1. INTRODUCTION

On December 18th, 1940, Hitler issued "Fuhrer 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. These five weeks of good weather could not be regained and the Germans arrived at the gates of Moscow as the 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 German’s only real chance for victory, the short, violent campaign, was over and the fortunes of war as time passed would turn more and more against them.

In this game the more mobile German army must strike quickly, and if the attack fails 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 is a two player game depicting this terrible struggle. Players can choose to play a campaign or a shorter scenario but the same rules apply unless specifically noted otherwise. These rules are meant to be used in conjunction with the examples of play now available in the 4th edition of The Russian Campaign.

2. UNITS AND MARKERS

2.1 The die cut cardboard counters (henceforth referred to as units or markers) represent military formations or informational markers. Units represent military formations, while markers are used to help the players keep track of game information. The following diagram illustrates some of the symbolization and color schemes found on the various units and markers.

### NATIONALITY COLORS IN VASSAL TRC 3RD EDITION

<table>
<thead>
<tr>
<th>Nationality</th>
<th>Code</th>
<th>Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Wehrmacht</td>
<td>🇩🇪</td>
<td>Red</td>
</tr>
<tr>
<td>Finnish</td>
<td>🇫🇮</td>
<td>Blue</td>
</tr>
<tr>
<td>Russian Guards</td>
<td>🇷🇺</td>
<td>Green</td>
</tr>
<tr>
<td>Hungarian</td>
<td>🇭🇺</td>
<td>Orange</td>
</tr>
<tr>
<td>Russian Armor</td>
<td>🇷🇺</td>
<td>Brown</td>
</tr>
<tr>
<td>Russian Infantry</td>
<td>🇷🇺</td>
<td>Grey</td>
</tr>
<tr>
<td>Italian</td>
<td>🇮🇹</td>
<td>Yellow</td>
</tr>
<tr>
<td>Romanian</td>
<td>🇷🇴</td>
<td>Pink</td>
</tr>
</tbody>
</table>

#### Unit Designation

<table>
<thead>
<tr>
<th>Nationality</th>
<th>Set-up Co-ordinate</th>
<th>Unit Size</th>
<th>Movement Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rumanian</td>
<td>Set-up Co-ordinate</td>
<td>Unit Size</td>
<td>Movement Factor</td>
</tr>
<tr>
<td>Italian</td>
<td>Set-up Co-ordinate</td>
<td>Unit Size</td>
<td>Movement Factor</td>
</tr>
<tr>
<td>Hungarian</td>
<td>Set-up Co-ordinate</td>
<td>Unit Size</td>
<td>Movement Factor</td>
</tr>
<tr>
<td>Russian</td>
<td>Set-up Co-ordinate</td>
<td>Unit Size</td>
<td>Movement Factor</td>
</tr>
</tbody>
</table>

#### UNIT TYPE:

- Infantry
- Armor (Panzers)
- Paratroop
- Workers
- Mountain
- Luftwaffe
- Panzergrenadier
- Russian Guards
- Cavalry
- Partisans

2.2 The set up identifier is utilized as an aid in the initial set up of the game and to determine the turn or location of arrival for reinforcements. The units are placed on the mapboard areas or Order of Battle (OB) chart sections corresponding to their set up identifier.

Example: 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 German OB chart under section 6: September 1942 reinforcements.

2.3 The size of a unit is important only for stacking considerations (See 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 basic 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.

2.6 The unit type affects how far the unit can move on the second impulse (see Movement Allowance Chart) and whether it produces a combat benefit (see rule 15).

3. PREPARE FOR PLAY – Campaign Game

3.1 Unfold the mapboard and place it between the players with the German player at the west edge and the Russian 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.

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 German 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 and Rumania.

3.5 The German 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 German Player Turn of the May/June 1941 turn. The game turn indicator is placed on the German column of the May/June 1941 game turn on the Turn Record Chart.
4. SEQUENCE OF PLAY

4.1 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. Actions within a phase are performed in any order unless the rules indicate otherwise.

4.2 German Player Turn

4.2.1 At the beginning of each Mar/Apr, Sep/Oct, and Nov/Dec turn, the German player determines the weather for the turn by rolling the die and adding (or subtracting) the weather die roll modifier (DRM). Using the Weather Chart and the adjusted weather roll, he then determines the weather for the current turn as well as the new value for the weather DRM. The type of weather indicated lasts for both impulses of each player’s turn.

4.2.2 German First Impulse Movement Phase —

4.2.2.1 The German player may move as many of his units as he wishes. (Each unit move up to the maximum number permitted on the Movement Allowance Chart.) The German player may place Stukas, enter reinforcements as directed by the OB chart, and then execute unit withdrawals or any other new developments. Rail and sea movement may also be conducted at this time.

4.2.2.3 German First Impulse Combat Phase —

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

4.2.4 German Second Impulse Movement Phase —

4.2.4.1 The German player may now move again any unit with second impulse movement capability that is not in an enemy ZOC. No Stukas or railroad movement are 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.

