# Fighting The Battle Of Barbarossa

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Version 5.0
Summer 1941: Operation Barbarossa has begun. The impressive Nazi war machine has set its sights on the East and has begun rolling toward the gates of Moscow. The Russian defenses are caught off guard and must organize quickly to make a stand and proudly defend the Mother Land. Many brave soldiers must answer the call to duty, and many will pay with their lives before either side may claim... victory.

The Game Map & Setup

The game map is divided into territories color-coded based on original national ownership. German occupied areas are dark grey, Russian red, etc. Large city areas are circular and may comprise more than one zone. Russian cities have a number in each area that indicates the value in Victory Points (explained later in detail). A number of important terrain details are also shown including city areas, rivers, and reinforcement zones. These are explained later as well. There is a Turn tracking table at the top of the map and a Victory Points tracker at the bottom of the map.

To begin setting up the game, choose a player for each side; one for Russia and one for the Axis Forces. Included with these rules is a setup chart for each side. Players now set up their units according to the chart. Use white chips under units to represent adding 1, red for adding 5, and blue for adding 10 to the number of units the chip sits under. Issue starting funds to each player, starting Build Points are found in chapter II: Politics of Warfare.
Turn Sequence

In “BARBAROSSA”, players take turns moving their forces, conducting combat, and reinforcing their positions. One game turn consists of the following sequences:

Pre-Combat Sequence
1) Combat Initiative
2) Weather (Optional)

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Combat Sequence (*)
3) Purchase/Build Units
4) Combat Move
5) Combat
6) Blitz Move

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Non-Combat Sequence
7) Non-Combat Move
8) Rail/Naval Movement
9) Place Purchases/Repair Units

********************************************************

10) End Turn

Each of these are described in detail below in the following sections:

Pre-Combat Sequence

1) Combat Initiative: Combat Initiative (CI) determines which side goes first in each sequence and how the Axis Minors conduct combat. For Turns 1 & 2, there are no rolls for CI. Germany starts the game with CI and retains it through the end of Turn 2.

At the beginning of Turn 3, each side rolls 1 d12, the side with the highest total will have CI for Turn 3. This is continued until the beginning of Turn 8. At the beginning of Turn 8 Germany continues to roll 1 d12 but Russia rolls 3 d6. If Germany has CI, all minor Axis countries attack and move with Germany. If Russia has CI, then all the minor Axis countries attack separately from Germany.
2) **Weather (Optional):** If the players have decided to use the optional weather rules, the side with CI rolls 1d12 and follows the weather chart on page 24. Please refer to the Optional Rules for further details.

**Combat Sequence (*)**

(*Sequences 3-6 are completed by both sides before the side with CI advances to sequences 7-10.

3) **Purchase/Build Units:** Players spend Build Points to purchase new units and supplies. Costs are indicated on the setup charts. These are held off-board until Turn Sequence 9.

4) **Combat Move:** All units to be used in combat are moved into battle. See rules on Movement in chapter III. (pg.12)

5) **Combat:** Territories containing units from both sides must resolve combat until one side is destroyed or retreats. See rules on Combat in chapter III. (pg.15)

6) **Blitz Move:** All eligible units with remaining movement may now conduct Blitzes. See rules on Blitz Movement in chapter III. (pg.12)

**Non-Combat Sequence**

7) **Non-Combat Move:** All units can be moved into friendly territories keeping within the supply rules and movement limits; including units that were used in the combat move sequence.

8) **Rail/Naval Transport:** Any unit that is in the same zone as a railroad token at the beginning of this sequence may be transported by rail and moved at this time.

9) **Place Purchases/Repair Units:** Place all purchased units on the board in their designated zones. All eligible units with 1 hit may be repaired. Damage inflicted by enemy SBR attacks may be repaired by spending Build Points. Each damage point costs 1 Build Point to repair. If no Build Points were held over you must wait until the next repair phase to repair damaged units and complexes.
10) **End turn:** Update the Turn tracking table and Victory Point tracker. Check to see if any of the victory conditions are being met.

**Victory Conditions**

Victory in *BARBAROSSA* will be decided by the success of Germany and the Axis powers. They have 12 turns to achieve one of the following conditions. If one of these conditions has not been satisfied by the end of Turn 12, Russia has successfully held off the German onslaught and wins the game. Game may be played through Turn 18 using these same victory conditions.

- Germany takes Moscow and holds it for 1 turn before the end of Turn 12.
- Germany takes Baku and holds it for 1 turn before the end of Turn 12.
- Germany has 28 victory points at the end of Turn 18.
Managing a country's resources and politics is an inevitable part of war. For each player, the following rules apply to their country or countries.

### Axis Forces

**Germany**  
Build Points: 48  
Naval Capacity: 3  
Germany begins the game with 60 Build Points to spend. All German units and supplies enter the board in German Reinforcement Zones 1 and 2.

**Hungary**  
All Hungarian units can be moved at the beginning of Turn 1. Place 2 supply tokens and 1 infantry unit in Budapest during the Place Purchases phase of the game.

**Italy**  
Place 3 infantry, 2 artillery, 1 armor, and 3 supply tokens in the Italian reinforcement zone during the Place Purchases phase for the first 4 turns. All Italian units can be moved.

