Barbarossa

The Russo-German War, 1941-1945

Barbarossa is not simply one game, but composed of three different types of games:

1. **The Standard Games,** depicting the situation at particularly crucial times, i.e., the **Barbarossa Game** of the original attack against the Soviet Union; the **Stalingrad Game** of the 1942 German Summer Offensive; the **Zitadelle Game** of the 1943 German Summer Offensive; and the **Berlin Game** of the 1944 Soviet Summer Offensive.

2. **The Campaign Game,** which combines the above four games and fills in the gaps, so that the entire campaign may be played out in sequence.

3. **The Variable Situations,** in which various "what-if" historical effects are examined in their impact on the above games.

The players are cautioned not to judge that, because a game is longer, or is modified by historical variations, this makes a better or more "realistic" game; each game stands separately on its own merits, and is self-complete.

The same standard rules of play apply to all of the above games.

GAME EQUIPMENT

The Game Map: the 23" by 29" map sheet portrays the area of the Soviet Union, in which the operations with which we are dealing took place. A hexagonal grid is superimposed upon the map to regularize the movement and position of the playing pieces. The game map also includes the Terrain Effects Chart (TEC), the Time Record and Reinforcement chart, and the Combat Results Table (CRT). The CRT has been produced twice on the map, along with rules for combat and overrun; this has been done to facilitate play and help new players of simulation-type games to get into the "flow" of things.

The Playing Pieces: Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the opposing armies in the campaign, that did, or could have, fought the original battles. The opposing Axis and Soviet Forces in each of the varying Orders of Battle are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the players sort and store their units by type and color, and keep them segregated. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, nationality, and mobility, as represented by various numbers and symbols printed on their faces.
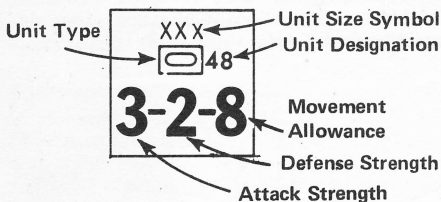
UNIT-TYPE SYMBOLOGY

MOTORIZED UNITS

⬭	Armor
⊠	Armored Infantry

NON-MOTORIZED UNITS

⋈	Shock Infantry
⊠	Infantry

Support Units

S	Supply Units
∞	Air Units

Unit Size Symbol

XXX	Corps
XXXX	Army

R-Rumanian; **I**-Italian; **F**-Finnish; **H**-Hungarian; **SS**-Nazi elite political troops; **GD**-Guard, (Russian elite troops)

Definition of Terms:

Attack Strength: The basic offensive power of a given unit, quantified in terms of Attack Strength Points.

Defense Strength: The basic defensive power of a given unit, quantified in terms of Defense Strength Points.

Movement Allowance: The basic movement ability of a given unit, quantified in terms of Movement Points. Basically, a unit expends one Movement Point of its total Movement (point) Allowance for each hex it enters in the course of a given Movement Phase.

GENERAL COURSE OF PLAY:

Barbarossa is basically a two-player game. Each player moves his units, and executes attacks in turn, with the objectives being to destroy Enemy units and gain territory, while minimizing Friendly unit losses. Combat is resolved by comparing **Attack and Defense Strengths** of adjacent opposing units, and expressing the comparison as a simplified probability ratio (odds). After the defender has chosen which Combat Results Table will be used, a die is rolled, and the outcome indicated by cross-referencing the die-roll result, and the odds column, is applied to the unit being attacked. Barbarossa is played in turns. Each **Game-Turn** is composed of two **Player Turns.** Each Player Turn is composed of three **Phases.** A typical Game-Turn would proceed as follows:

1. **First Player Turn** (The Germans always move first.)

A. **First Movement Phase** — Player may move all of his units in any direction, up to their full Movement Allowance, with restrictions as outlined in the Movement and Zone of Control Rules, and the Terrain Effects Chart.

