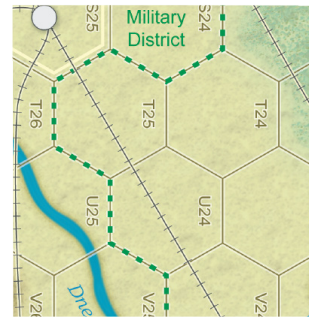


- In addition to being able to use rail movement on the first impulse, they have a movement factor of eight that they can use on second impulse.
- Second impulse movement for leaders is not impacted by weather.
- The penalty associated with losing a leader (see rule 11.3) is applicable to these optional leader units.
- They may not move into an enemy ZOC unless a friendly non-HQ unit occupies the destination hex.
- Treat leaders as mountain units when assessing impact of terrain on their movement.



26.17 OPTIONAL - Lvov Hills Adjustment

This terrain overlay is intended to replace the three mountain hexes (T24, T25, U24) southeast of Lvov with clear terrain. (Some players have felt that the hill and rough terrain in this region do not merit being treated as mountains.) While none of this territory is actually in the Kiev Military District, it should be noted that making these hexes clear terrain will negatively impact the opening Russian defenses in this region as they can no longer count on the mountains hampering Axis movement and Russian defensive positions for turn 2 are significantly compromised in that part of the map. (Of course, later in the game, it will be the Axis defenses that will be weakened.)



27.0 SCENARIOS

can be a long game between players of equivalent experience and ability. If the players wish to play a shorter game, or if they want to play one of the seasonal campaigns, the following scenarios are provided. The scenarios also provide convenient starting points to play a campaign game.

27.1 Getting Started:

Both players should agree on the scenario to be played as well as which optional rules are to be applied. A scenario card is provided to help players with set-up. If both players want to play the same side, they should then bid for sides using optional rule 26.9.

27.11 Setting Up:

The “Turn” marker is placed on the starting turn for the scenario being played. All designated reinforcements are placed on the appropriate Order of Battle Card. All “At Start” forces are available for deployment on the map; surrendered units are placed in the appropriate “Surrendered Units” box, and remaining units are placed in the appropriate “Replacement Pool” box.

Start lines are identified on the scenario display cards. Russian units can only set up on the eastern side of the scenario line while Axis are placed on the western side. Excluding the ‘Barbarossa’ scenario, both players must set up such that every hex on the friendly side of the start line is either occupied or in a friendly ZOC. Only Russian or Finnish units may set up in Finland or Karelia. (The area north of the “E” hex row and east of Leningrad.) No more than one Russian worker can be set up in any city.

Controlled Areas: The Axis player is assumed to control all railroad hexes, rail junctions, cities, and oil wells on his side of the start line, and the Russian player controls all the rest. Railhead markers should be placed on the Axis side of the start line to reflect this. On the first turn, both sides will receive normally available replacements and/or reinforcements.

27.12 Ending the Scenario:

The scenario will end on the specified turn or, if both sides agreed before starting, they may play through to the end of the Campaign Game (May/June 1945).

Some scenarios determine a winner by victory points (VP). Major cities and oil wells are worth two points each and minor cities are worth one point each. Each city east of the scenario line controlled by the German player counts as positive points. Each city west of the line controlled by the Russian player counts as negative points. Uncontrolled cities do not subtract from the VP total of the player whose side of the line that city is on. The net VP total determines the winner as described in each scenario.

27.2 Scenario

Scenario Description: The war in the east is launched! This short scenario is commonly used in tournaments and can easily be completed in three hours. The scenario features an extensively tested weather balancing feature combined with victory point modifications to give both sides opportunities to win. The Axis have the initiative but the Russians must be ready to counterattack as the weather starts to favor them.

Scenario Length: May/June 1941 - January/February 1942 (Five turns)

Determining Sides: Per Optional rule 26.8

Set-Up: The scenario setup is identical to the campaign game starting set-up.

Victory Conditions: The Axis player wins the match if his Victory Point total equals or exceeds MINUS ONE (-1) at the end of the Russian January/February 1942 turn using the blue “Fall Blau” scenario line. The Axis player wins IMMEDIATELY if he controls Moscow at any point in 1941. The Russian player wins by preventing an Axis victory. Campaign Game and Sudden Death victory conditions are not used.

27.21 Special Scenario Rules:

1. Any time STAVKA or Stalin is eliminated, one is added to the Axis VP count.
2. Each Axis HQ eliminated reduces by one the Axis VP count. The loss of Hitler also reduces by one the Axis VP count.
3. If Clear is rolled in Sept/Oct 41, the weather is automatically Snow in Nov/Dec 41. If Lt Mud is rolled in Sept/Oct 41, the weather is automatically Lt Mud in Nov/Dec 41.
4. The Russians only receive two paratroop corps; the 8th corps is not brought into play.
5. Each side is limited to one sea invasion.

27.3 Scenario

Scenario Description: The war in the east is launched! This scenario starts with the Axis possessing advantages in numbers, tactical ability, and air support. They must use these to advance deep into Russia and destroy as much of the Russian army and industrial capacity as possible. The Red Army will be mobilizing

rapidly and must constantly balance the need to preserve its forces and yet fiercely contest key cities against potentially overwhelming odds. Poor weather may impede the Axis advance but the Russians will ultimately rely on courage and tenacity to halt the Wehrmacht drive east.

Scenario Length: May/June 1941 - November/December 1942 (Ten turns)

Determining Sides: Per Optional rule 26.8

Set-Up: The scenario set up is identical to the campaign game starting set-up.

Victory Conditions: The Axis player wins if his point total equals or exceeds FOUR Victory Points at the end of the Russian November/December 1942 turn, using the blue ‘Fall Blau’ scenario line. Campaign Game victory conditions, including “Sudden Death” victory conditions, are also used. Finally, the Axis player wins IMMEDIATELY if he controls Moscow at any point in 1941.

