

# R U L E B O O K L E T

# BARBAROSSA



By Rodger B. MacGowan ©2010



# CRIMEA

Game Design by Vance von Borries

## Table of Contents

1.0	Introduction .....	2	14.0	Defender Reaction.....	21
2.0	Game Equipment.....	2	15.0	The Combat Phase.....	22
3.0	Basic Concepts Terminology.....	2	16.0	The Combat Results .....	25
4.0	How to Play .....	3	17.0	Airpower.....	27
5.0	Weather.....	3	18.0	Fortifications.....	29
6.0	Supply.....	4	19.0	Railroad Conversion.....	30
7.0	Receiving Replacements .....	7	20.0	Using Replacements .....	31
8.0	Reinforcement/Withdrawal .....	10	21.0	Soviet Surrender.....	31
9.0	Air Unit Readiness .....	12	22.0	Soviet Special Units .....	31
10.0	Ground Movement.....	12	23.0	Other Special Units.....	34
11.0	Specialized Movement .....	16	24.0	Regiment Substitute Counters .....	35
12.0	Attack Declaration.....	19	25.0	How to Win.....	36
13.0	Axis Air Interdiction.....	21		Game Credits .....	36



© 2010 GMT Games, LLC  
P.O. Box 1308, Hanford, CA 93232-1308  
[www.GMTGames.com](http://www.GMTGames.com)

## 1.0 Introduction

The *Barbarossa* portion of GMT's East Front Series is a multi-game set that covers the drives of the three Axis Army Groups from June through December, 1941. Although each game portrays just one Group's operations, all games can be linked together to cover the battles from the Black Sea to the Baltic. *Crimea* is the sixth installment in the East Front Series (following *Typhoon*, *Army Group South*, *Army Group Center*, *Army Group North* and *Kiev to Rostov*). By linking *Crimea* with *Kiev to Rostov* and *Army Group South*, players will be able to carry out the entire 1941 Army Group South campaign.

*Crimea* is a two-player game, but team play works well for large scenarios. One team controls the Axis forces, and the opposing team controls the Soviet forces. The playing pieces represent the actual units that participated in the campaign, and the maps represent the terrain over which they fought. Players maneuver their units across the map and conduct combat as described in the rules of play. Objectives, battle casualties, and certain actions all result in a final Victory Point total that is used to determine the winner.

**Note:** There may be rule or chart references to units or situations not included in a specific EFS module. For example, the "How to Read Units" player aid card lists nationality colors for Romanian and Finnish units. You will not find any Finnish units in *Crimea*, and the Romanians appearing in this game will not appear in *Army Group North*.

**Important:** Significant rule changes from the *Kiev to Rostov* game are indicated with the >> symbol and shading.

## 2.0 Game Equipment

Each game includes:

- One map
- 840 Die-cut counters
- One Rules Booklet and One Playbook
- Four backprinted Scenario Cards
- Axis and Soviet Unit Set-up Cards
- Player aid cards
- One ten-sided die

### 2.1 The Game Map

**Note:** The Playbook provides specifics on Map designations, Map alignments and game set up.

A grid of hexagons has been superimposed on the terrain features in order to regularize movement and positioning of playing pieces. These hexagons are hereafter called "hexes." Each hex has a four-digit identification number, used for game reference purposes. Each hex on the map represents about 5.0 miles (8.0 km) of real terrain from side to side.

### 2.2 Player Aid Cards

*Crimea* includes Set-up Cards and Charts and Tables to help players set up the game, keep track of reinforcements, and resolve movement and combat functions. Place these to the side of the map(s) for easy reference.

### 2.3 The Playing Pieces

Many playing pieces represent the military units that fought in the historical campaign. These are called "units." Other pieces are

player aid markers.

**2.31 How to Read the Units:** The numbers and symbols on the pieces represent the strength, movement capability and type of unit represented by each piece. Refer to the "How To Read Units" Player aid card for an explanation.

**2.32** Unit designations are the historical unit identifications. For an explanation of abbreviations on the unit counters refer to the Playbook.

### 2.33 Countermix Categories

**a.** Combat units are any counters with a printed movement allowance and defense strength of at least one. Untried units also qualify. All combat units control the hexes they occupy and can participate in combat.

**b.** Non-combat units are Bridge units, Mobile Supply Units (MSUs), and Supply Dumps.

**c.** Air units are any units with an aircraft silhouette. They affect movement and combat in conjunction with friendly combat units and can separately affect certain specialized movement [11.0].

**d.** Player aid markers are informational markers placed on the game map to note unit status or hex condition. Presence of a player aid marker may influence combat resolution.

## 2.4 Explanation of Unit Values

Refer to the "How To Read Units" Player aid card.

## 2.5 The Die

**2.51** The game uses a ten-sided die. The number "0" is read as ten (10), not zero (0), as in some other games.

**2.52** To perform many game functions, you will roll one die to determine a result. Often you will modify the actual die roll result by plus (+) or minus (−) amounts. These are called Die Roll Modifications (DRMs).

## 3.0 Basic Concepts Terminology

### 3.1 Friendly and Enemy

**3.11 Units.** If you are the Soviet Player, all Soviet units are friendly; all Axis units are enemy. The situation is reversed for the Axis Player.

**3.12 Turn Phases.** Axis Player Phases are friendly to the Axis Player and enemy to the Soviet Player; Soviet Player Phases are friendly to the Soviet Player and enemy to the Axis Player.

**3.13 Map Edges, Hexes, and Supply Sources.** Those last occupied or controlled by Soviet units are friendly to the Soviet Player; those last occupied or controlled by Axis units are friendly to the Axis Player.

### 3.2 Hex Status

#### 3.21 Controlled

**a.** A hex is controlled by one player if:

- One or more of his combat units last occupied the hex or now occupy the hex, or
- One or more of his combat units was the last to project an uncontested Zone of Control [3.4] into the hex.



**b.** If both friendly and enemy combat units project a Zone of Control into a vacant hex, both zones co-exist and the hex is contested.

**3.22 Contiguous.** This is an unbroken series of connected adjacent hexes used for movement, range, and tracing a Supply Route.

**3.23 Converted.** These are hexes containing former Soviet railroad lines now friendly to the Axis Player and usable for Axis Railroad Movement [11.1].

### 3.3 Stacking

Stacking is the placing of more than one unit in a hex. The position of a unit within a stack has no effect on play.

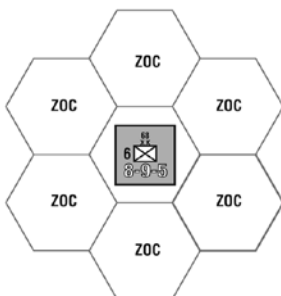
**3.31** Most ground units have a printed stacking point value. Soviet HQs and non-combat units have no printed stacking value; their stacking value is zero [except during Railroad Movement; 11.13].

**3.32** A maximum of ten (10) stacking points can occupy a hex at the end of any Movement, Combat, or Reaction Movement Phase. Units can freely enter and pass through stacks of friendly units. If a stack exceeds the stacking limit at the end of these phases, the excess is removed by the owning player. He places those units in the Cadre Box of the Unit Rebuilding Chart.

**3.33** Units with zero stacking value and all player aid markers stack freely without limit.

### 3.4 Zones of Control

The hex a combat unit occupies and the six hexes immediately surrounding it constitute the unit's Zone of Control (ZOC). Hexes into which a unit exerts a ZOC are called controlled hexes. ZOCs are important. Enemy ZOCs generally force your units to stop moving; Friendly ZOCs generally force enemy units to stop moving.



**3.41** A combat unit always controls the hex it occupies, even if it does not exert a ZOC into any of the six surrounding hexes.

**3.42** Combat units that do not exert a ZOC into the six surrounding hexes have a yellow No ZOC band across the top. If at least one unit in a hex exerts a ZOC (does not have a yellow No ZOC band), all combat units in that hex exert a ZOC.

**Note:** Some units have a No ZOC band only on their reduced strength side.

**3.43** A unit's ZOC can be modified by weather [see Effects on Movement Table].

**3.44** A unit's ZOC extends into most hex terrain and across most hexside terrain [see Terrain Effects Chart].

**3.45** A ZOC is not affected by other units, enemy or friendly, except when tracing a Supply Route [6.12] or during a retreat.

**3.46** If only units of one side project a ZOC into a hex, that side has uncontested control of that hex. If both enemy and friendly units project a ZOC into a hex, the hex is contested.

**3.47** Units with an Overrun marker [11.44] temporarily lose their ZOC into the six surrounding hexes.

## 4.0 How to Play

### 4.1 Preparing for Play

Refer to the Playbook. It contains general set-up instructions, and each scenario has its own set-up instructions.

### 4.2 Sequence of Play

The game is played in game-turns composed of Segments. The Expanded Sequence of Play in the Playbook has a detailed listing of each Phase.

#### A. Strategic Segment

1. Weather Determination Phase
2. Supply Determination Phase
3. Replacements Phase
4. Reinforcement and Withdrawal Phase
5. Air Readiness Phase
6. Axis Air Interdiction Phase

#### B. Axis Player Segment

1. Movement Phase
2. Soviet Reaction Phase
3. Combat Phase
4. Motorized Movement Phase
5. Engineering Phase

#### C. Soviet Player Segment

1. Motorized Movement Phase
2. Axis Reaction Phase
3. Combat Phase
4. Movement Phase
5. Engineering Phase
6. Soviet Surrender Phase

#### D. Game-Turn Record Interphase

**Rules Organization Note:** Rules sections 5.0 (Weather) through 21.0 (Soviet Surrender) generally parallel the game turn sequence of play, with three exceptions:

- Reinforcements are covered immediately after Replacements because they are closely related. Actual entry of reinforcements can occur in several movement phases.
- Movement and motorized movement for both sides are covered when they first occur in a turn: the Axis Movement Phase.
- Air combat and air mission procedures follow ground combat. [It is easier to leave them in one location rather than explain similar procedures multiple times].

## 5.0 Weather

Weather governed much of the campaign in the Soviet Union. Both sides were affected. Always assume Dry weather in the rules below unless stated otherwise. Other weather conditions will affect supply, movement, air unit readiness, and various other game functions.

### 5.1 Weather Determination

**5.11** Conduct Weather Determination during the Strategic Segment of each turn. The Axis Player refers to the scenario Turn Record Track. Each Game Turn Box on the track contains the Climate Condition for the turn.

a. The Climate Condition corresponds to one of the columns on the scenario weather table. The Axis Player uses this column when making the weather die roll.

b. Where there is a (+1) or (+2) DRM in the Game Turn Box apply that DRM to the Axis Player's weather die roll for that turn.

### 5.12 The Scenario Weather Table

a. Each scenario weather table can have up to four climate condition columns (Dry, Mud, Frost, and Snow). Each climate condition represents a seasonal weather pattern named for the predominant weather condition normally experienced.

b. Each climate condition column can contain up to five weather conditions (Dry, Mud, Frost, Snow, and Arctic) in varying proportions. Each box in the column contains one of the weather conditions. There will be a predominant weather condition in each climate condition column. For example, in a Frost climate condition column, the most frequently occurring weather condition would be Frost, with Dry, Mud, Snow, or Arctic conditions occurring less frequently [as they actually might during a late fall or early winter time frame].

### 5.13 Weather Determination

a. The Axis Player rolls the die, applies any DRM, and indexes the numerical result with the corresponding line on the applicable climate condition column. This result is the weather condition for the entire turn.

b. The weather condition applies to all maps being used for the scenario.

c. Certain results on the Weather Table include Storm in addition to the given weather condition. Storm lasts for the entire turn, but is not a weather condition. Storm supplements the current weather condition primarily by affecting Air Unit Readiness [9.12] and flotillas [23.34].

**5.14 Lingering Mud.** The effects of Mud can extend beyond the turn in which Mud first occurs. On any Dry weather turn immediately following a Mud weather turn, continue to apply all Mud effects in hexes containing woods terrain.

**Exception:** Super-heavy artillery units cannot use road movement on any minor road hex affected by Lingering Mud.

**5.15 Lingering Snow or Arctic Conditions.** The effects of Snow or Arctic weather can extend beyond the turn in which they first occur.

a. **Lingering Snow.** If Frost weather occurs in a turn immediately following Snow, apply Snow effects. It takes two consecutive turns of Frost results to change Snow weather to Frost.

*EXAMPLE: On GT 79 the Climate Condition is Frost. The weather die roll yields a weather result of "S" (Snow) for the current turn.*

On GT 80, the die roll provides a result of "ST", which means the weather condition for the turn is still Snow, but now with Storm added.

On GT 81, the die roll results in "Frost." However, because it takes a second consecutive Frost result to change Snow weather to Frost weather, the weather condition remains Snow for this turn. If the weather die roll on GT 82 also results in Frost, then the weather will change to Frost.

### b. Freezing Conditions.

1) **Snow.** All rivers, major rivers, lakes, seas and shallow seas freeze when a Snow result occurs, and remain frozen until a Mud or second consecutive Frost result occurs.

2) **Arctic.** All rivers, major rivers, lakes, seas and shallow seas freeze for the remainder of any scenario after the first Arctic weather result occurs. All remain frozen regardless of any subsequent weather result obtained.

## 6.0 Supply

There are two types of supply: General Supply, which affects a unit's actions throughout the entire turn, and Attack Supply, which affects attacking units only during the combat phase [6.8]. During the Supply Determination Phase both players determine the General Supply status of their ground units [6.6 and 6.7].

### 6.1 Tracing General Supply

**6.11** To be in General Supply, a unit must be able to trace a Supply Route through a path of contiguous hexes to a friendly Supply Source [6.5]. A Supply Route includes one or more of the following components:

- Line of Communications (LOC) [6.2]
- Road Net [6.3]
- Railroad Net [6.4]

**6.12** The following restrictions apply to all Supply Route hexes:

- a. A friendly Supply Route cannot be traced through any hex occupied by an enemy combat unit.
- b. A friendly Supply Route cannot be traced through a hex in an enemy ZOC unless that hex is also occupied by a friendly combat unit.

**6.13** Combat units not on the game map do not require General Supply. Do not check their supply status.

### 6.2 The LOC

In most cases, units will not occupy a road net hex or a railroad net hex. They trace supply "cross country" to a Supply Source, or to a hex in a road or railroad net leading back to a Supply Source.

**6.21** A unit cannot trace an LOC:

- a. across non-frozen lake or unfrozen major river hexsides without a bridge or friendly bridge unit.
- b. through a non-road or railroad swamp hex in Dry or Mud weather. A swamp hex may have roads in it, but if they cannot be used to trace an LOC, the hex cannot be a part of the LOC (the road or railroad must enter the swamp hex from a hex in the LOC and exit into a hex in the LOC).
- c. through a hex with an enemy Strongpoint (LOC can, however, be traced from a unit in this hex).
- d. across a non-destroyed enemy fortified line hexside [18.11].

**6.22 LOC Length.** Normally, a LOC is traced through no more than seven contiguous hexes (do not count the hex the unit occupies) to a Supply Source, road net hex, or railroad net hex. Reduce the LOC length to five contiguous hexes when:

- a. tracing the LOC along a road or railroad through any swamp hex during Dry weather.
- b. tracing the LOC through a marsh hex during Dry weather.

- c. tracing the LOC through a woods hex when Lingering Mud applies [5.14].
- d. weather is Mud, Snow, or Arctic.

### 6.3 Road Nets

**6.31** A road net is any continuous series of connected main road or motorway hexes, not more than 21 hexes in length, which leads either to a friendly Supply Source or to a railroad hex which forms part of a friendly railroad net.

**6.32** Reduce road net length to 15 hexes when weather is Mud, Snow, or Arctic.

### 6.4 Railroad Nets

A railroad net is any continuous series of connected railroad hexes of unlimited length that leads to a friendly Supply Source. The Axis railroad net cannot include any Soviet Rail Cut markers, and every railroad hex in the net must be converted to Axis use. The Soviet railroad net cannot include Rail Cut markers or enter a hex with an Axis Railhead marker.

**Note:** The game maps do not show railroad lines running through cities or major cities. Every city or major city hex does count as a railroad hex for purposes of rail movement and rail conversion.

### 6.5 Supply Sources

**Note:** Most map-edge hexes are not Supply Sources.

**6.51** Soviet Supply Sources are any friendly major city hex or any friendly railroad, main road, or motorway map-edge hexes that are designated as Supply Sources in the scenario instructions [see Playbook].

**Note:** A Soviet major city (single or multi-hex) functions as a Supply Source unless surrounded by Axis combat units or their ZOCs (unable to trace a land Supply Route to another Soviet major city in supply, or map-edge Supply Source, or Soviet port able to trace General Supply by sea [6.54]). When surrounded, a Soviet major city no longer functions as a Supply Source for any Soviet units that can trace a Supply Route to it, unless allowed by scenario instructions.

**6.52** Axis Supply Sources are any main road, motorway, or railroad map-edge hexes designated as Supply Sources in applicable scenario instructions [see Playbook].

**Note:** Axis Base Units [6.9] are not Supply Sources. They must trace a Supply Route to serve as a placement hex for Axis MSUs and Supply Dumps.

**6.53** Both players can use Mobile Supply Units (MSUs) or Supply Dumps as temporary one turn Supply Sources. During the Supply Determination Phase an MSU or Supply Dump [6.8] can be used as a temporary, one turn Supply Source for units or stacks in up to five hexes. Each hex traces an LOC not to exceed five hexes to the MSU or Supply Dump being used. Remove one MSU, or turn a Supply Dump to its MSU side. Once the supply counter is turned or removed, the Out of Supply or Emergency Supply markers on the five eligible hexes are also removed. All combat units that were under those markers are now back in General Supply for the remainder of the turn. Bridge units can be placed on any of these hexes. Even if the hexes subsequently revert to Emergency Supply or Out of Supply, the bridge unit can remain [23.22c].

**6.54 Soviet and Axis Ports.** General Supply can be traced by sea from a port thereby adding a fourth possible component to a Supply Route. There is no limit to the length of the sea portion of a Supply Route. Refer to the Playbook for the number of units able to trace General Supply through each type of port. Scenario rules provide further instructions about tracing supply by sea.

### 6.6 Supply State Determination

**6.61** After tracing Supply Routes, units will be either:

- a. In General Supply, or
- b. Out of General Supply, but using Emergency Supply (hereafter called Emergency Supply), or
- c. Out of General Supply (Out of Supply)

**Note:** A unit judged Out of Supply during the Supply Determination Phase remains Out of Supply for the rest of the turn, even if it moves to a location where it could be in General Supply.

**6.62** A unit is in General Supply if it can trace a Supply Route during the Supply Determination Phase. If the unit has an Emergency Supply or Out of Supply marker, remove the marker now.

**6.63** If a unit was in General Supply, but cannot now trace a Supply Route, it is in Emergency Supply. Place an Emergency Supply marker on the unit. A unit with an Emergency Supply marker suffers no adverse effects. It is treated as in General Supply. An Emergency Supply marker does not prevent attacker or defender artillery from contributing its support strength to a declared combat [14.2 and 15.4].

*DESIGN NOTE: Units are using reserve stocks to remain combat effective.*

**6.64** A unit is Out of Supply if:

- a. It has an Emergency Supply marker and it still cannot trace a Supply Route (turn the Emergency Supply marker to its Out of Supply side), or
- b. It has an Out of Supply marker and can still not trace a Supply Route (the Out of Supply marker remains on the unit).

### 6.7 Out of Supply Effects

**6.71** Reduce the printed Movement Allowances of combat units by 2 MPs in each Movement Phase (prior to halving or applying weather effects).

**Exception:** Cavalry units are not affected [they depended very little on fuel for mobility].

**6.72** Out of Supply motorized units cannot Overrun [11.42e], conduct Infiltration Movement [11.54], Reaction Movement [14.11b], or One-Hex Movement [11.94].

**6.73** German Panzer and Motorized divisions cannot use the Panzer Division Integrity Bonus [15.68], unless placed in Attack Supply.

**6.74** Artillery units cannot use their support strengths when defending, and cannot do so when attacking unless placed in Attack Supply.

**6.75** The attacker applies a (–1) DRM when the defending force includes any unit with an Out of Supply marker.

**6.76 Strongpoint Deterioration.** Non-occupied friendly Strongpoint markers which are not adjacent to a friendly unit and are judged

to be out of General Supply have Emergency Supply markers placed on them. During the next Supply Determination Phase, remove any such Strongpoint marker still judged Out of Supply.

## 6.8 Attack Supply

Sustaining an attack required stockpiling and expending huge ordnance tonnages. Any attack made without all attacking units in Attack Supply adds a (+2) DRM to the attacker's combat die roll. If an asterisk (\*) combat result occurs for any attack made without Attack Supply, the attacking force must lose one additional step over the printed combat result (cumulative with any other possible asterisk loss conditions [16.3]).

**6.81 Attack Supply** for both sides is provided by Attack Supply Points. During the Supply Determination Phase, both players consult the scenario instructions and their Attack Supply Charts to determine the number of Attack Supply Points (ASPs) they receive for that turn. ASPs can only enter the map in the form of Mobile Supply Units [6.84] or Supply Dumps [6.83]. One available ASP creates one MSU. Two available ASPs create a Supply Dump. MSUs and Dumps are represented by supply counters [6.82]. If insufficient supply counters are available, then excess ASPs are lost. ASPs cannot be accumulated off-map. Players cannot have more supply counters in play at any one time than those provided in the counter mix.

**6.82 Supply Counters.** Both sides have a limited number of supply counters; the limit will vary with each scenario



[see Playbook]. Each supply counter has sides that correspond to the number of ASPs that the counter represents. The front side of a supply counter is a Mobile Supply Unit (MSU), containing one ASP. The reverse side of the supply counter is a Supply Dump that contains two ASPs. A supply counter can never contain more than two ASPs. A supply counter has no combat strength (it is not a combat "step") and is immediately removed if it is alone in a hex when an enemy unit declares combat against it or enters its hex. It cannot enter an enemy ZOC unless a friendly combat unit occupies that hex. Supply counters cannot be captured. MSUs can retreat; Supply Dumps cannot retreat. When removed from play by expenditure or enemy action, the supply counter is again available for play next turn [it represents food, fuel, and munitions; not men and equipment]. A supply counter cannot be judged Out of Supply, regardless of its location.

**6.83 Supply Dumps.** Supply Dumps cannot move by themselves. They are moved only by Railroad Movement [11.1].

### a. Map entry

1. If Rail Capacity allows, Supply Dumps enter the map during the friendly Movement Phase through any friendly map-edge railroad hex that has been designated as a Supply Source by the scenario instructions [see Playbook].
2. Supply Dumps can be placed on Axis Base units [6.93] during the friendly Movement Phase, up to the per turn ASP limit per Base Unit. They then can move by Railroad Movement if Rail Capacity allows.

### b. On-map Supply Dump creation

1. A player can, at the end of any phase and in any hex, combine two MSUs in the same hex to create a two-ASP Supply Dump. In this case, turn one (owning player's choice) MSU over to its

Supply Dump side and remove the other from play.

**Note:** Players should use this procedure to accumulate extra Attack Supply in one place and to free an MSU for use on a later turn.

2. Base Unit Removal [6.95] creates one Supply Dump for each Base Unit removed.

**c. On-map Supply Dump conversion.** A player can, during his friendly Movement Phase, turn a two-ASP Supply Dump to its one-ASP MSU side and move it. The other ASP in the Supply Dump is lost.

**Note:** This is a very inefficient way of getting supply to where it is needed, and should not be used often.

**6.84 MSUs.** There are two types of MSUs in the counter mix. Those MSUs with an orange movement allowance of 8 (trucks) move with the same movement point penalties as a motorized unit (but do not have the Motorized Movement phases); those with a movement allowance of 4 (wagons) are the same as non-motorized units. Both types move only in the friendly Movement Phase and both can use Strategic Movement.

**a. Normal Entry.** MSUs enter the map during the friendly Movement Phase through friendly road, rail or motorway map-edge hexes designated as Supply Sources [see Playbook].

**b.** MSUs can be placed on Axis Base Units [6.9] during the friendly Movement Phase, up to the ASP limit per turn per Base Unit, and then move by road movement, off-road movement, or Railroad Movement if Rail Capacity allows.

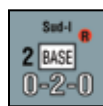
**c. Air Entry.** If an Air Transport mission is available, one newly created MSU can be placed in the Ready Box of the Air Unit Status Card for map entry during friendly Air Transport [11.72]. The MSU cannot move on the turn placed on-map, but can be expended.

**Note:** During Mud turns, if the MSU is transported to a town hex, an engineer unit must be present.

**d. Soviet Major City Placement.** The Soviet Player can place one newly created MSU in any major city that qualifies as a Supply Source (multi-hex major cities still receive only one MSU per turn) during the Soviet Movement Phase [6.51]. After placement, these MSUs can move normally. A friendly Soviet major city surrounded by Axis combat units or their ZOCs cannot serve as a placement hex for newly arriving MSUs.

**6.85** For expenditure of ASPs in combat, see 15.3 and 15.56.

## 6.9 Axis Base Units



The deeper Axis forces advanced into the Soviet Union, the worse their supply situation became. Pre-war planning had envisioned pauses for logistic forward-basing.

The collapsing supply system mandated such halts in each Army Group. Axis Base Units represent the forward relocation of the logistics structure to sustain the frontline troops.

**6.91** Place each Base Unit according to scenario instructions. Once placed, the Base Unit cannot move (or retreat after combat).

**6.92** Each Base Unit has an inactive side and an active side. A Base Unit changes from inactive to active status according to scenario instructions. Regardless of status, each Base Unit has a stacking value and defense strength but no movement allowance. A Base



Unit controls the hex it occupies, exerts a ZOC, and counts as a single step for combat loss purposes. A Base Unit also counts as a Garrison step.

**6.93** So long as a Base Unit is able to trace a Supply Route, it allows ASPs in the form of Supply Dumps or MSUs to be placed on the hex it occupies rather than entering through a map-edge hex. The number of ASPs per Base Unit is determined according to scenario instructions.

### 6.94 Removal. Remove a Base Unit from play:

- As a result of combat or Overrun, or
- By voluntary removal [6.95]

**6.95 Voluntary Removal.** During the Supply Determination Phase the Axis Player has the option to remove a Base Unit from play if it cannot trace a Supply Route. If removed, the Axis Player places one 1-2-5 German RSC (the Base personnel) and one Supply Dump on the hex formerly occupied by the Base Unit. This Supply Dump does not count against that turn's ASP limit [it represents on-hand stocks of supplies already available at the Base Unit]. The Supply Dump can be converted to an MSU [6.83c], or used as temporary one-turn Supply Source [6.53]. If the Base Unit is removed, it cannot return to play, and the Axis Player loses the ability to place MSUs and Dumps at that location [the Axis Player should remove it only in extreme emergencies].

## 7.0 Receiving Replacements

Both players receive Replacement Points (RPs) if allowed by scenario instructions. RPs represent manpower and equipment forwarded to combat units to replace combat losses, or to rebuild formations destroyed in combat. RPs are received during the Replacements Phase but each side generally spends them only during their respective Engineering phases [see Sequence of Play].

## 7.1 Soviet Replacements

**7.11** The Soviet Player receives most Replacement Points randomly from the Soviet Replacements Tables. Scenario instructions specify which table to use, and which turns to use them.

**7.12** Each Soviet Replacement Table has separate columns listing: Fortifications, Type I Replacements, Other Replacements, and Special Events.

- a.** The Soviet Player rolls the die, adds any DRMs for Mud, Snow or Arctic weather [a (+1) DRM], and unexecuted Mandated Attacks [a (+1) DRM for each unexecuted Mandated Attack], and locates this number on the die roll column.
- b.** Cross-index this number with the four replacement category boxes on that line. Any box containing a number and/or a letter provides a replacement type or an event.

## 7.2 Soviet Replacements Categories

Replacements are received immediately, but usually are set-aside before they are spent during the Soviet Engineering Phase.

**7.21 Fortifications.** The number shows the number of Strongpoint Under Construction markers the Soviet Player can place during his Engineering Phase. If an “E” result is included, the Soviet Player receives an additional Strongpoint Under Construction marker.

This “extra” Strongpoint, however, can only be placed on either a friendly city or within four hexes (three hexes intervening) of a friendly major city hex. A Strongpoint is lost if not placed on the turn received. Strongpoints cannot be accumulated. Non-Op Soviet HQs prevent regular Strongpoint placement, but have no effect on “E” Strongpoint placement [22,25a].

## 7.22 Type I Replacements

- a. The number shown is the number of Type I (Infantry) Replacement Points (RPs) received. The Soviet Player records these points by advancing his Infantry Replacements marker one space on the Soviet Loss/Replacement Track for each point received. He can save these points from turn to turn, but if the Replacements marker cannot be advanced further on the Loss/Replacement Track, the excess RPs are lost.

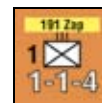
- b. Militia.** After the Soviet Player has added any Type I RPs to the Loss/Replacement Track, the Soviet Player can remove any on-map Militia units [22.61] that are:

- on their Tried sides, and
- are in General Supply, and
- are not in an Axis ZOC

For each step removed from the map, increase the Soviet Type I RP total on the Loss/Replacement Track by one point. Place removed Militia units in the Cannot Rebuild Box.

### c. Zap Units

1. A Zap unit already on-map, at any town, city, or major city that is in General Supply, can be used to recreate a unit currently in the Cadre Box and requiring Type I replacements. Remove the Zap unit from the map during the Replacements Phase, then take the rebuilt unit from the Cadre Box and place the rebuilt unit at the Zap unit's former location (placement not to exceed stacking limits). Place a Do Not Move One GT marker on it. Remove that marker during the Soviet Engineering Phase.
  2. An on-map Zap unit can provide a Type I replacement step to an eligible reduced on-map unit. The reduced unit cannot move. Place a Do Not Move 1 GT marker on it. The reduced unit can be at any location on the game map, can be in an enemy ZOC, and does not have to be able to trace supply. Move the Zap unit into the hex containing the reduced unit (must have sufficient MPs and cannot exceed stacking). Increase the reduced unit by one step and place the Zap unit in the Cadre Box.
  3. Always place a Zap unit in the Cadre Box, regardless if used as a replacements step, eliminated in combat, or surrendered. When these units are rebuilt during the Replacements Phase, place them in the Active Box.
- d.** The Soviet Player spends RPs to advance units on the Unit Rebuilding Card as follows:



1. From the Eliminated Box to the Cadre Box: One Type I RP moves any one unit of any type.
2. In all other cases – moving a unit from the Cadre Box to the Active Box, or strengthening a unit in the Active Box or on map: One Type I RP moves or replaces any one step of any one unit of the following unit types:





3. If more than one S result is received, the Soviet Player can choose to remove a combination of Emergency or Out of Supply markers and receive additional ASPs up to the number of results received.

### 7.3 Axis Replacements

The Axis Player receives Type I, A, and Air RPs as specified on scenario set-up cards. There is not an Axis Replacements Table.

**7.31 Infantry (Type I) RPs.** Record points received on the Axis Loss/Replacement Track using the Axis Infantry Replacements marker. If the marker cannot be advanced, the excess RPs are lost. These points are spent in the Axis Engineering Phase; those not spent can be saved for use on a later turn.

**a.** The Axis Player spends RPs to advance units on the Unit Rebuilding Card as follows:

1. From the Eliminated Box to the Cadre Box: One Type I RP moves any one unit.
2. In all other cases—moving a unit from the Cadre Box to the Active Box, or strengthening a unit in the Active Box or on map: One Type I RP moves or replaces any one step of any one unit of the following unit types:

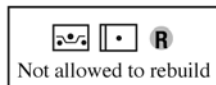
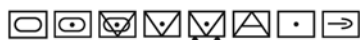


3. In all other cases—moving a unit from the Cadre Box to the Active Box, or strengthening a unit in the Active Box or on map: Two Type I RPs move or replace one step of any one unit of the following unit types:



**b.** German 1-2-5 Regimental Substitute Counters (RSCs) can be created at a cost of one Type I RP per RSC [24.5].

**7.32 Axis Armament (Type A) RPs.** These points can also be saved from turn to turn. Record points received using the Axis Armor Replacement marker on the Axis Loss/Replacement Track. One Type A point will move one unit from the Cadre Box to the Active Box or replace one step (any Axis nationality) of the following unit types either on map or in the Active Box:



**7.33 Axis Air RPs.** Either spend these points during the Replacements Phase, or lose them. One point moves one air unit (any Axis nationality) immediately from the Destroyed or Damaged box of the Axis Air Unit Display to the Ready Box. If no air units are available, or the point is not used, it is lost.

### 7.4 Spending RPs

**7.41** The Axis Player places Receiving Replacements markers onto on-map units with step losses during his Movement Phase [10.12]. The Soviet Player places Receiving Replacements markers during his Motorized Movement Phase [10.22]. During the Axis and Soviet friendly Engineering phases, add one step to each unit marked to receive replacements and decrease the RPs available by one for each step added. Units receiving replacements can regain only one step per

turn. Units cannot receive an RP if in an enemy ZOC, or if unable to trace a Supply Route to a Supply Source [6.51 and 6.52].

**Exception One:** Soviet major cities [7.42].

**Exception Two:** Zap units replacing step losses [7.22c2]

#### 7.42 Soviet Replacements in Soviet Major Cities

a. Due to sheer size, surrounded Soviet major cities [6.51, Note] still internally generated some resources to replace losses. During his Engineering Phase, the Soviet Player can spend some of his available RPs (of any type) for a major city as determined by the number of its hexes that are Soviet controlled, as follows:

Number of Hexes	Max # of RPs
1 or 2	0
3 or 4	1
5 or 6	2
7 or more	3

**b.** A unit must occupy a major city hex to receive a RP. The Soviet Player can spend allowed RPs to move units from the Cadre Box to major city hexes, subject to stacking limits.

**c. NKVD.** As an exception to the NKVD replacement procedure, only one NKVD unit in the Cadre Box can be placed in a major city hex by spending a Type I RP during the first time that major city is surrounded [the unit represents mobilizing the NKVD personnel policing the major city for combat duty]. If surrounded a second time (or more) no more NKVD units are available while surrounded.

#### 7.43 The Unit Rebuilding Chart

This chart depicts the amount of rebuilding necessary to make units combat-worthy again. Those units that can never be rebuilt go to the Cannot Rebuild Box. The other three unit status boxes on the chart range from Eliminated (lowest) to Active (highest). Units move from lower boxes to higher boxes, one box per turn, as they receive replacements.

**Note:** UR/MG units removed from the map for any reason go to the appropriate box of the Unit Rebuilding Chart and re-enter play through the normal replacement process. They no longer go back to the opaque cups for drawing at random for re-entry into play.

**a. The Eliminated Box.** Units in this box have lost most of their troops and equipment. One Type I RP will provide sufficient personnel to move any one eligible unit up to the Cadre Box [Refer to Unit Rebuilding Chart].

**b. The Cadre Box.** Units in this box have lost some of their troops and much equipment, but can be rebuilt fairly quickly. One (or two) RPs will move one unit of the appropriate unit type to the Active Box or the map [7.43c].

**Exceptions:** Most Soviet NKVD units and NKVD armored train units [7.23 and 7.25] and Soviet units rebuilt in surrounded Soviet major cities (7.42).

**c. The Active Box.** Units arrive on their one-step strength level. They can enter the game map the next turn as reinforcements, or remain in the Active Box for as long as desired. Units remaining in the Active Box can regain one step per turn by spending one (or two, as required) RP(s). Soviet Non-Op HQs in the Active Box can roll for recovery of Operational Status. Their Non-Op status does not affect any other units anywhere on the Unit Rebuilding Chart.

**d. The Map (Soviet Only).** After spending the appropriate RP(s), any unit on its one-step strength level or a Soviet ZAP Regiment can move from the Cadre Box to the map for placement on any friendly Soviet major city or city (in General Supply and not in an Axis ZOC) during the Soviet Engineering Phase. There is a limit of one unit per Soviet city or major city per turn. No movement is allowed until the next GT.

## 8.0 Reinforcement/Withdrawal

### 8.1 Reinforcement Arrival

**8.11** Reinforcements are new units arriving from other off-map areas, or rebuilt units. Reinforcements enter in a variety of ways. Refer to Scenario Set-Up Cards for:

- a. Turn and entry location of scheduled reinforcements.
- b. Availability and entry location of Special Reinforcement Pool Groups.

**8.12** When a unit enters through a map-edge hex, it pays the terrain cost for that hex. Entering units can use road, Railroad Movement [11.1], Strategic Movement [11.3], or Air Transport [11.7].

**8.13** Entry of a unit can be delayed at the owning player's option. Entry of a unit must be delayed if enemy units occupy all of its possible entry hexes, or alternating entry hexes with the intervening hexes in one or more enemy ZOCs.

**Exception:** Infiltration capable reinforcements could enter such empty hexes between enemy units.

**8.14** Some reinforcements are placed directly on the map (usually a town, city, or major city hex). To place that reinforcement on the designated hex, the hex must be friendly, in General Supply, and not in an enemy ZOC [major city hexes are not affected by enemy ZOCs]. Entry is delayed until the hex meets all placement qualifications.

**8.15** Reinforcements are in General Supply during the turn of entry.

**8.16** HQ units do not function in any manner until they have entered the map. Once on the map, they have no effect on units that are still off-map.

### 8.2 Scheduled Reinforcements

**8.21** The turn designated for a group of reinforcements is the earliest turn it can enter. Non-motorized, orange MA, and green MA reinforcements arrive and enter play during the friendly Movement Phase. Motorized units can enter either in the friendly Movement Phase or the friendly Motorized Movement Phase.

**Note:** Due to differing sequences of play, Axis motorized units obtain maximum movement when entered during their friendly Movement Phase, while Soviet motorized units move farthest when entered during their Motorized Movement Phase.

**8.22** Scheduled reinforcements cost no VPs.

**8.23** Air units entering as reinforcements go directly to the Ready Box unless specified otherwise. Air units going to Ready Boxes do not check for readiness unless it is a Storm turn. Air units going to Flown or Damaged boxes do check for readiness unless scenario instructions specify otherwise.

## 8.3 Special Reinforcement Pool Groups

These are optional groups of units that can be brought into play, but usually at a Victory Point [25.1] cost. A group enters play as a normal reinforcement on the turn it is selected.

**8.31 Soviet Special Reinforcement Pool Groups.** Only after obtaining an R (or 2R) result on the Soviet Replacements Table is it possible for the Soviet Player to enter one (or two) Special Reinforcement Groups (there may be several available). The option to enter a group can be exercised only on a turn it is available. If no group is currently available (all have been chosen, or earliest turn of entry has not arrived) this option is lost. When the chosen group is removed from the Set-Up Card for entry, adjust the VP Track for any VP penalty. Some groups have multiple turns of entry. A group can be chosen if any units are eligible to enter on the current turn. Remaining group units that enter later are treated as scheduled reinforcements [we suggest you place these units ahead on the Turn Record Track to enter on allowed turns]. An additional "R" result is not needed to bring these remaining units in, and there is no additional VP cost.

**8.32 Axis Special Reinforcement Pool Groups.** Any group enters automatically at the Axis Player's option if it is allowed to enter play that turn. There is no limit to the number of eligible Axis groups that can enter on one turn. As the units are removed for entry, adjust the VP Track for any VP penalty.

## 8.4 Rebuilt Units

The Unit Rebuilding Chart has an Active Box to hold units rebuilt from the Cadre Box. These units enter the map as reinforcements during either movement phase in which they are allowed to move, by:

- a. placement on any supplied friendly city or major city (maximum one unit from the Active Box per city or major city hex) not in an enemy ZOC (such units can move normally after placement), or
- b. entry through any friendly map-edge hex designated as a friendly Supply Source, or
- c. **Soviet Reservists.** A Soviet Infantry or Cavalry division in the Active Box on its one-step side can be placed onto any friendly town in General Supply and not in an enemy ZOC. It then becomes a Garrison (place a Garrison marker) subject to Garrison Release [22.82]. There is no limit to the number of such divisions that can be placed during one turn (subject to availability in the Active Box), or on any one town during the course of the game, but only one can be placed on a single town per turn (subject to the stacking limit).

*DESIGN NOTE: The Soviet Player can already enter one step units directly into cities and major cities from the Active Box of the Unit Rebuilding Chart during the appropriate movement phase, or from the Cadre Box during his Replacements Phase. Soviet Reservists offers the Soviet Player the added flexibility to enter one step infantry and cavalry divisions into towns as reinforcements, but at a cost—they become garrisons that require release.*

**d. NKVD.** A rebuilt NKVD unit enters from the TRT once the Game Turn marker advances into the turn on the TRT where the NKVD unit is located. Place it on-map in the same manner as units from the Active Box [8.4a, b].

## 8.5 Untried Soviet Militia



**8.51** Some Soviet Militia counters have a printed reverse side showing unknown values. The Untried side of each Militia unit has the name of the Soviet city/major city or region where it was raised. These are Untried Militia

units [22.62].

**8.52** Place these units in an opaque cup for random drawing and placement as At Start or Reinforcement units. Any units remaining not drawn are set aside on their Untried sides and not used. At Start units set up as specified on the scenario Set-Up Cards. Reinforcement Militia units are placed in play during the Reinforcement Phase on their Untried sides.

**8.53** Place each Untried Militia unit on or within five hexes of a designated placement city hex (do not count the city hex, but do count the hex of placement). Untried Militia units cannot be placed in an Axis ZOC.

**8.54** All Militia units removed from the map for any reason do not go back into the opaque cup, but are placed instead on the Soviet Unit Rebuilding Chart in the Cannot Rebuild Box.

## 8.6 Soviet UR/MG Units

Place all UR/MG units in the counter mix in an opaque cup. Unless specified differently by scenario instructions, these units are placed randomly and Untried in the At Start or Reinforcement sections of the scenario Set-Up Cards where specified. Any excess UR/MG units still in the opaque cup are set aside unused on their Untried sides.

