An Historical Simulation Game

the time is: 0300 hrs., 22 June 1941

Barbarossa

The Russo-German War 1941-45



Second Edition Copyright 1971, Simulations Publications, Inc.

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.

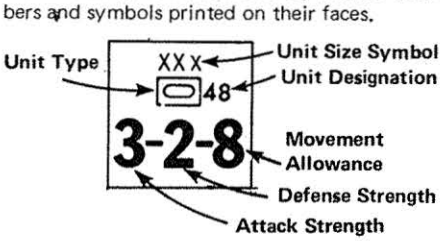
The players are cautioned not to judge that, because a game is longer, or is modified by historical variations, this makes a better or more "realistic" game; each game stands separately on its own merits, and is self-complete.

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

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 at a cost of two Movement Points plus one for the movement of one hex [three in total]), would expend ***four*** Movement Points if the unit crosses a river hex-side to enter the hex.

(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

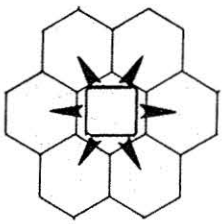


(O) **SUPPORT UNIT MOVEMENT:** Support units may **not** move by rail in the first Movement Phase of any given Player-Turn, but **may** do so at the beginning of any **second** Movement Phase. Support units are the **only** units capable of rail-movement in the Second Movement Phase, and are the only 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.

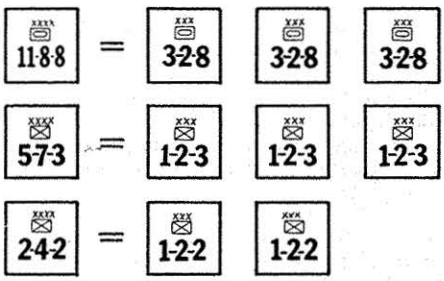
Cases:

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

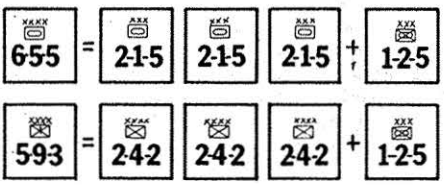
(B) Support units **do not count** for stacking purposes. They do not exist as far as stacking limitations are concerned.

(C) Units break down in the following fashion:

German and Allied-



Soviet-

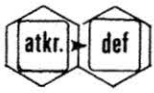


Units may be broken down or recombined at the **beginning** of the Movement Phase before any movement has taken place; they may be **recombined** at the **end** of the Movement Phase after all movement has ceased. Units must be stacked together to be recombined, and this is the only time units may violate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

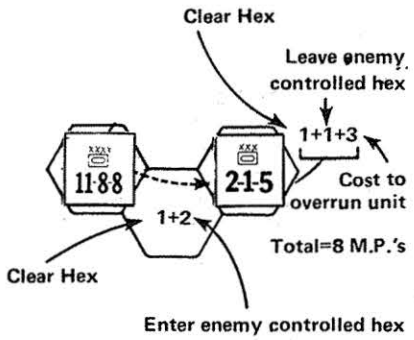
(L) Support units may **not** retreat, and if the Combat Results Table indicates retreat, the support unit is destroyed instead.

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.

Overrun 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 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 phase, but may attack during the Combat Phase other adjacent Enemy units. The units being overrun are removed at the end of that Movement Phase. Consider them destroyed.



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.

(E) If a unit is on an all-lake hex when it "thaws," the Enemy Player may move it to a lake-shore hex of his own choice.

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.

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-de-tat 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.

BARBAROSSA / Colophon (second Edition)

Game Design: James F. Dunnigan
Physical Design and Graphics: Redmond A. Simonsen, with Marie Frederick.
Playtesting & Rules Development: Robert J. Champer.
Editing & Organization: Redmond A. Simonsen, John Young, and Robert Champer.

The rules to Barbarossa are set in 8/9 Universe Light with Bold. Basic Typography by The Tech, MIT, Cambridge, Mass. The rules are printed on 50lb. white offset/opaque.

The map is printed by offset lithography, on 65lb. Navaho, Tan Coverstock. Printing by Reflex Offset, New York City.