4.2.5 German Second Impulse Combat Phase —

4.2.5.1 Battles are resolved as in the first impulse.

4.2.6 German Player-Turn End Phase

4.3 Russian Player Turn

4.3.1 Russian First Impulse Movement Phase —

4.3.1.1 The Russian player moves as many of his units as he wishes. (Each unit move up to the maximum number permitted on the Movement Allowance Chart.) 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 or any other new developments. Rail and sea movement may be conducted at this time.

4.3.2 Russian First Impulse Combat Phase —

4.3.2.1 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.

4.3.3 Russian Second Impulse Movement Phase —

4.3.3.1 The Russian player may now move again any unit with second impulse movement capability that is not in an enemy ZOC. No railroad movement is allowed, and the only Russian replacement that may arrive is the STAVKA unit. Reinforcements arriving in the game during the second impulse are brought on at this time. Sea movement may be conducted.

4.3.4 Russian Second Impulse Combat Phase

4.3.4.1 Battles are resolved as in the first impulse.

4.3.5 Russian Player-Turn End Phase —

4.3.5.1 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. The game turn indicator is moved to the Russian column of the Time Record Chart.

4.4 Sudden Death Victory Check

At the end of all Jan/Feb turns, both players check to see if they have won a “Sudden Death” victory.

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

5. 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 rule 8.2) or enemy units (see rules 7.2 and 8.3). 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 over and stack on top of other friendly units. Movement factors cannot be transferred from one unit to another, nor can they be accumulated from impulse to 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 paradrop. 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 Movement Allowance Chart and the Terrain Effects Chart for more details.

5.5 Units may enter any full or partial hex that is labeled with a hex number. Units may not enter any hexes in Bulgaria or Turkey.

6. 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. 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 the black coastal lines of lakes or oceans.

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

7.3 Partisans and Leader units (Hitler and Stalin), only project a ZOC into the hex they occupy.

8. MOVEMENT RESTRICTIONS

8.1 The Terrain Effects Chart (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 LW 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.

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 PENINSULA: Units may not cross black coastal lines except at the Straits of Kerch (located between the Azov and Black Seas, hexes 3720 and 3721).

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

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

8.53 Supply lines can be traced across the Straits.

8.6 The railroad segment between hexes 3421 and 3320 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. RAIL MOVEMENT

9.1 The German (Axis) player may move up to six units (three during snow turns), and the Russians up to five units, by rail per game turn. Rail movement takes place in the first impulse only and may convey a unit an unlimited number of hexes.

9.2 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 off-map unit box or the Parachute Reserve DO NOT get free rail moves.)

Example: In clear weather the Germans may move 6 units by rail plus any and all reinforcements and replacements arriving during that impulse.

9.3 Units moving by rail must start and finish their impulse on a rail line. 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 RR movement.) A unit conducting rail movement may not conduct any other form of movement that impulse.

9.4 Units moving by rail are not impeded by terrain of any type which may also occupy the rail hex. Conversely, units moving normally may NOT utilize rail lines to negate the movement effects of terrain as if the rail line were an open highway!

9.5 A unit can use rail movement only if it can trace a path free of enemy ZOC and enemy-controlled cities back along the rail line to a city under friendly control or to a friendly board edge. (The south and east edges are friendly to the Russians, west edge to the Axis, while the north edge of the board is friendly to neither side.)
THE RUSSIAN CAMPAIGN

10. SEA MOVEMENT

10.1 Limited Sea Movement is possible using the following rules. Sea movement occurs over a single body of water; hexagons and movement factors play no role in this movement process. Any unit that cannot move on a particular impulse cannot use Sea Movement that impulse. (Example: During a MUD turn, only HQs may use sea movement on 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 one area to another in a single impulse.

10.3 Both sides can sea move one unit per turn (on either impulse) in the Black Sea/Sea of Azov. Sea moves may be conducted at any point during the movement phase but the sea move must be resolved prior to moving any more units. Sea movement is not impacted by enemy zones of control. A unit can not conduct any form of land or rail movement during the impulse it conducts a sea move; if forced to retreat as a result of combat it is instead eliminated. In subsequent impulses the unit that conducted the sea movement may move normally. There are three types of sea moves: transfers, invasions, and evacuations. Note: Units arriving from the Off-map Unit Box are treated as reinforcements for purposes of sea movement.

10.31 A player may conduct a “sea transfer” by moving a unit from one friendly port to another port. (The Off Map Unit Box is considered a friendly port for the purposes of sea movement; it borders both the Black Sea/Sea of Azov and the Baltic Sea.) A reinforcement or replacement may also be brought into a friendly port as a sea transfer.

10.32 A player may conduct a “sea invasion” with either a replacement, 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 is automatically considered in general supply and combat supply throughout the turn it invades.

Example: A German unit that invades in Jan/Feb 42 would not have to check for general supply until the end of the Mar/Apr 42 turn and would be in combat supply throughout Jan/Feb 42 even if it is not near a friendly city. If not in general supply at the end of Mar/Apr 42, it would be eliminated.