**8.61** Each At Start UR/MG unit is placed Untried at start on the hex specified.

**8.62** Each reinforcement UR/MG unit enters play during the Soviet Movement Phase, and is placed Untried:

- On any friendly Soviet major city or city hex (in General Supply), or
- On any completed Soviet fortification hex in General Supply, or
- On the hex specified on the Set-Up Card.

**8.63 Restrictions.** UR/MG units cannot be placed in any hex already containing a UR/MG unit and cannot be placed in an Axis ZOC.

**8.64** UR/MG units removed from the map for any reason are placed on the Soviet Unit Rebuilding Chart where they can return to play through the normal replacement process as Tried units.

**Note:** The procedure found in earlier game editions of returning UR/MG units to an opaque cup to be redrawn for re-use is no longer used.

## 8.7 Withdrawals

A Set-Up Card may indicate that units should be withdrawn.

**8.71** During the Reinforcement/Withdrawal Phase remove from the map those units designated that turn to withdraw. Units withdraw at the strength shown on the Set-Up Card. If the unit is not at that strength, then the owner deducts the necessary steps from accumulated replacements steps of the appropriate type, or he reduces

## Reinforcement Arrival Chart

<i>Phase</i>	<i>Entering Unit</i>	<i>From</i>	<i>Placement</i>	<i>MA</i>	<i>Ref</i>
Axis Movement	All	Set-Up Card	Per Set-Up Card	Full	8.11
	Any	Active Box	Map edge/city/major city	Full	8.4
Axis Mot Movement	Axis Mot and Cav	Set-Up Card	Per Set-Up Card	Half	8.11
	Axis Mot and Cav	Active Box	Map edge/city/major city	Half	8.4
Axis Engineering	Any	Cadre Box	Active Box	N/A	7.43b
	Any	Elim Box	Cadre Box	N/A	7.43a
Soviet Replacements	One step Non-mot unit	Cadre Box	Replace ZAP unit town/city/major city	None	7.22c1
>>Soviet Mot Movement (incl NKVD)	Sov Cav	Set-Up Card	Per Set-Up Card	Half	8.11
	Sov Cav	Active Box	Map edge/city/major city	Half	8.4
	Sov Mot	Set-Up Card	Per Set-Up Card	Full	8.11
	Sov Mot	Active Box/TRT	Map edge/city/major city	Full	8.4
Soviet Movement (incl NKVD)	Sov Non-Mot&Cav	Active Box/TRT	Map edge/city/major city	Full	8.4
	Sov Mot	Active Box/TRT	Map edge/city/major city	Half	8.4
	ZAP Rgt	On Map	Move to Eligible unit; place Zap unit in Cadre Box: unit gains one step	Full(ZAP)	7.22c2
	Soviet reservists	Active Box	One per Town w/Garr marker	None	8.4
Soviet Engineering	Any one-step	Cadre Box	City/Major City	None	7.43d
	Any NKVD	Cadre Box	Multi-step: Active Box or TRT	None	7.23c
			One-step: TRT	None	7.23c
	Any	Cadre Box	Active Box	N/A	7.43b
	Any	Elim Box	Cadre Box	N/A	7.43a



units of the same type currently on the game map, step-for-step. If a withdrawing unit is currently in the Cadre or Eliminated box, the owning player either withdraws another on-map unit with the same unit type symbol and at least equal attack and defense strengths, or he pays one VP (which cancels that withdrawal).

**8.72** Any air unit of the type designated for withdrawal will suffice. The air unit can come from the Ready, Flown, Damaged or Destroyed boxes [even though the planes have been destroyed, the air and ground crews are available to redeploy]. Remove the air units from the Air Unit Display during the Reinforcement/Withdrawal Phase.

**8.73** A player can choose to cancel the withdrawal of any unit, but pays one VP for each unit not withdrawn.

**Note:** The Active Box on the Unit Rebuilding Chart can be a handy place to store newly received Strongpoints, supply units, scheduled reinforcements, and special Reinforcement Pool Groups. Enter these units and markers in the applicable phase. Although this is a good way to have everything “in one place,” players may still have a lot of referencing to verify entry hexes and map-edges.

## 9.0 Air Unit Readiness

### 9.1 Air Readiness

**9.11** During the Air Readiness Phase of the Strategic Segment, roll one die for each air unit in the Flown Box. If the die roll result lies within the range (adjust for weather DRMs, which are cumulative) listed in the Flown Box, move it to the Ready Box. Units that do not pass the die roll remain in the Flown Box. Do not make Air Readiness die rolls for Dummy air units; they automatically move to the Ready Box at the end of the Air Readiness Phase. Roll next for all air units in the Damaged Box. Air units passing the die roll result move up to the Flown Box. Failing air units remain in the Damaged Box. Units starting in the Ready Box automatically remain in that box (unless the weather result includes Storms).

**9.12** On any Storm turn, all air units of both sides that start the Air Readiness Phase in the Ready Box (including reinforcement and replacement air units) are immediately placed in the Flown Box. Each unit must pass the Air Readiness die roll to return to the Ready Box [see the Air Operations Card].

**9.13** Air units in the Destroyed Box do not check for Air Readiness. They leave the Destroyed Box only through the use of Air Replacement Points or by Withdrawal [8.72].

## 10.0 Ground Movement

Each player can move some or all of his eligible ground units during the friendly Movement, Motorized Movement, or Reaction Movement phases of each turn.

**Important Note:** To simulate fundamental differences between the Axis and Soviet armies, the respective player Segments are not identical [refer closely to the Expanded Sequence of Play]. Also, Axis and Soviet units often move at differing rates during some of these movement phases. For example, Axis motorized units may use their full Movement Allowance (MA) during the Axis Movement Phase, but Soviet motorized units move at only half their MA during the Soviet Movement Phase. Refer closely to the Movement Phase Chart on the 11x17 Chart Card).

**Note One:** During the Movement and Motorized Movement phases, Out of Supply markers do not prevent unit movement.

**Note Two:** Fractions are retained when printed MAs are halved or increased because the unit may use road movement or move through cities and major cities.

### 10.1 Friendly Movement Phase

**10.11** For Soviet and Axis unit types allowed to move during their respective friendly Movement phases, refer to the Movement Phase Chart on the 11x17 Chart Card.

**10.12** Axis units receiving replacements cannot move during the entire Axis Segment. Designate them at the beginning of the Axis Movement Phase by placing Receiving Replacements markers on them. Feel free to make more of these markers as needed. Remove markers or realign units during the Game Turn Interphase.

**10.13** The following specialized forms of movement are allowed during the Soviet or Axis Movement phases:

**a. Railroad Movement.** The MA for combat units, MSUs, and Supply Dumps conducting Railroad Movement is sixty (60) connected friendly rail hexes [11.1]. Railroad artillery (in mobile mode) and armored trains move at their printed MAs.

**b. Flotilla Movement.** Flotillas can move through up to sixteen connected major river, coastal, or sea hexes. Axis Air Interdiction can reduce a flotilla's movement rate [11.2].

**c. Strategic Movement.** Any eligible unit with an MA greater than zero moves at one and one half times its normal MA [11.3].

**d. Overrun Movement.** Axis and Soviet motorized units and stacks (and Soviet cavalry units) may qualify for Overrun [11.4].

**e. Infiltration Movement.** Axis motorized units with an MA of seven or greater can spend their entire MA to move directly from one enemy ZOC to another, when not prohibited by weather, terrain, or supply. Soviet motorized units cannot conduct this movement during the Soviet Movement Phase [11.5]. Soviet and Axis cavalry units with yellow MA of 6 can also conduct Infiltration Movement during their respective Movement phases.

**f. One-Hex Movement.** A unit may be able to move one hex even if it lacks sufficient MPs to do so [11.9].

**g. Reinforcements.** All Soviet (except for UR/MG units) and Axis reinforcements enter the map and move during their respective friendly Movement phases. Soviet and Axis non-motorized, orange MA and green MA combat units, MSUs, and Supply Dumps can only enter during their respective Movement phases.

**10.14** Specialized forms of movement allowed during the Soviet Movement Phase:

**Soviet Armored Train Movement.** Armored trains move through up to forty-eight (48) connected friendly railroad hexes if moved during this phase. Axis Interdiction can reduce an armored train's movement rate [11.15].

### 10.2 Motorized Movement Phase

**10.21** For Soviet and Axis unit types allowed to move during their respective Motorized Movement phases, refer to the Movement Phase Chart on the 11x17 Card.



**10.22** Soviet units receiving replacements cannot move during the entire Soviet Segment. They are designated before any movement in the Soviet Motorized Movement Phase. Designate them the same way as Axis units are designated [10.12].

**10.23** Specialized forms of movement allowed during the respective Soviet and Axis Motorized Movement phases:

- **Overrun Movement.** Identical to Movement Phase
- **Reinforcements.** Only Soviet or Axis motorized reinforcements may enter and move during their respective Motorized Movement phases.
- **Flotilla Movement**

**10.24** Specialized forms of movement allowed only during the Soviet Motorized Movement Phase:

**a. Infiltration Movement.** Soviet motorized units with an MA of seven or greater can spend their entire MA to move directly from one enemy ZOC to another. Axis motorized units cannot execute Infiltration Movement in their Motorized Movement Phase.

**b. Armored Train Movement.** Identical to Movement Phase.

**Note:** Because the Soviet Motorized Movement Phase occurs before the Soviet Movement Phase, the Soviet Player may want to mark armored trains that move in the Motorized Movement Phase. The units can be turned, or Activated markers can be used.

**c. Soviet non-motorized unit activation.** Soviet in-range HQ's with non-interdicted command points can activate one non-motorized unit (including orange MA or green MA units) per command point. Activated units move up to their full MA. Unless not allowed by Non-Op Soviet HQs [22.24b], each HQ can also activate one in-range Guards unit [22.41] at no command point cost (even if a HQ's command rating has been reduced to zero). Place an Activated marker on each activated unit to indicate no movement in the Movement Phase. Remove these markers during the Game Turn Interphase.

**Note:** This section draws upon several later rules sections: 22.11, Command Range; 22.12, Command Range and Activation; 22.22 and 22.24, Non-Op HQ Restrictions; and 13.24, Interdiction Effects.

### 10.3 Friendly Reaction Movement Phase

Only Soviet and Axis motorized units can move in this phase. They move up to only half of their MA [14.1]. Several conditions limit or prevent Reaction Movement [14.11].

### 10.4 How to Move Ground Units

**Procedure:** Move units or stacks one at a time, from hex to adjacent hex, tracing a path of contiguous hexes through the hex grid. A unit cannot jump over a hex. Each unit spends a certain number of Movement Points (MPs) from its Movement Allowance (MA) to enter each hex or cross certain hexsides. See the Terrain Effects Chart (TEC) for the cost in MPs for the various types of terrain.

**Note One:** Movement can be reduced or eliminated entirely by lack of supply, terrain, weather, interdiction, or enemy ZOCs. Movement can be increased by using road, Strategic, or Railroad Movement.

**Note Two:** Advances and retreats [16.5 and 16.4] are not movement. Advancing and retreating units do not spend MPs.

### 10.5 Movement Restrictions

**10.51** There is no limit to the number of friendly units that can pass through a single hex during a turn. Stacking limits apply at the end of any combat, Reaction Movement or Movement Phase.

**10.52** A unit can move only once during its Movement Phase. It cannot exceed its MA in any movement phase [exception: One-Hex Movement, 11.9]. Units are never forced to move. Unused MPs cannot be accumulated for later use or transferred to other units.

**10.53** Units can move together as a stack. The movement allowance of the stack is that of the slowest unit in the stack. The moving player can split up a moving stack by declaring that the stack is splitting. The stack ceases movement temporarily. The moving player now moves the units to be split off from the stack to the extent of their remaining MAs. The moving player returns to the reduced stack and continues moving it to the extent of the MA of the slowest moving remaining unit. Splitting off units can occur more than once during a given stack's movement. Alternatively, units in a stack can be "dropped off" in any hex the stack enters (a good way to lose slow units and allow a stack to move farther). Stacks cannot pick up or add units while moving. Once a stack has ceased moving in a movement phase, other units can move into its hex (up to stacking limits).

**10.54** A friendly unit can never enter a hex containing an enemy combat unit. It can move through friendly occupied or controlled hexes (those not in an enemy ZOC) at no extra MP cost.

**10.55** Subject to terrain or scenario restrictions, movement (or retreat) between adjacent maps during game play is allowed. Unless specifically allowed by scenario instructions, movement off a map-edge (not between maps) is prohibited. Units forced to retreat off a map-edge are removed from play and placed in the Cadre or Cannot Rebuild Boxes.

**Exception:** Regimental Substitute Counters [24.0] and MSUs.

**10.56** Scenario instructions may prohibit movement of some units during specified turns, or may prohibit movement into or out of certain map areas. For example, units of one or both sides may not be allowed to cross national boundaries during certain turns.

**10.57** Non-operational Soviet HQs restrict Soviet unit movement within their Command Range [22.25g].

**10.58** Some units pay motorized movement costs, but do not move in the friendly Motorized Movement Phase or Reaction Phase. They are:

- Axis and Soviet super-heavy artillery (green MA) [see 23.41 for additional movement restrictions]
- All other Axis artillery and AT units (orange MA)
- All other Soviet artillery, Soviet AT or Soviet AA units (orange MA)—unless activated by a Soviet HQ to move in the Soviet Motorized Movement Phase.
- Soviet and Axis MSUs with an MA of eight (truck symbol and orange MA)

## 10.6 Zone of Control Effects

**10.61** Friendly ZOCs do not affect friendly unit movement.

**10.62** Enemy ZOCs almost always affect friendly movement. The two primary exceptions are: Overrun Movement [11.4] and Infiltration Movement [11.5].

**10.63** Friendly units can enter enemy ZOCs using all types of movement except:

- Strategic Movement [11.3]
- Railroad Movement [exception: armored trains can enter enemy ZOCs].
- Units using Reaction Movement [14.1] can enter an enemy ZOC only if the hex already contains one or more friendly combat units. If a friendly unit does not have the necessary MP, it cannot enter the hex.

**10.64** Units entering an enemy ZOC must pay one additional MP.

**Exception 1:** Reacting units do not pay this additional MP.

**Exception 2:** Infiltration and One-Hex Movement are not affected, because a friendly unit's entire MA is expended to cover all terrain and ZOC costs associated with moving the one hex.

**10.65** Units entering an enemy ZOC stop moving immediately [exception: Overrun Movement; 11.4].

**10.66** Units cannot move directly from one hex in an enemy ZOC to an adjacent hex also in an enemy ZOC [exception: Infiltration Movement; 11.5].

**10.67** Units can begin their Movement Phase by exiting a hex in an enemy ZOC, move through one or more hexes not in an enemy ZOC, and then re-enter a hex in an enemy ZOC if enough MPs remain.

**Note:** Weather has a major impact on ZOC projection. Refer closely to the Terrain Effects Chart. Changing weather can allow ZOCs to be projected across hexsides where it was previously not possible; for example, during Snow or Arctic weather ZOCs will extend across major river or lake hexsides. And units can lose the ability to project ZOCs; for example, during Mud turns motorized units can only project ZOCs into adjacent city or town hexes and through hexsides crossed by road or railroad.

## 10.7 Terrain Effects on Movement

Refer to the Terrain Effects Chart (TEC) to identify all types of map terrain, and to find the Movement Point costs to cross or enter each terrain feature based upon unit type and weather condition.

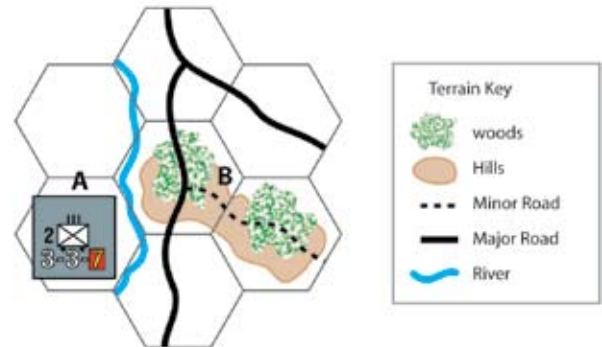
**10.71** Ground units spend MPs to enter or pass through hexes. They do not spend MPs to exit hexes. Each terrain type may affect movement through hexsides or into hexes.

**Note:** Generally, a unit's MA represents the number of clear terrain hexes it can move through during Dry weather.

**10.72** Where a single hex contains more than one type [example: clear and hill], units not on roads pay the highest MP cost to occupy the hex [example: In Dry weather a unit not moving on a road would pay 2 MPs to occupy a hex containing both clear and hill terrain]. Generally, units using roads pay reduced MP costs to enter or occupy map hexes. Hex or hexside terrain which carries a plus (+) sign, adds the indicated number of MPs onto the highest

hex terrain cost when units not on roads cross a hexside or occupy a hex with (+) terrain.

**EXAMPLE:** (Refer to the TEC and the example below). The weather is Dry. An Axis motorized unit with MA of seven has spent no MPs, but now crosses hexside A (a river hexside) and occupies hex B. This one hex move costs the motorized unit 5 MPs (2 MPs for the hill terrain, +2 MPs for the woods, and +1MP for crossing the river).



### 10.73 Terrain effects and Railroads

**a.** Units using Railroad Movement pay one railroad MP to enter and occupy each hex on the railroad line regardless of hexside or hex terrain.

**b.** Units moving from hex to hex along railroad (but not conducting Railroad Movement) receive three movement benefits:

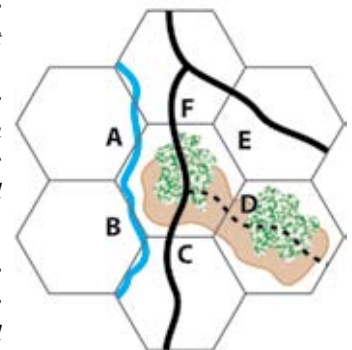
- When entering a hex with woods terrain, the MP cost is reduced by one in all weather.
- When crossing a river or major river hexside on a rail line, the MP costs for both types of hexside terrain are negated. Crossing units do pay the terrain costs to enter the hex on the far side of the river/major river crossed.
- Motorized units (or those with orange or green MAs) can enter a swamp hex.

**10.74 Dry Weather Road Movement.** Units moving directly from hex to hex along a road (the road symbol crosses each hexside) spend MPs at the applicable road movement rate, instead of paying the hexside and hex terrain costs. Refer to the TEC and the example below.

Weather condition is Dry in all cases. The example hex is bounded by hexsides A-F. Hexsides A and B are River hexsides. Hex terrain is hills with woods. Main roads cross hexsides C and F. A minor road crosses hexside D.

**EXAMPLE ONE:** A unit enters the hex using road movement and ends movement in the hex. The MP cost to make this move through hexsides C or F along a main road is one-half MP. The cost for using the minor road through hexside D is 1 MP.

**EXAMPLE TWO:** A unit enters and passes through the hex while remaining on the same road type. The unit enters the hex on



the main road through hexside C, remains on the main road as it crosses the hex, and enters the adjacent hex through the main road crossing hexside F. The MP cost is one-half MP to cross hexside C and another one-half MP to cross hexside F.

**EXAMPLE THREE:** Movement through the hex using different road types. A unit entering through the minor road hexside will pay 1 MP because the hex contains non-clear terrain. If the unit continues moving by road it will change road types and cross hexsides C or F along a main road where the cost to enter either adjacent hex will be one-half MP. Total cost: one and one-half MPs. (Entering through hexsides C and F, and exiting through hexside D costs the same.)

**EXAMPLE FOUR:** Entry through road hexside; exit through non-road hexside. The road rate for the hex is ignored, and the movement cost is the non-road terrain cost of the hex.

**Exception:** Road entry still negates river hexside costs.

**DESIGN NOTE:** Barbarossa is not a tactical-level system. There is no “half on-road or half off-road” calculation.

**EXAMPLE ONE:** A motorized unit enters the example hex through road hexside C, but exits through non-road hexside E. It pays 4 MPs for the example hex terrain (2 MPs for hills plus 2 MPs for woods), plus 1 MP to enter clear terrain hex E, for a total cost of 5 MPs.

**Note:** Moving through more hexes using road movement would cost fewer MPs. The motorized unit can enter the example hex through road hexside C, exit through road hexside F, stay on the road in hex F, and exit through the road hexside into hex E, for a total cost of one and one-half MP.

**EXAMPLE TWO:** A motorized unit enters the example hex through road hexside C, but exits through non-road hexside A. The unit again pays 4 MPs for the example hex terrain. It pays 1 MP to enter clear terrain hex A, plus 1 MP for crossing an unbridged river hexside, for a total cost of 6 MPs.

#### 10.75 Road movement during Non-Dry weather conditions:

**a. Motorways.** No weather condition degrades movement along a motorway. It always costs one-half MP to enter a hex on a motorway.

**b. Main roads.** During Mud, Snow and Arctic weather turns, the MP cost to enter any hex on a main road increases to 1 MP per hex.

**c. Minor roads.** Refer closely to the TEC.

##### 1. Frost, Snow, and Arctic weather:

- It costs 1 MP to enter any hex on a minor road during Frost.
- It costs 2 MPs to enter any hex on a minor road during Snow or Arctic weather.

**2. Mud weather (or Lingering Mud in woods hexes).** [Refer to the Mud Column on the TEC]. Instead of paying one-half MP (Dry weather cost) to enter a clear terrain hex on a minor road, it now costs two or 3 MPs. All non-clear hexes require paying MPs at the Mud Column rate for all hex terrain except woods which are ignored.

**EXAMPLE:** Go back to the second figure on page 14. If hexside D is crossed in either direction, it will cost 3 MPs. Both contain

hill terrain which costs 3 MPs during Mud turns. Both hexes also contain woods; but because movement is along the minor road, they are ignored. If both hexes sharing hexside D were clear terrain hexes, the MP cost to enter either hex on the minor road would be 2 MPs for:

- Axis or Soviet non-motorized units that do not have orange or green colored MAs
- Soviet Armor units

The MP cost would be 3 MPs for all other units except for green MA units that cannot move at all on minor roads in Mud.

**10.76 Major Rivers.** There are four allowable methods for crossing a major river hexside:

- Cross on a road bridge hexside, paying normal road movement rates to enter the hex on the other side of the major river.
- Cross through a Bridge unit or a hexside with a railroad bridge, paying the hex terrain cost of the hex entered on the other side of the major river.
- Cross non-bridged major river hexsides during Dry, Mud, or Frost turns: A unit begins its Movement Phase (not reaction or motorized phases) adjacent to the major river hexside to be crossed. The unit spends its entire MA and moves to an adjacent hex on the other side of the major river.  
**Exception:** Armored units, all artillery units, and MSUs with orange MA can cross a major river only at a bridge. Only when a major river is frozen can they cross at any location [10.76d].
- Cross non-bridged major river hexsides during Snow or Arctic turns. Major rivers become frozen, and major river hexsides become +1MP hexsides which can be crossed during the course of normal movement.

#### 10.77 Lake and Sea Hexes and Hexsides.

**a. Lakes.** These splendid defensive barriers become non-existent during Snow and Arctic weather turns. Refer to the TEC for Snow or Arctic weather terrain costs. Note that once frozen by Arctic weather, these hexes and hexsides do not “thaw” for the remainder of the scenario.

**b. Seas.** Frozen sea and shallow sea hexes and hexsides become impassible to all flotilla and naval units as well as ground units. Note that once frozen by Arctic weather, these hexes and hexsides do not “thaw” for the remainder of the scenario.

**10.78 Swamps.** During Dry and Mud turns, motorized and orange MA units enter (or exit) swamp hexes only through hexsides crossed by roads or railroads. No cross-country movement is allowed; they must follow the path of roads or railroads while in swamp hexes. During Frost, Snow, and Arctic weather swamps can be entered through any hexside (the swamps have frozen), but motorized and orange MA units pay the applicable swamp terrain cost.

**Note:** If motorized or orange MA units occupy a non-road swamp hex on a turn when the weather becomes Dry or Mud, they have problems. Unless they can utilize One-Hex Movement to move into an adjacent non-swamp hex, they cannot move or retreat until the swamp hex re-freezes.

**10.79 Major city hexes.** Because ZOCs do not extend into major city hexes, friendly units can:

- a. Exit a major city hex and move directly into an adjacent hex in an enemy ZOC (where movement must stop).
- b. Enter a vacant adjacent major city hex, paying normal MP costs, and exit the major city hex if there are sufficient MPs to do so.

## 11.0 Specialized Movement

### 11.1 Railroad Movement

**11.11** Any combat or non-combat unit in General or Emergency Supply can move by railroad. To do so, the unit begins on a railroad hex at least three hexes (at least two hexes intervening) from an enemy combat unit and not start in an air Zone of Interdiction [13.21]. The railroad must be part of a friendly railroad net [6.4]. Super-heavy artillery units can use Railroad Movement only when on their mobile sides.

**11.12** A unit can use Railroad Movement as many times as desired during a game but only once per turn. Units conduct Railroad Movement only during the friendly Movement Phase. They move up to 60 hexes along friendly connected railroad hexes, changing railroads only in hexes where two or more rail lines join. Each hex entered costs one Railroad MP. A unit moving by railroad cannot otherwise move during that Movement Phase. A unit moving by railroad cannot move within three hexes of an enemy combat unit (two intervening hexes), and cannot enter an enemy ZOC.

**Exception One:** Soviet armored trains [22.31] can move in either their Movement Phase or Motorized Movement Phase (but not both), and enter enemy ZOCs and engage in combat, but they move a maximum of 48 connected rail hexes.

**Exception Two:** Super-heavy artillery and railroad artillery move according to their MA and can move within two hexes (one hex intervening) of an enemy combat unit.

**11.13 Rail Capacity.** Both sides can use railroads to move a limited number of stacking points each turn. This is the Rail Capacity, and is listed in scenario instructions [see Playbook]. Armored trains and railroad artillery do not count against Rail Capacity. An HQ, or a unit with zero stacking value, uses one stacking point of Rail Capacity. An MSU (one ASP) uses one stacking point; a Supply Dump (two ASPs) uses two stacking points of Rail Capacity.

**11.14** Reinforcements for both sides can enter play using Railroad Movement. They count against Rail Capacity during the turn of entry.

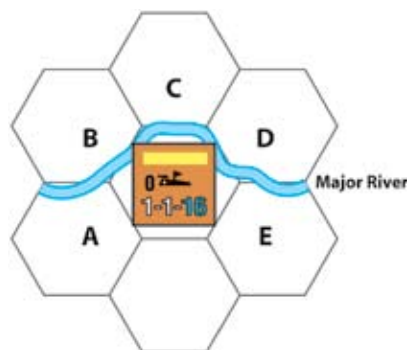
**11.15** Every rail hex in a Zone of Interdiction costs 12 Railroad MPs to enter [13.21].

### 11.2 Flotilla Movement

**11.21** Flotilla units move only along hexes connected by major river, canal, coastal, or sea hexsides. Each hex entered costs one Flotilla MP [Note: each hex in any Zone of Interdiction costs four Flotilla MPs to enter].

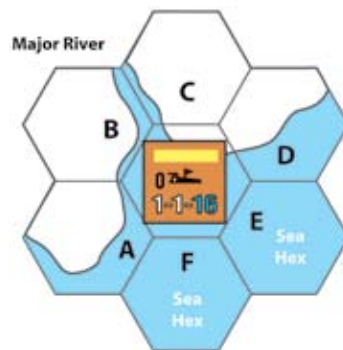
**11.22** Flotillas can move in both the friendly Movement Phase and Motorized Movement Phase.

**11.23 Major river movement:** Major river terrain covers the hexsides of two adjacent hexes [See below].



Flotillas move on major rivers at a cost of 1 MP per hex entered. In the above example, the flotilla could move into hex A or E in this fashion. Flotillas can also move “cross bank” at a cost of 1 MP. The flotilla above could switch sides of the major river, moving into hexes B, C, or D at a cost of 1 MP. Flotillas can also move across hexsides connecting major rivers to canals.

**11.24 Coastal and Sea hexes:** Flotillas move between connecting coastal, major river, or sea hexes at a cost of 1 MP for each hex entered.



**EXAMPLE:** The flotilla occupies a coastal hex. It can enter any of the adjacent hexes at a cost of 1 MP per hex.

**11.25 Canal hexes.** Unlike major rivers, canals only occupy one hexside. Flotillas cannot move cross-bank on canals, but move from hex to hex containing the hatched canal symbol at a cost of one Flotilla MP per hex. Flotillas can also move through hexsides where canals and major rivers meet.

**11.26** Flotillas cannot enter enemy-occupied hexes and cease movement upon entering enemy ZOC.

**11.27** Flotillas cease movement for any turn that Snow weather is in effect. Flotillas cease movement for the remainder of any scenario as soon as the first Arctic weather result is rolled.

### 11.3 Strategic Movement

**11.31** Eligible units of either side can use Strategic Movement. Units conduct Strategic Movement during their Movement Phase only. Increase their MA for this phase by half. Refer to the MA Conversion Table on the 11x17 Chart Card.

**11.32** To be eligible, the unit must:

- a. have an MA greater than zero.
- b. begin its Movement Phase on a minor road, main road, or motorway hex.



- c. be in General Supply in each hex occupied or entered, and
- d. be at least three hexes from an enemy combat unit in each hex occupied or entered (at least two hexes intervening), and
- e. cannot begin movement in a Zone of Interdiction or move into a Zone of Interdiction

**11.33** Armored train, railroad artillery, and flotilla units are not eligible for Strategic Movement.

**11.34** Any unit conducting Strategic Movement moves solely along a motorway, main road, or minor road (not railroad). A unit can conduct Strategic Movement only once each turn.

**Note:** Not all Axis units can use the motorway for road or Strategic Movement.

**11.35** Weather does not affect motorways or roads for Strategic Movement. During Mud turns, other terrain costs apply in minor road hexes, but units can still perform Strategic Movement through those hexes.

## 11.4 Overrun

An Overrun is an attempt to move into an enemy occupied hex (the target hex). Although it resembles combat [15.0], Overrun is a function of movement. During the friendly Movement or Motorized Movement Phase, any motorized combat unit or stack of motorized units can attempt to conduct Overrun on an enemy unit or stack.

**11.41** Only motorized units and Soviet cavalry units are eligible to conduct Overruns. Only one unit, or stack of units (up to stacking limits), can conduct a single Overrun. Units in a stack conducting Overrun must begin movement stacked together. They remain stacked during the Overrun.

### 11.42 Restrictions

**a. Odds Ratio.** The overrunning units must achieve a minimum odds ratio. Odds must be at least 5-1 if the motorized unit or the entire motorized stack is German, or at least 7-1 for all other non-German motorized units or stacks containing one or more non-German units. All Soviet Overruns must meet the 7-1 odds ratio. If the Overrun is being made against a target hex containing one or more Untried units, turn the Untried units to their Tried sides after the Overrun is declared. If the defense strength of the target hex is now great enough to lower the Overrun odds below the minimum allowable, the Overrun is canceled, but the overrunning stack must now attack the target hex during the combat phase. Other friendly units can move adjacent to the former target hex and join the attack.

**b. Weather.** Overrun is not allowed during Mud, Snow, or Arctic weather, or into hexes affected by Lingering Mud.

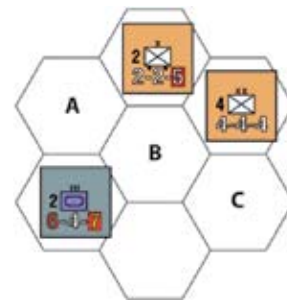
**c. Terrain.** Overruns cannot be conducted through major river hexsides, lake hexsides (bridged or non-bridged), or into mountain hexes or alpine hexes. Other terrain features carry partial restrictions:

1. A swamp hex can be the target only during Frost weather.
2. A city, major city, or fortification hex can be the target if the basic odds level is at least 12-1 and the overrunning stack includes a motorized engineer unit.

**d. Multiple Enemy ZOCs.** A unit cannot conduct Overrun from a hex that is in the ZOC of enemy units in more than one hex. See example below.

**EXAMPLE ONE:** Overrun is allowed if the armored regiment moves into hex A. The only enemy ZOC projected into hex A is from the Soviet motorized brigade, the object of the Overrun.

**EXAMPLE TWO:** The armored regiment cannot Overrun the Soviet motorized brigade if it moves into hex B, because both the brigade and the Soviet infantry division project ZOCs into the hex. *Note:* This rule also applies to situations where enemy units in the Overrun target hex exert no ZOC, but enemy units in one or more adjacent hexes do exert a ZOC.



**e.** A unit marked as Out of Supply cannot conduct Overrun. Attack Supply is not used during Overrun.

**f.** Artillery units cannot conduct Overrun or be part of a stack conducting Overrun [exception: German motorized anti-aircraft units are allowed to do so]. Artillery cannot provide offensive or defensive fire support. Close Air Support missions are not allowed. Artillery units in a target hex use their defense strength(s) only.

**g.** Overrun cannot be conducted when using One-Hex Movement because if terrain costs exceed available MPs, there would be no MPs available to pay the Overrun MP cost [11.93].

**h.** Italian, Hungarian, Romanian, and Slovak motorized units cannot conduct or participate in Overrun, and cannot move with other eligible Axis units that are conducting Overrun [they did not have the training or doctrine].

### 11.43 Procedure

**a.** Move the overrunning units adjacent to the target hex, paying normal terrain and ZOC costs. Declare the Overrun. If the overrunning units begin their Movement Phase adjacent to the target hex [but remember 11.42d], just declare the Overrun.

**b.** Each overrunning unit pays 1 MP as the Overrun cost plus the terrain cost for the target hex (pay road costs when the two hexes are connected by a road). There is no additional cost to enter a ZOC extending into the target hex from another hex.

**EXAMPLE:** If the Overrun hex is hill terrain, the total MP cost is 1 MP to Overrun plus 2 MPs for the hill (for a total of 3 MPs), plus the cost to cross the hexside (if any).

**c.** Leave the overrunning stack in the hex adjacent to the target hex. Units not eligible for Overrun remain adjacent and cannot participate.

**d.** Total the attack strength of the overrunning unit or stack.

**e.** Total the defense strengths of all enemy units in the target hex.

**Note One:** If the Overrun is being made against a target hex containing one or more Untried units, turn the Untried units to their Tried sides after the Overrun is declared. If the defense strength of the target hex is now great enough to lower the Overrun odds below the minimum allowable, the Overrun is canceled, but the overrunning stack must now attack the target hex in the combat phase. Other friendly units can move adjacent to the former target hex and join the attack.

**Note Two:** If zero strength units are revealed, remove them from play immediately. If removing a zero strength unit leaves the target



hex vacant, no Overrun occurs. The Overrun MP cost assessed against the overrunning unit or stack is reversed. The overrunning unit (or stack) must now enter the vacant hex, paying normal terrain and ZOC movement costs to do so. The former overrunning unit (or stack) is free to continue moving (and perhaps execute additional Overruns) up to the limit of available MPs.

**f.** Now compare the attack strengths of the units conducting the Overrun to the defense strength of the unit(s) in the target hex to determine whether any odds DRMs apply [see Overrun Table].

**g.** Combine any Defender Disadvantage DRMs with Attacker Odds DRMs for a total attacker DRM [see Overrun Table].

**h.** Offset the total Attacker DRM with Defender Terrain DRMs (which are cumulative). The net DRM after offsetting cannot exceed +3 or -3 [see Overrun Table].

**i.** Now roll one die and apply the net DRM to the number rolled. Refer to the Overrun Table for the result.

**j.** If the Overrun is successful, the defending units are retreated two hexes by the overrunning player. If a step loss is required, only one step is removed from the defending unit (or stack); units removed to satisfy step losses are placed in the Cadre Box. The surviving units then retreat as above. Units which retreat as a result of an Overrun cannot retreat through an enemy ZOC, unless that hex contains a friendly unit. The retreat procedure allowed in 16.46 below is not allowed. Such units are removed and placed in the Cadre Box.

**k.** Supply Dumps, Base Units, Bridge units, and super-heavy artillery units on their firing sides in the target hex cannot retreat and remain in play only if the Overrun fails. Remove these units if the Overrun succeeds. Super-heavy artillery goes to the Cannot Rebuild Box; Supply Dumps and bridge units are set aside for re-use. An MSU suffers the fate of the combat units with which it is stacked. Dumps, MSUs, and bridge units cannot be removed to satisfy Overrun step losses; super-heavy artillery units can.

**l.** Move the overrunning units into the vacated hex. If that hex is in the ZOC of an enemy unit, movement for the overrunning units is finished for the phase unless they can perform another Overrun against the unit(s) in the hex projecting the ZOC. If the hex is not in an enemy ZOC, the overrunning units can continue moving to the limit of their remaining MA and can conduct additional Overruns if they have sufficient MPs available.

**m.** If the Overrun fails, the overrunning units remain in their currently-occupied adjacent hex; they cannot move for the remainder of the phase. They can, however, conduct regular combat during the ensuing combat phase. If Soviet cavalry units participate in a failed Overrun, any step loss is removed from one of those cavalry units.

**11.44** Mark units that are retreated from the target hex with an Overrun marker. A unit with an Overrun marker:

- a. Loses its ZOC into adjacent hexes, and
- b. Cannot conduct fire support (if it is an artillery unit), and
- c. Is not eligible for Reaction Movement [14.11b]. Additionally,
- d. Attacks and Overruns against a unit that already has an Overrun marker receive a (-1) DRM.
- e. HQs that receive an Overrun marker are turned to their Non-Op side [22.23b].

**Note:** Remove Overrun markers on Soviet units during the Axis Engineering Phase. Remove Overrun markers on Axis units during the Soviet Engineering Phase.

**11.45** As long as a hex qualifies as a target hex, the enemy units in that hex can be the object of more than one Overrun attempt. (Even if the first Overrun was not successful, other qualifying units could also attempt to Overrun the target.) After being retreated in an Overrun, that same defending force could be the object of additional Overrun attempts by the same successful group of overrunning units (or by other groups).

## 11.5 Infiltration Movement

**11.51** Units eligible for Infiltration Movement can move directly from one enemy ZOC to another enemy ZOC.

**11.52** Eligible units are all combat units with yellow MA.

**a.** Motorized units must have a MA of 7 or greater to qualify.

**b.** All cavalry units with yellow MA qualify. Cavalry units perform Infiltration Movement only by moving from one non-clear hex to an adjacent non-clear hex. Presence of towns, roads, railroads, fortified lines, coast, national border or Strongpoints do not negate clear hex status.

**c.** Ski units with a yellow MA qualify.

**11.53** Infiltration Movement takes place only in the Movement Phase where eligible units are allowed to spend their entire MA.

**a.** Axis motorized, Axis cavalry, and Soviet cavalry units conduct Infiltration Movement only during their respective movement phases.

**b.** Soviet motorized units conduct Infiltration Movement only during their Motorized Movement Phase.

**c.** Ski units may only use Infiltration Movement during their respective movement phases during Snow and Arctic turns.

**11.54** Infiltration Movement costs the unit's entire MA [note that this prevents an infiltrating unit from performing Overrun]. Units marked as Out of Supply cannot utilize Infiltration Movement [6.72].

**11.55** Infiltrating units must begin their movement adjacent to an enemy unit and in an enemy ZOC.

**11.56** Infiltration Movement is not allowed:

- during Mud weather [see Effects on Movement Table], or
- into hexes containing non-destroyed enemy Strongpoints, or
- across non-destroyed enemy fortified line hexsides.

**Note:** Infiltration Movement is similar to One-Hex Movement, movement across unbridged major river hexsides, and movement into or out of major city hexes. Although many units can conduct these forms of movement, only those units with yellow MAs can perform Infiltration Movement.

## 11.6 Untried UR/MG Movement

Ordinarily, UR/MG units [22.5] do not have their strengths and MAs revealed until these units are turned during combat odds determination; however, the Soviet Player can reveal them during the Soviet Movement Phase.

**11.61** After the Soviet Player has moved all desired units with known movement values, he can turn Untried UR/MG units to their Tried sides.

**11.62** UR/MG units with an MA greater than zero now can move normally. Those with zero MA remain in the hex they occupy.

**11.63** UR/MG units with zero defense strength are removed from play immediately.

## 11.7 Air Transport

**11.71** Any airborne type unit, MSU, and Soviet HQ can move by Air Transport.

**11.72** A unit to conduct Air Transport starts on a friendly town, city, major city hex, or from the Ready Box of the Air Unit Display. It moves any distance, without regard to terrain, to another friendly town, city, or major city hex. It lands after all movement ceases in the friendly Movement phase; it cannot move until the next friendly Movement phase. Although MSUs cannot move, they can be expended after being transported.

**11.73** Air transport cannot be opposed by enemy fighters [17.1] or by AA Fire [17.4].

**11.74** A unit cannot be transported to or from a hex in an enemy Zone of Interdiction [13.25] or to or from a hex adjacent to an enemy combat unit.

**11.75** Air Transport is not allowed into or out of a town hex during Mud weather unless an engineer unit is present in the town hex [23.13]. Engineers are not required for a city or major city or on the Air Unit Status Card.

**11.76** Each player can conduct Air Transport only a limited number of times during the game [See Scenario Instructions]; and only once per turn.

## 11.8 Naval Transport

Naval Transport occurs after all other on-map movement ceases in the allowed friendly movement phases [see Playbook].

## 11.9 One-Hex Movement

A unit may be able to move one hex during a friendly movement phase even if it lacks sufficient MPs to do so.

**11.91** One-Hex Movement is made only into an adjacent hex whose hexside and hex terrain is not prohibited to the moving unit. The moving unit cannot have spent any MPs prior to executing One-Hex Movement.

**11.92** Unless the moving unit qualifies for Infiltration Movement [11.5], One-Hex Movement cannot be made from a hex in an enemy ZOC to an adjacent hex also in an enemy ZOC.

