Scenario Book

Victory Point Games
Krasnodar

Table of Contents

SCENARIOS NOTE

Thunder in the East includes six scenarios designed and developed to play as stand-alone games of 8 to 12 turns (or so) each. That many "Weekly" turns at this scale makes for a good weekend of gameplay or, if playing in teams of two players per side, a solid day of great wargaming. If you wish to continue beyond its end, each scenario is also the starting point for playing a **Campaign Game**. Similarly, each scenario's ending dates and victory conditions serve as potential "sudden death" ending points during **Campaign Game** play. Your ***ETO*** team has worked diligently on this game to provide you years of great wargaming that rewards your repeated, extended, and continuous play.

As the other ***Frank Chadwick's ETO*** series games are published (***The Middle Sea, Decision in the West, Fire in the North***, and their "linking kit" ***Victory at All Costs***), each provides its own scenarios, some of which will feature only a portion of their maps (focusing on smaller campaigns), while others can range over their entire front. ***Thunder in the East*** is, after all, but one part of an even larger game series!

When combined, you will discover these games provide a total of ten ***ETO*** **Campaign Games** in the ***Victory at All Costs*** kit. The ***ETO*** **Campaign Games** feature theater-wide play starting at these synchronized scenario start dates:

#1 (November*, 1939)	#6 (July, 1942, *Case Blue*)
#2 (May, 1940)	#7 (November, 1942, *Uranus*)
#3 (July, 1940)	#8 (July, 1943, *Citadel*)
#4 (June, 1941, *Barbarossa*)	#9 (June, 1944, *Bagration*)
#5 (October, 1941; *Typhoon*)	#10 (December, 1944)

Yes, November **not September! The invasion of **Poland** is scheduled for release in **Vol. 0: Dark Beginnings**, which includes various war start scenarios from 1934 to 1939.*

Watch for Historical Setup OOBs on the **Victory Point Games** website!
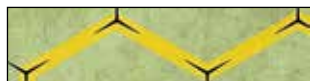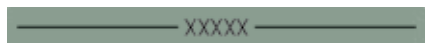
A More Historic Setup

For a more historic setup, use you Front Line units' distinct historical groupings and deploy them **in order, by group,** from one end of your Front Line to the other (i.e., either start setting up along the northern end of the Front Line and finish on the southern end or vice-versa).

———— XXXXX ————

You may place the provided rectangular **Sector Boundary** markers on the map over hexsides between each adjacent **Strategic Direction / Army Groups** units to help you visualize their distinctive "sectors."

[3.0] Setting up the Game

There are multiple ways to play *Thunder in the East*. In addition to the different scenarios, a Campaign Game connecting them is also available. The Scenario book provides all of the setup details.

Setup Sequence of Deployment

[3.1] SEQUENCE OF SETUP DEPLOYMENT: Unless otherwise stated for that scenario, the player whose turn is first in a given scenario (usually the Axis) has an advantage in that they set up *second*.

> *For example, in the Barbarossa scenario, the Soviets move second, and so deploy their units first, and then the Axis deploys their units.*

Generally, the sequence that units deploy on the map is:

1. Player moving *second* sets up their **Front Line** units

2. Player moving *first* sets up their **Front Line** units

3. A) Player moving *second* sets up their **Partisan** units and **Detachment** markers, if any

   B) Player moving *first* sets up their **Reserve** units

4. A) Player moving *first* sets up their **Partisan** units and **Detachment** markers, if any

   B) Player moving *second* sets up their **Reserve** units

Exception: In the **Bagration** Scenario, the Soviets *move* first *and* set up first!

> *Having just completed an exhausting campaign to reconquer Ukraine, the Red Army paused to prepare Operation Bagration. The Axis, for their part, remained watchful and kept their best forces facing known threats. Thus, the Axis set up after the Soviets deploy in that scenario.*

Setting Up Front Line Units

[3.2] FRONT LINE DEPLOYMENT: Ground units listed as "Front Line" forces (i.e., in an **Axis Army Group** or a **Soviet Strategic Direction**) are set up on the map on their side of the Scenario Front Line (i.e., the Axis to the *west* of the Front Line; the Soviets to the *east* of it). The Scenario Setup booklet lists each side's **Ground** units in distinct, historical groupings; however, you are free to deploy your Front Line forces as desired, provided:

1. Every hex along your *opponent's* side of the Front Line sector has your **Ground** units' Zones of Control (see Rule 5.0) extending into it.

   Exception: One-hex-only sections on your side of the Front Line (e.g., a besieged hex such as **Odessa**, **Sevastopol** or hex **8728**, etc.) are relieved of this ZOC setup requirement, but at least one **Ground** unit must occupy these hexes.

2. Your Front Line **HQ** markers are set up in **Balanced** mode (see 10.3) unless otherwise indicated, in a friendly **City** hex within **six** hexes of their side of the Front Line.

3. With the above two obligations filled, place your remaining **Front Line Ground** units, within the stacking limit (see 11.0), in hexes that:

   - Share a hexside with the Front Line; *OR*

   - Are **one** hex behind your Front Line row *OR*

   - Are in any friendly **City** hex behind your Front Line.

[3.3] FRONT LINE REORGANIZATION: Per the scenario's setup instruction, players might be able to Reorganize their Front Line units (i.e., adding and remove steps). Players can always freely combine their Front Line component **Corps** units into larger formations during setup at this time, if desired (see 12.5). *See the organization illustrated on your Faction's Display mat.*

SETTING UP RESERVES

[3.4] RESERVES DEPLOYMENT: Ground units listed as **General Reserve REAR AREA** forces set up as follows (enemy Partisans are always set up immediately prior to setting up friendly Reserves).

- **One Rear Area Ground** unit, only, *must* set up in each unoccupied friendly **Supply City** hex *(i.e., those showing their intrinsic 6-hex Supply Radius)*.

After occupying every friendly **Supply City** hex, set up remaining **General Reserve** units as follows:

- In non-**Supply City** hexes, **one Rear Area Ground** unit per **City** hex, maximum, and that **City** hex must be *at least* **three** hexes away from that player's side of the scenario setup line (i.e., the hex *adjacent to the border* counting as the first hex), OR

- In a box on that side's Theater Reserve mat (see Optional Rule 102.0).

Ground units listed as **General Reserve GARRISONS AND DEFENSIVE WORKS** forces set up as follows.

- Place **Garrison Infantry** units, within the stacking limit (11.1), in a supplied (7.0): **A) City** *or* **Rail** hex; or **B) Coastal** hex; or **C) Land** hex that is also *adjacent to* another supplied **Garrison Infantry** unit *(allowing you to "build a line" from it)*.

- Place **Improved Defense** markers in friendly hexes that are In Communication (7.0), but there can never be any more than one per hex, maximum (11.1).

[3.5] INITIAL SUPPLY: Finally, after the setup is complete, the player whose side goes *second* checks the *first* player's supply status (see 7.0) before commencing play.

[4.0] HOW TO WIN

There are two types of Victory in *Thunder in the East*: **Automatic** and **Scenario End**.

SCENARIO AUTOMATIC VICTORY

[4.1] AUTOMATIC VICTORY: In *Thunder in the East*, the Axis player achieves an immediate automatic Decisive Victory when:

- **Government Collapse:** Moscow or Kuybyshev is captured *and* the **Stalin** marker is present there; *OR*

CAMPAIGN GAME AUTOMATIC VICTORY

See Campaign Game Rule 202.5.

[4.2] SCENARIO END VICTORY: When the final turn of the scenario is complete, count the number of Axis-controlled **Soviet Objective** cities (**Moscow** and **Leningrad** each count as *two*) and compare it to that scenario's Victory Conditions to determine the winner.

Objective Hexes: Any City hex having *one or more* of the following features is an "Objective" hex. You can identify these on the map by their **red** hex vertices. The Campaign Game Economic Map mat also highlights each of these.

- **Capitals:** *Belgrade, Bucharest, Budapest, Helsinki, Kaunas, Moscow, Riga, Sofia, Stockholm, Tallinn, Warsaw*

- **Factories:** *Dnepropetrovsk, Kharkov, Leningrad, Lodz, Stalingrad, Stalino*

- **Oil Fields:** *Grozny, Maikop, Ploesti, Tbilisi*

- **Personnel:** *Gorki, Kazan, Kiev, Kuybyshev, Lwow, Minsk, Odessa, Rostov, Voronezh*

- **Supply:** *Chisinau*

- **Major Port:** *Constantia, Danzig, Novorossiysk, Varna*

- **Naval Base:** *Hango, Gdynia, Sevastopol*

- **Other Strategic Location:** *Astrakhan, Orel, Smolensk*

A legal Soviet deployment for *Barbarossa*. The Northwest Strategic Direction has covered the German side of the Lithuanian border with ZOCs, and the remaining Front Line units are one hex behind. A Rear Area unit could deploy in Kaunas, but not Grodno.

PARTISANS VERSUS RESERVES

Just prior to the Axis setting up their Reserves, the Soviet player must place **Soviet Partisan Division** units and **Detachment** markers on the map (per 107.1).

The Axis player gets to know where Partisan activity is located before deploying Reserves to counter it.

OPERATION BARBAROSSA

On Sunday, 22 June 1941, Nazi Germany launched the largest and most destructive land campaign in human history: the invasion of the Soviet Union (using their *Blitzkrieg!* card to conduct a sneak attack). By the end of 1941, German casualties would reach almost 900,000. Axis Allied casualties contributed another 130,000. Soviet casualties reached almost 5,000,000, of which about 3,000,000 were prisoners taken in the huge battles of encirclement [boosted by the Axis' *German Generals* card] which became the lasting iconic images of that first long push toward Moscow.

Despite much talk about "limitless Soviet manpower" (which it never was), the Axis began the campaign with a substantial numeric advantage: over 3,600,000 men committed to combat operations (of which over 3,000,000 were German, most of whom were veterans of earlier campaigns in Poland and France) versus about 2,700,000 Red Army troops in the western Soviet Union.

The Soviets mobilized enormous numbers of reservists in the summer and fall [using their *Emergency Mobilization*, *Militia Mobilized*, and *Great Patriotic War* cards], but were always playing catch-up and could never quite get back to numeric parity. Of necessity, newly-mobilized troops found themselves thrown directly into the furnace of combat to try to repair the latest disaster at the front. Only the German operational pause in late summer allowed the Soviets to reach a front-line strength of 3,500,000, about what the Axis began with – although by then Axis strength had grown to over 4,000,000 with the commitment of additional (mostly German) reserves. It would be until December, at the gates of **Moscow**, that Soviet front line strength surpassed that of the Axis.

The narrative of this first campaign is familiar to students of military history, but remains exciting even after three quarters of a century of analysis and countless retellings. It is a story of bold, deep, slashing armored drives, of massive pockets and desperate breakout attempts, of mechanized columns outrunning their supply lines and pushing forward anyway while the road ahead remained momentarily open, of hastily-formed and understrength reserve units thrown into the line to plug gaping holes and at least slow, if not stop, those deadly panzer spearheads.

By the end of June IV, which is to say the first game turn, **Lwow**, **Vilnius** had all fallen and **Minsk** was surrounded and would fall next turn. On the second turn (July I), **Riga** fell in the far north, opening the road to **Leningrad**. The Soviets launched massive armored counterattacks in the center, all of which came to grief. Panzer spearheads were in [the *Objective City* hex of] **Smolensk** by turn three (on July II), but that was the last of their offensive surge for several weeks. The now out-of-supply panzers [exacerbated by the Soviet's *Scorched Earth* card] were unable to close a pocket around Soviet forces north of **Smolensk** even as the rate of advance slowed in the **Ukraine**.

In August, the front line in the south all but stabilized along the **Dniepr River**. The Germans finally cleared the area north of **Smolensk**, but the Soviets delivered a series of punishing (for both sides) counterattacks south of there. **Army Group HQs** were relocating forward for the next phase of the campaign as the panzers in Army Group Center repositioned for a short drive south.

In September, **Guderian's 2nd Panzer Group** drove into the flank of the **Soviet's Southwest Front** and surrounded **Kiev** (which fell on the September III turn). By the end of September, with their **HQs** now in place and troops repositioned, the Germans were ready to begin their next major advance, this time focused on **Moscow**.

Scenario Start Line

SCENARIO LENGTH AND STARTING WEATHER

First Player: **Axis** (see Rule 3.0 for the Setup Sequence)

First Game Turn: June IV, 1941

Game Length: 13 Game Turns (ends September IV, 1941)

Initial Weather: East Europe, Clear; Middle East, Clear.

SPECIAL RULES (SCENARIO)

[3.2, #3] SOVIET ARMY PROXIMITY: In addition to other Front Line unit setup restrictions, this also applies to the Soviets: **Large** (Army) size **Soviet Ground** units cannot set up in adjacent hexes, and must be within three hexes of the setup line.

[3.5] INITIAL SUPPLY: Do not check the supply status of **Axis** units (see 7.0) before commencing play.

[7.0] NEUTRALITY: As the new recipient of a German Declaration of War, all **Soviet** units in the USSR are automatically **In Communication** during the first **Axis Supply** Step. Check their supply normally, but none can be Isolated on the first turn.

[7.3] BLOCKED NAVAL LOCS: During this scenario, the Soviets cannot trace a **Naval LoC** in the **Baltic** Sea; the Axis cannot trace a **Naval LoC** in the **Gulf of Finland** or the **Black** Sea.

[9.2] SOVIET MORALE: Unless playing a *Campaign Game*, the Soviet player **cannot** spend USSR PPs to *below 40*. Stalin needs those *PPs* to steady Soviet Morale.

SCENARIO VICTORY CONDITIONS

The Axis player wins an **Automatic Decisive Victory** by capturing **Moscow** if the **Stalin** marker is present there.

Otherwise, apply the following at the conclusion of the September IV, 1941 turn:

Axis DECISIVE VICTORY: The Axis control **13 or more** Soviet Objective hexes.

Axis STRATEGIC VICTORY: The Axis control **12** Soviet Objective hexes.

Axis OPERATIONAL VICTORY: The Axis control **11** Soviet Objective hexes.

DRAW: The Axis control **9** or **10** Soviet Objective hexes.

Soviet OPERATIONAL VICTORY: The Axis control **8** Soviet Objective hexes.

Soviet STRATEGIC VICTORY: The Axis control **7** Soviet Objective hexes.

Soviet DECISIVE VICTORY: The Axis control **6 or fewer** Soviet Objective hexes.

The historical outcome was a Draw, ending at the Typhoon Scenario setup line. The Axis controlled 9 Soviet Objectives at the end of September: Tallinn, Riga, Kaunas, Minsk, Smolensk, Lwow, Chisinau, Kiev, and Dnepropetrovsk (with Odessa, Stalino and, briefly, Rostov, soon to follow).

SOVIET DEPLOYMENT

Important: Note this scenario's special **Soviet Army setup** rule:

- Large (Army) size **Soviet Ground** units cannot set up in adjacent hexes.

Front Line Forces

You must cover the Romanian and Hungarian borders, but cannot enter those countries, project ZOCs, or attack across those borders until the July I, 1941 turn.

NORTHWEST STRATEGIC DIRECTION

3x **8-4** Rifle Inf. Armies [8, 11, 27]

2x **?-[5]** Mech Corps [*select randomly*; historically: 3, 12]

1x **?-4** Rifle Inf. Corps [*select randomly*; historically: 65]

WEST STRATEGIC DIRECTION

4x **8-4** Rifle Inf. Armies [3, 4, 10, 13]

6x **?-[5]** Mech Corps [*select randomly*; historically: 6, 11, 13, 14, 17, 20]

2x **?-4** Rifle Inf. Corps [*select randomly*; historically: 1 Guards, 47]

1x **2-(4)** Cav. Corps [6]

1x **Strategic HQ** in **Balanced** mode [West]

SOUTHWEST STRATEGIC DIRECTION

5x **8-4** Rifle Inf. Armies [5, 6, 9, 12, 26]

10x **?-[5]** Mech Corps [*select randomly*; historically: 2, 4, 8, 9, 15, 16, 18, 19, 22, 24]

5x **?-4** Rifle Inf. Corps [*select randomly*; historically: 14, 31, 35, 36, 55]

2x **2-(4)** Cav. Corps [3, 5]

1x **Strategic HQ** in **Balanced** mode [Southwest]

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

11x **8-4** Rifle Inf. Armies [16, 18 − 24, 28, 29, 44]

9x **?-[5]** Mech Corps [*select randomly*; historically: 1, 5, 7, 10, 21, 23, 25, 26, 28]

3x **?-4** Rifle Inf. Corps [*select randomly*; historically: 7, 9, 23]

2x **3-4** Mtn. Inf. Corps [3, 40]

GARRISONS AND DEFENSIVE WORKS

1x [⬅1] **Improved Defense**; *place in 8728*

1x **(2)** Garrisons [A]; *place in 8728*

3x [⬅2] **Fortified Defense** markers; *place one each in Brest, Leningrad, and Sevastopol*

2x **[3]** Hardened Garrisons [Lenin., Sevast.]; *place one each in Leningrad and Sevastopol*

LEADER

Stalin: Moscow

Air Display mat

AVAILABLE (*READY*)
5x **I-16** Fighters
4x **I-153** Fighters
1x **MiG-3** Fighter
6x **SB-2** Night Bombers
4x **DB-3** Bombers
1x **Su-2** Ground Attack Bomber
1x **TB-3** Heavy Bomber/Transport

DESTROYED (*DAMAGED*)
Note, these are actually "newly built" units from previous turns.
2x **LaGG-3** Fighters
1x **IL-2** Fighter-Bomber

FLOWN (*READY*)
None

FLOWN (*DAMAGED*)
None

Faction Display mat (top section)

TRADING PLACES HOLDING BOX
27x **8-4** Rifle Inf. Armies [43, 45 − 70]

UNDESIRABLES HOLDING BOX
16x **?-4** Rifle Inf. Corps [1 − 6 Militia, 1 − 10 Conscript]

JULY UNITS
5x **4-4** Guards Inf. Corps [2 − 6 Guards]

Faction Display mat (center section)

NOTE: In this scenrio, Soviet **PP**s have a special "spending floor" of **40** as Stalin demands that amount must remain to keep Soviet Morale bolstered. This spending floor does *not* affect the Soviet player when playing a Campaign Game that commences with the *Barbarossa* scenario (since Morale becomes a feature).

STARTING RESOURCES
Soviet FPs: 48
Soviet OPs: 0
Soviet EPs: 35
Soviet Rail Capacity: 5
USSR PPs: 127

SCRAPPED NEW SHIP BUILDS!
Bolstering the Soviet's starting **PP**s to **127** and **EP**s to **35** reflects the fact that Soviet Naval units being built were almost immediately scrapped at the outbreak of the war.

Faction Display mat (bottom section)

FORCE POOL
14x **8-4** Rifle Inf. Armies [7, 15, 30 − 34, 37 − 42, Maritime]

13x **?-4** Rifle Inf. Corps [*face down in a draw pool*, historically: Coastal, 2, 4, 5, 6, 8, 13, 30, 33, 34, 37, 44, 45]

8x **2-(4)** Cav. [1, 2, 4, 7, 8, 9, 15, 17]

11x **(2)** Garrison Inf. [Moscow, B − K]

3x **Strategic HQ** units [Caucasus, Northwest, Stavka]

3x **Yak-1** Fighters

4x **Pe-2** Fighter-Bombers

3x **IL-2** Fighter-Bombers

CORPS REMNANTS HOLDING BOX
8x **1-3/1-[5]** Leg/Heavy BGs [*various*]

CHANGE BOX:
See Rule 12.0

6x **10-6-[6]** Tank Armies [1 − 6]

6x **12-8-[6]** Guard Tank Armies [1 − 6]

5x **6-4-[5]** Cav.-Mech. Groups [1, 2, 5, 6, 7]

2x **8-[5]** Guard Cav.-Mech. Groups [3 Guards, 4 Guards]

Remove all other Soviet units from the game when playing this scenario.