10.33 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 for survival. The die roll is adjusted by subtracting 1 from the die roll for each of the 3 Black Sea ports (Odessa, Sevastopol, and Rostov) in friendly control at the moment of invasion. A unit can only conduct sea movement during the impulse it invades. Units using Sea Movement in the Baltic Sea must roll a 1-2 die for survival. The die rolls is adjusted by subtracting 1 from the die roll for each of the four Baltic Sea ports (Riga, Tallinn, Helsinki, and

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Leningrad) in friendly control at the moment of the Sea Movement. Control can change during the turn. To reflect German air superiority, all Russian sea movement in the Baltic must add 2 to the die roll.

10.6 Units lost at sea are replaceable and are returned to their respective replacement pools. A unit "lost at sea" counts as a sea move (and as an invasion, if it was trying to invade).

10.7 The German player may not conduct an invasion during the first turn of the game.

11. 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 the destination hex is already occupied by a friendly non-HQ unit.

11.2 Hitler and Stalin are leader units that represent the political leadership of their respective nations. These two units can use rail movement (first impulse) but cannot move otherwise. If forced to retreat they are eliminated. They only exert a ZOC in the hex they occupy.

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 are considered to 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. COMBAT

12.1 Units beginning a combat phase in an enemy ZOC must conduct an attack. During the combat phase the defending unit may conduct an illegal attack. Whatever movement that unit makes is retired. If a player is not able to generate enough units to make a legal attack, he attacks every defending unit whose ZOC he is in and

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

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

12.31 he attacks every defending unit whose ZOC he is in and

12.32 all his units in an enemy ZOC conduct an attack and

12.33 each attacking unit is adjacent to the defending unit it is attacking.

12.4 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 a position that would create an illegal attack situation unless other units join in to raise the odds to 1-6 or higher.

12.5 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. Such units are simply left adjacent and must attack again in the second impulse. OR in the case of adjacent enemy units at the end of the second impulse, it becomes the other player’s turn.

12.6 Sometimes the result of movement or combat will 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, the unit surrenders and is removed from the board at the end of the movement phase before any combat is resolved.

13. 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. Example: 4 to 9 becomes 1 to 3, 19-10 becomes 1-1, 24-5 becomes 4-1.

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 permanently removed from the game.

13.3 The results of combat are interpreted as follows:

<table>
<thead>
<tr>
<th>AE</th>
<th>Attacker eliminated. All attacking units are removed from play.</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1</td>
<td>One attacking unit of the attacker's choice is eliminated, and the attacker retreats any other units one or two hexes.</td>
</tr>
<tr>
<td>AR</td>
<td>Attacker retreats all units 1 or 2 hexes.</td>
</tr>
<tr>
<td>C</td>
<td>Contact — no loss or movement to either side.</td>
</tr>
<tr>
<td>EX</td>
<td>Exchange — Both sides lose one involved unit of their choice. The defender's surviving units are retreated either one or two hexes by the attacker.</td>
</tr>
<tr>
<td>DR</td>
<td>All defending units are retreated two hexes by the attacker.</td>
</tr>
<tr>
<td>D1</td>
<td>Defender loses involved unit of his choice and the attacker retreats any others two hexes.</td>
</tr>
<tr>
<td>DE</td>
<td>Defender eliminated. All defending units are removed from the board.</td>
</tr>
<tr>
<td>DS</td>
<td>Defender surrenders: all defending units are removed completely from the game and may not be replaced.</td>
</tr>
</tbody>
</table>
14.4 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 alternate, unblocked retreat routes are 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.

13.5 Units may not retreat into enemy ZOC, off the board, or across a black coastline (Exception: Kerch Straits). If no legal retreat path exists, retreating units are eliminated.

13.6 Units may retreat through land terrain types 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 as chosen by the owning player.

13.8 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.

14. 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 on defense. Additionally, any unit whose attackers are all on the other side of the Kerch straits are also doubled.

14.11 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 considered to be connected by the ‘same’ river if the river crosses the hexside between the two hexes.) Partial river hexes are treated as rivers.

14.12 A unit’s combat factor can never be more than doubled, no matter how many terrain bonuses it has, and a unit’s combat factor can be doubled only when that unit is defending – an attacking unit’s combat factor is never doubled.

14.13 Russian units defending behind rivers are not doubled during the first impulse of the May/June 1941 turn.

14.2 Units attacking from a woods hex do not retreat (even if they wish to) on an AR or A1 result. Units defending in woods hexes do not retreat (even if they wish to) on a DR, EX, or D1 result.

15. AIR POWER – STUKAS

15.1 Air power is reflected by the usage of air units during first impulse combat. Air units may not attack by themselves but are used in conjunction with any attack by increasing the odds of that attack. Only the attacker may use air power.

15.2 Air power can only be used if all the defenders in that battle are within 8 hexes of a single friendly HQ unit. The air unit attack is indicated by placing it 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 Aircraft are kept off the board between flights and are not specifically assigned to any particular HQ unit.

15.4 Neither terrain nor enemy ZOCs restrict the movement of aircraft. Range across bodies of water is counted as if the hexagonal pattern were continued out to sea.