**11.93** Overruns cannot be conducted by using One-Hex Movement.

**11.94** Motorized units with Out of Supply markers cannot use One-Hex Movement.

**11.95** Subject to the restrictions above, any friendly unit qualified to move can conduct One-Hex Movement.

## 12.0 Attack Declaration

Before an attack can take place, it must be declared. The Axis Player declares all attacks after all movement is completed in the Axis Movement phase. The Soviet Player declares all attacks after all movement is completed in the Soviet Motorized Movement phase. Place a “Declared Attack” marker on each Defender Hex targeted by an attack.

### 12.1 Which Units Can Attack

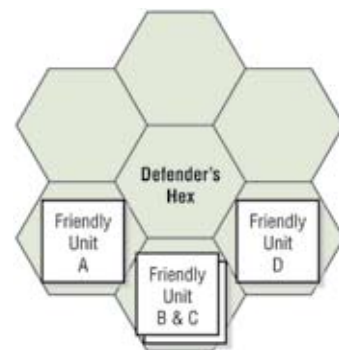
**12.11** The moving player commits friendly combat units with attack strengths greater than zero that are adjacent to enemy units in hexes where attacks are allowed [12.5]. Zero attack strength units cannot attack.

**12.12** Friendly and enemy in-range artillery is not taken into account during the Attack Declaration process.

### 12.2 Attacking is Voluntary

Combat units adjacent to enemy units are not required to attack. There can be cases where several friendly combat units are adjacent to an eligible Defender Hex, but not all of them are included in a Declared Attack on the hex.

*EXAMPLE: Friendly units A, B, C, and D are adjacent to an eligible Defender Hex. The friendly player declares an attack utilizing units B and D. Units A and C, although also adjacent, are not required to participate.*



### 12.3 Minimum Attack Odds

**12.31** The minimum allowable initial odds level for a Declared Attack is one to four.

**12.32** Odds are computed at the moment each attack is declared.

**12.33** Total the attack strengths of adjacent friendly non-artillery combat units designated to attack.

**12.34** Total the defense strengths of all Tried, non-artillery combat units in the defender hex(es).

**Note:** The defender designates which artillery units contribute their support strengths during the Defender Reaction Phase [14.2]. The attacker designates artillery units during the combat phase [15.4]. Defender artillery defense strengths [15.55] and Untried unit defense strengths [15.54] are also added during the combat phase.

**12.35** If the initial odds ratio is one to four or higher, a “Declared Attack” marker is placed on the defender hex. If the initial odds level is less than one to four, no attack can be declared.

**12.36** Subsequent defender reaction and allocation of defender artillery support may worsen final attack odds to less than one to four, but any such Declared Attack must still be made [Once an attack is declared, it must be made]. The final choice of which friendly units participate in an attack is determined by the attacker, with the

restriction that the final odds cannot be voluntarily reduced below one to four. If the friendly attack and support factors are available to allow an attack to take place at one to four odds they must be used. Attacks at odds of worse than one to four are not allowed.

## 12.4 Soviet Mandated Attacks

**12.41** When the Soviet Player declares a Mandated Attack, he identifies the attack as mandated and identifies all Soviet units that will take part in that attack. Those Soviet units must attack during the Soviet Combat Phase.

**12.42** The Soviet Player now fulfills each Mandated Attack:

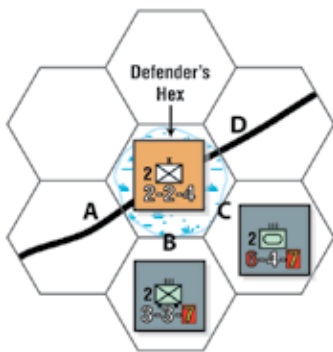
- by making an attack with at least six steps of combat units (excluding artillery), at any combat odds; or
- by making an attack at an initial minimum of 3-2 odds (if Axis reaction reduces the final odds, the attack still qualifies).

## 12.5 Hexes Eligible for Attack

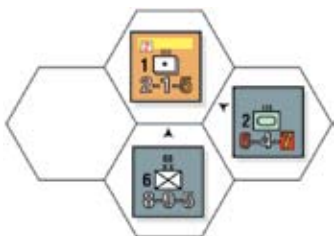
Eligible enemy-occupied hexes must meet one of two conditions in order to be attacked.

**12.51 Condition #1:** Enemy units in the hex must project a ZOC into adjacent friendly occupied hexes. Friendly combat units can attack from any hex in the defender's ZOC. Friendly combat units can attack from these hexes even if they are unable to advance after combat.

*EXAMPLE:* The weather is Dry and the enemy unit in the swamp hex projects a ZOC into each adjacent hex. Both Soviet units adjacent to the Defender Hex are allowed to attack, but neither can advance because hexsides B and C do not allow motorized units to enter the swamp hex (they are not crossed by roads or railroads). If these Soviet units occupied hexes A and D, they could advance along the roads into the swamp hex.

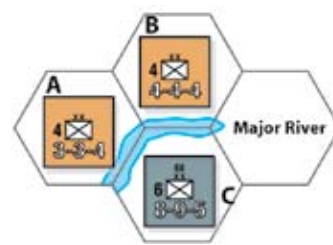


**12.52 Condition #2:** The enemy occupied hex contains hex or hex-side terrain that allows adjacent friendly combat units to enter the hex. Even if none of the enemy units in the hex project ZOCs into adjacent hexes containing friendly units, the hex can be attacked because the friendly units can enter the hex through normal movement or advance after combat.



*EXAMPLE ONE:* The defender (an artillery unit) projects no ZOC. It can still be attacked by the infantry and armor units because they are eligible to move into the Defender Hex.

*EXAMPLE TWO:* Hexes A and B are potential Defender Hexes. Hex C contains a friendly unit. All three units exert ZOCs but they cannot project these ZOCs across any major river hexsides. Because enemy ZOCs don't extend into hex C, the unit in hex C can attack either of the defending units without being required to attack both of them (or it can attack both). Movement across major river hexsides is allowed, so the movement precondition is met even though the projected ZOC precondition is not.

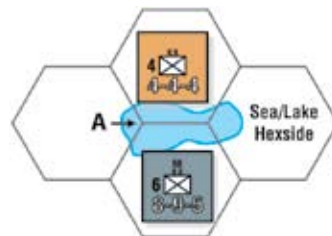


## 12.6 Hexes Not Eligible for Attack

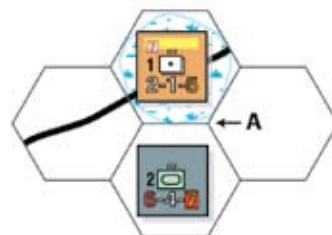
**12.61** Attacks cannot be declared against enemy-occupied hexes that

- Do not project an enemy ZOC into any adjacent hex with friendly combat units, and
- Cannot be entered by friendly combat units. Exception: Armored units may attack across non-frozen major rivers if attacking with one or more units able to advance.

*EXAMPLE ONE:* The weather is Dry, and both units are capable of projecting ZOCs; however, neither unit can project a ZOC across hexside A (a lake hexside). Movement across a sea or lake hexside is prohibited [see TEC]. No enemy ZOC is projected into a friendly unit's hex; no friendly unit can enter the enemy hex through hexside A. No attack can be declared.



*EXAMPLE TWO:* The enemy-occupied hex contains swamp, and the weather is Dry. The friendly motorized unit cannot enter hexside A because it is not crossed by a road or railroad [see TEC]. The enemy unit has a No-ZOC band, so it does not project a ZOC into the friendly unit's hex. Again, no enemy ZOC and no friendly movement into the swamp hex mean no Declared Attack. If the friendly unit were non-motorized, an attack could be declared because friendly unit movement into the swamp hex would be allowed.



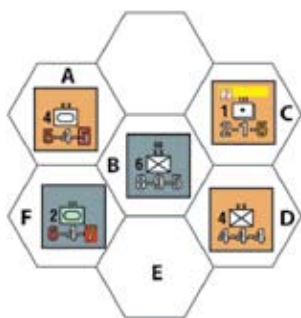
## 12.7 Hexes That Must Be Attacked

When any friendly unit attacks, all enemy combat units that project a ZOC into the attacking unit's hex must be attacked by either the friendly attacking unit in question, or by another eligible friendly attacking unit. If a stack of friendly units is adjacent to multiple enemy units projecting ZOCs into the friendly stack's hex, as long as minimum initial odds are met, any friendly units are free to attack any or all of the adjacent enemy units.

*In the following example, the weather is Mud and all hexes are clear terrain hexes. Enemy (Soviet) units occupy hexes A, C, and D. Friendly (Axis) units occupy hexes B and F.*



**SITUATION:** The Axis Player desires to attack the Soviet armored unit with his units in hexes B and F. Given the current positioning of the units, the infantry unit in hex B could not attack the armored unit in hex A.



- The Soviet armored unit does not project a ZOC into hex B (during Mud turns, motorized units only project ZOCs into adjacent hexes through hexsides crossed by roads or railroads), but the infantry unit in hex B can enter clear terrain hex A if allowed. The infantry unit meets one of the two prerequisites for attack; however
- Because the infantry unit in hex B is in the ZOC of the Soviet infantry unit in hex D, it must attack that hex too (an attacking unit is required to attack every enemy-occupied hex that projects a ZOC into its hex). If another Axis combat unit with sufficient strength occupied hex E, it could attack the Soviet unit in hex D, freeing the infantry unit in hex B to join in the attack on the Soviet armored unit.

The enemy unit in hex C has no effect because it cannot project a ZOC into hex B. It can be ignored or attacked, but if it is attacked, the Soviet unit in hex D would also have to be attacked (it projects a ZOC into hex B).

## 12.8 Multiple Hex Attacks

Two or more Defender Hexes can be targeted in a single declared attack if:

- The provisions of 12.5, 12.6, and 12.7 are met, and
- All attacking units are adjacent to all defending units, and
- All attacking artillery units are in range of one or more defender hexes.

Referring to the figure above, the friendly unit in hex B could be designated to attack the enemy units in A, C and D because it is adjacent to all three units (and it meets the other prerequisites for attack). The friendly unit in hex F could not participate in this attack because it is adjacent to only one of the three enemy units.

## 13.0 Axis Air Interdiction

### 13.1 Procedure

**13.11** Only Axis air units can conduct Interdiction. Soviet air units do not have an Interdiction rating.

**13.12** The Axis Player conducts Interdiction missions during the Axis Air Interdiction Phase.

**13.13** Any in-range hex [17.22] can be chosen for Interdiction mission. This is the mission hex.

**13.14** Axis mission units that remain after air combat [17.0] cause an Interdiction marker to be placed in the mission hex. The marker indicates either Interdiction Level One or Two. Determine the Interdiction Level by totaling the Interdiction ratings of the Axis mission air units remaining in the hex. If the total is one, the Interdiction Level is One. If the total is two or more, the Interdiction Level is Two.

**13.15** Interdiction affects the mission hex and the six adjacent hexes; this is called the Zone of Interdiction. Although Zones of Interdiction can overlap, the maximum Interdiction Level in any hex is two.

**13.16** Remove all Interdiction markers during the Game Turn Interphase.

### 13.2 Zone of Interdiction Effects

**13.21** Any units conducting Railroad Movement (including armored trains and railroad artillery) through interdicted hexes spend 12 Railroad MPs per interdicted hex instead of the normal one Railroad MP per hex. Level Two zones or overlapping zones do not cause any additional effect.

**13.22** Flotillas pay four Flotilla MPs to enter any interdicted hex instead of the normal one Flotilla MP for the hex. Level Two zones or overlapping zones do not cause any additional effect.

**13.23** Units cannot conduct Strategic Movement through an interdicted hex, nor can any unit begin Strategic Movement in an interdicted hex. Armored trains and railroad artillery can begin rail movement in a Zone of Interdiction.

**13.24** All Soviet HQ units within the Zone of Interdiction have their Command Value reduced by an amount equal to the sum of all Interdiction Levels that affect their hex (maximum of two). Soviet HQ Command Values can be reduced to zero for those HQs with Command Values of One or Two. Each decrease in Command Value can reduce or eliminate the following Soviet HQ capabilities:

- Activating non-motorized units during the Motorized Movement phase [except for Guards units, 22.41].
- Making Soviet motorized units eligible for Reaction Movement [14.11c].
- Issuing Retreat Orders.
- Allowing multiple artillery units stacked with an HQ to contribute their support strengths to a given combat [see Soviet Artillery Suppression Chart]. Each level of Air Interdiction decreases by one the number of stacked artillery units that are able to provide artillery support. The Axis Player determines which Soviet artillery units are interdicted and cannot use their support strength.

**Note:** One supplied, in-range artillery unit can always support a combat, even if all available stacked Soviet artillery is interdicted.

**13.25** Air Transport missions cannot begin or end on a hex in a Zone of Interdiction.

**13.26** Normal movement and supply routes are not affected by Air Interdiction.

## 14.0 Defender Reaction

After Attack Declaration (and Interdiction if the Axis Player is the attacker), the defending player has a chance to conduct Reaction Movement. Both players can conduct Reaction Movement during their respective Defender Reaction phases:

### 14.1 Reaction Movement

Reaction Movement allows the defender local reaction to combat. Thus, if the moving player makes no Declared Attacks by the end of his Movement Phase (Motorized Movement Phase for the Soviet Player), no Reaction Movement is possible.

**14.11** During his Reaction Movement Phase the defender can move eligible motorized units that are within three hexes of a Defender Hex up to half their movement allowance [refer to the MA Conversion Table on the 11x17 Chart Card]. A motorized unit is eligible if it:

- a. does not begin movement in an enemy ZOC or a Defender Hex, and
- b. does not have an Overrun marker or an Out of Supply marker, and
- c. For qualifying Soviet motorized units:
  1. It is within Command Range [22.11] of an HQ with an available non-interdicted command point.
  2. It is not within Command Range [22.21] of a Non-Op HQ. Here, Non-Op HQ takes precedence over Operational HQs.

**Exception:** NKVD motorized units cannot conduct Reaction Movement [NKVD units were not under Army command, and doctrine did not exist to allow such tactical flexibility].

**14.12** Reaction Movement need not be into the combat that triggered it, or even toward any combat.

**14.13** A reacting unit can move adjacent to any enemy unit only if:

- a. it has sufficient MPs (or can utilize One-Hex Movement), and
- b. a friendly unit already occupies that adjacent hex. If the reacting unit enters a friendly occupied hex in an enemy ZOC, it does not pay the MP cost to enter an enemy ZOC; but it stops for the remainder of that phase.

**Exception:** In cases of enemy Declared Attacks, a reacting unit that projects a ZOC can only react into a defender hex with a Declared Attack marker (to react into other adjacent hexes could force attacking units into subsidiary attacks that would lower the original attack odds)

## 14.2 Artillery Support

**14.21** The defender can commit artillery to Declared Attacks. Each artillery unit adds its support strength to the defense strength of the Defender Hex(es) of one Declared Attack during final odds computation in the enemy combat phase. Once it is committed, a defending artillery unit cannot transfer its support strength to any other combat.

**Exception:** Soviet flotillas defending alone cannot receive artillery support [23.34b].

**14.22** For which defender artillery units are qualified to support, see Artillery Support Qualifiers section in the Combat pages of the 11x17 Chart Card.

## 14.3 Retreat Orders

**14.31** The defender can issue No Retreat or Additional Retreat Orders to Defender Hexes that are the object of a Declared Attack. An Order placed on any hex of a multiple-hex combat applies to all hexes.

**14.32** Place the chosen Orders marker face down on the Defender Hex. Reveal that marker during the combat phase.

**14.33** There are no restrictions on the number of Axis Defender Hexes that can receive retreat Orders.

**14.34** Soviet Defender Hexes require Soviet HQs for Orders. The Soviet Defender Hex:

- a. must be within the command range of an operational Soviet HQ. This HQ must have an available, non-interdicted command point to issue the Order, and
- b. cannot be within the command range of a Non-Op Soviet HQ. Non-Op HQs cannot issue Orders. Non-Op HQ effects take precedence over those of Operational HQs [22.22].

**14.35** Unless negated by a Non-Op HQ [22.25e], an NKVD unit in town, city, or major city automatically confers No Retreat orders [16.41 Exception 1] on those hexes without requiring a retreat Order from a Soviet HQ [22.42]. Do not place Orders markers on these hexes.

## 15.0 The Combat Phase

The attacking player conducts his Declared Attacks during his combat phase in any order desired.

### 15.1 Close Air Support (CAS)

**15.11** Air units of both players can conduct Close Air Support (CAS) missions. Air units conduct CAS during the combat phase. See 17.1 through 17.3 for air mission and air combat sequencing.

**15.12** Any in-range hex [17.22] under a Declared Attack can be chosen for CAS mission. This is the mission hex. Only one mission is allowed per hex during each combat phase.

**15.13** Air units remaining in a mission hex after air combat and AA Fire, will affect that combat with their CAS ratings. If all remaining mission units belong to one side (attacker or defender) the total of the CAS ratings for those air units is the CAS DRM for the combat die roll [15.65]. If both attacker and defender mission units remain in the defender hex, net the opposing CAS rating points. This is the net CAS DRM for the combat die roll [15.65].

**Note:** Players may wish to use the numeric markers in the counter mix to record the net CAS rating.

### 15.2 Organizing Each Combat

The order of resolving Declared Attacks is left entirely to the attacker. As each attack is selected, the attacker makes the final determination of the friendly non-artillery combat units that will participate.

**15.21** Participating units are:

- a. Friendly non-artillery combat units adjacent to the Defender Hex.
- b. Each attacking unit must be in the ZOC of the enemy units in the Defender Hex, or
- c. Each attacking unit must be able to move into the Defender Hex. Exception: armor units attacking across non-frozen rivers.

**Note:** With the exception of Soviet Mandated final units chosen to attack in any Declared Attack need not necessarily be the units designated during the Combat Declaration Phase. However, Declared Attacks cannot be resolved at less than 1-4 odds if there are adjacent qualifying friendly combat units available that would raise the attack to at least one to four odds. Such units would have to be committed.

**15.22** An enemy-occupied Defender Hex can be attacked by as many friendly non-artillery combat units as can be brought to bear in the six adjacent hexes.



**15.23** No unit can attack or be attacked more than once per combat phase.

**Note:** Overruns are not attacks.

**15.24** Combine the defense strength of all units in a Defender Hex into a single total. The defender cannot withhold a unit in a hex under attack.

**15.25** A unit's attack or defense strength cannot be divided among different combats or loaned to other units.

**15.26 Multiple hex attacks.** An attack can involve any number of attacking or defending units and can be directed against more than one defending hex. For the attack to be resolved as a single combat, the conditions of 15.21 must be met, and all the attacking units must be adjacent to all the defending units.

### 15.3 Determining Attack Supply

**15.31** At the moment an attack will be resolved, the attacker declares whether the attack will be Attack Supplied, and designates the MSU or Supply Dump containing the ASP to be expended. At least one ASP must be expended to place an attack in Attack Supply. All attacking units (including artillery) must be able to trace an LOC of seven (or five) hexes to a designated ASP. If not, no ASP is expended, but the attack is not Attack Supplied. More than one ASP can be designated and expended to insure that an attack is Attack Supplied, but no ASP can provide Attack Supply to more than one attack.

**Important Note:** Units with Out of Supply markers suffer no out of supply effects while they are participating in an attack that is Attack Supplied [15.32]. Do not remove their Out of Supply markers. The expended ASP allows such units to function normally during the attack only. After the attack is concluded, those units with Out of Supply markers again suffer all Out of Supply penalties.

**15.32** If no Attack Supply is provided to a Declared Attack:

- The attacker applies a (+2) DRM to the die roll.
- Panzer or Motorized Divisions with Out of Supply markers cannot receive the Panzer Division Integrity Bonus.
- The attacker cannot allocate artillery support strength to that attack.
- The attacking force removes an additional step loss if the final combat result contains an asterisk [\*].

**15.33** The number of combats designated to receive Attack Supply cannot exceed the number of available, in-range ASPs.

### 15.4 Attacker Artillery Support

The attacker allocates artillery support to each Attack Supplied Declared Attack as it occurs. Artillery support strength cannot exceed total attack strength in any attack. Allocation is prior to halving due to terrain or weather. Excess support strength is ignored. Refer to the 11x17 Chart Card for qualifying criteria.

### 15.5 Basic Odds Determination

**15.51** The attacker totals the attack and support strengths of all his combat units involved in the attack. Terrain and weather can reduce attack and support strengths. Artillery support strength cannot exceed total attack strength. Excess support factors are ignored.

**Note:** Halving is cumulative, but a group of units involved in a single combat cannot be reduced to less than one strength point. Retain fractions.

#### 15.52 Terrain

**a. Swamp.** Swamp gives no DRM to a unit defending in it but the combat strength of units attacking from a swamp hex is halved. Artillery unit support strengths are not halved when firing from swamp hexes, but are halved when firing into swamp hexes.

*DESIGN NOTE: Swamps are terrible places to deploy and maneuver ground units. Artillery shells with point-detonating fuses were ineffective in the mire, and setting time fuses for airburst was an inexact science.*

**b. Major Rivers.** Units attacking across a major river hexside have their attack strength halved, regardless of whether other friendly units in the same combat are not attacking across a major river hexside.

**Exception One:** The halving does not apply when major rivers are frozen.

**Exception Two:** Artillery support strength is not halved when firing across major river hexsides.

**c. Cities and Major Cities.** Armored units are halved when attacking into city or major city. City and major city also cause DRMs to the die roll [see TEC].

#### 15.53 Weather Effects

**>> a. Mud.** Attacking and defending artillery support strengths are halved (retaining fractions) during Mud weather. Total all halved units (Including any fractions); If the total contains a fraction, drop that fraction.

**b. Lingering Mud.** Attacker and defender artillery support strength is halved (retain fractions) when firing into Defender Hexes affected by Lingering Mud [5.14]. Total all halved units (Including any fractions); If the total contains a fraction, drop that fraction.

**c. Storm.** Flotillas cannot attack [23.34a].

**15.54** The defender totals the defense strengths of all units which are the object of a specific attack. Artillery units in the Defender Hex not qualified to contribute their support strengths contribute their defense strengths instead. All Untried defending units are now turned to their Tried sides. Any zero defense strength units are removed immediately and are not counted as part of the defender force.

**Note:** If all defending units in a declared combat are zero defense strength units, remove the Declared Attack marker and the zero defense strength units (the attack is cancelled and any ASP allocated to the attack is not expended). Advance the designated attacking units into the now vacant Defender Hex, up to stacking limits. These units cannot move and cannot be re-allocated to other Declared Attacks.

#### 15.55 Defending Artillery Support

**a.** The defender adds any artillery support strength committed during the Reaction Phase to the defense strength.

**Note:** The defender now checks supporting defending artillery not in the Defender Hex. If any of these units are now in an enemy ZOC, they can no longer contribute their support strengths (nor can he allocate other "available" artillery units to replace them).

**b.** Defending artillery support strength cannot exceed total defense strength in any attack. Allocation is prior to halving due to terrain or weather. Excess support strength is ignored.

**15.56 Supply Point Expenditure.** The attacker expends any ASP(s) designated to provide Attack Supply for the attack. If an ASP is used from a Supply Dump, turn it to its one-point MSU side. If both ASPs are from a Supply Dump or the one ASP is from an MSU, remove the counter from the map for re-use on later turns.

**15.57 Determine the Odds.** Divide the total attack strength by the total defense strength to arrive at a combat odds ratio, which is rounded off, always in favor of the defender (*Example: 29 to 10 is 2-1 odds*), to the nearest ratio listed on the Combat Results Table. In any attacks with final odds worse than 1-4, the attacking units are automatically eliminated (“e” result), and the defending force suffers nothing. Combat odds greater than 10-1 are resolved as 10-1. The attacker cannot voluntarily reduce the odds; for example, he cannot declare 3-1 odds when he has 4-1 odds.

**15.58 Attacker Retreat Orders.** If desired, the attacker now issues a No Retreat or Additional Retreat Order for the Declared Attack. [The Soviet Player may be restricted when issuing Orders by lack of operational, in-range HQs, lack of available command points, or presence of Non-Op HQs]. Place the appropriate retreat marker face up on any attacker hex in the Declared Attack.

**15.59** Any Retreat Order on the Defender Hex is now turned to its retreat option side.

## 15.6 Final DRM Determination

Using the categories in this section, the attacker nets the friendly and enemy DRMs to arrive at a final DRM that will be applied to the combat die roll.

**15.61 Terrain Effects DRMs.** Only defending units benefit.

- a.** Defending units benefit from the highest terrain DRM in the hex they occupy.
- b.** If there is hexside terrain in the defender hex(es) that could confer a DRM to the defender, to receive the DRM all defending units must be behind the hexside terrain, and all attacking units must attack through it.
- c.** Whenever the Defender Hex contains hexside and hex terrain, the effect is cumulative (such as a hill behind a river).
- d.** When two or more defending hexes are being attacked in a single combat, apply the highest hex terrain DRM found in any defender hex to the entire combat. Applying hexside terrain DRMs is dependent on paragraph “b” above.
- e.** Refer to the TEC and the CRT.

**15.62 Defender No Retreat DRM.** When in effect, apply a (+1) DRM [22.12c and 22.42].

**15.63 Attacking Engineer Effects DRM.** When declared, apply a (–1) DRM. This DRM applies when the attacking force includes an engineer type unit (two or more engineer units have no additional effect) and the Defender Hex has city, major city, fortified line, Strongpoint, or river (not major river) terrain.

**15.64 Axis Super-Heavy (S-H) Artillery DRM.** Each Attack Supplied unit provides a (–1) DRM if the defending force receives any

DRMs for city, major city, or fortified line terrain, or Strongpoint. Axis S-H DRMs (or S-H and engineer effects DRMs) cannot exceed the Soviet DRMs received for the above terrain.

**Note:** Axis S-H Artillery units may also possess support strengths that add to Axis attack strength.

**15.65 Close Air Support (CAS) DRM.** If a CAS mission was flown in the hex, the net CAS points [15.13 and 17.33f] are now translated into DRMs. Each Attacker CAS point equals a (–1) DRM. Each Defender CAS point equals a (+1) DRM.

## 15.66 Supply DRMs

- a.** If one or more defending units has an Out of Supply marker, apply a (–1) DRM.
- b.** If one or more attacking units is out of Attack Supply, apply a (+2) DRM.

## 15.67 Combined Arm Bonus (CAB)

- a.** The attacker gains a (–1) DRM if two conditions are met. First, the attacking force contains at least one armor-type unit (red attack factor) and at least one reconnaissance, motorized infantry, motor-cycle, or engineer unit. Second, the defending force cannot contain armor, anti-tank, or anti-aircraft units.
- b.** The CAB does not apply when all defending units are behind river hexsides, major river hexsides, or in swamp hexes, non-destroyed fortifications, cities, major cities, mountain, or alpine hexes.
- c.** The CAB does not apply during Mud, Snow, or Arctic weather.

*DESIGN NOTE: Due to lack of tactical proficiency, single counter Soviet tank divisions do not receive the Combined Arms Bonus even though they contained motorized infantry elements.*

## 15.68 Panzer Division Integrity Bonus DRM

- a.** When enough component units of a German Panzer Division or German Motorized Division are attacking the same defender, the Axis Player applies a (–1) DRM for that combat for each qualifying Panzer and Motorized division. This bonus applies even if the component units are attacking from different hexes or if any of them has been reduced in strength.
- b.** Motorized divisions do not automatically receive this bonus. Each qualifying Motorized division in a given attack requires one qualifying Panzer division to receive the bonus.
- c.** The following conditions allow a Division to qualify for this bonus:
  1. None of the necessary component units can have an Out of Supply marker (unless the division is participating in an attack that is Attack Supplied).
  2. A Panzer Division must have three component parts present: its Panzer regiment plus one of its motorized infantry regiments plus either the second motorized infantry regiment or the recon unit.
  3. The Motorized Division has all three of its units present (two motorized infantry regiments and the recon unit).

**Exception:** Any SS motorized division needs only three of its four component units present to qualify. The SS LAH brigade also qualifies if its two component units are present.

## 15.7 Netting DRMs

Net the attacker and defender DRMs. Each plus one (+1) DRM offsets a minus one (–1) DRM. The plus or minus DRM total remaining after offsetting is the final DRM.

**Important Note:** Final DRMs can never be greater than +3 or –3.

## 15.8 Combat Resolution

### 15.81 Procedure

- Referring again to the CRT, locate the odds column to be used for the combat.
- Roll the die.
- Find the die roll number in the left-hand column of the CRT.
- Cross-index the die roll number with the odds column. If there is no Final DRM to be applied, the results box where the die roll number and odds column intersect is the Combat Result.
- If there is a plus Final DRM, go down the column one box for each DRM number [example: A (+2) DRM would cause a move two boxes down on the column]. This becomes the combat result.
- If there is a minus Final DRM, go up the column one box for each DRM number [example: A (–3) DRM would cause a move three boxes up on the column]. This becomes the combat result.
- Plus and minus DRMs that remain unused when the zero (0) or eleven (11) boxes on any odds column are reached are lost.
- After obtaining the Combat Result, remove the Declared Attack and numeric markers from the defender hex before applying the result.

## 16.0 Combat Results

### 16.1 The CRT

Each box on the CRT is divided into an upper result that applies to the Attacker and a lower result that applies to the Defender.

**16.11** Combat results are:

- No Result (–).** Nothing happens. There is no step loss and no retreat after combat.
- Step Loss (1, 2, 3, or 4).** The affected force loses one to four steps, as indicated.
- Elimination (e).** All affected units are removed from play and placed in the Eliminated Box or Do Not Rebuild Box.
- Asterisk (\*).** Apply possible additional step loss.
- Retreat (R).** All the remaining affected units are retreated.

**16.12** Defender artillery units not in a Defender Hex or attacker artillery units not adjacent to a Defender Hex suffer no combat results.

**16.13** Artillery units in a defender hex are subject to all combat results, as are attacker artillery units adjacent to the Defender Hex.

### 16.2 Step Losses

**16.21** When a loss of combat strength is required, the owner removes the indicated number of combat strength levels (called steps) from the total force, not from each unit in that force.

**Note One:** No Retreat and Additional Retreat orders may increase or decrease stated step losses [16.41].

	4-Step Unit	3-Step Unit	2-Step Unit	1-Step Unit
Full Strength				
1 Step Loss				Eliminated
2 Step Losses			Eliminated	
3 Step Losses		Eliminated		
4 Step Losses	Eliminated			

**Note Two:** Units with the Do Not Rebuild symbol in all cases go directly to the Cannot Rebuild Box on the Unit Rebuilding Chart.

**16.22** A combat unit possesses up to four steps. For both sides, all units with a printed defense strength (on their full-strength side) of eight (8) or more have four steps. All units with a printed defense strength of five (5) or more have three steps. All other units with values on both sides of their unit counter have two steps. Those with values on only one side of their counter have one step. Certain units are one-step units even though they have values printed on both sides. Examples are: Soviet HQs, Soviet UR/MG units, some Soviet Untried Militia units, Axis base units, and Axis super-heavy artillery units.

**16.23 Removing Losses.** When called for on the Combat Results Table, a unit takes losses in steps. When a four-step unit takes its first loss, place a Step Loss marker directly on its Full Strength side. A Step Loss marker lowers the unit's attack and defense strengths by two (–2) each for all purposes. If that unit loses another step, remove the marker and turn the unit to its reverse (Reduced Strength) side. A third step loss is indicated by placing a Step Loss marker on top of the reduced unit. That decreases its reduced strength attack and defense by two points each. A fourth step loss removes the unit from play. A unit losing more strength levels than it has available is removed from play.

**16.24** When a unit is removed from play due to combat losses, place it in either the Cadre Box or the Eliminated Box, depending on how it suffers losses. Units removed (eliminated) by an “e” result, or because they cannot retreat due to being completely surrounded by enemy units or impassable terrain, are placed in the Eliminated Box. One-step units which suffer a step loss during Overrun are placed in the Cadre Box. All other units reduced beyond their last step are placed in the Cadre Box.

**Exception One:** Regardless of how it is lost, an eliminated armored train or Zap unit is always placed in the Cadre Box.

**Exception Two:** Regimental Substitute Counters are set aside for re-use; they do not go to the Unit Rebuilding Chart.

**Exception Three:** Units that cannot be rebuilt go to the Cannot Rebuild Box.

**16.25 Step losses and Victory Points.** Whenever an armor or non-Guard artillery step is lost, move the appropriate loss marker one box to the right on the Axis or Soviet Step Loss Track. When the step loss marker reaches the right-most box of the Soviet or Axis step loss track, move the marker back to the zero box and increase the VP total by one (for Soviet losses), or decrease the VP total by one (for Axis losses).

**Note:** Each Soviet Guard artillery step loss is worth one VP. It is posted directly to the VP track, bypassing the step loss track entirely.

### 16.3 Asterisk (\*) Results

**16.31 Asterisk (\*) results on the CRT** require an additional one step loss if any of the following conditions apply:

- The attack was made without Attack Supply (regardless of the supply status of the attacking units).
- The attack is declared as a Mandated Attack (Soviet only).
- The attack is made against a non-destroyed fortification (all attacking units must attack through fortified line hexsides for the asterisk to be in effect for fortified line hexes).

Asterisk results are cumulative. A Soviet force, not Attack Supplied, making a Mandated Attack on an Axis defender in a Strongpoint would lose three steps more than the printed step loss if an asterisk result occurs. An Axis force attacking without Attack Supply against a Soviet fortification would lose two steps in addition to the printed step loss if an asterisk result occurs.

**16.32 Special Situation Asterisk Losses.** Engineers and armored units are subject to step losses due to asterisk results.

**a. Engineers.** Pre-conditions for loss:

- One or more engineer steps are part of a declared attack.
- The attacker has declared engineer effects and has received the (-1) DRM.

**b. Asterisk results against engineers**

- If the result is an asterisk only, the engineer unit takes the step loss.
- If the result is a numerical step loss and an asterisk, the engineer takes the first numerical step loss. If steps remain after the engineer has lost that first step, any other attacking unit can fulfill those losses.

*EXAMPLE ONE: An Attack Supplied Axis force attacks Soviet units in a Strongpoint. The attacking force includes an engineer step, and engineer effects are declared. The combat result is asterisk (\*) only. No numerical step loss is shown, but the asterisk requires a step loss due to attacking a fortification. Because engineer effects were declared, an engineer step is the step lost.*

*EXAMPLE TWO: The situation in Example One remains unchanged, except that the combat result obtained is "1\*." The Axis force now is required to lose two steps, one for the numerical loss, and another for the asterisk, because a non-destroyed fortification was attacked. Because engineer effects were declared, the first step loss must be an engineer step. The engineer step satisfies the asterisk result. Any other Axis step can satisfy the numerical result.*

*EXAMPLE THREE: Same situation as Example One, but the combat result is "1" (no asterisk). One Axis step is lost, but it does not have to be the engineer step. Even though engineer effects were*

*declared, it takes the asterisk result to require the first step loss to be an engineer step.*

*EXAMPLE FOUR: Refer back to Example One. This time, however, the Axis Player does not declare engineer effects. The engineers are still part of the attack force, but they do not provide a (-1) DRM against the fortification. The asterisk still requires an Axis step loss for attacking the fortification, but the engineers are not required to lose a step to satisfy it.*

**c. Armor Attrition.** Armor-type units (red attack factors) are required to take the first step of an asterisk combat result when attacking or defending if:

- The attacking force contains one or more steps of armor, and
- The defending force has one or more steps of armor, anti-tank, or anti-aircraft units, and
- Engineer effects are not declared (engineer units take precedence over all other units for taking the first step loss when engineer effects are declared), and
- The combat result contains a numerical result and an asterisk. An armor step loss, in effect, is required by the asterisk to satisfy the numerical step loss result. An asterisk alone will not cause an armor step loss.

**Note:** Any time the attacker loses an armor step to armor attrition, the defender must satisfy the first step of any numerical step loss with an armor, anti-tank, or anti-aircraft step.

### 16.4 Retreats

When a combat result includes the Retreat ("R") result, the owning player immediately moves each affected unit two hexes in any direction away from the Defender Hex.

**16.41 Units with No Retreat or Additional Retreat markers** are exceptions to two-hex retreat.

**a. No Retreat.** Units with a No Retreat marker (or stacked with a qualifying NKVD unit) do not retreat when they receive an "R" result. Remove the No Retreat marker (if present) and apply one step loss in addition to the printed combat result.

- If all No Retreat units are German (including SS), there is no further No Retreat loss.
- All other attacker or defender No Retreat unit combinations take one more step loss unless all defending units occupy a city, major city, hill, mountain, alpine, woods, or any non-destroyed fortification hex.

**b. Additional Retreat.** If the combat result indicates an "R" for units with an Additional Retreat marker (either attacking or defending), remove the Additional Retreat marker and retreat each affected unit three hexes instead of the normal two-hex retreat.

- The retreat path is always determined by the non-owning player, however, the non-owning player cannot retreat units through hexes where they would be destroyed during retreat, or through hexes where the unit may be subject to loss when retreating through enemy ZOC [16.46], if other safe retreat path hexes are available. If alternate "safe" retreat paths are available to the non-owning player, he can use any of them.
- Units with Additional Retreat markers cannot retreat through even one hex in an uncontested enemy ZOC [16.46].
- Units with Additional Retreat markers may take fewer step



losses. If the combat result for the force contains both an “R” result and a numerical result [examples: 1R, 2R, or 3R], the number of steps lost is reduced by one.

4. Attacking units with Additional Retreat markers cannot advance after combat [16.5], even if allowed to do so by the combat result.

#### 16.42 Unable to Retreat

**a.** Some units cannot retreat. Supply Dumps, bridge units, zero MA units, any Axis (and Soviet) railroad artillery or super-heavy artillery units on their firing sides, and Soviet railroad artillery units on their firing sides are eliminated if forced to retreat. Bridge units, MSUs, Supply Dumps, and Regiment Substitute Counters [24.0] are set aside for re-use. Combat units go to the Eliminated Box or Cannot Rebuild Box (depending on unit type).

**b.** Units that are totally surrounded by any combination of enemy combat units and impassible terrain cannot retreat and are eliminated. Place them in the Eliminated Box or Cannot Rebuild Box (depending on unit type).

**Note:** Changing weather can make retreat possible or impossible. For example: Mud can take away retreat paths for super-heavy artillery [16.43]; freezing conditions can make retreat possible across major river, lake, and sea hexsides.

**c.** Units forced to retreat off a map-edge [10.55] are removed from play and placed in the Cadre Box or Cannot Rebuild Box (depending on unit type).

**16.43** Some units have restricted retreat paths. Units that cannot follow their restricted retreat paths are eliminated.

**a.** Super-heavy artillery units on their mobile sides can retreat only through hexsides crossed by motorways, main roads, (and minor roads on Dry, non-Lingering Mud weather turns). If no retreat is possible, place them in the Cannot Rebuild Box.

**b.** Armored trains or railroad artillery can retreat only along railroad. If no retreat is possible, place the railroad artillery in the Cannot Rebuild Box; place the armored train in the Cadre Box.

**c.** A flotilla can retreat only through hexsides crossed by canals, major rivers, lake, or sea. If no retreat is possible, place it in the Eliminated Box.

**d.** No unit can retreat across an unbridged, non-frozen major river, lake, or sea hexside.

**16.44 Retreats Allowed Through Enemy ZOCs.** Units cannot end a retreat in a hex in an enemy ZOC, however units can retreat through hexes occupied by one or more friendly combat units even though enemy units project ZOCs into that hex (friendly occupation of the hex negates the ZOCs). If a unit ends its required retreat in a friendly occupied hex in an enemy ZOC, or the hex has a Declared Attack marker, the retreating unit retreats one additional hex. If this hex is also in an enemy ZOC, or the hex has a Declared Attack marker, place the retreating unit in the Cadre Box instead.

**16.45 Retreats Prohibited Through Enemy ZOCs.** Units can never retreat through two consecutive vacant hexes in enemy ZOCs. Any units that would have to do so are placed in the Eliminated Box instead.

**16.46 Retreat Through One Enemy ZOC.** A unit (or stack) can retreat through one vacant hex in an enemy ZOC, unless it has an

Additional Retreat marker [16.41b.2], but may be destroyed in the process.

#### Procedure:

1. When the retreat is concluded, the unit (or stack) automatically loses one step, and a die roll is made to determine the fate of the remaining steps [refer to the Retreat Table on the 11x17 Chart Card]. Any Soviet HQ that retreats through the Axis ZOC is immediately turned to its Non-Op side [22.23c].

2. Roll the die and apply any necessary DRMs.

**Note:** There is a substantial DRM penalty to the retreat die roll for retreating artillery units. Players can voluntarily remove artillery units and place them in the Eliminated Box prior to retreating rather than compromise an entire stack’s chances of escape by retreating artillery and non-artillery units together.

3. If the modified die roll is 3 or less, the retreat has succeeded, and no further loss occurs. If the modified die roll is 4 or more, the retreat attempt has failed. Remove all retreating units and place them in the Cadre Box.

**16.47 Retreats and stacking.** A unit can retreat through a hex containing friendly units, even if that means (temporarily) exceeding stacking limits. A unit cannot end its retreat in violation of stacking limits. If it has no alternative but to be overstacked in the second hex of retreat, move it one extra hex away from its original combat position. If still overstacked in the third hex, it is removed and placed in the Cadre Box.

### 16.5 Advance After Combat

When any Defender Hex is vacated as a result of combat, attacking units can advance into that hex (subject to terrain and stacking limitations). Advances are useful in cutting off the retreat of enemy units whose combat has not yet been resolved.

**16.51** A player exercises the option to advance immediately, before resolving any other combats. A player is not forced to advance a unit. Advancing units cannot attack again in that phase.