B. **Combat Phase** — Player may attack those Enemy units adjacent to his units, at his option.

C. **Second Movement Phase** — Player may move all of his units, in the same manner, and with the same restrictions as in the First Movement Phase. This movement is in addition to that allowed in the First Movement Phase. No Combat Phase occurs after this Movement Phase.

2. **Second Player Turn**
Second Player executes Phases 1 through 3 using his units.

3. Players indicate the passage of one Game-Turn on the Reinforcement, Replacement and Turn Record Chart by placing a marker on the turn completed. Each Game-Turn represents one month real time.

GAME LENGTH

Each of the four standard games lasts a varying number of Game-Turns; at the end of the Second Player's Second Movement Phase of the last Game-Turn, the position of each Players' units is evaluated in terms of victory conditions, (see Victory Conditions).

MOVEMENT

General Rule:

During the Movement Phases of a Player's Turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

Procedure:

Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:

(A) Movement is calculated in terms of hexagons. Basically, each unit expends one **Movement Point** of its total Movement (point) Allowance for each hex entered. To enter some types of hexes more than one Movement Point is expended. See the movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) Movement is never **required**; it is always voluntary.

(C) Units are moved individually, or in stacks of two, at the player's discretion, in any direction, or combination of directions. A unit may be moved as few or as many hexes as the player wishes, as long as the Movement Allowance of a unit is not exceeded. Unused Movement Points are not accumulated from turn to turn, nor may they be transferred to another unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) Friendly units may pass into or through a Friendly stack in violation of the stacking limit, if at the end of the Movement Phase the stacking limit is not violated.

(G) Units may never enter or pass through a hex containing Enemy units (exception: Overrun).

H) In a given Movement Phase, once a unit has been moved and the Player's hand withdrawn from the piece it may not be moved again nor may it re-trace and change its move.

(I) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement points to expend as they enter each hex (exception: Case O).

(J) The effects of terrain on movement are cumulative, e.g., a motorized unit entering an enemy zone of control in clear terrain, ordinarily three Movement Points plus one Movement Point for the movement of one hex, or four in total, would cost five if the unit crosses a river hex-side to enter the hexagon.

(K) Finnish Units may not advance more than six hexes from their 1941 border.

(L) Units may move across the Kerch Straits (between the Sea of Azov and the Black Sea) by moving adjacent to them in one Movement Phase, remaining stationary in the next Movement Phase, crossing in the next Movement Phase, remaining stationary in the next Movement Phase, and proceeding (finally) in the next Movement Phase (a total of five Movement Phases).

(M) **RAILROAD MOVEMENT:** The rail-net has not been shown on the map because, at this scale of a game, the railroads may be considered running through every hex side on the board. Units may only move by rail at the beginning of the first Movement Phase of a given Player-Turn (exception: Support Units). The unit to be moved may not start its movement in, pass through, or end up in an Enemy Zone of Control. Units may not use their normal Movement Allowance in the phase in which they move by rail. Units may move a maximum of twelve hexes by rail in any given First Movement Phase.

Units moving by rail may not move in advance of Friendly front lines (i.e., the imaginary line formed by the position of the forward Friendly units). In fluid situation, where the "front" is indeterminate, units moving by rail may only move (in that vicinity) through hexes which have been previously moved through by other Friendly units using normal ground movement. Units moving by rail may **never** enter or travel through hexes in which Enemy units were the last to travel. There is no limit on the number of units that may move by rail in any given Player-Turn.

(N) Any unit (which is "in supply") may **always** move at least one hexagon in any given Movement Phase, but may move no further if it has reached or exceeded its total Movement Allowance for a given Movement Phase (exception: Overrun).
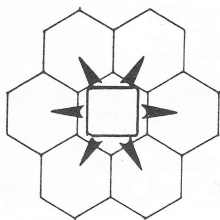
Support Units
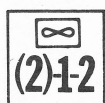
(O) **SUPPORT UNIT MOVEMENT:** Support units may **not** move by rail in the first Movement Phase of any given Player-Turn, but **may** do so at the beginning of any **second** Movement Phase. Support units are the **only** units capable of rail-movement in the Second Movement Phase, and are the only units that may **not** move by rail in the first Movement Phase.