**Romania**  
All Romanian units can be moved at the beginning of Turn 1 except for the units in Bucharest. Units in Bucharest are locked and cannot move until Romania is fully mobilized. When Romania is fully mobilized, place 12 infantry, 6 artillery, 4 tanks, 3 fighters, 2 tac. bombers, 8 supplies, and 1 train unit in any original Romanian territory.

**Romania will fully mobilize when the Axis have 20 Victory Points at the end of a turn or any original territory is attacked by Russia.**
**Bulgaria**
Units in Bulgaria are locked and cannot move until Bulgaria is fully mobilized. When Bulgaria is fully mobilized, place 9 infantry, 5 artillery, 2 armor, 3 fighters, 1 tac. bomber, 6 supplies, and 1 train unit in Bulgaria.

*Bulgaria will fully mobilize when the Axis have 23 Victory Points at the end of a turn or if any original Romanian territory is attacked by Russia.*

**Finland**
Finnish units can be moved at the beginning of Turn 1, except for the units in Helsinki. Units in Helsinki are locked and cannot move until Finland is fully mobilized. When Finland is fully mobilized place 10 infantry, 6 artillery, 2 light tanks, 3 fighters, 1 tac. bomber and 6 supplies in any original Finnish territory.

*Finland will fully mobilize when the Axis can take and hold Leningrad for one full turn. Russia attacks Viipuri if held by the Axis. Russia attacks any original Finnish territories.*

**Spain**
When Germany controls Western Kiev for 1 full turn, Spain places 4 infantry and 5 supplies in the Italian Reinforcement Zone. Units are placed during the Place Purchases phase. All units may be moved on the following turn.

**Russian Forces**

<table>
<thead>
<tr>
<th>Russia</th>
<th>Starting Build Points: 25</th>
<th>Naval Capacity: 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Max Build Point: 80</td>
<td>Russia begins the game with 25 Build Points. Russia must ramp up their economy before reaching their full production of 80. To do this, <strong>roll 3d12 at the end of each turn and add the result to the current Build Points until the total reaches 80.</strong> All Russian reinforcements and supplies, other than units purchased with Lend/Lease or any Siberian Reinforcements, are placed in zones containing Industrial Complexes.</td>
<td></td>
</tr>
</tbody>
</table>

**Industrial Complexes (IC)**

*Industrial complex rule applies to Russia only.* Purchased/built units must be placed on the board in a zone that contains an IC except for Infantry, Lend/Lease and Siberian reinforcements. Infantry are placed in city zones; the number per city is not to exceed the city zones’ point value. (i.e. Kalomna would be 3 infantry limit per turn.) Infantry can be placed in
the Lend/Lease and Siberian reinforcement zones. Maximum number of purchased units that can be placed in a zone containing an IC is 10. Infantry do not count toward the limit on units placed in a zone. (5 infantry and 10 other units can be placed in Stalingrad). **IC’s can be destroyed by the Axis.**

**Russia must subtract 10 Build Points every turn for each IC that is destroyed.**

**Lend/Lease**

At the beginning of Turn 4, and every turn thereafter, Russia receives 8 Build Points to spend for Lend/Lease units. All units purchased have to be non-infantry and placed in the Lend/Lease Reinforcement Zone. Lend/Lease Build Points may be carried over from turn to turn and must be kept separate from other income.

**Siberian Reinforcements**

At the beginning of Turn 6, Russia receives 40 additional Build Points per turn for the rest of the game representing the Siberian Reinforcements. All units purchased with this can be placed in any of the Siberian Reinforcement Zones, including infantry. Siberian Reinforcement Build Points may be carried over from turn to turn and must be kept separate from other income.

**Winter War**

If Russia defeats Finland and takes and holds Helsinki for 1 complete turn at any time during the game, Germany will permanently lose 10 Build Points per turn.
Knowing your military strengths and weaknesses is the key to a successful strategy. You must know what each of your units are capable of and what weapons are at your disposal before committing your assets to battle.

### The Units

*Minor Axis unit values are different from Russian and German units. Refer to setup charts for the correct unit values.*

**Elite units**

All elite units take 2 hits to destroy. Units with one hit may be repaired by spending additional Build Points and 1 supply token for each unit. Elite units such as SS Panzers and Russian Guards may be purchased starting on turn 1. Only 2 units may be purchased per turn.

#### Land (Attack/Defend/Movement/Cost)

- **Infantry (2/4/1/3)**
  All infantry get a +1 to attack when matched 1-1 with artillery.

- **Mechanized Infantry (4/4/2/5)**
  - **SS Grenadier:** Elite (5/5/2/7) - Repair/reinforcement cost is 3
  - **Guard Rifle:** Elite (5/5/2/7) - Repair/reinforcement cost is 3
  Mechanized infantry can tow Artillery when matched 1/1.
  