27.4 Scenario

Scenario Description: The winter is but a bad memory and the Wehrmacht rouses itself for another campaign. In an attempt to strangle the Russian Bear, the reinforced Axis army will throw itself at the economic heartland of the Soviet Union. The Red Army now has a significant counterattack capability but must be careful to not fritter it away prematurely while the Axis have their full mobility and the Luftwaffe dominates the skies.

Scenario Length: May/June 1942 – July/August 1943 (Eight turns)

Determining Sides: Per Optional rule 26.8

Set-Up: Each side has the forces identified in their respective ‘Order of Battle’ on the scenario display card. The “Fall Blau” line is the blue line on the mini-map. The Axis set up first and the game begins with the Axis player turn of the May/June 1942 turn. Note that Leningrad and Sevastopol are Russian controlled and are on the Russian side of the scenario line. The Axis and Russian players may each conduct one sea invasion. The weather DRM is -1.

Victory Conditions: The Axis player wins if his point total equals or exceeds FOUR Victory Points at the end of the Russian July/August 1943 turn, using the ‘Fall Blau’ scenario line. Campaign Game victory conditions, including “Sudden Death” victory conditions, are used.

27.5 Scenario

Scenario Description: Axis hopes for ultimate victory perished with the Sixth Army in Stalingrad. Now they can only hope for peace with honor through decisive battlefield victories. The Russians are confident that they have beaten the best forces the Wehrmacht could field and now the time has come to drive the hated Nazis out of the Motherland. The turning point of the war in the east will be the apocalyptic armor battles in central Russia that will determine who has the initiative for the rest of the conflict.

Scenario Length: May/June 1943 – March/April 1944 (Six turns)

Determining Sides: Per Optional rule 26.8

Set-Up: Each side has the forces identified in the ‘Order of Battles’ specified on the scenario display card. The Axis set up first and the game begins with the Axis player turn of the May/June 1943 turn. The Zitadelle line is the black line on the mini-map and delineates the set-up boundary for both sides. Note that Leningrad is Russian controlled. The Axis player may not conduct any sea invasions while the Russians may conduct one. The weather DRM is zero.

Victory Conditions: The Axis player wins if his point total equals or exceeds NEGATIVE SIX Victory Points at the end of the Russian March/April 1944 turn using the black ‘Zitadelle’ scenario line. Campaign Game victory conditions, including “Sudden Death” victory conditions, are used.

27.6 Scenario

Scenario Description: Military defeat seems all but assured for the Wehrmacht; it is now up to the politicians and scientists to try salvage Germany’s future through deft diplomatic maneuvering or breakthrough superweapons. Nevertheless, it is the task of the Axis army to buy time for the Reich. The Russians will be pressing hard as, knowing victory is inevitable, they want to overrun as much of Europe as possible before peace breaks out.

Scenario Length: May/June 1944 – May/June 1945 (Seven turns)

Determining Sides: Per Optional rule 26.8

Set-Up: Each side has the forces identified in the ‘Order of Battles’ specified in the scenario display card. The Bagration line is the red line on the mini-map and delineates the set-up boundary for both sides. The Russians set up first and the game begins with the Axis player turn of the May/June 1944 turn. Neither player may conduct any sea invasions. The weather DRM is +1.

Victory Conditions: Victory is determined using the Campaign Game victory conditions.

28.0 BONUS MATERIAL

Throughout the years seen many attempts to introduce new ideas and concepts to increase the scope and historical accuracy of the game. These consisted of both rules enhancements and the introduction of additional units discovered by ardent players and designers that revered this game. They included articles in *MOVES* magazine, extra counters and additions found in numerous writeups on the game. The following is an attempt to provide these variants for your pleasure as well as add to the historical background of this game.

28.1 Variant Rules

The following rules have been used in game play but are offered up as play variants simply because they have not been thoroughly tested by the project team. We encourage you to play or experiment with these rules if you find them to your liking.

28.2 Variant: Revised Historical Set Up

German military doctrine advocated concentration of assets rather than their dispersal. Splitting off corps units from the three German Army Groups ran the risk of defeat in detail, a concern the German General Staff was well aware of at the time. From a logistics perspective, deployment outside of the three major army group staging areas required coordination with the Rumanians, who were not entirely prepared for the June offensive, and had a less well developed infrastructure requiring considerable German engineering work to make useable.

To historically setup the original battle plan, the following optional rule is suggested for greater realism:

- No Axis units other than those listed on the German Order of Battle Card may begin the game set up in Rumania, which includes the Odessa Military District.
- The mountains in the Lvov gap, hexes T24, T25, and U25, are considered clear terrain.
- No Axis Rail Movement into Rumania is allowed on the opening game-turn.

28.3 Variant: Hitler No Retreat

Hitler was well known for having issued “no retreat” orders throughout the campaign. His most (in)famous was Directive No. 39, ordering the Wehrmacht to assume a defensive stance on the whole front in response to the Soviet winter counteroffensive in front of Moscow. He ordered his soldiers to defend every patch of ground, “digging trenches with howitzer shells if needed.” General Guderian protested, pointing out that losses from cold were greater than combat losses. Nevertheless, Hitler insisted on defending the existing lines, and Guderian was dismissed by Christmas, along with generals Hoepner and Strauss, commanders of Panzer Group 4 and 9th Army.

The following optional rule reflects Hitler’s intransigence and the resulting repercussions for those who defied him early in the campaign:

- Beginning with the Nov/Dec ’41 game-turn, each hex of the furthest eastern hex row running north–south which is occupied by an Axis unit at the start of an Axis Player turn must also be an Axis controlled hex at the end of that same player turn, unless it is no longer possible to trace a line of supply from the occupied hex or the hex is now behind an Axis unit or Axis zone of control further east in the same east-west hex row. Control is defined as being Axis occupied or in the zone of control of an Axis unit.