ZONES OF CONTROL

General Rule:

The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. These are semi-active Zones of Control which have an inhibiting effect upon Enemy movement, but do not affect Enemy combat. Hexes upon which a unit is exerting its Semi-Active Zone of Control are called **controlled hexes.**

Cases:

(A) Motorized and Support units expend two **additional** Movement Points upon entering an Enemy controlled hex; all other units expend **one** additional movement point. This movement "cost" is above the normal entry cost for terrain of the hex.

(B) It costs one **additional** Movement Point for **all** units to **leave** an Enemy controlled hex, above and beyond the ordinary terrain movement cost.

(C) If you move directly from one controlled hex of an Enemy unit to another controlled hex of the same or any other Enemy unit, it would cost Motorized or Support units three additional movement points, and any other unit two additional movement points (as outlined above in Cases A and B).

(D) All effects of movement inhibition are **cummulative;** however, a supplied unit may always move at least one hex.

(E) If a hex is controlled by more than one Enemy unit, the movement cost for entering this hex is the same as it it were only controlled by one Enemy unit.

(F) For movement purposes, Enemy Zones of Control extend into hexes occupied by Friendly units. For Axis supply and retreat purposes, **Soviet** Zones of Control do **not** extend into vacant hexes or hexes occupied by Axis units. For Soviet supply and retreat purposes, Axis Zones of Control **do** extend into vacant hexes, but **not** into hexes occupied by Soviet units.

(G) Support units do **not** have Zones of Control.

STACKING (more than one unit per hex) & UNIT BREAKDOWN

General Rule:

German and Allied units may stack three corps (one army) per hex. Soviet units may stack **two units** of any size per hex in the Barbarossa and Stalingrad Games and **three units** of any size per hex in the Zitadelle and Berlin Games. In the Campaign Game the Soviet Player may stack two-high until June 1943, at which time he may begin stacking three units of any size per hex.

Cases:

(A) Stacking limitations apply only at the end of a Movement Phase.

(B) Support units **do not count** for stacking purposes. They do not exist as far as stacking limitations are concerned.

(C) Units break down in the following fashion:

German and Allied-

Soviet-

Units may be broken down or recombined at the **beginning** of the Movement Phase before any movement has taken place; they may be **recombined** at the **end** of the Movement Phase after all movement has ceased. Units must be stacked together to be recombined, and this is the only time units may violate the stacking limits other than when retreating.

To break down or recombine unit(s), simply remove the unit(s) to be replaced, and place the unit(s) which replace it on the same hex.

Soviet units may **not** combine into 6-5-5's or 5-9-3's in the Barbarossa Game, but **may** in the Stalingrad, Zitadelle, and Berlin Games. In the Campaign Game the Soviets may begin combining their units into 6-5-5's and 5-9-3's in October 1942. Units of different nationalities may not be combined into armys, but they may operate on the same hex in corps size.

COMBAT

General Rule:

Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is; this Player is considered to be the Attacker, while the other Player is considered the Defender, regardless of the overall strategic position of the two players.

Procedure:

Total up the Attack Strengths of the attacking units involved in a specific attack, and compare it to the total Defense Strengths of the defending unit(s) in the hex under attack. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio downward to the nearest "whole" number, to yield one of the simplified odds found on the **Combat Results Tables**: roll the die and read the result under the appropriate odds column for that die result. Apply the result of the combat **immediately** before going on to resolve any other combat.

Cases:

(A) During the Combat Phase of his Turn, a Player may only attack those units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is completely voluntary.

(C) No unit may attack more than once per Combat Phase. No Enemy unit may **be** attacked more than once per Combat Phase.

