

Operation Barbarossa

The Invasion of the Soviet Union, 1941

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 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 even 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. Not until December, at the gates of **Moscow**, would Soviet front-line strength surpass 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 they could not stop, those deadly panzer spearheads.

By the end of July I, which is to say the second game turn, **Lwow**, **Vilnius**, and **Minsk** had all fallen. On that same turn, **Pinsk** 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 [MENTION SOVIET CARDS PLAYED AT SMOLENSK?]. Panzer spearheads were in [the *Objective City* hex of] **Smolensk** by turn three (on July II), but that was the last was 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 **Dnieper 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 now ready to begin their next major advance, this time focused on **Moscow**.

SCENARIO LENGTH AND STARTING WEATHER

Setup First: **Soviet** player (see 113.0 for the Setup Sequence)

First Game Turn: **Axis June III, 1941** – *The Axis must play their Blitzkrieg! card; see 127.7 for its effects.*

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

Initial Weather: **East Europe**, Fair; **Mid-East**, Fair

Optional Historical Weather: **East Europe** remains Fair through **July II, 1941**.

SPECIAL RULES

Front Line: The 1941 Soviet Union border.

Soviet Army Proximity: Large (Army) size **Soviet Engaged Forces Ground** units cannot setup in adjacent hexes.

Initial Front Facing: Pay attention to each group's setup and first turn operations restrictions!

Axis Initial Preparation: Do not check the supply status of Axis units (240.3) before commencing play.

Neutrality I: As a nation at peace prior to the game start, Soviet units in the USSR are *always* In Communication during the first Axis Supply Step. Check their supply normally, but **none can be Isolated** on the first turn.

Neutrality II: Soviet units entering **Hungary, Romania**, (or **Finland**, for that matter) for any reason on the first Game Turn are immediately eliminated.

Neutrality III: Axis units are prohibited from voluntarily entering **Hungary, Romania**, (or **Finland**, for that matter) for any reason on the first Game Turn.

SCENARIO VICTORY CONDITIONS

Unless an **Automatic Decisive Victory** immediately ends the game, apply the following at the conclusion of the **September IV 1941** turn:

Axis AUTOMATIC DECISIVE: Eliminate **Stalin** (563.1.A).

Axis DECISIVE: Axis control **14** or more USSR Objectives.

Axis STRATEGIC: Axis control **13** USSR Objectives.

Axis OPERATIONAL: Axis control **11** or **12** USSR Objectives.

DRAW: Axis control **9** or **10** USSR Objectives.

Soviet OPERATIONAL: Axis control **8** USSR Objectives.

Soviet STRATEGIC: Axis control **7** USSR Objectives.

Soviet DECISIVE: Axis control **6** or fewer USSR Objectives.

Soviet AUTOMATIC DECISIVE: None.

*The historical outcome was a **Draw**, ending at the Typhoon Scenario setup line. The Axis controlled **9 USSR 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**?-4 RIFLE INFANTRY POOL**

24 x **USSR ?-4** Rifle Inf. Corps *including 0 Militia and 0 Conscript units before making the setup draws*

Front Line Forces (3.0) – and see the *Soviet Army Proximity special rule for this Scenario!*

NORTHWEST STRATEGIC DIRECTION – *must deploy in the Baltic States only*

- 2 x **USSR 8-4** Rifle Inf. Armies [8, 11]
- 1 x **USSR 8-4** Rifle Inf. Armies [27] – *within 4 hexes of the Front Line*
- 2 x **USSR?-[5]** Mech Corps [*random*; historically: 3, 12]
- 1 x **USSR?-4** Rifle Inf. Corps [*random*; historically: 65]
- 1 x **USSR 2-4** Airborne Corps [5 VDV] – *within 8 hexes of the Front Line (May be outside a city)*

WEST STRATEGIC DIRECTION – *must deploy in USSR south and east of Lithuania, and north of Ukraine only*