- The Hitler No Retreat Rule is meant to restrict the Axis Player from moving his units in a manner which would cause him to lose control of Soviet territory which was occupied by an Axis unit at the beginning of an Axis Player turn. However, Axis attacks may result in the loss of Axis occupied hexes. This would not constitute a violation of the Hitler No Retreat Rule. Thus, the Hitler No Retreat Rule pertains only to the voluntary movement of Axis units, not to combat results dictating the retreat or elimination of an Axis unit. In effect, the Axis Player may lose control of a previously occupied hex by a combat result. Such territorial losses are not considered a violation of the Hitler No Retreat Rule.

- At the beginning of any Axis Player turn, any Axis unit which cannot trace a line of supply may ignore the Hitler No Retreat Rule. That unit is free to ignore the rule until it enters a hex in which it can once again establish a line of supply. Since the Hitler No Retreat Rule is determined at the start of the Axis Player turn, the formerly out of supply unit may freely move to any position in supply.

- Upon implementation of the Hitler No Retreat Rule, it is permanently ignored for the remainder of the game when either 1) the Soviet Player conducts at least one combat at odds of 1-1 or better during a snow game-turn; or 2) it becomes a 1942 non-snow game-turn.



28.4 Order of Battle Additions for Germans and Russians

This article was published in MOVES magazine, issue 79 (March/April 1994). We are pleased to provide it as bonus material, along with the corresponding die-cut counters for game play. Our appreciation to Decision Games who granted us permission to reprint this article). See the Optionals Order of Battle Display Cards for units labeled “see 28.4”.



Just when you thought things were getting old and cold at the Russian Front, someone always manages to add a bit of spice to this old favorite from Avalon Hill. This variant is basically a revision of the OB cards for the Russian and German player in The Russian Campaign. The game system is not unbalanced because both sides receive new units in an almost equal share. The new units either arrive as per the reinforcement schedule or begin at start. For those “doubting Thomases” out there, let me just say that I used two excellent sources for my research, the classic “Verbande und Truppen der Deutschen Wehrmacht und Waffen-SS, 1939-1945” by Georg Tessin (a massive 15-volume set on the German Order of Battle for World War II), and “Red Army Order of Battle in the Great Patriotic War” by the team of Poirier and Turner.

Some of the units which are included in this game remake should be explained, while others are additional corps or armies which made their appearance on the eastern front at the date specified:


28.4.1 Flak Corps

  There were two German Flak corps which were used in Russia, the 1st and 2nd. These were mobile units consisting of light to super heavy Flak regiments, all fully motorized (Reichsfuehrer Hermann Goering saw to that). They should be treated as motorized corps for movement purposes and combat. Once they are lost, they can never be replaced.



28.4.2 OKH Corps & “Vistula” Corps

  These corps arrive on the board in Berlin. Both of these headquarters units were higher echelon HQ that controlled German fighting units in Russia (OKW was responsible for all the other theaters of the war as well). The OKW unit was based at Zossen, just south of Berlin, but was forced to move when the Russian Army attacked Berlin in April, 1945. Both units move like any other headquarters unit. Use them for defense.




28.4.3 38th Panzer Corps

 This was the old 38th Infantry Corps which in January 1945 was redesignated a panzer corps. Simply replace the 3-4 38th Infantry Corps with the 5-7 38th Panzer Corps. If the 38th Corps is destroyed, then use any other 3-4 Infantry Corps.


28.4.4 3rd & 4th SS Panzer Corps

  No new unit here, just some simple common sense. For most of the war, the main integral units of the 4th SS Panzer Corps were the 3rd & 5th SS Panzer Divisions, while the 3rd SS (Germanic) Panzer Corps had the 11th SS Panzergrenadier Division & “Nordland” SS Panzergrenadier Brigade. Now doesn't it stand to reason that two of the strongest SS tank divisions should have a strength higher than one SS armored infantry division? For this reason, the 4th SS Panzer Corps should be a 7-7 and the 3rd SS Panzer Corps should be a 6-7. (No new units are provided in this case – instead, simply switch the 4th SS and 3rd SS Panzer Corps on the Optionals Order of Battle Display Card).

28.4.5 8th, 10th, & 11th Guards Army

   For the sake of keeping the game balanced, many Russian armies which existed in real life were simply not placed in The Russian Campaign game. However, since the German player now receives more units, the Russian player can now use these as they arrive in the reinforcement schedule. Simply replace them for the regular Russian armies mentioned in the OB card (replace the 30A with the 10th Guards, replace the 16A with the 11th Guards, and replace the 62A with the 8th Guards), then spend the Replacement Points' difference for them. For example, the 62nd Army (5-3) is replaced by the 8th Guards Army (7-4). The difference in strength points is 2 strength points. That is the number of replacement points which must be spent in order to activate the 8th Guards Army (which will replace the 62nd Army).


28.4.6 12th SS Corps

 This SS corps appears on the eastern front but must be withdrawn to the western front at the end of the October 1944 phase. Simply remove the unit from the board. There is no need to have it ‘march’ off the game board. If it has been destroyed, a regular German corps of equal strength value (4-4) must be withdrawn.

28.5 The Warsaw Uprising

A TRC5 Variant by Kim Meints

See the Russian Optionals Order of Battle Display Card for the unit labeled “see 28.5”.