  **(Advanced Setup)**
  Mechanized infantry get a +1 to attack when matched 1/1 with SP artillery.

- **Artillery (4/4/1/5)**
  Artillery can be towed by Mechanized infantry. This increases Artillery movement (+1) when matched with a Mech unit 1/1.
• **Medium Armor (7/7/2/8)**
  SS Panzer: Elite (8/8/2/10) - Repair/reinforcement cost is 4
  Guard Armor: Elite (8/8/2/10) - Repair/reinforcement cost is 4

• **Trucks (0/0/4/4)**
  Trucks can carry up to 4 of these units at one time: Infantry, artillery and supplies. Trucks load, move, and unload only in non-combat movement and cannot retreat. During a normal battle, for every 1 rolled, a truck or a supply token has to be destroyed.

• **AA Gun (0/2/1/5)**
  Fires at enemy aircraft during combat and SBR attacks. Roll 1d12 per aircraft for the first round of combat only and remove casualties before resuming normal combat.

• **Air Base (0/2/0/10)**
  Purchased and placed on any friendly territory. **Medium and Heavy Bombers must** end their turn in a zone that contains a friendly air base. Fighters can be scrambled to adjacent zones to help defend against any attacks, including SBR. Airbases are inoperable after taking 5 damage and must be repaired to resume operations.

• **Naval Base (0/2/0/10)**
  Naval bases are used to ferry supplies and units from one base to another. Each country has its own naval capacity, equal to how many units and/or supplies can be transported from one naval base to another. Naval bases are inoperable after taking 5 damage and must be repaired to resume operations.

• **Train/Railroad (0/2/0/10)**
  See rail movement rules in Movement Rules.

• **Supply (0/0/1/1)**
  See supply rules in Movement Rules.
(Advanced Setup)

- **Airborne (3/5/1/5) *German only***
  Can be transported by transport plane from an airbase and dropped into enemy territories during combat move sequence. Airborne get a +1 to attack during the first round of combat after being dropped by transport.

- **Light Armor (5/5/2/6)**

- **Heavy Armor (9/9/1/10)**
  These units take 2 hits to destroy. These units can be repaired like elite units. Repair/reinforcement cost is 4

- **Tank Destroyer (6/5/2/7)**
  Whether attacking or defending, this unit may choose any land vehicle as its target on a roll of 2 or less.

- **SP Artillery (5/4/2/6)**

**Aircraft (Attack/Defend/Movement/Cost)**

Aircraft used during general combat, instead of Strategic Bombing Raids (SBR), do not return to a friendly zone in the NCM sequence.

- **Fighter/Escort (6/6/4/9)**
  Escorting and Intercepting fighters hit on a 2 or less during an SBR attack.

- **Tactical Bomber (7*/4/6/10)**
  During SBR attack, a Tac. Bomber rolls 1d12 and hits on a 3 or less. They defend against intercepting fighters at a 1 during SBR. If no enemy fighters are present in the battle, add a +1 to any armor unit that is matched 1-1 with the tactical bomber.

- **Bomber (8/2/10/12)**
  During SBR attack, a Bomber rolls 1d12 and hits on a 4 or less. They defend against intercepting fighters at a 1 during SBR. Must end their turn in a zone that contains an airbase.
(Advanced Setup)

- **Heavy Bomber (8*/2/12/14)**
  This unit rolls 2d12 during attacks. During SBR attack, a Heavy Bomber rolls 2d12 and hits on a 4 or less. They defend against interceptors at a 1 in SBR. Must end their turn in a zone that contains an airbase.

- **Transport (0/0/10/6)**
  These units can transport 2 supplies, or 2 infantry, or 2 artillery, or any combination of the three. Units being transported from one zone to another have to start in the same zone as the transport and are loaded during the NCM phase. Airborne units being used for airborne attack have to start in the same zone as the transport but are loaded during the Combat phase.

**Movement Rules & Terrain Effects**

- **Supplies**
  Supply tokens are used in *BARBAROSSA* to represent the difficult logistics of the Eastern front. 1 Supply token is used for all units, including supplies, being moved in a zone. The supplies have to be in the zone that the units are being moved from, or in an adjacent zone. Supplies are used in the Combat Movement and Non-Combat Movement sequences.

  *Supplies are placed on the map in zones containing IC’s or in the reinforcement zones during the place purchases phase. No more than 10 supplies per zone can be placed in a turn.*

- **Combat Movement**
  Any unit that you wish to use in combat is moved during the combat movement sequence. This includes bombers making SBR attacks. The player with CI moves all of his units first, then combat is performed, then any units that can blitz do so. Then the next player performs their combat sequence in the same steps before going to the Non Combat movement sequence. A unit can move a number of territories equal to its movement points. Aircraft can move up to their movement limit in the combat movement sequence. Aircraft must remain in the zone they attacked just like ground units, but must return to a friendly zone, one not captured on that turn, during NCM. All terrain effects are cumulative (e.g. attacking a city across a river).
- **Blitzing**
  Any ground unit with a movement of 2 can blitz. Blitzing can be done in 2 different ways. 1. A unit/s can move through an unoccupied enemy zone to attack units in another zone. 2. A unit/s can attack enemy units in an adjacent zone then move into an unoccupied enemy zone after combat is over. Units cannot retreat into an enemy zone. Attackers cannot blitz through city zones if a battle has been fought in the city on that turn. Units cannot blitz across a river.