**16.52** Only victorious non-artillery attacking units that participated in that combat can advance.

**16.53** Advancing units can only enter the hex that was attacked. They ignore enemy ZOC to enter the hex.

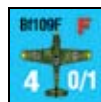
**16.54** Units cannot violate stacking limits at the end of an advance after combat.

**16.55** In the case of multiple hex combat, victorious units can advance from any hex from which the attack was made and into any adjacent Defender Hex (subject to stacking and terrain limitations).

## 17.0 Airpower

Air units represent virtually all the tactical aircraft used by both sides. Each air unit equals one fighter or bomber group of forty to eighty planes.

### 17.1 Air Units



**17.11** There are two types of air units in the game: Fighters (marked “F” on the counters) and Bombers (marked “B”). Air units do not have “steps” like ground units and

so cannot be taken as losses in ground combat, although they are subject to losses from air combat [17.3] or AA Fire [17.4].

*DESIGN NOTE: All air units have their aircraft type marked on the counter. This is usually for historical reference, but units are also differentiated for limited and unlimited ranged flight by aircraft type [17.22]. The Soviets usually employed more than one aircraft type in their air formations, so the type listed is the prevailing type in that unit.*

Both sides have “Dummy” air units to aid in deceiving the opponent concerning the content of an air mission [17.21].

**17.12** Air units for both sides are kept in the appropriate box of the Air Unit Status Card whenever they are not in use. The capacity of each box is unlimited.

**17.13** A player performs missions [17.2] with as many air units that are in the Ready Box as he desires during each turn. An air unit is not available to fly a mission unless it is in the Ready Box.

## 17.2 Air Missions

**17.21** Air units can conduct either of two air missions, Interdiction [13.0] or CAS [15.1].

- a. Each air unit (actual or Dummy) in the Ready Box can perform only one air mission per turn.
- b. A maximum of three air units per side (including Dummy air units) can be allocated to a single CAS or Interdiction mission per turn.
- c. When conducting an air mission, the owning player places his air unit(s) in the mission hex desired. He does not move them hex-by-hex across the map.
- d. **Mission maximums:** one Interdiction mission per hex per turn; one CAS mission per Declared Attack.

**Note:** Soviet air units cannot perform Interdiction missions, but Soviet fighter (F) units can intercept Axis Interdiction missions.

## 17.22 Range Limitations

- a. Mission hexes for Axis single-engine air units cannot be more than 25 hexes from any friendly Supply Source, town, city, or major city in General Supply. All other Axis air units can conduct missions in any hex.
- b. Axis single-engine air units are the following types: Bf109E, Bf109F, Ju87, B534, Cr42, IAR-80, and PZL.
- c. No Soviet air unit of any type, except TB-3 and DB air units [long-range bombers], can be placed in mission hexes more than 25 hexes from a friendly Soviet Supply Source, town, city, or major city that is in General Supply.
- d. A hex used for air ranges cannot be placed in General Supply by spending an ASP.

**17.23** Air units performing Interdiction missions can be placed anywhere that does not exceed their range. Fighters opposing an Interdiction mission are placed in any mission hex that does not exceed their range. The Axis Player must first allocate all Interdiction missions and then the Soviet Player sends opposing fighters.

**17.24** Air units performing CAS missions and opposing fighters are placed only on mission hexes that do not exceed their range. The CAS mission hex can only be a hex containing a Declared Attack

marker. The attacking player first allocates his CAS missions, and then the defending player allocates his CAS missions.

**Note:** Defender CAS missions can be placed on mission hexes that contain no attacker CAS mission units.

**17.25** Place air units upside down on their mission hex. Their identity and strength is unknown to the enemy player until air combat [17.31a] is conducted.

**17.26** As units complete their mission for the turn, place them in the Flown Box. Air combat [17.3] or AA Fire results [17.4], might cause them to be placed instead in the Damaged or Destroyed Boxes.

## 17.3 Air Combat

When air units move to a hex containing enemy air units, air combat may occur between those units if either or both players have firing air units. If there are no firing air units, there is no air combat.

### 17.31 Determine Firing Air Units

- a. Turn all air units in the hex of both sides over to their front sides. Remove Dummy air units.
- b. Separate firing units or mission units. In all Interdiction missions, the Axis Player declares first. In CAS missions, the first player to declare is the player who has declared the ground attack.

**1. Mission units.** All air units with unit type symbol “B” are mission units. Any air unit designated as a mission unit cannot fire during air combat. Mission unit Air Combat Ratings (ACRs) are used solely to defend in air combat.

**2. Dual purpose fighter units.** Some fighter (“F” unit type) units on both sides possess CAS ratings in addition to their ACRs. In any CAS mission where dual purpose fighters are revealed, the owning player immediately declares whether those fighters are mission units or firing units. The declaration is irreversible. Additionally, most Axis fighter units carry an interdiction rating that makes them dual purpose interdiction units. In any Interdiction mission where Axis fighters are present, the Axis Player declares whether each fighter is serving as a mission or a firing unit.

**3. Firing units.** All fighter (“F” unit type) units not designated as mission units are firing units. If both players have air units in the mission hex and one or more firing units are present then conduct Air Initiative [17.34] to determine whether air combat occurs.

### 17.32 Air Initiative

a. Air Initiative determines the order of firing unit placement in air combat. Before air combat players first determine which side has Air Initiative. In all cases the player with the firing unit, or the first player conducting a mission (if both have firing units), resolves the Air Initiative Table. If a player has no firing units, he cannot have Air Initiative, but players still resolve the Air Initiative Table to determine other air combat conditions.

#### b. Determining Air Initiative:

- 1. Roll one die and refer to the Air Initiative Table.
- 2. If the result indicates no air combat, players return all firing units to their Flown Boxes. Mission units conduct their mission.
- 3. If the result indicates that one side has Air Initiative, conduct the air combat procedure.

### 17.33 Conducting Air Combat

Air combat occurs when an air unit fires on another air unit (a mission unit or another firing unit).

**a.** The player who has Air Initiative now selects those enemy air units that his air units will fight. Each enemy firing unit is engaged by a friendly firing unit before any mission units are attacked. If one player has more firing units than the other, excess firing units may “gang up” on any enemy air unit. Firing units attacked by more than one enemy unit can only fire at the first attacker.

**b.** Each player rolls one die for each firing unit, referring to the Air Combat Table for results. All firing is considered to be simultaneous, so all units fire before applying results.

**c.** To fire, subtract the target unit’s Air Combat Rating (ACR) from that of the firing unit. Then roll one die and refer to the column on the Air Combat Table which is equal to this difference.

*EXAMPLE: A Bf-109F (ACR of 4) firing at a MiG 3 (ACR of 2) fires on the “+2” column of the Air Combat Table. The MiG 3 returns fire on the “-2” column.*

**d. Air Combat Results.** Referring to the Air Combat Table, players apply air combat results to each combat. Air units affected by air combat results are returned to their respective air unit status cards.

A	Aborted units go to the Flown Box
D	Damaged units to the Damaged Box
X	Eliminated units to the Destroyed Box

**e. Local Tactical Advantage.** If the Air Initiative result allows one player Local Tactical Advantage, and if that player has any unengaged firing units after the initial round of combat, he selects a new target (with no restrictions) for each of them. To be unengaged, a firing unit has forced its initial round air opponent to return to the Air Unit Status Card. Regardless of air unit type, the targets of Local Tactical Advantage fire cannot return fire. Now resolve each new air combat.

**f.** Surviving mission units will continue the mission. Place all surviving firing units in the Flown Box.

**Note to Solitaire Players:** There are two good ways to play this air system solitaire:

**1. Don’t use Dummy air units.** Keep all units face up at all times. Make the best moves you can for each side.

**2. Keep the Dummy air units.** After performing Readiness rolls, separate each side’s Ready air units into two groups: all firing units in one group, all mission units in the other. Place one Dummy unit with each group. Then flip all air units to their unknown sides. When you allocate air missions, allocate blindly, so you’ll know only the number of air units of each type that you will allocate to each mission, not their identities or values. Reveal them normally during combat, and you’ll be surprised! Once air units are revealed, make the best moves you can for each side.

### 17.4 AA Fire

**17.41** After the completion of Air Combat procedure, surviving mission units undergo AA Fire from eligible units [17.42]. AA Fire comes from the mission hex and all six surrounding hexes. If any unit in those seven hexes is eligible, AA Fire takes place. Otherwise, there is no AA Fire, and the mission units conduct their missions. Resolve AA Fire against mission units using the AA Fire Table.

**Note:** Air Transport missions do not undergo AA Fire.

### 17.42 Eligibility

**a.** Most Axis combat units are eligible for AA Fire. Not eligible: All cavalry units and units with No ZOC bands (exception: all Axis anti-aircraft, flotilla, and naval units can fire).

**b.** All Soviet divisions (except cavalry divisions), HQs, anti-aircraft units of any size, and naval units (except transports) are eligible. Not eligible: Cavalry divisions, flotillas, naval transports and all units of less than divisional size (unless noted above).

**17.43** To resolve AA Fire, each player fires once against each enemy mission unit in the mission hex (regardless of the number of eligible ground units). Apply the DRMs listed with the AA Fire Table. Aborted mission units go to the Flown Box. Damaged mission units go to the Damaged Box. Destroyed mission units go to the Destroyed Box.

**Important Note:** Friendly and enemy AA DRMs can never be greater than +2 or -2 before netting out against each other for a final AA DRM to apply to the AA Fire die roll.

*EXAMPLE: An Axis Ju87 air unit with an AA DRM of -1 conducts a CAS mission against a hex in range of one Soviet HQ and two Soviet AA units. The Soviet Player has an initial DRM of +3, but it is reduced to +2 to comply with the +2 DRM limit. The Axis -1 DRM is netted out, leaving a +1 DRM to be applied to the Soviet AA Fire die roll against the Ju87 air unit.*

**17.44** Mission units that survive AA Fire perform their mission and then go to the Flown Box.

### 17.5 Air Transport Missions

See 11.7.

## 18.0 Fortifications

There are two types of fortifications: Strongpoints and fortified lines. Strongpoints are available to both players, but fortified lines benefit only the Soviet Player.

### 18.1 Common Features

**18.11** Any friendly non-destroyed Strongpoint blocks tracing an enemy Supply Route through the hex it occupies. A non-destroyed fortified line hexside blocks the tracing of an enemy Supply Route through its hexside. An enemy fortification must be destroyed before a Supply Route can be traced through its hex (hexside) or before rail conversion in its hex (or across its hexside) can occur.

**18.12** It costs one additional MP to enter a hex containing any type of non-destroyed enemy fortification. If the hex contains a fortified line, movement across the fortified line hexside costs the extra MP. In hexes containing both fortified lines and Strongpoints, the cost is still one additional MP regardless of the hexside crossed. Road (any type) does not negate this additional cost.

**18.13** All fortifications continue to give defensive benefits to friendly units until they are destroyed. A fortification is destroyed when an enemy division or engineer unit remains in the fortification hex during its Engineering Phase.

**Note:** German Panzer and Motorized Divisions must have enough of their component units together in a fortification hex to qualify

for Panzer Division Integrity Bonus [and other groups that qualify; see 15.68c] before they can destroy a fortification.

**18.14** A Strongpoint under Construction is destroyed by moving any enemy combat unit onto or through the hex.

**18.15** Overruns can be conducted into a completed fortification hex so long as they satisfy rule 11.42c.2.

## 18.2 Fortified Lines

Fortified lines represent concrete pillboxes and bunkers. All fortified lines have been printed on the map.

**18.21** Fortified lines are a hexside feature. If all Axis units are attacking across hexsides containing a fortified line, then the Axis Player applies a (+1) DRM for that combat, cumulative with other effects. If even one Axis unit attacks through a hexside not covered by the fortified line, the DRM does not apply.

**18.22** The Axis Player cannot use the Combined Arms Bonus if all Axis units in that combat are attacking across non-destroyed fortified line hexside.

**18.23** The Soviet Player can build a Strongpoint on a fortified line hex.

**18.24** Once destroyed, a fortified line hexside cannot be rebuilt.

## 18.3 Strongpoints

Strongpoints represent field fortifications prepared for defense from all directions. Strongpoints must be built; they are not printed on the map.



**18.31** Both players can build Strongpoints. Construction can start on any hex in General Supply. The construction hex cannot already contain another Strongpoint. A Strongpoint under construction has no effect on play.

**18.32** During the course of the game, the number of Strongpoints allowed on the map for both sides is unlimited; the counter-mix does not constitute a design limit.

**18.33** The Soviet Player cannot begin the construction of more Strongpoints each turn than those allowed by results from the Soviet Replacements Table [7.21]. Strongpoint replacements cannot be accumulated from turn to turn.

**18.34** Axis Strongpoints cannot be built unless scenario instructions allow construction and an engineer unit [23.12] is present in the hex.

**18.35 Construction Procedure.** During the friendly Engineering Phase, place the Strongpoint with its “Under Construction” side showing. There is no additional cost to enter a hex with a Strongpoint that is under construction. During the next friendly Engineering Phase, turn Strongpoints that are under construction over to their completed side if the construction hex is still in General Supply (if the hex is not in General Supply, the Strongpoint remains under construction). The construction process is now complete. Soviet construction can be speeded by engineers [23.1]. Construction can take place in an enemy ZOC.

**Note:** Once Arctic weather occurs in a scenario, Strongpoints for both sides can only be constructed in hexes containing engineer units.

**18.36 Normal Combat Effects.** If a Strongpoint is in the Defender Hex, apply a (+1) DRM to the combat die roll. Additionally, the attacker is not allowed to use the Combined Arms Bonus. A Strongpoint built in a fortified line hex still allows only a (+1) DRM, but is regardless of the direction of the attack.

**18.37 Special Combat Effects.** When a Soviet Strongpoint is built on an undestroyed fortified line hex that is within four hexes of a friendly city or major city hex, apply a (+2) DRM for attacking through that fortified line hexside [representing defensive works built in depth by civilian workers recruited from the cities]. If even one Axis unit attacks through a hexside not covered by the fortified line, apply only a (+1) DRM.

**18.38** Non-OP HQs prevent construction of normal Soviet Strongpoints within their command radius, but not of “E” Soviet Strongpoints [22.25.a]

## 19.0 Railroad Conversion

The Soviet Union had a track width different from that of the other European nations.

### 19.1 Rail Hex Status

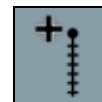
**19.11** Only friendly railroad hexes can be used for friendly rail movement and tracing friendly supply. The scenario set-up instructions specify railroad hexes friendly to the Soviet and Axis Players.

**19.12 Soviet Union Rail Hexes.** Each Soviet Union border hex is eligible to receive a Rail Cut marker with an arrow pointing toward the rail hexes in the Soviet Union. Scenario set-up instructions do not require placing these markers because every rail hex in the Soviet Union is friendly to the Soviet Player until an Axis Railhead marker occupies or passes through the hex. For the Axis Player, the only friendly railroad hexes in the Soviet Union are those under or behind Axis Railhead markers.

**19.13** Both players can convert rail hexes to friendly use during their respective Engineering phases. All hexes converted in a single phase are added only to a functioning railroad net [6.4]. A player cannot leave gaps. Gaps may appear later due to enemy action [19.4].

### 19.2 Axis Rail Conversion

**19.21** To convert a railroad hex, the Axis Player is not required to have a unit occupying that hex. Instead, he has conversion points (as indicated in the scenario instructions) available every turn. He spends these to convert any railroad hex that is:



- a. in General Supply, and
- b. not in an enemy ZOC (unless a friendly unit occupies the hex), and
- c. adjacent to a friendly Railhead marker. As each rail hex is converted, the Railhead marker is moved into that hex, making the next hex on the line to be converted adjacent to the Railhead.

**Note:** Previously converted rail hexes marked with Soviet Rail Cut markers are always eligible for re-conversion.

A swamp hex or marsh hex costs two conversion points; all other hexes cost one conversion point. During Mud, Snow or Arctic weather, all hexes cost two conversion points. As the Axis Player spends the conversion points, he converts the affected hexes im-



mediately by moving his Railhead marker or removing Rail Cut markers [19.23].

**Exception:** Conversion of a railroad hex containing an enemy fortification cannot occur until the first friendly Engineering Phase after the fortification has been destroyed [18.11].

**19.22** Each turn, the Axis Player can spend conversion points to advance Railhead markers on several rail lines, but no more than four conversion points can be spent to move any single Railhead marker. Unused conversion points are lost; they cannot be accumulated from turn to turn.

**19.23** The Axis Player uses Railhead markers to indicate the extent of his rail conversion, as follows:

- a. As the Axis Player spends conversion points, he moves the Railhead marker into the converted hex.
- b. Whenever a Railhead marker moves onto a rail junction hex (one where multiple rail lines converge), the Axis Player places additional Railhead markers oriented toward each rail line which enters the hex. If the Axis Player still has conversion points available, construction proceeds along one of the rail lines exiting the junction hex and that Railhead marker is advanced. The remaining Railhead markers can advance as desired starting the next Axis Engineering Phase, subject to conversion point availability.
- c. A Rail Cut marker without an arrow indicates that just the hex containing the marker is not converted and not available for use by the Axis Player. When an Axis Railhead marker enters a rail hex containing a Soviet Rail Cut marker without an arrow, remove the Rail Cut marker.
- d. Rail Cut markers with an arrow indicate that the hex with the marker and all hexes in the direction of the arrow are not converted for use by the Axis Player, and are available for use by the Soviet Player. When an Axis Railhead marker enters a hex containing an “arrow” Rail Cut marker where the arrow points away from the Railhead marker, the Rail Cut marker is moved back one hex to the next friendly Soviet rail hex. The “arrow” marker is only removed when it enters a railroad hex containing a Rail Cut marker without an arrow, or a hex containing a Rail Cut marker where the arrow points toward the Axis Railhead.

**Note:** The Axis Player should remember that moving through a railroad hex does not convert it. The Soviet Player can still use it for Railroad Movement, even deep behind the Axis front line.

### 19.3 Soviet Rail Conversion

The Soviet Player can convert an Axis railroad hex during the Soviet Engineering Phase only if a Soviet engineer unit occupies the hex [23.11]. The engineer cannot have engaged in combat or Strategic or Railroad Movement during that Segment. If the above conditions are met, the Soviet Player pushes back the Railhead marker and places (or advances) a Rail Cut marker to indicate its conversion, or removes a Rail Cut marker to make a line operational for the Soviets.

### 19.4 Cutting Rail Lines



During his Engineering Phase, the Soviet Player can place a Rail Cut marker on any Axis-converted rail hex that is occupied by any Soviet combat unit. Axis units can never cut rail hexes.

**DESIGN NOTE:** We do not allow the Axis Player to cut rail lines because generally, the Axis did not destroy Soviet railroads during this time period. They expected instead to capture and to put them to their own use. The Soviets, on the other hand, destroyed Axis railroads.

## 20.0 Using Replacements

Both players can spend available Replacement Points (RPs) during their respective Engineering phases. RPs can be spent to strengthen on-map units, or rebuild units on the Unit Rebuilding Chart [see 7.0 and the Unit Rebuilding Charts for procedures].

## 21.0 Soviet Surrender

It is well known that many surrounded Soviet units surrendered during the campaign, but Guards and NKVD units [22.43], as well as Soviet units in cities, would more often fight to the death.

### 21.1 Procedure

**21.11** During the Soviet Surrender Phase, the Soviet Player makes a surrender check for each Soviet occupied hex that:

- a. is adjacent to an Axis combat unit without a No ZOC band, and
- b. cannot trace a line of hexes of any length free of Axis units or their uncontested ZOCs to a non-surrounded friendly major city, port, or map-edge Supply Source.

**DESIGN NOTE:** Cut-off Soviet units are always subject to surrender. MSUs and Supply Dumps can only reduce the possibility by keeping units in General or Emergency Supply [Refer to the Soviet Surrender Table on the 11x17 card].

**21.12** Refer to the Soviet Surrender Table and roll the die for each qualifying hex. Modify the die roll by all applicable Table DRMs. If the modified die roll results in surrender, all Soviet units in the hex are removed and placed in the Eliminated Box. If the result is no effect, the Soviet units remain in the hex.

## 22.0 Soviet Special Units

### 22.1 Operational Soviet HQs

Operational Soviet Headquarters (HQ) units (a HQ unit on its front side) serve several important command functions in the game.



**22.11** Every Soviet HQ has a Command Range of four hexes. The range is traced without regard to terrain or enemy units and their ZOC. When counting the range, do not count the hex occupied by the HQ unit. >> Each HQ counts as one step for step loss purposes. Each HQ has a stacking value of zero, except when being transported by rail or sea transport—then each HQ counts as one stacking point.

**22.12** Command value, as printed on the Operational HQ counter, has three functions, all of which can be exercised during any turn. It indicates:

- a. The number of non-motorized units which the Operational HQ can activate for movement at the beginning of any one Motorized Movement Phase [10.24c]. The HQ cannot activate itself (or other HQ units) and cannot activate cavalry [since cavalry is already allowed to move]. To be activated, units must be within Command



**22.32** An armored train blocks any Axis Supply Line through the hex it occupies. An armored train cannot carry or transport units. Armored trains are not “armor” type units for purposes of movement or combat. Armored trains are rebuilt only from Armored Train RPs.

## 22.4 Soviet Guards and NKVD



**22.41 Soviet Guards.** During the Soviet Motorized Movement Phase, the Soviet Player can activate one Guards unit per in-range Operational HQ. This activation is in addition to activation allowed by an HQ's Command Value, and is allowed even if Interdiction has reduced the Command Value to zero [13.24a].

**Note:** Non-Op Soviet HQs cannot allow Guard activation [22.24b].



**22.42 Soviet NKVD Units.** These internal security troops were not under army control, but during the emergency conditions of 1941 many were committed to front line duty. Whenever any NKVD unit defends in a major city, city, or town hex, it makes the No Retreat option mandatory and takes the last step of loss. If more than one NKVD step occupies a defender hex, only one of those steps need be the last step lost.

**Note:** Non-Op HQs negate the NKVD No Retreat effect [22.25e].

**22.43** Surrender die rolls receive a favorable DRM for any hex in which there is at least one Guards or NKVD unit [see Surrender Table].

**22.44** Motorized NKVD units cannot conduct Reaction Movement.

*DESIGN NOTE: Since NKVD units were not under Army command, doctrine did not exist to allow such tactical flexibility.*

## 22.5 Soviet UR/MG Units

Soviet UR (Ukreplyonni Raion) units represent Fortified Area commands consisting of groups of machine gun units and sundry fortress defense troops under an HQ. Machine Gun (MG) battalions often included fortress or border guard units, but lacked the HQ element that UR units possessed.

**22.51** All UR/MG units have Tried and Untried modes. The back sides of the counters represent the Untried mode, where the unit values are not known. UR/MG units are normally placed on-map on their Untried sides. The front side of the counter showing unit values is the Tried mode. UR/MG units are turned from their Untried sides to their Tried sides by the Soviet Player in the Soviet Movement Phase [11.6] or during combat [15.54]. Zero strength UR/MG units are removed from the map immediately when turned to their Tried sides.

**22.52** Untried UR/MG units cannot move, but each Untried UR/MG unit exerts a ZOC. They are combat units and are subject to supply restrictions and Soviet Surrender.

**22.53** Place all UR/MG units in the counter mix in an opaque cup. Unless specified differently by scenario instructions, these units are placed randomly, Untried, in the At Start or Reinforcement sections of scenario set-up cards where specified. Any excess UR/MG units are set-aside on their Untried sides and are not used.

**22.54** UR/MG units removed from the map for any reason do not go back into the opaque cup. Place them instead on the Soviet Unit Rebuilding Chart so they return to play through the normal replacement process.

## 22.6 Soviet Militia



All Soviet units with yellow unit type boxes are Militia units. Militia units function as normal combat units, but with some differences.

**22.61** Militia units (except for zero strength units) with infantry or cavalry unit type symbols can be converted into Type I Replacement Points during the Replacements Phase [7.22b]. Untried Militia units cannot be converted until they have been turned to their Tried sides.



**22.62 Untried Militia.** Unless scenario instructions specify differently, during set-up all Soviet Untried Militia units in the counter mix are placed in an opaque cup to be drawn at random for placement on the Scenario Set-Up Card. Excess Untried Militia units are set aside on their Untried sides unused. Place Untried Militia units on the map on their Untried sides. Unlike Untried UR/MG units [22.51] they cannot be turned by the Soviet Player during any Soviet Movement Phase. Their actual strengths are revealed only during combat.

*DESIGN NOTE: Militia performance was erratic. Soviet commanders were often the last to know how their Militia units would perform in battle.*

**22.63** Untried Militia units removed from the map for any reason do not go back into the opaque cup. Place them instead on the Cannot Rebuild Box of the Soviet Unit Rebuilding Box.

**22.64** Militia units cannot be placed or moved voluntarily more than five hexes from their placement city (do not count the city/major city hex, but do count the hex occupied by the unit). If forced to retreat outside of the five-hex radius, however, they no longer carry any restriction.

**22.65** No Militia units (yellow unit type box) can be reformed.

## 22.7 Zap Units



These were basic training units. During 1941 these units also served as collection units for many of the individual soldiers and small groups escaping east ahead of Axis forces. They would hold large numbers of loosely organized manpower, but very few heavy weapons. In critical situations they could be pressed into front-line duty.

**22.71** A Zap unit already on-map, at any town, city, or major city that is in General Supply, can be used to recreate a unit currently in the Cadre Box and requiring Type I Replacements. Remove the Zap unit from the map during the Replacements Phase, then take the rebuilt unit from the Cadre Box and place the rebuilt unit at the Zap unit's former location (placement not to exceed stacking limits). Place a Do Not Move One GT marker on it. Remove that marker during the Soviet Engineering Phase.

**22.72** An on-map Zap unit can provide a Type I replacement step to an eligible reduced on-map unit. The reduced unit cannot move. Place a Do Not Move 1 GT marker on it. The reduced unit can be at any location on the game map, can be in an enemy ZOC, and does not have to be able to trace supply. Move the Zap unit into the hex



containing the reduced unit (must have sufficient MPs and cannot exceed stacking). Increase the reduced unit by one step and place the Zap unit in the Cadre Box.

**22.73** Always place a Zap unit in the Cadre Box, regardless if used as a replacements step, or eliminated in combat, or surrendered. When these units are rebuilt during the Replacements Phase place them in the Active Box.

**Note:** Zap units provide the Soviet Player with dual-purpose units that can be committed to combat as weak, one-step units, or perhaps be used more profitably as on-map Type I RPs.

## 22.8 Soviet Garrisons

**22.81** Garrison units are designated as such on the Soviet Set-up Cards, or by placement of Soviet Reservists [8.4c]. A garrison unit cannot move from its garrison hex until released. Garrisons are released on a hex-by-hex basis. Once a garrison hex is released, all garrison units in that hex are released; there is no further need to keep any unit at that location.

**22.82** Release all units in a single garrison hex immediately when:

- The hex is attacked, or
- The hex is judged Out of Supply, or
- An enemy unit moves adjacent, or
- It is released by an “R” result on the Soviet Replacements Table [7.26b2], or
- It is released by a release date listed in the scenario instructions.

**Note:** There are a limited number of Garrison Hex markers available to mark garrison hexes, especially those hexes where garrison and non-garrison units are stacked together. Feel free to make more of these markers.

## 22.9 Soviet Partisans

Later in the war, Partisans significantly affected Axis operations. The early war Partisans were usually swept up in the fighting, serving as ordinary infantry. Unless specified by scenario instructions, Partisans function in all respects as infantry type units.

# 23.0 Other Special Units

## 23.1 Engineers



**23.11** A Soviet Engineer unit can place a completed Strongpoint during the same turn it is received [18.35]. Place a completed Strongpoint marker under any engineer in General Supply during the Soviet Engineering Phase. That engineer cannot have engaged in combat, conducted Strategic or Railroad Movement, or converted railroad hexes [19.3] during that Soviet Segment. Once any Arctic weather occurs in a scenario, a Soviet engineer unit must be present in a hex to emplace a Strongpoint in that hex. That engineer cannot have engaged in combat, conducted Strategic or Railroad Movement, or converted railroad hexes [19.3] during that Soviet Segment. A Soviet engineer unit can convert an Axis railroad hex during the Soviet Engineering Phase only if it then occupies the hex [19.3].

**23.12** An Axis engineer unit is always required to emplace an Axis Strongpoint. It cannot engage in combat or conduct Strategic or

Railroad Movement during that Axis Segment. To construct the Strongpoint, place the Strongpoint with its Under Construction side up on the same hex as the engineer. Turn the Strongpoint over to its completed side during the next Axis Engineering Phase if the engineer is still in that hex.

**23.13** To begin or end Air Transport missions in a town hex during Mud turns, an engineer unit must occupy that hex.

**23.14** A motorized engineer unit must be included in Overrun attempts against city, major city, or non-destroyed enemy fortification hexes.

## 23.2 Bridge Units

Historically, many bridge construction engineers were available to both sides and frequent use was made of pontoon bridges, even across major rivers.



**23.21** A bridge unit creates a bridge across an adjacent river or major river hexside. Orient the arrow on the counter to point directly at the bridged hexside. A bridge negates the cost to cross that hexside.

**23.22** Both players can use their bridge units to cross river and major river hexsides where there is currently no bridge, or to cross hexsides where a bridge printed on the map has been destroyed.

**Note:** Soviet Non-Op HQs can limit bridge placement and movement [22.25b].

**a.** A bridge unit does not move; it is removed, or repositioned for construction. There is no limit to the number of times a bridge unit can be removed or repositioned, but it can do this only once per turn. When not needed (even for extended periods of time), a bridge unit can be stored off map. A player is never forced to construct a bridge.

**b.** Bridge construction can start on any hex in General Supply. The construction hex cannot contain another bridge unit or non-destroyed bridge but can contain a destroyed bridge (printed on the map). When completed, units can continue to move at road movement rate across the bridge unit to the opposite hex (where the road leads) while Repair procedures [see Playbook] continue on the original bridge. A road Supply Route can also continue across such a bridged hexside. Once the printed bridge is repaired, remove the Bridge unit.

**c.** A hex that by itself does not qualify as being in General Supply can be placed in General Supply if an ASP is spent [6.53] and a friendly combat unit occupies the placement hex, during the Supply Determination Phase. The combat unit can move away once the bridge has been constructed, and the bridge unit can remain in this hex indefinitely, fully functioning as a (road) bridge, even if later determined to be Out of Supply.

**d.** Place the bridge unit during the Supply Determination Phase with the Under Construction side face up. A Bridge Under Construction has no effect on movement.

**23.23** Bridge units are two-sided units. The front side is the Bridge unit side (or the Completed side). The back side is the Under Construction side.

**a.** Place the bridge unit adjacent to the hexside to be bridged. No enemy ZOCs can extend into the hex of placement or into the destination hex (the opposite, or adjacent, hex on the other side of the river). For this purpose a friendly combat unit in the placement hex,



or the destination hex, negates enemy ZOC into that hex.

**b.** If the bridge unit is placed adjacent to a river hexside, then turn the bridge unit to its Completed side at the end of the Supply Determination Phase.

**Note:** Experienced players can “shortcut” this procedure by placing a bridge unit on its Completed side on the hex adjacent to the river hexside to be bridged.

**c.** If the bridge is over a major river, it completes its construction during the friendly Engineering Phase (it cannot be used during the current Movement and Motorized Movement phases).

**d.** When completed, turn the bridge unit over to its Completed side with the arrow pointing at the bridged hexside, if both placement and destination hexes are still friendly and no enemy ZOC extends into either hex (unless negated).

**23.24** No more than two friendly bridge units per map can be in use on any turn.

**23.25** A bridge unit is a non-combat unit and has no defense strength. If other units in its hex are forced to retreat, the bridge remains behind. It is removed when an enemy unit moves into its hex. A removed bridge unit can be placed on any eligible on-map hex during any future Supply Determination Phase.

### 23.3 Flotillas



**23.31** Flotillas can move up to 16 hexes in both the friendly Movement and Motorized Movement phases. They do not move during the Reaction Movement Phase [since they are not tied into an HQ communications system]. They move along connected canal, major river, coastal, or sea hexes, subject to Axis Air Interdiction. Flotillas can move into, but not through an enemy ZOC [remember, enemy ZOC do not extend across major river or sea hexsides].

**23.32** A flotilla blocks any enemy Supply Line through the hex it occupies. Flotillas cannot transport ground units. Flotillas suffer all combat or Overrun results.

**23.33** Flotillas can be Overrun by motorized units on the same side of a major river as the flotilla [while land units can't dash “through” a flotilla, they can shoot it up as they move past it]. Flotillas in coastal hexes can also be Overrun.

#### 23.34 Flotillas in Combat

**a.** A flotilla can normally participate in combat, but cannot attack during a Storm turn. If Storm weather occurs, pick up any flotilla on a sea or coastal hex (during the Weather Determination Phase) and place it at the nearest friendly port within its movement allowance. If there is no such friendly port, the unit is not repositioned. In either case, it remains stationary for the remainder of the turn (but can retreat after combat). Flotillas on rivers are not repositioned. All flotillas (whether repositioned or not) receive a Do Not Move One GT marker at the end of the Weather Determination Phase.

**b.** Flotillas attacking or defending alone cannot receive defensive artillery fire support.

**c. Retreats.** Flotillas can retreat to an all-sea hex. No retreat is possible after the first Snow or Arctic weather condition is rolled in a scenario; any flotilla forced to retreat is placed in the Eliminated Box.

**d.** Flotillas defending alone in a fortification hex do not receive the fortification DRM.

**e.** Axis flotillas are AA-capable.

### 23.4 Super-Heavy Artillery

Super-Heavy (S-H) Artillery units possess the heaviest of the artillery pieces, the true monsters designed to reduce fortifications to rubble.



#### 23.41 Movement Restrictions

**a.** Railroad movement [11.1]

**b.** Along connected main road or motorway hexes at a rate of 1 MP per hex during all weather conditions. Strategic movement can be used when all conditions are met [11.3].

**c.** Along connected minor road hexes at a rate of 1 MP per hex in Dry weather turns only. No movement is allowed during Mud weather turns or Lingering Mud turns. Strategic movement cannot be used along minor road.

**23.42 Soviet S-H artillery.** Historically at this time, the Soviets pressed their super-heavies into a tactical fire support role. Soviet S-H artillery functions as normal Soviet artillery units with the following exceptions:

**a.** Movement restrictions [23.41]

**b.** Soviet S-H units with Activated markers cannot contribute their support strength to any combat.

**c.** Soviet railroad artillery units have both mobile and firing modes, and they change modes identically to Axis railroad artillery [23.43a, b].

**Note One:** Count Soviet S-H units against the four artillery units per combat limit.

**Note Two:** Soviet railroad artillery is treated in all respects as super-heavy artillery.

**23.43** Axis S-H (including railroad artillery) functions differently in several ways:

**a.** Axis S-H units are one step units, but the counters are two-sided to depict two different modes. The front side is the Mobile side. Note the blank range box and the zero support strength. S-H units on their Mobile sides can move, but they cannot provide any support strength to Axis Declared Attacks. The back side represents the Firing mode, with printed range, support strength, and attack DRM. Firing mode MA is zero. S-H units in Firing mode cannot move, but can contribute support strengths and DRMs.

**b.** Axis S-H units change modes during the Axis Engineering Phase. If the S-H unit has not moved during the Axis Movement Phase, it can change from Mobile mode to Firing mode. (It can then provide support next turn.) If the S-H unit is in Firing mode, it can change to Mobile mode and move during the next Axis Movement Phase.

**c.** Axis S-H units cannot provide support strengths or DRMs on defense. Axis S-H units contribute their Defense strengths only if occupying Defender Hexes.

**d.** Axis S-H artillery does not count against the four artillery unit per attack limit. Each S-H unit contributes its support strength and DRM only to attacks where the Defender Hex contains any combination of city, major city, fortified line, or Strongpoint.

**e.** The DRMs supplied by attacking Axis S-H and engineer units

combined cannot exceed the DRMs the Soviet Player gains for city, major city, fortified line, or Strongpoint in the Defender Hex.

**23.44** Super-Heavy artillery units for both sides cannot be rebuilt.

## 23.5 Rocket Artillery



**23.51** All Soviet artillery units bearing the Rocket Artillery unit type box may only use their support strength when attacking. Additionally, these units also have an 'A' following their support strengths to further denote attack support strength only.

**23.52** Axis Entgiftungs rocket artillery units may only use their support strengths when attacking. All other Axis rocket artillery (Nebelwerfer) units may use their support strengths on both the attack and defense.

## 24.0 Regiment Substitute Counters

Only the Axis Player can use Regiment Substitute Counters (RSCs). RSCs are always available for reuse after recombination [24.4], combat loss [16.24 and 16.4], or map exit [10.55].

### 24.1 Nationalities

Each game will contain German RSCs. Some games will contain RSCs for Axis-Allied formations.

### 24.2 Steps and RSCs

**24.21** Each step in a German Infantry Division is equal to one Regiment Substitute Counter (RSC). Only a full or reduced strength German Infantry, Mountain, Security, or Light Division is eligible to detach all but their last step as RSCs.

**Note:** The SSLAH Brigade and the Gross Deutschland (GD) Motorized Regiment also are eligible, even though they are motorized type units of less than division size, and the RSCs will move as non-motorized units.

**24.22** Each step in an Axis-Allied Infantry Division or Brigade is equal to one Axis-Allied RSC of the appropriate nationality. Any full or reduced strength Axis Allied Infantry, Mountain, Security, or Light Division or Brigade is eligible to detach all but their last step as RSCs of that nationality.

### 24.3 Detachment

One or more RSCs of the appropriate nationality per turn can be detached from any eligible German or Axis-Allied unit. The unit can be in a Soviet ZOC. Detachment occurs before the unit's movement. Detached RSCs are placed at no MP cost in the hex containing the detaching unit. The RSC enters play in a supply status identical to the unit that detached it.

**24.31 Regular RSCs.** These are strength (1-2-5) and are created by a one step reduction in any German (or SS) infantry-type unit, or by disbanding an Axis base unit [6.95].

**24.32 Strong RSCs.** These are strength (2-2-5) and are created only when the step reduction in a German (or SS) infantry-type unit causes a loss of two attack strength points.

*EXAMPLE: A 7-8-5 German Infantry Division on its full strength side with a Step Loss marker is selected to create an RSC. With the Step Loss marker, the current attack strength of the division is 5.*

*When reducing the division by one step to create the RSC, the Step Loss marker is removed, and the division is turned to its reduced strength side of 4-4-5, a reduction of one attack strength point. The only RSC allowed is a regular 1-2-5 RSC.*

**24.33** Either German RSC type can restore any step in an infantry or security type unit of German (or SS) nationality when recombining.

**24.34** The Axis Player can choose to take a regular RSC where a strong RSC is allowed.

**24.35 Axis-Allied RSCs.** If available, Axis Player uses these only for Axis-Allied Infantry, Mountain, Security, or Light Divisions or Brigades on the same basis as German units. Axis-Allied RSCs cannot be used for German units and German RSCs cannot be used for Axis-Allied units.

### 24.4 Recombination

Eligible units can recombine with RSCs of the same nationality. The unit and one or more RSCs that occupy the same hex recombine at the end of any friendly Movement, Reaction, or Motorized Movement Phase (before counting for over-stacking). Recombining does not cost any MPs. Any eligible reduced unit can recombine with any RSCs of the same nationality up to its original full strength step level. The strengthened unit assumes the lowest supply status of units recombining in the hex. RSCs cannot recombine to recreate a unit in the Cadre or Eliminated Boxes.

**Note:** RSCs are generic, but the counter-mix limits the number that can be on-map at any one time.

### 24.5 Independent Creation

Each German Type I RP can create one German 1-2-5 RSC. The RSC enters play as a regular reinforcement.

## 25.0 How to Win

The Axis Player wins the game by scoring Victory Points (VPs) required for victory in the scenario being played. The Soviet Player wins by preventing an Axis victory.

### 25.1 Victory Points

VPs are awarded for controlling certain map locations, by causing enemy HQ, Guards, armor, and artillery step losses, and for certain actions players take. The actual number of VPs gained or lost is listed on each Scenario Victory Point Schedule. Only the Axis Player receives VPs. Those "earned" by the Soviet Player are subtracted from the Axis total.

**25.12** VPs for locations are awarded at the moment any location is occupied or controlled [3.2] by an Axis combat unit. Add the VPs for capture to the Axis VP total. If the location is subsequently retaken by a Soviet combat unit, immediately subtract the current VP value from the Axis VP total.

**25.13** Guards or Armor type units starting any scenario at reduced strength may have their "lost" steps counted toward VP totals [see Playbook scenario instructions]. Only countable steps lost during the course of scenario play count toward VP totals [16.25].