 The Warsaw Uprising adds a single 2-0 unit (“AK”) to the Russian side (see August 1943 reinforcement on Russian Optionals Order of Battle Display). Historically, it had anywhere from 20,000-40,000 men. Beginning on Game Turn 14 (August 1943), or any later turn, the Russian player may place the Polish AK unit in Warsaw if it is unoccupied by an Axis unit. It may be placed in an Axis ZOC.

The Polish AK unit does not count against stacking, has a ZOC, is always supplied, is not replaceable, and may never leave Warsaw.

Its combat strength is doubled when defending, since Warsaw is a major city. It is never required to attack, but if it chooses to attack, all normal combat rules apply.

When defending, only combat results of EX, DE or DS affect the unit. When attacking, ignore AR results.

If a Russian unit has entered Warsaw at any point and the AK unit is in Warsaw, the Russian player must eliminate (“forcefully draft”) the AK unit in exchange for 2 Russian replacement points. Do this during the Russian Replacement Phase following Warsaw’s capture.

28.6 But What If... Variants

By Richard Hamblen (from Avalon Hill's *The General* magazine, Vol. 13, No. 4)

See the Optionals Order of Battle Display Cards for units labeled “see 28.6”.

I. Artillery Corps: Add the following units to the game:

Note: Revised artillery rules are incorporated as a standalone optional rule in 26.5 and supersede these artillery rules.



Russian: Available '43



Available '44



Available '45



German: Available '43

These units are new reinforcements - they can be taken as replacements starting with their dates of availability. When taken as replacements each unit counts as an armored Guards unit.

When defending these units use their combat factor normally.

in addition to attacking with their combat factors these units ALSO increase the odds of the attack. Each attacking artillery unit raises the odds one level - i.e. a 5-1 becomes a 6-1. More than one artillery unit can attack the same target, raising the odds one level for each artillery unit: however, if the German artillery unit and Stuka attack the same target(s), the combined odds are increased only 3 levels - the effect of the artillery unit is lost.

Artillery units move and attack like infantry, units of their respective armies. attacking units in their ZOC on both impulses.

The Russian player can make an automatic victory attack if the attack includes an artillery unit.

II. Sea Transport

There is no limit to the number of invasions each side can make in the Black Sea during the game.

Once any sea movement fails (i.e., the transported unit is “sunk” without landing), that side may not use ANY sea movement on that sea for the remainder of the game.

III. Alternative Strategic Scenarios

Any or all of the following variations can be instituted in a game of . Set up the game and proceed normally until the game turn indicated in each variation - at that point the indicated player may choose whether to trigger that variation.

The Mediterranean Distraction

Hitler decides not to invade the Balkans. The Greek and Crete campaigns do not happen; Italy remains tied up in Albania. Balkan politics are less favorable to the Germans, and the British, undistracted by the Greek campaign, are able to concentrate on Rommel.

After the Russian setup but before the German setup the German player decides whether to employ this section. If he does:

1. The game starts with the March/ April 1941 turn. The German player sets up and then rolls for weather normally, but if “snow” is rolled Axis units are NOT halved because of supply - the “first winter” mentioned in the supply rules is always the winter starting in late 1941/early 1942. (If the player agree beforehand, they may use the historical weather Mud.)

2. Rumania and Hungary are neutral and cannot be entered by Axis nor Russian units. Neither side can trace supply through either country. Rumanian and Hungarian units become available as listed on the German OB chart, but they must stay within their respective countries, at least one hex away from any border. The Axis player may move them normally. subject to the above limitations.

As long as Rumania remains neutral, the Axis player may not use Sea Movement in the Black Sea, and the Russian player does not have to roll for his sea movement - Russian Sea Movement automatically succeeds. Also, as long as Rumania is neutral the Axis player does not get any replacement for the Rumanian oil well.

Rumania and Hungary enter the war immediately as soon as the Axis player controls all three Black Sea ports. At that point all the above restrictions disappear, and units may enter/leave Hungary and Rumania normally.

3. Remove all Italian unit from the game.

4. All German units must set up in Poland and can attack only the appropriate military districts on the first impulse. The German 11th, 30th and 54th infantry corps (formerly in “Rumania”) are not restricted and may attack any Russian unit they can get to on the first impulse.

5. The German Fleiegerkorps is not wrecked at Crete and the Germans do not discontinue their parachute training. The following units are introduced into the game:



Available at start



Exchange for any 3-4 in play May 1943

- a. German paratroop units may drop during the first impulse of any clear weather turn; they may drop into any non-woods, non-mountain hex within 8 hexes of a German Army Group HQ. On the turn they drop they must start the turn off the board - they may move off the west edge of the board by rail, sea or normal movement, and they may be kept off the board as a potential threat. They may be dropped repeatedly.
- b. German paratroop units may land in enemy ZOC.
- c. German paratroop units may land on top of enemy units! In this case they attack only the stack they land on top of - while in the same hex with Russian units their ZOC does not extend into adjacent hexes and they do not have to attack adjacent Russian units. However, if they do land on top of Russian units, all those Russian units must be eliminated or retreated out of that hex - if in the same hex with Russian units at the beginning of a second impulse, a paratroop unit is immediately destroyed.
- d. German paratroops have to trace supply like other Axis units.
- e. Paratroop units can never be replaced.
- f. At the start, the German parachute unit may set up in Poland or off the board.

6. The Russian player doubles all Archangel replacement rolls.

7. For purposes of determining victory, both players control Budapest as long as Rumania is neutral.

The Russian Reaction

Stalin decides whether to bring the Siberian Army west to defend against the Germans. Reinforcements arrive earlier, but with Siberia stripped of troops the Japanese are tempted to attack ...