- **Sea Zone Movement**
  Aircraft can move through the large sea zones on the map. Movement cost into these zones is 4. These are the large sea zones on the North and South sides of the map. Lake Lagoda and Lake Peipus are excluded from this rule.

- **Naval Transport**
  Units may be transported, without using supplies, from one friendly naval base to another. Each side has a limit to the amount of units than can be transported from a naval base.

- **Rivers**
  The Kerch Straits can only be crossed if both Crimea and Krosnodor are in friendly control. Only 1 unit per turn may cross the Kerch Straits. Units cannot blitz across a river. Land units attacking across a river get a (-1) on attack.

- **Urban Warfare**
  City zones are circular and are considered urban areas. Attacking units have to subtract (-1) from their attack value when attacking these zones. Attackers cannot blitz through city zones if a battle has been fought in the city that turn. All land units that attack across a river into a city zone must attack at a (-2). This excludes aircraft which are not affected by rivers.

- **Pripet Marshes**
  Marsh zone cannot be blitzed through or retreated into by any land unit. Units defending this zone get a (-2) on defense. Land units that move into this zone have to wait one complete turn before they can be moved again. Aircraft cannot end a turn in this zone.
• **Non-Combat Movement**
  All units can move during the Non-Combat Movement sequence. Even units that were moved in the Combat Movement sequence, except for units that have been penalized for retreating. Units may still move into territories that are under friendly control. No movement is allowed that would result in combat. Fighters, tactical bombers, and transports must land in any zone that has been under friendly control for at least 1 full game turn. Medium and Heavy Bombers have to return to airbases.

• **Retreating**
  Units may retreat at the end of each round of combat. The attacking side may retreat after the end of the round with no penalties. The Defender may retreat at the end of the round by rolling 1 d12 and choosing what units get to retreat according to the value of the die roll (roll 6 and 6 units get to retreat). Units, including aircraft, can only retreat to an adjacent friendly zone. **Supplies, trucks and trains** may never retreat and are instead captured. Units can not retreat across a river, lake, reinforcement zone of any type, or into the Pripet Marshes. Units that retreat are considered to have low morale and cannot be moved in the next sequence. (e.g. Defending units retreat and the next sequence is their Combat sequence, these units cannot be used until their Non-Combat sequence)

• **Surrounded Units**
  Surrounded Units are units that are completely surrounded by enemy units and do not have any supplies. These units cannot attack but can defend against an attack at a (-2) for all units. All defensive modifiers are void for defending units that are cut-off. Check to see if units involved in the combat are cut-off. If a unit or units are surrounded but still have supplies they are treated as normal except they must use 1 supply per turn during the enemy’s Combat Movement phase. If they are attacked they incur no penalty until all supplies are exhausted. If multiple zones are surrounded without a supply route back to an industrial complex or a reinforcement zone then all zones are considered surrounded and cut-off.

• **Trains/Rail movement**
  Rail movement is a non-combat move. On Turn Sequence 8, Rail/Naval movement, units that start this sequence in a zone with a Train unit can be transported by rail. Trains are purchased and placed like normal units. Trains have an unlimited movement range on the board. Each train can transport 6 units per turn. When a train unloads any or all units its movement stops. **Trains may not move to a zone, load a unit then move and unload.**
Train units can be captured like supplies. Train units do not need supplies to move. Trains can be targeted by SBR attacks. Each Zone can be targeted for Railroad damage by SBR.

*Zones with Railroad damage cannot be moved into or passed through during the Rail movement sequence.

**Supplies are considered units when transported by rail.

**Combat Resolution**

After the combat move sequence, combat must be resolved in each zone containing units from opposing sides. Follow the steps below for each territory where a combat situation exists.

**SBR:** All Strategic Bombing Raids are resolved first before any other combat. Tactical, Medium and Heavy bombers can conduct Strategic Bombing Raids (SBR). The attacker announces SBR target in the territory for each of his bombers. Targets can be AA guns, supplies, trains, air bases, naval bases, and industrial complexes. Tactical bombers can only attack trains, supplies, naval and air bases. Fighters can be assigned to escort duty, but may not participate in regular combat on the same turn. Fighters from the target zone and any adjacent zones that contain an airbase can scramble intercepting fighters against the attack. Intercepting fighters may not participate in regular combat on the same turn they are used to defend against SBR. AA guns and any targeted unit that has an AA ability fires at this time and casualties are removed. All intercepting fighters fire at escorts and bombers. Escort fighters and bombers return fire, and then casualties are removed. When targeting I.C., Railroads, Air and Naval bases, each hit is rerolled for the amount of damage done to the target. Example (3 bombers roll a 4,3,7. Two of the bombers hit their targets. Then the reroll for the hits are a 6 and 2; the target sustains 8 hits). AA guns, supplies, and trains are destroyed if targeted and hit. All SBR combat is resolved and the remaining aircraft on both sides return to friendly zones before moving on to general combat.