**25.14** It is possible for the Axis Player to have a negative VP total.

# BARBAROSSA INDEX

## - A -

AA Combat (17.4) . . . . .	29
Additional Retreat	
Attacker Orders (15.58) . . . . .	24
Defender Orders (14.3) . . . . .	22
Reduced Losses (16.41.b) . . . . .	26
Air: Combat Procedure (17.33) . . . . .	28
CAS Mission Procedure (15.1) . . . . .	20
CAS Mission Results (15.13) . . . . .	22
Dual Purpose Air Units (17.31-32) . . . . .	28
Firing Units (17.31.b.3) . . . . .	28
Initiative In Air Combat (17.32) . . . . .	28
Interdiction Procedure (13.1) . . . . .	21
Interdiction Effects (13.2) . . . . .	21
Mission Units (17.31.b.1) . . . . .	28
Range Limitations (17.22) . . . . .	28
Readiness Procedure (9.0) . . . . .	12
Transport Procedure (11.7) . . . . .	19
Unit Definition (2.33.c) . . . . .	2
Unit Types (17.1) . . . . .	27
Armor Attrition (16.32.c) . . . . .	26
Armored Trains (22.3) . . . . .	32
Attack (See Combat)	
Attack Strength . . . . . (How to Read Unit Card)	
Attack Supply (6.8) . . . . .	6
Attack Supply Point (ASP)(6.81) . . . . .	6
Artillery:	
Attack Support (15.4) . . . . .	23
Defense Support (14.2) . . . . .	22
Defending (15.55) . . . . .	23
Non-Participation In Overruns (11.42f) . . . . .	17
Qualified to Support . . . . . (11x17 Card)	
Super-Heavy (23.4) . . . . .	35
Super-Heavy DRM (15.64) . . . . .	24
Support Strength (How to Read UnitsCard)	

## - B -

Axis Base Units (6.9) . . . . .	6
Active and Inactive (6.92) . . . . .	7
Advanced ASP Placement (6.93) . . . . .	7
Placement (6.91) . . . . .	6
Removal (6.94) . . . . .	7
Voluntary Removal (6.95) . . . . .	7
Bridge Units (22.4) . . . . .	32

## - C -

Close Air Support (CAS)(17.21.d) . . . . .	28
DRMs for Declared Combat (15.13) . . . . .	22
Combat: Attacker Artillery Support (15.4) . . . . .	23
Attacker Retreat Orders (15.58) . . . . .	24

Attack Supply Needed (15.3) . . . . .	23
Declaring Attacks (12.0) . . . . .	19
Defender Artillery Support (15.55) . . . . .	23
Die Roll Modifiers (DRMs) 15.6) . . . . .	24
Odds Determination (15.5) . . . . .	23
Order of Attack Resolution (15.0) . . . . .	22
Organizing Declared Attacks (15.2) . . . . .	22
Resolving Declared Attacks (15.8) . . . . .	25

## Combat Results:

Advance (16.5) . . . . .	27
Asterisk Results (16.3) . . . . .	26
Elimination (16.11.c) . . . . .	25
Retreats (16.4) . . . . .	26
Additional Retreat (16.41.b) . . . . .	26
Effects of Enemy ZOC's (16.44-46) . . . . .	27
No Retreat (16.41.a) . . . . .	26
Restricted Retreat Paths (16.43) . . . . .	27
Retreat through E-ZOC Procedure (16.44-46) . . . . .	27
Stacking during Retreats (16.47) . . . . .	27
Units Unable to Retreat (16.42) . . . . .	27
Step Loss (16.46) . . . . .	27
Combined Arms Bonus (15.67) . . . . .	24
Command Range (Soviet HQ)(22.11) . . . . .	31
Command Value (Soviet HQ) (22.12) . . . . .	31
Contiguous Hex (3.22) . . . . .	3
Controlled Hex (3.21) . . . . .	2

## - D -

Declaring Attacks (12.0) . . . . .	19
Defender Reaction (14.0) . . . . .	21
Defender Retreat Orders (14.31) . . . . .	22
Defense Strength . . . . . (How to Read Units Card)	
Die Roll Modification (DRM):	
Attack and Defense DRMs (15.6) . . . . .	24
Definition (2.52) . . . . .	2
Overrun DRMs . . . . . (Overrun Table on 11x17 Card)	
Dumps (Supply) (6.83) . . . . .	6

## - E -

Enemy, definition (3.1) . . . . .	2
Engineers (23.1) . . . . .	34

## - F -

Flotilla Movement (11.2) . . . . .	16
Flotillas, description (23.3) . . . . .	35
Fortifications:	
Common Features (18.1) . . . . .	29
Fortified Lines (18.2) . . . . .	30
Strongpoints (18.3) . . . . .	30
Strongpoint Special Effects (18.37) . . . . .	30
Friendly, definition (3.1) . . . . .	2

<b>- G -</b>		One Hex Movement (11.9) . . . . .	19
Garrisons, Soviet (22.8) . . . . .	33	Overrun Movement (11.4). . . . .	17
Ground Combat Unit (2.33.a) . . . . .	2	Railroad Movement (11.1) . . . . .	16
Ground Non-Combat Unit (2.33.b). . . . .	2	Reaction Movement (14.1) . . . . .	21
Ground Unit Movement (10.0) . . . . .	12	Road Movement:	
Guards Units (22.41). . . . .	32	Dry Weather Rates (10.74). . . . .	14
<b>- H -</b>		Non-Dry Weather Rates (10.75). . . . .	15
Headquarters:		Strategic Movement (11.3) . . . . .	16
Operational (22.1) . . . . .	31	Super-Heavy Artillery (10.58.a) . . . . .	13
Capabilities (22.12) . . . . .	31	Untried UR/MG Movement (11.6) . . . . .	18
Command Range (22.11) . . . . .	31	<b>- N -</b>	
Command Value (22.12) . . . . .	31	NKVD Units (22.42). . . . .	32
Non-Operational (Non-Op) (22.2) . . . . .	32	No Retreat	
Command Range (22.21) . . . . .	32	Attacker Orders (15.58). . . . .	24
How It Becomes Non-Op (22.23) . . . . .	32	Defender Orders (14.3) . . . . .	22
Limitations (22.24). . . . .	32	Increased Loss (16.41.a) . . . . .	26
Recovery of Operational Status (22.26). . . . .	32	Non-Op HQ(22.2). . . . .	32
Recovery Value . . . . . (How to Read Units Card)		Restrictions(22.24-25). . . . .	32
Removal of Non-Op HQ (22.26) . . . . .	32	<b>- O -</b>	
Supersedes Op HQ Effects (22.22) . . . . .	32	One Hex Movement (11.9) . . . . .	19
<b>- I -</b>		Operational HQ (22.1) . . . . .	31
Infiltration Movement (11.5). . . . .	18	Overrun (11.4). . . . .	17
Infiltration Capable Units (11.52) . . . . .	18	Overrun Effects (11.44) . . . . .	18
Procedure (11.53 - 55). . . . .	18	<b>- P -</b>	
Where Not Allowed (11.56) . . . . .	18	Panzer Division Integrity (15.68) . . . . .	24
Interdiction (13.0) . . . . .	21	Partisans (22.9) . . . . .	34
Effects (13.2). . . . .	21	<b>- R -</b>	
Placement (17.23) . . . . .	28	Railcuts (19.4). . . . .	31
<b>- L -</b>		Railroad Conversion (19.2-3) . . . . .	30-31
Line of Communication (LOC)(6.2). . . . .	4	Railroad Movement (11.0) . . . . .	16
<b>- M -</b>		Range, Artillery . . . . . (Refer to Player Aid Cards 1 and 2)	
Mandated Attack Declaration (12.4). . . . .	20	Reaction:	
Mandated Attack Execution (15.21c - Note) . . . . .	22	Defender Artillery Support (14.2) . . . . .	22
Militia (22.6). . . . .	33	Defender Retreat Orders (14.3). . . . .	22
Mobile Supply Unit (MSU)(6.84). . . . .	6	Movement Allowed (14.1) . . . . .	21
Movement:		Regiment Substitute Counters, Axis (24.0). . . . .	35
Affected By:		Allied RSCs (24.35) . . . . .	36
Interdiction (13.2) . . . . .	21	Independently Created RSCs. . . . .	36
Terrain (10.7) . . . . .	14	Reinforcements:	
Weather . . . . . (TEC & Effects on Move Charts)		Arrival (8.1). . . . .	10
Zones of Control (10.6) . . . . .	14	Rebuilt Units (8.4). . . . .	11
Air Transport (11.7). . . . .	19	Reservists Placement (8.4.c) . . . . .	10
Flotilla Movement (11.2). . . . .	16	Scheduled Reinforcements (8.2) . . . . .	10
How to Move Ground Units (10.4) . . . . .	13	Special Reinforcement Pools (8.3) . . . . .	10
Infiltration Movement (11.5). . . . .	18	Untried Militia (8.5) . . . . .	11
Motorized Movement Phase (10.2). . . . .	13	UR/MG (8.6). . . . .	11
Movement Allowance (How to Read Units Card)		Replacements:	
Movement Phase (10.1). . . . .	12	Expending Replacement Points (7.4) . . . . .	9
Naval Transport (11.8). . . . .	19	Receiving Axis Replacement Points (7.3). . . . .	9
Non-Mot Units Paying Mot Costs (10.58) . . . . .	13	Receiving Soviet Replacement Catagories (7.1-2) . . . . .	7



## Retreat:

Additional Retreat (16.41.b) . . . . .	26
Attacker Retreat Orders (15.58) . . . . .	24
Defender Retreat Orders (14.3) . . . . .	24
No Retreat (16.41) . . . . .	26
Non-Allowed Retreats (16.42 - 43) . . . . .	27
Retreat Through Enemy ZOC (16.64 - 66) . . . . .	27
Stacking and Retreats (16.47) . . . . .	27

**- S -**

## Set - Up Codes . . . . . (How to Read Units Card &amp; Playbook)

Soviet Surrender (21.0) . . . . .	31
-----------------------------------	----

## Special Units:

Armored Trains (22.3) . . . . .	32
Bridge Units (23.2) . . . . .	34
Engineers (23.1) . . . . .	34
Flotillas (23.3) . . . . .	35
Soviet Garrisons (22.8) . . . . .	33
Guard/NKVD (22.4) . . . . .	32
Militia (22.6) . . . . .	33
Operational Headquarters (22.1) . . . . .	30
Non-Op Headquarters (22.2) . . . . .	31
Partisans (22.9) . . . . .	34
Zap Units (22.7) . . . . .	33
Super-Heavy Artillery (23.4) . . . . .	35
UR/MG Units (22.5) . . . . .	33
Spending Replacement Points (7.4) . . . . .	9
Stacking (3.3) . . . . .	3
Stacking during and after Retreats (16.47) . . . . .	27
Stacking Limit (3.3) . . . . .	3

## Supply:

Attack Supply (6.8) . . . . .	6
Attack Supply Points (ASPs) (6.81) . . . . .	6
Supply Dumps (6.83) . . . . .	6
Mobile Supply Units (MSUs) (6.84) . . . . .	6
Attack Supply Determination (15.3) . . . . .	23
Attack Supply Expenditure (15.56) . . . . .	23
Base Units and ASPs (6.9) . . . . .	6
LOCs (6.2) . . . . .	4
Out of Supply Effects ((6.7) . . . . .	5
Railroad Nets (6.4) . . . . .	5
Road Nets (6.3) . . . . .	5
Sources (6.5) . . . . .	5
Supply Routes (6.1) . . . . .	4
Supply States (6.6) . . . . .	5
Emergency (6.63) . . . . .	5
General (6.62) . . . . .	5
Out of Supply (6.64) . . . . .	5

## Support Strength . . . . . (How to Read Units Card)

**- T -**

Terminology (3.0) . . . . .	2
-----------------------------	---

**- U -**

## Untried Militia:

Conversion to "I" Repls (22.61) . . . . .	33
Description (22.6) . . . . .	33
Entry (22.62) . . . . .	33
Placement (22.62) . . . . .	33

## UR/MG Units:

Description (22.5) . . . . .	33
Entry into Play (20.53) . . . . .	33
Replacement Procedure (22.54) . . . . .	33
Untried Status (22.51) . . . . .	33

**- V -**

Victory Points (VPs) (25.1) . . . . .	36
---------------------------------------	----

**- W -**

## Weather:

Determination (5.1) . . . . .	3
Effects Upon:	
Lakes and Seas (10.77.a-b) . . . . .	15
Major Rivers (10.76) . . . . .	15
Movement . . . . . (TEC/Effects on Movement Chart)	
Road Movement (10.74-75) . . . . .	14
Swamps (10.7.11) . . . . .	15
Freezing Conditions (5.15.b) . . . . .	4
Lingering Mud (5.1.4) . . . . .	4
Lingering Snow (5.15.a) . . . . .	4
Withdrawal (8.7) . . . . .	12

**- Z -**

Zap Units (22.7) . . . . .	33
Rebuilding Cadre Box Units (7.22.c.1) . . . . .	7
Strengthening reduced units on map (7.22.c.2) . . . . .	7

## Zone of Control (ZOC):

Affected by Terrain (3.43) . . . . .	3
Affected by Weather (3.43) . . . . .	3

## Effects:

on Combat (15.21) . . . . .	22
on Combat Declaration (12.5-7) . . . . .	20
on Overrun (11.43.1) . . . . .	17-18
on Railroad Transport (11.12) . . . . .	16
during Retreats (16.44 -6) . . . . .	27
on Supply Routes (6.12.b) . . . . .	4
Loss due to Overrun (11.44.a) . . . . .	18
Loss due to Step Reduction (3.42 Note) . . . . .	3
No ZOC Bands (3.42) . . . . .	3

## 4.2 Sequence of Play

The game is played in game-turns composed of Segments. The Expanded Sequence of Play in the Play Book has a detailed listing of each Phase.

### A. Strategic Segment

1. Weather Determination Phase
2. Supply Determination Phase
3. Replacements Phase
4. Reinforcement and Withdrawal Phase
5. Air Readiness Phase
6. >>Axis Air Interdiction Phase

### B. Axis Player Segment

1. Movement phase
2. Soviet Reaction Phase
3. Combat Phase
4. Motorized Movement phase
5. Engineering Phase

### C. Soviet Player Segment

1. Motorized Movement phase
2. Axis Reaction Phase
3. Combat Phase
4. Movement phase
5. Engineering Phase
6. Soviet Surrender Phase

### D. Game-Turn Record Interphase

## Game Credits

**Designer:** Vance von Borries

**Developer:** Tony Curtis

**Art Director:** Rodger MacGowan

**Game Map Art:** Todd Davis

**Game Counter Art:** Rodger MacGowan, Mark Simonitch

**Rulebook and Charts Layout:** Mark Simonitch

**Research:** Vance von Borries, Thomas F. Burke

**Additional Research:** Ed Rains

**Playtesting:** Jim Broshot, Thomas Buettner, Kevin Conway, Tony Curtis, Richard Diem, Rob Kirchubel, Mark Mazer, Ed Rains, Vance Von Borries, Frank Snider, Richard Vohlers.

**PRODUCTION COORDINATION:** Tony Curtis

**PRODUCERS:** Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

**INITIAL PROOFREADERS:** Hans Korting and Vance Von Borries

**FINAL PROOFREADERS:** Tony Curtis, Hans Korting



**GMT Games, LLC**

P.O. Box 1308, Hanford, CA 93232-1308

[www.GMTGames.com](http://www.GMTGames.com)

© 2010 GMT Games, LLC

# PLAYBOOK

## BARBAROSSA



By Rodger B. MacGowan ©2010



## CRIMEA

Game Design by Vance von Borries

### Table of Contents

1.0 Introduction .....	2	10.3 Scenario 3: Crimea: The Road to Sevastopol ..	25
2.0 Game Basics .....	2	10.4 Scenario 4: Sevastopol: First Assault.....	27
3.0 Special Rules .....	4	10.5 Scenario 5: Crimean Campaign .....	29
4.0 Special Movement Situations .....	5	10.6 Scenario 6: Kerch: The Party Boss Attacks .....	32
5.0 The Sevastopol Inset Map .....	6	10.7 Scenario 7: Kerch: Operation Trappenjagd.....	33
6.0 Air Units .....	9	10.8 Scenario 8: Sevastopol: Operation Storfang ....	36
7.0 Special Units and Situations.....	11	10.9 Scenario 9: The Kerch-Feodosiya Operation...	38
8.0 Naval Operations .....	13	11.0 Detailed Examples of Play .....	43
9.0 How to Set Up a Scenario .....	20	12.0 Designer's Section .....	46
10.0 SCENARIOS .....	20	Credits .....	49
10.1 Scenario 1: The Tartar Ditch.....	20	Counter scans .....	50
10.2 Scenario 2: Odessa: Hero City .....	23	Expanded Sequence of Play .....	54

## 1.0 Introduction

‘He who controls the Crimea is master of the Black Sea.’

### 1.1 Historical Setting

The Crimea is a large peninsular region in the Black Sea known by many invaders since antiquity. During the current era after being held by the Crimean Tartars (Tatars) for three centuries, it was annexed in 1783 by Catherine II (The Great) of Russia. Later, the Crimean War (1854 – 1856), fought by Britain, France, Turkey, and others against Russia, focused attention on the importance of the great Russian naval fortress at Sevastopol, an importance renewed by the Second World War.

In the fall of 1941 there could be no question whether the Axis would invade the Crimea. The Soviets had been using air and naval bases there to threaten German oil supplies in Romania since the start of the war. When German troops fought their way into Crimea during October they had hoped it would be a quick campaign. Instead it became protracted with a costly siege of over eight months at Sevastopol. Where the British and French had dared to challenge the Russians a century before; now it was Germany's turn.

### 1.2 General Introduction

*Barbarossa: Crimea* recreates the World War II campaign in the Crimea, historically from late September 1941 through early July 1942. One player will control the Axis forces (Germans and Romanians), while his opponent controls the Soviet forces. The playing pieces represent the actual units that participated in the campaign and the map represents the terrain over which those units fought. The players maneuver their units across the map and conduct combat according to the standard rules of play and the additional rules and scenario instructions found in this Play Book. One player wins by capturing certain specified objectives while his opponent wins by avoiding those victory conditions.

### 1.3 Combining Games

This game is part of a series of games covering World War II in the Soviet Union. Players should feel free to combine play of this game with that of *Barbarossa: Kiev to Rostov*, (KtR), also published by GMT Games. All games of this series have been built with the idea they could be played together. Some share a few of the same historical units. It is anticipated that players would want to explore more historical alternatives with combined play. To facilitate such play, some references to KtR are found in this Play Book with general guidelines on combining play.

## 2.0 Game Equipment

*Barbarossa: Crimea* contains:

- One 22x34 inch map (map Q)
- Four 11 x 17 Scenario Cards
- Two double-sided Soviet Set Up Cards
- Two Axis Set Up Cards (one double-sided)
- One 11x17 inch folded Chart Card with Combat Results Table, Terrain Effects Chart, movement charts, artillery and Non-Op HQ charts
- One 11x17 inch folded Chart Card with “How to Read Units” information, air combat, AA fire, interdiction effects, overrun and combat related charts
- One 8.5 x 11 chart card with Super-Heavy Artillery Inset Effects Table.
- Two Air Unit Status/Unit Rebuilding Cards (one Soviet [beige] and one Axis [gray]).
- Two Cards containing Scenario 3,4 and 5 Victory Conditions
- One 8.5 x 11 card with naval charts and tables
- One 8.5 x 11 Card with Turn Record track and Weather Table
- 740 die-cut ½ inch counters in two full counter sheets and two half counter sheets
- One ten-sided die

### 2.1 The Game Maps

**2.11** Maps are used as follows:

- Scenarios 1, 2, 6, 7, 8 and 9 use separate scenario cards.
- Scenarios 3, 4, and 5 use Map Q and the Sevastopol Inset map.

**2.12 The Map-T Holding Box.** This represents a large geographical region adjoining the game map for use by game units without the need for additional playing space. The holding box is printed on Map Q and appropriate scenario cards, and is used in most scenarios.

*NOTE: The actual Map T will be found in a later game in this series.*

**a.** All Soviet units can move to and from the Map-T Holding Box. Axis ground units cannot enter it or attack Soviet units there but Axis air units can conduct Shipping Attack missions [PB 6.44] against Soviet naval units located there.

**b.** Soviet air units designated as beginning their mission in the Map-T Holding Box count range [PB 6.13] beginning with any hex on the east map edge south of hex 7011.

**c.** Soviet artillery units in the Map-T Holding Box can conduct artillery support combat on any hex on Map Q within range from the east map edge or from hex 7014; treat hex 7014 as in the Holding Box (the artillery need not be positioned on hex 7014). More than one such artillery unit can support any one combat per combat phase if an HQ is with them in the Holding Box. These artillery units do not require Attack Supply.

*DESIGN NOTE: This is the Kerch Strait; the land on the far side is very close.*

**d.** A player can place as many units as desired in Map-T Holding Box. There is no stacking limit. Units might be placed there At Start or as reinforcements. Ground units leave only by naval transport procedure. There is no direct Map Q land connection with the holding box [exception: PB 10.44.c].

**e.** Map-T Holding Box is also a port (not a sea zone) adjacent only to the Kerch Sea Zone. For purposes of Naval unit basing and repair, the Map-T Holding Box is considered a major port [Port characteristics on player aid card]. Naval units enter or leave by Naval Movement procedure [PB 8.2].

**f.** Map-T Holding Box provides General Supply during the Supply Determination Phase to all units there, and to all units on Map Q able to trace Supply to the Ice Bridge.

**g.** HQ units can attempt to recover to Operational status while in the Active Box or Map-T Holding Box. Their Non-Op status does not affect other units in either box.

**h.** A Zap unit can increase a unit while that unit is in Map-T Holding Box.



i. Units in the Map T Holding Box marked with Garrison markers are released individually.

## 2.2 The Playing Pieces

**2.21** Carefully remove the cardboard playing pieces from the counter sheets and sort them into categories. Refer to the “How to Read Units” information on one of the 11x17 Chart Cards.

**2.22** Unit counters are not coded for specific scenarios (as was done in previous games of this series).

## 2.3 Barbarossa Standard Rules (BSRs): Exceptions and Changes

*“No one is forgotten, nothing is forgotten.”*

—Red Army slogan

**2.31** Take time to familiarize yourself with all additions and exceptions to the BSRs contained in this Play Book and in the scenario you are playing. Some BSRs used in previous games of this series have been changed for Crimea and their accompanying charts and tables have been revised to reflect those changes. Rules changes have been noted in many Play Book rules sections with reference to the appropriate BSR.

**2.32 The Sevastopol Inset Map.** Unit density in the Sevastopol area forced a change to a different scale to prevent stacking problems and static game play [See PB 5.0 for a complete discussion].

**2.33 Naval Operations.** The need for transport of reinforcements and supplies by sea adds another dimension to regular game play [see PB 8.0 for a complete discussion]. These rules will be retrofitted at a later date to allow play in Army Group North.

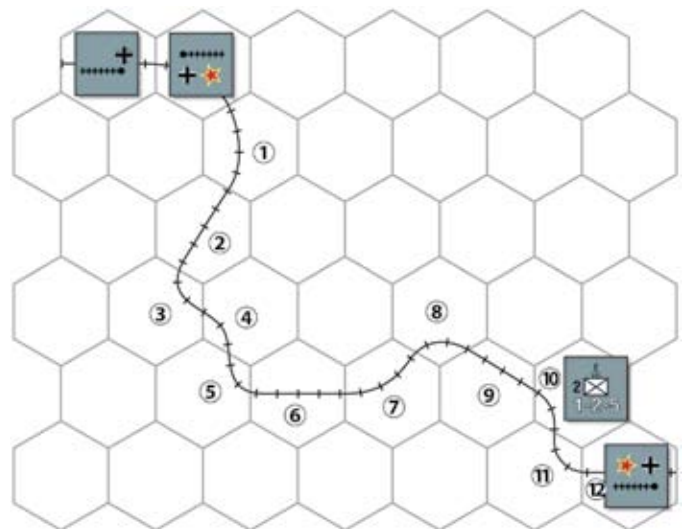
### 2.34 Captured Rail Lines [addition to BSR 19.0]

*HISTORICAL NOTE: During late 1941, overextended Axis forces resorted to using captured Soviet rolling stock and unconverted Soviet rail lines to remain in supply.*



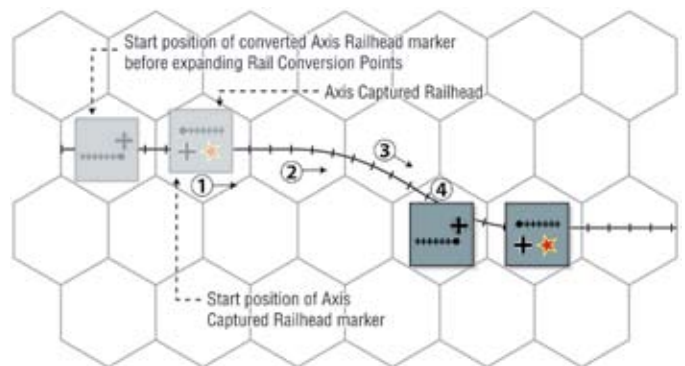
**a.** During the Axis Engineering Phase after expending rail conversion points, the Axis player may extend the railnet by bringing unconverted Soviet rail lines under Axis control. Scenario instructions will specify how many captured rail lines may be utilized, but the utilization procedure is identical for each line.

**b.** Utilization follows guidelines of BSRs 19.21, 22 and 23 with the following additions and exceptions: Each captured rail line must start adjacent to an Axis Railhead marker (major river hexsides with destroyed railroad bridges do not prevent placement). Place two Captured Railhead markers in the hex. One marker remains in the placement hex and becomes the rear Railhead hex. The second marker is moved up to 12 hexes forward along the captured rail line and becomes the forward Railhead hex. Each Swamp or Marsh terrain hex counts as two hexes. No hex in the captured rail line can be Soviet occupied or in a Soviet ZOC. The most forward hex must either be Axis occupied by a ground combat unit or in an Axis ZOC. If the second marker cannot be advanced all 12 hexes, unused hexes are lost. On subsequent turns the captured rail line may be advanced by moving the forward Railhead marker up to 12 hexes using this procedure. During Mud, Snow and Arctic Weather turns the maximum forward movement for any captured rail line is 6 hexes.



Example of extending a captured rail line in Dry Weather

**c.** When an Axis converted Railhead marker is moved forward by expending RCPs, any adjacent captured rear Railhead marker is moved back by an equal number of hexes.



Example of Converting captured rail hexes.

**d.** There is no hex length limit to the hex length of a captured rail line, but the 60 hex per turn limit for rail movement applies to both converted and captured rail lines.

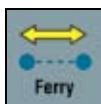
**e.** The movement cost to move from a Converted Railhead marker to a Captured Railhead marker is 15 rail movement points (reflects the time needed to transload between rolling stock of differing gauges). Transported units with insufficient rail movement points must stop before entering the Captured Railhead marker hex (or Converted Railhead hex if moving the opposite direction), and the remaining rail transport points are lost. Major river hexsides must either contain an undestroyed rail bridge or a Ferry marker [PB2.35].

**f. General Supply.** A captured rail line can provide limited General Supply. Up to five hexes within five hexes (four hexes intervening) of the forward Railhead hex may be placed in General Supply during the Supply Determination Phase. Remove any Emergency or Out of Supply markers from those hexes. Any major river hexside in the railnet must either have an undestroyed rail bridge or a Ferry marker [PB2.35]

**g. Rail Transport.** When allowed by scenario instructions, captured rail lines have a rail capacity of one stacking point. BSR rail movement rules apply. If more than one stacking point utilizing Rail movement on a Converted rail line moves adjacent to the Captured

Railhead, only one stacking point may continue moving onto the captured rail line. The remaining units must cease movement on the Converted railhead hex with remaining rail movement points lost.

**2.35 Major River Ferries.** Axis forces were woefully unprepared to repair damaged rail bridges over the Dnepr River, and again resorted to stop-gap measures to forward supplies by utilizing ferries.



**a. Placement.** Ferry placement follows BSR Bridge paragraphs 23.22 through 23.24 with the following changes:

1. A Ferry marker is placed during the Axis Engineering Phase prior to Rail Conversion. A Ferry marker may be placed on any hex containing a hexside with a destroyed major river rail bridge if the hex contains a converted Railhead marker in a railnet that traces supply back to an in-supply Base or a map edge supply source.



2. The Ferry marker is placed on its Under Construction side up. During the Axis Engineering Phase of the following game turn the Ferry marker may be flipped to its Operational side. An Axis engineer unit must be present during both turns but may then move away on any subsequent turn.

**b.** The major river hex is now open to Axis rail movement beginning the next game turn. It costs 30 rail movement points to cross a major river on a Ferry. Transported units with insufficient rail movement points remaining may not cross the major river hexside by Ferry. They must stop adjacent to the major river hexside and any remaining rail movement points are lost. If the transported unit next enters a Captured rail hex, it would pay an additional 15 rail movement points to enter that hex [PB2.34].

**c.** General Supply. Starting the turn after the Ferry marker is turned to its operational side, the Axis player can trace general Supply across the major river hexside.

**d.** Removal. Ferry removal follows BSR Bridge paragraphs 23.22 through 23.25 with the following changes:

1. Once placed, a Ferry is not removed until either the major river hexside rail bridge is repaired, or an enemy unit moves into its hex.
2. Future placement is in the Axis Engineering Phase prior to Rail Conversion.

*DESIGN NOTE: Both of these rules are meant to be retrofitted into Kiev to Rostov, but with the caveat that play balance will be affected (in favor of the Axis player). Kiev to Rostov scenarios have not been retested to determine adjustments to supply point levels and victory levels.*

## 3.0 Special Rules

Not all BSRs cover all scenario situations. Additions or modifications to BSRs that apply to two or more scenarios begin here. All rules changes have been noted in the Play Book Rules section with reference to the appropriate BSR. Take time to familiarize yourself with all additions and exceptions to Barbarossa Standard Rules (BSRs) contained in this Play Book and in the scenario you are playing.

### 3.1 Historical Weather

**3.11** The historical weather for each turn is printed in the Turn Box on the Turn Record Track. It can be used in any scenario by prior mutual agreement.

**3.12 Limited Mud.** During Dry Climate conditions no more than two turns in a row of Mud are allowed. If on the third turn Mud occurs, disregard that Mud result and use Dry (no Storm) instead.

*NOTE: This game uses a Weather Table that differs from those in the rest of this game series. Much of the Crimea enjoyed a far milder climate than the rest of the Soviet Union.*

## 3.2 Replacements

### 3.21 Axis Replacements

**a.** Romanian nationality is specified for certain RPs shown on the Set Up cards. Use these only on Romanian units. A Romanian Type I RP can be received instead as a (1-2-4 type) Regiment Substitute Counter.

### 3.22 Applicable to Both players:

**a.** Both players can accumulate Type I RPs as desired up to the limit shown on their Loss/Replacement Tracks. Track accumulated Romanian RPs separately.

*NOTE: The limit has been increased for this game.*

**b.** All Soviet units in the Active Box return to play only through the Map-T Holding Box or by on-map conversion of Zap units.

**c.** All Axis units in the Active Box return to play through the north edge of the game map.

### 3.23 Soviet Replacements

The Soviet Replacements Table is not used in this game. Use the following in its place.

**a.** The Soviet player receives one Type I RP every turn unless the scenario states otherwise. Some scenarios list additional Type I RPs as reinforcements.

**b.** Each Type I RP can be received instead as a Zap unit. Zap units are created normally during the Soviet Replacement phase.

*NOTE: Unless otherwise indicated, use of Zap units is the only way for the Soviet player to get Type I RPs to besieged units at Odessa or Sevastopol.*

**c.** The Soviet player receives only the Type A, air, and armored train RPs specially listed on the Set Up Cards. Air and armored train RPs are “use or lose.” A rebuilt armored train is placed only in Odessa. Rebuilt armor and artillery units return to play only through the Map-T Holding Box unless specified by scenario instructions.

**d.** The Soviet player can start the construction of no more than one Strongpoint per turn, unless the scenario states otherwise.

**e.** There are no Soviet Mandated Attacks other than those required by scenario rules.

*DESIGN NOTE: This feature figures importantly in other games in this series and no additional Mandated Attacks are generated here. To the Kremlin the Crimea was a secondary theater of operations and as such was already on limited supply and reinforcement. It was not subject to as intense a level of supervision as elsewhere until later [see Scenario 6].*

### f. Soviet Garrisons

1. Each turn the Soviet player can, as desired, either release one Garrison hex or accept one Special Reinforcement Pool Group. The option remains in effect every turn, even if neither is chosen.

2. All units on a Garrison hex At Start are the combined Garrison of that hex and are released together as a group.

*EXAMPLE: Hex 5718 in Scenario 3 has two units At Start. Both are the Garrison. Both are released upon a single declaration of the release of the hex 5718 Garrison.*

3. Garrison units in the map T Holding Box are released individually.

**3.24** The Axis player cannot create Strongpoints unless allowed by scenario rules.

### 3.3 Map Exit

Exiting the map is not allowed in this game, except for Soviet units moving to the Map-T Holding Box. Units (of either side) cannot retreat off the map edge.

### 3.4 Reinforcements and Withdrawals

**3.41** Units on the Set Up Cards marked as “Available” are part of various pools of game pieces [such as MSUs] that are used in the scenario. No more than the listed number of each type can be used. Set aside the rest for use in a different scenario. More (or fewer) of certain types may become available later as shown in the Reinforcements section of the Set Up Cards.

#### 3.42 Withdraw—Cannot Cancel [Additions to BSR 8.73]

Not all withdrawals can be cancelled. Certain withdrawals are marked “Cannot Cancel” on the scenario Set-Up Cards. These occur because of special historical circumstances. A player cannot pay VPs to cancel the withdrawal of “Cannot Cancel” units.

**3.43** Units withdraw at the strength shown on the Set Up Card. If the withdrawing unit is at less than the strength shown, then the owner deducts the necessary steps from accumulated replacements steps of the appropriate type, or he reduces units of the same type currently in play on the game map, step-for-step.

*NOTE: If a withdrawing unit is stronger than the strength shown, the extra step(s) remain with the unit, but can be used to offset shortages of identical type steps in other withdrawing units on a one-for-one basis.*

**3.44** Withdrawn air units can be from any air status box, even the Destroyed Box.

#### 3.45 Combining Games

When combining series games, players can conduct as much or as little switching of units as they desire.

**a.** Some withdrawing units are marked “to KtR.” When combining this game with the KtR game, units not withdrawn do not appear in the KtR play area.

**b.** All Axis units (and some Soviet units) are from KtR even though not so marked. Here, apply the opposite of the above; they arrive from the KtR game and so should not be received unless withdrawn from that game’s play area.

**c.** Use only one counter to represent the same unit. It cannot appear at the same time in play areas of more than one game.

**d.** Only Soviet non-Naval air units on the Crimea Soviet Air Unit Status card suffer the +2 DRM if Simferopol is Axis occupied [PB 6.15].

**e.** Transferred air units are subject to a time delay. Place transferred air units in the Flown Box with a “Do Not Move 2 GTs” marker on them. They can undergo Readiness die rolls while under the Do Not Move markers, but add the value of the marker (1 for a 1 GT marker, or 2 for 2 GTs) to the Readiness die roll. If they pass, they go to the Ready Box with their Do Not Move markers. After the Do Not Move markers are removed, they are eligible to perform air missions.

*DESIGN NOTE: The time delay as to when air units withdraw from one game and then appear in the next is necessary to provide the variable Readiness status for those units when they reappear. This is, in part, because the ground servicing element also needs time to make the transfer. We regret any design inconsistencies from game to game.*

**f.** All replacements, Strongpoints, and ASPs for both sides are in addition to those received in the AGS game. Add all Soviet replacements and Strongpoints received in Scenario 2 to those for the AGS game but these are received as described for Scenario 2.

**g.** Some units shown on Soviet Set Up Card One Back are used only when combining campaign games.

**h.** When combining games, those Mandated Attacks generated in other games in this series cannot be satisfied on Map Q.

### 3.5 Reinforcements

**3.51** Unless otherwise indicated all Axis reinforcements enter through the north edge of Map Q, usually at a specified entry hex. Units restored by replacements procedure from the Cadre Box will return to play through any north edge entry hex desired.

**3.52** Unless otherwise indicated, all Soviet reinforcements enter play by placement in the Map-T Holding Box. Units recovering from Cadre status and currently in the Active Box are placed only in the Map-T Holding Box unless recovering by use of an on-map Zap unit.

## 4.0 Special Movement Situations

### 4.1 Railroads

**4.11** Railroad Movement is not available unless specifically allowed in the scenario being played.

**4.12** Soviet coast artillery units cannot use railroad movement, air transport, or naval transport.

### 4.2 Unit Conversions

Some of the scenarios include groups of units marked “Remove – Receive.” During the Reinforcements Phase the owning player removes the indicated unit(s), from wherever located (including from the Cadre or Eliminated boxes). He removes that exact unit. He then immediately receives the indicated unit(s) in the same location as the removed unit(s). If more than one unit is removed in an optional conversion, place the new unit(s) in any one of the hexes (or boxes) occupied by units to be removed. The new unit enters play at no more than the same step strength as the unit(s) removed; if the removed unit is reduced, the new unit enters reduced; if full strength, it enters at full strength. If more steps are removed than received, the excess is lost.



### 4.3 Supply Unit Entry

**4.31** All Soviet Supply Points enter play by first being placed as MSUs in the Map-T Holding Box.



**4.32** All Axis Supply Points enter as MSUs (or Dumps) through the north map edge of Map Q.

*NOTE: Axis Fuel Shortage and its effects [see KtR] are not included in this game because of the lack of motorized and panzer divisions. Apply these effects when combining games and such a division moves into the Crimea game area.*

## 5.0 The Sevastopol Inset Map

The defense of Sevastopol for eight months (officially 250 days) during 1941 and 1942 was one of the epic events of the war in Russia. During 1944 Sevastopol was given the honorific of “Hero City” by the Soviet government. To portray this famous siege, the single Map Q hex of Sevastopol and 25 surrounding hexes are represented by the Sevastopol Inset Map, an enlarged, detailed map adjacent to Map Q.

*NOTE: Follow BSRs unless described differently below.*

### 5.1 Inset Map Overview

**5.11** The Inset Map is used at all times in scenarios that include it; they are scenarios 3, 4, 5 and 8 (printed on one of the separate scenario cards).

**5.12** The Inset Map is an enlargement of the black outlined area around Sevastopol on Map Q.

- a. Ground units are always placed on the inset map.
- b. There is no change in Sequence of Play between Map Q and the Inset Map. Movement of units on both maps and between both maps is done in any order during the appropriate game phase. Attacks are declared and resolved in any order on both maps.

**5.13** There are two types of regular sized hexes represented on the Inset Map:

- Transition hexes (all regular sized hexes adjacent to the Inset Map boundary line; each hex contains a yellow dot)
- Interior hexes (all other regular sized hexes on the Inset Map)

**5.14 Optional.** Players can use Map Q Interior hexes for temporary storage of Soviet naval units.

**5.15 Mega Hexes.** The Inset includes groupings of seven Inset hexes, called “mega” hexes, which have no effect on play. Each has a hex reference number corresponding to a Map-Q hex. Mega hexes are for reference and orientation purposes only.

### 5.2 Inset Map hexes

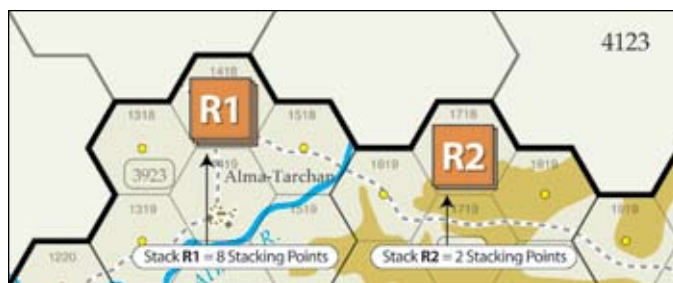
**5.21** The scale of the Inset Map is smaller than Map Q, so its terrain from hex to hex does not always match exactly with terrain shown in Map Q hexes.

*DESIGN NOTE: Inset Mega Hexes generally conform to the corresponding Map Q hex but where a Map Q hex appears as completely one type of terrain (such as hills), the corresponding Inset Map area may show hills in only some of the Inset hexes. Additional terrain details such as woods, roads, etc. sometimes appear in Inset Map*

*hexes when the corresponding Map Q area indicates none of these. At this scale we can enjoy the benefits of greater detail.*

**5.22** Transition hexes are found only at the edge of the Inset. These hexes mark the boundary between the Inset Map and Map Q. A black-colored hexside provides an additional graphic to show the exact point of change between Inset Map Transition hexes and Map-Q hexes adjacent to the Inset Map. Transition hexes differ from interior Inset hexes as follows:

- a. Transition Inset hexes each contain a yellow dot to distinguish them from Interior Inset hexes.
- b. ZOC projection between Transition Inset hexes and adjacent Map Q hexes differs from regular ZOC projection [PB 5.3].
- c. Stacking for combat between Transition hexes and adjacent Map Q hexes differs from combat between regular hexes [PB 5.23]



*EXAMPLE: Stack R1 in transition hex 1418 contains 8 stacking points, the maximum allowed for an Inset hex [PB5.23]. Stack R2 in transition hex 1718 contains 2 stacking points. The two stacks, totaling 10 stacking points, are both adjacent to Map Q hex 4023. No additional Soviet units with stacking value one or greater may stack in hexes 1518, 1619 or 1718 because 10 Soviet stacking points, the maximum adjacent to a Map Q hex, are already present.*

**5.23** Stacking on any Inset hex is limited to eight (8) stacking points.

- a. Additionally, while the 8 stacking point per hex limitation is in effect, stacking on transition hexes is further limited to a total of ten (10) stacking points adjacent to any numbered Map Q hex shown on the inset.

*DESIGN NOTE: Play testing revealed that the Soviets could stack up to eight stacking points per transition hex, presenting the Axis player with more than 20 stacking points to attack with a maximum of 10 stacking points (before factoring in artillery) – in effect, ahistorically denying the Axis player entry into critical areas of the inset map.*

- b. The Axis player is limited to placing 10 (ten) stacking points per numbered Map Q hex shown on the inset.
- c. Strongpoints cannot be constructed on transition hexes (same problem as above with denial of entry becoming a real problem for the Axis player).

- d. In any attack on an Inset hex containing any type of undestroyed fortification, one engineer unit may be added above the maximum stacking limit of 8 SPs [PB 7.42].

### 5.3 Inset Map Zones of Control

**5.31** In all hexes on the Inset Map, any unit with a ZOC exerts that ZOC in the Inset hex it occupies and the six surrounding Inset hexes.