- 1 x **USSR Strategic HQ** in **Balanced** mode [West]
- 3 x **USSR 8-4** Rifle Inf. Armies [3, 4, 10]
- 1 x **USSR 8-4** Rifle Inf. Armies [13] – *within 8 hexes of the Front Line*
- 4 x **USSR ?-[5]** Mech Corps [*random*; historically: 6, 11, 13, 14]
- 2 x **USSR ?-[5]** Mech Corps [*random*; historically: 17, 20] – *within 8 hexes of the Front Line*
- 1 x **USSR ?-4** Rifle Inf. Corps [*random*; historically: 1 Guards in Brest – *but you can deploy per the usual restrictions*]
- 1 x **USSR ?-4** Rifle Inf. Corps [*random*; historically: 47] – *within 8 hexes of the Front Line*
- 1 x **USSR 2-(4)** Cav. Corps [6] (*May be outside a city*)
- 1 x **USSR 2-4** Airborne Corps [4 VDV] – *within 12 hexes of the Front Line (May be outside a city)*
- 1 x [**2**] Fortified Defense marker in Brest

SOUTHWEST STRATEGIC DIRECTION – *must deploy in Ukraine only; these units must also cover the Hungarian border*

- 1 x **USSR Strategic HQ** in **Balanced** mode [Southwest] – *within 8 hexes if the Front Line*
- 4 x **USSR 8-4** Rifle Inf. Armies [5, 6, 12, 26]
- 3 x **USSR ?-[5]** Mech Corps [*random*; historically: 4, 8, 15]
- 4 x **USSR ?-[5]** Mech Corps [*random*; historically: 9, 19, 22, 24] – *within 8 hexes of the Front Line*
- 3 x **USSR ?-4** Rifle Inf. Corps [*random*; historically: 31, 36, 55] – *within 8 hexes of the Front Line*
- 1 x **USSR 2-(4)** Cav. Corps [5] – *within 8 hexes of the Front Line (May be outside a city)*

1 x **USSR 2-4** Airborne Corps [1 VDV] – *within 12 hexes of the Front Line (May be outside a city)*

ROMANIA BORDER GARRISON – *must deploy in and east of North Bukovina and Bessarabia only*

- 1 x **USSR 8-4** Rifle Inf. Armies [9]
- 3 x **USSR ?-[5]** Mech Corps [*random*; historically: 2, 16, 18]
- 2 x **USSR ?-4** Rifle Inf. Corps [*random*; historically: 14, 35]
- 1 x **USSR 2-(4)** Cav. Corps [3] (*May be outside a city*)

General Reserve Forces (3.0)**LEADER**

Stalin in Moscow

GARRISONS AND DEFENSIVE WORKS

- 1 x **USSR [3]** Hardened Garrisons [A] in 8728
- 1 x **1** Improved Defense marker in 8728
- 2 x **USSR [3]** Hardened Garrisons [Lenin., Sevast.] in Leningrad and Sevastopol
- 2 x **2** Fortified Defense markers in Leningrad and Sevastopol

USSR INTERIOR

- 1 x **USSR Strategic HQ** in **Balanced** mode [Stavka] – *in Moscow (Added for new Reserves Rule)*
- 11 x **USSR 8-4** Rifle Inf. Armies [16, 18 – 24, 28, 29, 44]
- 9 x **USSR ?-[5]** Mech Corps [*random*; historically: 1, 5, 7, 10, 21, 23, 25, 26, 28]
- 3 x **USSR ?-4** Rifle Inf. Corps [*random*; historically: 7, 9, 23]
- 2 x **USSR 3-4** Mtn. Inf. Corps [3, 40]
- 2 x **USSR 2-4** Airborne Corps [2 VDV, 3 VDV]

BALTIC SEA FLEET

Leningrad

BLACK SEA FLEET

Sevastopol

Air Display Mat**EAST EUROPE AVAILABLE (READY)**

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

LOWER SECTION

DESTROYED AND NEWLY BUILT AIR UNITS*2 x **USSR LaGG-3** Fighters1 x **USSR Pe-2** Fighter Bomber

*These three are actually “newly built” **Air** units from previous turns that had completed their training but had not yet been raised to active service.