The playing pieces are printed on Scott Mobile Offset / Color, and mounted on 28 ply pasteboard. Die-cutting by Display Die-Cutting, New York.

Replacement Parts (and Equipment Inventory)

1 Mapsheet (23x29) $3.00

1 Rules Folder (23x11) $2.00

1 Counter Sheet (complete) $1.00

1 Die

All orders, inquiries and comments should be directed to: Simulations Publications, Inc., 44 East 23rd Street, New York, N.Y. 10010.

Footnotes*

*Footnotes

*

BARBAROSSA: MODIFIED VICTORY CONDITIONS

The Campaign Game victory conditions seem to be unrealistic in SPI's **Barbarossa.** It is possible for too many games to end in a draw. The victory conditions do not reflect the "reality" of the situation in the sense that a partial victory could be obtained. Finally, there is no provision in the victory conditions for the effect the campaign could have on post-war Europe. Some modifications are suggested that will (hopefully) resolve these omissions.

The Campaign Game Victory Conditions **do** utilize a Victory Point system. The German player gains Victory Points for holding cities at the end of the game. The Soviet player gains points for permanently destroying the German player's units **and** for occupying hexes on the Western edge of the map.

Victory is determined by adding the Victory Points for each city held by the German player. The Soviet Victory Points are then subtracted from this total and the Victory Chart is consulted. The Soviet player receives points by permanently eliminating enemy units. Thus, the Soviet player does not gain the Victory Points for destroyed units that were brought back into the game as replacements. The Soviet player also receives one Victory Point for each supplied Soviet unit on the Western edge of the game-map at the end of the game. The game ends when both players agree, the final turn, or if any player wins the game according to the old Victory Conditions.

Special Rules:

If **German** units are forced to retreat off the West edge of the game-map, these units are removed from play but do **not** count as Victory Points for the Soviet player. The German player may **never** voluntarily retreat off the game-map.

Victory Chart

GERMAN STRATEGIC VICTORY:
95 or more Points
This just about raps up WWII. Brush up on your German.

GERMAN TACTICAL VICTORY:
82-94 Points
The Germans win but a hostile Communist Russia still exists.

GERMAN MARGINAL VICTORY:
61-81 Points
The Soviets maintain a strong force but are weakened as an adversary. The Germans call the whole thing a punitive expedition.

DRAW:
42-60 Points
The whole campaign was inconclusive. Germans call the whole thing a punitive expedition.

SOVIET MARGINAL VICTORY:
27-41 Points
The Soviets just push back the invasion, much of Europe remains in "Free World" after the war.

SOVIET TACTICAL VICTORY:
10-26 Points
The Soviets make gains over their pre-war holdings in Europe.

SOVIET STRATEGIC VICTORY:
less than 10 Points
The Soviets overrun Germany and most of Eastern Europe; impose a communist government in occupied countries. This is what actually happened, of course.

—Gary Stagliano

*

Second Edition Copyright 1971, Simulations Publications, Inc.

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.

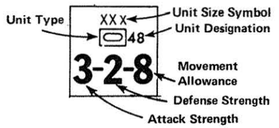
The players are cautioned not to judge that, because a game is longer, or is modified by historical variations, this makes a better or more "realistic" game; each game stands separately on its own merits, and is self-complete.

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 at a cost of two Movement Points plus one for the movement of one hex [three in total]), would expend *four* Movement Points if the unit crosses a river hex-side to enter the hex.

(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

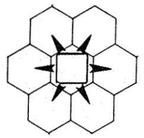


(O) **SUPPORT UNIT MOVEMENT:** Support units may **not** move by rail in the first Movement Phase of any given Player-Turn, but **may** do so at the beginning of any **second** Movement Phase. Support units are the **only** units capable of rail-movement in the Second Movement Phase, and are the only 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.