Miscellaneous Setup

BARBAROSSA SOVIET CARDS

Removed: None

Discarded: 04 [*Maskirovka*]
10 [*You have the nerve?*]
11 [*Guerilla War*]
41 [*Amphibious Operation*]

Set Aside: None

In Hand: 17 [*Scorched Earth*]

In Deck: All others

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

Front Line Forces

NORTHWEST
STRATEGIC DIRECTION

1x **2-4** Airborne Corps [5 VDV]

WEST
STRATEGIC DIRECTION

1x **2-4** Airborne Corps [4 VDV]

SOUTHWEST
STRATEGIC DIRECTION

1x **2-4** Airborne Corps [1 VDV]

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

2x **2-4** Airborne Corps [2 VDV, 3 VDV]

NAVY

Baltic Fleet: Leningrad

Black Sea Fleet: Sevastopol

Faction Display mat (bottom section)

PARTISANS BOX

17 💣☀-{3} Partisan Detachments [*various, with no reinforcements*]

8x **1-2-(1)** Partisan Divisions [*various*]

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

Desired starting **Air Mobile** units (see 3.4 and 102.2)

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Faction Display mat (top section)

Place all pending units.

AXIS DEPLOYMENT

Front Line Forces

ARMY GROUP NORTH

2x **12-9-[6]** Panzer Corps [41, 56]

5x **6-4** Inf. Corps [1, 2, 10, 23, 26]

2x **4-6-4** Inf. Corps [28, 38]

1x **2-4-3** 2nd-Line Inf. Corps [101]

1x **Strategic HQ** in **Balanced** mode [North]

ARMY GROUP CENTER

5x **12-9-[6]** Panzer Corps [24, 39, 46, 47, 57]

8x **6-4** Inf. Corps [5, 6 – 9, 12, 13, 20]

2x **4-6-4** Inf. Corps [43, 53]

1x **2-4-3** 2nd-Line Inf. Corps [102]

1x **Strategic HQ** in **Balanced** mode [Center]

ARMY GROUP SOUTH

3x **12-9-[6]** Panzer Corps [3, 14, 48]

2x **6-4** Inf. Corps [4, 17]

1x **6-4** Mtn. Inf. Corps [49]

4x **4-6-4** Inf. Corps [29, 44, 52, 55]

1x **2-4-3** 2nd-Line Inf. Corps [103]

1x **Strategic HQ** in **Balanced** mode [South/B]

IN HUNGARY: *Cannot leave Hungary, project ZOCs, or attack across its border until the July I, 1941 turn.*

1x **4-[4]** Hun. Mot. Corps [Mobile]

2x **2-4** Hun. Inf. Corps *(reduced)* [3, 4]

2x **1-2-3** Hun. 2nd-Line Inf. Corps *(reduced)* [7, 8]

IN ROMANIA: *Cannot leave Romania, project ZOCs, or attack across its border until the July I, 1941 turn.*

1x **6-4** Inf. Corps [11]

1x **4-6-4** Inf. Corps [54]

5x **4-4** Rom. Inf. Corps [1, 2, 4, 5, 6]

1x **4-4** Rom. Mtn. Inf. Corps [Mountain]

1x **4-(4)** Rom. Cav. Corps [Cavalry]

2x **2-3-3** Rom. 2nd-Line Inf. Corps [3, 7]

1x **1-2-3** Rom. 2nd-Line Inf. Corps *(reduced)* [11]

1x **2-1-[5]** Rom. Armored Division [1]

1x **Rom. Operational HQ** in **Balanced** mode [GHQ]

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

1x **(2)** Garrisons [I]; *place in Warsaw*

Air Display mat

AVAILABLE (*READY*)	FLOWN (*READY*)
2x **He-111** Bombers	None
1x **Do-17** Night Bomber	**FLOWN** (*DAMAGED*)
3x **Ju-88** Bombers	None
2x **Ju-87** Ground Attack Bombers	**DESTROYED** (*DAMAGED*)
1x **Bf-109E** Fighter	None
3x **Bf-109F** Fighters	
1x **Bf-110E** Fighter-Bomber	
1x **Rom. PZL-P.11** Fighter	
1x **Rom. JRS-79** Bomber	

THE ROMANIAN AIR FORCE

Note that while **Ground** units in Romania are inactive on the first game turn, the Romanian Air Force is available for duty!

Faction Display mat (top section)

1941

JULY UNITS

6x **4-6-4** Inf. Corps [30, 34, 35, 42, 50, 51]

1x **4-[4]** Italian Mot. Corps [35 Auto]

1x **1-(4)** Italian Cav. Division [PADA]

AUGUST UNIT

1x **12-9-[6]** Panzer Corps [40]

SEPTEMBER UNIT

1x **Do-17** Bomber *(remove to Force Pool)*

Faction Display mat (center section)

NOTE: Scenario **RP** starting amounts are different than those for the **Campaign Game**. This scenario's initial *Seasonal Production* **RPs** are "baked in."

STARTING RESOURCES

Italian PPs: 1	**Axis FPs:** 18
Hun. PPs: 5	**Axis OPs:** 10 *(the Blitzkrieg! card will add 2 more!)*
Rom. PPs: 2	
German PPs: 18	**Axis Rail Capacity:** 4
Axis EPs: 18	

Faction Display mat (bottom section)

FORCE POOL

5x **4-4** Inf. Corps [92 – 96]

11x **(2)** Garrison Inf. [II – XII]

1x **2-1-[5]** Rom. Armored Division [2]

1x **1-[5]** Rom. Mot. Division [5 Cavalry]

7x **2-3-3** Rom. 2nd-Line Inf. Corps [1 Terr. – 7 Terr.]

1x **Bf-109F** Fighter

1x **Hun. Ca.135** Ground Attack Bomber

CORPS REMNANTS HOLDING BOX

20x **1-3/1-2-[5]** Leg/Heavy KGs [various]

4x **1-[3]/1-2-3** Mobile/Mtn. KGs [various]

1x **1-[3]/1-2-3** Mobile/Mtn. RG [Alessio]

CHANGE BOX: *See Rule 12.0*

5x **24-16-[5]** Panzer Armies [1, 2, 3, 4, 6 SS]

5x **12-10-3** Inf. Armies [4, 9, 12, 16, 18]

4x **10-3** Inf. Armies [2, 6, 11, 17]

8x **7-[4]** Semi-Mot. Inf. Corps [1, 2, 4 – 9 Mot]

4x **4-2-[6]** Panzer Divisions [1, 4, 10, 12]

4x **2-[6]** Mot. Divisions [3, 18, 60, 11 SS]

3x **2-4** Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]

1x **6-3** Hun. Army [2]

1x **2-1-[5]** Hun. Armored Division [1]

1x **2-(4)** Hun. Cav. Division [1]

2x **8-6-3** Rom. Armies [3, 4]

1x **6-4-[5]** Rom. Mech. Corps [Mech]

Remove all other Axis units from the game when playing just this scenario.

Miscellaneous Setup

BARBAROSSA AXIS CARDS

Removed: None

Discarded: 05 [*New Model Tank*]

Set Aside: None

In Hand: 01 [*Blitzkrieg!*]
04 [*German Generals*]

In Deck: All others

SUPPLY MARKERS

Finally, the Soviet player checks your **Ground** units' supply status (see 7.2) before commencing play.

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

Faction Display mat (top section)

1941

SEPTEMBER UNIT

1x **2-4** Airborne Division [7]

Theater Reserves mat

Nothing

Faction Display mat (bottom section)

PARTISANS BOX

3x **1-2-(1)** Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]

6x **1-2-(1)** Ukranian Partisan Divisions [A – F]

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Off-Map Forces

HUNGARIAN HOME ARMY: Enter from the Hungarian west map edge. Release the Home Army when a **Soviet Ground** unit crosses into Hungary or, after 1943, when a **Soviet Ground** unit is within *three* hexes of the Hungarian border.

2x **2-4 Hun.** Inf. Corps (*reduced*) [1, 5]

3x **1-2-3 Hun.** 2nd-Line Inf. Corps (*reduced*) [2, 6, 9]

Faction Display mat (top section)

Place all pending units.

CAMPAIGN GAME ECONOMIC MAT

Starting Resources

Starting Economics

NOTE: These **Campaign Game RPs** do *not* include the **July I Season Start** Phase activities "baked in." *Conduct a Season Start Phase to commence the July I turn.*

Reset the starting **Resource Points (RPs)** and add the starting **Morale** and **Air Defense** values as shown in the At Start boxes illustrated below.

Set up the Economic Map mat's various **Economic** markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction's production during the **Season Start** Phase each quarter.

STALIN SAYS: When playing a **Campaign Game**, consider disbanding some of the **Soviet Air** units in the **DESTROYED** box (203.1) after the Axis' *Blitzkrieg!* Sneak Attack. At **2 PPs** each, the Red Army could really use that manpower!

URAL RESOURCES

LEND-LEASE
LEND-LEASE 1 LLP
SUMMER '41

RELOCATING
2 FULL SEASONS, THEN ARRIVES HERE

Relocated factories produce 1/2 EP each, or 1 EP for Moscow, per Season.

CAMPAIGN GAME AT START

GER PERSONNEL 6
AXIS EQUIPMENT 9
AXIS FUEL 12
AXIS OFFENSIVES 10
AXIS RAIL x1 4
AIR DEFENSE 0

AXIS WORKING 9 EPs
AXIS WORKING 2 FPs/SEASON

GDYNIA 0 CONTROL
DANZIG 6 CONTROL
GERMANY 12 PPs

WARSAW CONTROL
LODZ INTEGRATED 1/2 EP

ITALY 1 PP
ITA PERSONNEL 0
Through 1942 only

BUDAPEST CONTROL 2 PPs
HUN PERSONNEL 3
HUN MORALE 5

PLOESTI CONTROL WORKING 5 FPs/SEASON
ROM PERSONNEL 0
ROM MORALE 5

BUCHAREST CONTROL 2 PPs
CONSTANTA CONTROL 6

BARBAROSSA
CAMPAIGN GAME
© 2018 Victory Point Games

LENINGRAD 0 WORKING 1 EP LENINGRAD 2 PPs
TALLINN CONTROL
RIGA 6 CONTROL
K... CONTROL
MINSK 2 PPs
SMOLENSK CONTROL
LWOW 2 PPs
KIEV 2 PPs
CHISINAU CONTROL
ODESSA 6 2 PPs

MAGNITOGORSK WORKING 1 EP MAGNITOG. 2 PPs
SVERDLOVSK WORKING 1 EP SVERDLOVSK 2 PPs
VOLOGDA CONTROL
GORKI 2 PPs
KIROV CONTROL
MOSCOW WORKING 2 EPs MOSCOW 4 MOSCOW PPs
OREL CONTROL
KAZAN 2 PPs
VORONEZH 2 PPs
SARATOV CONTROL
STALIN IN KUIBYSHEV AUTOMATIC DEFEAT IF CAPTURED 2 PPs
KHARKOV WORKING 1 EP KHARKOV 2 PPs
STALINGRAD WORKING 1 EP STALINGRAD 2 PPs
STALINO WORKING 1 EP STALINO CONTROL
DNEPROPETROVSK WORKING 1 EP DNEPR'OVSK 2 PPs
ROST... 6 2 PPs
SEVASTOPOL 0 CONTROL
NOVOROSSISK 6 CONTROL
ASTRAKHAN CONTROL
MAIKOP WORKING 6 FPs/SEASON CONTROL
GROZNY WORKING 6 FPs/SEASON 2 PPs
TBILISI WORKING 6 FPs/SEASON 2 PPs

MOSCOW RELOCATED
LENINGRAD RELOCATED
STALINGRAD RELOCATED
DNEPROPETROVSK RELOCATED
STALINO RELOCATED
KHARKOV RELOCATED

CAMPAIGN GAME AT START

SOVIET FUEL 30
SOVIET EQUIPMENT 26
USSR PERSONNEL 91
USSR MORALE 150
SOVIET OFFENSIVES 0
SOVIET RAIL x1 5
AIR DEFENSE 0

OPERATION TYPHOON

In **October 1941**, to all outward appearances, *Operation Barbarossa* seemed a spectacular success. **Army Group North** had put **Leningrad** under siege, while **Army Group South** was rapidly advancing into the **Crimea** and **Donbass** regions. Only the efforts of **Army Group Center** had failed to yield its desired results – the Red Army's resistance at [the *Objective* hex of] **Smolensk** had thrown off the Axis timetable by nearly a month. **Moscow**, a target that had been slated for capture by the end of September, was still hundreds of kilometers away.

The German autumn offensive, code-named *Operation Typhoon*, was an all-out effort to capture the Soviet capital. The German's plan called for a double envelopment of the city by three Panzer Armies, while infantry forces advanced directly towards **Moscow** from the west. The Soviets prepared for the impending assault by constructing three defensive belts in front of a German direct line of advance [playing their *Labor Battalions and Conscripts* card] and by rushing nearly a million newly raised reserves and reinforcements to the front.

The initial German attacks went well, encircling four Soviet Armies at **Bryansk** and **Vyazma**. Panzer spearheads reached the second Soviet defensive line when, less than two weeks after Typhoon had commenced, the autumn rains began and the countryside became a quagmire. In a phenomenon known as the *rasputitsa*, the primitive Russian road network transformed into nearly impassable rivers of mud that slowed the German advance to a crawl.

Over the next few weeks the Germans made slow, costly progress as they pushed on toward **Moscow**, capturing **Kaluga**, **Kalinin**, and **Mozhaisk**, but German losses were beginning to mount. When temperatures dropped at the end of October, the ground froze solid again. By this time, most German Divisions had lost about a third to half their men, and less than 30% of their vehicles were still working.

After a short respite, the final German push across the now-frozen ground began in mid-November. After two week's fighting under brutal, freezing conditions, and after suffering severe losses (some regiments in the German spearheads were down to less than a company's strength), forward German reconnaissance units could "see the spires of the Kremlin" in the distance. However, it was all for naught; this was the high-water mark of the renewed German advance on **Moscow** that began with *Operation Typhoon*.

Assured by their leaders that the war would be resolved before the snows came, the Germans were woefully unprepared for winter fighting. The sub-zero weather caused appalling logistical problems for them: lubricants seized up, engine blocks cracked, and the lack of warm winter clothing saw frostbite cases soar.

Days later, the Soviets launched a massive counter-offensive with the goal of "removing the immediate threat to **Moscow**." In the face of this massive Soviet counterattack [supported by **Shock Armies** and playing their "*I believe in one thing only, the power of human will*" card], the Germans began pulling back to salvage their line, limiting the Soviet advance to relatively slight progress. A week later, Hitler ordered all withdrawals halted [playing the *Standfast!* card] and sacked a number of senior German officers. Nevertheless, by mid-January losses to both sides during this period were severe (perhaps 400,000 German casualties and over a million for the Soviets). The Soviet offensive halted after having pushed the Germans back between 65-150 miles.

While the Soviets did repulse the Germans from the gates of **Moscow**, the city was still very much under threat, and that sector of the front remained a priority for Stalin in the new year. It was, however, the first time since *Operation Barbarossa* had begun that the Red Army had been able to well and truly stop the Axis and knock them back.

Scenario Start Line

SCENARIO LENGTH AND STARTING WEATHER

First Player: **Axis** (see Rule 3.0 for the Setup Sequence)

First Game Turn: October I, 1941

> **Skip the Season Start Phase!** Its activities are "baked in" to the setup. Commence play with the **Axis Game Turn**.
>
> **Note** that **Odessa** begins the game Soviet controlled!

Game Length: 11 Game Turns (ends January II, 1942)

Initial Weather: East Europe, Clear; Middle East, Clear.

SPECIAL RULE (SCENARIO & CAMPAIGN GAME)

[7.3] **BLOCKED NAVAL LOCS:** During this scenario only, the Soviets cannot trace a **Naval LoC** in the **Baltic** Sea; the Axis cannot trace a **Naval LoC** in the **Gulf of Finland** or the **Black** Sea.

[9.2] **SOVIET MORALE:** Unless playing a *Campaign Game*, the Soviet player **cannot** spend **USSR PPs** to *below* **30**. *Stalin needs those PPs to steady Soviet Morale.*

[23.4] **FROSTBITE:** During **Extreme Cold** weather turns of **December 1941** and **January 1942**, at the end of the **Axis Supply** Step (only, the Soviets are immune to Frostbite), the Axis player must apply the following Frostbite effect (including during a **Campaign Game**):

Frostbite Effect: At the end of the **Axis Supply** Step (which is at the beginning of the opponent's turn), the **Axis** player must reduce **1** step each from any two full-strength **German Ground** units in EZOCs. If there are no such units to reduce, make no frostbite reductions.

SCENARIO VICTORY CONDITIONS

The Axis player wins an **Automatic Decisive Victory** by capturing **Moscow** *if* the **Stalin** marker is present there.

Otherwise, apply the following at the conclusion of the January II, 1942 turn:

Axis DECISIVE VICTORY: The Axis control **16 or more** Soviet Objective hexes.	**Soviet OPERATIONAL VICTORY:** The Axis control **11** Soviet Objective hexes.
Axis STRATEGIC VICTORY: The Axis control **15** Soviet Objective hexes.	**Soviet STRATEGIC VICTORY:** The Axis control **10** Soviet Objective hexes.
Axis OPERATIONAL VICTORY: The Axis control **14** Soviet Objective hexes.	**Soviet DECISIVE VICTORY:** The Axis control **9 or fewer** Soviet Objective hexes.
DRAW: The Axis control **12** or **13** Soviet Objective hexes.	

*The historical outcome was a Draw; the Axis controlled **13 Soviet Objectives** at the end of January: Tallinn, Riga, Kaunas, Minsk, Smolensk, Orel, Lwow, Chisinau, Kiev, Odessa, Dnepropetrovsk, Kharkov, and Stalino.*

SOVIET DEPLOYMENT

Front Line Forces

NORTHWEST STRATEGIC DIRECTION

9x **4-5-4** Rifle Inf. Armies *(reduced)* [4, 8, 11, 27, 34, 42, 52, 54, 55]

1x **?-4** Rifle Inf. Corps *(historically* Coastal)

1x **Strategic HQ** in **Balanced** mode [Northwest]

WEST Strategic Direction

15x **4-5-4** Rifle Inf. Armies *(reduced)* [3, 13, 16, 19, 20, 22, 24, 29, 30, 31, 32, 33, 43, 49, 50]

2x **2-(4)** Cav. Corps [2, 3]

1x **Strategic HQ** in **Balanced** mode [West]

SOUTHWEST STRATEGIC DIRECTION

(At least one army in Odessa; historically: [Maritime])

12x **4-5-4** Armies *(reduced)* [Maritime, 6, 9, 12, 18, 21, 37, 38, 40, 44, 51, 56]

1x **?-4** Rifle Inf. Corps [*historically* 9]

1x **3-4** Mtn. Inf. Corps [3]

1x **2-(4)** Cav. Corps [5]

1x **Strategic HQ** in **Balanced** mode [Southwest] with a **-2 Countdown** marker

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

2x **4-4** Rifle Inf. Corps [1 Guards *from ?-4 pool*, 2 Guards]

GARRISONS AND DEFENSIVE WORKS

11x [⬅1] **Improved Defense**; *place in 9027, 9837, 9839, Kaluga, Tula, Orel, Kharkov, Stalino, 9762, 9861, and Odessa*

7x [⬅1] **Improved Defense** [Rzhev Line]; *place in 9435, 9436, 9437, 9438, 9439, 9440, and 9441*

7x **(2)** Garrisons [B — H]; *place in 9439, Kaluga, Tula, Orel, Voronezh, Kharkov, and Stalino*

4x [⬅2] **Fortified Defense** markers; *place one each in Moscow, Leningrad, 8728, and Sevastopol*

4x **[3]** Hardened Garrisons [Lenin., A, Moscow, Sevast.]; *place one each in Leningrad, 8728, Moscow, and Sevastopol*

LEADER

Stalin: Moscow

Front Line Reorganization

The Soviet player may reduce 2-Step **Rifle Inf. Army** units anywhere on the map, replacing them with their corresponding component **Corps** unit (**?-4**). For each of these reductions, the Soviet player increases one other Army unit of the same type to its full strength (3-Step) side.