**5.32** ZOC extends into adjacent Map Q hexes only from units having ZOC that occupy Inset hexes directly adjacent to a Map Q hex. These ZOC effects are identical to Map Q ZOC effects.

**5.33** Units in Map Q hexes having ZOC exert their ZOC into all adjacent Transition hexes, but the ZOC effects (identical to Map Q ZOC effects) extend only into the Inset hexes directly adjacent to Map Q hexes.



*EXAMPLE: Soviet unit R1 exerts ZOC into Map Q hexes 3922 and 4023 as well as Inset hexes 1318, 1419, and 1518. Unit R3 exerts ZOC into Map Q hex 4023 as well as adjacent Inset hexes but not into Q3922. Unit R2 does not exert ZOC into any Map Q hex but does extend ZOC into all adjacent Inset hexes. Axis unit A3 exerts ZOC into Inset hexes 1418, 1518, 1619, and 1718 as well as Map Q hex 3922, 4022 (not shown), 4122 (not shown), and 4123.*

## 5.4 Inset Map Movement

The printed Movement Allowances (MAs) of all units remain unchanged on the Inset Map.

### 5.41 Adjacent Map Q hexes.

- All standard terrain MP costs and effects on movement apply. These hexes function normally in all respects to other Map Q hexes.
- Units unable to enter Inset hexes from Map Q hexes (insufficient MPs remaining) remain in those adjacent Map Q hexes until their next available movement phase.



*EXAMPLE: Axis unit A2 begins movement in Q3922. It moves to Inset hex 1418 by spending ½ MP since it is moving along minor road (Dry weather), then another ½ MP to 1419 where it stops.*

*In his turn the Soviet player moves his R4 unit from Inset hex 1619 to Q4023 by spending 1MP for crossing the river and 1MP for entering a clear hex; it must stop since it has only now entered the ZOC of Axis A5 (A2 moved to 1419). Soviet R5 cannot move directly to Q4023 since that would be directly from enemy ZOC to enemy*

*ZOC; it could, however, move from 1718 to 1619 and then to Q4023 (thereby spending a total of 4 MPs).*

### 5.42 Inset Map Special Movement

**a.** Follow BSR 11.1 for Railroad Movement. During Railroad Movement each Inset hex equals one Map Q hex. Each Inset hex occupied or entered must be at least three Inset hexes (two hexes intervening) from any Inset hex or Map Q hex containing enemy combat units.

**Exception:** The three hex proximity restriction does not apply for armored train units and railroad artillery.

**b.** Follow BSR 11.3 for Strategic Movement. During strategic movement each Inset Map hex equals one Map Q hex. Each Inset hex occupied or entered must be at least three Inset hexes (two hexes intervening) from any Inset hex or Map Q hex containing enemy combat units.

**c.** Soviet naval units move from Inset Map port hexes as part of normal naval movement and do not count hexes [PB 8.21].

**d.** Flotilla units move onto or from the Inset through all-sea or coastal hexes on Map Q in the same manner as land units do through land hexes [PB 5.41].

## 5.5 Inset Map Combat

Conduct attacks per BSRs.

**5.51** Attacks from Map Q hexes into Transition hexes are resolved with differing stacking point limits, up to ten stacking points in the Map Q hex, and up to eight stacking points in each Inset hex attacked.



*EXAMPLE: In the diagram above, if Axis A3 attacks R1, it must also attack R4 because R4 exerts ZOC into the adjacent Map Q hex 4023 (it occupies an Inset hex adjacent to a Map Q hex). Axis A3 cannot attack Soviet R2 because they are not adjacent. Axis A5 cannot attack R4 because they are not adjacent. A2 can attack only R1.*

**5.52** Attacks conducted entirely from Inset hex to Inset hex observe the eight stacking point limit per Inset hex. Apply combat results per BSRs. Exception: PB 7.42 – overstacking an Axis engineer unit when attacking a Soviet fortification hex.

*EXAMPLE: In the 5.52 example, if Axis A1 in Inset hex 1318 attacks, it must engage both R1 and R2 because both these units project a ZOC into its hex. Note that if A2 attacks R1 then A1 needs to engage only Soviet unit R2.*

**5.53** A unit forced to retreat by combat results can retreat off the Inset Map onto any Map Q hex where it would be normally allowed to move; it can also retreat from Map Q onto the Inset map; or it can

combine the two if retreating two hexes. Each hex counts as one hex of the retreat, whether it is on Map Q or the Inset map.

## 5.6 Special Situations on the Inset

**5.61 Strongpoints** are always placed on Map Q Interior hexes. Place them directly on the desired Inset hexes.

**5.62 Range Calculations.** For distances on the Inset Map triple the range for all artillery (both sides), for air range limitations [PB 6.1] (both sides), and the command radius of Soviet HQs (Op or Non-Op). LOC Ranges [BSR 6.11] for General and Attack Supply is doubled. AA range does not change. Range can be computed partly on Map Q and partly on the Inset Map. When measuring range from the Inset to Map-Q, each three unused range hexes carries to Map Q as one Map Q range hex; amounts less than two do not carry. When measuring range from Map Q onto the Inset, triple all remaining range after deducting for the Map Q portion.

*PLAY NOTE: Players often reported forgetting that their Map Q artillery could be used to fire on the Inset Map, and vice versa. The “disconnect” between the two maps cannot be avoided, so use extra care when moving units, allocating artillery support, etc.*

**5.63 AA units** on the Inset in enemy ZOC (from Inset or off Inset) cannot conduct AA Fire

*DESIGN NOTE: Because of the close-in nature of the Inset, they are now engaged in front-line fighting.*

**5.64 Bunker Busting.** Axis AA and Assault Gun units may double their attack strengths when part of a Declared Attack against hexes containing Strongpoint, Fortified Belt, Fortified Line or City terrain.

**a.** One AA unit per Declared Attack may be designated as a bunker buster. This unit will double its attack strength, but it cannot contribute a +1 DRM to the AA Fire Table. Other AA units participating in the Declared Attack use their normal attack strengths and may contribute their +1 DRMs to the AA Fire table.

**b.** One Axis Assault Gun unit per Declared Attack may be designated as a bunker buster. This unit will double its attack strength. Other Assault Gun units participating in the Declared Attack use their normal attack strengths.

*DESIGN NOTE: Assault Guns were originally designed to support infantry against prepared positions and they performed very well in this roll. Later in southern Russia they would earn a reputation as tank killers. The AA guns proved to be as effective in their improvised role against bunkers as the 88mm AA guns in North Africa became against Allied tanks there.*

## 5.7 Citadel Hexes

These hexes contain multiple heavy fortifications, some originally started well over a century earlier. Soviet troops held these tenaciously.

**5.71 ZOC Effects of Citadel.** Enemy ZOC does not extend into an undestroyed Citadel hex.

**5.72 Combat Effects of Citadel.** Apply the following in combat when Soviet units are defending an undestroyed Citadel.

**a.** The Axis player applies a (+1) DRM to his combat die roll (cumulative with other effects). One Axis engineer unit or one super-heavy artillery unit attacking Citadel offset this DRM [addition to

BSR 15.64]. Additional defender DRMs may be available for other terrain in the hex [for hill or strongpoint] and cannot be offset by additional engineer or super-heavy artillery units.

**b.** One defending unit doubles its defense strength, up to a maximum increase of three (3) defense strength points for the hex. This can be any unit type, defender’s choice.

*EXAMPLE: Two Soviet units occupy a Citadel hex. One is an artillery unit with defense strength of two and the other is an infantry division with defense strength of four. The Soviet player chooses to use the doubling effect on the infantry division, doubling three of its four defensive strength points to six and giving the division a defensive strength of seven. Counting the artillery unit, the total intrinsic defense strength for the Citadel hex is nine before adding any artillery support.*

**c.** All Axis armored units [except armored engineer and Flammpanzer units] attacking Citadel are halved.

**d.** Axis CAB is not allowed against undestroyed Citadel hexes, but Panzer Division Integrity is allowed.

**e.** Units on an undestroyed Citadel hex must take all printed step losses, but can ignore all Retreat combat results without suffering the additional No Retreat step reduction. This takes precedence over the No Retreat option and only if the Citadel is destroyed may an in-range Soviet HQ issue a No Retreat order to that hex.

The maximum possible defense DRM in a single hex for combat against a Citadel in this game is 3, plus effects of supporting air units, computed as:

- Citadel (+1)
- Strongpoint (+1); not all Citadel hexes have this
- Hill (+1); not all Citadel hexes have this
- Air support (variable number)

The Axis can offset by a total of –2 DRM, plus effects of air units, computed as:

- One engineer or one Super-Heavy artillery unit (–1); additional engineer or Super-Heavy artillery units have no DRM canceling effect, though their support strengths can be added to the combat.
- Panzer Division Integrity Bonus (–1)
- Air units (variable number)

The Citadel may be destroyed [see PB 5.76] before netting the final DRM. Remember that the final net combat DRM cannot exceed +3 or –3 [BSR 15.7].

*DESIGN NOTE: These Citadels are relatively small and cannot hold a full division, hence the limit on the doubling effect. Retreats do not apply since units deployed there would be under orders to stand. Citadel garrisons were full of fanatical political officers issuing death or glory orders. It should be noted also that the Soviets did not name these Citadels—only the Germans did.*

**5.73** Axis units defending a Citadel hex (destroyed or not destroyed) do not receive its combat effects.

**5.74** Soviet units on an undestroyed Citadel hex are not subject to Surrender [BSR 21.0] and are always in General Supply.

**5.75 Citadel and Fortified Line Destruction.** When at least one Axis Super-Heavy artillery unit is included in a combat supplied attack on an undestroyed Citadel or Fortified Line hex a separate

procedure is conducted using the Super-Heavy Artillery Inset Effects Table [7.33] before regular combat resolution (Generally representing a prior bombardment).

**5.76** A destroyed Citadel confers no combat or other effects. It cannot be built or rebuilt. A Citadel can be destroyed by one of two methods:

- When occupied during the Axis engineering phase by an Axis division or engineer unit (except for 300th Armored Engineers)
- When an attack against it includes Axis super-heavy artillery that achieves a “destroyed” result when making a separate attack, immediately before regular combat using the Super-Heavy Artillery Inset Effects Table [PB 7.33].

## 5.8 Fortified Belt Hexes

*“Come on fascist dogs. We are waiting.”*

— Communist slogan posted on Sevastopol perimeter, 1942

These hexes contain permanent systems of bunkers and minefields arrayed in depth.

**5.81** Fortified Belt hexes are found only on the Inset map. They benefit only the Soviet player. They cannot be built or rebuilt. See TEC for terrain movement costs.

**5.82 Combat Effects.** The Axis player applies a (+1) DRM to his combat die roll (cumulative with other effects) when attacking a Soviet unit on an undestroyed Fortified Belt hex and applies the asterisk result when it occurs. The DRM and asterisk apply regardless of the direction or combination of directions the attacker uses. Additional defender DRMs may be available for hill terrain in the hex or for a Strongpoint.

**5.83** Axis ZOC does not extend into an undestroyed Fortified Belt hex (occupied or unoccupied), for any purpose. Soviet ZOC does. The ZOC of both players’ units does extend out of Fortified Belt hexes into non-Fortified Belt hexes.

**5.84** Axis units defending a Fortified Belt hex (destroyed or undestroyed) do not receive its combat effects.



**5.85** A destroyed Fortified Belt hex confers no combat or terrain movement effects. Axis ZOCs extend normally into a destroyed Fortified Belt hex. A Fortified Belt hex can be destroyed only when occupied during the Axis

Engineering Phase by an Axis division or engineer unit.

**5.86 Combining Games.** Soviet Fortified Belt hexes on the Sevastopol Inset are not completed and ready for use until the end of the Soviet engineering phase of GT53.

*DESIGN NOTE: Sevastopol had no continuous landward defense line at the start of the war. This particular line was begun on 4 July 1941 by the usual means of forced local labor. The inner encircling Fortified Line was completed quickly. A third defense line farther out was planned but the Germans arrived well before it could have been completed.*

## 5.9 Inset Map Air Operations

Up to three air units per side are allowed for any single air mission. There is no change from BSRs for AA Fire, CAS, Interception, Interdiction, or Air-to-Air Combat. Each Inset hex is the equivalent of a regular map hex for determining mission hexes. Range for AA

fire from HQs and AA units remains unchanged from Map Q

**5.10 Defender Fanaticism.** [Addition to BSR 16.5] Victorious Axis units cannot advance into a defender hex containing Strongpoint or Fortified Belt terrain if the defenders were issued a No Retreat order and lost the last (or only) defender step to satisfy the No Retreat step loss provision.

## 6.0 Air Units

*“Wo bleibt die Luftwaffe?” (Where is the Luftwaffe?)*

— Often repeated by the German soldier

### 6.1 Air Range Limitations

**6.11** Axis single-engine air units cannot be placed in mission hexes more than 25 hexes from a friendly town, city, or major city in Axis General Supply. All other Axis air units can conduct missions in any hex. Axis single-engine air units are the following types: Bf109E, Bf109F, and Ju87.

**6.12** Soviet “TB-3” and “DB3” air units [these are long-range bombers] can conduct missions on any hex.

**6.13** No Soviet air unit of any other type can be placed in mission hexes more than 25 hexes from a friendly hex in General Supply. Any Soviet air unit in the Map T Holding Box counts any hex south of hex 7010 on the east edge of Map Q as a friendly hex in general supply.

**6.14** A hex to be used for air range cannot be placed in supply by spending an ASP.

**6.15 Soviet Airbase Limitations.** Beginning the turn after the Axis player captures Simferopol (hex 4321) all Soviet air units are treated as being in the Map-T Holding Box; those non-Naval air units in the Map-T Holding Box are subject to a (+2) DRM on their Readiness die roll while in Flown status. Those in Damaged status do not have this DRM. Naval air units are not affected by the DRM for Soviet Airbase Limitations.

*DESIGN NOTE: With the loss of their central Crimean bases, more Soviet air units operated from the area represented by the Map T Holding Box. There, the whole base organization had to be rebuilt from scratch. Battlefield coordination problems between the regions were immense.*

### 6.2 Air Combat

*“To provide assistance to the forces of the Crimea, the Stavka orders you to throw in 51st Army’s aviation to a maximum.”*

— Stavka to the Commander of the Forces of the Crimea, 1 Nov. 1941

**6.21 Air Combat Table.** This game uses a revised Table. The original Table was not properly generating air unit losses in certain combat differential columns. Note also the revised DRMs on the AA Fire Table.

**6.22 Soviet Anti-aircraft Units.** Some of these have no movement allowance. These are restricted to movement only on active railroad hexes or to Naval Transport [PB 8.5]. They cannot otherwise move and cannot retreat or advance as a result of combat. They are restricted during movement to final positioning (upon concluding railroad movement) in a town, city, or major city.

*DESIGN NOTE: These were area defense organizations deployed for protection of communications centers. The Soviets deployed comparatively few mobile AA guns for tactical protection. These would be controlled by army headquarters; fewer still by Front command.*

### 6.3 AA Fire

Apply the following changes to the AA Fire Table:

- Also apply a (–1) DRM for a Soviet IL-2 air unit.
- No longer apply a DRM when the firing Soviet unit is greater than four hexes from an Operational HQ.

### 6.4 Additional Axis Air Interdiction Missions

[Addition to BSRs 13.0 and 17.1]

*NOTE: Axis Air Interdiction missions are now conducted earlier in the Sequence of Play; see the Expanded Sequence of Play.*

**6.41** Axis air units with an Interdiction rating can perform an additional three types of missions:

- Naval Movement Interdiction Mission
- Port Interdiction Mission
- Shipping Attack Mission

#### 6.42 Naval Movement Interdiction Mission Procedure

- Allocate eligible air units during the Axis Air Interdiction Phase.
- Eligible interdiction units are any air unit with an Interdiction rating. Non-mission air units can also be assigned as firing units (as escort).
- There are no mission hexes. Instead, a maximum of three air units can be placed in the Naval Movement Interdiction Box (found on Map Q or the appropriate Scenario cards). Air units with an Interdiction rating that are placed in the box affect naval movement anywhere on the map.
- Up to three Soviet naval fighter air units can oppose this mission. Air combat is resolved normally.

*NOTE: Soviet AA Fire is not possible against this mission.*

- Surviving Axis air units cause an Interdiction Level marker equal to their Interdiction ratings (up to Level 2) to be placed in the Naval Movement Interdiction Box. Excess Interdiction ratings are ignored.
- Now return all air units in the Naval Movement Interdiction Box to the Flown Box.
- The Soviet player refers to this box when making any Naval Movement Loss Table die rolls. If the Interdiction Level in the box is one (1), he uses the Air Interdiction column on the Naval Movement Loss Table; if the Interdiction Level is two (2), apply a (+1) DRM on that table for each die roll.
- Combined Games.** Only German air units are eligible for this mission.

**6.43 Port Interdiction Mission.** If a port hex on the game map is within a Zone of Interdiction as a result of a regular Interdiction mission [BSR 13.0], reduce the port's loading and unloading capacity, and general supply capacity, by the amount of NTPs shown for each type of port on the Port Characteristics Chart for each level of

Interdiction [no more than 2 levels are possible; BSR 13.14]. The level of Interdiction also affects naval unit Readiness [PB 8.13] and Repair [PB8.35] at that port. This mission is not allowed against the port in Map-T Holding Box [since it is not hex terrain]. Naval units (excluding transports) in the port do allow the Soviet player to make an AA die roll if no Soviet AA capable land units occupy or are adjacent to the port hex. The same holds true when the port is a defender hex in a Declared Attack.

**6.44 Shipping Attack Mission.** During the Axis Combat phase the Axis player can use air units in the Ready Box as mission units to attack enemy naval units either at sea or occupying a port hex or in the Map T Holding Box. Any air unit with an Interdiction Rating can conduct Shipping Attack mission.

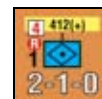
- Mission units can be escorted by firing units (apply the three air unit maximum).
- Mission units are subject to air combat by opposing Soviet naval air units.
- Surviving mission units are each placed to attack a single naval unit. All can attack the same unit, or attack separate units if more than one naval unit is present. Additional naval units can be ignored. Targeted naval units are specified prior to any rolls being made. Mission units cannot shift to different target units once the declaration is made.
- Any naval unit, except transport type, is eligible to conduct AA Fire but only against air units conducting a mission (of any type) in the hex occupied by that naval unit (not adjacent). AA Fire is allowed regardless of a naval unit's status, Sailed or Ready, but do not add together other naval units in the same hex for AA Fire DRMs. In-range ground AA unit or HQ fire DRM up to the maximum +2 DRM can be added to each attacked naval unit's AA die roll. Map T Holding Box
- Refer to the Shipping Attack Table. Roll once for each remaining air unit and apply DRMs. Apply any resultant Damage Points to the affected naval units immediately and then place the mission units in the Flown Box.
- Since transports cannot conduct AA Fire; [they had no AA weapons], any naval unit allowed AA Fire that is stacked with that transport (in port) can provide AA Fire for that transport, unless it is, itself, a target of a shipping attack mission that same phase.

*NOTE: Since the transport is the actual object of the attack, the transport will take any resulting Damage.*

- Air units can conduct Shipping Attack mission against naval units in Map-T Holding Box. Soviet anti-aircraft units there have no effect on Axis air units.
- Air units cannot attack Flotilla units with Shipping Attack missions. The DD/T/Flotilla Column on the Shipping Attack Table can only be utilized by air units for DD and T Shipping Attack missions.

*DESIGN NOTE: This may seem odd but these are deemed as ground units. Historically, flotillas experienced such a turn-over of actual vessels that the loss of a few such vessels would not eliminate the unit.*

- CD artillery units can also conduct Shipping Attack Missions against any in-range naval or flotilla units during the Axis Combat Phase [PB 8.31b].





## 6.5 Soviet Naval Air Units

These specially designated air units have some additional restrictions.



**6.51** Only the Soviet player has naval air units. On the air unit counters the plane icons are colored navy blue instead of army brown.

**6.52** Naval air units are restricted to use only within 25 hexes of a base unit [NOTE: *There are only two such base units*]. They can also be used within 25 hexes of the Map-T holding Box entry area hex [PB 2.12b] (regardless if a base unit is present in the Holding Box).

**6.53** Only Soviet fighter naval air units can oppose Axis air units conducting:

- Naval Movement Interdiction mission [PB 6.42], or
- Shipping Attack mission [PB 6.44].

**6.54** Naval air units are not subject to Soviet Airbase Limitations [PB 6.15].

*DESIGN NOTE: The Black Sea Fleet Air Force was not operationally subordinate to the Front (Army command) and in principal continued to support the defense of Sevastopol.*

## 6.6 Air Transport

Air Transport is not available for either player in this game [exception: PB 10.44e].

# 7.0 Special Units and Situations

## 7.1 Special Reinforcement Pool Groups

Certain Special Reinforcement Pool Groups have special conditions attached. See scenarios 3, 4 and 5 for these group special conditions.

## 7.2 Special Axis Situations

**7.21 Romanian Regiment Substitute Counters.** The Axis player uses these only for Romanian infantry or mountain type units. Romanian RSCs cannot be used for German units and German RSCs cannot be used for Romanian units [see also PB 3.21b for special use].



**7.22 Axis Garrison Requirements.** Each city hex the Axis captures requires a garrison of one step (of any combat type), or the VPs for that city are lost. For multi-hex cities the required total garrison can be in any single hex or combination of hexes of that city.

## 7.3 Artillery

**7.31** Unless located in the Defender Hex Romanian artillery units provide defensive support at half strength (drop fraction). No more than two Romanian artillery units can combine to provide fire support in a single combat. German artillery units can combine (not reduced) with Romanian artillery up to the four-unit limit.

*EXAMPLE: If there are two Romanian artillery units, no more than two German units can combine with them.*

## 7.32 German Super-Heavy Artillery Units with Asterisk (zero) Support Strength.

[Addition to BSR 23.4]

**a.** These units can also fire only at Soviet Citadel and Fortified Belt hex.

**b.** Those that have zero support strength (shown by asterisk) cause each Soviet coast artillery or super-heavy artillery unit in the target hex to be reduced by one step if the fortification is “Destroyed” by results of the Super-Heavy Artillery Inset Effects Table. They reduce artillery in a hex only once.

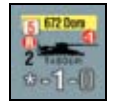
**c.** Participation by those S-H artillery units that have zero support strength (shown by asterisk) allows the attacker to offset the +1 DRMs of all fortifications in the hex (each non-asterisk S-H artillery unit can offset only one such +1 DRM).

**d.** Those that have zero support strength (shown by asterisk) can each fire up to only four times during the course of a scenario. In the Storfang scenario (#8) use the Ammo markers and the Super-Heavy Artillery Ammunition Expenditure Track. Start each unit's Ammo marker on the 4 Box, and move down one box each time the unit fires. Once each unit has fired for the last time (Ammo marker reaches the 0 Box), immediately withdraw the unit from the game.

For other combined campaign scenarios, use a number marker to show the number of times each has fired. Place the marker with the unit, or place it on the unit's facsimile on the Set Up card.

### e. The Dora unit

1. Dora has only a Firing mode; once placed at the start of a scenario, it cannot move, retreat, or advance after combat.



2. Combining Games. Dora will also destroy all Supply Dumps in the target hex (not MSUs). Supply Dumps are not used in the same scenario as Dora but should players want to add Dora to other scenarios, apply this effect. MSUs are not affected due to greater dispersion.

*DESIGN NOTE: Dora cannot move (in game terms) because of the time needed to prepare a new battle position.*

## 7.33 Super-Heavy Artillery Inset Effects Table

*DESIGN NOTE: Sevastopol saw one of the heaviest concentrations of super-heavy artillery in the history of warfare. On the Sevastopol Inset map, the effects of those shells falling on any Inset hex is proportionally greater than on a regular map hex, and the effects on the many types of fortification terrain become more diverse. This table will be found on one of the player aid cards.*

**a.** Any Axis S-H artillery unit can use the Table.

**b.** Resolve the Super-Heavy Artillery Inset Effects Table before resolving regular combat. More than one Super-Heavy artillery unit may attack, but apply only the single best DRM as listed below the Table. Super-Heavy artillery units not listed can use the Table but do not have a DRM on the Table. Those S-H artillery units with only an asterisk for support strength apply only a DRM, not any support strength to the regular combat.

**c.** All effects are applied immediately prior to combat resolution (the super-heavy artillery is making a preliminary bombardment).

**d.** Apply the most favorable Table DRM, if applicable. Refer to the Super-Heavy Artillery Inset Effects Table for results.

### 7.34 Soviet Super Heavy Artillery

a. There are only two such Soviet units provided in this game (the “30+” and the “35+” units). They have only Firing mode and cannot move, retreat, or advance after combat. The reverse side is an infantry reduced strength level (these are two-step units) where the unit has permanently lost its artillery support strength.



*DESIGN NOTE: These two units had huge crews in immense fortifications going several levels underground. They fought on long after their guns were destroyed.*

b. Neither has an attack DRM; both have artillery support strength. Per BSR 23.42 they can provide support (attack or defense) to any in-range hex with a Declared Attack marker.

c. Each counts toward the artillery unit and strength limitations per combat.

### 7.35 Soviet Artillery

a. While on the Odessa map (Scenario Card #1 Back) or Sevastopol Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

*DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.*

b. **Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

7.36 Coast artillery for both sides can conduct all regular artillery procedures (in addition to the effects in PB 8.32).

## 7.4 Combat

*“There is no such thing as a division being finished.”*

—Manstein, 25 October 1941

7.41 **Armored Engineers.** The German 300th Bn functions as “engineer” for most combat and DRM purposes. They are not halved when attacking city. They do not provide the engineer DRM for attacking across river. They are subject to loss from armor attrition, require Type A replacements, and count as armored for VP calculations. They cannot remove enemy Strongpoints, or destroy Citadels, Fortified Lines or Fortified Belts during the Engineering Phase.

7.42 **Engineer Assault.** In any hex where Axis units are attacking a non-destroyed Soviet fortification (of any type), the Axis player can add one engineer unit (any type) over and above the normal stacking limit. The engineer must combine with other units attacking that fortification. Engineer effects in combat are automatically in effect. If that engineer survives combat, it must advance after combat (if results allow); it is retreated on any other combat result.

7.43 Any defending hex containing only Romanian units (no German units present) cannot be placed under No Retreat orders [exception to BSR 14.33].

7.44 **German 22nd Infantry Division.** When all three regiments of this division are present in the same hex (at full or reduced strength), they qualify as a full division for purposes of fortification removal.

## 7.5 Axis Panzer and Motorized Units

### 7.51 Panzer Division Integrity [Addition to BSR 15.68]

A single Panzer Division receives a (–1) DRM for each group containing one Panzer Battalion and one Motorized Regiment or Reconnaissance Battalion. All units must belong to the same Panzer Division. The 22nd Panzer Division could have three such groups, each receiving a (–1) DRM in separate combats, but only one such DRM is allowed per Panzer Division in any single combat. When four of the six units of this division are present in the same hex, they qualify as a full division for purposes of fortification removal.

7.52 **Motorized Divisions.** None may be present on map at the same time a Panzer division is on map.

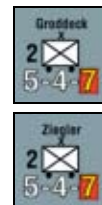
### 7.53 German 60th Motorized Division

a. If either of the two motorized infantry units of this division are removed from play due to combat losses (to Cadre or Eliminated boxes), each returns only as non-motorized infantry; conduct an immediate Unit Conversion for that unit and use the corresponding Unit Conversion counter (one for each regiment is provided).



b. When all three units of this division are present in the same hex, they qualify as a full division for purposes of fortification removal.

7.54 Due to sub-unit composition, both the Groddeck and Ziegler brigades qualify for the Combined Arms Bonus (CAB) on attack when allowed by weather, or terrain and absence of defending Soviet armor, AA or AT units. When defending, both units negate Soviet CAB, and trigger armor attrition.



## 7.6. Soviet Surrender [Addition to BSR 21.0]

61.61 A combat unit in any hex does not have to make a Surrender check as long as it can trace an overland Line of Communications (LOC) [BSR 6.2] of unlimited length to:

- The Ice Bridge in Scenarios 4,5 and 9.
- A friendly port or anchorage; disregard whether the port capacity [PB 8.44] is adequate to provide General Supply to all units tracing to it.

**Exception:** Port or anchorage hexes containing only a Soviet CD artillery unit must make a Surrender check when Axis units with 2 or more stacking points are adjacent.

*DESIGN NOTE: There are several lone Soviet CD artillery units occupying coastal hexes with a defense strength of 1 to simulate their defensive capability against a seaborne landing, but their defense strength would have been zero against land attack. Such units were easily overcome by small Axis forces.*

7.62 The Surrender Table now includes a DRM showing the increased likelihood of militia unit surrender and the increased likelihood of Surrender during a specified period of the game.

**7.63** Naval units are not subject to Surrender.

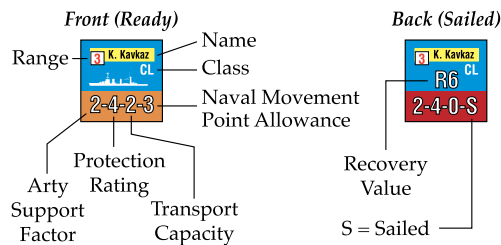
**7.64** Soviet units in an undestroyed Citadel hex are not subject to Surrender.

## 8.0 Naval Operations

Only the Soviet player has naval units.

### 8.1 Naval Units

#### 8.11 Explanation of Naval Unit Values



BB Battleship  
CL Light Cruiser  
DL Destroyer Leader  
DD Destroyer  
T Transport

#### 8.12 Characteristics

**a.** Naval units are not combat units, but they can affect (ground) combat units. They have no stacking value. They do require General Supply or Attack Supply.

**b.** Naval units move only at sea and have no effect on movement of units on land. They cannot prevent entry of enemy combat units into a port hex [see PB 8.23b]. They do, however, prevent entry of enemy non-combat units [such as MSUs].

**c.** Naval Units have no steps; they suffer Damage Points [8.34]. A unit in the Eliminated Box cannot be rebuilt [except “T” type].

**d.** All naval units [except transport type] are allowed AA Fire. For this purpose each naval unit counts as an AA unit, regardless of Damage on it; but it provides AA only for itself [see also 6.44d and g].

**e.** Naval units cannot be reduced or removed to satisfy combat unit step losses, but they can be damaged or eliminated due to Naval Movement Loss Table results, or the Shipping Attack air mission [PB 6.44].

*NOTE: Flotilla units are not naval units [PB 8.8].*

#### 8.13 Naval Unit Readiness

**a.** Naval unit counters have two sides: Ready and Sailed. The Ready side indicates Ready status: the unit is armed, fueled, provisioned and crewed. To be eligible for naval movement [PB 8.2] a naval unit must be in Ready status [Exception: 8.23b]. Sailed naval units check for readiness during the Naval Readiness Phase of the Strategic Segment.

**b. Procedure.** The Soviet player must designate Sailed naval units to either roll for repair or for readiness. No Sailed naval unit can roll for both procedures in the same Naval Readiness Phase. The Soviet player rolls one die for each selected naval unit that is in Sailed status. Apply DRMs from the Naval Unit Readiness and Repair Chart. If the modified die roll result is equal to or less than the unit’s Recovery rating, change that naval unit to Ready status. Units that do not pass

Readiness remain in Sailed status and can try again next turn. Units that pass Readiness can remain Ready indefinitely.

**c.** Sunk naval units are permanently lost [exception: Transport type; PB 8.34.b]; sunk naval units do not check for Readiness.

### 8.2 Sea Zones and Naval Movement

**8.21** Naval units move only by naval movement at sea. When naval movement occurs, the naval units physically move. Any ground units with them [loaded for naval transport; PB 8.5] move with those naval units [even when forced to move; see PB 8.23b]

**8.22** All sea areas are divided into sea zones. Coastal hexes and ports are not part of any sea zone. Sea zones are used for naval unit movement and are used for calculation of how far a naval unit can move. Naval units are not placed on any specific hex in the sea zone unless for a specific mission [such as in PB 8.6].

*NOTE: The Map-T Holding Box is a port, not a sea zone. All sea hexes on the Sevastopol Inset Map are part of the Sevastopol Sea Zone; these are not a separate sea zone.*

#### 8.23 Naval Movement

**a.** A naval unit conducts naval movement in either, or both, the Motorized Movement or Movement phases.

**b.** A naval unit conducts naval movement also during enemy Movement or Reaction Movement or during advance or retreat after combat only when it is forced to do so [these are rare circumstances] because an enemy combat unit enters the port hex it occupies. Transfer it immediately into the adjacent sea zone; such transfer is subject to the Naval Movement Loss Table [8.3] and treat “abort” as a D1 result. It remains in Ready status while at sea. If it begins in Sailed status, it turns immediately to Ready status but apply a (+3) DRM to the Naval Movement Loss Table.

*NOTE: Naval units can move during any type of weather but only Storm weather causes a DRM on the Naval Movement Loss Table.*

**c.** Move naval units one at a time, individually.

*DESIGN NOTE: Soviet ships do not move as groups because of poor command and control.*

**d.** Move each from sea zone to sea zone, from port to sea zone, or sea zone to port. Naval units do not move from hex to hex even though each sea zone includes a hex grid. The grid is used only for naval unit placement for certain game functions.

**e.** Naval movement is not limited by Non-Op status of HQ units [they are a different command].

**f.** Naval units can remain “at sea” in a sea zone at the end of Naval Movement in the Soviet Movement Phase only if they do not have sufficient NMPs to enter a friendly port.

**Exception:** Transporting units for Amphibious Assault [PB 8.74c.3].

*DESIGN NOTE: The Soviets understood all too well that they did not have the capability to replace lost vessels. Ships at sea were far more vulnerable to the Luftwaffe than ships in port.*

**8.24** Naval movement is measured in terms of Naval Movement Points (NMPs). Naval units can spend all or some of their printed NMP allowance each phase they move.

- Naval units use their NMP allowance (as shown on the bottom right-hand portion of each naval unit).

- Flotilla units use hex movement.

**a.** There is only one type of NMP cost. It costs one NMP for a naval unit to enter a sea zone from a port or an adjacent sea zone. Each port on Map Q is adjacent to only one sea zone.

**b. NMP costs:**

- To move from one sea zone to an adjacent sea zone, cost 1 NMP
- To end movement on any all-sea hex in the same sea zone is no NMP cost
- To move from port to an adjacent sea zone, cost is 1 NMP
- To enter a port hex adjacent to the sea zone there is no NMP cost

### 8.25 Naval Unit Status

**a.** Once a naval unit ends its movement phase in a friendly port, turn it over to its “Sailed” side. Sailed naval units cannot move until they change to Ready status.

**b.** A naval unit in Sailed status can provide artillery support [PB 8.6] and AA Fire.

*DESIGN NOTE: The reasons for availability for movement are not the same as the reasons for availability for fire support.*

**c.** A naval unit is not turned over to Sailed until it enters a friendly port.

*NOTE: Until it enters a friendly port it cannot re-load with ground units for naval transport [PB 8.5]; it cannot conduct Damage Repair [PB 8.35].*

### 8.26 Shallow Water

Certain sea and coastal hexes are specially marked on the game map as Shallow Water.

**a.** No naval movement or flotilla movement [PB 8.8] is allowed within the areas marked as Shallow Water.

**b. The Sivash**

1. Axis combat units can move and attack across Sivash hexsides under the same restrictions as major river hexsides
2. They are limited to only 2 stacking points across any Sivash hexside per phase.
3. An engineer unit must occupy the initial hex at the beginning of that phase (it can move away later during the same movement phase). The engineer can conduct this movement (or combat) by itself, and can support crossings across multiple qualifying Sivash hexsides.
4. If a whole hex is Sivash (no land), no unit of any type can enter it, cross it, or attack across it. Soviet units cannot cross.

*NOTE: This is not naval transport.*

*DESIGN NOTE: The Germans would make use of assault boats to make such crossings. Assault boats were most often controlled by engineer units. The Soviets would use similar methods but note that there are no Soviet engineer units in this game.*

**c. Severnaya Bay.** German combat units can cross these hexsides (on the Sevastopol Inset), in the same manner as Sivash [PB 8.26. b]. This is allowed across any of four hexsides, from 1427/1527 to 1626/1627. Soviet units cannot cross except by utilizing Naval Transport from Inset hex 1527 to 1526 or vice versa. Transporting naval units are subject to Naval Movement Loss.

**d.** No naval movement (except for transport type) is allowed in the Sea of Azov sea zone; flotilla movement is allowed.

**e. Combining Games.** A Bridge Unit cannot be used to cross Sivash or Severnaya Bay hexside.

## 8.3 The Naval Movement and Shipping Attack Loss Tables

### 8.31 General.

**a.** Whenever a naval unit stops its movement for the current phase (either by entering a port or anchorage, by remaining at sea or), and has spent at least one Naval Movement Point, resolve the Naval Movement Loss Table for that unit. Roll separately for each naval unit.

*EXAMPLE: A naval unit spends one NMP to enter the Kerch Sea Zone during the Soviet Motorized Movement Phase and stops there. It is subject to Naval Movement Loss Table results. Resolve the Table for it at the end of the phase and apply the results. During the next movement phase when it moves from Kerch Sea Zone to Feodosia port, it is again subject to Naval Movement Loss Table results upon arrival in the port because it spent one NMP to enter the Crimea Sea Zone. Note that here the Naval Movement Loss Table is resolved twice for the same unit. Results are cumulative.*

**b.** CD artillery units can also conduct Shipping Attack Missions against any in-range naval or flotilla units in line of sight during the Axis Combat Phase.

- 1) CD Artillery units conducting Shipping Attack cannot participate in Ground Combat.
- 2) Each CD Artillery unit targets one naval or flotilla unit. If more than one CD unit is present, some or all may target the same unit/flotilla, or different units/flotillas.

**8.32** Find and then use the applicable column of the Naval Movement or Shipping Attack Loss Table.

**a. Naval Movement Loss Table**

- 1) Use the Air Interdiction column when the Axis player has placed an Interdiction Level One marker in the Naval Movement Interdiction Box [PB 6.42]; apply a (+1) DRM for a Level Two marker.
- 2) Use the Coast Defense (CD) Artillery column for all naval units that either pass within range of at least one enemy CD unit anywhere on the way to a destination hex [such as the Kerch Strait], or where the destination hex is itself in range of an enemy CD unit [such as when stopping in an all-sea hex to provide artillery support to a (ground) combat unit]. Apply an additional (+1) DRM for each additional CD artillery point (count support points, not units) after the first point.
- 3) If both (a) and (b) above apply then use the “Both” column, with DRMs as specified above.
- 4) If neither (a) or (b) above apply, then use the “Regular Movement” column.

**b. Shipping Attack Loss Table**

- 1) Use the appropriate column for the target unit/flotilla.
- 2) Roll separately for each CD unit.

### 8.33 Naval Movement Loss and Shipping Attack Table Results

**a. Naval Movement Loss Table**



- 1) Apply applicable DRMs to the die roll to obtain the final result.
- 2) If the only DRM is for Storm, no more than one (1) printed Damage Point can be applied to the naval unit.
- 3) If “Abort” is the result, the owner chooses to:
  - Return that naval unit (and any transported units) immediately to its departure port, or
  - Apply an additional one point of Damage [required for PB 8.23.b] and remain at the current location (destination port or at sea).

*NOTE: When returning to port due to an Abort result, a naval unit may appear to need to spend NMPs to return to that port, but additional NMPs are not actually spent; the naval unit does not actually physically occupy the destination hex. It has turned back short of its destination, and the NMPs that would have been spent getting to the destination are spent returning to port. No additional NMPs are spent so the naval unit is not again subject to Naval Movement Loss Table results.*

- 4) A naval unit that begins naval movement while in a sea zone will substitute “A” (Abort) results on the Naval Movement Loss Table with an additional one (1) Damage Point. Do not apply the Abort (there is no port to which the naval unit can return).
- 5) Whenever “Damage” is the result, immediately apply the indicated number of Damage points.

#### b. Shipping Loss Table

- 1) Apply applicable DRMs to the die roll to obtain the final result.
- 2) If two or more CD Artillery units target a single naval unit/floatilla, apply all numerical results to the target unit/floatilla.

1

#### 8.34 Naval Unit Damage

- a. If a naval unit receives Damage Points from Shipping Attack [PB 6.44.c] or Naval Movement Loss [PB 8.33], apply the listed number of Damage Points to that naval unit, not to its passengers or to any other naval unit. Once a naval unit accumulates Damage Points greater than its protection rating, that naval unit is sunk; place it in the Eliminated Box.
- b. A sunk transport unit is placed instead in the Cadre Box with 3 Damage Points. It can return to play if it passes Damage Repair during the naval readiness phase. Once it passes, place it with 2 Damage Points in the Map T Holding Box on its Sailed side at the conclusion of the phase.

*DESIGN NOTE: Soviet transport naval units are really groups of transport ships. A loss of individual ships could be replaced after a short organizational delay.*

- c. Passenger ground units are not affected unless:

- 1) the naval unit carrying them is sunk. If the naval unit is sunk, place its passengers in the Eliminated Box.
- 2) The naval unit receives two or more Damage Points while transporting passenger ground units. The transported passenger units each receive a Do Not Move 2 Turns marker.

*EXAMPLE 1: The Soviet “Kominintern” naval unit (protection rating of 3) is sunk upon receiving its fourth Damage Point. Place it in the Eliminated Box. It cannot return to play.*

*EXAMPLE 2: The Soviet “Gp-A” transport naval unit (protection rating of 2) is sunk upon receiving its third Damage Point. Place it in the Cadre Box (since transports can be rebuilt) but any ground units it was transporting go to the Eliminated Box (since it was sunk).*

- d. Record Damage by use of Number markers. Place these on the facsimile for that naval unit, as found on the Naval Units Damage Box on the map.