Players Note: A Soviet stratagem is to scrap **Air** units and recover their **2 USSR PPs** each during the initial crisis. Although useful in the short term, this ploy has a long-term detrimental effect on the Soviet Air Force. **Also see the Scenario Special Rule “(S)crappy Soviet Air.”**

Faction Mat

SECTION: Resource Track

USSR MPs: 140

USSR PPs (in Europe): 91

Soviet EPs (in Europe): 26

Soviet FPs (in Europe): 30

Soviet Rail Capacity: 5

Soviet Air Defense: 0

All other RP markers: 0


JULY 1941 RESOURCES ADDED – Scenario only (use the Economic Map mat when playing a **Campaign Game**)

USSR PPs (in Europe): 36 (historically, **Lvov** was captured during the first turn)

Soviet EPs (in Europe): 9

Soviet FPs (in Europe and/or Mid-East): 18 total

Allied LLPs (in Europe): 1

CORPS REMNANTS Holding Box:8 x **USSR 1-[3]/1-[4] Guards** Inf./Heavy BGs [various]**PARTISANS Holding Box:**17 x **Soviet** -**{3}** Partisan Detachments [various] *including no Reinforcement groups*8 x **Soviet 1-2-(1) USSR Partisan Divisions** [various]**FORCE POOL**2 x **USSR Strategic HQs** [Caucasus, Northwest]41 x **USSR 8-4 Rifle Inf. Armies** [7, 15, 30 – 34, 37 – 43, 45 – 70, Maritime]8 x **USSR 2-(4) Cav.** [1, 2, 4, 7, 8, 9, 15, 17]11 x **USSR (2) Garrisons** [B – K, Moscow]3 x **USSR Yak-1** Fighters3 x **USSR Pe-2** Fighter Bombers4 x **USSR IL-2** Fighter Bombers**CHANGE BOX**6 x **USSR 10-6-[6]** Tank Army [1-6]6 x **USSR 12-8-[6]** Guard Tank Army [1-6]5 x **USSR 6-4-[5]** Cav-Mech Group [1,2,5,6,7]2 x **USSR 8-[5]** Guard Cav-Mech Group [3,4]**Campaign Rules**

When playing a **Campaign Game**, organize future Reinforcements on the **Soviet OOB** mat.

Relocated Factory markers: None

SEASONAL ALLOWANCES AND PRODUCTIONPer the *Thunder in the East* Economic Map mat.**Card Setup****Starting Cards in Hand**

The Soviet player’s choice of any **two** of those listed below (with the remainder setting up in the Soviet Deck):

*Cavalry Mobilization**Enduring Deprivations**Heroes of the Soviet Union**Scorched Earth**(Historically just Scorched Earth in hand)***Discarded:***Maskirovka**“You Have the Nerve...?”**Guerilla War**Amphibious Operation***In Deck:**

All Others

AXIS DEPLOYMENT (see 3.0)**Front Line Forces (3.2)**

ARMY GROUP NORTH – These **Ground** units (even when built up or broken down) can only overrun and/or attack units in the **Baltic States** on the first turn

1 x **German Strategic HQ** in **Balanced** mode [North]2 x **German 12-9-[6]** Panzer Corps [41, 56]5 x **German 6-4** Inf. Corps [1, 2, 10, 23, 26]2 x **German 4-6-4** Inf. Corps [28, 38]1 x **German 2-4-3** 2nd Line Inf. Corps [101]

ARMY GROUP CENTER – *These Ground units (even when built up or broken down) can only overrun and/or attack units in the USSR (excluding the Baltic States and Ukraine) the on the first turn*

- 1 x **German Strategic HQ** in **Balanced** mode [Center]
- 5 x **German 12-9-[6]** Panzer Corps [24, 39,46, 47, 57]
- 8 x **German 6-4** Inf. Corps [5, 6, 7, 8, 9, 12, 13, 20]
- 2 x **German 4-6-4** Inf. Corps [43, 53]
- 1 x **German 2-4-3** 2nd Line Inf. Corps [102]

ARMY GROUP SOUTH – *These Ground units (even when built up or broken down) can only overrun and/or attack units in the Ukraine on the first turn*