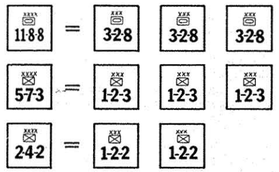
Cases:

(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-

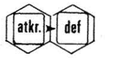


Units may be broken down or recombined at the **beginning** of the Movement Phase before any movement has taken place; they may be **recombined** at the **end** of the Movement Phase after all movement has ceased. Units must be stacked together to be recombined, and this is the only time units may violate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

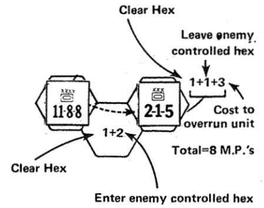
(L) Support units may **not** retreat, and if the Combat Results Table indicates retreat, the support unit is destroyed instead.

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.

Overrun 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 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 phase, but may attack during the Combat Phase other adjacent Enemy units. The units being overrun are removed at the end of that Movement Phase. Consider them destroyed.



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.

(E) If a unit is on an all-lake hex when it "thaws," the Enemy Player may move it to a lake-shore hex of his own choice.

Starting Front Lines

The various starting fronts of the four Standard Games are printed directly on the map. Each "game-front" is also 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.

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-de-tat 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 re-organization 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.

BARBAROSSA / Colophon (second Edition)

Game Design: James F. Dunnigan
Physical Design and Graphics: Redmond A. Simonsen, with Marie Frederick.
Playtesting & Rules Development: Robert J. Champer.
Editing & Organization: Redmond A. Simonsen, John Young, and Robert Champer.

The rules to Barbarossa are set in 8/9 Universe Light with Bold. Basic Typography by The Tech, MIT, Cambridge, Mass. The rules are printed on 50lb. white offset/opaque.

The map is printed by offset lithography, on 65lb. Navaho, Tan Coverstock. Printing by Reflex Offset, New York City.

The playing pieces are printed on Scott Mobile Offset / Color, and mounted on 28 ply pasteboard. Die-cutting by Display Die-Cutting, New York.

Replacement Parts (and Equipment Inventory)

1 Mapsheet (23x29) $3.00

1 Rules Folder (23x11) $2.00

1 Counter Sheet (complete) $1.00

1 Die

All orders, inquiries and comments should be directed to: Simulations Publications, Inc., 44 East 23rd Street, New York, N.Y. 10010.