*NOTE: As an alternative, players could place these directly on the naval unit but are cautioned that this would make for unwieldy stacks of game counters. Other alternatives: players might want to make unit hit rosters, or place the marker on the scenario Set Up Card.*

- e. Naval units with Damage can still change to Ready status but note the (+1) DRM for the Readiness die roll [PB 8.13b].
- f. A naval unit with Damage totaling greater than half its protection rating loses one (1) NMP and half of its support factor (rounded up). Naval transport capacity does not change, regardless of Damage. Naval units with AA retain AA regardless of damage.

#### 8.35 Damage Repair

- a. During the Naval Readiness Phase (of the Strategic Segment) the Soviet player can conduct Damage Repair on each of his selected Sailed naval units and any Ready naval unit with Damage. Conduct Repair after Readiness

- b. **Procedure.** The Soviet player rolls one die for each naval unit with Damage and applies pertinent DRMs from the Naval Unit Readiness and Repair Chart. If the result is equal to or less than the naval unit’s Recovery Rating, remove one Damage Point from that naval unit. No more than one Damage Point can be removed per Naval Readiness Phase for each naval unit.

- c. A Transport type naval unit in the Cadre Box requires just one Damage Point to be removed (of the three points on it) in order to be moved from the Cadre Box back into play. Place it in Map-T Holding Box on its Sailed side with two Damage Points remaining.

#### 8.4 Ports

- 8.41 Every major city, city, or town found in coastal hexes is also a port, regardless of its precise location in that hex [the graphic symbol does not have to actually touch the sea]. A port is always adjacent to a sea zone, not actually in that zone, and is always adjacent to only one sea zone.

- 8.42 Each major port and minor port has a special naval holding box printed on the game map near it. Naval units can be stored there when in port. This is the same as being in that port and is provided only as a convenience to reduce stacking problems. Anchorages are so restricted that few naval units will be found there, so no port box is provided for them.

#### 8.43 Port Categories

- **Major Port:** a coastal hex with an anchor symbol within a circle.
- **Minor Port:** a coastal hex with an anchor symbol.
- **Anchorage:** any city or town in a coastal hex without an anchor symbol.

- 8.44 There is no limit to the number of naval units of allowed types that can occupy a port. Naval units are restricted to the type of port they can use. See the Port Characteristics Chart for the types of naval units allowed in each type of port.

**8.45** Port capacity is measured in terms of Naval Transport Points (NTPs). See the Port Characteristics Chart for the maximum that can be both loaded and unloaded on any turn for each type of port. The number listed on the Chart is the total for both loading and unloading. Capacity used for loading cannot also be used for unloading in the same player turn.

*EXAMPLE: If capacity is 10 and 7 NTPs have unloaded, then a maximum of only 3 ( $10 - 7 = 3$ ) can load in the same turn. Next turn another 10 NTPs can load or unload at that port.*

#### 8.46 Port General Supply

**a.** A port provides General Supply for a limited number of stacking points of ground units that can trace a Supply Line to it. A port thereby becomes a Supply Source (although limited). See the Port Characteristics Chart for General Supply capacity by port type. General Supply capacity is stated in terms of Stacking Points.

**b.** A port of any type (and anchorage) provides twice its General Supply capacity if a friendly “Base” type unit is on that port hex.

*NOTE: Normally, an unlimited number of units can trace a Supply Line off the edge of a game map but, nearly always, Soviet units on Map Q have no connection with the (north) edge of the game map, that being the connection with the rest of the Soviet Union. They are on a peninsula and thereby are cut off by water on all other sides. Furthermore, the north edge of Map Q is not a source of General Supply for Soviet units. So, they rely totally on port capacity to provide their General Supply. As the Axis player captures ports in Crimea, total available Soviet port capacity may become insufficient to sustain all Soviet units. Players are cautioned to watch port capacities carefully.*

*The Axis player depends primarily on his land connection to the north edge of the game map for supply. The Supply Sources there provide unlimited General Supply to all units within range. Should Axis units be cut off from the map edge, they will likewise have to depend on the General Supply capacity of friendly ports.*

**c. Combining Games.** The Axis player is not allowed any port capacity in the Black Sea until he controls Odessa (historically, GT59), and in the Sea of Azov until he controls Odessa, Sevastopol, and Kerch.

**d.** A port (or anchorage) on Shallow Water does not provide any general supply (since it cannot function as a port/anchorage) [examples: hex 3606, hex 4703]

#### 8.47 Soviet Naval Base Units

**a.** The Soviet player has two Naval Base units that can be placed on any Soviet controlled port hex (maximum of one base unit per hex).



**b.** A Soviet Naval Base unit doubles the port capacity of the placement port hex on the GT following placement.

**c.** A Soviet Naval Base unit cannot be moved by road or rail movement. It can only be transported or evacuated by sea transport [PB 8.5].

**8.48 Port Capacity Reduction.** Reduce a port's General Supply capacity as follows:

**a.** If a port hex is within a Zone of Interdiction, reduce the General Supply capacity for each level of Interdiction by the amount shown on the Port Characteristics Chart. Since there are only two levels of

Interdiction, use either the listed amount for Level 1 or double the listed amount for Level 2.

**b.** If a port hex is within range of one or more enemy artillery units in General Supply, reduce General Supply capacity by one per artillery fire support point, up to a maximum reduction of six for as long as the enemy units are in range.

**c.** For a port to have any General Supply capacity at even a reduced rate when enemy combat units are adjacent, a friendly ground unit, combat or non-combat, is required in the port hex.

**d.** Capacity reduction effects are cumulative. Capacity for any port cannot be reduced below zero. A Base unit doubles the net port General Supply capacity after all reductions have been made.

*EXAMPLE: A Soviet Base unit occupies Inset hex 1527 (Sevastopol major port). The printed port capacity is 30, but Axis artillery units with six support points are in range, reducing the capacity by 6 to 24, and the port is in a Level Two zone of interdiction, further reducing the capacity by 12, leaving remaining capacity at 12. The Base unit now doubles this capacity to 24.*

**8.49** A port captured during a movement or combat phase cannot be utilized for Naval Transport, naval movement, or General Supply purposes until the next turn (not next phase).

### 8.5 Naval Transport

*“Novorossiisk has been established as the basis for supplying Sevastopol... I ask Comrade Khrushchev to accelerate the supply of transports in Novorossisk.”*

—Stavka to the commanders of the forces of the Crimea, 16 November 1941

**8.51** Naval Transport occurs after all other ground movement has ceased for that phase.

- Loading or unloading of eligible ground units onto a naval unit is not ground movement and uses no (ground) movement points, however to perform Naval Transport in its entirety (loading, naval movement and unloading) costs the transported ground unit its entire movement allowance for that movement phase [8.54f and g].
- Motorized and non-motorized units entering a Holding Box as reinforcements during their respective movement phases can be naval transported during the movement phase of arrival.

**8.52** Ground units are carried only by naval units that have naval transport capacity. Naval movement of ground units is also limited by the capacity of individual ports [PB 8.45].

#### 8.53 Naval Transport Units

**a.** All naval units capable of performing naval transport have transport capacity marked on them. A naval unit cannot perform naval transport unless it has transport capacity greater than zero.



**b.** Generally, one capacity point carries one stacking point of ground units. One capacity point on a naval unit transports:

- One non-motorized stacking point, or
- One HQ, or
- One Supply Point

**c.** Each motorized stacking point (including orange MA artillery) requires two capacity points; therefore, each motorized stacking

point requires a naval unit having a capacity of at least two points. Naval units cannot combine to carry ground units; a sufficiently large naval unit is required.

**d. Non-Transportable:**

- Armored Train
- CD Artillery
- Railroad Artillery
- Super-Heavy artillery

*NOTE: Replacements Points (RPs) cannot be transported but Soviet “Zap” or tried militia units can be transported. Tried Militia units can be converted to RPs at any time when located on a city, major city or anchorage, and then spent at the end of that turn to restore lost unit steps [BSR 7.22b]. Transported Zap units are used normally [BSR 7.22c].*

**8.54 Naval Transport Procedure**

**a.** Eligible ground units (those that can move this movement phase) and the naval units to transport them must begin together on an on-map port or in the Sevastopol or Map-T Holding Box.

Units allowed to Load:

**Motorized Movement Phase**

- Motorized units
- Non-Motorized units activated by an in-range HQ for port-to-port naval transport. Place Activated marker.
- Infantry, Mountain Infantry, Parachute, and non-Motorized Engineer units activated for Amphibious Assault.

**Movement Phase**

- Motorized units
- Non-Motorized units

**b.** Place the ground units either underneath the naval unit or on the naval unit’s facsimile on the Naval Units Box.

**c.** Perform Naval Movement [PB 8.23] for all transporting naval units to be moved this phase. Each naval unit spends its NMPs to end Naval Movement at either:

- a friendly destination port (place it in the port box); or
- it remains at sea in a sea zone if it cannot reach a friendly destination port; or
- it is placed for Amphibious Assault [PB 8.7]
- all transported ground units have no AA capability.

**d.** Resolve the Naval Movement Loss Table [PB 8.3] after having moved all desired naval units.

*NOTE: After conducting Amphibious Assault during the motorized movement phase the naval unit might return to port. It would do so during the movement phase. If that port is adjacent to the same sea zone, no NMPs are spent, so do not resolve the Naval Movement Loss Table for that unit.*

**e. Unloading.** Place the transported ground units on the map on the destination port hex, up to stacking limits and according to that port’s unloading capacity [PB 8.45 and 8.46; and see Port Characteristics Chart].

**f.** Any transported ground unit that would exceed stacking limits or the unloading capacity of the port, instead remains on the transporting naval unit until the next friendly movement phase when

capacity opens again and cannot expend MPs in the movement phase unloaded.

**g.** Ground units that have conducted naval transport cannot expend any MPs during that movement phase they are unloaded. Unloaded Zap units can be used to strengthen reduced units in the destination port hex [7.22c.2]. Such strengthened units assume any Do Not Move marker carried by the ZAP unit used to strengthen them.

**h.** MSUs and Dumps still loaded on naval units are not eligible to be used by ground units. Once unloaded (onto the port hex) these can be spent in the next phase of the same Segment to provide Attack Supply.

**i.** Non-Motorized units activated for port-to-port transport during the Motorized Movement Phase [8.54a] may unload during the Movement Phase but cannot move [8.54g].

**8.55 Evacuation**

**a.** During any friendly movement phase the Soviet player can declare Evacuation procedure to begin at any friendly port.

**Exception:** Evacuation cannot be declared for a holding box.

**b.** Evacuation takes effect when the declaration is made. Place an Evacuation marker on all ports where Evacuation is declared. Remove this marker during the Game Turn Interphase of the turn of completion of Evacuation. Evacuation is complete either when the Soviet player declares it to be complete or when an Axis combat unit enters the hex.

**c.** While an Evacuation marker is on a port:

- Double the loading capacity of that port [Compute capacity after reduction; see PB 8.47].
- That port cannot unload (it only loads).
- The port’s General Supply capacity is zero (0) until the Evacuation marker is removed.
- Any naval unit arriving there does not change to Sailed mode; it remains in Ready mode.
- Ground units do not have to start in the Evacuation hex in order to load onto naval units that will transport them. They can conduct regular ground movement to the Evacuation port and load and leave, all in the same phase.

**d.** All ground units that conduct Evacuation receive a “Do Not Move 2 GTs” marker immediately upon loading onto a naval unit. The two-GT period for removal begins the turn the unit lands. Naval units are not affected by the Do Not Move marker.

*EXAMPLE: The 1330 Regiment evacuates during GT 59 to hex 1426. A Do Not Move 2 Game Turns marker is placed on it immediately upon landing. During the Soviet engineering phase of GT 59, the marker is changed to a Do Not Move 1 Game Turn. At the end of GT 60 the Do Not Move marker is removed and the unit is free to move on GT 61.*

**e.** Any HQ that conducts Evacuation is turned over to its Non-Op status immediately upon being loaded onto a naval unit. It can begin recovery to Operational status only while on land. As long as it is on a naval unit, its Non-Op status has no effect on other land or naval units.

*DESIGN NOTE: Historically, the Soviets organized the evacuation at Odessa carefully because they could not risk a repetition of the disastrous Tallinn evacuation during August where Soviet personnel and merchant ship losses were enormous.*

## 8.6 Naval Artillery Support

### 8.61 At Sea Naval Artillery Support

a. A naval unit with artillery support strength can contribute that support strength to a Declared Attack, whether a regular (ground) combat or Amphibious Assault combat [PB 8.7]. To do so, the naval unit ends movement on an all-sea hex in range of the Defender Hex. While at sea only one naval unit can support any single Declared Attack, although it can combine with artillery on land if within Command Range of a friendly HQ when combining with other ground artillery in the same combat (all using the same HQ).

b. At sea naval units cannot be used to provide defensive artillery support.

c. Any at sea naval units providing support strength to a Declared Attack must return to port during the Soviet Movement Phase after providing the support.

**8.62** Naval units in port can combine and count toward the artillery unit and strength limitations per Declared Attack.

a. Naval units do not have to be stacked with an HQ to contribute their artillery support strength to a Declared (ground) Attack, but must be within Command Range of a friendly HQ when combining with other artillery (naval or ground) in the same combat (all using the same HQ). The four artillery unit maximum applies to each Declared Attack.

b. A single in-port naval unit can conduct Support without the presence of an HQ within Command Range if it is the only unit (naval or land) providing artillery support to that combat.

**8.63** Naval units in port can also combine to conduct defensive fire support following the provisions of 8.62 above.

*DESIGN NOTE: At both Odessa and Sevastopol Soviet ships were included under a well organized and centrally directed artillery system of observed fire control. Outside of this control they could not respond in a timely manner to enemy actions.*

## 8.7 Amphibious Assault

Amphibious Assault is the procedure by which combat units can attack a coastal hex from an adjacent all-sea hex.

**8.71** Each participating combat unit starts in a port with a naval unit with sufficient capacity and is carried by naval transport procedure to the desired all-sea hex of placement for Amphibious Assault against an adjacent coastal hex.

**8.72** Soviet Amphibious Assault combat takes place only in the combat phase; naval movement for placement occurs in the Soviet Motorized Movement Phase.

### 8.73 Unit Limitations

a. Only the following combat units can conduct Amphibious Assault:

- Infantry
- Mountain Infantry
- Airborne
- Engineer (non-motorized)

b. All participating Soviet combat units (on map or in the Map-T Holding Box) are Activated [BSR 10.24.c] but do not require an HQ for this activation. Place an Activated marker on each.

*DESIGN NOTE: Combat units are being activated by a Front level HQ (or higher) and are not bound by the restrictions for Soviet Army HQs.*

c. Units leaving a port due to Evacuation [PB 8.55] cannot be used for Amphibious Assault in the same turn.

d. Combat units making Amphibious Assault do not require Attack Supply, are not AA capable and are not subject to Soviet Surrender [BSR 21.0] during the turn of Amphibious Assault.

*NOTE: Starting the turn after landing, the very next supply determination phase, these units are required to trace General and Attack supply normally. Units that cannot trace LOC to a friendly port or the Ice Bridge must make Surrender die rolls [PB 7.6] if adjacent to Axis units.*

### 8.73 Placement Limitations

a. Only one combat unit per phase can be placed in a single all-sea hex for Amphibious Assault [due to poor command control].

b. Placement on a coastal hex is not allowed.

c. Coastal hexes which are the object of an Amphibious Assault can be either occupied or unoccupied. Enemy reaction movement is prohibited into an unoccupied coastal hex under Amphibious Assault.

*NOTE: Amphibious Assault can be used to place a unit in a coastal hex that is already occupied by another friendly unit.*

d. From the all-sea placement hex each combat unit can attack any one adjacent coastal hex. It cannot attack two or more coastal hexes in a single combat. Combat units in more than one all-sea hex can combine to attack the same coastal hex, but all must be adjacent to that coastal Defender Hex.

e. Amphibious Assault cannot be conducted by leaving the required naval units in port; they must be at sea.

### 8.74 Amphibious Assault Procedure

a. **Movement:** Move eligible units on the transporting naval units by naval transport procedure [PB 8.54] from departure ports. End movement in an all-sea hex opposite a coastal hex during the motorized movement phase. All naval transport movement is subject to Naval Movement Loss Table results.

b. **Combat:** The units in the all-sea hex declare an attack against a single adjacent coastal hex. They ignore other adjacent hexes occupied by enemy combat units. They can participate in an attack combined with other units already on land.

*NOTE: An enemy unit in an adjacent coastal hex does not project its ZOC through the all-sea hexside between its coastal hex and the all sea hex occupied by the Amphibious Assault units.*

### c. Amphibious Assault Combat Procedure

1. Units conducting an Amphibious Assault ignore retreat combat results. No Retreat or Additional Retreat orders are not allowed.
2. Amphibious Assault Units must advance after combat if the coastal hex becomes vacant.
3. If combat results do not clear the coastal hex of enemy combat units, surviving attacking ground units and the naval units transporting them remain "at sea" in the all-sea hex adjacent to



the coastal hex. They can conduct Amphibious Assault against the hex next turn (if the naval units do not move) without again resolving the Naval Movement Loss Table, or can move away (by naval movement) during their next movement phase (and might be subject to Naval Movement Loss Table results).

4. While on the all-sea hex they cannot be attacked by enemy ground units on the coastal hex except for in range CD Artillery units participating in a Shipping Attack.

5. Flotillas can also be included in the combat and can advance after combat onto a vacated coastal Defender Hex.

6. Ground units that have conducted Amphibious Assault cannot conduct movement for the rest of the turn (or 2 turns if their transporting unit has received two or more damage points [PB 8.34c.2]).

**d.** Amphibious Assault units can make a Declared Attack against an unoccupied coastal hex, ignoring other adjacent coastal hexes. Combat procedure is not followed since there is no actual attack [the hex is vacant]. All of these units must advance after combat onto the vacant coastal hex.

**8.75** An MSU (not a Dump) can be carried by a transport naval unit to a coast hex occupied by a friendly combat unit or supply unit.

**a.** It moves onto the coastal hex during the combat phase as though it were a combat unit making an Amphibious Assault. It can accompany other combat units currently making an Amphibious Assault and can provide combat supply once it has landed, and during the same phase it lands.

**b.** Once landed, an MSU can also be expended during the Supply Determination Phase to place Soviet units in General Supply [BSR 6.53], but cannot prevent Surrender die rolls for Soviet units unable to trace LOC to a port.

### 8.76 Coast Defense (CD) Artillery Effects

**a.** During naval movement CD artillery causes a DRM on the Naval Movement Loss Table if that naval unit, at any point in its naval movement, either passes [PB 8.32b] or ends within range of an enemy CD unit.



*NOTE: Where the Odessa and Sevastopol Sea Zones join (near hex 2517) is not intended to force CD effects. The area is constrained by the need to fit the Inset map onto the game map. Naval units move by this area without CD effects, unless conducting amphibious assault within range of coast defense artillery.*

1. During naval movement the final hex of Amphibious Assault naval movement becomes the naval target hex for all CD units in range of that hex. A CD unit can affect more than one naval target hex per turn [since it affects all that are within range]. Designate those CD units that will apply their support strength at each naval target hex for purposes of Naval Movement Loss Table.

*EXAMPLE: The Soviet player makes an Amphibious Assault against two different target hexes in range of a single Axis CD unit. The Axis CD unit has the range to reach both naval target hexes. It can be used against both of the two naval target hexes for purposes of determining Naval Movement Loss Table results.*

2. Total the support strengths of all in-range CD units. CD units cannot fire at naval target hexes through any all-land hexsides or more than one coastal (part-land and part-sea) hexside.

3. The support strengths of all CD units in a Defender Hex are doubled against each naval target hex.

4. The total obtained is the CD artillery point strength to apply as a DRM on the Naval Movement Loss Table.

*NOTE: A CD unit can be counted twice if it is adjacent to two naval target hexes.*

**b.** During combat the same CD unit can apply its artillery support strength on one Defender Hex. Apply each CD unit's support strength to just one defending coastal hex, not all that are in range. No doubling occurs for combat [Doubling applies only to DRM computation on the Naval Movement Loss Table; PB 8.76a3].

**c.** All CD units of both players always apply their CD effects against naval movement, regardless of their supply status. Soviet CD units always have attack supply, regardless of its function, and regardless of ASP availability. Axis units are subject to normal supply restrictions.

### 8.8 Flotillas [Addition to BSR 23.3]

**8.81** Flotilla units are land combat units but have special movement capabilities and restrictions.



**8.82** Flotilla units can move up to sixteen hexes in both friendly regular movement and friendly motorized movement phases. They do not move during the reaction movement phase [since they were not tied into the HQ communications system].

**8.83** Flotilla units can move on any hex that includes major river hexside, any coastal hex, and all-sea hexes. They cannot move onto Shallow Water hexes [PB 8.26a].

### 8.84 Flotillas in Combat

**a.** A flotilla unit can always participate in (ground) combat, but cannot attack during a Storm turn. If Storm weather occurs, any Flotilla unit on a sea or coastal hex is picked up (during the weather determination phase) and placed at the nearest friendly port within its movement allowance. If there is no such friendly port, the unit is not repositioned. In either case, it remains stationary for the remainder of the turn (but can retreat after combat). Flotilla units on land hexes adjacent to a river hexside are not repositioned.

**b.** When alone in a hex a flotilla unit cannot receive defensive artillery support. It can receive offensive artillery support if attacking alone.

**c.** Flotillas can retreat to an all-sea hex.

**8.85** Flotilla units are subject to the Naval Movement Loss Table only when conducting Flotilla movement in an all-sea hex (any number of these) in a sea zone or within range of an enemy coast defense artillery unit. A flotilla unit is sunk (to Eliminated Box) if it suffers three or more Damage Points. Place a number marker on the Flotilla to show points of Damage already inflicted. Flotilla units may also be removed from play normally to satisfy step losses if they participate in amphibious assaults or combat.

**8.86** Flotilla units do not require Attack Supply or General Supply.

## 9.0 How to Set Up a Scenario

*"[The] next task [is] to occupy the Crimean peninsula, which is particularly dangerous as an enemy airbase against the Romanian oilfields."*

—Supplement to Hitler's Directive #34, dated 12 August 1941

Follow the sequence below:

### 9.1 Go to the Scenario selected.

**9.11** Each scenario begins by designating:

- The Scenario Card or the Map to use
- The Soviet and Axis Set Up Cards to select if Map Q is used
- Scenario units

**9.12** Use the following charts and cards for all scenarios:

- Soviet and Axis Air Unit Status/Unit Rebuilding Cards
- The two 11 x 17 Chart Cards

Use the Turn Record Track and other player aid cards as required.

### 9.2 Set up and align those maps and charts that will lie flat.

### 9.3 Place markers on the charts

**a. VP Markers.** Place both markers on the specified box of the Victory Point Track (located on the Axis Air Unit Status/Unit Rebuilding Card).

**b. Soviet and Axis Armor/Artillery loss markers.** Place these in the Zero boxes of their respective Loss/Replacement Tracks (located on the Soviet and Axis Air Unit Status/Unit Rebuilding Cards) unless specified otherwise in scenario instructions.

**c.** Place the Soviet and Axis Replacements markers in the Soviet and Axis Loss/Replacement Tracks in the Zero box unless scenario instructions designate otherwise.

**d.** Refer to the Turn Record Track Codes beside the Turn Record Track. Place the Turn marker in the beginning Turn Box for the scenario being played.

### 9.4 Place Scenario units

**9.41** Place the ground, naval, and air units on the Set-Up Cards. Boxes for units setting up on their reverse sides are marked with a black triangle. A box with a black triangle indicates that a unit is placed on its reverse side because:

- a.** It is at reduced strength.
- b.** It is a Non-Op Soviet HQ.
- c.** It is a strongpoint under construction.
- d.** It is an MSU placed on its Dump side.
- e.** It is an Untried unit.

**9.42 Super Heavy Artillery.** For At Start placement the Axis player always has the option of whether to place these units in Mobile or Firing mode unless the mode is specified in the set up.

**9.43** Place Step Loss, Garrison, Emergency Supply, Out of Supply, or Interdiction Level markers on those units that Set-Up or Scenario Cards specify should receive them. Be sure to check the supply status of all units placed At Start, and then properly mark as Out of Supply those that cannot trace a supply line

### 9.5 Transfer At-Start Units

**9.51** Move the At Start air units to their appropriate boxes on the Air Unit Status charts.

**9.52** Place the At Start ground units on indicated map hexes.

**9.53** Place all Railhead, Railcut, Step Loss, and Strongpoint markers (and those in PB 9.43) on the map hexes designated by the Set-Up cards.

**9.54 Weather Tables.** The Weather Tables on Scenario cards apply to scenario map areas and Map-T Holding Box, if applicable. Weather Table for Scenarios 3,4 and 5 apply to Map Q plus the Sevastopol Inset Map and map-T Holding Box. Players may use historic weather for any scenario by mutual agreement.

### 9.6 Begin Play

Go to the expanded sequence of play on the back cover of this Play Book and begin play.

## 10.0 SCENARIOS

### 10.1 Scenario 1: The Tartar Ditch

#### Historical Summary

As early as 12 August 1941 Hitler ordered his 11th Army to prepare for an operation to clear the Crimea in a swift campaign, and then quickly jump east across the Kerch Straits into the Kuban region to threaten the Soviet Caucasian oilfields. Not seen in Berlin was that the Soviets had heavily fortified and garrisoned the Perekop Isthmus, the gateway into Crimea. The position drew its strength from its narrowness (only 5 miles wide) and the fact that the terrain offered no natural cover for attackers. In addition to recent strong field defenses, the isthmus was covered by the Tartar Ditch, a five hundred year old earthwork, 40 to 50 feet high and deep, that still barred the whole of the isthmus. Behind these defenses sat Soviet 51 Independent Army of seven divisions, commanded by Col.Gen. F.I. Kuznetsov, recently removed from his positions successively as commander of Northwestern Front and Central Front, an unlucky commander during this first year of war (he later commanded another army, the 61st, and survived the war).

Against this position were arrayed parts of German 11th Army, now led by Gen. Erich von Manstein. The 11th Army had also to face major Soviet forces to the east and this left only its 54th Corps of three reinforced divisions, Gen. Erich Hansen commanding, to break the isthmus position. For this they benefited from generous artillery support but the planned follow-on forces were drawn away by renewed fighting to the northeast [see the Kiev to Rostov game] and ammunition was in short supply.

Soviet command surrendered the initiative from the beginning, allowing the Germans an early start by clearing Soviet troops of 156 Rifle Division entrenched in the approaches to the isthmus position. Then on 24 September the main German attack began. Three days of intensive assault got them across the Tartar Ditch and through much of the 10 mile deep defense zone. Only then did Kuznetsov strike back, adding two cavalry divisions and tanks to the defending rifle divisions. By then the Germans were ready and they easily shattered

the Soviet attack. The German advance then resumed, driving to the Ishun Isthmus area, but the combination of heavy casualties here and Soviet attacks from the northeast (off this game map) against German 11th Army forced a complete halt in 54th Corps' drive south. Kuznetsov's troops got a needed break.

The Germans claimed a possibly exaggerated 10,000 prisoners, 112 tanks, and 135 guns as booty, yet they unquestionably won a victory. The Soviets showed they were slow to react to German moves and that they could not hold even these excellent defensive positions. The Germans were now well positioned for a decisive offensive into Crimea.

#### Required:

- Scenario Card #1 Front
- Units used: Listed on Scenario Card #1 Front

**10.11 Scenario Length.** There are four turns. Start with GT48 and end with GT51. Use historical weather (Dry) for all turns.

**10.12 Scenario Area.** Use map on Scenario Card One front

#### 10.13 Placement

- The Soviet player sets up first.
- Resolve Air Readiness beginning GT49.

#### 10.14 Scenario Special Rules

- Exception to BSR 22.26a and b (HQ Recovery and Voluntary Non-Op HQ Disbandment): The 51 HQ cannot be disbanded at any time in the scenario, and cannot roll for recovery on GT 48.

*DESIGN NOTE: Extremely poor Soviet command and control was a major factor in the loss of the outstanding Perekop defensive position.*

- Both sides are in General Supply for the entire scenario. MSUs and Dumps are not used. The Axis player disregards Attack Supply restrictions for GTs 48 through 50; on GT 51 he has no Attack Supply. The Soviet player is in Attack Supply for the entire scenario.

- Neither side receives replacements or new Strongpoints.

- No Rail movement is allowed.

#### 10.15 Victory Conditions

- The Axis player wins if he captures and holds by the end of the scenario all of the following hexes: 3606, 3705, 3708, and 3808 and loses five or fewer steps.
- The Soviet player wins if he avoids Axis victory conditions, or if the Axis player loses more than five steps regardless of the number of hexes taken.

*Historic result: Soviet Victory. Hansen's Corps was unable to take the fortified positions in hexes 3708 and 3808.*

**10.16 Play Notes.** The burden is on the Axis player to win this one because of the superior Axis forces available. The first task is to completely clear the two Perekop hexes (3606 and 3705). The safest strategy is to amass overwhelming strength on one hex at a time to limit potential Axis losses and maximize Soviet losses, but it may not be the best strategy. Only when both hexes are cleared will Axis forces be able to spread out to attrit the Soviet forces before making attacks to seize the final objective hexes. If you take two turns to clear hexes 3606 and 3705, the astute Soviet player can leave behind a bare minimum of blocking units to insure that the Axis forces will only be able to attack hexes 3708 and 3808 on GT 51 when there

is no Axis Attack Supply. Perhaps better to risk early step losses to have two turns to force the Soviet player to sacrifice units in front of hexes 3708 and 3808. The Soviets need to be weakened enough to allow successful attacks on GT 51 without Attack Supply. The Soviet player should be prepared to sacrifice all of the units in the two Perekop fortified hexes to keep the Axis forces bottled up for two turns – or longer if at all possible. With a Non-Op 51 Army HQ, moving your units up (or back) will be challenging, but remember, your cavalry divisions can be moved in the Motorized Movement Phase, allowing you to move two units per turn. Additionally, your 3rd Crimean DNO Division starts outside of the Non-Op 51 Army HQ command range, so it can make one full movement normally into that command range in addition to the limited movement for units beginning inside the command range. The most crucial task will be to deploy the minimum number of units to shield the final objective hexes while retaining sufficient strength to defend effectively on GT 51. This will require skill.

## LEARNING SCENARIO COMBAT TUTORIAL

**Situation:** It is GT 48 of the scenario and positions on the tutorial map show Axis and Soviet units at the completion of the Axis Movement Phase. The Axis player makes attack declarations for hexes 3606 and 3705. Normally Declared Attack markers would be placed on both hexes, but are omitted to better see the defending units.

There is no Soviet Reaction. The command range for the Non-Op Soviet 51st Army HQ makes reaction impossible, and the only motorized unit (5th(+) Tank Regiment) is already in an Axis ZOC.



#### AXIS COMBAT PHASE

**1) CAS Missions (Axis Placement).** The Axis player has decided to attack hex 3606 in strength and places the following air units face down on that hex: one BF109E, one BF109G and one Ju87. The Ju87s are vulnerable to fighters, but are better able to pass AA die rolls, and have a CAS rating of 2 – thus the maximum fighter protection. The Axis player also runs a CAS mission in defender hex 3705 and places one Ju88, one HE111 and one dummy air unit in the hex to make both hexes appear to have an equal number of air units.

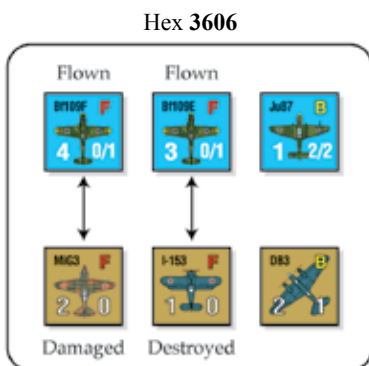


**2) CAS Missions (Soviet Response).** The Soviet player suspects the main attack will fall on hex 3606, and places the following air units on the hex: one MiG3, one I-153 and one DB3 bomber. He is hoping that there is only one Axis fighter, and that if he gains the initiative, he can attack a mission air unit (hopefully a Ju87) with his best fighters.

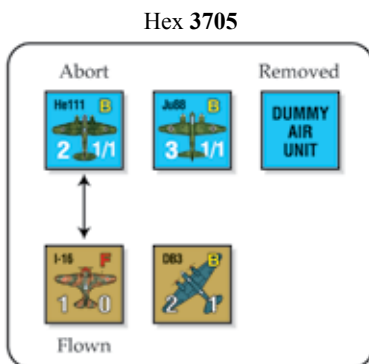
He places his remaining two air units (one I-16 fighter and one DB3 bomber) on hex 3705.

### 3) Air Combat:

**a. Hex 3606.** The Axis player reveals his air units, and since this is a CAS mission, does not need to declare whether his fighter units are firing or mission units – they can only be firing units. The Axis player rolls the die for Air Initiative and obtains a 3 – Axis Initiative. The Axis player orders his firing units against the Soviet firing units – Bf109F vs MiG3 and Bf109E vs I-153. Since all firing units are engaged, the mission units are not part of the air combat. The Axis player hopes to minimize any damage to his fighters while retaining a good possibility of destroying or damaging both Soviet fighters. The Soviets fare poorly in both combats. The I-153 unit is destroyed and the MiG3 unit is damaged, but neither roll well enough to damage or destroy the Axis fighters. The Soviet player might have done better by avoiding air combat. On GT 49 the Axis player will be able to utilize both JU87 units because he will be able to adequately protect both with his fighter units.



**b. Hex 3705.** The Axis air units are turned over and the Dummy unit is removed. The initiative die roll is 9, so the Soviet player orders combat, attacking the HE111 bomber unit and rolling well enough to force it to abort.



**4) AA Fire.** In both Declared Combats each side has an infantry division in or adjacent to the mission hex, so both sides make AA die rolls. Neither side has any AA units or in-range Operational HQs, so there are no + DRMs to the die rolls. The Ju87 has a -1 DRM.

Mission hex 3606	Die Roll	Result
Ju87 (Axis)	4 (-1) = 3	No effect
DB3 (Soviet)	10	Damaged

The only remaining DRM is the -2 for the Ju87 since the DB3 was damaged and placed in the Damaged Box.

Mission hex 3705	Die Roll	Result
Ju88 (Axis)	10	Damaged
DB3 (Soviet)	9	Aborted

There are no DRMs to apply. The DB3 was aborted and placed in the Flown Box., and the damaged Ju88 was placed in the damaged Box.

### 5) Odds.

**a. Hex 3606.** The Axis player attacks with the following ground units:

Unit	Hex	Attack Strength
73 Div	3505	8
190 AG Bn	3505	2
SS LAH Recon	3505	2
46 Div	3605	8
<b>Total</b>		<b>20</b>

Unit	Hex	Support Strength
49 Arty Rgt	3405	3
I-814 S-H Arty	3503	2
641 S-H Arty	3504	2
<b>Total</b>		<b>7</b>

All artillery is in range of hex 3606. The Super-Heavy Artillery can participate because undestroyed fortifications are present in the hex. Theoretically, up to four in-range artillery units and four additional in-range Super-Heavy artillery units could participate so long as the support strength does not exceed attack strength.

Total attack strength = 27 points

**b. Hex 3606. Soviet defender strength.**

Unit	Hex	Defense Strength
106 Div	3606	4
5 (+) Tank Rgt	3606	1
<b>Total</b>		<b>5</b>

Unit	Hex	Support Strength
52 Arty Rgt	3706	1
<b>Total</b>		<b>1</b>

Total defense strength = 6 points

Basic odds: 27 to 6 = 4 to 1

### 6) Die Roll Modifiers

Soviet Undestroyed Fortified Line	+1
Soviet Undestroyed Strongpoint	+1
Axis S-H Arty *	-2
CAS (Ju87)	-2
Net DRM	-2

\* Each S-H artillery unit is able to offset the +1 DRM of one of the undestroyed fortifications.

The Soviet player would really like to issue an Additional Retreat order to this hex, but cannot because his HQ is Non-Op. The Axis player gains no benefit by issuing an order, so does not.

**7) Combat Resolution.** The die roll is 5 (modified to 3 by the -2 DRM). The Axis player consults the 4 – 1 column of the Combat Results Table. The result is 2R. The Soviet defenders in hex 3606 must lose two steps and retreat two hexes. The Soviet player does not see much opportunity for attacking, so removes the one step 5(+) Tank



Rgt and reduces the 106 Div by one step and retreats the reduced division to hex 3707. The Axis player elects to advance only the 73 Div into hex 3606. The first Declared Combat is concluded.

**8) Second Declared Combat in hex 3705.** The same sequence is followed for the second attack. This is a much smaller diversionary attack conducted because the 271 Soviet Division exerts a ZOC into the hex occupied by the German 46 Division and must be attacked if the 46 Div is itself attacking.

- The opposing strengths are 4 to 4 = 1 to 1 odds.
- The Soviets also have a +2 DRM for an undestroyed Fortified Line and Strongpoint, and the Axis attackers can only offset with a -1 DRM for an Engineer effects attacking undestroyed fortifications. There are no air DRMs.
- The Soviet player would like to issue No Retreat orders for this combat, but again cannot. The Axis player, however, sees the possibility of significant step losses, so issues Additional Retreat orders to the attackers.

**9) Combat resolution.** The attacker die roll is 10, modified to 11 by the +1 DRM. The attacker is required to lose two steps, but the loss is reduced to one step by the Additional Retreat orders. The Soviets suffer no loss. Because engineer effects were employed, they must lose the step. The engineer unit is turned to its reduced side. The attackers must retreat three hexes, and the Soviet player chooses the retreat paths. Both units are retreated to hex 3702. Combat ends.



End of GT 48 Axis Combat Phase

#### AXIS MOTORIZED MOVEMENT PHASE:

The Axis player could move both the 190 Assault Gun and SS LAH Recon units up to ½ of their respective MAs, but prefers to keep them where they are to serve, if needed, as Reaction units during the Soviet Combat Phase.

#### AXIS ENGINEERING PHASE:

1) The 73 Division occupies hex 3606. Being a division, it has the engineering capability to destroy Fortified Lines and remove Strongpoints. It does so now. The Soviet Strongpoint is removed and

a Fortified Line Destroyed marker is placed in hex 3606. On future turns the Axis player will be able to trace supply, use road movement and convert rail hexes through hex 3606 now that the Fortified Line is destroyed and the Strongpoint has been removed.

2) The Axis player chooses to leave both S-H artillery units on their Fired sides instead of turning them to their mobile sides. Both will be needed the next turn to assist in the attack against hex 3705

#### SOVIET OPTIONS:

**Counter attack:** a very bad idea. You will not generate anything approaching favorable odds, the Axis player will generate a +1 DRM by issuing No Retreat orders, and there is another Ju87 in the Ready Box waiting to add its +2 DRM without having to worry about Soviet fighter interception.

**Defend forward:** not a good idea either. Other than the doomed 271 Division in hex 3705, you have no defensive terrain for +DRMs if attacked. You can't issue Additional Retreat orders. You are playing into Axis strength and will lose multiple steps for no appreciable gain.

**Falling back and delaying:** Your best chance. Retreat your cavalry and artillery from hex 3706 back to the Strongpoints in front of Ishun. Leave the 106, 156 and 271 divisions to their fate and let them buy time for you. You can lose one of the two remaining strongpoint hexes, so you may want to defend one in more strength than the other. Your first unit moved on GT 49 Movement Phase should be the Non-Op 51 Army HQ. Move it as far south as possible to restore freedom of movement around Ishun. Hope that your HQ recovers Operational status so it can issue No Retreat orders for that critical GT 51.

## 10.2 Scenario 2: Odessa: Hero City

*"Odessa shall not be surrendered. It shall be defended until the end. The Black Sea Fleet shall help fulfill this mission."*

—Stalin, 5 August 1941

### Historical Summary

On 8 August Romanian Fourth Army was directed by Romanian High Command to defeat the enemy just beyond the Dneister River and to occupy Odessa. Soviet forces defending the river were by now in full flight east due to the major defeats well to the north at Uman (well off the game map). The defending Soviet Independent Coastal Army, Gen. G. P. Safronov commanding, had only 27,500 men. Observers expected them to be overwhelmed. Opposing them was Romanian Fourth Army, commanded by Gen. Nicolae Ciuperca, which would soon number 160,000 men, 1100 guns, and 70 tanks.

Overall, the Soviet defenders were not particularly well-equipped or organized at first, but they resisted fiercely. They were greatly aided by concentric rings of fortifications (built largely by civilian labor), and the support of the Soviet Black Sea Fleet which contributed infantry and occasional naval gunfire support. The Soviets also instituted a highly effective artillery support system incorporating both land-based and naval artillery. In addition the Soviets held another 10,000 ill-equipped men in reserve. Essential to Soviet success, however, was the ability to reinforce Odessa by sea. Odessa would have fallen quickly without the thousands of reinforcements

and great quantities of munitions brought in by sea during the 73 days of the siege.

The siege of Odessa went through three stages. The first, running from about 8 August through 5 September, encompassed two major assaults intended to complete the encirclement and then a punch through the Fortified Belts. While many of these initial attacks went sour and saw heavy Romanian losses, the end of the second major assault would find the Soviets driven from their outer line. The most important Romanian gain occurred in the Eastern Sector where they advanced to the sea [hex 2110] allowing them to bring Odessa under observed artillery fire.

The second stage saw most combat shift to the Southern Sector. Using fresh divisions the Romanians made steady progress, advancing up to Tartarka [hex 1812] and closing on the main Soviet airfield at Dalnik. Yet the Romanians still could not achieve a breakthrough and continued to suffer ruinous losses. On 9 September, Ciuperca was replaced by Gen. Iosif Iacobici, the former Defense Minister.