15.5 German air power is represented by the Stuka 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:

<table>
<thead>
<tr>
<th>YEAR</th>
<th>Clear</th>
<th>Light Mud</th>
<th>Mud</th>
</tr>
</thead>
<tbody>
<tr>
<td>1941</td>
<td>3</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1942</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1943</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Stukas are never available during snow turns, or after 1943.

16. 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 MOVEMENT PORTION of the attacker’s turn. 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 the reaching of the 10-1 odds.

16.2 Units taking part in an Automatic Victory (AV) cannot move any further that impulse. 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.

16.3 If units used to obtain an automatic victory are adjacent to enemy units at the start of second impulse movement, other friendly units must be brought up to attack those enemy units. (This situation is the only instance, 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 automatic victory units cannot make a legal attack and must surrender after movement but prior to any other combat being resolved.
16.4 The Russians may not conduct AV attacks prior to the January/February 1943 turn.

17. 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 8 hexes to any supply source. The city and/or the unit itself may be in enemy ZOC, but the supply line (and rail line) between them may not pass through enemy ZOC (nor through an enemy controlled city). During snow months every supply line is reduced to 4 hexes instead of 8. Each unit that is not in General Supply during its end phase is eliminated. (Exceptions: Paratroops, partisans, and units that conducted a sea invasion this turn.)

17.21 Supply sources - Cities: 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. (A ZOC in a hex is contested if the enemy also exerts a ZOC on that hex at the same time.) 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, regardless of who controlled it earlier.

17.22 Supply sources – Rail hexes: Friendly controlled rail hexes can provide General supply provided that, at the moment that supply is being assessed, a continuous line of controlled 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 edge or the south edge.

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.

17.31 Axis units without combat supply have their combat factors halved (each unit is rounded up separately - a combat factor of 5 rounding to 3, for example) for both attack and defense. This rounded factor is then doubled for terrain bonuses, if applicable (So a 5 rounds to a 3 which doubles to a 6, for example).

17.32 During the snow turns of the first winter, non-Finnish Axis units in Russia have combat supply if they are in a city or adjacent to an Axis controlled city.

17.33 During snow turns of the second winter, Axis unit in Russia have combat supply if they are in a city or adjacent to an Axis controlled city. They are also combat supplied if they are adjacent to a hex that is both (a) adjacent to an Axis controlled city and (b) not in Russian ZOC.

18. 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 Box or Moscow. Paratroop Corps may be held in the paratroop reserve box as long as the Russian player wishes. Paratroop corps in the Paratroop Reserve Box 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 in enemy ZOC, woods, or mountains. They may not conduct any further movement on the turn they are dropped.

18.4 Paratroop corps need no supplies. Paratroop corps may not be dropped a second time nor brought back as replacements.

19. PARTISANS

19.1 The Russian player has three partisans which are used to inhibit Axis movement and supply. The partisans must be placed in Russia in an Axis controlled city or an Axis controlled 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. This ZOC does not count for purposes of controlling a city, controlling a rail junction or converting rail. 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 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. REINFORCEMENTS

20.1 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.

Example: July/August 1941—the German player receives four units during the first impulse. During the second impulse he receives two more reinforcements.

Example: September/October 1943 – Italy Surrenders.

A player may choose to delay entering reinforcements and instead place them in the Off-map Unit Box. Replacements may not be delayed. These units may then enter play on any subsequent impulse as reinforcements but do not get free rail movement. Units in the
THE RUSSIAN CAMPAIGN

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 or rail movement; units arriving second impulse may use only their normal second impulse movement for that turn. 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 is enemy controlled or a unit arriving in a city would be forced to violate stacking limits, 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.

20.5 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 German or Russian reinforcements not specified to arrive in cities may be brought in on the west or east edges, respectively.

20.6 SPECIAL: Northern Finland – 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 Germans capture Archangel the 36th and Dietl mountain units enter the game from any unoccupied north edge rail hex on the next German 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.

20.8 SPECIAL: Warsaw Garrison

Starting in 1944, if a Russian unit is moved or retreated such that it is within 5 hexes of Warsaw, the 4th SS and the Hermann Goering armor corps arrive in Warsaw as reinforcements on the next German first impulse.

20.9 SPECIAL: Withdrawing units

20.91 Units that must be withdrawn are simply picked up off the map.

20.92 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 at all possible.

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

21. 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. All replacements must be identified prior to the beginning of movement.

21.3 Replacements are taken from eliminated (not surrendered) units in the German 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 uncontroverted ZOC. The German 1st cavalry corps is never replaced.

21.5 The Axis player receives no Italian replacements in 1943 or 1944.

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.

22. RUSSIAN REPLACEMENTS

22.1 Calculating Russian Replacement Points: The number of replacement factors 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 may generate replacements. New worker units generate replacements starting on the turn they arrive.

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 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 provides THREE extra replacement factors that represent Allied arms shipments. Archangel generates replacements only when it is controlled by the Russians at the beginning of their turn. Once controlled by the Axis, Archangel stops generating replacements permanently. No Archangel replacements are received in 1945.