1. At the start of his March/April 1941 turn the Russian player must decide whether to bring the Siberian Army in early or not. He cannot later change his mind. If there is no March/April 1941 turn - i.e., if the German player did not activate "THE MEDITERRANEAN DISTRACTION" above - then the Russian player cannot activate this section.
2. All Russian reinforcements listed as arriving on the East edge during 1941 arrive one full turn earlier than scheduled.
3. If the Russian player activates this section then the German player can activate "THE JAPANESE GAMBIT," below.

The Italian Sellout

Hitler decides not to send the Afrika Korps to bolster Mussolini's feeble war effort. Italy withdraws from the war and the British

commit their forces to "roundup" - the 1942 invasion of Europe.

1. Immediately before the German May 1941 impulse the German player decides to abandon the African project and commit Rommel to the Eastern Front.



2. The DAK unit appears as a reinforcement in July 1941:

3. Two German panzer corps must move off the west edge of the board in May 1942 or the German player loses the game. These are in addition to the SS panzer corps (or substitutes) that must leave the game later.

4. All Italian units are removed from the game.

5. The Russian player gets to roll a die for extra replacements each turn that he controls at least one Black Sea port. This starts in September 1941 and is in addition to the Archangel die roll.

6. The German player gets replacements for the Rumanian oil field even if Rumania is neutral.

THE JAPANESE GAMBIT

With the Siberian Army sent west, the Japanese are tempted to attack Russia. Japanese formations are diverted from southeast Asia for the attack, and the British holding the Indian subcontinent are able to concentrate on establishing a Russian supply line through Persia and the Caspian.

1. This section can be activated only if the Russian player has activated "*The Russian Reaction*" above. The German player decides before his December 1941 impulse whether the Japanese will attack Russia.
2. Starting in December 1941 the Russian player must send one of his replacement units to Siberia each time he gets replacements. These units are kept in a separate pile; they are not surrendered but may not be taken as replacements again. If the Russian player is not able to divert one of his arriving replacements he loses the game.
3. As soon as he has sent 40 factors to Siberia the Russian player need not send any more. He can send more if he wishes; however, he may never send more than one replacement unit per turn (and only replacement units may be sent).
4. As soon as the Russian player has sent 60 factors to Siberia, on his next turn he may start bringing the Siberian units back. These units are brought back one unit per turn and appear as replacements. He may continue to bring them back until all have returned; he need never send units to Siberia again even if he dips below the 40 factors.
5. A British supply line is established through the Caspian. The Russians get an extra replacement die roll every turn they control Astrakhan, starting in May 1943.

Tunisia Or Not Tunisia

Hitler decides to abandon the Mediterranean when the Allies land in Afrika. German forces are evacuated or not committed; but the Allies are not tied up in the Mediterranean and are free to execute "Bolero," the 1943 invasion of Europe.

1. This section cannot be activated if the Germans activated "The Italian Sellout" above. The German player decides whether to implement this section before his November 1942 impulse.

2. All Italian units are removed from the game.

3. The Herman Goering panzer corps appears as a reinforcement in January 1943.

4. The two SS panzer corps must be removed in May of 1943 (instead of 1944).

5. The German player gets an extra armored replacement in 1943.

Putting The Bulge on the Russians

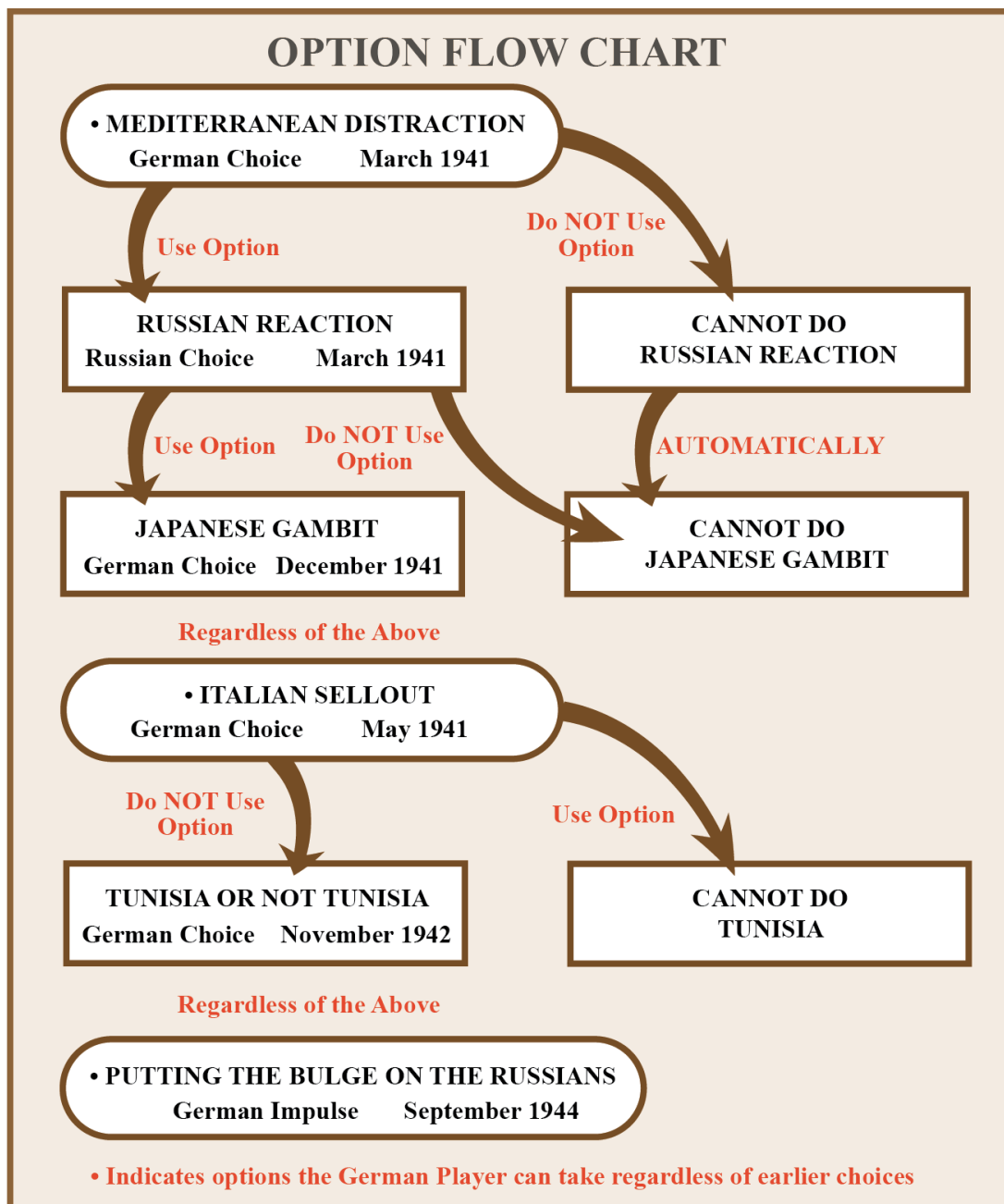
Hitler decides to employ his scraped-up reserves against Russia instead of against the Allies in the Ardennes.