(D) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units); that is to say, different defending units on different hexes may be treated as the object of an attack which might be made by a one-hex group of attacking units if the attacking units happen to be adjacent to two or more Enemy-occupied hexes.

(E) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear.

(F) Defending units stacked in the same hex must be attacked as a single combined Defense Strength, i.e., you may not individually attack individual units which are stacked together.

(G) Combat odds are rounded off in favor of the Defender. For example: an attack of 26 Attack Points against 9 Defense Points would round off to a Two-to-One situation.

(H) If one unit in a stack is used in an attack, the other unit in the stack need not participate in the same attack nor in any attack at all during that Combat Phase.

(I) Units may **not** attack without a supply unit (See Supply).

(J) Finnish units defending in Finland have their Defense Strength doubled.

(K) Units may not launch attacks across the Kerch Straits.

(L) Support units may **not** retreat, and if the Combat Results Table indicates retreat, the support unit is destroyed instead.
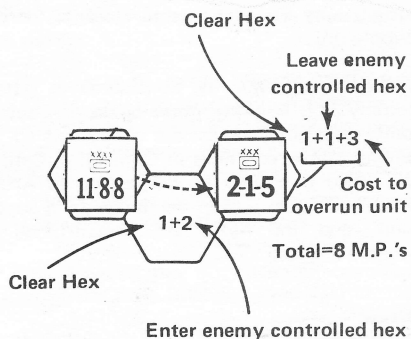
OVERRUN

General Rule:

During any Movement Phase of a Player-Turn, a Player may **overrun** Enemy units. This is **not** considered combat, and the overrunning units may participate in combat during the Combat Phase of that Player-Turn.

Procedure:

Move units, whose total Attack Strength is at least **nine times** the defending unit's Defense Strength, directly on top of the defending unit(s). Invert the defending unit and ignore it until the end of the Movement Phase (treat the hex as if it were vacant). The overrunning units may move no further in that Movement Phase, but may attack during the Combat Phase other adjacent Enemy units.

**Odds total 11-1
2-1-5 is inverted
and 11-8-8 remains "on"
the 2-1-5 till end of Phase
at which time it may function
normally (i.e., attack other adjacent
enemy units).**

Cases:

(A) Only Motorized units may conduct overruns. Overruns do not require Attack Supply, only General Supply. Overruns are not considered to be "combat."

(B) Units may not overrun Enemy units in violation of the Friendly stacking limit.

(C) Enemy units do not count towards the stacking limit when they are being overrun. NOTE: Once the overrun is made units may pass through the hex in violation of the stacking limit.

(D) Overrunning units expend three **additional** Movement Points above and beyond the normal entry costs for that hex, when moving onto the unit to be overrun.

(E) If units with Attack Strengths totaling nine times the defender's Defense Strength are adjacent to a unit they may not move onto the unit and create an overrun unless they have sufficient Movement Points to enter the hex.

(F) Terrain effects must be considered when using the overrun technique (example: defending unit in an overrun would have its defense strength doubled if all overrunning units moved on the unit by crossing river hex-sides, or if the defending unit was in rough terrain).

SUPPLY

General Rule:

There are two types of supply, **General Supply** and **Attack Supply**. Units need General Supply to exist on the map and to be able to move. Units need Attack Supply in order to attack.

Procedure:

A Soviet unit may be considered in General Supply, if it can trace a line of hexes (of any length) unobstructed by Enemy units or Zones of Control, off the Eastern edge of the map, or to a supply unit. A German or non-Finnish Allied unit may be considered in General Supply if it can trace a line of hexes (of any length) unobstructed by Enemy units off the Western edge of the map, or to a supply unit. A Finnish unit may be considered in General Supply if it can trace a line of hexes unobstructed by Enemy units to Helsinki, or to a supply unit.