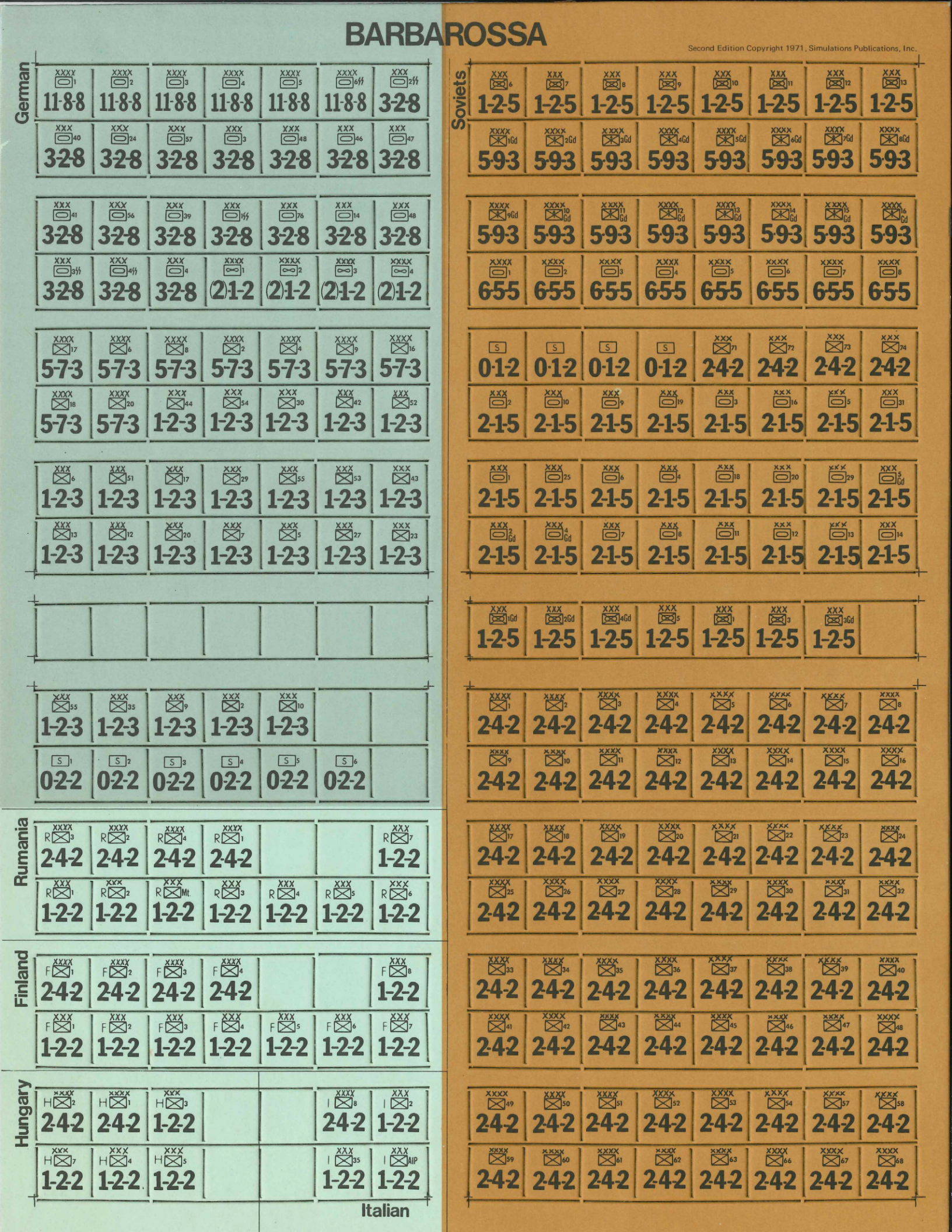
BARBAROSSA Victory Point Record

POINT VALUE	GERMAN PLAYER	UNITS DESTROYED Check a box for each enemy unit	Points	UNITS DESTROYED	Points	UNITS DESTROYED	Points	UNITS DESTROYED	Points
1	XXX 2-4-2								
2	XXX 1-2-5								
3	XXX 2-1-5								
4	XXX 5-9-3								
5	XXXX 6-5-5								
	CITY Pts								

POINT VALUE	SOVIET PLAYER	UNITS DESTROYED	Points	UNITS DESTROYED	Points	UNITS DESTROYED	Points	UNITS DESTROYED	Points
1	XXX 1-2-3 or XXX 1-2-2								
2	XXX 2-4-2								
3	XXX 3-2-8 or XXXX 5-7-3								
6	XXXV 11-8-8								
10	XXX 2-1-2								
	CITY Pts								

BARBAROSSA

Second Edition Copyright 1971, Simulations Publications, Inc.



Standard Games: Starting Units & Victory Conditions

Barbarossa Game

ORDER OF BATTLE

German — four 11-8-8, seven 5-7-3, three (2)-1-2, and four supply units.
Finland — two 2-4-2
Rumania — two 2-4-2

Soviet — fifteen 2-4-2, eleven 2-1-5, three 1-2-5, and two supply units.
The Soviets deploy first and move second.
The German player deploys second and moves first.

Special Rules:
(1) From the Order of Battle forces, the Soviet Player must deploy the following forces at the designated cities:
two 2-4-2, one 2-1-5, one 1-2-5: ***Moscow***
one 2-4-2, one 2-1-5, one 1-2-5: ***Kubishev***
one 2-4-2, one 2-1-5, one 1-2-5: ***Maikop***
(2) Neither player may move units into or through Hungary till August 1941.
(3) The two Rumanian armies must be deployed in Rumania.

Victory Conditions:

The winner of the Barbarossa Game is determined on the basis of Victory Points, which are awarded for eliminating enemy units, and for capturing and holding certain geographic objectives (cities) at the completion of the eighth Game-Turn.
There are three levels of victory: **Marginal, Tactical,** and **Strategic.** Each level of victory assumes progressively greater significance and importance on the battlefield, thus one should attempt to achieve the greatest possible level of victory.
Marginal: Greater number of Victory Points, but not twice as great.
Tactical: Twice as many Victory Points, but not three times as many.
Strategic: Three times as many Victory Points or more.