- 1 x **German Strategic HQ** in **Balanced** mode [South/B]
- 3 x **German 12-9-[6]** Panzer Corps [3,14, 48]
- 2 x **German 6-4** Inf. Corps [4, 17]
- 1 x **German 6-4** Mtn. Inf. Corps [49]
- 4 x **German 4-6-4** Inf. Corps [29, 44, 52, 55]
- 1 x **German 2-4-3** 2nd Line Inf. Corps [103]

IN HUNGARY: *Hungary is an Axis Limited Active nation with an Expeditionary Home Army. These units (even when built up or broken down) cannot leave Hungary, demobilize, project ZOCs, or attack across the border until July 1 1941.**

- 1 x **Hungarian 4-[4]** Mot. Corps [Mobile]
- 2 x **Hungarian 2-4** Inf. Corps (*reduced*) [3, 4]
- 2 x **Hungarian 1-2-3** 2nd Line Inf. Corps (*reduced*) [7, 8]

IN ROMANIA: *Romania is an Axis Fully Active nation. These units (even when built up or broken down) cannot leave Romania, demobilize, project ZOCs, or attack across the border until July 1 1941.**

- 1 x **Romanian Operational HQ** in **Balanced** mode [GHQ]
- 1 x **German 6-4** Inf. Corps [11]
- 1 x **German 4-6-4** Inf. Corps [54]
- 5 x **Romanian 4-4** Inf. Corps [1, 2, 4, 5, 6]
- 1 x **Romanian 4-4** Mtn. Inf. Corps [Mountain]
- 1 x **Romanian 4-(4)** Cav. Corps [Cavalry]
- 2 x **Romanian 2-3-3** 2nd Line Inf. Corps [3, 7]
- 1 x **Romanian 1-2-3** 2nd Line Inf. Corps (*reduced*) [11]
- 1 x **Romanian 2-1-[5]** Armor Division [1]

*Only those forces listed as deploying in **Hungary** and **Romania** can and **must** set up there.

- Axis units *entering* these countries on the first game turn, like the units setting up there, cannot leave, demobilize, attack, or project EZOCs or supply across their borders until **July 1 1941**.

- Per the special rule for this Scenario, **Neutrality II:** Soviet units entering **Hungary, Romania, (or Finland, for that matter)** for any reason on the first Game Turn are immediately eliminated.

Rear Area Forces (3.4)

GARRISONS AND DEFENSIVE WORKS

- 1 x **German (2)** Garrison [I] *in Warsaw*

Air Display Mat

EAST EUROPE AVAILABLE (READY)

- 3 x **German Bf-109F** Fighters
- 1 x **German Bf-109E** Fighter
- 1 x **German Bf-110E** Fighter Bomber
- 3 x **German Ju-88** Bombers
- 2 x **German He-111** Bombers
- 1 x **German Do-17** Night Bomber
- 2 x **German Ju-87** Ground Attack Bombers
- 1 x **Romanian PZL-P.11** Fighter*
- 1 x **Romanian JRS.79** Bomber*

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

Axis partners (i.e., **Romania, Hungary, and Italy**) have **Hindered** Air Forces (recovering at *half* rate each, round up, regardless of the weather).

Faction Mat

UPPER SECTION: OOB mat

MIDDLE SECTION: Resource Track

German PPs (in Europe): 6

Romanian MPs: 5

Romanian PPs (in Europe): 0

Hungarian MPs: 5

Hungarian PPs (in Europe): 3

Italian PPs (in Europe): 0

Axis EPs (in Europe): 9

Axis FPs (in Europe): 12

Axis OPs (in Europe): 10

Axis Rail Capacity: 4

Axis Air Defense: 1

All other RP markers: 0

JULY 1941 RESOURCES ADDED – Scenario only (use the Economic Map mat when playing a Campaign Game)

German PPs (in Europe): 12
Romanian PPs (in Europe): 2
Hungarian PPs (in Europe): 2
Italian PPs (in Europe): ½
Axis EPs (in Europe): 9.5
Axis FPs (in Europe): 7
Axis OPs (in Europe): 10