A Soviet unit may be considered in Attack Supply if it is within **three hexes** of a supply unit, and the hexes are unobstructed by Enemy Units or Zones of Control. A German or Allied unit may be considered in Attack Supply if it is within **six hexes** of a supply unit, and the hexes are unobstructed by Enemy units.

Cases:

(A) If a unit is out of **General Supply** for one complete owning-Player-Turn, that unit is eliminated, and removed from the map (Example: the Soviets isolate a German unit on the first Game-Turn; if that unit is still isolated at the end of the German second Movement Phase of Game-Turn two, the unit is eliminated). In other words, if a unit begins and ends its Player-Turn out of General Supply (and that condition is not relieved during that Player Turn) then it is eliminated.

(B) Units out of General Supply may **not** move; if however a unit becomes supplied during a Movement Phase, it may move and function normally in that Movement Phase.

(C) Units out of **Attack Supply** may **not** attack in the Combat Phase; if, however, a unit becomes supplied during the Combat Phase (Attack Supply), it may attack in that Combat Phase. Whether or not a unit is in Attack Supply is calculated at the **instant** of combat. If, due to forced retreats, an attacking unit is cut off then it may **not** attack, even though at the beginning of the Combat Phase it was able to trace a path to a Supply Unit.

(D) Units do not need supply (General or Attack) to defend, and may always defend at full Defense Strength.

(E) General and Attack Supply **may** be traced over frozen lakes and across the Kerch Straits.

(F) Supply units are "used up"; i.e., removed from the map if they are used for an attack. Supply units thus expended, are removed at the **end** of the Combat Phase.

(G) A supply unit may supply any number of attacks within three hexes for the Soviets, and within six hexes for the Germans and Allies.

(H) Obviously Finnish units may not attack until they link up with the main front, as the Finns have no supply units, and do not receive any.

(I) For all Supply purposes, Enemy Zones of Control do **not** extend into hexes occupied by Friendly units.

(J) For all Supply purposes, Soviet Zones of Control do **not** extend into vacant hexes. German and Allied Zones of Control **do** extend into vacant hexes and Soviet units may not trace supply lines through these hexes.

Control of Cities

A city is considered **controlled**, if it has always been behind one Player's front line, or if it has been occupied and is, at the completion of a game, behind that side's front line. A city is also considered controlled if a Player's unit is directly in the city, even if it is in an enemy zone of control. If a city has changed hands, the last Player passing a unit(s) through the city receives its points.

Note that the Victory Point value for a given city is printed directly on that city on the map.

LUFTWAFFE UNITS

General Rule:

Luftwaffe (Air Force) Units may be used by the German-Allied Player to improve attacks on Soviet Units, by adding in an Attack Strength of two for each Luftwaffe Unit. They move and stack according to the rules for Support Units, but follow special rules for combat.

Procedure:

During the Combat Phase of any German-Allied Player-Turn each Luftwaffe Unit may assist (with an Attack Strength of two) one hex of attacking German or Allied unit(s) which are within four hexes. Do not move the Luftwaffe Unit to the hex it is assisting, simply state the hex the Luftwaffe Unit is assisting within four hexes of the Luftwaffe Unit's position.

Cases:

(A) Luftwaffe Units do not need Attack Supply in order to attack, but they must have General Supply.

(B) Each Luftwaffe Unit may only assist one hex of attacking German-Allied units per Combat Phase.

(C) No more than one Luftwaffe unit may assist a given hex of attacking units.

(D) When assisting an attack, Luftwaffe units are not eliminated or retreated if the Axis Player obtains an "AE" or "Ar" result.

(F) Luftwaffe units do not negate or in any way relieve the defensive effects of terrain.

Weather

"Rasputitsa" (Mud)

During the months of October and March of each year the following rules apply:

(A) **All** units participating in attacks must be adjacent to, or stacked with, a supply unit (the supply unit may supply any number of adjacent units).