**General Combat:** All combat other than SBR is considered general combat.

A. AA guns fire
B. Air supremacy
C. Combat
D. Remove hit units and retreat.

A. Roll 1d12, no matter how many AA guns are in the zone, for each aircraft and remove all hits before moving to air (B.) Air supremacy.
B. If there are fighters from both sides present in a territory they must dog fight for air supremacy. The attacking side fires first. Dog fighting is resolved like normal combat with the defender returning fire (including casualties). The side that wins the air battle, whether by destroying the enemy or the enemy retreating, gets a free/pre-emptive shot at the enemies’ aircraft left in the territory. This shot is per fighter left in the territory. If the enemy has no aircraft left in the territory then no free/pre-emptive shot can be taken. If a battle consists of attacking land units with no aircraft and the defending units have aircraft, then the defending side has air supremacy and all aircraft use their attack values.

C. Combat is resolved with the attacker rolling first for each of his units, counting up the number of hits. The defender decides which units are hit and then rolls for each of his units, including those chosen as casualties, counting up the number of hits. For every 1 rolled in combat, an enemy supply token or truck is destroyed along with a combat unit. The attacker decides which units are hit, then all units destroyed are removed from battle. If at any time during the battle all enemy units have been destroyed, the side firing may stop and move to the next phase of the combat sequence.

D. Either side may retreat at the end of each round of combat. The attacking side may retreat after the end of the round with no penalties. The Defender may retreat after rolling 1 d12 and choosing which units get to retreat if not all units. Supplies may never retreat and are instead captured. (Repeat steps C and D until combat in that territory is resolved. Then move to the next territory where combat must take place.)

Damaged Facilities & Repairing Damage

Facilities may become damaged or destroyed during SBR attacks. The amount of damage a facility can take varies. Consult the list below when damage is inflicted on facilities. Pay 1 Build Point per damage point to repair a facility. Use black chips to keep count of the damage points.

<table>
<thead>
<tr>
<th>Facility</th>
<th>Damage</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Industrial Complex</td>
<td>10 damage</td>
<td>(inoperable)</td>
</tr>
<tr>
<td>Airbases</td>
<td>5 damage</td>
<td>(inoperable)</td>
</tr>
<tr>
<td>Naval bases</td>
<td>5 damage</td>
<td>(inoperable)</td>
</tr>
<tr>
<td>Railroads</td>
<td>1 damage</td>
<td>(Trains cannot enter zone)</td>
</tr>
<tr>
<td>AA Guns</td>
<td>1 hit</td>
<td>(destroyed)</td>
</tr>
<tr>
<td>Supplies</td>
<td>1 hit</td>
<td>(destroyed)</td>
</tr>
<tr>
<td>Trains</td>
<td>1 hit</td>
<td>(destroyed)</td>
</tr>
</tbody>
</table>
ADVANCED RULES

Veteran gamers and players mastering the basic rules will find these add new dimensions to this great game. Add them in one at a time or all at once. Make sure all players agree to use them before play begins.

A. **Weather**
   - At the beginning of each turn, roll 1d12 and consult the weather chart on page 24 to determine the weather for that turn. **Roll after combat initiative roll, effect is for one full turn.**
     *Good- No effect
     *Rain- No blitzing on this turn. All land units, except for trains, have a movement of 1. All aircraft not starting the turn in a zone with an airbase are grounded for this turn.
     *Snow- All supply costs double for this turn. Rivers can be crossed with no attack penalty. Lakes Peipus and Lagoda can be crossed.

B. **Combat Casualties**
   - Casualty rule will make you roll for your casualties during normal combat.
   - Example: If you take 4 hits, reroll 4 d12 and remove units per the chart below. If there are no units in a number range to take as a casualty then go to the next lowest range until you can remove a unit.
     1-4) Infantry, Artillery, Airborne
     5-6) Mechanized Infantry, Light Armor, SP Artillery
     7-8) Medium Armor, Tank Destroyer, Fighter
     9-10) Tac. Bomber, Heavy Armor, Elite Units
     11-12) Medium Bombers, Heavy Bombers

C. **Fortifications (0/4/0/10)**
   - These units have a defensive value of 4. These units give infantry a +1 on defense when matched with 1 or 2 infantry to 1 fortification. At least 1 infantry unit has to be present in the zone to place a fortification. Enemy fortifications are destroyed if a zone is captured. Only 1 fortification can be placed per zone per turn.
D. **Murphy’s Law**

Use a deck of cards and pick out one suite for each side so that both Russian and Axis players have 13 cards. When a side wins the Combat Initiative roll, randomly draw one card for a situational advantage. A card is drawn after the CI roll and the instructions are followed from the chart in the rules. *(See Murphy’s Law Chart pg. 20)*

E. **Generals (0/0/4/0)**

Generals have attributes that modify other units’ attack and defense values during combat. Consult the table below for these special attributes. At the beginning of the game, Germany places (2) generals in a zone of their choosing. Minor Axis countries have only (1) general each and have to place their general in their own country. Russia can place (4) generals in a zone of their choosing. Germany and Russia may place (1) general on each turn they Receive the CI. Each country follows the same placement rules as purchased units when placing a general on the map. Each general is picked randomly. A General is destroyed by being surrounded in a losing battle, in a losing attack and not retreating, or defending in battle and not retreat.