In the **Barbarossa Game**, the Axis Player starts the game with 26 Victory Points (this derives from the Victory Point value of the cities on the Axis side of the front line). The Soviet Player begins the game with 77 Victory Points worth of cities on his side of the front.

Victory Points for Destroyed Units:

German-Allied points for destroyed Soviet units; Victory Points	unit
one	2-4-2
two	1-2-5
three	2-1-5
four	5-9-3
five	6-5-5

Soviet points for destroyed German-Allied units; Victory Points	unit
one	1-2-3 or 1-2-2
two	2-4-2
three	3-2-8
three	5-7-3
nine	11-8-8
ten	(2)-1-2

Stalingrad Game

ORDER OF BATTLE

German — four 11-8-8, eight 5-7-3, two (2)-1-2, and three supply units
Finland — three 2-4-2
Rumania — one 2-4-2
Hungary — one 2-4-2

Soviet — thirty-seven 2-4-2, six 2-1-5, one 1-2-5, and two supply units

The Soviets deploy first and move second.
The Germans deploy second and move first.

Victory Conditions:
The winner of the Stalingrad Game is determined in the same manner as in the Barbarossa Game, (see the Barbarossa Victory Conditions) as this campaign was merely a continuation of the earlier one.

In the **Stalingrad Game**, the Axis Player begins the game with 53 Victory Points worth of cities on his side of the front line; the Soviet Player has 50 Victory Points worth of cities on his side of the line.

Zitadelle Game

ORDER OF BATTLE

German — four ,11-8-8, eight 5-7-3, one (2)-1-2, and three supply units
Finland — four 2-4-2
Rumania — one 2-4-2
Hungary — one 2-4-2

Soviet — forty-three 2-4-2, five 6-5-5, one 5-9-3, one 2-1-5, and two supply units
The Soviets deploy second and move second.
The Germans deploy first and move first.

Victory Conditions:

The Germans win the Zitadelle Game by crippling the Soviet's Attack Strength. The Soviets win by liberating cities west of the starting line and destroying Enemy units. At the end of the game, the German player records the total Attack Strength of all the Soviet units he has destroyed. The Soviet player then checks which cities he has liberated during the course of the game (the Germans have nothing to gain by capturing cities in this Game) and subtracts their Victory Point value from the number of German Victory Points. Then using the points system for destroyed units as in the Barbarossa Game, he checks the number of Victory Points he has received, and again subtracts these from the German total. This final number determines the victor, and the level of victory he has attained.

Net German Points

90 or higher — Strategic German Victory
50 to 89 — Tactical German Victory
30 to 49 — Marginal German Victory
20 to 29 — Marginal Soviet Victory
10 to 19 — Tactical Soviet Victory
9 or less — Strategic Soviet Victory

Berlin Game

ORDER OF BATTLE

German — three 11-8-8, seven 5-7-3, and two supply units
Rumania — two 2-4-2
Hungary — one 2-4-2

Soviet — thirty-seven 2-4-2, two 6-5-5, four 5-9-3, two 2-1-5, and three supply units

The Soviets deploy second and move second.
The Germans deploy first and move first.

Victory Conditions:

The Soviets win a **Marginal Victory** if they can occupy Minsk and Riga by the end of the game. They win a **Tactical Victory** if they can occupy Minsk, Riga, and either Bucharest or Warsaw. They win a **Strategic Victory** if they can occupy Minsk, Riga, Bucharest, and Warsaw.

The Germans win if they can prevent the Soviets from achieving any level of victory.

TERRAIN EFFECTS CHART (TEC)

Type of Terrain	Effect on Movement	Effect on Combat
Clear	Units expend one Movement Point per hex of clear terrain.	Units attack and defend normally.
Rough	Motorized and Support units expend three Movement Points per hex, non-motorized units expend two Movement Points per hex.	Defense Strength is doubled.
River Hex-side	Units expend one additional Movement Point moving through a river hex-side, above the normal Movement Point cost for entering that hex.	Defense Strength is doubled if all ground units are attacking through river hex-sides. The presence of Luftwaffe units does not change this condition.
City	Depends on terrain of hex that the city is located in.	Defense Strength is doubled.
Sea or Lake hex-sides	Units may not move through unless frozen; if lake is frozen, treat as clear terrain hex.	If frozen, same as clear; if not, no combat permitted.