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). Unused replacement factors are lost and may not be accumulated for use in later turns. Replacement units must be identified prior to the beginning of movement.

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.

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 Axis controlled.

23. MOBILIZATION

23.1 In July and November of 1943, the German player may substitute motorized units for German infantry corps that are on the map. These substitutions occur at the beginning of the impulse.

23.11 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 type exists, the German player may choose any German infantry unit of greater combat value for the substitution. If no such unit exists, the motorized unit is eliminated.

24. AXIS MINOR ALLIES

24.1 When an Axis minor ally (Hungary, Finland, Rumania, Italy) surrenders, all of its units are also surrendered (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, after supply is checked, 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 any turn beginning with September/October 1944 unless Leningrad is Axis controlled. 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. 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

25.11 The Axis player wins IMMEDIATELY by

(1) controlling Moscow AND eliminating Stalin OR
(2) controlling Berlin at the end of the May/June 1945 turn.

25.12 The Russian Player wins IMMEDIATELY by controlling Berlin at any point.

25.2 Sudden Death Victory Conditions

25.21 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.

25.22 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.

25.23 In 1942, the objectives are: Kiev, Kalinin, Leningrad, Rostov, Kharkov, and Stalino.
26.2 OPTIONAL: Industrial Evacuation

26.21 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.

26.22 Once at the edge rail hex, the worker unit is placed three turns ahead on the Turn Record Track (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.)

Example: 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.

26.23 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.

<table>
<thead>
<tr>
<th>Historical Weather</th>
<th>Mar/Apr</th>
<th>Sep/Oct</th>
<th>Nov/Dec</th>
</tr>
</thead>
<tbody>
<tr>
<td>1941</td>
<td>Mud</td>
<td>Lt Mud</td>
<td>Snow</td>
</tr>
<tr>
<td>1942</td>
<td>Mud</td>
<td>Clear</td>
<td>Lt Mud</td>
</tr>
<tr>
<td>1943</td>
<td>Lt Mud</td>
<td>Clear</td>
<td>Lt Mud</td>
</tr>
<tr>
<td>1944</td>
<td>Snow</td>
<td>Lt Mud</td>
<td>Mud</td>
</tr>
<tr>
<td>1945</td>
<td>Clear</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

26.4 OPTIONAL: Battlegroups

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 has a normal combat strength of three or more. Battlegroups never surrender, even if they are subject to an Automatic Victory or are subject to a “DS” result. Such units are available for later usage.

26.41 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.

26.42 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 of 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.

26.43 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 January/February of 1943.

26.5 OPTIONAL: Off-Board Encirclements

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

26.51 Units of either side may exit the map at an “enemy board edge” at a cost of one movement factor. Axis units may exit the east edge at any hex containing a rail line. Russian units may exit at any west edge hex containing a rail line.
THE RUSSIAN CAMPAIGN

26.52 After one player exits one or more units off an “enemy” board edge, the other player MUST, on his next turn, move at least as many factors off the same board edge using normal, rail, or sea movement. The board edge hex they move off need not be a rail hex. 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. Until off board enemy units are matched, the player may not conduct off board rail movement.

26.53 If it is impossible for the player to match units exited off an “enemy” board edge, as many factors as possible must be matched. On subsequent turns, the player must continue to attempt to match factors until all enemy factors are matched.

26.6 OPTIONAL: Artillery

26.61 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 Germans may bring on their Artillery Corps as a reinforcement.

26.62 The Russians may bring back one artillery per turn at a cost of 1 replacement factor. The Germans may bring in their one artillery unit from the replacement pool, if eliminated, in the May/Jun turns of 1943 and 1944. Should the German artillery not be eliminated, no substitution replacement is allowed.

26.63 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.

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

26.65 Artillery units are eliminated if forced to retreat.

26.66 Artillery units have no ZOC other than the hex they occupy.

26.7 OPTIONAL: Air Power – Sturmoviks

The following rules reflect the increasing capabilities of the Russian Air force on the Eastern Front.

26.71 Russian air units adhere to the rules identified in the “Air Power – STUKAS” rules section unless otherwise indicated.

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

26.73 Sturmoviks can only take part in a battle if they are within 8 hexes of STAVKA. (If STAVKA is eliminated, then the Sturmoviks can trace their range from Stalin. If both STAVKA and Stalin are not presently on the map then Sturmoviks are not available.)

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

<table>
<thead>
<tr>
<th>Weather</th>
<th>Sturmoviks Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1</td>
</tr>
<tr>
<td>1 MUD</td>
<td>2</td>
</tr>
<tr>
<td>MUD</td>
<td>3</td>
</tr>
</tbody>
</table>

Sturmoviks are never available during snow turns, or before 1943.

26.75 The Russian may apply as many Sturmoviks as he has available to any one combat or in different combats. They may attack in conjunction with Artillery units but the combined number of shifts may never exceed three levels. One or more Sturmoviks may contribute to the 10-1 odds required to get an AV.

26.8 OPTIONAL: National Restrictions

26.81 Finland: Finnish units may move into but not south of the 07xx row. The Germans may only attempt two sea moves to Helsinki during the game, regardless of the success of these moves. Neither of these two units may be armor.