(B) All German motorized units have their Movement Allowance reduced to five Movement Points, and all German infantry units have their Movement Allowance reduced to two Movement Points.

Winter:

During the months of November, December, January, and February of each year the following rules apply:

(A) All rivers and lakes are frozen; river hex-sides are ignored, and lake hexes are treated as if they were clear terrain.

(B) All German or Allied units participating in attacks must be adjacent to, or stacked with, a supply unit (the supply unit may supply any number of adjacent units).

(C) Air-units are reduced to one-half of their previous Attack Strength (two).

(D) All German motorized units have their Movement Allowance reduced to five Movement Points, and all German infantry have their Movement Allowance reduced to two Movement Points.

Starting Front Lines

The various starting fronts of the four Standard Games are printed directly on the map. Each "game-front" is indicated in a different line-pattern. Note that at some points these lines overlap. Also, the front line for the Barbarossa Game is identical to the border of the Soviet Union.

Barbarossa Front Line ▬ ▬ ▬ ▬ ▬
Stalingrad Front Line ──────────
Zitadelle Front Line ● ● ● ● ● ● ● ●
Berlin Front Line ━━━━━━━━
National Boundaries ▪▪▪▪▪▪▪▪▪▪▪▪▪▪
Campaign Game Victory Line ▬▬ ▬▬ ▬▬ ▬▬
Finnish Border ⎫
Soviet Border ⎭ ▬▬ ▬▬ ▬▬ ▬▬ ▬▬

Initial Deployment:

For each Standard Game there is a corresponding front line on the map: the German-Allied Player deploys behind the **Western** side of the line, the Soviet Player deploys behind the **Eastern** side of the line. In all Games the Soviet Player must cover the entire front (those hexes on the Soviet side of the line, which are adjacent to the line) with infantry units or infantry units' Zones of Control. The German-Allied player must cover the entire

front, (those hexes on the German-Allied side of the line, which are adjacent to the line), but he may use **any** type of unit(s), unlike the Soviet Player who **must** use infantry. Once the Soviet Player covers the front with infantry he may set up other types of units on the front, but he must meet the requirement of covering the front with infantry. The German-Allied Player may **only** deploy Finnish units in Finland, and **all** Finnish units must be deployed there.

Variable Situations

One of historians' favorite pastimes is second-guessing the realities of a situation by assuming a different mix of facts, and trying to determine a different, better (or worse) outcome than the one recorded. One of the unique aspects of simulations is the extent to which this may be attempted in a realistic framework. Here are several examples of these "what-if"s: One or more of these modifying Situations may be "plugged" into the Standard Games as the Players desire and where they are appropriate.

If units are on lakes when they thaw, the Enemy Player may move them to a lake shore of his choice.

WHAT IF . . .

1. **The Finns were not actively allied with the Germans:** Finland is neutral; the Finnish Army is not deployed on the map, and neither the Russians nor the Germans may enter Finland. The Russians need not cover the Finnish border.

2. **The Rumanians were not actively allied with the Germans:** Rumania fails to agree to the Vienna Award, and is overrun. The Germans may deploy in Rumania, but they do not have the two Rumanian Armies they normally have.

3. **The Hungarians entered the war immediately:** Allow the Germans to deploy forces in Hungary, and add one Hungarian army to initial Order of Battle (this army must be deployed in Hungary).

4. **The anti-German coup d'etat in Yugoslavia failed:** Start the invasion on the original planning date of May 15 (one turn earlier).

5. **The Soviets deploy in depth:** The Russians may set-up anywhere within their frontier, and are not required to cover the frontier with troops.

6. **The Soviet Union fortified their frontier:** Any Russian units placed adjacent to the frontier are doubled on defense.

7. **The Soviets had completed the reorganization of their army by the invasion date:** the Soviet Player may exchange his initial Order of Battle at the rate of two 2-4-2 for one 5-9-3 and two 2-1-5, and one 1-2-5 for one 6-5-5 with as many or as few of their armies as they wish.