1. The German player chooses whether to implement this before his September 1944 turn.

2. All panzer corps withdrawn earlier in the game appear as reinforcements on the October 1944 impulse. If not already in play, the Herman Goering corps also appears.

3. On his November 1944 turn the German player gets to take replacements.

4. The German player must win, or he loses. A draw counts as a Russian win.



28.7 Strategic Political Variants

by Alan Emrich (from *Battleplan Magazine Issue #1*)

See the Optionals Order of Battle Display Cards for units labeled "see 28.7". Axis units below are not shown on their card.

Strategic wargames often emphasize the military and economic over the political aspects of a campaign. Changing political situations can prove as decisive an element as any military or economic event. Since these three elements of strategy must be considered together in any good strategic level conflict simulation, allow us to present some political possibilities in that classic, and award winning wargame,

To begin with, use one set of chits numbered one through six. Both players draw one chit from a cup before setting up and keep them hidden until played. The timing and effect of each chit for each side is as follows:

German Chit Draw Results

1. No anti-Axis coup in Yugoslavia. Germany still invades Greece and Crete, however, the 18th Mountain (3-5) and 65th Infantry (3-4) corps are available for set-up on turn one in Rumania, or with Army Group South. The Yugoslavian 2nd Infantry (2-3) arrives in August 1941, the 5th Infantry (3-3) arrives in November 1941, and the 3rd Infantry (2-4) arrives in May 1942. Yugoslavian units are considered Axis units for all purposes and may be replaced in the usual manner at the rate of one per year. **PLAY THIS VARIANT BEFORE SET-UP.**



2. Heavy bombers manufactured by Germany. Goering gives some support to Weaver's heavy bomber plan. These bombers have the capability of bombing Russia behind the Urals. During each Russian Replacement Phase the German player rolls a die and subtracts the last digit of the current game year, and one additional point during non-clear weather turns. Roll the die, and if it is still a positive number, subtract that number from the Russian replacements for that turn. Ignore strategic bombing results with a zero or negative value. **PLAY THIS VARIANT BEFORE SET-UP.**

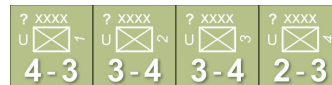
3. OKH prepares for winter fighting. Axis combat supply restrictions for snow turns apply only to the first winter, and with the reduced (second winter) restrictions. Ie. The Axis are in supply if they are within two hexes of a friendly controlled city. **PLAY THIS VARIANT DURING THE FIRST SNOW WEATHER TURN OF THE GAME.**

4. Vlasov Army: The Germans promise a Russian Free State to General Vlasov who, in turn, raises a large, anti-communist, Russian 'Liberation' army to fight alongside the Axis. As Russian combat units surrender during 1941-1943, roll a die for each unit eliminated. If the die roll is greater than, or equal to, the unit's combat factor, add it to the Vlasov Army by placing it on any Axis controlled Russian city during the next Axis Reinforcement Phase. NOTE: The Vlasov Army is limited to its first two armor units only, and no more armor units may be added once these are established. Vlasov Army units are considered Axis allies for all purposes, do not suffer winter combat supply restrictions (ie. like the Finns), and may be replaced on any Axis controlled Russian

city at the rate of one unit per clear weather turn. **PLAY WHEN THE FIRST RUSSIAN UNIT SURRENDERS.**

5. Mild German occupation policies and promises of liberation are used to deal with resistance. Change the Victory Condition wording of rule 24 to "must control the following number of cities" rather than "must occupy," and remove Russian partisans from the game completely. **PLAY DURING THE RUSSIAN SEPTEMBER 1941 PLAYER TURN WHEN THE FIRST PARTISAN UNIT IS PLACED.**

6. The Germans encourage Ukrainian Separatists movement and promise a 'Free State' of the Ukraine. The area of the Ukraine (formed by the Don River to the Voronezh to Odessa rail line, inclusive, including the Crimea) will only allow one Russian partisan unit within its borders. (treat Ukrainian troops as SS for anti-partisan capabilities in the Ukraine). Furthermore, during each reinforcement phase beginning the turn after the Axis first control both Kiev and Odessa, the Axis may add Ukrainian Army units to their forces. These units to be placed on any Axis controlled city in the Ukraine. These units may never leave the Ukraine voluntarily, and must return directly (even by combat) if forced to leave. The Ukrainian Army consists of (1) 2-3, (2) 3-4, and (1) 4-3 Infantry units, and may be replaced at the rate of two per year during the first clear weather turn of each year. They are to be brought in in the same manner as Ukrainian reinforcements. If no Ukrainian cities remain Axis controlled, the Ukrainian forces on the board continue fighting for the Axis, but they may no longer be replaced. **PLAY WHEN THE FIRST UKRAINIAN UNITS ARE READY TO ARRIVE.**