Air Display mat

AVAILABLE (*READY*)	**FLOWN** (*READY*)	
1x **Yak-1** Fighter	1x **I-16** Fighter	1x **Yak-1** Fighter
1x **SB-2** Night Bomber	1x **I-153** Fighter	1x **IL-2** Fighter-Bomber
1x **TB-3** Heavy Bomber/ Transport	1x **MiG-3** Fighter	1x **Pe-2** Fighter-Bomber
	1x **LaGG-3** Fighter	1x **DB-3** Bomber

FLOWN (*DAMAGED*)	**DESTROYED** (*DAMAGED*)	
1x **I-16** Fighter	1x **LaGG-3** Fighter	2x **I-153** Fighters
1x **I-153** Fighter	1x **IL-2** Fighter-Bomber	2x **DB-3** Bombers
1x **SB-2** Night Bomber	1x **Yak-1** Fighter	3x **SB-2** Night Bombers
1x **DB-3** Bomber	3x **I-16** Fighters	

Faction Display mat (top section)

TRADING PLACES HOLDING BOX

27x **?-[5]** Mech. Corps [1 — 26, 28]

UNDESIRABLES HOLDING BOX

10x **?-4** Rifle Inf. Corps [1 — 10 Conscript]

JULY 1941 UNITS STILL TO CONVERT

2x **4-4** Guards Inf. Corps [5 and 6 Guards]

JANUARY 1942 REINFORCEMENTS

1x **Pe-8** Heavy Bomber

4x **IL-4** Bombers

2x **Li-2** Transports

1x **P-40** Fighter

1x **Hurricane** Fighter

Faction Display mat (center section)

NOTE: In this scenrio, Soviet **PPs** have a special "spending floor" of **30** as Stalin demands that amount must remain to keep Soviet Morale bolstered. This spending floor does *not* affect the Soviet player when playing a Campaign Game that commences with the *Typhoon* scenario (since Morale becomes a feature).

STARTING RESOURCES

Soviet FPs: 44		**Soviet OPs:** 0
Soviet EPs: 35		**Soviet Rail Capacity:** 4
USSR PPs: 76		

1942

JANUARY RESOURCES ADDED

Soviet FPs: +7	Soviet EPs: +4	USSR PPs: +8

Faction Display mat (bottom section)

FORCE POOL

5x **12-8-4** Shock Armies [1 — 5 Shock]

28x **8-4** Rifle Inf. Armies [5, 7, 10, 15, 23, 26, 28, 39, 41, 45, 46, 47, 48, 53, 57 — 70]

2x **4-4** Rifle Inf. Corps [3 Guards, 4 Guards]

1x **3-4** Mtn. Inf. Corps [40]

27x **?-4** Rifle Inf. Corps [*face down in a draw pool*, historically: 2, 4 — 8, 13, 14, 23, 30, 31, 33 — 37, 44, 45, 47, 55, 65, 1 — 6 Militia]

6x **3-1-[6]** Tank Corps [1 — 6]

8x **2-(4)** Cav. Corps [1, 4, 6, 7, 8, 9, 15, 17]

3x **(2)** Garrison Inf. [I, J, K]

2x **Strategic HQ** units [Caucasus, Stavka]

1x **Su-2** Ground Attack Bomber

1x **SB-2** Night Bomber

3x **Pe-2** Fighter-Bombers

2x **IL-2** Fighter-Bombers

CORPS REMNANTS HOLDING BOX

8x **1-3/1-[5]** Leg/Heavy BGs [*various*]

CHANGE BOX: *See Rule 12.0*

6x **10-6-[6]** Tank Armies [1 — 6]

6x **12-8-[6]** Guard Tank Armies [1 — 6]

5x **6-4-[5]** Cav.-Mech. Groups [1, 2, 5, 6, 7]

2 x **8-[5]** Guard Cav.-Mech. Groups [3 Guards, 4 Guards]

Remove all other Soviet units from the game when playing this scenario.

Miscellaneous Setup

TYPHOON SOVIET CARDS

Removed: 01 [*Emergency Mobilization*]
14 [*Militia Mobilized*]
17 [*Scorched Earth*]

Discarded: 04 [*Maskirovka*]
10 [*You have the nerve?*]
11 [*Guerilla War*]
21 [*Enlistment Propoganda*]
41 [*Amphibious Operation*]

Set Aside: None

In Hand: Select your October card(s) normally.

In Deck: All others

SUPPLY MARKERS

None

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Faction Display mat (top section)

Place all pending units.

Game Turn Track

1942

JANUARY

Relocating Factory markers: Leningrad, Dnepropetrovsk

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

2x **2-4** Airborne Corps [4 VDV, 5 VDV]

NAVY

Baltic Fleet: Leningrad

Black Sea Fleet: Sevastopol

*Just prior to the Axis setting up their Reserves (3.4), roll **1** die and place that many **Partisan Detachment** markers on the map (per 107.1). Place the remaining **Detachment** markers in the **Faction Display mat (bottom section)**.*

Faction Display mat (bottom section)

PARTISANS BOX

17 (less **1d6**) ☠-{3} Partisan Detachments [*various, with no reinforcements*]

8x **1-2-(1)** Partisan Divisions [*various*]

FORCE POOL

3x **2-4** Airborne Corps [1 VDV, 2 VDV, 3 VDV]

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

Desired starting **Air Mobile** units (see 3.4 and 102.2)

AXIS DEPLOYMENT

Front Line Forces

ARMY GROUP NORTH

1x **12-9-[6]** Panzer Corps [39]

4x **6-4** Inf. Corps [1, 2, 10, 26]

4x **4-6-4** Inf. Corps [28, 38, 42, 50]

1x **Strategic HQ** in **Balanced** mode [North]

ARMY GROUP CENTER

8x **12-9-[6]** Panzer Corps [24, 40, 41, 46, 47, 48, 56, 57]

9x **6-4** Inf. Corps [5 − 9, 12, 13, 20, 23]

5x **4-6-4** Inf. Corps [27, 34, 35, 43, 53]

1x **Strategic HQ** in **Balanced** mode [Center]

ARMY GROUP SOUTH

2x **12-9-[6]** Panzer Corps [3, 14]

3x **6-4** Inf. Corps [4, 11, 17]

1x **6-4** Mtn. Inf. Corps [49]

7x **4-6-4** Inf. Corps [29, 30, 44, 51, 52, 54, 55]

1x **4-[4] Italian** Mot. Inf. Corps [35 Auto]

1x **1-(4) Italian** Cav. Division [PADA]

1x **4-[4] Hun.** Mot. Inf. Corps [Mobile]

1x **4-4 Rom.** Mtn. Inf. Corps [Mountain]

1x **4-(4) Rom.** Cav. Corps [Cavalry]

4x **2-4 Rom.** Inf. Corps *(reduced)* [1, 4, 5, 6]

1x **2-3-3 Rom.** 2nd-Line Inf. Corps [3]

1x **Rom. Operational HQ** in **Balanced** mode [GHQ]

1x **Strategic HQ** in **Balanced** mode [South/B] with a **-2 Countdown** marker

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4 after Soviet Partisans*

3x **2-4-3** 2nd-Line Inf. Corps [101, 102, 103]

2x **2-4 Hun.** Inf. Corps *(reduced)* [3, 4]

2x **1-2-3 Hun.** 2nd-Line Inf. Corps *(reduced)* [7, 8]

1x **2-4 Rom.** Inf. Corps *(reduced)* [2]

1x **2-3-3 Rom.** 2nd-Line Inf. Corps [7]

1x **1-2-3 Rom.** 2nd-Line Inf. Corps *(reduced)* [11]

GARRISONS AND DEFENSIVE WORKS

4x **(2)** Garrison Inf. [I − IV]

5x [⬅1] **Improved Defense**; *place in friendly hexes that are In Communication (7.0)*

Front Line Reorganization

Among the Axis **Front Line Forces'** Army Groups, the Axis player flips to reduced strength a total of **3** (*out of 11*) **Panzer Corps** and **8** (*out of 33*) **German Inf.** and **Mtn. Inf. Corps** units that have medals.

Air Display mat

AVAILABLE (*READY*)

None

FLOWN (*READY*)

2x **He-111** Bombers

2x **Ju-88** Bombers

2x **Ju-87** Ground Attack Bombers

1x **Bf-109E** Fighter

3x **Bf-109F** Fighters

1x **Rom. PZL-P.11** Fighter

1x **Rom. JRS-79** Bomber

FLOWN (*DAMAGED*)

1x **Ju-88** Bomber

1x **Bf-110E** Fighter-Bomber

DESTROYED (*DAMAGED*)

None

Faction Display mat (center section)

NOTE: This scenario's initial *Seasonal Production* **RPs** are "baked in."

STARTING RESOURCES

Italian PPs: 1	**Axis EPs:** 11
Hun. PPs: 5	**Axis FPs:** 9
Rom. PPs: 2	**Axis OPs:** 5
German PPs: 12	**Axis Rail Capacity:** 4

1942
JANUARY RESOURCES ADDED

Italian PPs: +0	**German PPs:** +4
Hun. PPs: +1	**Axis EPs:** +3
Rom. PPs: +1	**Axis FPs:** +2

Faction Display mat (top section)

1941	1942
NOVEMBER UNIT	**JANUARY MARKER**
1 x **Bf-109F** Fighter *(remove to Force Pool)*	1 x **Hun. Operational HQ** [GHQ] *(in Force Pool)*

Faction Display mat (bottom section)

FORCE POOL

5x **4-4** Inf. Corps [92 − 96]

8x **(2)** Garrison Inf. [V − XII]

2x **2-1-[5] Rom.** Armored Division [1, 2]

1x **1-[5] Rom.** Mot. Division [5 Cavalry]

7x **2-3-3 Rom.** 2nd-Line Inf. Corps [1 Terr. − 7 Terr.]

1x **Do-17** Night Bomber

1x **Bf-109F** Fighter

1x **Hun. Ca.135** Ground Attack Bomber

CORPS REMNANTS HOLDING BOX

20x **1-3/1-2-[5]** Leg/Heavy KGs [various]

4x **1-[3]/1-2-3** Mobile/Mtn. KGs [various]

1x **1-[3]/1-2-3** Mobile/Mtn. RG [Alessio]

CHANGE BOX: *See Rule 12.0*

5x **24-16-[5]** Panzer Armies [1, 2, 3, 4, 6 SS]

5x **12-10-3** Inf. Armies [4, 9, 12, 16, 18]

4x **10-3** Inf. Armies [2, 6, 11, 17]

8x **7-[4]** Semi-Mot. Inf. Corps [1, 2, 4 − 9 Mot]

4x **4-2-[6]** Panzer Divisions [1, 4, 10, 12]

4x **2-[6]** Mot. Divisions [3, 18, 60, 11 SS]

3x **2-4** Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]

1x **6-3 Hun.** Army [2]

1x **2-1-[5] Hun.** Armored Division [1]

1x **2-(4) Hun.** Cav. Division [1]

2x **8-6-3 Rom.** Armies [3, 4]

1x **6-4-[5] Rom.** Mech. Corps [Mech]

Remove all other Axis units from the game when playing this scenario.

Miscellaneous Setup

TYPHOON AXIS CARDS

Removed: 28 [*Romania Annexes*]

Discarded: 01 [*Blitzkrieg!*]
05 [*New Model Tank*]
10 [*Army Organization*]
17 [*Forced Labor*]

Set Aside: None

In Hand: Select your October card(s) normally.

In Deck: All others

COUNTDOWN MARKER

Kiev: -2 Countdown

SUPPLY MARKERS

Finally, the Soviet player checks your **Ground** units' supply status (see 7.2) before commencing play.

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

1x **2-4** Airborne Division [7]

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

Desired starting **Air Mobile** units (see 3.4 and 102.2)

Faction Display mat (top section)

1941

DECEMBER UNIT

1x **2-4** Airborne Division [7]
(remove from play)

Faction Display mat (bottom section)

PARTISANS BOX

3x **1-2-(1)** Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]

6x **1-2-(1)** Ukranian Partisan Divisions [A − F]

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Off-Map Forces

HUNGARIAN HOME ARMY: Enter from the Hungarian west map edge. Release the Home Army when a **Soviet Ground** unit crosses into Hungary or, after 1943, when a **Soviet Ground** unit is within *three* hexes of the Hungarian border.

2x **2-4 Hun.** Inf. Corps *(reduced)* [1, 5]

3x **1-2-3 Hun.** 2nd-Line Inf. Corps *(reduced)* [2, 6, 9]

Faction Display mat (top section)

Place all pending units.

CAMPAIGN GAME ECONOMIC MAT

Starting Resources

Starting Economics

NOTE: These **Campaign Game RPs** include all **Season Start** Phase activities "baked in." *Do not conduct a **Season Start** Phase to commence a **Campaign Game**; just dive right in!*

Reset the starting **Resource Points** (**RPs**) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Set up the Economic Map mat's various **Economic** markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction's production during the **Season Start** Phase each quarter.

Developed by Lance McMillan

CASE BLUE

The Soviet winter counteroffensive ran out of steam. It spread the Red Army's resources all across the front and tried pushing everywhere, so Soviet progress bogged down and the front line stabilized. In the Spring of 1942, the Soviets committed their new **Tank Corps** units into a concentrated offensive beginning in May to recapture **Kharkov** in the south (the Second Battle of **Kharkov**) and, in the process, they managed to upset German plans for a resumption of offensive operations. In fact, the Germans were in better shape on the ground than the Soviets had thought, employing their newly assembled mobile reserves to surround and then destroy the bulk of the Soviet offensive armies in June. This paved the way for the renewed German offensive in July [a Major Offensive using their *Blitzkrieg!* card once again].

The Soviets had to consider a renewed Axis drive on **Moscow** and readied its defenses. But the Axis offensive, when it came, was aimed at remedying the glaring strategic weakness the German war machine suffered from: lack of oil. The main effort of the German drive would be to the south and east to capture the Soviet oilfields in the **Caucasus**, which were the most productive oilfields in the world outside the Western Hemisphere at the time.

Despite a promising beginning, the German offensive did not go as planned. The panzers quickly gained ground to the east, reaching the outskirts of **Voronezh** by the end of the first turn (July I), and then turning south to cut behind the main line of Soviet resistance and pocket the forward rifle armies. In fact, this was the principle aim of the early attacks – to surround and destroy large parts of the remaining Soviet armies in the south – but this plan failed. The Soviets withdrew, suffering losses along the way but still delaying the German advance and, much to the Germans' surprise, avoided large encirclements that nearly destroyed the Red Army during the previous year. **Rostov** fell to the Germans on July IV, but the Axis were merely pushing back Soviet units ahead of them, not encircling and destroying them.

While the Soviets held firm along the upper **Don River**, from **Voronezh** southeast toward **Stalingrad**, they withdrew south of there and, by the end of July IV, the German spearheads were in supply difficulties. They continued to advance, taking **Maikop** on August II, but were unable to take **Grozny** in the face of stiffening Soviet resistance. The Soviet Naval Base at **Novorossiysk** fell and the Germans finished clearing the **Crimean Peninsula**, but lacked the strength to push south across the **Caucasus Mountains** into the heart of the Soviet oil fields.

In early September, the Germans launched their first attacks on **Stalingrad**, but those would grind on for over a month before finally clearing the bulk of the city. The strong defensive "shoulder" the Soviets had built up along the **Don River** required a major diversion of Axis strength from the battle for **Stalingrad**, a contributing reason why the drive in the **Caucasus** failed.

As it was, the grinding battle of attrition in **Stalingrad** would set the stage for the most dramatic counteroffensive of the war.

Scenario Start Line

SCENARIO LENGTH AND STARTING WEATHER

First Player: **Axis** (see Rule 3.0 for the Setup Sequence)

First Game Turn: July I, 1942

> **Skip the Season Start Phase!** Its activities are "baked in" to the setup. Commence play with the **Axis Game Turn**.
>
> **Note** that **Sevastopol** begins the game Soviet controlled!

Game Length: 12 Game Turns (ends September IV, 1942)

Initial Weather: East Europe, Clear; Middle East, Clear.

SPECIAL RULE (SCENARIO)

[7.3] BLOCKED NAVAL LOCS: During this scenario, the Soviets cannot trace a **Naval LoC** in the **Baltic** Sea; the Axis cannot trace a **Naval LoC** in the **Gulf of Finland**, nor in the **Black** Sea until after they capture and repair the **Naval Base** at **Sevastopol**.

SCENARIO VICTORY CONDITIONS

The Axis player wins an **Automatic Decisive Victory** by capturing **Moscow** *if* the **Stalin** marker is present there.

Otherwise, apply the following at the conclusion of the **September IV, 1942** turn:

Axis DECISIVE VICTORY: The Axis control **20 or more** Soviet Objective hexes.	**Soviet OPERATIONAL VICTORY:** The Axis control **15** Soviet Objective hexes.
Axis STRATEGIC VICTORY: The Axis control **19** Soviet Objective hexes.	**Soviet STRATEGIC VICTORY:** The Axis control **14** Soviet Objective hexes.
Axis OPERATIONAL VICTORY: The Axis control **18** Soviet Objective hexes.	**Soviet DECISIVE VICTORY:** The Axis control **13 or fewer** Soviet Objective hexes.
DRAW: The Axis control **16** or **17** Soviet Objective hexes.	

The historical outcome was a Draw; the Axis controlled 17 Soviet Objectives at the end of September: Tallinn, Riga, Kaunas, Minsk, Smolensk, Orel, Lwow, Chisinau, Kiev, Odessa, Sevastopol, Novorossiysk, Dnepropetrovsk, Kharkov, Stalino, Rostov, and Maikop (with Stalingrad soon to follow).