26.82 Italy, Hungary, & Rumania: Units from these nations may not be moved north of the Vitebsk hex row (12xx) nor may they end the German player turn in another Axis ally country. No Axis ally unit may stack with units of a different Axis ally.

26.83 The Russian 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 German player must eliminate sufficient minor ally units to conform to these national restrictions.

26.9 OPTIONAL – Historical Naval Restrictions

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

26.92 The German may conduct ONE invasion while the Russians may conduct TWO.

26.93 Only infantry units may conduct invasions.

26.10 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 Germans. 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 may choose to bid first.) Bidding continues until a player declines to bid at which point his opponent has the Germans 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.

Example bidding session: Assuming a ten turn scenario, Player A openly bids 10 for the Germans. Player B nulls this over and then bids 11. Player A accepts this bid. Player B will play the Germans giving the Russians two extra replacements on the first turn and one extra replacement on each of the subsequent nine game turns.
Example bidding session: Assuming a ten turn scenario, Player A wants to play the Russian side. He bids -2 for the Germans. Player B mulls this over and then bids -3. Player A accepts this bid. Player B will play the Germans and the Russian player will lose one replacement on the eight through tenth turns of this scenario.

26.11 OPTIONAL – Weather Balancing

This rule is intended to further mitigate the impact of weather. During 1941 and 1942, for each clear weather roll that occurs, one is added to the Russian replacement total. Similarly, one is subtracted for each snow weather roll that occurs. These modifiers are cumulative.

Example: “Clear” is rolled in Sep/Oct 41. The Russians will get one extra replacement factor that turn. “Snow” is then rolled in Nov/Dec 41. The total replacement modifier for weather is now zero. If “Light Mud” had instead been rolled in Nov/Dec 41, the Russian would have received one extra replacement factor. Note that no modifiers are ‘created’ for turns in which the weather is automatically “Clear” or “Snow”.

THE RUSSIAN CAMPAIGN SCENARIOS

THE RUSSIAN CAMPAIGN 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 have been provided. The scenarios also provide convenient starting points to play a campaign game.

Getting Started: Both players should agree on the scenario to be played as well as which optional rules are to be applied. If both players want to play the same side, they should then bid for sides using optional rule 26.10.

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 will be available for deployment on the map; surrendered units are placed in the appropriate “Surrendered Units” box, and remaining units are placed in the appropriate “Eliminated Units” box.

Start lines are identified on the scenario map: a blue line for Fall Blau, black for Zitadelle, and red for Bagration. Russian units can only set up on the eastern side of the scenario line while Germans 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 Finnish units may set up in Finland or Karelia. (The area north of 05xx and east of Leningrad.) No more than one Russian worker can be set up in any city.

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 German side of the start line to reflect this. On the first turn, both sides will get their normally available replacements and/or reinforcements.

Ending the Scenario: The scenario can 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). If using victory points to assess victory, uncontrolled cities and oil wells on the eastern side of the scenario line do not count against the Russians and uncontrolled cities and oil wells on the western side of the scenario line do not count against the Germans. Should the players be playing a campaign game with a scenario start, the victory conditions are those associated with the campaign game.

The Russian Campaign: BARBAROSSA Scenario

Scenario Description: The war in the east is launched! This scenario starts with the Germans 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 26.10

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

Victory Conditions: The German player wins if his point total equals or exceeds FOUR Victory Points at the end of the Russian November/December 1942 turn. Campaign Game, including “Sudden Death” victory conditions, are used. In addition, the German player IMMEDIATELY wins if he controls Moscow at any point in 1941. Each city east of the ‘Fall Blau’ line controlled by the German player counts as positive points. Each city west of the ‘Fall Blau’ line controlled by the Russian player counts as negative points. Major cities and oil wells are worth two points each and minor cities are worth one point each.

The Russian Campaign: FALL BLAU 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 German 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 not to fritter it away prematurely while the Germans 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 26.10

Set-Up: Each side has the forces identified in the ‘Order of Battles’ specified below. The Fall Blau line is the blue line on the mini-map. The Germans set up first and the game begins with the German 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 German and Russian players may each conduct one sea invasion. The weather DRM is –1.

Russian Order of Battle:

Workers: Leningrad, Moscow, 4x1-factor workers, 2-factor worker
Cavalry: 2-7, 3-7, 5-7
Infantry: 8-4, 4x7-4, 5x6-3, 9x5-3, 10x4-3, 2x3-3
Armor: 10-7, 6-5, 2x3-5, 2-5
German Order of Battle:
German Infantry: 4x5-4, 12x4-4, 7x3-4
German Armor: 3x8-7, 4x7-7, 3x6-7
Misc: SS Res, 5-5 Mtn, Hitler, 3 HQs, 4-6 Mot
Finns: 2x4-3, 3-4, 2-3
Rumanians: 3-4, 2-4
Italians: 2-4, 2-3
Hungarians: 4-6
Misc: Hitler must start in Berlin.