Explanation of Combat Results

Dr (1, 2, 3, 4): Defending units are retreated the number of hexes indicated. Units are retreated by the Defending Player. If Soviet, the defending units must be retreated towards the East (whenever possible); if Axis, the defending units must be retreated towards the West (whenever possible). If the appropriate direction of retreat cannot be taken, then units must retreat by the nearest alternate path. Retreating units **may not enter the same hex twice** in the course of a given retreat. Axis units **may** retreat through Soviet Zones of Control; Soviet units **may not** retreat through Axis Zones of Control. Units may always retreat through or onto Friendly units (stacking as high as necessary) if there is no alternative. Units may **never** retreat through or onto Enemy units. Units which cannot perform their mandated retreat within the above restrictions, are **eliminated** instead (immediately removed from play). Whenever units are forced to stack in violation of Stacking Limits, due to a retreat, the units must conform to stacking limits in their very next Movement Phase. Units which end their retreat adjacent to Enemy units, may not participate in combat with those Enemy units in that Combat Phase.

Ar (1, 2, 3): The attacking units are retreated the number of hexes indicated (by the Attacking Player). Same restrictions apply as in "Dr" above.

DE: Defending units are eliminated (all defending units involved in that combat are immediately removed from the map).

AE: Attacking units are eliminated (all attacking units involved in that combat are immediately removed from the map).

Note: Whenever a hex is vacated by a retreating or eliminated attacker, the Defending Player may immediately advance **one** of the involved defending units into the vacated hex. Only one defending unit per vacated hex, may advance.
This option to advance must be exercised **immediately**. Such an advance does not constitute an expenditure of Movement Points and is not considered part of regular movement. Attacking units may not exercise this option when defending hexes are vacated due to combat.

No attacks may be made if the odds are worse than 1-3.
At 9-1 odds, units may be **Overrun** (during the Movement Phase) if the overrunning units have sufficient Movement Points remaining in order to move onto the overrun Defender (this requires an **additional** expenditure of three Movement Points). See Overrun Rule. If units are attacking at 9-1 (or greater) odds, but do not have the required Movement Points to actually execute the overrun, then **no** overrun takes place and the attack is treated as a normal 8-1 attack.

BARBAROSSA COMBAT RESULTS TABLE

Combat Odds (Attacker's Strength to Defender's Strength)

Die-roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	Die-roll
1	Dr-1	Dr-1	Dr-1	Dr-1	DE	DE	DE	DE	DE	DE	1
2	AE	Dr-1	Dr-1	Dr-1	Dr-1	DE	DE	DE	DE	DE	2
3	AE	AE	Dr-1	Dr-1	Dr-1	Dr-2	DE	DE	DE	DE	3
4	Ar-1	AE	Dr-4	Dr-2	Dr-2	Dr-2	Dr-2	DE	DE	DE	4
5	Ar-2	Ar-1	Dr-4	Dr-4	Dr-3	Dr-3	Dr-3	Dr-2	DE	DE	5
6	Ar-3	Ar-2	Ar-1	Dr-4	Dr-4	Dr-4	Dr-1	Dr-3	Dr-3	DE	6
Die-roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	Die-roll

BARBAROSSA COMBAT RESULTS TABLE

Combat Odds (Attacker's Strength to Defender's Strength)

Die-roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	Die-roll
1	Dr-1	Dr-1	Dr-1	Dr-1	DE	DE	DE	DE	DE	DE	1
2	AE	Dr-1	Dr-1	Dr-1	Dr-1	DE	DE	DE	DE	DE	2
3	AE	AE	Dr-1	Dr-1	Dr-1	Dr-2	DE	DE	DE	DE	3
4	Ar-1	AE	Dr-4	Dr-2	Dr-2	Dr-2	Dr-2	DE	DE	DE	4
5	Ar-2	Ar-1	Dr-4	Dr-4	Dr-3	Dr-3	Dr-3	Dr-2	DE	DE	5
6	Ar-3	Ar-2	Ar-1	Dr-4	Dr-4	Dr-4	Dr-1	Dr-3	Dr-3	DE	6
Die-roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	Die-roll