If 2 generals from opposing sides meet in combat, 1d12 is rolled for each general. The roll is added to the general’s skill level and the general with the highest total wins and is able to modify his troops’ combat values. The opposing general cannot use his attributes for the battle.

<table>
<thead>
<tr>
<th>Russian Generals</th>
<th>Skill Level</th>
<th>Attribute</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Zhukov</td>
<td>10</td>
<td>1</td>
</tr>
<tr>
<td>2. Konev</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>3. Chuikov</td>
<td>9</td>
<td>5</td>
</tr>
<tr>
<td>4. Frolov</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>5. Petrov</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>6. Popov</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>7. Gordov</td>
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<td>3</td>
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<td>8. Vatutin</td>
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<td>1</td>
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<tr>
<td>9. Rotmistrov</td>
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<td>10. Yermenkov</td>
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<td>5</td>
</tr>
<tr>
<td>11. Zakharov</td>
<td>2</td>
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</tr>
<tr>
<td>12. Rokossovsky</td>
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</tbody>
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### Axis Generals

<table>
<thead>
<tr>
<th>Rank</th>
<th>General</th>
<th>Skill Level</th>
<th>Attribute</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Busch</td>
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<td>5</td>
</tr>
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<td>2</td>
<td>Guderian</td>
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<td>3</td>
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<td>Kleist</td>
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</tr>
<tr>
<td>4</td>
<td>List</td>
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**General’s Attribute Chart**

1. All vehicles are (+1) on attack and defense.
2. All infantry and artillery can blitz if matched 1-1 with another vehicle.
3. All armor attack at a (+2) on the first round of combat.
4. All artillery can support 2 infantry each at a (+1) during attack.
5. Infantry defend at a (+2) for the first round of combat.
6. All tactical bombers get a (+2) to attack on the first round of combat. Tactical Bombers ignore fighters in the first round of combat when receiving the (+2) modifier. This is a preemptive strike even before dog fighting begins.
**Murphy’s Law Chart for Axis**

2. All trains move again after unloading units, but cannot load any more units until the following turn.
3. Axis units do not destroy any Russian supplies, trucks, or trains during battle on this turn only.
4. All Minor Axis units attacking and defending on this turn that share a zone with any number of German units attack and defend the same as their German counterparts.
5. Bulgaria has decided to help; place 5 inf, 2 art, 1 armor, and 3 supplies in Bulgaria. These units are placed and moved at the beginning of the NCM sequence.
6. Axis naval movement is increased to 5 for each naval base for the remainder of the game.
7. German training has increased. 6 SS units can be purchased on this turn.
8. Oil production has doubled this turn. 1 Build Point buys 2 supply tokens for this turn only.
9. Full measure. Hungary production increases this turn. Place 3 inf, 3 art, and 5 supplies in the Place Purchases Sequence.
10. German generals initiate a new urban tactic. All infantry attack at a +2 when attacking a city zone on this turn only.
J. German engineers combat the snow. For the rest of the game, the Axis use 1 supply token per zone during snowy weather. All other effects of snow remain.
Q. Germans upgrade their armor units with new L/70 main guns. All German armor units attack and defend at a +1 for the remainder of the game.
K. German army is ready for a counter offensive. Collect 20 extra Build Points this turn and roll 2 d12 for combat initiative on the next turn. Only use the highest roll for CI.
A. Rommel is back. Collect 60 extra Build Points and place all purchased units in the Italian reinforcement zone during the place purchases sequence.
Murphy’s Law Chart for Russia

2. Scorched earth. Russia chooses one zone per turn to target supplies, trucks and trains with regular units during combat. In the zone chosen a roll of one is just a regular hit.
3. Mass transit. All Russian trucks and trains increase their load capacity +2 for this turn only.
4. Dig in and fight. All Russian infantry defend at a +1; +2 in city zones for this turn only.
5. Counter intelligence. Russia can pick one zone on this turn that the Axis cannot attack.
6. Advanced airfields. Fighters and Tactical Bombers in zones without an airbase are no longer grounded by rain. This is for the rest of the game.
7. Indoctrination. 6 Guard units can be purchased on this turn.
8. Uprising against the Fins. When or if Finland has attacked a Russian zone, including Viipuri, Russia gets a permanent +10 Build Points to its income.
9. Partisans. Place 1 infantry unit in each German controlled Russian territory that is not occupied by any Axis units. This is for 1 turn only. These partisans cannot attack; defend at a 2.
10. Lower the draft age. The number of infantry that can be placed in city zones is doubled for this turn only.
J. Infrastructure. Russian units do not suffer movement penalties in NCM phase during rainy weather. This is for the duration of the game.
Q. Heavy Tank Destroyers. All Russian armor units attack and defend at a +1 for the remainder of the game.
K. Lend Lease increases. Lend lease Build Points for this turn are 25. The rest of the game, lend lease Build Points double to 16.
A. Siberian reinforcements. On this turn only, Siberian reinforcement receive 80 Build Points. Purchase and place all units in the Siberian Reinforcement zones like normal.
## Parts List

(Recommended)