Victory Conditions: The German player wins if his point total equals or exceeds FOUR Victory Points at the end of the Russian July/August 1943 turn. Campaign Game, including “Sudden Death” victory conditions, are used. Each city east of the ‘Fall Blau’ line controlled by the German player counts as positive points. Each city west of the ‘Fall Blau’ line controlled by the Russian player counts as negative points. Major cities and oil wells are worth two points each and minor cities are worth one point each.

The Russian Campaign: BAGRATION Scenario

Scenario Description: Military defeat seems all but assured for the Wehrmacht; it is now up to the politicians and scientists to try to salvage Germany’s future through deft diplomatic maneuvering or breakthrough superweapons. Nevertheless, it is the task of the German 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 26.10

Set-Up: Each side has the forces identified in the ‘Order of Battles’ specified below. The Bagration line is the red line on the mini-map. The Russians set up first and the game begins with the German player turn of the May/June 1944 turn. Note that Leningrad is Russian controlled. Neither player may conduct any sea invasions. The weather DRM is +1.

Russian Order of Battle:
Workers: Leningrad, Moscow, 5x1-factor workers, 2x2-factor workers
Cavalry: 2-7, 3-7, 5-7
Infantry: 8-4, 7x7-4, 5x6-3, 10x5-3, 8x4-3, 3-3
Armor: 10-7, 3x8-6, 3x6-5, 2x3-5, 2-5
Misc: Stalin and one of the 5-3’s must start in Moscow. Three Russian partisans are available.
Surrendered Units: 2-7, 3-7, 2x2-5, 2x3-5, 3-3, 2x4-3, 2x5-3, 6-3, 3x1-2

German Order of Battle:
German Infantry: 5-4, 10x4-4, 6x3-4
German Armor: 3x8-7, 4x7-7, 3x6-7

Victory Conditions: The German player must win if his point total equals or exceeds NEGATIVE SIX Victory Points at the end of the Russian March/April 1944 turn. Campaign Game, including “Sudden Death” victory conditions, are used. Each city east of the ‘Zitadelle’ line controlled by the German player counts as positive points. Each city west of the ‘Zitadelle’ line controlled by the Russian player counts as negative points. Major cities and oil wells are worth two points each and minor cities are worth one point each.

The Russian Campaign: ZITADELLE Scenario

Scenario Description: German hopes for 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 26.10

Set-Up: Each side has the forces identified in the ‘Order of Battles’ specified below. The Bagration line is the red line on the mini-map. The Russians set up first and the game begins with the German 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 German player may not conduct any sea invasions while the Russians may conduct one. The weather DRM is zero.

Russian Order of Battle:
Workers: Leningrad, Moscow, 5x1-factor workers, 2x2-factor workers
Cavalry: 2x3-7, 2x4-7
Infantry: 8-4, 6x7-4, 4x6-3, 14x5-3, 9x4-3, 3-3
Armor: 10-7, 3x8-6, 3x6-5, 2x3-5, 2x2-5
Misc: Stalin, STAVKA, and one of the 5-3’s must start in Moscow. Three Russian partisans are available.
Surrendered Units: 2-7, 3-7, 2x2-5, 2x3-5, 3-3, 2x4-3, 2x5-3, 6-3, 3x1-2

German Order of Battle:
German Infantry: 5-4, 10x4-4, 6x3-4
German Armor: 3x8-7, 4x7-7, 3x6-7

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

SS: Res, 7-7
Misc: 5-5 Mtn, Hitler, 3 HQs, 4-6 Mot, LW
Finns: 2x4-3, 3-4, 2-3
Rumanians: 2-2
Misc: Hitler must start in Berlin.
BUT WHAT IF...

By Richard Hamblen

RUSSIAN CAMPAIGN VARIANTS

1. ARTILLERY CORPS: add the following units to the game:

<table>
<thead>
<tr>
<th><strong>RUSSIAN</strong></th>
<th><strong>GERMAN</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>(2)–3</td>
<td>(2)–3</td>
</tr>
<tr>
<td>(2)–3</td>
<td>(2)–3</td>
</tr>
<tr>
<td>(2)–3</td>
<td>(2)–4</td>
</tr>
</tbody>
</table>

Available in: 1943 '44 '44 1943

These units are not 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 (the number in parentheses). When ATTACKING, 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 combat odds are increased only 3 levels—the effect of the artillery unit is lost. Artillery unit’s move and attack like infantry units of their respective armies, attacking units in their ZOC on both impulses. SPECIAL: 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 RUSSIAN CAMPAIGN. 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 players 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 replacements 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 units 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 units they can get to on the
first impulse.

5. The German Fleigerkorps 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
- Exchange for any 3-5

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—or 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

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 "SLEDGEHAMMER"—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 following unit appears as a reinforcement in July 1941:

GERMAN:

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
Africa. German forces are evacuated or not committed; but the Allies
are not tied up in the Mediterranean and are free to execute
"ROUNDUP," 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.

**APPENDIX**

**RIVERS:**

In the case of fork hexes (hexes wherein a river branches into two rivers, or vice versa) questions can arise as to whether or not a defender is occupying a river hex of the same river as an attacking unit, and hence whether or not that unit is doubled.