8. **The Germans had mechanized their essentially infantry army:** If the Germans had produced enough transport and utilized more of their captured equipment, they could have put their infantry in trucks, allow all German infantry a Movement Allowance of 8.

9. **The Germans occupied France with smaller forces:** The Germans had excessive troop concentrations in France, allow them to add one 5-7-3 to their initial Order of Battle for the invasion.

10. **The Germans kept a smaller Air Force in the west:** The Germans kept many aircraft in the west to harass England; they also over-estimated the bombing capability of the R.A.F.; allow the Germans one additional Luftwaffe unit in the initial Order of Battle.

11. **The Germans had raised tank production earlier in the war:** The Germans were actually producing commercial automobiles until 1942; this was obviously not beneficial to the war effort. Allow the Germans an additional Panzer Army (Note: the effect is tremendous).

12. **The Germans had conducted a mobile defense in the winter of 1941:** The Germans lost very heavily defending what was basically indefensible terrain; allow the Germans to place an additional 5-7-3 on the board at the beginning of the 1942 Stalingrad Situation.

13. **First Panzer Army did not escape from Caucasus at Rostov bottleneck:** Deduct one 11-8-8 from the German Order of Battle at the beginning of the Zitadelle Situation.

14. **Sixth Army withdrew from Stalingrad before its destruction:** Add one 5-7-3 to German Order of Battle at the beginning of the Zitadelle situation.

15. **Troops for "BULGE" Offensive in the west are used in the east:** The Germans thought the attack in the west would bring about greater results. See if they were wrong, and add one **5-7-3** and two **11-8-8** to the Order of Battle for Berlin. Also give the Germans a supply unit every Game-Turn.

Campaign Game:

Start with the Barbarossa Situation and play out the entire war in the Soviet Union. By using the months marked "for campaign game only," the four time periods are connected into one long game.

Rules for Campaign Game, Only:

The Red Air-Force

Although the Soviet Player receives no air-units as such, the Red Air-Force is an active force throughout the war. This is reflected by the following rule:

Every March the Germans must remove one Luftwaffe unit, until there are none left.

This rule reflects the growing power of the Red Air-Force, and its increasing ability to challenge German air superiority, thereby neutralizing the ability of the Luftwaffe to support Axis ground forces.

Replacements:

Only destroyed **German** units may be replaced, and these may only be replaced within the following restrictions.

(A) No more than one 11-8-8 (or three 3-2-8's) may be replaced and no more than two 5-7-3's (or six 1-2-3's) may be replaced. This represents the entire Axis replacement capability for the entire Campaign Game.

(B) The new army (or Corps) enters anywhere on the western edge of the board except Finland on the third Game-Turn following its destruction. Example: if a German unit was destroyed January (43) it would return April (43).

(C) Only one new army (or three Corps) may be brought into the game per Player-Turn.

Campaign Game Victory Conditions

The Campaign Game Victory Conditions do not utilize the Victory Point system. Instead victory is determined by one side or the other achieving certain geographic objectives and holding them for a given period of time.

Soviet Victory:

For the Soviet Player to win, he must fulfill **one** of the following three conditions:

1. Destroy (or force off the map) **all** Axis units.

2. Drive all Axis forces completely out of the Soviet Union proper and send 10 Soviet armies off the West edge of the map, maintaining a line of supply running off the West edge for two consecutive, complete Soviet-Player-Turns, after the 10 armies have been exited.

3. Send 20 Soviet armies off the West edge of the map, maintaining a line of supply, running off the West edge of the map, for two consecutive, complete Soviet-Player-Turns, after the 20 armies have been exited.

Axis Victory:

The Axis Player wins if he can fulfill any **one** of the following three conditions:

1. Eliminate **all** Soviet units from the map for two consecutive German-Player-Turns. This condition is considered to be fulfilled if at the **end** of the Second Movement Phase of two consecutive Axis-Player-Turns, there are no Soviet units on the map.