CORPS REMNANTS Holding Box:

20 x **German 1-3/1-2-[5]** Leg Inf./Heavy [various names]
 3 x **German 1-[3]** Mot. Inf. [various names]
 1 x **German 1-[3]** Mot. Inf./1-2-3 Mtn. Inf. [Otmar]
 1 x **Italian 1-2-3/1-[3]** Mtn. Inf./Mot. Inf. [Alessio]

PARTISANS Holding Box:

1 x **Axis 1-(1) Estonian** Partisan Division [A]
 1 x **Axis 1-2-(1) Latvian** Partisan Division [A]
 1 x **Axis 1-(1) Lithuanian** Partisan Division [A]
 6 x **Axis 1-2-(1) Ukraine** Partisan Divisions [A - F]

FORCE POOL

11 x **German (2) Garrisons** [II – XII]
 5 x **German Late War* 4-4** Inf. Corps
Late War Units may not be built until 1943
 1 x **German Bf-109F** Fighter

1 x **Romanian 2-1-[5]** Armor Division [2]
 1 x **Romanian 1-[5]** Mot. Division [5 Cavalry]
 7 x **Romanian 2-3-3** 2nd Line Inf. Corps [1 Terr.- 7 Terr.]
 1 x **Hungarian Ca.135** Ground Attack Bomber

CHANGE BOX

5 x **German 24-16-[5]** Panzer Armies [1, 2, 3, 4, 6SS]
 5 x **German 12-10-3** Inf. Armies [4, 9, 12, 16, 18]
 4 x **German 10-3** Inf. Armies [2, 6, 11, 17]
 8 x **German 7-[4]** Semi-Mot. Inf. Corps [1, 2, 4 - 9 Mot]
 4 x **German 4-2-[6]** Panzer Divisions [1, 4, 10, 12]
 4 x **German 2-[6]** Mot. Divisions [3, 18, 60, 11SS]
 3 x **German 2-4** Mtn. Inf. Divisions [1 GJ, 4 GJ, 5 GJ]
 1 x **Hungarian 6-3** Army [2]
 1 x **Hungarian 2-1-[5]** Armor Division [1]
 1 x **Hungarian 2-(4)** Cav. Division [1]
 2 x **Romanian 8-6-3** Armies [3, 4]
 1 x **Romanian 6-4-[5]** Mech. Corp [Mech]

CARDS

IN HAND

Jericho Trumpets
Blitzkrieg!

To Sneak Attack the USSR (127.7.1).

German Generals

Not playable on the first turn since no **German Strategic HQ** markers begin in **Attack Mode!**

Discarded:

New Model Tank Deployed

IN DECK

All remaining Axis cards

Campaign Rules

When playing a **Campaign Game**, organize future Reinforcements on the **Axis OOB** mat.

1 x **Integrated Factory** marker [Lodz] on *Economic Map*

SEASONAL ALLOWANCES AND PRODUCTION

Per the *Thunder in the East* Economic Map mat.

PLAY BALANCE SUGGESTIONS

Playtesting shows players of different experience levels can balance this scenario with any of the following (akin to 571.3):

PRO SOVIET

GRAB A RIFLE, COMRADE: Increase by ½, **1** (or even up to **2**) the **8 RP** spending cap .

BALTIC SEA LIFELINE: Units in **Riga**(7934) are in supply and all controlled ports on the Baltic can give LoCs.

WE CAN'T TAKE IT: Jericho Trumpets is not useable by the **Axis** Player.

MAKING READY: Allow the Soviets to spend ½ **EP** or **1 EP** per turn to build up to **2** or **4 Improved Defense** markers.

PRO AXIS

“THE WHOLE ROTTEN STRUCTURE...:” Each Sneak Attack [127.7.1] Ground Battle rolls *two* **d6s** and the Axis player chooses which one to use to apply the Combat Result.

NOT SO FAST, COMRADE: Decrease by ½, **1** (or even up to **2**) the “but never more than” **RP** spending cap in [532.2.1].

MORE SHOCK AND AWE: The **SOVIET** starting hand is only **SCORCHED EARTH.**