Russian Chit Draw Results

1. No winter war with Finland. Finland is a neutral country throughout the game and cannot be invaded. Remove all Finnish units and reinforcements. Russian units assigned to set-up on the Finnish border may be placed in any nonmilitary district city with normal stacking limits. The northern Finland special reinforcement enters in July 1941. **PLAY BEFORE SETUP.**

2. Factory Evacuation: At the start of each of his Replacement Phases, the Russian player may move one Worker Point by rail off of the east edge of the map, and move it to 'Siberia'. This move consumes two of the Russian rail movement allowance for that game turn, with the Worker unable to produce reinforcement points for five game turns. All reinforcement workers may be placed directly in Siberia, with only a three turn loss of production. NOTE: A record should be kept in order to keep track of how many Worker Points are left from partially evacuated counters, and when relocated workers will once again begin production. **PLAY WHEN FIRST WORKER IS RELOCATED.**

3. Stalin allows for defensive preparedness, so the invasion is not a surprise. Ignore rule 14.3. Because they are not surprised, Russian units are doubled behind rivers during the first impulse of the May 1941 turn. Furthermore, the Stalin Line is constructed along the entire line of hexes, one hex east of all the Military District boundary lines. Russian units defending in these hexes in 1941 or 1942 add 'one' to each of their combat values (which is not doubled for terrain) and may ignore retreat results as if defending in woods (rule 41.4). **PLAY BEFORE SET-UP.**

4. No Red Army purges: The Soviet Army officer corps is freed from political worries and allowed to function more efficiently. All Russian army sized units may now stack like corps sized units. **PLAY BEFORE SET-UP.**

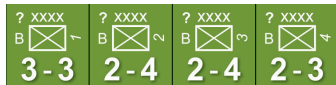


5. Increased Soviet efforts promote highly effective resistance. Paratroop units may be brought into the game as partisan counters (in lieu of air dropping), with each unit brought in replacing one normal partisan counter for the remainder of the game. They are placed as per rule 19.1, and may now be placed in Poland as well, within three hexes of Warsaw. Rule 18.4 and 19.2 still apply to these counters, and they may also conduct movement and combat like normal Russian units, receiving all terrain benefits. Rule 19.3 no longer applies since the Axis player may only eliminate these partisan units by combat. NOTE: SS units attacking partisans do so at double strength. Rule 19.4 is now changed by deleting the words, 'whether or not.' These partisan units may only be replaced and brought back onto the board at the rate of one per turn if eliminated. **PLAY WHEN FIRST USED.**

6. The Soviets concentrate on trucking industries and adopt a mobile warfare doctrine. Increase Russian Infantry movement allowances to four, and Infantry Battlegroups to three. Armor movement allowances are increased by one to six or seven (maximum). This includes Armor Battlegroups. **PLAY DURING SET-UP.**

28.8 Optional Bulgarian Forces

These Bulgarian units were added to the counter mix because of available space on the countersheet. Players are encouraged to use as they wish. There are no written rules for these.



28.9 Duplicate Cavalry Units

Duplicate/replacement Cavalry Units have been provided in the counter mix. These cavalry units tend to be high-use and there was space on the countersheet to provide replacements for when the originals become worn from use.



29.0 DEVELOPER NOTES

It is with more than a little trepidation that we introduce the (DFE) of John Edwards of John Edwards' . With numerous editions and derivations of the game having been released in the last half century, starting with the Jedko release in 1974, followed by Avalon Hill's 1976 edition, and most recently with L2 Design Group's fourth edition (TRC4) in 2003, there is a long and storied lineage to this game that ensured that the anticipation factor would be high and that gamer expectations would be even higher. These developer notes are intended to provide context to this edition for both newcomers and grognards alike. More specifically, in these notes we delve more into the 'why' and less about the 'how'.

With the fourth edition being out of print and sold out by 2007, it seems far too easy to immediately declare that commercial motivations were the impetus for yet another edition of the game. With almost 250 THOUSAND copies of the game having been sold in the 70's, there was a huge audience with some amount of pent-up demand still lingering. (As aptly demonstrated by how rapidly TRC4 became 'unavailable' unless you were willing to step into the auction / reseller market.) Behind the scenes, multiple companies and individuals were jostling for the rights to an 'official' release. As you doubtlessly figured out, Consim Press was victorious in that competition and emerged with the rights, and John Edwards' blessing, for a fully licensed reprint.

Given the commercial opportunity, and the appropriate publishing rights, it would have also been trivial to merely dust off the physical aspects of earlier editions and apply some superficial shine, but with this release, the development team felt like they could deliver more while still remaining true to the original vision of the game. The design principles we were holding to were centered on delivering a consistent feel, a playability driven by straight-forward rules, and, most importantly, leveraging the core mechanics that have worked so well for almost fifty years. The game has been a staple of organized play for many years, there have been numerous articles and reviews about it, and significant analysis, qualitative and quantitative, has been conducted. The development team had little desire to upend the previous body of work associated with this game. It is recognized that many players are not content to merely conduct endless replays of the same game so it should be noted that the TRC DFE edition also encompasses most of the optional rules and variants developed over the decades; these add more than a little spice to what already was a heady stew of gaming fun! The audience for this release is intended to be those who grew up with the game, those who want to refresh their existing worn out cardboard and paper, and those who are just coming into the hobby and wonder what all the fuss was about; in short: Anyone and everyone with an interest in historical simulation and gaming should get a lot out of this edition!