Zitadelle Game ends | Berlin Game begins | Campaign Game ends

1 June'41	2 July	3 Aug.	4 Sep.	5 Oct.	6 Nov.	7 Dec.	8 Jan. '42	9 Feb.	10 Mar.	11 Apr.	12 May	13 June
S	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2
	x1	x2	x1	x2	x1	x2	x1	x2	x1	x2	x1	x2
	2-4-2 x6	from Moscow	2-4-2 x2	from Moscow	2-1-5 x4	from Moscow	2-4-2 x2	from Moscow	2-1-5 x1			
	from Smolensk (if not possible, next Game-Turn from Moscow)	2-4-2 x1		2-4-2 x2		2-4-2 x1						
		2-1-5 x1				2-4-2 x2						

Barbarossa Game begins | Campaign Game begins

Barbarossa Game ends

1 June'41	2 July	3 Aug.	4 Sep.	5 Oct.	6 Nov.	7 Dec.	8 Jan. '42	9 Feb.	10 Mar.	11 Apr.	12 May	13 June
S	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2
	x1	x2	x1	x2	x1	x2	x1	x2	x1	x2	x1	x2
	2-4-2 x6	from Moscow	2-4-2 x2	from Moscow	2-1-5 x4	from Moscow	2-4-2 x2	from Moscow	2-1-5 x1			
	from Smolensk (if not possible, next Game-Turn from Moscow)	2-4-2 x1		2-4-2 x2		2-4-2 x1						
		2-1-5 x1				2-4-2 x2						

Mud=m Winter=• | For Campaign Game Only

Soviet Reinforcements

Russian units not entering in Smolensk or Moscow enter on the Eastern edge of the map.

How to Use the Time Record/Reinforcement Chart

Use a blank counter or a coin to indicate the Game-Turn being played by placing it in the appropriate box on the time scale. Next to each Game-Turn box, are pictured the types of units each Player receives as reinforcements in that Game-Turn. Next to each pictured unit is a multiplication sign followed by a number; this indicates the quantity of that type of unit which the Player receives. Example: "x3" would mean that three units of the pictured type are to be received. The initial placement of a unit on the map does not constitute an expenditure of Movement Points. Units may move and fight in the Game-Turn in which they are received as Reinforcements. Reinforcements are taken from the spare counters available or from the dead-pile. Substitutions are not allowed.

Axis Reinforcements

All German and Italian units enter on any hex of the Western edge of the map. Finnish, Hungarian and Rumanian units may enter anywhere in their respective countries.

Barbarossa Game begins | Campaign Game begins

Barbarossa Game ends

Game-Turn	1 June'41	2 July	3 Aug.	4 Sep.	5 Oct.	6 Nov.	7 Dec.	8 Jan. '42	9 Feb.	10 Mar.	11 Apr.	12 May	13 June
S		0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2
		x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1
Hungarian		5-7-3 x1	1-2-2 x1	1-2-2 x1	1-2-2 x1								
Rumanian													
Finnish													

Zitadelle Game ends | Berlin Game begins | Campaign Game ends

Game-Turn	14 July	15 Aug.	16 Sep.	17* Oct.	18 Nov.	19 Dec.	20 Jan. '43	21 Feb.	22 Mar.	23 Apr.	24 May	25 June	26 July	27 Aug.	28 Sep.	29 Oct.	30 Nov.	31 Dec.	32 Jan. '44	33 Feb.	34 Mar.	35 Apr.	36 May	37 June	38 July	39 Aug.	40 Sep.	41 Oct.	42 Nov.	43 Dec.	44 Jan. '45	45 Feb.
S	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2
	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1
Hungarian	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1
Rumanian																																
Finnish																																

Stalingrad Game begins | Stalingrad Game ends | Zitadelle Game begins | Berlin Game ends | Campaign Game ends