SOVIET DEPLOYMENT

Front Line Forces

NORTHWEST Strategic Direction

2x **7-5-4** Shock Armies *(reduced)* [1 Shock, 2 Shock]

11x **4-5-4** Rifle Inf. Armies *(reduced)* [4, 8, 11, 27, 34, 42, 52, 53, 54, 55, 59]

1x **?-4** Rifle Inf. Corps [*historically* Coastal]

1x **Strategic HQ** in **Balanced** mode [Northwest]

WEST Strategic Direction

2x **7-5-4** Shock Armies *(reduced)* [3 Shock, 4 Shock]

20x **4-5-4** Rifle Inf. Armies *(reduced)* [3, 5, 10, 13, 16, 20, 22, 29, 30, 31, 33, 39, 40, 41, 43, 48, 49, 50, 58, 61]

1x **?-4** Rifle Inf. Corps [*historically* 1 Guards]

5x **3-1-[6]** Tank Corps [3, 5, 6, 10, 16]

2x **2-(4)** Cav. Corps [7, 8]

2x **3-(4)** Cav. Corps [1 Guards, 2 Guards]

1x **Strategic HQ** in **Balanced** mode [West]

SOUTHWEST Strategic Direction

9x **4-5-4** Rifle Inf. Armies *(reduced)* [9, 12, 18, 21, 28, 37, 38, 56, 57]

1x **4-2-[6]** Tank Corps [1+]

6x **3-1-[6]** Tank Corps [2, 11, 13, 14, 22, 23]

1x **2-(4)** Cav. Corps [17]

1x **3-(4)** Cav. Corps [3 Guards]

1x **Strategic HQ** in **Balanced** mode [Southwest]

CAUCASUS Strategic Direction
*(no units can deploy in **Sevastopol** except [3] Hardened Garrison unit)*

4x **4-5-4** Rifle Inf. Armies *(reduced)* [44, 46, 47, 51]

1x **3-4** Mtn. Inf. Corps [3]

1x **Strategic HQ** in **Balanced** mode [Caucasus]

General Reserve Forces

REAR AREA:
Deploy per Rule 3.4

1x **4-5-4** Rifle Inf. Army *(reduced)* [63]

3x **3-1-[6]** Tank Corps [12, 15, 27]

1x **Strategic HQ** in **Balanced** mode [Stavka]

GARRISONS AND DEFENSIVE WORKS

3x [⬅1] **Improved Defense** *(place in Tula, Voronezh, and Rostov)*

4x [⬅1] **Improved Defense** [Moscow Line]; *place in A034, A135, A136, and A237*

12x [⬅1] **Improved Defense**; *any hex per 9.4*

4x **(2)** Garrisons [B – E]; *place in Kaluga, Tula, Voronezh, and Rostov*

4x [⬅2] **Fortified Defense** markers; *place one each in Moscow, Leningrad, 8728, and Sevastopol*

4x [3] Hardened Garrisons [Lenin., A, Moscow, Sevast.]; *place one each in Leningrad, 8728, Moscow, and Sevastopol*

LEADER

Stalin: Moscow

Front Line Reorganization

The Soviet player may reduce 2-Step **Rifle Inf.**, **Shock**, or **Guards Inf. Army** units anywhere on the map, replacing them with their corresponding component **Corps** unit (**?-4** for Rifle Inf. and Shock, or **4-4** for Guards Inf.). For each of these reductions, the Soviet player increases one other Army unit of the same type to its full strength (3-Step) side.

Air Display mat

AVAILABLE (*READY*)	FLOWN (*READY*)	
1x **Yak-1** Fighter	1x **I-153** Fighter	1x **Yak-1** Fighter
1x **SB-2** Night Bomber	2x **I-16** Fighters	1x **IL-2** Fighter-Bomber
1x **IL-2** Fighter-Bomber	1x **Hurricane** Fighter	2x **Pe-2** Fighter-Bombers
1x **TB-3** Heavy Bomber/Transport	1x **MiG-3** Fighter	2x **DB-3** Bombers

FLOWN (*DAMAGED*)

1x **SB-2** Night Bomber

DESTROYED (*DAMAGED*)

1x **Yak-1** Fighter	2x **DB-3** Bombers
2x **LaGG-3** Fighters	1x **IL-2** Fighter-Bomber

Faction Display mat (top section)

TRADING PLACES HOLDING BOX	UNDESIRABLES HOLDING BOX
27x **?-[5]** Mech. Corps [1 – 26, 28]	10x **?-4** Rifle Inf. Corps [1 – 10 Conscript]

Faction Display mat (center section)

NOTE: There is no scenario Soviet **PP** spending floor as in the previous scenarios because, from this point on, the Soviets have committed everything to keep the Front Line intact.

STARTING RESOURCES

Soviet FPs: 41	**Soviet OPs:** 1
Soviet EPs: 28	**Soviet Rail Capacity:** 4
USSR PPs: 40	

Faction Display mat (bottom section)

FORCE POOL
1x **12-8-4** Shock Army [5 Shock]

11x **10-4** Guards Inf. Armies [1 – 11 Guards]

19x **8-4** Rifle Inf. Armies [6, 7, 15, 19, 23, 24, 26, 32, 45, 60, 62, 64 – 70, Maritime]

5x **2-(4)** Cav. Corps [1, 4, 6, 9, 15]

3x **4-2-[6]** Tank Corps [1 Guards, 2 Guards, 3 Guards]

3x **I-16** Fighters

3x **I-153** Fighters

13x **3-1-[6]** Tank Corps [4, 8, 9, 17, 18, 19, 20, 21, 25, 28, 29, 30, 31]

5x **4-4** Rifle Inf. Corps [2 – 6 Guards]

1x **3-4** Mtn. Inf. Corps [40]

6x **(2)** Garrison Inf. [F – K]

28x **?-4** Rifle Inf. Corps [*face down in a draw pool, historically: 2, 4 – 9, 13, 14, 23, 30, 31, 33 – 37, 44, 45, 47, 55, 65, 1 – 6 Militia*]

4x **La-5** Fighters

1x **P-40** Fighter

1x **Su-2** Ground Attack Bomber

2x **Pe-2** Fighter-Bombers

6x **Pe-2M** Fighter-Bombers

1x **IL-2** Fighter-Bomber

4x **SB-2** Night Bombers

2x **Tu-2** Bombers

4x **IL-4** Bombers

CORPS REMNANTS HOLDING BOX
8x **1-3/1-[5]** Leg/Heavy BGs [*various*]

CHANGE BOX: *See Rule 12.0*
6x **10-6-[6]** Tank Armies [1 – 6]

6x **12-8-[6]** Guard Tank Armies [1 – 6]

5x **6-4-[5]** Cav.-Mech. Groups [1, 2, 5, 6, 7]

2x **8-[5]** Guard Cav.-Mech. Groups [3 Guards, 4 Guards]

Remove all other Soviet units from the game when playing this scenario.

Miscellaneous Setup

CASE BLUE SOVIET CARDS

Removed: 01 [*Emergency Mobilization*]
02 [*"I Believe In..."*]
14 [*Militia Mobilized*]
17 [*Scorched Earth*]
39 [*The Boss*]

Discarded: 07 [*New Model Tank*]
09 [*"There Are No..."*]
11 [*Guerilla War*]
21 [*Enlistment Propaganda*]

Set Aside: None

In Hand: 22 [*Factories Surpass Quotas*] and select your July card(s) normally.

In Deck: All others

SUPPLY MARKERS

None

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Faction Display mat (top section)

Place all pending units.

Faction Display mat (bottom section)

FORCE POOL

1x **Pe-8** Heavy Bomber

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

2x **2-4** Airborne Corps [4 VDV, 5 VDV]

NAVY

Baltic Fleet: Leningrad *(damaged)*

Black Sea Fleet: Sevastopol *(damaged)*

*Just prior to the Axis setting up their Reserves (3.4), roll **2** dice and place their sum of **Partisan Detachment** markers on the map (107.1). Place the remaining Detachment markers in the **Faction Display mat (bottom section)**.*

Faction Display mat (bottom section)

PARTISANS BOX

22 (less **2d6**) ☄-{3} Partisan Detachments [*various, including ● reinforcement group*]

8x **1-2-(1)** Partisan Divisions [*various*]

FORCE POOL

3x **2-4** Airborne Corps [1 VDV, 2 VDV, 3 VDV]

2x **Li-2** Transports

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

Desired starting **Air Mobile** units (see 3.4 and 102.2)

AXIS DEPLOYMENT

Front Line Forces

Army Group NORTH

1x **12-9-[6]** Panzer Corps [39]

4x **6-4** Inf. Corps [1, 2, 10, 26]

3x **4-6-4** Inf. Corps [28, 38, 50]

1x **Strategic HQ** in **Balanced** mode [North]

Army Group CENTER

4x **12-9-[6]** Panzer Corps [41, 46, 47, 56]

5x **6-4** Inf. Corps [6, 9, 12, 20, 23]

4x **4-6-4** Inf. Corps [27, 35, 43, 53]

1x **Strategic HQ** in **Balanced** mode [Center]

Army Group B

6x **12-9-[6]** Panzer Corps [3, 14, 24, 40, 48, 57]

6x **6-4** Inf. Corps [4, 7, 8, 11, 13, 17]

1x **6-4** Mtn. Inf. Corps [49]

5x **4-6-4** Inf. Corps [29, 51, 52, 54, 55]

2x **4-4 Hun.** Inf. Corps [3, 4]

1x **2-1-[5] Hun.** Armored Division [1]

1x 4-[4] **Italian** Mot. Inf. Corps [35 Auto]

1x 1-(4) **Italian** Cav. Division [PADA]

1x **Strategic HQ** in **Balanced** mode [South/B]

1x **Rom. Operational HQ** in **Balanced** mode [GHQ]

1x **Hun. Operational HQ** in **Balanced** mode [GHQ]

Army Group A
(place within 4 hexes of Sevastopol)

3x **4-6-4** Inf. Corps [30, 42, 44]

1x **4-4 Rom.** Mtn. Inf. Corps [Mountain]

1x 4-(4) **Rom.** Cav. Corps [Cavalry]

1x **Strategic HQ** in **Balanced** mode [A]

General Reserve Forces

REAR AREA:
Deploy per Rule 3.4 after Soviet Partisans

4x **2-4-3** 2nd-Line Inf. Corps [59, 101, 102, 103]

1x **6-4** Inf. Corps [5]

5x **2-4 Rom.** Inf. Corps *(reduced)* [1, 2, 4, 5, 6]

2x **2-3-3 Rom.** 2nd-Line Inf. Corps [3, 7]

2x **2-4-3 Hun.** 2nd-Line Inf. Corps [7, 8]

1x **2-(4) Hun.** Cav. Division [1]

GARRISONS AND DEFENSIVE WORKS

13x [⬅1] **Improved Defense**; *any hex per 9.4*

4x [⬅2] **Fortified Defense**; *any hex per 9.4*

7x **(2)** Garrisons [I – VII]; *deploy in City hexes per Rule 3.4*

Front Line Reorganization

Among the Axis **Front Line Forces'** Army Groups, the Axis player flips to reduced strength a total of **5** (*out of 11*) **Panzer Corps** and **12** (*out of 32*) **German Inf.** and **Mtn. Inf. Corps** units that have medals.

Air Display mat

AVAILABLE (*READY*)

None

FLOWN (*READY*)		FLOWN (*DAMAGED*)	DESTROYED (*DAMAGED*)
1x **He-111** Bomber	1x **Bf-109F** Fighter	1x **He-111** Bomber	None
2x **Ju-88** Bombers	1x **Bf-110E** Fighter-Bomber	1x **Ju-88** Bomber	
1x **Ju-87** Ground Attack Bombers	1x **Rom. IAR-80** Fighter	1x **Bf-109F** Fighter	
1x **Bf-109E** Fighter		1x **Rom. JRS-79** Bomber	

Faction Display mat (center section)

STARTING RESOURCES

Italian PPs: 5	**Axis EPs:** 11
Hun. PPs: 8	**Axis FPs:** 12
Rom. PPs: 6	**Axis OPs:** 4
German PPs: 12	**Axis Rail Capacity:** 4

Faction Display mat (top section)

1942

AUGUST UNITS

1x **Bf-109E** Fighter *(remove to Force Pool)*

1x **Italian** MC.200 Fighter

1x **4-6-4 Italian** Mtn. Inf. Corps [Alpini]

1x **4-4 Italian** Inf. Corps [2]

1x **2-3-3 Italian** 2nd-Line Inf. Corps [23]

1x **Ita. Operational HQ** in **Balanced** mode [8]

Faction Display mat (bottom section)

FORCE POOL

1x **4-6-4** Inf. Corps [34]

5x **4-4** Inf. Corps [92 – 96]

5x **(2)** Garrison Inf. [VIII – XII]

2x **2-1-[5] Rom.** Armored Divisions [1, 2]

1x **1-[5] Rom.** Mot. Division [5 Cavalry]

8x **2-3-3 Rom.** 2nd-Line Inf. Corps [11, 1 Terr. – 7 Terr.]

1x **Do-17** Night Bomber

2x **Bf-109F** Fighters

1x **Rom. PZL-P.11** Fighter

1x **Hun. Re-2000** Fighter

1x **Hun. Ca.135** Ground Attack Bomber

CORPS REMNANTS HOLDING BOX

20x **1-3/1-2-[5]** Leg/Heavy KGs [various]

4x **1-[3]/1-2-3** Mobile/Mtn. KGs [various]

1x **1-[3]/1-2-3** Mobile/Mtn. RG [Alessio]

CHANGE BOX: *See Rule 12.0*

5x **24-16-[5]** Panzer Armies [1, 2, 3, 4, 6 SS]

5x **12-10-3** Inf. Armies [4, 9, 12, 16, 18]

4x **10-3** Inf. Armies [2, 6, 11, 17]

8x **7-[4]** Semi-Mot. Inf. Corps [1, 2, 4 – 9 Mot]

4x **4-2-[6]** Panzer Divisions [1, 4, 10, 12]

4x **2-[6]** Mot. Divisions [3, 18, 60, 11 SS]

3x **2-4** Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]

1x **6-3 Hun.** Army [2]

1x **4-[4] Hun.** Mot. Inf. Corps [Mobile]

2x **8-6-3 Rom.** Armies [3, 4]

1x **6-4-[5] Rom.** Mech. Corps [Mech]

Remove all other Axis units from the game when playing just this scenario.

Miscellaneous Setup

CASE BLUE AXIS CARDS

Removed: 11 [*Standfast!*]
28 [*Romania Annexes*]

Discarded: 05 [*New Model Tank*]
07 [*Luftwaffe Comb-out*]
09 [*Strategic Redeployment*]
22 [*Refit & Reorganize*]
23 [*German Officers Show Initiative*]
30 [*Reich Labor Service*]

Set Aside: None

In Hand: None (historically, **01** [*Blitzkrieg!*] was the July draw)

In Deck: All others

SUPPLY MARKERS

Finally, the Soviet player checks your **Ground** units' supply status (see 7.2) before commencing play.

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

Theater Reserves mat

THEATER RESERVES GROUND UNITS	AIR TRANSPORT HOLDING BOX
Desired **Rear Area** units (see 3.4)	Nothing

Faction Display mat (bottom section)

PARTISANS BOX

3x **1-2-(1)** Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]

6x **1-2-(1)** Ukranian Partisan Divisions [A – F]

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Off-Map Forces

HUNGARIAN HOME ARMY: Enter from the Hungarian west map edge. Release the Home Army when a **Soviet Ground** unit crosses into Hungary or, after 1943, when a **Soviet Ground** unit is within *three* hexes of the Hungarian border.

2x **2-4 Hun.** Inf. Corps *(reduced)* [1, 5]

3x **1-2-3 Hun.** 2nd-Line Inf. Corps *(reduced)* [2, 6, 9]

Faction Display mat (top section)

Place all pending units.

CAMPAIGN GAME ECONOMIC MAT

Starting Resources

Starting Economics

NOTE: These **Campaign Game RPs** include all **Season Start** Phase activities "baked in." *Do not conduct a Season Start Phase to commence a Campaign Game; just dive right in!*

Reset the starting **Resource Points** (**RPs**) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Set up the Economic Map mat's various **Economic** markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction's production during the **Season Start** Phase each quarter.

CAMPAIGN GAME AT START

STARTING GER PERSONNEL 12	STARTING AXIS EQUIPMENT 11	STARTING AXIS FUEL 12
AXIS OFFENSIVES 4	AXIS RAIL x1 4	STARTING AIR DEFENSE 0

URAL RESOURCES

LEND-LEASE 4 LLPs Winter '42+

MAGNITOGORSK WORKING 1 EP Magnitog. — 2 PPs

SVERDLOVSK WORKING 1 EP Sverdlovsk — 2 PPs

RELOCATING 2 FULL SEASONS, THEN ARRIVES HERE — Relocated factories produce 1/2 EP each, or 1 EP for Moscow, per Season.

★ MOSCOW RELOCATED

LENINGRAD RELOCATED 1/2 EP Leningrad

STALINGRAD RELOCATED

DNEPROPETROVSK RELOCATED 1/2 EP Dnepr'ovsk

STALINO RELOCATED 1/2 EP Stalino

KHARKOV RELOCATED 1/2 EP Kharkov

CAMPAIGN GAME AT START (Soviet)

STARTING SOVIET FUEL 41	STARTING SOVIET EQUIPMENT 28
STARTING USSR PERSONNEL 40	STARTING USSR MORALE 40
SOVIET OFFENSIVES 1	SOVIET RAIL x1 4
	STARTING AIR DEFENSE 1

LENINGRAD 0 ⚓ RELOCATED due to ... but not yet CAPTURED — 2 PPs

AXIS WORKING 9 EPs Axis

AXIS WORKING 2 FPs/Season

GERMANY 12 PPs

ITALY 1 PP — STARTING ITA PERSONNEL 5 — Through 1942 only

GDYNIA 0 ⚓ CONTROL

DANZIG 6 ⚓ CONTROL

WARSAW CONTROL

LODZ INTEGRATED 1/2 EP Lodz

TALLINN CONTROL

RIGA 6 ⚓ CONTROL

K... CONTROL

MINSK CONTROL

SMOLENSK CONTROL

★ MOSCOW WORKING 2 EPs Moscow — 4 MOSCOW ★ PPs ★ — Moscow (Stalin)

OREL CONTROL

KAZAN 2 PPs

GORKI 2 PPs

KIROV CONTROL

...OGDA CONTROL (star)

KHARKOV INTEGRATED 1/2 EP Kharkov — CONTROL

VORONEZH 2 PPs

SARATOV CONTROL (star)

STALIN IN KUIBYSHEV AUTOMATIC DEFEAT IF CAPTURED — 2 PPs

STALINGRAD WORKING 1 EP Stalingrad — 2 PPs

ASTRAKHAN CONTROL (star)

LWOW CONTROL

KIEV CONTROL

DNEPROPETROVSK INTEGRATED 1/2 EP Dnepr'ovsk — CONTROL

STALINO INTEGRATED 1/2 EP Stalino — CONTROL

ROST... 6 ⚓ — 2 PPs

CHISINAU CONTROL

BUDAPEST CONTROL — 2 PPs — STARTING HUN PERSONNEL 8 — STARTING HUN MORALE 8

PLOESTI CONTROL WORKING 5 FPs/Season

STARTING ROM PERSONNEL 6 — STARTING ROM MORALE 10

ODESSA 6 ⚓ CONTROL

...ASTOPOL 0 ⚓ CONTROL (star)

NOVOROSSISK 6 ⚓ CONTROL (star)

MAIKOP WORKING 6 FPs/Season CONTROL (star)

GROZNY WORKING 6 FPs/Season — 2 PPs

TBILISI WORKING 6 FPs/Season — 2 PPs

BUCHAREST CONTROL — 2 PPs

CONSTANTA CONTROL 6 ⚓

CASE BLUE
CAMPAIGN GAME

© 2018 Victory Point Games

Developed by Lance McMillan

OPERATION URANUS

Beginning in September 1942, as Operation Blue started losing steam, the Soviets prepared to launch their own series of counteroffensives. After carefully husbanding their reserves throughout the summer despite the danger of the Axis offensive, the Soviets planned a trio of major operations codnamed Mars, Uranus, and Saturn. The plan was simply to break the back of the German Army through attrition and seizing military positions that would threaten the Axis' positions at those sectors along the front. Of these, only Operation Uranus was an unqualified success.