Keeping things 'consistent' does not mean there were no changes. General areas of change included:

Graphical Style and Treatments. Counters are more informative, the map leverages the learnings, techniques, and capabilities of modern printing tools, and the rulebook format and layout was revised to make learning the game that much easier. (An example of the latter is inclusion of more complex examples of play.)

Rule Enhancements: Numerous changes made to the original John Edwards design that were implemented in TRC4 were retained in TRC DFE. Changes new to TRC DFE included enhanced explanations of terminology and markers, streamlined wording for sequence of play, using examples of play to demonstrate game concepts (e.g., “retreating forward”), removal of rules that didn’t work out in prior editions (e.g., leaders have ZOCs again), and, most importantly, tweaks to wording to address rules errata and updates identified in prior editions.

Rule Additions: There were a few updates to the underlying game that many will appreciate. Revised replacement rules, for example, now allow the Germans to bring in a forgone 5-4 with a 4-4. Similarly, in the late game, the Russians can now bring in two Guards/armor units per turn, instead of one. Losses involving “Exchanges” were also updated - they are no longer ‘simultaneous’ with the imposition of loss sequencing resolving many troublesome rules questions related to rail and city control.

Development Approach: This edition had an even larger team involved than TRC4. The team was very engaged in multiple reviews of the graphics, rules, and the examples of play. The development team had accumulated decades of organized play under their belt and was well versed in the various rule complexities. Having traversed the TRC map over hundreds of playings also helped ensure that the graphical art updates were accurate and appropriate. (For example: Knowing how they were used, the various unit holding boxes on the map could be optimally sized.)

Over the years many players have suggested ideas that were well received and subsequently incorporated into the game. (Examples include the revised weather tables, victory conditions, and rail conversion rules.) On the other hand, there are numerous changes we did NOT make. The following are a few, along with the rationale behind them. (These are intended to illustrate the implementation of the development philosophy, not a comprehensive litany of things that ‘didn’t make the cut’.)

Terrain Updates: The “Missing Mountains of Lwow” have been often cited as a defect in the original map. It’s true there are no towering ranges in that part of the map but a topographical review did reveal that the treatment here was consistent with other areas of the real-world map. (The “Valdai hills” for example, peak at elevations LOWER than that found to the SE of Lwow!) Given that the Stalin line fortifications were situated in this part of the map, it didn’t seem far-fetched to ascribe some difficulties for German forces to get through this area. More importantly, however, was that eliminating this rough terrain would negate ALL the existing defensive strategies in the Kiev Military District! Yes, new strategies, offensive and defense, would arise, but this team felt that this would detract from the historical legacy of the game.

Rule Updates: Some players felt that the rail conversion rules were not simple enough. This developer would agree that the rail rules are, by far, the most complex part of the game with some very obscure edge cases often becoming the subject of much arcane debate. First introduced in the 4th Edition, the rail junction concept eliminated some strange conversion situations where rail would convert ahead of the front line military units. The team discussed multiple other ways to address the situation but could

never reach consensus other than that the conversion rules as they existed in TRC3 could not stand. At the end of the day, TRC DFE retained the junction concept but refined the terminology and added more examples to illustrate the interplay of zones of control, junctions, and rail lines in a way that would make the concepts more intuitive.

Strategy Constraints: All too often players brought to the table their own biases regarding history and military strategy. They might, for example, have felt that the Axis logistical network was not in place to support multiple Panzer Corps in Romania when Barbarossa launched, thus they wanted to hamstring the offensive openings by limiting German deployments at the games start. The fact that even larger Axis forces were supplied in that area of the front in the 1943 and 1944 campaigns should make it clear that the issue was one of 1941 logistics, and not physical capability. In this game, YOU are in command and your choosing to load up in the south would imply you did the appropriate preparatory work to make that happen.

Optional Rules and Variants: With regards to what was selected for inclusion, some general principles were applied. Firstly, our default decision was to include any previously published optional rule or variant. Secondly, it had to make sense within the context of the current game and not just be an excuse to throw in some untested oddity that someone thought interesting or reflected a personal historical narrative that would not withstand serious scrutiny, e.g., arbitrary rules regarding the first winter constraining movement. In some cases, there were variants that are now part of the standard game rules because they addressed broader competitive concerns, for example Sturmoviks, and off-board encirclements.

There is no doubt that this game is overdue but we hope the wait was worth it. Over the span of several years, many spirited discussions were held amongst the team members and with other stakeholders in the TRC playing community. Members of the development team were not afraid to voice their opinions, and we also welcomed their relaying thoughts and commentary from those not on the team but, nevertheless, were key contributors to TRC lore. The team didn’t always agree on the implementation, often arguing about graphical treatments, punctuation, and wording, but we were always aligned on our goal of delivering a gaming product that would stand up to the scrutiny of the stakeholders including the designer, publisher, and most importantly, the players.

- Tom Gregorio

DESIGN CREDITS

Far too many individuals to be named have been involved in the evolution of The Russian Campaign; below are some folks who played key roles in the development of this game. These contributors are all experienced players, well versed in competitive play, and played a vital role in developing and fine-tuning this edition of The Russian Campaign.

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GAME SUPPORT

We hope you enjoy this Deluxe 5th Edition of The Russian Campaign. We assembled an incredible team of contributors for this new edition. We realize our work is not done to ensure you have an enjoyable play experience, so we invite you to submit any rules questions you may have by visiting this URL or scanning the QR code provided. Our team will do our best to respond in a timely manner.



PROPOSE VARIANT/HOUSE RULES

This game has a storied history of individual contributors who have added their own variant rules for the game, as you will see from the many optional and variant rules published in this edition. We would like to foster this ongoing community effort. If you wish to propose new variant rules for this game, please visit this URL or scan the QR code below.



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