The defending unit occupying a fork hex is not doubled against attacks coming from river hexes connected to that fork hex by flowing directly into the defending hex. For example: "D" would be doubled if attacked from hex "2" but it would not be doubled if attacked from hex "1" or "3" or any combination of "2" with "1" and/or "3". The same logic would apply to units attacking from fork hexes. For example: assume "D" is now the attacker. He would face a doubled defense on hex 2 but would meet only basic odds defense in hexes 1 and 3.

Example of railroad possession: When a unit passes through (or stops in) a rail hex that has a path along the rail lines back to a friendly city, the entire line up to that rail hex becomes friendly (the path must be free of enemy ZOC and enemy-controlled cities). Changes in the railroad status are always adjusted at the end of the second impulse; the rail counters are used to indicate Axis-controlled railroads — the Russians are assumed to control the remainder.
### WEATHER CHART

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>Jan/Feb</th>
<th>Mar/Apr</th>
<th>May/Jun</th>
<th>Jul/Aug</th>
<th>Sep/Oct</th>
<th>Nov/Dec</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SNOW</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>CLEAR</td>
</tr>
<tr>
<td>2</td>
<td>SNOW</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>LIGHT MUD</td>
</tr>
<tr>
<td>3</td>
<td>SNOW</td>
<td>LIGHT MUD</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>MUD</td>
</tr>
<tr>
<td>4</td>
<td>SNOW</td>
<td>LIGHT MUD</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>LIGHT MUD</td>
<td>SNOW</td>
</tr>
<tr>
<td>5</td>
<td>SNOW</td>
<td>MUD</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>LIGHT MUD</td>
<td>SNOW</td>
</tr>
<tr>
<td>6</td>
<td>SNOW</td>
<td>SNOW</td>
<td>CLEAR</td>
<td>CLEAR</td>
<td>MUD</td>
<td>SNOW</td>
</tr>
</tbody>
</table>

### MOVEMENT ALLOWANCE CHART

<table>
<thead>
<tr>
<th>Type of unit</th>
<th>First Impulse</th>
<th>Second Impulse</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>German</td>
<td>Axis</td>
</tr>
<tr>
<td>Weather</td>
<td>ALL UNITS</td>
<td>FULL MOVEMENT</td>
</tr>
<tr>
<td>Clear</td>
<td>Lt. Mud</td>
<td>4</td>
</tr>
<tr>
<td>Mud</td>
<td>Snow</td>
<td>2</td>
</tr>
<tr>
<td>Snow</td>
<td>FULL MOVEMENT (Fractions rounded up)</td>
<td>1</td>
</tr>
</tbody>
</table>

Numbers are maximum number of hexes a unit can move. Units can never move further than their movement factors. On the above chart the word Axis refers to Hungarian, Italian, Rumanian, and Finnish units only.

Do not move on 1st impulse and move their full allowance 2nd impulse regardless of weather, stopping upon entering woods, swamp, and mountains.

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## Terrain Effects Chart

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Symbol</th>
<th>Effect on Movement</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mountain</td>
<td></td>
<td>Units must stop upon entrance</td>
<td>All units doubled on defense.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exception: Mountain Units</td>
<td></td>
</tr>
<tr>
<td>Woods</td>
<td></td>
<td>Units must stop upon entrance</td>
<td>Attackers and Defenders in the hex do not retreat, i.e. a DR result becomes a Contact.</td>
</tr>
<tr>
<td>Swamp</td>
<td></td>
<td>Units must stop upon entrance</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exception: Treat as clear terrain during snow months</td>
<td></td>
</tr>
<tr>
<td>Clear</td>
<td></td>
<td>Costs each unit 1 MP to enter</td>
<td></td>
</tr>
<tr>
<td>River</td>
<td></td>
<td>Treat as Clear Terrain</td>
<td>Defender is doubled if all attacking units are on river hexes and the defender is not occupying a river hex of the same river. See Appendix.</td>
</tr>
<tr>
<td>Major City (Name printed in Bold Capital Letters)</td>
<td></td>
<td>Treat as Clear Terrain. Links all rail lines entering the city.</td>
<td>All units doubled on defense. Acts as source of supply.</td>
</tr>
<tr>
<td>Minor City</td>
<td></td>
<td>Treat as Clear Terrain</td>
<td>Acts as source of supply.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Links all rail lines entering the city.</td>
<td></td>
</tr>
<tr>
<td>Coast or Lake Borders</td>
<td></td>
<td>Movement across prohibited.</td>
<td>ZOC and combat not allowed across</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exception: Kerch Straits (See 8.2); See Movement (See 10)</td>
<td></td>
</tr>
<tr>
<td>Political Boundaries (brown)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Military District Boundaries (red)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Scenario Start Lines</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Railroads</td>
<td></td>
<td>See 9 – Rail Movement</td>
<td></td>
</tr>
</tbody>
</table>
THE RUSSIAN CAMPAIGN

The RUSSIAN CAMPAIGN

TURN

AXIS

GERMAN

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Fourth Edition