Intended to encircle Axis forces in and around **Stalingrad**, Uranus involved large numbers of Soviet tank and mechanized forces conducting a classic double envelopment, and then breaking through into the Axis rear. The opening attacks caught the Germans unprepared [through use of their carefully husbanded Soviet *Maskirovka* card]. Without local reserves to stem the rapid Soviet advance, the Axis faced an impending crisis. Taking advantage of the over-stretched Axis lines near **Stalingrad**, the Soviets deliberately focused their opening attacks against the relatively weak Romanian 3rd and 4th Armies to the northwest and south of the city.

The Soviets began their attack on the morning of 19 November (III November), preceding the assault with a massive artillery bombardment [using their ***Kayusha Rockets*** card]. By evening the next day, both Romanian armies were in headlong retreat, and late on the evening of 22 November the Soviet spearheads linked up near the town of **Kalach**, trapping some 290,000 Axis troops in Stalingrad.

Reluctant to relinquish the gains his troops made in a month of brutal house-to-house fighting to take **Stalingrad**, Hitler refused to allow the forces trapped in the pocket to attempt a breakout, instead ordering the Luftwaffe to supply the city by air.

As Soviet forces consolidated their positions around **Stalingrad** and struggled to reduce the large pocket, the Germans initiated a counteroffensive (Operation *Wintergewitter*: Winter Storm) in an effort to relieve their forces trapped in the city. Led by Field Marshal Erich von Manstein, the effort kicked off on December 12 (II December). Within a week, it had pushed back to within 30 miles of **Stalingrad**. But Hitler's continued refusal to allow the trapped forces to attempt a breakout and escape their looming fate, coupled with worsening weather and severe losses to the relief column, doomed the effort.

Meanwhile, the Soviets began their own follow-up offensive: Operation Saturn. Although scaled back from its originally intended scope, the 1st and 3rd Guards Armies [augmented by play of the ***"There are no invincible armies"*** card] still managed to break through the Italian 8th Army, which put pressure on the Axis left flank and threatened to take **Rostov**. Faced with the possibility of having Army Group A trapped in the **Caucasus**, the Germans called off *Wintergewitter*, abandoning the troops trapped in **Stalingrad** to their fate. With the German relief effort defeated, the Soviets were free to concentrate on the destruction of the **Stalingrad** pocket and expanding their gains to the west.

Manstein brilliantly blocked Saturn from causing a total collapse of the southern portion of the Eastern front, but the damage was done. Trapped in the city, the German 6th Army fought on until the end of January. However, lacking supplies, the outcome was a foregone conclusion. The last German troops in **Stalingrad** surrendered on February 3, 1943 (I February 1943).

Scenario Start Line

SCENARIO LENGTH AND STARTING WEATHER

First Player: **Soviet** (see Rule 3.0 for the Setup Sequence)

First Game Turn: **Soviet** half of November III, 1942 (*you are picking up the action right after the Germans have advanced into the **Stalingrad** hex*)

Game Length: 7.5 Game Turns (ends February II, 1943)

Initial Weather: East Europe, Clear; Middle East, Clear.

SPECIAL RULE (SCENARIO)

[7.3] BLOCKED NAVAL LOCS: During this scenario only, the Soviets cannot trace a **Naval LoC** in the **Baltic** Sea; the Axis cannot trace a **Naval LoC** in the **Gulf of Finland**.

SCENARIO VICTORY CONDITIONS

The Axis player wins an **Automatic Decisive Victory** by capturing **Moscow** *if* the **Stalin** marker is present there.

Otherwise, apply the following at the conclusion of the **February II, 1943** turn:

Axis DECISIVE VICTORY: The Axis control **19 or more** Soviet Objective hexes.	**Soviet OPERATIONAL VICTORY:** The Axis control **14** or **15** Soviet Objective hexes.
Axis STRATEGIC VICTORY: The Axis control **18** Soviet Objective hexes.	**Soviet STRATEGIC VICTORY:** The Axis control **13** Soviet Objective hexes.
Axis OPERATIONAL VICTORY: The Axis control **17** Soviet Objective hexes.	**Soviet DECISIVE VICTORY:** The Axis control **12 or fewer** Soviet Objective hexes.
DRAW: The Axis control **16** Soviet Objective hexes.	

*The historical outcome was a Soviet Operational Victory; the Axis controlled **15 Soviet Objectives** at the end of February: Tallinn, Riga, Kaunas, Minsk, Smolensk, Orel, Lwow, Chisinau, Kiev, Odessa, Sevastopol, Novorossiysk, Dnepropetrovsk, Kharkov, and Stalino.*

AXIS DEPLOYMENT

Front Line Forces

ARMY GROUP NORTH

4x **3-4** Inf. Corps *(reduced)* [1, 2, 10, 26]

5x **2-3-4** Inf. Corps *(reduced)* [28, 30, 38, 50, 54]

1x **Strategic HQ** in **Balanced** mode [North]

ARMY GROUP CENTER

5x **6-5-[6]** Panzer Corps *(reduced)* [39, 41, 46, 47, 56]

5x **3-4** Inf. Corps *(reduced)* [6, 9, 12, 20, 23]

4x **2-3-4** Inf. Corps *(reduced)* [27, 35, 43, 53]

1x **Strategic HQ** in **Balanced** mode [Center]

ARMY GROUP B

3x **6-5-[6]** Panzer Corps *(reduced)* [14, 24, 48]

6x **3-4** Inf. Corps *(reduced)* [4, 7, 8, 11, 13, 17]

3x **2-3-4** Inf. Corps *(reduced)* [29, 51, 55]

2x **4-4 Hun.** Inf. Corps [3, 4]

1x **2-4-3 Hun.** 2nd-Line Inf. Corps [7]

1x **2-1-[5] Hun.** Armored Division [1]

1x **Hun. Operational HQ** in **Balanced** mode [GHQ]

1x **4-4 Italian** Inf. Corps [2]

1x **4-6-4 Italian** Mtn. Inf. Corps [Alpini]

1x **4-[4] Italian** Mot. Corps [35 Auto]

1x **1-(4) Italian** Cav. Division [PADA]

1x **Italian Operational HQ** in **Balanced** mode [8]

4x **4-4 Rom.** Inf. Corps [1, 2, 4, 6]

1x **2-4 Rom.** Inf. Corps *(reduced)* [5]

1x **1-2-3 Rom.** 2nd-Line Inf. Corps *(reduced)* [7]

1x **2-1-[5] Rom.** Armored Division [1]

1x **Rom. Operational HQ** in **Balanced** mode [GHQ]

1x **Strategic HQ** in **Attack** mode [South/B]

ARMY GROUP A

3x **6-5-[6]** Panzer Corps *(reduced)* [3, 40, 57]

1x **3-4** Mtn. Inf. Corps *(reduced)* [49]

1x **3-4** Inf. Corps *(reduced)* [5]

3x **2-3-4** Inf. Corps [42, 44, 52]

1x **4-(4) Rom.** Cav. Corps [Cavalry]

1x **2-4 Rom.** Mtn. Inf. Corps *(reduced)* [Mountain]

1x **Strategic HQ** in **Balanced** mode [A]

Air Display mat

AVAILABLE *(READY)*

1x **Hun. Re-2000** Fighter

FLOWN *(READY)*

1x **Bf-109F** Fighter

1x **Fw-190A** Fighter-Bomber

1x **Bf-110E** Fighter-Bomber

2x **He-111** Bombers

1x **Ju-88** Bomber

FLOWN *(DAMAGED)*

1x **Ju-88** Bomber

1x **Ju-87** Ground Attack Bomber

1x **Italian MC.200** Fighter

1x **Rom. IAR-80** Fighter

1x **Rom. JRS-79** Bomber

DESTROYED *(DAMAGED)*

None

Front Line Reorganization

Among the Axis **Front Line Forces'** Army Groups, the Axis player flips to full strength a total of **4** (*out of 11*) **Panzer Corps** and **20** (*out of 32*) **German Inf.** and **Mtn. Inf. Corps** units.

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4 after Soviet Partisans*

5x **2-4-3** 2nd-Line Inf. Corps [59, 101, 102, 103, 2 LW]

1x **2-3-3 Italian** 2nd-Line Inf. Corps [23]

1x **2-4-3 Hun.** 2nd-Line Inf. Corps [8]

1x **2-3-3 Rom.** 2nd-Line Inf. Corps [3]

IN HUNGARY

1x **2-(4) Hun.** Cav. Division [1]

GARRISONS AND DEFENSIVE WORKS

22x [◄1] **Improved Defense**; *any hex per 9.4*

4x [◄2] **Fortified Defense**; *any hex per 9.4*

9x **(2)** Garrisons [I — IX]; *deploy in City hexes per Rule 3.4*

May not set up a Fortified Defense marker in **Stalingrad** *(hex B652)*.

Faction Display mat (top section)

1943

JANUARY UNITS

Convert (flip) all **German 2-[6]** Mot. Inf. Divisions into **3-[6]** Mech. Inf. Divisions

FEBRUARY UNIT

1x **2-4-3** 2nd-Line Inf. Corps [3 LW]

Faction Display mat (center section)

STARTING RESOURCES

German PPs: 6	**Axis EPs:** 5
Rom. PPs: 0	**Axis FPs:** 3
Hun. PPs: 1	**Axis OPs:** 1
Italian PPs: 0	**Axis Rail Capacity:** 4

1943

JANUARY RESOURCES ADDED

Axis FPs: +5	**Hun. PPs:** +2
Axis EPs: +8	**Rom. PPs:** +2
Italian PPs: 0	**German PPs:** +8

Faction Display mat (bottom section)

FORCE POOL

1x **4-6-4** Inf. Corps [34]

5x **4-4** Inf. Corps [92 – 96]

3x **(2)** Garrison Inf. [X – XII]

1x **2-1-[5] Rom.** Armored Division [2]

1x **1-[5] Rom.** Mot. Division
[5 Cavalry]

8x **2-3-3 Rom.** 2nd-Line Inf. Corps
[1 Terr. – 7 Terr., 11]

1x **Bf-109E** Fighter

3x **Bf-109F** Fighters

1x **Do-17** Night Bomber

1x **Ju-88** Bomber

1x **Hun. Ca.135** Ground Attack
Bomber

1x **Rom. PZL-P.11** Fighter

CORPS REMNANTS HOLDING BOX

20x **1-3/1-2-[5]** Leg/Heavy KGs
[various]

4x **1-[3]/1-2-3** Mobile/Mtn. KGs
[various]

1x **1-[3]/1-2-3** Mobile/Mtn. RG
[Alessio]

CHANGE BOX: *See Rule 12.0*

5x **24-16-[5]** Panzer Armies
[1, 2, 3, 4, 6 SS]

5x **12-10-3** Inf. Armies
[4, 9, 12, 16, 18]

4x **10-3** Inf. Armies [2, 6, 11, 17]

8x **7-[4]** Semi-Mot. Inf. Corps
[1, 2, 4 – 9 Mot]

4x **4-2-[6]** Panzer Divisions
[1, 4, 10, 12]

4x **2-[6]** Mot. Divisions
[3, 18, 60, 11 SS]

3x **2-4** Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]

1x **6-3 Hun.** Army [2]

1x **4-[4] Hun.** Mot. Corps [Mobile]

2x **8-6-3 Rom.** Armies [3, 4]

1x **6-4-[5] Rom.** Mech. Corps
[Mech]

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

Faction Display mat (top section)

1942	1943
DECEMBER UNIT	**FEBRUARY UNIT**
1x **Ju-52** Transport	1x **Ju-52** Transport *(remove to Force Pool)*

Theater Reserves mat

THEATER RESERVES	AIR TRANSPORT HOLDING BOX
Desired **Rear Area** units (see 3.4)	Nothing

Faction Display mat (bottom section)

PARTISANS BOX

3x **1-2-(1)** Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]   6x **1-2-(1)** Ukranian Partisan Divisions [A – F]

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Off-Map Forces

HUNGARIAN HOME ARMY: Enter from the Hungarian west map edge. Release the Home Army when a **Soviet Ground** unit crosses into Hungary or, after 1943, when a **Soviet Ground** unit is within *three* hexes of the Hungarian border.

2x **2-4 Hun.** Inf. Corps *(reduced)* [1, 5]

3x **1-2-3 Hun.** 2nd-Line Inf. Corps *(reduced)* [2, 6, 9]

Faction Display mat (top section)

Place all pending units.

Miscellaneous Setup

URANUS AXIS CARDS

Removed: 11 [*Standfast!*],
28 [*Romania Annexes*]

Discarded: 01 [*Blitzkrieg!*]
02 [*Air Offensive*]
05 [*New Model Tank*]
07 [*Luftwaffe Comb-out*]
08 [*Coal-Burning*]
09 [*Strategic Redeployment*]
22 [*Refit & Reorganize*]
23 [*German Officers Show Initiative*]
30 [*Reich Labor Service*]

Set Aside: 04 [*German Generals*]
24 [*Collaborators*]

In Hand: 16 [*Anti-Bolshevik Crusade*]

In Deck: All others

SOVIET DEPLOYMENT

Front Line Forces

NORTHWEST Strategic Direction

10x **4-5-4** Armies *(reduced)*
[8, 11, 27, 34, 52, 53, 54, 55, 59, 67]

1x **7-5-4** Shock Armies *(reduced)* [2 Shock]

1x **3-4** Rifle Inf. Corps *(revealed)* [Coastal]

1x **Strategic HQ** in **Balanced** mode [Northwest]

WEST Strategic Direction

18x **4-5-4** Armies *(reduced)* [3, 5, 10, 13, 16, 20, 22, 29, 30, 31, 33, 39, 41, 43, 48, 49, 50, 61]

3x **7-5-4** Shock Armies *(reduced)* [1 Shock, 3 Shock, 4 Shock]

3x **3-1-[6]** Tank Corps [6, 9, 10]

2x **3-[6]** Mech. Corps [2 Mech, 3 Mech]

1x **3-(4)** Cav. Corps [1 Guards]

1x **6-4-[5]** Cav.-Mech. Group [2]

1x **Strategic HQ** in **Balanced** mode [West]

SOUTHWEST Strategic Direction

13x **4-5-4** Rifle Inf. Armies *(reduced)* [6, 21, 24, 28, 38, 40, 51, 57, 60, 62, 64, 65, 66]

1x **7-4** Guards Inf. Army *(reduced)* [1 Guards]

2x **4-2-[6]** Tank Corps [1+, 1 Guards]

5x **3-1-[6]** Tank Corps [4, 13, 16, 17, 18]

1x **3-[6]** Mech. Corps [4 Mech]

1x **3-(4)** Cav. Corps [3 Guards]

3x **2-(4)** Cav. Corps [4, 7, 8]

2x **Strategic HQ** in **Balanced** mode [Southwest, Stavka]

CAUCASUS Strategic Direction

7x **4-5-4** Rifle Inf. Armies *(reduced)* [9, 37, 44, 46, 47, 56, 58]

1x **3-4** Mtn. Inf. Corps [3]

1x **3-(4)** Cav. Corps [4 Guards]

1x **Strategic HQ** in **Balanced** mode [Caucasus]

Front Line Reorganization

The Soviet player may reduce 2-Step **Rifle Inf.**, **Shock**, or **Guards Inf. Army** units anywhere on the map, replacing them with their corresponding component **Corps** unit (**?-4** for Rifle Inf. and Shock, or **4-4** for Guards Inf.). For each of these reductions, the Soviet player increases one other Army unit of the same type to its full-strength (3-Step) side.

Air Display mat

Available *(READY)*

1x **TB-3** Heavy Bomber/Transport

Flown *(READY)*		Flown *(DAMAGED)*	
1x **Yak-1** Fighter	1x **Pe-2** Fighter-Bomber	1x **Yak-1** Fighter	1x **P-40** Fighter
1x **La-5** Fighter	1x **Pe-2M** Fighter-Bomber	1x **La-5** Fighter	1x **Pe-2** Fighter-Bomber
1x **IL-2** Fighter-Bomber	1x **SB-2** Night Bomber	1x **IL-2M** Fighter-Bomber	1x **IL-4** Bomber
1x **IL-2M** Fighter-Bomber	2x **IL-4** Bombers	2x **P-39** Fighter-Bombers	1x **Tu-2** Bomber
1x **P-39** Fighter-Bomber			

Destroyed *(DAMAGED)*

1x **La-5** Fighter	1x **IL-2** Fighter-Bomber
1x **Yak-1** Fighter	1x **IL-4** Bomber
1x **Hurricane** Fighter	1x **Pe-2M** Fighter-Bomber

General Reserve Forces
REAR AREA: *Deploy per Rule 3.4*

3x **4-5-4** Rifle Inf. Armies *(reduced)* [4, 68, 70]

1x **7-4** Guards Inf. Army *(reduced)* [2 Guards]

1x **4-4** Guards Inf. Corps *(revealed)* [1 Guards]

1x **4-2-[6]** Tank Corps [2 Guards]

4x **3-1-[6]** Tank Corps [5, 12, 23, 25]

2x **4-[6]** Mech. Corps [1 Guards, 2 Guards]

2x **3-[6]** Mech. Corps [1 Mech, 5 Mech]

GARRISONS AND DEFENSIVE WORKS

2x [⬅1] **Improved Defense**; *place in Tula and Voronezh*

4x [⬅1] **Improved Defense** [Moscow Line]; *place in A034, A135, A136, and A237*

16x [⬅1] **Improved Defense**; *any hex per 9.4*

3x (2) Garrisons [B, C, D]; *place in Tula, Voronezh, and Grozny*

4x (2) Garrisons [E – H]; *place in any hex per 9.4*

3x [⬅2] **Fortified Defense** markers; *place one each in Moscow, Leningrad, and 8728*

3x [3] Hardened Garrisons [Lenin., A, Moscow]; *place one each in Leningrad, 8728, and Moscow*

LEADER

Stalin: Moscow

Faction Display mat (top section)

TRADING PLACES HOLDING BOX

27x **?-[5]** Mech. Corps [1 − 26, 28]

UNDESIRABLES HOLDING BOX

10x **?-4** Rifle Inf. Corps [1 − 10 Conscript]

1943

JANUARY UNITS

2x **A-20G** Bombers

6x **Yak-9** Fighters

Faction Display mat (center section)

NOTE: Scenario and **Campaign Game RPs** starting amounts are the same *(the Soviets have committed everything)*.