2. Allow no Soviet unit to operate or penetrate west of the **Campaign Game Victory line** (printed on the map) for twelve consecutive Game-Turns. This Victory condition is considered to be fulfilled if there are no Soviet units west of the line at the end of each Axis Second Movement Phase, for twelve consecutive Asix-Player-Turns.

3. Control, and maintain control of all cities in the Soviet Union for six consecutive **Game-Turns** (without interruption) and be able to trace a line of supply from the West edge of the map to all of the controlled cities.

The Campaign Game ends as soon as one of the Players achieves any one of his Victory Conditions. If neither Player can achieve a Victory Condition, then the game is a Draw.

Designer's Notes

Most Russians will tell you that it was the Red Army which won the Second World War. There is a lot of evidence to support their case. It is a fact that for most of the war over 80% of the German army was fighting desperately in Russia and that the Russians did produce most of their own weapons and equipment. Whether or not the Russians could have eventually won out against the German invader without the aid and support of the western Allies is a moot question.

The Germans invaded Russia (Game 1) with 3.4 million men (including their allies). The Russians had available in european Russia only some 2.3 million men although another half million were available in the eastern parts of Russia. By the end of the year the Russians had lost over **four million men**. But their highly effective reserve system saved them. In July 1941 alone, the Russians called up some two million trained reservists. By the end of the year they had called up over two million **more**. The Russian winter caught the Germans over-extended and the Russians pushed them back somewhat. In Game 2 (Stalingrad) the Germans had built their army back up to 3.5 million men after having lost some 1.5 million during Game 1 (although only about one third of these were permanently lost). The Russians were better prepared this time and the Germans were taking more chances. This battle ended in the crushing German defeat at Stalingrad. By the end of the campaign the Germans had lost some 2.2 million men. And the Russians were getting stronger every month. At the start of Game 3 (Zitadelle), the Germans have only a slim chance of launching an offensive. In the original campaign they did, and lost considerably as a result. What they should have done was save their supplies and cut the Russians off as they attacked. Game 4 (Berlin) doesn't even offer the Germans much chance for attacking. The best they can hope for is to wage a successful defense, something they have a good chance of doing. In the original campaign Hitler insisted that German units defend in place while they should have been exploiting their superior mobility and firing power by moving around the slower Russians. This, of course, is where the game comes in.

In the game, the advantages of the Russian and German armies are reflected in the rules and components. The German units were better trained and equipped for mobile warfare. The Russians, as the war went on, became more numerous and better able to attack and destroy the German units. If the Germans are to win, they must win early. As the game goes on, their chances become less. But when the Russians go over to the offensive the Russian Player, who presumably was good enough at the defense to have lasted that long, may prove unable to exploit his offensive capabilities. The Russians can lose the war while attacking, particularly in Games 2 and 3. Even in Game 4 they can be severely cut up.

The game is an abstraction, obviously, and some of the more abstract elements should be explained. For example, there is the question of German casualties. Although it doesn't show up that much in the game the Germans **are** taking casualties. But we assume that German replacements will be "self-regulating", that is, the German high command will only send enough to replace current losses. A function of the supply units is to supply "replacements" who are, in a very real sense, used ("expended") somewhat like ammunition and gasoline during offensive operations. In the defensive, the Germans make up for replacements by taking advantage of the Russian ineptness in conducting offensive operations.

Thus, throughout most of the game only the Russian army really changes. Whatever the further technical details of this system (it can be explained mathematically, but how many would care to understand it?) it works.

Another abstraction in the game is Finland, and the military activity in northern Finland. This has been left as a constant. Russian units have been deducted from the Russian replacement rate to account for the activity in that area.

There were numerous other rules and elements which could have been added to the game, but we wanted as **clean** a game as possible which would accurately recreate the largest military campaign ever conducted. We think we have succeeded. Let us know how you feel about it.