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<th>Infantry</th>
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<th>Truck</th>
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|                |          |            |           |       |       |         |                 |        |              |
| <strong>Supply Tokens</strong> | 60       |            |           |       |       |         |                 |        |              |
| <strong>White Chips</strong>  | 150      |            |           |       |       |         |                 |        |              |
| <strong>Blue Chips</strong>   | 15       |            |           |       |       |         |                 |        |              |
| <strong>Black Chips</strong>  | 50       |            |           |       |       |         |                 |        |              |
| <strong>Red Chips</strong>    | 50       |            |           |       |       |         |                 |        |              |
| <strong>12 Sided Dice</strong>| 18       |            |           |       |       |         |                 |        |              |
| <strong>Battle Bucks</strong> | 1 Pack   |            |           |       |       |         |                 |        |              |
| <strong>Industrial Complex</strong> | 10       |            |           |       |       |         |                 |        |              |
| <strong>Naval Base</strong>   | 10       |            |           |       |       |         |                 |        |              |
| <strong>Air Base</strong>     | 20       |            |           |       |       |         |                 |        |              |
| <strong>Anti-Aircraft</strong>| 15       |            |           |       |       |         |                 |        |              |</p>
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# Basic Germany Setup Chart

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* Defend against strategic bombing raids only.

| Konigsburg | 16 | 6 | 6 | 6 | 6 | 16 |
| Danzig     | 8  | 2 | 4 | 4 | 4 | 1 | 1 | 2 | 1 | 1 |
| Radam      | 6  | 6 | 3 | 6 | 6 | 6 |
| Lublin     | 6  | 6 | 2 | 6 | 6 |
| Warsaw     | 8  | 3 | 6 | 6 | 2 | 1 | 1 | 2 | 1 |
| Cracow     | 6  | 4 | 1 | 6 | 6 |
| Austerlitz | 6  | 1 | 2 |
| Bacau      | 6  | 3 | 2 | 2 |
| Prague     | 6  | 4 | 4 | 2 | 1 | 1 | 1 | 4 | 1 |

1. Germany begins the game with 60 Build Points and receives 48 Build Points per turn.
2. All German supplies and units enter the board on 1 and 2 German Reinforcement zones.
3. German naval capacity is 3.

**Elite units (SS)**

Elite units can be purchased starting on Turn 1. (2) units can be purchased per turn. All Elite units take 2 hits to destroy. Elite units with one hit can be repaired by spending Build Points for each unit.

| Repair costs |
|--------------|-------------|
| SS Grdr.- 3 BP's | SS Panzer- 4 BP's |

**Turn sequence**
1) Combat initiative roll
2) Weather roll
3) Purchase/build/repair units
4) Combat move
5) Combat
6) Blitz
7) Non combat move
8) Rail/Naval movement
9) Place purchased/build units
10) End turn

*Sequences 3-6 are completed by both sides before the side with CI advances to sequences 7-9.*

**Weather**

- **Good:** No effect
- **Rain:** No blitzing on this turn. All land units, except for trains, have a movement of 1. All aircraft not starting the turn in a zone with an airbase are grounded for this turn.
- **Snow:** Supply cost doubles and supply cost for all units double this turn. Rivers can be crossed with no attack penalties. Lake Peipus and Ladoga may be crossed this turn.
### Basic Russian Setup Chart

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<th>Mech.</th>
<th>Artillery</th>
<th>Armor</th>
<th>Fighter</th>
<th>Tac. Bomber</th>
<th>Med. Bomber</th>
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<th>Train</th>
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<th>Air Base</th>
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* Defend against strategic bombing raids only.

### Elite units (Guard)

Elite units can be purchased starting on Turn 1. (2) units can be purchased per turn. All Elite units take 2 hits to destroy. Elite units with one hit can be repaired by spending Build Points for each unit.

### Turn sequence

1) Combat initiative roll
2) Weather roll
3) *Purchase/build/repair units
4) Combat move
5) Combat
6) Blitz
7) Non combat move
8) Rail/Naval movement
9) Place purchased/build units
10) End turn

*Sequences 3-6 are completed by both sides before the side with CI advances to sequences 7-9.

### Weather

**Good: No effect**

**Rain:** No blitzing this turn. All land units, except for trains, have a movement of 1. All aircraft not starting the turn in a zone with an airbase are grounded for this turn.

**Snow:** Supply cost doubles and supply cost for all units double this turn. Rivers can be crossed with no attack penalties. Lake Peipus and Ladoga may be crossed this turn.

### Repair costs

Guard Rifle: 3 BP's
Guard Armor: 4 BP's

### Lend/Lease

All units purchased with lend/lease Build Points have to be placed in the lend/lease reinforcement zone.

### Siberian Reinforcements

All units purchased with Siberian Build Points have to be placed in Siberian reinforcement zones.

---

1. Russia begins the game with 25 Build Points and must roll 3d12 at the end of each turn to ramp up its economy to full production.
2. All Russian supplies and units, other than infantry, lend/lease and Siberian reinforcements, are placed in zones containing Industrial Complexes.
3. Russian naval capacity is 2.
# Axis Minor Setup Chart

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<th>Fighter</th>
<th>Tac. bomber</th>
<th>Med. bomber</th>
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<th>Supplies</th>
<th>Naval Base</th>
<th>Air. Base</th>
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<th>Med. bomber</th>
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<th>Supplies</th>
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* Defend against strategic bombing raids only.