STARTING RESOURCES

Soviet FPs: 22	**Soviet OPs:** 2
Soviet EPs: 20	**Soviet Rail Capacity:** 4
USSR PPs: 15	

1943

JANUARY RESOURCES ADDED

Soviet FPs: +10	**USSR PPs:** +14
Soviet EPs: +7	

Faction Display mat (bottom section)

FORCE POOL

1x **12-8-4** Shock Army [5 Shock]

13x **8-4** Rifle Inf. Armies [7, 12, 15, 18, 19, 23, 26, 32, 42, 45, 63, 69, Maritime]

9x **10-4** Guards Inf. Armies [3 Guards – 11 Guards]

5x **4-4** Guards Inf. Corps [2 Guards – 6 Guards]

28x **?-4** Rifle Inf. Corps [*face down in a draw pool*, historically: 2, 4 – 9, 13, 14, 23, 30, 31, 33 – 37, 44, 45, 47, 55, 65, 1 – 6 Militia]

1x **3-4** Mtn. Inf. Corps [40]

2x **4-2-[6]** Guards Tank Corps [3 Guards, 29+]

13x **3-1-[6]** Tank Corps [2, 3, 11, 14, 15, 19 – 22, 27, 28, 30, 31]

6x **3-[6]** Mech. Corps [6 – 9 Mech, 13 Mech, 6 Guards]

3x **2-(4)** Cav. Corps [1, 6, 15]

1x **3-(4)** Cav. Corps [5 Guards]

4x **(2)** Garrison Inf. [Sevast., I, J, K]

4x **I-153** Fighters

5x **I-16** Fighters

1x **MiG-3** Fighter

2x **LaGG-3** Fighters

1x **La-5** Fighter

2x **IL-2** Fighter-Bombers

4x **IL-2M** Fighter-Bombers

2x **Pe-2** Fighter-Bombers

4x **Pe-2M** Fighter-Bombers

1x **Su-2** Ground Attack Bomber

5x **SB-2** Night Bombers

1x **Tu-2** Bomber

4x **DB-3** Bombers

CORPS REMNANTS HOLDING BOX

8x **1-3/1-[5]** Leg/Heavy BGs [*various*]

CHANGE BOX: *See Rule 12.0*

1x **3-(4)** Cav. Corps [2 Guards]

1x **3-1-[6]** Tank Corps [8]

6x **10-6-[6]** Tank Armies [1 – 6]

6x **12-8-[6]** Guards Tank Armies [1 – 6]

4x **6-4-[5]** Cav.-Mech. Groups [1, 5, 6, 7]

2x **8-[5]** Guards Cav.-Mech. Groups [3 Guards, 4 Guards]

Miscellaneous Setup

URANUS SOVIET CARDS

Removed: 01 [*Emergency Mobilization*]
02 [*"I Believe In..."*]
14 [*Militia Mobilized*]
17 [*Scorched Earth*]
39 [*The Boss*]

Discarded: 07 [*New Model Tank*]
09 [*"There Are No..."*]
10 [*You have the nerve?*]
11 [*Guerilla War*]
21 [*Enlistment Propaganda*]
22 [*Factories Surpass Quotas*]
23 [*Kuibyshev Becomes...*]
37 [*Flood the Skies*]
40 [*Rokossovsky*]

Set Aside: None

In Hand: 04 [*Maskirovka*]

In Deck: All others

SUPPLY MARKERS

Finally, the German player checks your **Ground** units' supply status (see 7.2) before commencing play.

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

General Reserve Forces

NAVY

Baltic Fleet: Leningrad (*reduced*)

Black Sea Fleet: Removed

Air Display mat

AVAILABLE (*READY*)

1x **Li-2** Transports

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

Desired starting **Air Mobile** units (see 3.4 and 102.2)

*Just prior to the Axis setting up their Reserves (3.4), roll **2** dice and place their sum of Partisan Detachment markers on the map (107.1). Place the remaining Detachment markers in the **Faction Display mat (bottom section)**.*

Faction Display mat (bottom section)

PARTISANS BOX

22 (less **2d6**) ●☀-{3} Partisan Detachments [*various, including ● reinforcement group*]

8x **1-2-(1)** Partisan Divisions [*various*]

FORCE POOL

5x **2-4** Airborne Corps [1 VDV – 5 VDV]

1x **Li-2** Transport

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Game Turn Track

1943

MARCH

Full-strength Black Sea Fleet returns per 209.2.

APRIL

Relocating Factory markers: Stalingrad

Faction Display mat (top section)

Place all pending units.

Faction Display mat (bottom section)

FORCE POOL

1x **Pe-8** Heavy Bomber

CAMPAIGN GAME ECONOMIC MAT

Starting Resources

Reset the starting **Resource Points** (**RPs**) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Starting Economics

Set up the Economic Map mat's various **Economic** markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction's production during the **Season Start** Phase each quarter.

LEND-LEASE
LEND-LEASE
4 LLPs
Winter '42+

URAL RESOURCES

MAGNITOGORSK — WORKING 1 EP MAGNITOG. — 2 PPs
SVERDLOVSK — WORKING 1 EP SVERDLOVSK — 2 PPs

RELOCATING — 2 FULL SEASONS, THEN ARRIVES HERE — Relocated factories produce 1/2 EP each, or 1 EP for **Moscow**, per Season.

★ MOSCOW — RELOCATED
LENINGRAD — RELOCATED 1/2 EP LENINGRAD
STALINGRAD — RELOCATED — Arriving in 1943 April

DNEPROPETROVSK — RELOCATED 1/2 EP DNEPR'OVSK
STALINO — RELOCATED 1/2 EP STALINO
KHARKOV — RELOCATED 1/2 EP KHARKOV

LENINGRAD — 0 — RELOCATED due to isolation but not yet CAPTURED — 2 PPs

TALLINN — CONTROL

RIGA — 6 — CONTROL

VOLOGDA — CONTROL
GORKI — 2 PPs
KIROV — CONTROL

STARTING Ger 6 PERSONNEL | STARTING Axis 5 EQUIPMENT | STARTING Axis 3 FUEL
STARTING Axis 1 OFFENSIVES | AXIS RAIL x1 4 | STARTING 0 AIR DEFENSE
CAMPAIGN GAME AT START

K_____ — CONTROL

SMOLENSK — CONTROL

★ MOSCOW — WORKING 2 EPs Moscow — 4 MOSCOW ★ PPs ★ — Moscow (Stalin)

KAZAN — 2 PPs

AXIS — WORKING 9 EPs Axis
AXIS — WORKING 2 FPs/Season

GDYNIA — 0 — CONTROL
DANZIG — 6 — CONTROL

GERMANY — 12 PPs

MINSK — CONTROL

OREL — CONTROL

VORONEZH — 2 PPs

SARATOV — CONTROL

STALIN in KUIBYSHEV — AUTOMATIC DEFEAT IF CAPTURED — 2 PPs

STARTING Soviet 22 FUEL | STARTING Soviet 20 EQUIPMENT
STARTING USSR 15 PERSONNEL | STARTING 15 MORALE
STARTING Soviet 2 OFFENSIVES | SOVIET RAIL x1 4
CAMPAIGN GAME AT START | STARTING 2 AIR DEFENSE

WARSAW — CONTROL

ITALY — 1 PP | STARTING Ita 0 PERSONNEL — Through 1942 only

LODZ — INTEGRATED 1/2 EP Lodz

KHARKOV — INTEGRATED 1/2 EP Kharkov — CONTROL

STALINGRAD — CAPTURED — THIS SEASON, THEN RETOOL — CONTROL

STALINO — INTEGRATED 1/2 EP Stalino — CONTROL

ASTRAKHAN — CONTROL

LWOW — CONTROL
KIEV — CONTROL

DNEPROPETROVSK — INTEGRATED 1/2 EP Dnepr'ovsk — CONTROL

ROSTOV — 6 — CONTROL

BUDAPEST — CONTROL — 2 PPs

STARTING Rom 0 PERSONNEL | STARTING Rom 10 MORALE

CHISINAU — CONTROL

ODESSA — 6 — CONTROL

NOVOROSSISK — 6 — CONTROL

MAIKOP — BURNING 0 — REPAIR NEXT SEASON — CONTROL

GROZNY — WORKING 6 FPs/Season — 2 PPs

STARTING Hun 1 PERSONNEL | STARTING Hun 8 MORALE

PLOESTI — CONTROL — WORKING 5 FPs/Season

SEVASTOPOL — 0 — CONTROL

TBILISI — WORKING 6 FPs/Season — 2 PPs

BUCHAREST — CONTROL — 2 PPs

CONSTANTA — CONTROL — 6

URANUS CAMPAIGN GAME

© 2017 Victory Point Games

OPERATION CITADEL

The Soviets came close to breaking the back of the Axis forces in the **Stalingrad** battles, but a brilliant improvised counterattack near **Kharkov** (Manstein's famous "Backhand Blow" [as represented by the *German Generals* card]) halted the Soviet drive and forced an operational pause while both sides caught their breath and rebuilt badly damaged forces.

In July of 1943, the Axis powers and the Soviets both amassed more troops than they had ever done before: 6,725,000 Red Army troops at the front facing about 4,000,000 Axis troops (of which a record 3,400,000 were German). Neither side would exceed these numbers for the rest of the war in the east. Although the Soviets would continue to field in excess of 6,000,000 men for most of the balance of the war, the Axis (particularly German) totals would decline steadily, in large part because of the growing demands of the Italian front from the Autumn of 1943 and the front in Northwest Europe from the Summer of 1944 on.

In the summer of 1943 the Axis command could see the growing danger in the west, and realized that if they were to strike a blow, it was now or never. They decided to strike [by, again, playing their *Blitzkrieg!* card and launching a Major Offensive], not for key objectives on the ground, but rather to aim at the Red Army itself. The front had settled down with a large salient around the city of **Kursk**, with its

shoulders up against strong Axis forces in **Orel** to the north and **Kharkov** to the south. The Soviets had poured troops into this salient, both for their defenses to hold it [including their *Construction Brigades* card], but also in preparation for a Soviet summer offensive aimed at recapturing the **Ukraine**. The Germans hoped their offensive would nip off this salient and destroy the Soviet troops in it, thus breaking the power of the Red Army for at least a year.

The Germans retained a tactical edge on the battlefield [using their *New Model Tank* deployed as husbanded Panther tanks poured into the battles], although that tactical edge was narrowing as the Soviets learned their lessons the hard way. If anything, the Soviet command was pulling ahead of the Germans at the operational level, particularly in the art of massing troops, as the array of forces at **Kursk** showed. While the odds along the entire front were about 1.7 Soviet soldiers for every 1 Axis soldier, when the Germans attacked at **Kursk** they threw 800,000 troops against 1,900,000 Soviets, or about 2.4 Soviets for every 1 German. Thus, the odds were actually *worse* at **Kursk** for the Germans than they were along the rest of the front! Although this was literally a last-chance offensive for the Germans, and although they delayed its launch until they had amassed an impressive armored force, and although the Germans *picked the point of attack*, the Soviets still managed to out-concentrate them at the decisive place and time.

The results of the German offensive at the **Kursk** salient were by no means a foregone conclusion. The concentration of German armored formations at **Kursk** packed a tremendous punch and, at least in the southern wing of the attack, caused crippling Soviet losses. Had the northern arm of the attack done as well, things might have gone differently. As it was, the Germans called off the attack when the Allies invaded **Sicily** and hastily pulled some of the best mobile divisions out of **Army Group South** to shore up the west.

This opened up the door for the Soviets to use this German withdrawal as the springboard for their own offensive in the summer of 1943 and to permanently press the invaders from the Soviet Union. **Guderian** wrote: "With the failure of *Zitadelle* we have suffered a decisive defeat. Needless to say the [Soviets] exploited their victory to the full. There were to be no more periods of quiet on the Eastern Front. From now on, the enemy was in undisputed possession of the initiative."

Scenario Start Line

SCENARIO LENGTH AND STARTING WEATHER

First Player: **Axis** (see Rule 3.0 for the Setup Sequence)

First Game Turn: July I, 1943

> **Skip the Season Start Phase!** Its activities are "baked in" to the setup. Commence play with the **Axis Game Turn**.

Game Length: 8 Game Turns (ends August IV, 1943)

Initial Weather: East Europe, Clear; Middle East, Clear.

SPECIAL RULE (SCENARIO)

[7.3] BLOCKED NAVAL LOCS: During this scenario only, the Soviets cannot trace a **Naval LoC** in the **Baltic** Sea; the Axis cannot trace a **Naval LoC** in the **Gulf of Finland**.

SCENARIO VICTORY CONDITIONS

The Axis player wins an **Automatic Decisive Victory** by capturing **Moscow** if the **Stalin** marker is present there.

Otherwise, apply the following at the conclusion of the **August IV, 1943** turn:

Axis DECISIVE VICTORY: The Axis control **17 or more** Soviet Objective hexes.

Axis STRATEGIC VICTORY: The Axis control **16** Soviet Objective hexes.

Axis OPERATIONAL VICTORY: The Axis control **15** Soviet Objective hexes.

DRAW: The Axis control **13** or **14** Soviet Objective hexes.

Soviet OPERATIONAL VICTORY: The Axis control **12** Soviet Objective hexes.

Soviet STRATEGIC VICTORY: The Axis control **11** Soviet Objective hexes.

Soviet DECISIVE VICTORY: The Axis control **10 or fewer** Soviet Objective hexes.

*The historical outcome was a Draw; the Axis controlled **13 Soviet Objectives** at the end of August: Tallinn, Riga, Kaunas, Minsk, Smolensk (which would fall very soon), Lwow, Chisinau, Kiev, Odessa, Sevastopol, Novorossiysk, Dnepropetrovsk, and Stalino.*

SOVIET DEPLOYMENT

Front Line Forces

NORTHWEST Strategic Direction

12x **4-5-4** Rifle Inf. Armies *(reduced)*
[4, 8, 22, 31, 34, 39, 42, 43, 54, 55, 59, 67]

4x **7-5-4** Shock Armies *(reduced)* [1 – 4 Shock]

1x **3-4** Rifle Inf. Corps *(revealed)* [Coastal]

1x **Strategic HQ** in **Balanced** mode [Northwest]

WEST Strategic Direction

12x **4-5-4** Rifle Inf. Armies *(reduced)*
[3, 5, 10, 13, 33, 48, 49, 50, 61, 63, 65, 70]

1x **10-4** Guards Inf. Army [11 Guards]

1x **10-6-[6]** Tank Army [2]

1x **6-4-[5]** Cav.-Mech. Group [2]

5x **3-1-[6]** Tank Corps [5, 9, 19, 20, 25]

2x **4-2-[6]** Tank Corps [1 Guards, 1+]

1x **3-(4)** Cav. Corps [6 Guards]

1x **Strategic HQ** in **Balanced** mode [West]

SOUTHWEST Strategic Direction

9x **4-5-4** Rifle Inf. Armies *(reduced)*
[6, 28, 38, 40, 44, 51, 57, 60, 69]

1x **7-5-4** Shock Armies *(reduced)* [5 Shock]

4x **7-4** Guards Inf. Army *(reduced)*
[1 Guards, 3 Guards, 6 Guards, 7 Guards]

1x **10-6-[6]** Tank Army [1]

2x **4-2-[6]** Tank Corps [2 Guards, 5 Guards]

2x **3-1-[6]** Tank Corps [2, 23]

1x **4-[6]** Mech. Corps [1 Guards]

1x **3-(4)** Cav. Corps [1 Guards]

2x **Strategic HQ** in **Balanced** mode
[Southwest, Stavka]

CAUCASUS Strategic Direction

4x **4-5-4** Rifle Inf. Armies *(reduced)*
[9, 18, 56, 58]

1x **3-4** Mtn. Inf. Corps [3]

1x **3-(4)** Cav. Corps [4 Guards]

1x **Strategic HQ** in **Balanced** mode [Caucasus]

Front Line Reorganization

The Soviet player may reduce 2-Step **Rifle Inf.**, **Shock**, or **Guards Inf. Army** units anywhere on the map, replacing them with their corresponding component **Corps** unit (**?-4** for Rifle Inf. and Shock, or **4-4** for Guards Inf.). For each of these reductions, the Soviet player increases one other Army unit of the same type to its full-strength (3-Step) side.

Air Display mat

AVAILABLE (*READY*)		FLOWN (*READY*)	
1x **La-5** Fighter		1x **La-5** Fighter	1x **Pe-2** Fighter-Bomber
1x **Yak-1** Fighter		1x **Yak-1** Fighter	1x **Pe-2M** Fighter-Bomber
1x **Yak-9** Fighter		1x **Yak-9** Fighter	
1x **P-39** Fighter-Bomber		1x **A-20G** Ground Attack Bomber	2x **IL-2M** Fighter-Bombers
1x **Pe-2M** Fighter-Bomber			
2x **IL-4** Bombers		1x **P-39** Fighter-Bomber	
1x **TB-3** Heavy Bomber/Transport			

FLOWN (*DAMAGED*)	DESTROYED (*DAMAGED*)	
1x **Hurricane** Fighter	1x **P-40** Fighter	1x **Pe-2** Fighter-Bomber
1x **Yak-9** Fighter	1x **La-5** Fighter	
1x **IL-2M** Fighter-Bomber	1x **Yak-1** Fighter	1x **IL-2M** Fighter-Bomber
2x **IL-4** Bombers	1x **Yak-9** Fighter	
1x **Tu-2** Bomber	1x **P-39** Fighter-Bomber	

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

11x **4-5-4** Rifle Inf. Armies *(reduced)* [11, 12, 20, 21, 27, 37, 46, 47, 52, 53, 68]

5x **7-4** Guards Inf. Army *(reduced)* [2 Guards, 4 Guards, 5 Guards, 8 Guards, 10 Guards]

1x **4-4** Guards Inf. Corps *(revealed)* [1 Guards]

2x **10-6-[6]** Tank Army [3, 4]

1x **12-8-[6]** Tank Army [5 Guards]

2x **4-2-[6]** Tank Corps [3 and 4 Guards]

1x **3-1-[6]** Tank Corps [10]

2x **4-[6]** Mech. Corps [1 Mech, 2 Guards]

5x **3-[6]** Mech. Corps [4 Mech, 5 Mech, 7 Mech, 9 Mech, 13 Mech]

3x **3-(4)** Cav. Corps [3 Guards, 5 Guards, 7 Guards]

GARRISONS AND DEFENSIVE WORKS

2x [◄1] **Improved Defense**; *place in Tula and Voronezh*

4x [◄1] **Improved Defense** [Moscow Line]; *place in A034, A135, A136, and A237*

16x [◄1] **Improved Defense**; *any hex per 9.4*

3x **(2)** Garrisons [B, C, D]; *place in 9439, Tula, and Voronezh*

4x **(2)** Garrisons [E – H]; *place in any hex per 9.4*

3x [◄2] **Fortified Defense** markers; *place one each in Moscow, Leningrad, and 8728*

5x [◄2] **Fortified Defense** markers; *any hex per 9.4*

3x **[3]** Hardened Garrisons [Lenin, A, Moscow]; *place one each in Leningrad, 8728, and Moscow*

3x **[3]** Hardened Garrisons [I, J, K]; *place in any hex per 9.4*

LEADER

Stalin: Moscow

Faction Display mat (top section)

TRADING PLACES HOLDING BOX	UNDESIRABLES HOLDING BOX
27x **?-[5]** Mech. Corps [1 – 26, 28]	10x **?-4** Rifle Inf. Corps [1 – 10 Conscript]

Faction Display mat (center section)

NOTE: Scenario and **Campaign Game RPs** starting amounts are the same.

STARTING RESOURCES

Soviet FPs: 12	**Soviet OPs:** 2
Soviet EPs: 13	**Soviet Rail Capacity:** 4
USSR PPs: 22	

Faction Display mat (bottom section)

FORCE POOL

16x **8-4** Rifle Inf. Armies [7, 15, 16, 19, 23, 24, 26, 29, 30, 32, 41, 45, 62, 64, 66, Maritime]

1x **10-4** Guards Inf. Army [9 Guards]

5x **4-4** Guards Inf. Corps [2 Guards − 6 Guards]

28x **?-4** Rifle Inf. Corps [*face down in a draw pool, historically*: 2, 4 − 9, 13, 14, 23, 30, 31, 33 − 37, 44, 45, 47, 55, 65, 1 − 6 Militia]

1x **3-4** Mtn. Inf. Corps [40]

6x **3-1-[6]** Tank Corps [13, 14, 21, 22, 27, 28]

4x **2-(4)** Cav. Corps [1, 4, 6, 15]

1x **(2)** Garrison Inf. [Sevast.]