Game-Turn	1 June'41	2 July	3 Aug.	4 Sep.	5 Oct.	6 Nov.	7 Dec.	8 Jan. '42	9 Feb.	10 Mar.	11 Apr.	12 May	13 June	14 July	15 Aug.	16 Sep.	17* Oct.	18 Nov.	19 Dec.	20 Jan. '43	21 Feb.	22 Mar.	23 Apr.	24 May	25 June	26 July	27 Aug.	28 Sep.	29 Oct.	30 Nov.	31 Dec.	32 Jan. '44	33 Feb.	34 Mar.	35 Apr.	36 May	37 June	38 July	39 Aug.	40 Sep.	41 Oct.	42 Nov.	43 Dec.	44 Jan. '45	45 Feb.
S		0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2
	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1
Hungarian	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1
Rumanian																																
Finnish																																

Barbarossa Game ends

Game-Turn	1 June'41	2 July	3 Aug.	4 Sep.	5 Oct.	6 Nov.	7 Dec.	8 Jan. '42	9 Feb.	10 Mar.	11 Apr.	12 May	13 June
S		0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2	0-1-2	2-4-2
		x1	x2	x1	x2	x1	x2	x1	x2	x1	x2	x1	x2
		2-4-2 x6	from Moscow	2-4-2 x2	from Moscow	2-1-5 x4	from Moscow	2-4-2 x2	from Moscow	2-1-5 x1			
		from Smolensk (if not possible, next Game-Turn from Moscow)	2-4-2 x1		2-4-2 x2		2-4-2 x1						
			2-1-5 x1				2-4-2 x2						

Barbarossa Game begins | Campaign Game begins

Soviet Reinforcements

Game-Turn

Russian units not entering in Smolensk or Moscow enter on the Eastern edge of the map.

How to Use the Time Record/Reinforcement Chart

Use a blank counter or a coin to indicate the Game-Turn being played by placing it in the appropriate box on the time scale. Next to each Game-Turn box, are pictured the types of units each Player receives as reinforcements in that Game-Turn. Next to each pictured unit is a multiplication sign followed by a number; this indicates the quantity of that type of unit which the Player receives. Example: "x3" would mean that three units of the pictured type are to be received. The initial placement of a unit on the map does not constitute an expenditure of Movement Points. Units may move and fight in the Game-Turn in which they are received as Reinforcements. Reinforcements are taken from the spare counters available or from the dead-pile. Substitutions are not allowed.

Stalingrad Game begins | Stalingrad Game ends | Soviets may form 6-5-5's and 5-9-3's. | Zitadelle Game begins | Barbarossa Game ends

Game-Turn	1 June'41	2 July	3 Aug.	4 Sep.	5 Oct.	6 Nov.	7 Dec.	8 Jan. '42	9 Feb.	10 Mar.	11 Apr.	12 May	13 June	14 July	15 Aug.	16 Sep.	17* Oct.	18 Nov.	19 Dec.	20 Jan. '43	21 Feb.	22 Mar.	23 Apr.	24 May	25 June	26 July	27 Aug.	28 Sep.	29 Oct.	30 Nov.	31 Dec.	32 Jan. '44	33 Feb.	34 Mar.	35 Apr.	36 May	37 June	38 July	39 Aug.	40 Sep.	41 Oct.	42 Nov.	43 Dec.	44 Jan. '45	45 Feb.
S		0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2	0-1-2
		x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1
Hungarian	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1
Rumanian	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1
Finnish																																

Zitadelle Game ends | Berlin Game begins | Berlin Game ends | Campaign Game ends

Game-Turn	14 July	15 Aug.	16 Sep.	17* Oct.	18 Nov.	19 Dec.	20 Jan. '43	21 Feb.	22 Mar.	23 Apr.	24 May	25 June	26 July	27 Aug.	28 Sep.	29 Oct.	30 Nov.	31 Dec.	32 Jan. '44	33 Feb.	34 Mar.	35 Apr.	36 May	37 June	38 July	39 Aug.	40 Sep.	41 Oct.	42 Nov.	43 Dec.	44 Jan. '45	45 Feb.
S	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2
	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1
Hungarian	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1
Rumanian	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1	2-4-2 x1
Finnish																																