**Romania:** All Romanian units can be moved at the beginning of the game except for the units in Bucharest. Units in Bucharest are locked and cannot move until Romania is fully mobilized. When Romania is fully mobilized place 12 infantry, 6 artillery, 4 armor, 3 fighters, 2 tac. bombers, 8 supplies, and 1 train unit in any original Romanian territory. Romania will fully mobilize when the Axis have 20 victory points at the end of a turn or any original territory is attacked by Russia.

**Hungary:** All Hungarian units can be moved at the beginning of the game. Place 2 supply tokens and 1 infantry unit in Budapest during the Place Purchases Sequence of the game.

**Italy:** Place 3 infantry, 2 artillery, 1 armor, and 3 supply tokens in the Italian Reinforcements zone during the Place Purchases Sequence for the first 4 turns. All Italian units can be moved from the beginning of the game.

**Bulgaria:** Units in Bulgaria are locked and cannot move until Bulgaria is fully mobilized. When Bulgaria is fully mobilized place 9 infantry, 5 artillery, 2 armor, 3 fighters, 1 Tac. bomber, 6 supplies, and 1 train unit in Bulgaria. Bulgaria will fully mobilize when the Axis have 23 victory points at the end of a turn or if any original Romanian territory is attacked by Russia.

**Finland:** Finnish units can be moved at the beginning of the game except the units in Helsinki. Units in Helsinki are locked and cannot move until Finland is fully mobilized. When Finland is fully mobilized place 10 infantry, 6 artillery, 2 light armor, 3 fighters, 1 tac. bomber and 6 supplies in any original Finnish territory. Finland will fully mobilize when the Axis take and hold Leningrad for one full turn, Russia attacks Vilpuri if held by the Axis, or Russia attacks any original Finnish territories.

Spain: When Germany controls Western Kiev for 1 full turn, Spain places 4 infantry and 5 supplies in the Italian Reinforcement zone. Units are placed at the end of the turn. All units may be moved at any time.
# Advanced Germany Setup Chart

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* Defend against strategic bombing raids only.
** Roll (2) D12

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1. Germany begins the game with 60 Build Points and receives 48 Build Points per turn.
2. All German supplies and units enter the board on 1 and 2 German Reinforcement zones.
3. German naval capacity is 3.

** Elite units (SS)**

Elite units can be purchased starting on Turn 1. (2) units can be purchased per turn. All Elite units take 2 hits to destroy. Elite units with one hit can be repaired by spending Build Points for each unit.

** Repair costs**

SS Grd./ - 3 BP's
SS Panzer - 4 BP's
Heavy Armor - 4 BP's

** Weather**

Good: No effect

Rain: No blitzing on this turn. All land units, except for trains, have a movement of 1. All aircraft not starting the turn in a zone with an airbase are grounded for this turn.

Snow: Supply cost doubles and supply cost for all units double this turn. Rivers can be crossed with no attack penalties. Lake Peipus and Ladoga may be crossed this turn.

** Turn sequence**

1) Combat initiative roll
2) Weather roll
3) Purchase/build/repair units
4) Combat move
5) Combat
6) Blitz
7) Non combat move
8) Rail/Naval movement
9) Place purchased/build units
10) End turn

*Sequences 3-6 are completed by both sides before the side with CI advances to sequences 7-9.
### ADVANCED RUSSIAN SETUP CHART

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* Defend against strategic bombing raids only. ** Roll (2) D12

### Elite units (Guard)

Elite units can be purchased starting on Turn 1. (2) units can be purchased per turn. All Elite units take 2 hits to destroy. Elite units with one hit can be repaired by spending Build Points for each unit.

### Turn sequence

1. Combat initiative roll
2. Weather roll
3. *Purchase/build/repair units*
4. Combat move
5. Blitz
6. Non combat move
7. Non combat move
8. Rail/ naval movement
9. Place purchased/build units
10. End turn

### Repair costs

- Guard Rifle: 3 BP's
- Guard Armor: 4 BP's
- Heavy Armor: 4 BP's

### Weather

**Good: No effect**

**Rain:** No Blitzing on this turn. All land units, except for trains, have a movement of 1. All aircraft not starting the turn in a zone with an airbase are grounded for this turn.

**Snow:** Supply cost doubles and supply cost for all units double this turn. Rivers can be crossed with no attack penalties. Lake Pulus and Ladoga may be crossed this turn.

*Sequences 3-6 are completed by both sides before the side with CI advances to sequences 7-9.*

---

1. Russia begins the game with 25 Build Points and must roll 3 d12 at the end of each turn to ramp up its economy to full production.
2. All Russian supplies and units, other than infantry, lend/lease and Siberian reinforcements, are placed in zones containing Industrial Complexes.
3. Russian naval capacity is 2.

**Lend/Lease**

All units purchased with lend/lease Build Points have to be placed in the lend/lease reinforcement zone.

**Siberian Reinforcements**

All units purchased with Siberian Build Points have to be placed in Siberian reinforcement zones.