4x **I-153** Fighters

5x **I-16** Fighters

2x **LaGG-3** Fighters

1x **La-5** Fighter

1x **MiG-3** Fighter

2x **Yak-9** Fighters

4x **IL-2** Fighter-Bombers

2x **IL-2M** Fighter-Bombers

2x **Pe-2** Fighter-Bombers

4x **Pe-2M** Fighter-Bombers

1x **A-20G** Ground Attack Bomber

1x **Su-2** Ground Attack Bomber

4x **DB-3** Bombers

6x **SB-2** Night Bombers

1x **Tu-2** Bomber

CORPS REMNANTS HOLDING BOX

8x **1-3/1-[5]** Leg/Heavy BGs [*various*]

CHANGE BOX: *See Rule 12.0*

1x **3-(4)** Cav. Corps [2 Guards]

2x **4-2-[6]** Tank Corps [18+, 29+]

9x **3-1-[6]** Tank Corps [3, 6, 8, 11, 12, 15, 16, 30, 31]

1x **4-[6]** Mech. Corps [5 Guards]

4x **3-[6]** Mech. Corps [2 Mech, 3 Mech, 8 Mech, 6 Guards]

2x **10-6-[6]** Tank Armies [5, 6]

5x **12-8-[6]** Guard Tank Armies [1 − 4, 6]

4x **6-4-[5]** Cav.-Mech. Groups [1, 5, 6, 7]

2x **8-[5]** Guard Cav.-Mech. Groups [3 Guards, 4 Guards]

Remove all other Soviet units from the game when playing this scenario.

Miscellaneous Setup

CITADEL SOVIET CARDS

Removed: **01** [*Emergency Mobilization*]
02 [*"I Believe..."*]
08 [*Human Wave Assaults*]
14 [*Militia Mobilized*]
17 [*Scorched Earth*]
39 [*The Boss*]

Discarded: **03** [*Vasilevsky*]
09 [*"There Are No..."*]
11 [*Guerilla War*]
23 [*Kuibyshev Becomes...*]
25 [*Cavalry Mobilization*]

Set Aside: None

In Hand: Select your July card(s) normally.

In Deck: All others

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

2x **2-4** Airborne Corps [4 VDV, 5 VDV]

NAVY

Baltic Fleet: Leningrad *(reduced)*

Black Sea Fleet: Sochi

Air Display mat

AVAILABLE (*READY*)

1x **Li-2** Transport

Faction Display mat (bottom section)

PARTISANS BOX

27 (less **3d6**) ☾⁂-{3} Partisan Detachments [*various, including ● and ●● reinforcement groups*]

8x **1-2-(1)** Partisan Divisions [*various*]

FORCE POOL

3x **2-4** Airborne Corps [1 VDV − 3 VDV]

1x **Li-2** Transport

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

Desired starting **Air Mobile** units (see 3.4 and 102.2)

*Just prior to the Axis setting up their Reserves (3.4), roll 3 dice and place their sum of **Partisan Detachment** markers on the map (107.1). Place the remaining **Detachment** markers in the **Faction Display mat (bottom section)**.*

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Faction Display mat (top section)

Place all pending units.

Faction Display mat (bottom section)

FORCE POOL

1x **Pe-8** Heavy Bomber

Axis Deployment

Front Line Forces

Army Group NORTH

5x **3-4** Inf. Corps *(reduced)* [1, 2, 8, 10, 26]

4x **2-3-4** Inf. Corps *(reduced)* [28, 38, 50, 54]

1x **Strategic HQ** in **Balanced** mode [North]

Army Group CENTER

2x **6-5-[6]** Panzer Corps *(reduced)* [39, 56]

7x **3-4** Inf. Corps *(reduced)* [6, 7, 9, 12, 13, 20, 23]

5x **2-3-4** Inf. Corps *(reduced)* [27, 35, 43, 53, 55]

1x **Strategic HQ** in **Balanced** mode [Center]

Army Group B

3x **6-5-[6]** Panzer Corps *(reduced)* [24, 40, 57]

3x **3-4** Inf. Corps *(reduced)* [4, 11, 17]

4x **2-3-4** Inf. Corps *(reduced)* [29, 30, 42, 52]

1x **Strategic HQ** in **Balanced** mode [South/B]

Army Group A

6x **6-5-[6]** Panzer Corps [2 SS, 3, 41, 46, 47, 48]

1x **3-4** Mtn. Inf. Corps *(reduced)* [49]

1x **3-4** Inf. Corps *(reduced)* [5]

1x **2-3-4** Inf. Corps *(reduced)* [44]

1x **2-(4) Rom.** Cav. Corps *(reduced)* [Cavalry]

1x **2-4 Rom.** Mtn. Inf. Corps *(reduced)* [Mountain]

1x **Strategic HQ** in **Balanced** mode [A]

Front Line Reorganization

Among the Axis **Front Line Forces'** Army Groups, the Axis player flips to full strength a total of **6** (*out of 11*) **Panzer Corps** and **15** (*out of 31*) **German Inf.** and **Mtn. Inf. Corps** units.

General Reserve Forces

REAR AREA:
Deploy per Rule 3.4 <mark>*after Soviet Partisans*</mark>

6x **2-4-3** 2nd-Line Inf. Corps [59, 101, 102, 103, 2 LW, 3 LW]

2x **2-4-3 Hun.** 2nd-Line Inf. Corps [7, 8]

1x **2-3-3 Rom.** 2nd-Line Inf. Corps [3]

IN HUNGARY

1x **2-(4) Hun.** Cav. Division [1]

IN ROMANIA

1x **Rom. Operational HQ** [GHQ]

1x **2-4 Rom.** Inf. *(reduced)* [1]

GARRISONS AND DEFENSIVE WORKS

16x [⬅1] **Improved Defense**; *any hex per 9.4*

5x [⬅2] **Fortified Defense**; *any hex per 9.4*

6x **(2)** Garrisons [I – VI]; *deploy in City hexes per Rule 3.4*

3x **[3]** Hardened Garrisons [VII – IX]; *deploy in City hexes per Rule 3.4*

Air Display mat

Available (*READY*)

1x **Bf-109F** Fighter

1x **Fw-190A** Fighter-Bomber

2x **He-111** Bombers

2x **Ju-87** Ground Attack Bombers

2x **Ju-88** Bombers

1x **Hs-129** Bomber

1x **Hun. Bf-109G** Fighter

1x **Rom. Hs-129** Bomber

Flown (*READY*)

2x **Bf-109G** Fighters

1x **Fw-190A** Fighter-Bomber

Flown (*DAMAGED*)

1x **Rom. IAR-80** Fighter

Destroyed (*DAMAGED*)

None

Faction Display mat (top section)

1943

AUGUST UNITS

1x **12-9-[6]** Panzer Corps [2 SS] *(returns 1944 April)*

1x **Ju-87** Bomber *(remove to Force Pool)*

1x **6-4-[5]** or **3-2-[5]* Hun.** Armored Corps [Armored] *substitutes for:*

1x **4-[4]** or **2-[4]* Hun.** Mobile Corps [Mobile] *(remove from play)* – **if removed from the map as a 1-step unit, it is replaced with a 1-step unit*

1x **2-1-[5] Hun.** Armored Division [1] *is flipped to its* **3-2-[5] Hun.** Armored Division **[1]** *side*

1x **2-(4) Hun.** Cav. Division [1] *is flipped to its* **2-1-[5] Hun.** Armored Division **[2]** *side*

Faction Display mat (center section)

STARTING RESOURCES

Hun. PPs: 5

Rom. PPs: 2

German PPs: 12

Axis EPs: 11

Axis FPs: 10

Axis OPs: 5

Axis Rail Capacity: 3

Faction Display mat (bottom section)

FORCE POOL

1x **12-9-[6]** Panzer Corps [14]

2x **4-6-4** Inf. [34, 51]

5x **4-4** Inf. Corps [92 − 96]

3x **(2)** Garrison Inf. [X − XII]

1x **Hun. Operational HQ** [GHQ]

2x **4-4 Hun.** Inf. [3, 4]

4x **4-4 Rom.** Inf. [2, 4, 5, 6]

1x **2-1-[5] Hun.** Armored Division [1]

2x **2-1-[5] Rom.** Armored Division [1, 2]

1x **1-[5] Rom.** Mot. Division [5 Cavalry]

9x **2-3-3 Rom.** 2nd-Line Inf. Corps [7, 11, 1 Terr. − 7 Terr.]

1x **Bf-109E** Fighter

1x **Bf-110E** Fighter-Bomber

3x **Bf-109F** Fighters

1x **Do-17** Night Bomber

1x **Ju-88** Bomber

1x **Rom. PZL-P.11** Fighter

1x **Rom. JRS-79** Bomber

1x **Hun. Re-2000** Fighter

1x **Hun. Ca.135** Ground Attack Bomber

CORPS REMNANTS HOLDING BOX

20x **1-3/1-2-[5]** Leg/Heavy KGs [various]

4x **1-[3]/1-2-3** Mobile/Mtn. KGs [various]

CHANGE BOX: *See Rule 12.0*

5x **24-18-[5]** Panzer Armies [1, 2, 3, 4, 6 SS]

5x **12-10-3** Inf. Armies [4, 9, 12, 16, 18]

4x **10-3** Inf. Armies [2, 6, 11, 17]

8x **7-[4]** Semi-Mot. Inf. Corps [1, 2, 4 − 9 Mot]

4x **4-2-[6]** Panzer Divisions [1, 4, 10, 12]

4x **3-[6]** Panzergrenadier Divisions [3, 18, 60, 11 SS]

3x **2-4** Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]

1x **6-3 Hun.** Army [2]

1x **4-[4] Hun.** Mot. Corps [Mobile]

2x **8-6-3 Rom.** Armies [3, 4]

1x **6-4-[5] Rom.** Mech. Corps [Mech]

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

Faction Display mat (bottom section)

FORCE POOL

1x **Ju-52** Transport

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

Nothing.

Faction Display mat (bottom section)

PARTISANS BOX

3x **1-2-(1)** Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]

6x **1-2-(1)** Ukranian Partisan Divisions [A − F]

Miscellaneous Setup

CITADEL AXIS CARDS

Removed: 11 [*Standfast!*]
        28 [*Romania Annexes*]

Discarded: 02 [*Air Offensive*]
        09 [*Strategic Redeployment*]
        10 [*Army Organization*]
        17 [*Forced Labor*]
        22 [*Refit & Reorganize*]
        23 [*German Officers Show Initiative*]

Set Aside: None

In Hand: None (historically, **01** [*Blitzkrieg!*] was the July draw)

In Deck: All others

SUPPLY MARKERS

Finally, the Soviet player checks your **Ground** units' supply status (see 7.2) before commencing play.

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Off-Map Forces

HUNGARIAN HOME ARMY: Enter from the Hungarian west map edge. Release the Home Army when a **Soviet Ground** unit crosses into Hungary or, after 1943, when a **Soviet Ground** unit is within *three* hexes of the **Hungarian** border.

2x **2-4 Hun.** Inf. Corps *(reduced)* [1, 5]

3x **1-2-3 Hun.** 2nd-Line Inf. Corps *(reduced)* [2, 6, 9]

Faction Display mat (top section)

Place all pending units.

CAMPAIGN GAME ECONOMIC MAT

Starting Resources

NOTE: These **Campaign Game RPs** include all **Season Start** Phase activities "baked in." *Do not conduct a Season Start Phase to commence a Campaign Game; just dive right in!*

Reset the starting **Resource Points** (**RPs**) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Starting Economics

Set up the Economic Map mat's various **Economic** markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction's production during the **Season Start** Phase each quarter.

CAMPAIGN GAME AT START

STARTING GER PERSONNEL **12**
STARTING AXIS EQUIPMENT **11**
STARTING AXIS FUEL **10**
AXIS OFFENSIVES **5**
AXIS RAIL x1 **3**
STARTING AIR DEFENSE **1**

AXIS WORKING 9 EPs *Axis*
AXIS WORKING 2 FPs/Season

GERMANY **12** PPs

ITALY **1** PP — Through 1942 only

URAL RESOURCES

LEND-LEASE — 4 LLPs — Winter '42+

MAGNITOGORSK WORKING 1 EP *Magnitog.* — 2 PPs
SVERDLOVSK WORKING 1 EP *Sverdlovsk* — 2 PPs

RELOCATING 2 FULL SEASONS, THEN ARRIVES HERE — Relocated factories produce 1/2 EP each, or 1 EP for **Moscow**, per Season.

★ **MOSCOW** RELOCATED
LENINGRAD RELOCATED 1/2 EP *Leningrad*
STALINGRAD RELOCATED 1/2 EP *Stalingrad*
DNEPROPETROVSK RELOCATED 1/2 EP *Dnepr'ovsk*
STALINO RELOCATED 1/2 EP *Stalino*
KHARKOV RELOCATED 1/2 EP *Kharkov*

LENINGRAD ⚓ 0 — RESTORED 1/2 EP *Leningrad* — 2 PPs
VOLOGDA CONTROL ★
GORKI 2 PPs
KIROV CONTROL ★

★ **MOSCOW** WORKING 2 EPs *Moscow* — 4 MOSCOW ★ PPs ★ — Moscow (Stalin)
KAZAN 2 PPs

TALLINN CONTROL
RIGA ⚓ 6 CONTROL
SMOLENSK CONTROL
OREL CONTROL

KHARKOV CONTROL
MINSK CONTROL

VORONEZH 2 PPs
SARATOV CONTROL ★
STALIN IN KUIBYSHEV AUTOMATIC DEFEAT IF CAPTURED — 2 PPs

GDYNIA ⚓ 0 CONTROL
DANZIG ⚓ 6 CONTROL

WARSAW CONTROL
LODZ INTEGRATED 1/2 EP *Lodz*

KHARKOV INTEGRATED 1/2 EP *Kharkov* — CONTROL

STALINGRAD RESTORED 1/2 EP *Stalingrad* — 1 PP
STALINO INTEGRATED 1/2 EP *Stalino* — CONTROL

LWOW CONTROL
KIEV CONTROL

DNEPROPETROVSK INTEGRATED 1/2 EP *Dnepr'ovsk* — CONTROL
ROSTOV 1 PP

ASTRAKHAN CONTROL ★

CHISINAU CONTROL
ODESSA ⚓ 6 CONTROL
SEVASTOPOL ⚓ 0 CONTROL
NOVOROSSISK ⚓ 6 CONTROL

BUDAPEST CONTROL — 2 PPs
STARTING HUN PERSONNEL **5**
STARTING HUN MORALE **7**

STARTING ROM PERSONNEL **2**
STARTING ROM MORALE **6**

PLOESTI CONTROL — WORKING 5 FPs/Season
BUCHAREST CONTROL — 2 PPs
CONSTANTA CONTROL ⚓ 6

MAIKOP RECOVERED 3 FOR DURATION — CONTROL ★
GROZNY WORKING 6 FPs/Season — 2 PPs
TBILISI WORKING 6 FPs/Season — 2 PPs

CAMPAIGN GAME AT START
STARTING SOVIET FUEL **12**
STARTING SOVIET EQUIPMENT **13**
STARTING USSR PERSONNEL **22**
STARTING SOVIET MORALE **20**
SOVIET OFFENSIVES **2**
SOVIET RAIL x1 **4**
STARTING AIR DEFENSE **2**

CITADEL
CAMPAIGN GAME

© 2018 Victory Point Games

OPERATION BAGRATION

Following the successful defensive of the **Kursk** salient in July of 1943, the Red Army siezed the initiative and launched a series of offensives throughout the rest of 1943 which recaptured **Kharkov**, **Stalino**, **Dniepropetrovsk**, and **Kiev**, pushing the Axis back to, and in places, across the Dnieper River in the **Ukraine**. The Red Army winter offensives in early 1944 drove the Axis back from **Leningrad** in the north and took back most of the **Ukraine** up to the Romanian border in the south, putting Axis forces in the Soviet Union under serious pressure.

By April of 1944, however, the Red Army had expended itself and needed a period to both move its supply forward and replace losses, which had been considerable. By May of 1944, the Red Army was down to less than 6,400,000 troops at the front (from their peak of 6,900,000 at the height of the **Kursk** build-up). Tanks and self-propelled gun strength at the front fell from over 8,000 at the start of 1943 to less than 6,000 by the start of 1944, a testament to the extent to which the tank forces bore the brunt of the fighting in that year of many victories, but also of the many losses those victories cost. In game terms, the Soviets are still preparing and organizing their Bagration offensive as this scenario begins on June I: Key units require building and replacing, and they will need relocating to their new lines of departure; HQs need to arrive; and the Red Air Force is in need of a rest to fully recover.

Fortunately for the Soviets, the Allied invasion of Italy (and the subsequent defection of Italy from the Axis cause), as well as the looming threat of a massive Allied cross-channel invasion into France, saw many German troops pulled to the west. A massive mobilization of new Romanian and Hungarian units could not make up the difference, and total Axis strength on the front fell to 3,370,000. This meant that the strength ratio had risen slightly from the 1.7:1 ratio at the time of **Kursk**, to 1.9 Soviets for every 1 Axis soldier at the front as *Operation Bagration* readied to launch.

The big difference this time was that the Soviets were launching their own strategic drive and could pick their target. They chose Army Group Center, but by keeping their largest mobile formations (the tank armies) mostly in the *south*, the Soviets managed to convince the Germans that the next Soviet blow would come from that direction. Reinfocing to hinder the expected blow in the south, the German front in the center was spread thin and stripped of most of its mobile reserves.

The Soviets launched several concurrent partisan attacks in Belorussia to kick off *Operation Bagration* with hopes of hitting Axis railroads and communications [at last using their *Partisan Offensive* card]. Commencing on June III, partisans placed numerous explosive charges on Axis rails; though many were cleared, they had

an undeniable disruptive effect. Partisans also formed Divisions that assisted in mopping up encircled German forces after the Red Army had roared past.

When the concentric Soviet attacks hit from the south, east, and northeast [using their *Maskirovka* card], Army Group Center's front almost immediately collapsed. You can see the speed and scope of the offensive from the list of historically captured cities.

The Soviet Bagration offensive formally began on June III. By the next turn of the offensive (June IV), **Vitebsk**, **Orsha**, and **Mogilev** fell. On the next turn (July I), **Polotsk**, **Minsk**, and **Baranovichi** followed. **Vilnius** and **Pinsk** fell on July II, **Lublin** and **Kovel** on July III, **Brest** and **Bialystok** on July IV, and by that point the Soviets closed up against the German's Vistula River defense line [assembled using the *Axis Reich Labor Service* card].

The Germans lost up to a quarter of their entire active strength on the Eastern Front during *Operation Bagration* and would never recover.

Scenario Start Line

ABOUT THE BAGRATION SCENARIO:

The Soviet Bagration offensive did not begin until the June III, 1944 turn (two turns after this scenario begins). We chose the June I start date to coincide with the Allied D-Day landings in France (thinking ahead to the full ETO Campaign Game covering all of Europe).

To create two turns of "lull" before the storm breaks loose, some Soviet HQ markers set up with Countdown markers, some key Soviet Armies are reduced that, two weeks hence, were built up to full-strength and ready to go, and no setup "adjustments" are allowed for the Soviets as they

receive in other scenarios. So, be aware that the Soviets had some "build up" turns while they watched to see if the Allies would hold the beaches and make a fight in France.

SCENARIO LENGTH AND STARTING WEATHER

First Player: **Soviet** (see Rule 3.0 for the Setup Sequence, but note that **the Soviets** *also* **set up first** in this scenario)

First Game Turn: **Soviet** half of June I, 1944

Game Length: 11.5 Game Turns (ends August IV, 1944)

Initial Weather: East Europe, Clear; Middle East, Clear.

SPECIAL RULE (SCENARIO)

[7.1] BLOCKED NAVAL LOCS: During this scenario only, the Soviets cannot trace a **Naval LoC** in the **Baltic** Sea; the Axis cannot trace a **Naval LoC** in the **Gulf of Finland**.

SCENARIO VICTORY CONDITIONS

The Axis player wins an **Automatic Decisive Victory** by capturing **Moscow** *if* the **Stalin** marker is present there.

Otherwise, apply the following at the conclusion of the August IV, 1944 turn:

Important: At the end of this scenario, *subtract* Soviet-controlled Objectives *outside* of the Soviet Union from the count of Axis-controlled Objectives *inside* the Soviet Union (which *includes* Bessarabia) to determine the net Axis control count.

Axis DECISIVE VICTORY: The Axis control **5 or more** net Soviet Objective hexes.

Axis STRATEGIC VICTORY: The Axis control **4** net Soviet Objective hexes.

Axis OPERATIONAL VICTORY: The Axis control **3** net Soviet Objective hexes.

DRAW: The Axis control **1** or **2** net Soviet Objective hexes.

Soviet OPERATIONAL VICTORY: The Soviets control **0** or **1** net Axis Objective hexes.

Soviet STRATEGIC VICTORY: The Soviets control **2** net Axis Objective hexes.

Soviet DECISIVE VICTORY: The Soviets control **3 or more** net Axis Objective hexes.

*The historical outcome was a Soviet Operational Victory; the Axis controlled **2 Soviet Objectives** (Tallinn and Riga), and the Soviets gained control of Bucharest, Ploesti, and Constanta when Romania switched sides at the end of August, for a net Soviet control of **1 Axis Objective**.*

SOVIET DEPLOYMENT

Front Line Forces

NORTHWEST STRATEGIC DIRECTION

3x **7-5-4** Shock Armies *(reduced)* [1 – 3 Shock]

1x **7-4** Guards Inf. Army *(reduced)* [6 Guards]

6x **4-5-4** Rifle Inf. Armies *(reduced)*
[8, 22, 42, 43, 54, 67]

1x **4-2-[6]** Tank Corps [1+]

2x **3-1-[6]** Tank Corps [5, 19]

1x **Strategic HQ** in **Balanced** mode
[Northwest] with a **-3 Countdown** marker

WEST STRATEGIC DIRECTION

1x **7-4** Guards Inf. Armies *(reduced)* [2 Guards]

14x **4-5-4** Rifle Inf. Armies *(reduced)* [3, 5, 28,
31, 33, 39, 47, 48, 49, 50, 51, 61, 65, 70]

1x **4-[6]** Mech. Corps [3 Guards]

2x **4-2-[6]** Tank Corps [2 Guards, 8 Guards]

3x **3-1-[6]** Tank Corps [9, 16, 31]

2x **3-(4)** Cav. Corps [6 and 7 Guards]

1x **Strategic HQ** in **Balanced** mode [West]
with a **-2 Countdown** marker

SOUTHWEST STRATEGIC DIRECTION
*(At least one army in **Odessa**)*

3x **7-4** Guards Inf. Armies *(reduced)*
[1 Guards, 3 Guards, 4 Guards]

12x **4-5-4** Rifle Inf. Armies *(reduced)*
[13, 18, 27, 37, 38, 40, 46, 52, 53, 57, 60, 69]

1x **7-5-4** Shock Army *(reduced)* [5 Shock]

2x **4-[6]** Mech. Corps [4 Guards, 6 Guards]

2x **3-[6]** Mech. Corps [5, 9]

4x **4-2-[6]** Tank Corps [4 Guards, 5 Guards,
6 Guards, 7 Guards]

3x **3-1-[6]** Tank Corps [11, 23, 25]

1x **4-4** Rifle Inf. Corps [1 Polish]

3x **3-(4)** Cav. Corps
[1 Guards, 2 Guards, 5 Guards]

1x **Strategic HQ** in **Balanced** mode
[Southwest] with a **-3 Countdown** marker

Front Line Reorganization

None. *This scenario begins two weeks prior to the Soviet's actual offensive launch date (June III) to destroy Army Group Center. Instead of reorganizing prior to setting up, use these added turns to reorganize and redeploy your forces.*

Air Display mat

AVAILABLE (*READY*)	FLOWN (*READY*)
1x **P-39** Fighter-Bomber	1x **La-5** Fighter
1x **Pe-2M** Fighter-Bomber	1x **Pe-2M** Fighter-Bomber
	2x **IL-4** Bombers

FLOWN (*DAMAGED*)	DESTROYED (*DAMAGED*)
1x **La-5** Fighter	4x **Yak-9** Fighters
1x **P-39** Fighter-Bomber	1x **P-40** Fighter
2x **Yak-9** Fighters	1x **La-5** Fighter
3x **IL-2M** Fighter-Bombers	1x **P-39** Fighter-Bomber
2x **IL-4** Bombers	2x **Pe-2M** Fighter-Bombers
1x **Tu-2** Bomber	1x **IL-2M** Fighter-Bomber
2x **A-20G** Ground Attack Bombers	1x **Tu-2** Bomber

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

1x **7-4** Guards Inf. Army *(reduced)* [9 Guards]

1x **4-5-4** Rifle Inf. Army *(reduced)* [63]

2x **4-2-[6]** Tank Corps [1 Guards, 3 Guards]

2x **3-(4)** Cav. Corps [3 Guards, 4 Guards]

1x **Strategic HQ** in **Balanced** mode [Stavka]
with a **-3 Countdown** marker

LEADER

Stalin: Moscow

GARRISONS AND DEFENSIVE WORKS

4x [⬅1] **Improved Defense** [Moscow Line];
place in A034, A135, A136, and A237

30x [⬅1] **Improved Defense**; *any hex per 9.4*

9x **(2)** Garrisons [B – J]; *place in any hex per 9.4*

3x [⬅2] **Fortified Defense** markers; *place one
each in Moscow, Leningrad, and 8728*

5x [⬅2] **Fortified Defense** markers;
any hex per 9.4

3x **[3]** Hardened Garrisons [Lenin., A, Moscow];
place one each in Leningrad, 8728, and Moscow

1x **[3]** Hardened Garrisons [K];
place in any hex per 9.4

Faction Display mat (top section)

TRADING PLACES HOLDING BOX

27x **?-[5]** Mech. Corps [1 – 26, 28]

UNDESIRABLES HOLDING BOX

10x **?-4** Rifle Inf. Corps
[3 – 6 Militia,
5 – 10 Conscript]

Faction Display mat (center section)

STARTING RESOURCES AND RESERVES

Soviet FPs: 10	**Soviet OPs:** 1
Soviet EPs: 10	**Soviet Rail Capacity:** 5
USSR PPs: 21	

1944

JULY RESOURCES ADDED

Soviet FPs: +10	**USSR PPs:** +14
Soviet EPs: +7	

Faction Display mat (bottom section)

FORCE POOL

1x **Strategic HQ** in **Balanced** mode [Caucasus]

1x **10-4** Rifle Inf. Army [1 Polish]

5x **10-4** Guards Inf. Armies [5 Guards, 7 Guards, 8 Guards, 10 Guards, 11 Guards]

1x **12-8-4** Shock Army [4 Shock]

31x **8-4** Rifle Inf. Armies [Maritime, 4, 6, 7, 9 –12, 15, 16, 19, 20, 21, 23, 24, 26, 29, 30, 32, 34, 41, 44, 45, 55, 56, 58, 59, 62, 64, 66, 68]

4x **2-(4)** Cav. Corps [1, 4, 6, 15]

1x **3-[6]** Mech. Corps [7 Mech]

7x **4-[6]** Mech. Corps [1 Mech, 1 Guards, 2 Guards, 5 Guards, 7 Guards, 8 Mech, 8 Guards]

9x **3-1-[6]** Tank Corps [8, 10, 13, 14, 20, 21, 22, 27, 28]

5x **4-2-[6]** Tank Corps [9 – 11 Guards, 18+, 29+]

2x **3-4** Mtn. Inf. Corps [3, 40]

1x **3-4** Rifle Inf. Corps [1 Czech]

5x **4-4** Rifle Inf. Corps [2 – 6 Guards]

1x **(2)** Garrison [Sevast.]

30x **?-4** Rifle Inf. Corps [*face down in a draw pool, historically: 1 Guards, Coastal, 2, 4 – 9, 13, 14, 23, 30, 31, 33 – 37, 44, 45, 47, 55, 65, 1 Militia, 2 Militia, 1 – 4 Conscript*]

4x **I-153** Fighters

5x **I-16** Fighters

2x **LaGG-3** Fighters

1x **Hurricane** Fighter

1x **La-5** Fighter

1x **MiG-3** Fighter

3x **Yak-1** Fighters

4x **IL-2** Fighter-Bombers

2x **IL-2M** Fighter-Bombers

4x **Pe-2** Fighter-Bombers

2x **Pe-2M** Fighter-Bombers

1x **Su-2** Ground Attack Bomber

4x **DB-3** Bombers

6x **SB-2** Night Bombers

1x **TB-3** Heavy Bomber/ Transport

CORPS REMNANTS HOLDING BOX

8x **1-3/1-[5]** Leg/Heavy BGs [*various*]

CHANGE BOX: *See Rule 12.0*

5x **6-4-[5]** Cav.-Mech. Groups [1, 2, 5, 6, 7]

2x **8-[5]** Guards Cav.-Mech. Groups [3 Guards, 4 Guards]

6x **10-6-[6]** Tank Armies [1 – 6]

6x **12-8-[6]** Tank Armies [1 – 6 Guards]

Remove all other Soviet units from the game when playing this scenario.

Miscellaneous Setup

BAGRATION SOVIET CARDS

Removed:
01 [*Emergency Mobilization*]
02 [*"I Believe…"*]
08 [*Human Wave Assaults*]
14 [*Militia Mobilized*]
17 [*Scorched Earth*]
39 [*The Boss*]

Discarded:
05 [*Exile Forces*]
11 [*Guerilla War*]
12 [*Labor Battalions*]
21 [*Enlistment Propoganda*]
23 [*Kuibyshev Becomes…*]
40 [*Rokossovsky*]

Set Aside: None

In Hand: Select your June card(s) normally.

In Deck: All others

SUPPLY MARKERS

Finally, the German player checks your **Ground** units' supply status (see 7.2) before commencing play.

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

General Reserve Forces

REAR AREA: *Deploy per Rule 3.4*

2x **2-4** Airborne Corps [4 VDV, 5 VDV]

NAVY

Baltic Fleet: Leningrad *(damaged)*

Black Sea Fleet: Sevastopol *(damaged)*

Air Display mat

AVAILABLE (*READY*)

1x **Li-2** Transport

Faction Display mat (bottom section)

PARTISANS BOX

32 (less **2d6**) ✊-{3} Partisan Detachments [*various, including all reinforcement groups*]

8x **1-2-(1)** Partisan Divisions [*various*]

FORCE POOL

3x **2-4** Airborne Corps [1 VDV – 3 VDV]

1x **Li-2** Transport

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

None

Just prior to the Axis setting up their Reserves (3.4), roll 2 dice and place their sum of Partisan Detachment markers on the map (107.1). Place the remaining Detachment markers in the Faction Display mat (bottom section).

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Faction Display mat (top section)

Place all pending units.

Faction Display mat (bottom section)

FORCE POOL

1x **Pe-8** Heavy Bomber

AXIS DEPLOYMENT

Front Line Forces

ARMY GROUP NORTH

1x **10-[6]** Panzergrenadier Corps [3 SS]

4x **3-4** Inf. Corps *(reduced)*
[1, 2, 10, 26]

5x **2-3-4** Inf. Corps *(reduced)*
[28, 38, 43, 50, 54]

1x **Strategic HQ** in **Balanced** mode
[North]

ARMY GROUP CENTER

2x **6-5-[6]** Panzer Corps *(reduced)* [39, 41]

6x **3-4** Inf. Corps *(reduced)*
[6, 8, 9, 12, 20, 23]

4x **2-3-4** Inf. Corps *(reduced)*
[27, 35, 53, 55]

1x **Strategic HQ** in **Balanced** mode
[Center]

ARMY GROUP B

6x **6-5-[6]** Panzer Corps *(reduced)*
[2 SS, 3, 24, 46, 48, 56]

1x **3-4** Inf. Corps *(reduced)* [13]

1x **2-3-4** Inf. Corps *(reduced)* [42]

1x **Strategic HQ** in **Balanced** mode
[South/B] with a **-2 Countdown** marker

ARMY GROUP A

2x **6-5-[6]** Panzer Corps *(reduced)* [40, 57]

1x **6-4** Mtn. Inf. Corps [49]

3x **3-4** Inf. Corps *(reduced)* [4, 7, 17]

4x **2-3-4** Inf. Corps *(reduced)*
[29, 30, 44, 52]

5x **4-4 Rom.** Inf. Corps [1, 2, 4, 5, 6]

1x **2-4 Rom.** Mtn. Inf. Corps *(reduced)*
[Mountain]

1x **Strategic HQ** in **Balanced** mode [A]
with a **-3 Countdown** marker

1x **Rom. Operational HQ** in **Balanced**
mode [GHQ]

Air Display mat

AVAILABLE (*READY*)

1x **He-111** Bomber

FLOWN (*DAMAGED*)

1x **Rom. Bf-109G** Fighter

1x **Hun. Me-210** Fighter-Bomber

FLOWN (*READY*)

2x **Bf-109G** Fighters

2x **Fw-190A** Fighter-Bombers

1x **Hs-129** Bomber

1x **Ju-88** Bomber

1x **Hun. Bf-109G** Fighter

DESTROYED (*DAMAGED*)

1x **He-111** Bomber

1x **Rom. Hs-129** Ground Attack Bomber

Faction Display mat (top section)

1944

JULY UNITS

1x **12-9-[6]** Panzer Corps [2 SS]
(returns 1945 January)

1x **2-4-3** 2nd-Line Inf. Corps [16]

AUGUST UNITS

1x **12-9-[6]** Panzer Corps [4 SS]

1x **4-(4)** Cav. Corps [1]

1x **4-6-4** Inf. Corps [12 SS]

In Hungary

HUNGARIAN HOME ARMY

*Place every unit in a **Hungarian City** hex,
but no more than one unit per **City** hex.
(**Budapest**, by the way, is **two City** hexes.)*

1x **3-2-[5] Hun.** Armored Corps *(reduced)*
[Arm]

2x **2-4 Hun.** Inf. Corps *(reduced)* [1, 5]

3x **2-4-3 Hun.** 2nd-Line Inf. Corps [6, 7, 8]

2x **1-2-3 Hun.** 2nd-Line Inf. Corps *(reduced)*
[2, 9]

1x **Hun. Operational HQ** in **Balanced** mode
[GHQ]

Front Line Reorganization

Among the Axis **Front Line Forces'** Army Groups, the Axis player flips
to full strength a total of **2** (*out of 10*) **Panzer Corps** and **8** (*out of 29*)
**German Inf.** and **Mtn. Inf. Corps** units.

General Reserve Forces

REAR AREA:
*Deploy per Rule 3.4
after Soviet Partisans*

1x **3-4** Inf. Corps *(reduced)* [11]

4x **2-4-3** 2nd-Line Inf. Corps
[6 SS, 59, 72, 102]

6x **2-3-3 Rom.** 2nd-Line Inf. Corps
[3, 7, 1 — 4 Terr.]

GARRISONS AND
DEFENSIVE WORKS

30x [←1] **Improved Defense**;
any hex per 9.4

2x [←2] **Fortified Defense**;
any hex per 9.4

8x **(2)** Garrisons [I — VIII]; *deploy in
City hexes per Rule 3.4*

2x **[3]** Hardened Garrisons [IX, X];
deploy in City hexes per Rule 3.4

Faction Display mat (center section)

STARTING RESOURCES

German PPs: 7	**Axis FPs:** 4
Rom. PPs: 2	**Axis OPs:** 0
Hun. PPs: 6	**Axis Rail Capacity:** 2
Axis EPs: 6	

1944

JULY RESOURCES ADDED

German PPs: +8	**Axis EPs:** +7
Rom. PPs: +2	**Axis FPs:** +5
Hun. PPs: +2	

Faction Display mat (bottom section)

FORCE POOL

2x **12-9-[6]** Panzer Corps [14, 47]	1x **4-(4) Rom.** Cav. Corps [Cavalry]	2x **Ju-87** Bombers
2x **(2)** Garrison Inf. [XI, XII]	1x **1-[5] Rom.** Mot. Division [5 Cavalry]	2x **Ju-88** Bombers
1x **6-4** Inf. Corps [5]	4x **2-3-3 Rom.** 2nd-Line Inf. Corps [11, 5 Terr. – 7 Terr.]	1x **Do-17** Night Bomber
2x **4-6-4** Inf. Corps [34, 51]		1x **Rom. PZL-11** Fighter
5x **4-4** Inf. Corps [92 – 96]	2x **4-4 Hun.** Inf. Corps [3, 4]	1x **Rom. IAR-80** Fighter
4x **2-4-3** 2nd-Line Inf. Corps [2 LW, 3 LW, 101, 103]	1x **Bf-109E** Fighter	1x **Rom. JRS-79** Bomber
	4x **Bf-109F** Fighters	1x **Hun. Re.2000** Fighter
2x **2-1-[5] Rom.** Armored Divisions [1, 2]	1x **Bf-110E** Fighter-Bomber	1x **Hun. Ca.135** Ground Attack Bomber

CORPS REMNANTS HOLDING BOX

20x **1-3/1-2-[5]** Leg/Heavy KGs [various]   4x **1-[3]/1-2-3** Mobile/Mtn. KGs [various]

CHANGE BOX: *See Rule 12.0*

5x **24-16-[5]** Panzer Armies [1, 2, 3, 4, 6 SS]	4x **4-2-[6]** Panzer Divisions [1, 4, 10, 12]	1x **6-3 Hun.** Army [2]
5x **12-10-3** Inf. Armies [4, 9, 12, 16, 18]	4x **3-[6]** Panzergrenadier Divisions [3, 18, 60, 11 SS]	1x **3-2-[5] Hun.** Armored Division [1]
		1x **2-1-[5] Hun.** Armored Division [2]
4x **10-3** Inf. Armies [2, 6, 11, 17]	3x **2-4** Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]	2x **8-6-3 Rom.** Armies [3, 4]
8x **7-[4]** Semi-Mot. Inf. Corps [1, 2, 4 – 9 Mot]		1x **6-4-[5] Rom.** Mech. Corps [Mech]

Miscellaneous Setup

BAGRATION AXIS CARDS

Removed: 11 [*Standfast!*]
28 [*Romania Annexes*]

Discarded: 01 [*Blitzkrieg! – Hitler has plans to use this card against the West*]
02 [*Air Offensive*]
09 [*Strategic Redeployment*]
10 [*Army Organization*]
30 [*Reich Labor Service*]

Set Aside: 04 [*German Generals*]

In Hand: Select your June card(s) after Soviet Reserve setup.

In Deck: All others

OPTIONAL DEPLOYMENT

When using the **Optional Rules**, add the following units:

Faction Display mat (bottom section)

FORCE POOL

1x **Ju-52** Transport

Theater Reserves mat

THEATER RESERVES GROUND UNITS

Desired **Rear Area** units (see 3.4)

AIR TRANSPORT HOLDING BOX

None

Faction Display mat (bottom section)

PARTISANS BOX

3x **1-2-(1)** Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]

6x **1-2-(1)** Ukranian Partisan Divisions [A — F]

CAMPAIGN GAME DEPLOYMENT

When playing a **Campaign Game**, add the following units:

Faction Display mat (top section)

Place all pending units.

CAMPAIGN GAME ECONOMIC MAT

Starting Resources

Reset the starting **Resource Points** (**RPs**) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Starting Economics

Set up the Economic Map mat's various **Economic** markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction's production during the **Season Start** Phase each quarter.

Developed by Lance McMillan