Without any real plan, Iacobici quickly, and predictably, exhausted his divisions in yet more bloody frontal assaults. Sensing weakness, the Soviets launched a surprise offensive in the Eastern Sector on 22 September. Supported by naval gunnery from the Black Sea Fleet and amphibious landings they pushed the Romanians out of range of Odessa port putting the Romanians fully onto the defensive. On 30 September Moscow ordered Odessa evacuated to reinforce Soviet troops in Crimea now threatened by a renewed German offensive there (see Scenario #3), and Gen. I. Y. Petrov took over as commander of Coastal Army in early October. The Soviets successfully carried out evacuation over two weeks. During the night of 15-16 October the last lift of some 35,000 soldiers was evacuated, although leaving behind many of their heavy weapons. In sum perhaps as many as 100,000 soldiers and 150,000 civilians and 200,000 tons of material were evacuated over the period of the siege, an incredible achievement in the face of Axis air superiority and the loss of several ships to air attack.

Prior to the great evacuation, the Soviets had committed heavily in the defense of Odessa, perhaps 120,000 men, and official figures admitted the loss of 41,258 of them. Of some 360,000 Romanians who saw action at Odessa, a staggering 111,265 became casualties. The Romanians suffered from the start from their poor training, inadequate equipment, and an attack philosophy of massed infantry attacks against machine guns and fortifications. The Soviets viewed Romanian tactics as predictable and poorly coordinated. The initial decision to attack without preparation had cost so many casualties that there was never again enough Romanian manpower available to mount a perimeter-wide assault.

The Romanian Fourth Army did not see action again for nearly a year. Some very badly mauled divisions did not fight again until 1944. Evacuated Soviet troops were back into the fighting in the Crimea within a month or even less. The Romanians may have gained some prestige in finally capturing Odessa on their own, but the victory was as hollow as many of their divisions had now become. Worse, the carnage seriously eroded Romanian popular support for continuation of the war against the Soviet Union.

#### Required:

- Scenario Card #1Back (Odessa Map)
- Scenario Card #2 Front (Axis and Soviet Set Up and Reinforcements)

**10.21 Scenario Length.** There are thirty-three turns. Start with GT27 and end with GT59. Use historical weather for GTs 27 and 28. Resolve the Weather Table for all remaining turns.

**10.22 Scenario Area.** Scenario Card One Back

#### 10.23 Placement

- The Soviet player sets up first.
- Resolve Air and Naval Readiness beginning GT28.
- All Soviet MG units are set up on their Tried side.

#### 10.24 Scenario Special Rules

**a.** The Soviet player uses the Sevastopol Holding Box on Scenario Card #1Back for certain reinforcements, all replacements, and for naval units. Ground units exit only by naval transport procedure. Due to Axis advances, there is no direct land connection between Odessa and the Sevastopol Holding Box. Apply rule PB 2.12 for the Sevastopol Holding Box, using it like the Map-T Holding Box.

#### b. Replacements and Strongpoints

- The Soviet player receives one (1) Type I RP per turn starting GT30. All are received at Sevastopol, unless marked otherwise on the Set-Up Card.
  - The Axis player receives only those replacements shown on the Set Up Card. Units restored from Cadre return to play through the west edge.
  - The Soviet player can conduct strongpoint construction beginning GT30 at the rate of one strongpoint per turn. These cannot be constructed at more than nine hexes from Odessa Map hex 2011.
  - The Axis player cannot build Strongpoints.
- c.** Both sides always have Attack Supply; do not use MSUs. General Supply restrictions still apply. Exception: Soviet units roll for Surrender only if unable to trace LOC to a friendly port [PB 7.6].
- d.** Suspend BSR 22.26.b (Voluntary Non-Op HQ Disbandment). The Coastal HQ can recover effectiveness only by passing the recovery die roll.
- e.** Apply rule PB 7.34 and 7.35 for all Soviet artillery, coast artillery, and naval units.
- f.** In this scenario, a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery units on the map need only be within Command Range of an HQ also on the map. Air interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

**g. Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

**h.** Coast artillery for both sides can conduct all regular artillery procedures (in addition to the effects in PB 8.32).

**i.** Axis air units are not allowed Local Tactical Advantage until beginning with GT 40. If this result occurs on the Air Initiative Table, roll the die again until a different result is obtained.

j. Defender hexes containing only Romanian units cannot be issued No Retreat orders [PB 7.43].

k. Treat the Dnester River as a major river for crossing purposes.

l. All Soviet units that have not completed Evacuation on or before GT59 are counted for Victory Point calculations.

### 10.25 Victory Conditions

The Axis player wins an Operational Victory and the game ends immediately if at any time his combat units simultaneously occupy both Odessa hexes. Otherwise, players score Victory Points to determine the scenario winner [see Scenario Card #2 Front].

### 10.26 Play Notes.

**Axis.** Historically the Romanians failed miserably and took ruinous losses, so replicating their tactics will produce comparable results. If you push hard to take VP hexes on or ahead of schedule, and hold down VP deductions for Reinforcement Pool Groups, you probably will burn up your Romanian army without capturing Odessa before it is evacuated. You have no Romanian engineers, your artillery cannot support well, few Romanian air units can interdict, and your units have high stacking values making high odds attacks more difficult to achieve without costly low odds attacks on adjacent Soviet units. Almost every hex attacked will contain a strongpoint, and the dreaded asterisk result will claim many steps. Perhaps take a different approach. Forget about winning on VPs. Take every Axis Reinforcement Pool Group offered. Take your time. Attack selectively. Amass the high odds attacks whenever possible, and make attacks against adjacent Soviet hexes go in at no less than 1 to 2 odds with Additional Retreat orders. For the most part, the Soviets are limited to one I Type replacement step per turn at Sevastopol. If you consistently eliminate 2 or more Soviet steps per turn and keep your losses manageable, you will continue to shrink the Soviet defensive perimeter. One of the keys to Axis success will be to position (and keep) your Axis CD artillery units on the coast within range of the port of Odessa. In-range CD units and interdicting air units in the Naval Movement Interdiction Box will make rolling on the Naval Movement Loss Table a nightmare. It will become very difficult to get those replacement steps brought in, and the shipping attacks on naval units in the port of Odessa will begin to inflict enough damage that a significant number of those naval units will be spending several turns at Sevastopol rolling for repairs instead of transporting troops. Your odds of winning the scenario – still difficult, but achievable.

**Soviet.** You must walk a tightrope. Every step you have is valuable. You must constantly defend in strength as far forward as possible to lower attack odds and increase attacker casualties. Five or six defender strength points augmented by an equal number of artillery support points defending in a strongpoint is a very tough obstacle for the Romanians to overcome. Lower odds allow you to issue No Retreat orders to gain that important +1 DRM while limiting the possible number of R results that would cost you that extra step. However you must always be mindful of potential Axis advances that could encircle stacks in strongpoints, leaving retreat as the only option to rescue those units. Sometimes it is beneficial to sacrifice several surrounded units if it can buy you multiple turns of resistance, but there will be many times when you will need the units for later and must withdraw them, leaving behind a single step at most to extract one more turn of delay. The best use for your fighters air units may well be opposing Interdiction missions directed against HQ Coastal Army. If successful, those Interdiction missions reduce

the number of No Retreat orders and limit the amount of artillery support your units can receive. Deny the coastline north and east of Odessa to the Axis player for as long as possible. If those Axis CD Artillery units can set up on the coast, they will make things difficult for you.

## 10.3 Scenario 3: Crimea: The Road to Sevastopol

*“Do not give up Sevastopol under any circumstances, and defend it with all of your forces.”*

— Stalin, 7 Nov. 1941

### Historical Summary

Since being driven back to the Ishun area, the Soviets had been busy. They fortified the Isthmus with mines, wire, dug-in tanks, turreted emplacements, and even remote-control flamethrowers. Soviet Col. General F.I. Kuznetsov remained in command of Soviet 51 Army. He stuck to a pre-war plan of including the coast line in his overall defense scheme and it perhaps cost him the battle. On the plus side his forces were well fortified and he expected to be reinforced soon by troops evacuated from Odessa. But those forces were still reorganizing back in Sevastopol at the time the Germans attacked.

The German 11th Army, led by von Manstein, also was reinforced, now with more artillery and air support but it still had no armor other than a few assault guns. Leading the attack again was Hanson's 54th Corps although this time backed up by 30th Corps in reserve along with many support troops. They needed ten days to crack the Ishun position achieving a decisive breakthrough on 29 October. The breakthrough at Ishun was so complete that his infantry took all of central Crimea in about four days, Feodosia on 3 November, and cleared the final resistance in the Kerch area on about 16 November, leaving only Sevastopol holding out to the rear. Despite the November mud, this was an exceptional pace. The fighting in the Ishun area cost the Germans heavily, about 7286 casualties, but Soviet 51 Army was finished, suffering 26,000 prisoners alone.

Manstein first hoped to capture Sevastopol in a quick mobile maneuver but he lacked motorized troops and sufficient air power for the quick dash. To regain some mobility he combined several small motorized units into the Ziegler Brigade to push ahead of the infantry. And it almost worked. It captured Bakchisarai on 2 November, well ahead of the infantry, and established a roadblock to cut off the Soviet retreat. But the Soviets managed to by-pass Ziegler's battlegroup by moving along mountain roads and slipped several important formations into the fortress area. Others took the longer route directly through the mountains to Alushta and then along the coast. Altogether about 27-30,000 men came overland into the fortress to join about 23,000 of the naval base already present or recently shipped in.

While 51 Army HQ withdrew toward the Kerch Peninsula in complete chaos, Soviet forces at Sevastopol made ready. The Naval Base reorganized as the Sevastopol Defensive Region, Vice-Admiral Oktyabrsky taking command, and incorporated within it Gen-Major Petrov's Coastal Army, lately arrived from Odessa. For practical matters the Coastal Army was responsible for most ground operations in and around Sevastopol but its command was part of a (then typical) communist committee for over-all direction of war effort

in the area. This made Soviet command sluggish when compared to German command but tighter proximity and communications allowed response times to improve. Also on the plus side was that Sevastopol was drawn up in a comprehensive defensive sector plan as had been done at Odessa.

Since July, troops and civilians at Sevastopol had constructed landward defenses incorporating pre-war naval artillery batteries, some of very high caliber, and immense antique fortifications from previous wars. Three defensive rings were planned but there was time to build only two main lines. Much later these lines blurred as additional fortifications were constructed. Few troops were on hand initially but with the return of Coastal Army and daily reinforcements by sea, numbers were built up to around 60-70,000 defenders by the time the main German offensive began.

When German troops first poked at the outer Sevastopol defenses about 4 November, it became obvious that concentration for the attack was needed. On 10 November the attack began in earnest with 50th and 132nd divisions coming off the march to make converging attacks on the Makensie Heights. The Soviets countered that blow with a timely redeployment of reserves and covered it with naval artillery gunfire. This became a pattern that frustrated many German attacks and on 15 November von Manstein called off his offensive. His 11th Army had suffered over 2000 casualties with little gain and still had not recovered sufficiently from losses in earlier battles. The next attack would have to be a fully prepared deliberate offensive.

#### Required:

- Map Q
- Axis Set Up Card One Front
- Soviet Set Up Card One Front
- Units used: Refer to the Scenario Set-Up Cards.

**10.31 Scenario Length.** There are sixteen turns. Start with GT60 and end with GT75. Use historical weather for GTs 60 and 61. Resolve the Weather Table for all remaining turns. Note the change of Weather Table column on GTs 66 and 74.

**10.32 Scenario Area.** Use Map Q and the Sevastopol Inset Map.

#### 10.33 Placement

- a. The Soviet player sets up first.
- b. Resolve Air and Naval Readiness beginning GT61.

#### 10.34 Scenario Special Rules

- a. Limited Axis rail movement is allowed.

1. Axis Rail Conversion, Map Q: four (4) Rail Conversion Points (RCPs) per turn. Conversion must begin at hex Q2701.
2. The incomplete railroad. At Start of play, mark railroad hexes 2701 and 3607 with railcut markers. These railroad hexes are not available for use by either side until converted [BSRs 19.2 and 19.3]. The Axis player cannot begin conversion of these hexes until GT69.
3. Axis Converted Railroad Capacity: 2 stacking points per turn, Map Q only, solely on converted Railroad hexes.
4. Captured Soviet Rail Use [PB2.34]. Axis player begins with one on map captured rail line with a captured Railhead marker in hex 2601 (this is the forward captured Railhead hex. The rear captured Railhead hex is off-map at Zaporozhe).

5. Axis player may extend only one captured rail line up to 12 hexes per turn [PB 2.34b.]. Captured rail lines do provide limited General Supply.

6. Axis captured railroad capacity: 0 stacking points per turn until the turn after Simferopol is captured. Then 1 stacking point per turn thereafter.

7. Once both Converted and Captured rail lines are operational and Simferopol is Axis controlled, maximum capacity is 3 stacking points (2 maximum on Converted lines and 1 maximum on Captured lines).

*DESIGN NOTE: Axis railroad capacity is very low during this period due to being dependent on captured cars and locomotives operating from Zaporozhe (to the north of the playing area), later supplemented by 5 locomotives and 80 railroad cars captured at Simferopol.*

**b.** Soviet Railroad movement is allowed. Soviet Railroad Capacity is 3 stacking points, total per turn, for Map Q and the Sevastopol Inset map combined.

#### c. Supply

1. Axis Sources: hexes: 2401, 2601, 3401, 4801, and 5001.
2. The Axis player receives 2 Attack Supply Points per turn at any north edge supply source hex.
3. Soviet Source: Map-T Holding Box.
4. The Soviet player receives 1 ASP per turn in Map-T Holding Box.

*Note (1): Both players receive General Supply at any friendly port but this is limited to that port's current capacity [PB 8.4].*

*Note (2): Axis 147 coast artillery unit (in hex 2107) is in general supply because it is on an anchorage.*

**d.** The Soviet player begins play At Start with one Mandated Attack [BSR 12.4].

**e.** While on the Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

*DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.*

**f. Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

**g. Axis Special Reinforcement Pool Group One (SSLAH Brigade).** The use of one unit of this Group in Scenario One does not constitute acceptance of the Group.

*HISTORICAL NOTE: The Group was diverted (permanently) from the Crimea by the need to reinforce against attacks by Soviet Southern Front just to the north of the game area [see Scenario Three in the Kiev to Rostov game].*



**h. Axis Reinforcement Pool Group Two (Ziegler Brigade).** This unit conversion can be done only once during the game. The conversion ends and the original two units return to play in place of the Ziegler unit on the turn indicated. 10.35 Victory Conditions

Refer to Scenario 3 VP Card for VP hexes and Victory Levels.

#### 10.36 Play Notes.

**Axis.** The first objective has to be the rail junction at Dzhankoy. The Soviet player has been tasked with the historical directive to defend forward, and the Axis VP reduction for capture after GT 65 provide one very good reason to trade units for time. Your army is superior, but not nearly mobile enough to pull off a complete victory over the Soviet 51st Army. The Ziegler brigade is a temporary aid, but to provide a decent motorized exploitation force, you should spend the VPs to receive the Leibstandarte Brigade for the turns it is available. Only then will you have the ability to trap and destroy Soviet units that would bar your way to either Kerch or Sevastopol. Utilize your air superiority not only to optimize attacks, but also to Interdict 51st Army HQ. It can issue only one order per combat phase but that is one order too many. Interdiction also forces railed Soviet reinforcements to stop short of the battle area. You lose most of your air assets on GT 68, so the faster you defeat the Soviets around Ishun and Dzhankoy, the more time you will have to devote to Naval Movement Interdiction and Shipping Attack. As the Soviet position disintegrates, you must choose how to divide your forces to pursue the divergent goals of clearing the Kerch Peninsula and reducing the Sevastopol fortifications. Your forces are inadequate to undertake both tasks, so you would be well advised to send enough forces to clear Kerch expeditiously to get the higher VP totals since the bulk of hard-to-defend scenario VPs are in this area. By all means probe aggressively at Sevastopol and inflict step losses where feasible, but terrain and fortifications favor the Soviet player there. Force the Soviet player to devote sea transport to reinforcing Sevastopol rather than Kerch. The Soviet player can turn the area around Kerch into a mini-fortress supported by naval gunfire, so make sure CD artillery accompanies your forces to make the port untenable for Soviet naval units.

**Soviet.** You have the harder task in this scenario. You have to defend in force around Ishun and Dzhankoy to deny VPs to the Axis player and delay advances toward Kerch and Sevastopol as long as possible. The problem is, you do not have a plethora of units to sacrifice to do it. Every reinforcing infantry unit you pull into the initial battles is probably a unit that will not survive and be available for defense later. You have a very low replacement rate (one I Type RP per turn) and it does not take long for losses to far outstrip your ability to replace them. Still, you will need more artillery and AA units to prolong the defense, but you do have some of these you can spare. Remember to utilize your rail transport capacity each turn to quickly move your reinforcing units up. Another balancing area – how long do you elect to construct strongpoints around Ishun and Dzhankoy and neglect fortifying both Kerch and Sevastopol? You can only construct one SP per turn. Compared to other fronts, you are fighting war on a shoestring in the Crimea. As much as you wish to hold Kerch and Feodosia, your first priority is to hold as large a perimeter around Sevastopol as possible.

## 10.4 Scenario 4: Sevastopol: First Assault

*“Sevastopol will be captured as soon as possible”*

—Hitler’s Directive #39, dated 8 December 1941

### Historical Summary

On 17 December the Germans began their first major prepared assault on Sevastopol. Leading once again was Hansen’s 54th Corps, now of four divisions and well supported although still short on personnel from earlier fighting. Their objective was to clear the north side of the Belbek River and they accomplished this after five days of costly fighting. Meanwhile in the south, 30th Corps attacked with two divisions but failed to gain much ground. At no point did the Germans achieve a breakthrough but they did manage to take some important terrain. In this offensive the Germans experienced many difficulties typical for the East Front. Notably, this was the lack of adequate supply; here, meaning they could not take full advantage of their artillery. The Soviets again proved more flexible tactically but more importantly they were able to steadily reinforce Sevastopol to replace losses. The Germans had too few aircraft to spare for interdiction and no navy.

The decisive moment came on 26 December when just as German forces were fully committed to fighting at Sevastopol, the Soviets amphibiously landed elements of the now revived 51 Army around the end of the Kerch Peninsula. At first, the German 42nd Corps, Gen-Lt. Hans Graf von Sponeck commanding, contained the threat, and had defeated all but two of the beachheads, but on the 29th the Soviets made a major landing at Feodosia, well to the German rear. Sponeck panicked and withdrew his corps against orders. Now von Manstein stopped the attack on Sevastopol, withdrawing from advanced positions there, and sent units to stabilize the Kerch front. Sponeck was removed from command and stood court-martial (and was executed on 23 July 1944). The reinforcements restored the front. On 15 January 1942 a small German offensive recaptured Feodosia but there action had to stop. The Soviets were attacking again up north in the Ukraine and the Luftwaffe had to leave to stop it. All of the December battles cost the Germans another 8600 men and the Soviets lost about 7000 killed and 20,000 captured.

Overall, the Soviets had improved their position. While they had yielded about a third of the ground they had hoped to hold in the Sevastopol fortress area, the remaining positions there were quite strong. To the east the Soviets firmly held the Kerch peninsula. The position was secure and could provide a base for further operations to liberate the whole of the Crimea. The loss of the Feodosiya area cramped this possibility but they still wielded a viable threat.

#### Required:

- Map Q
- Axis Set Up Card Two Front
- Soviet Set Up Card Two Front
- Units used: Refer to the Scenario Set-Up Cards.

**10.41 Scenario Length.** There are twenty-three turns. Start with GT84 and end with GT106. The weather is automatically Frost for GT84. Resolve the Weather Table for all remaining turns.

**10.42 Scenario Area.** Use Map Q and the Sevastopol Inset Map.

### 10.43 Placement

- a. The Soviet player sets up first.
- b. Set a spare marker on the Axis Loss/Replacement Track at 4. These are initially available Super-heavy Artillery Points [PB10.44f.2]
- c. Resolve Air and Naval Readiness beginning GT85. Soviet non-Naval air units have the +2 DRM applied to Readiness die rolls since Simferopol has fallen.

### 10.44 Scenario Special Rules

- a. Limited Axis rail movement is allowed.

1. Axis Rail Conversion, Map Q: four (4) Rail Conversion Points (RCPs) per turn. Refer to Axis Set Up Card Two Front for Converted Railhead Placement.
2. Axis Converted Railroad Capacity: 2 stacking points per turn, Map Q only, solely on converted Railroad hexes.
3. Captured Soviet Rail Use [PB2.34]. Axis player begins with all unconverted Soviet rail lines under Axis control. Refer to Axis Set Up Card Two Front for Captured Railhead Placement.
4. Maximum rail capacity is 3 stacking points (2 maximum on Converted lines and 1 maximum on Captured lines).

- b. Soviet Railroad movement is allowed. Soviet Railroad Capacity is 3 stacking points, total per turn, for Map Q and the Sevastopol Inset map combined.

#### c. Supply

1. Axis Sources: hexes: 2401, 2601, 3401, 4801, and 5001.
2. The Axis player receives 2 Attack Supply Points per turn at any north edge supply source hex.
3. Soviet Source: Map-T Holding Box.
4. The Soviet player receives 1 ASP per turn in Map-T Holding Box.

*NOTE: Both players receive General Supply at any friendly port but this is limited to that port's current capacity [PB 8.4].*

5. Soviet player may place one Strongpoint under construction marker per turn.

- d. While on the Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

*DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.*

- e. **Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

#### f. Axis Super-Heavy Artillery.

1. Axis Super-Heavy Artillery provisions of PB 7.33 are in effect on the Inset map.

2. Super-heavy artillery ammunition shortage. Each Axis Super-Heavy artillery unit expends one Super-Heavy artillery point each time it participates in a Declared Combat.

- The Axis player must expend one MSP on the Inset map to provide 4 Super-Heavy artillery points.
- During the Supply Determination Phase expend an ASP (remove an MSU or reduce a Dump to an MSU). On the Axis Loss/Replacement Track, move the spare marker [1043.b] up four spaces.
- For each Super-Heavy artillery unit providing support strength move the spare marker one space closer to the 0 space. When the 0 space is reached, no Super-heavy artillery unit can participate in combat until an ASP is expended to supply more points.

- g. On any turn of Snow weather during Snow climate the Axis player can build Strongpoints [see BSRs 18.34 and 23.12].

- h. **Winter Freeze.** Beginning GT 97 the entire Azov Sea Zone and all of the Kerch Sea Zone north of the "Ice Limit" boundary printed on the map freezes. When frozen this sea area becomes impassable to all naval and flotilla movement for the rest of the game.

*NOTE: This removes all port functions from Kerch (6912), Yenikale (7013), and Genischesk (4804).*

#### i. Ice Bridge

1. On GT 99 the Soviet player emplaces the Ice Bridge marker on hex 7012 (if 7012 is friendly; if not friendly, it is never received). He emplaces it during the turn sequence as he would for a bridge unit over a river [generally follow BSR 23.2—the Ice Bridge is one-sided. It is placed at the end of the Supply determination Phase and is available to the Soviets at the start of their Motorized Movement Phase].

2. There is only one Ice Bridge. It remains for use on GTs 100 and 101 only. Remove it at the end of GT 101, during the Game-turn Interphase. It can also be destroyed by Axis units following BSR 23.25.

3. The Ice Bridge allows regular land movement at the minor road movement rate in Snow directly from Map-T Holding Box onto hex 7013. Strategic movement is allowed.

4. Limitations: Up to six (6) stacking points of Soviet units can move in any combination of from the Map-T Holding Box or back to the Holding Box.

5. The Map-T Holding Box can serve as a Supply Source for Soviet units on map Q if they can trace a LOC to the Ice Bridge.

*DESIGN NOTE: Historically the ice bridge was open for use during just one time period during the course of this game: January 6th through 9th; and outside of the game period it was again available beginning in late January. Please note that many histories have incorrectly recorded these dates.*

#### j. Movement Restrictions:

1. Kerch Peninsula Area. No Axis units may move east of hexrow 49XX until two turns following any Soviet Amphibious Assault on the Kerch peninsula (coastal hexes Q4904 through Q4923). Units east of the 49XX line are free to move west of the 49XX line, but would then also could not re-enter until two turns following any Soviet Amphibious Assault on the Kerch peninsula.

2. Axis units outside of the Kerch peninsula area on coastal hexes

north of hex Q3822 may only move at the cost of -1 VP per unit moved until the turn following any Soviet Amphibious Assault on the Kerch peninsula area.

3. No Soviet Amphibious Assault allowed on any coastal hex outside of the Kerch peninsula area north of hex Q3822.

**k. Axis Reinforcement Pool Group Five (anti-aircraft units).** The Axis player places these units during the Reinforcement Phase, one each on any friendly Map Q town or city hex that can trace a Supply Line, subject to the 10 point stacking limit. If not enough locations are currently in play, or stacking space is not available, then he places them all on any one town or city. If no placement position is available then this Group cannot be accepted.

*DESIGN NOTE: Because they generally enjoyed an overwhelming air superiority, German high command ordered some of their available Luftwaffe AA battalions to the front lines from airfield defense to operate in a direct-fire role against ground targets. While Luftwaffe command objections were overruled, they succeeded in retaining administrative control of the units and kept them concentrated. The combined arrangement worked effectively to destroy Soviet bunkers.*

**l. Soviet Reinforcement Pool Group One (additional NKVD).** The unit is received on hex Q1528 if the hex is friendly (if not friendly, the unit is not received) regardless of the strength or location of the unit removed. Remove only one of the two listed units.

#### 10.45 Victory Conditions

Refer to Scenario 4 VP Card for VP hexes and Victory Levels.

#### 10.46 Play Notes:

**General.** This scenario models the historical events in the Crimea from late 1941 through early 1942. The movement restrictions of 10.44j will keep both players from taking advantage of historical hindsight to skew results. Axis high command feared the disruption the Soviets could have caused by landings north and west of Sevastopol. The Soviets did not take advantage of the situation – thus the penalties on Axis coastal unit movement and prohibition on Soviet landings. The astute Axis player would deploy enough troops in the Kerch Peninsula to defeat an Amphibious Assault, yet historically it was treated as a backwater and raided for replacement troops to keep the Assault on Sevastopol going. Therefore, measures are in place to give the Soviets the chance they had historically.

**Axis.** Your best hope of defeating a Kerch landing is to inflict enough losses on the Soviet defenders at Sevastopol that the Soviet player must send more units and replacements there than historically. Your forces around Sevastopol are badly deployed for attack. Movement costs in hill and mountain hex are higher during frost weather and further hamper redeployment. There are more Soviet air units available early in the scenario than Axis air units. Avoid making too many attacks without air support or you will suffer the consequences as the + Soviet CAS DRMs translate into higher Axis step losses. Until Axis air reinforcements arrive and Soviet air losses mount, you will need to forego all other missions in favor of CAS for selected attacks designed to cause the highest number of Soviet step losses. If you cannot amass six or more Soviet air units in the destroyed Box quickly, pay the VP for the LW Flak Groups. Their doubled strength against undestroyed inset fortifications is invaluable. The most vulnerable part of the Soviet line is north of Sevastopol near the west coast. Make this a focal point for your efforts. If you can

claim the VPs for Fortified Belt hexes, it will be in large part due to success here. Also, if your attacks are successful, you can bring the port hexes within range of your artillery and reduce port capacity to the point where the Soviet player must bring in MSUs by sea to keep all units in General Supply. As quickly as the ground situation will allow, begin allocating air units to Naval Movement Interdiction to complicate the Soviet player's life. Damaged and Sailed transport unable to achieve Ready status will seriously weaken any Amphibious Assault. Your goal is to be able to contain or eliminate the Soviet landings without stopping the attacks around Sevastopol.

**Soviet.** Reinforce Sevastopol massively early in the scenario when Axis Naval Movement Interdiction is rare or non-existent. It takes many turns to get a damaged naval unit back to ready status after it has sailed. You need the maximum number of undamaged, Ready status naval units for your Amphibious Assault and follow-on Amphibious Assaults. Your 2 NMP naval units are vulnerable on the Sevastopol run. Hold them back for the Amphibious Assault. Defend the fortified perimeter around Sevastopol fiercely. When possible, intercept Axis HQ Interdiction missions. You want maximum Soviet artillery support and Orders to be available when needed. Commit your mobile AA units to defend in your most threatened sectors. The Axis player has only a few air units, and having any damaged or destroyed by AA fire will hurt. Place Strongpoints under construction to backstop areas most heavily attacked. Carefully commit your air units because prolonged contact with Axis fighters will result in significant losses. The longer they survive, the more the Axis player will be forced to commit most of his air units to CAS. Stage your Amphibious Assault well before the Freeze on GT 97. You stand a far better chance of capturing Kerch and Kamysh Burun if you can sustain attacks against them from three sides.

## 10.5 Scenario 5: Crimean Campaign

*"The only thing that matters is oil...and to keep the German armies out of the Caucasus."*

— Marshal of Soviet Union S.K. Timoshenko

#### Required:

1. Map Q
2. Set Up Cards
  - Axis One Front
  - Axis Two Back
  - Soviet One Front
  - Soviet Two Back
3. Units used: Refer to the Scenario Set-Up Cards.

**10.51 Scenario Length.** There are forty-seven turns. Start with GT60 and end with GT106. Use historical weather for GTs 60 and 61. Resolve the Weather Table for all remaining turns. Note the change of Weather Table column on GTs 65, 74, and 91.

**10.52 Scenario Area.** Use Map Q and the Sevastopol Inset Map.

#### 10.53 Placement

- a. The Soviet player sets up first. Use Scenario #3 for all At Start placement for both sides.
- b. Resolve Air and Naval Readiness beginning GT61.

**c. Reinforcements**—Start with those listed for Scenario #3 and continue with those listed for Campaign Scenario #5.

### 10.54 Scenario Special Rules

**a. Limited Axis rail movement is allowed.**

1. Axis Rail Conversion, Map Q: four (4) Rail Conversion Points (RCPs) per turn. Conversion must begin at hex Q2701.
2. The incomplete railroad. At Start of play, mark railroad hexes 2701 through 3607 with railcut markers. These railroad hexes are not available for use by either side until converted [BSRs 19.2 and 19.3]. The Axis player cannot begin conversion of these hexes until GT69.
3. Axis Converted Railroad Capacity: 2 stacking points per turn, Map Q only, solely on converted Railroad hexes.
4. Captured Soviet Rail Use [PB2.34]. Axis player begins with one on map captured rail line with a captured Railhead marker in hex 2601 (this is the forward captured Railhead hex. The rear captured Railhead hex is off-map at Zaporozhe).
5. Axis player may extend only one captured rail line up to 12 hexes per turn [PB 2.34b.]. Captured rail lines do provide limited General Supply.
6. Axis captured railroad capacity: 0 stacking points per turn until the turn after Simferopol is captured. Then 1 stacking point per turn thereafter.
7. Once both Converted and Captured rail lines are operational and Simferopol is Axis controlled, maximum capacity is 3 stacking points (2 maximum on Converted lines and 1 maximum on Captured lines).

*DESIGN NOTE: Axis railroad capacity is very low during this period due to being dependent on captured cars and locomotives operating from Zaporozhe (to the north of the playing area), later supplemented by 5 locomotives and 80 railroad cars captured at Simferopol.*

**b. Soviet Railroad movement is allowed.** Soviet Railroad Capacity is 3 stacking points, total per turn, for Map Q and the Sevastopol Inset map combined.

### c. Supply

1. Axis Sources: hexes: 2401, 2601, 3401, 4801, and 5001.
2. The Axis player receives 2 Attack Supply Points per turn at any north edge supply source hex.
3. Soviet Source: Map-T Holding Box.
4. The Soviet player receives 1 ASP per turn in Map-T Holding Box.

*Note (1): Both players receive General Supply at any friendly port but this is limited to that port's current capacity [PB 8.4].*

*Note (2): Axis 147 coast artillery unit (in hex 2107) is in general supply because it is on an anchorage.*

**d.** The Soviet player begins play At Start with one Mandated Attack [BSR 12.4].

**e.** While on the Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total

number of artillery units that can combine for a declared combat.

*DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.*

**f. Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

### g. Axis Super-Heavy Artillery.

1. Axis Super-Heavy Artillery provisions of PB 7.33 are in effect on the Inset map.
2. Super-heavy artillery ammunition shortage. Each Axis Super-Heavy artillery unit expends one Super-Heavy artillery point each time it participates in a Declared Combat.
  - The Axis player must expend one MSP on the Inset map to provide 4 Super-Heavy artillery points.
  - During the Supply Determination Phase expend an ASP (remove an MSU or reduce a Dump to an MSU). On the Axis Loss/Replacement Track, move the spare marker [1043.b] up four spaces.
  - For each Super-Heavy artillery unit providing support strength move the spare marker one space closer to the 0 space. When the 0 space is reached, no Super-heavy artillery unit can participate in combat until an ASP is expended to supply more points.

**h.** On any turn of Snow weather during Snow climate the Axis player can build Strongpoints [see BSRs 18.34 and 23.12].

### i. Ice Bridge

1. On GT 99 the Soviet player emplaces the Ice Bridge marker on hex 7012 (if 7012 is friendly; if not friendly, it is never received). He emplaces it during the turn sequence as he would for a bridge unit over a river [generally follow BSR 23.2—the Ice Bridge is one-sided. It is placed at the end of the Supply determination Phase and is available to the Soviets at the start of their Motorized Movement Phase].
2. There is only one Ice Bridge. It remains for use on GTs 100 and 101 only. Remove it at the end of GT 101, during the Game-turn Interphase. It can also be destroyed by Axis units following BSR 23.25.
3. The Ice Bridge allows regular land movement at the minor road movement rate in Snow directly from Map-T Holding Box onto hex 7013. Strategic movement is allowed.
4. Limitations: Up to six (6) stacking points of Soviet units can move in any combination of from the Map-T Holding Box or back to the Holding Box.
5. The Map-T Holding Box can serve as a Supply Source for Soviet units on map Q if they can trace a LOC to the Ice Bridge.



*DESIGN NOTE: Historically the ice bridge was open for use during just one time period during the course of this game: January 6th through 9th; and outside of the game period it was again available beginning in late January. Please note that many histories have incorrectly recorded these dates.*



**j. Axis Special Reinforcement Pool Group One (mountain divisions).** The VP cost varies according to the VP Plan chosen.

*HISTORICAL NOTE: Hitler had intended that these units go to Crimea and then cross the Kerch Straits to support an offensive from Rostov into the Caucasus region. Army Group South, however, had pressing needs elsewhere for infantry.*

**k. Axis Special Reinforcement Pool Group Two (Romanian infantry divisions).** The Group is received only by passing a die roll. The Axis player spends one (1) VP during the reinforcement phase to be able to roll the die for the Group. If the die roll result is 3 or less, he receives the Group this turn. If the result is greater than 3, he does not receive the Group this turn but he can try again on any future turn, as desired, during the turns the Group is available [see Set Up Card]. He spends one VP each time he tries for the entry.

*HISTORICAL NOTE: These divisions had not been decimated at Odessa and therefore were made available to Romanian 3rd Army. But, they were subject to much political wrangling over their deployment.*

**l. Axis Special Reinforcement Pool Group Three (paratroops).** This Group is received by the same procedure as in 7.14 above, with the same potential VP cost. Once received, the parachute unit enters play either:

- as normal reinforcement through the north edge, or
- by air transport [BSR 11.7]; this is the only air transport mission allowed for the game.

*HISTORICAL NOTE: The Soviets feared the entire German parachute division was available and would drop onto airfields in central Crimea early in the German offensive. Instead, German high command made only one regiment available to the whole area of Army Group South operations.*

**m. Axis Reinforcement Pool Group Five (anti-aircraft units).** The Axis player places these units during the Reinforcement Phase, one each on any friendly Map Q town or city hex that can trace a Supply Line, subject to the 10 point stacking limit. If not enough locations are currently in play, or stacking space is not available, then he places them all on any one town or city. If no placement position is available then this Group cannot be accepted.

*DESIGN NOTE: Because they generally enjoyed an overwhelming air superiority, German high command ordered some of their available Luftwaffe AA battalions to the front lines from airfield defense to operate in a direct-fire role against ground targets. While Luftwaffe command objections were overruled, they succeeded in retaining administrative control of the units and kept them concentrated. The combined arrangement worked effectively to destroy Soviet bunkers.*

**n. Soviet Reinforcement Pool Group One (additional NKVD).** The unit is received on hex Q1528 if the hex is friendly (if not friendly, the unit is not received) regardless of the strength or location of the unit removed. Remove only one of the two listed units.

**o. Soviet Reinforcement Pool Group Five (109 Rifle Division).** The Soviet player cannot accept this group until he has received Reinforcement Pool Group One.

## 10.55 Axis Victory Plans

*"The defense of the Kerch Peninsula is one of the main missions of the forces of the Crimea."*

—Stavka to the Commander of the Forces in the Crimea, 13 November 1941

**a.** On or before the reinforcement phase of GT 66 the Axis player must choose one of two possible Victory Plans. Once chosen, it remains in effect for the rest of the game.

**b.** The Victory Plan in effect determines the bonus VPs to award for Axis control of specified locations, causes changes in VP costs for Axis Campaign Special Reinforcement Pool Group One, changes the VP value for Sevastopol hexes, and other situations.

**c.** The Soviet player cannot examine the final VP Plan marker (or the one not chosen) until the turn it is revealed by the Axis player. For purposes of scoring Victory Points before the VP Plan is revealed, players should assume the Sevastopol Plan is in use, and then make final adjustment to VP totals when the actual Plan is revealed, if necessary.

**d.** The Axis player must reveal the Victory Plan during the reinforcement phase of GT 79, and may reveal it earlier.

### f. Kerch Plan

1. The Axis player must take Campaign Pool Group One.
  2. The Axis player scores an additional 4 VPs if he controls Kerch (hex 6912) at the end of the scenario.
  3. The Axis player can build Strongpoints beginning the turn this Victory Plan is revealed.
  4. Crossing the Kerch Straits. To simulate crossing both German 1 and 4 Geb Divisions must begin the crossing turn in the port of Kerch (hex 6912). The Axis player announces the crossing and removes the units from the map. Both divisions must cross at full strength.
- The Axis player loses one VP (–1 VP) per GT beginning GT 79 if:
- The full strength German 1 and 4 Geb Divisions have not crossed the Kerch Straits.
  - A minimum of 3 German CD Artillery units are not stationed on one or more coastal hexes on or within one hex of hex 7012.
5. On the GT the Axis player announces the crossing, place a spare marker 10 turns ahead of the current turn on the TRT. Axis ASPs are reduced by one per GT until the GT the Turn marker is placed on that turn box. Remove the spare marker when the Turn marker is placed.

*DESIGN NOTE: This plan never took place, so there is much supposition about the details. The Axis could probably have scraped up enough captured shipping to transport the divisions across, and could have amassed enough CD artillery units to keep the Straits open often enough to keep supply flowing. The ten turn ASP reduction postulates that someone had to keep these divisions in supply, and it probably would have been 11th Army. Also, ten turns is probably about as long as the two divisions could have held out against Soviet reserves amassed against them before being returned to Army Group South to assist in the overland attack. All-in-all, probably not the most feasible of strategic plans.*

**f. Sevastopol Plan.** On the turn this Victory Plan is revealed:

1. The Axis player receives an extra three Type I (German) replacements (not received when combining games).
2. The Axis player scores one additional VP if he controls Sevastopol (Insert hex 1527) at the end of the scenario.

**g.** Axis Super-Heavy Artillery provisions of PB 7.33 are in effect on the Inset map.

**h. Combining Games.** Use the Sevastopol Plan VP column for all VP scoring; ignore the Kerch Plan.

*DESIGN NOTE: The Victory Plan arrangement comes partly from the natural consequences of geographic reality in Crimea but mostly from Hitler's plan for an early move across the Kerch Straits to support a drive south from Rostov [see the Kiev to Rostov game] towards Caucasian oil fields. Manstein claimed, after the war, he had leeway on this decision. He chose to focus his energies instead on destroying the Soviet fortress in his rear, a sounder strategic choice, and one firmly rooted in his staff training.*

### 10.55 Victory Conditions

Refer to Scenario 5 VP Card for VP hexes and Victory Levels.

**10.56 Play Notes.** Much of what has been written for Scenario 3 and 4 Play Notes remains valid, but keep in mind, neither player is limited by many of the historical constraints of those scenarios. Should the Soviet player fight tooth and nail for Dzhankoy? Most likely not. It's not nearly as important in a longer scenario than preserving units urgently needed to defend both Kerch and Sevastopol. Does the Axis player need to take the SS LAH Brigade? Maybe not. Depends on how quickly the Soviet player runs for the ports. Should the Axis player take the VP hit and bring in the 60th Motorized Division? It could be a game winner if the Soviet player fails to withdraw in a timely manner, but will the Soviet player be that cooperative? Doubtful. Also, you get it right at the start of Mud season—not helpful. Could the 60th prove invaluable breaking through the Kerch or Sevastopol defenses? Perhaps so, but it's an expensive division to keep up to strength and fully effective, and the competent Soviet player will start backstopping his lines where the 60th is attacking to limit motorized and infiltration movement opportunities.

What about the competing VP plans? The Kerch plan allows you to bring in two more good divisions, allowing you to attack Kerch in greater force, or free up more of 11th Army to attack Sevastopol. Getting the ability to build strongpoints is also a big plus. The downside is that you cripple your attack on Sevastopol, and that may well prove to be fatal when trying to eke out a victory. The Sevastopol plan is still probably most achievable, though three infantry replacement points is scant recompense for bludgeoning your way through successive defensive lines.

Doing better. Certainly the Axis player will garrison Kerch strongly enough that the Soviet player will probably never be successful in recapturing it. The Soviet player needs to be much more aggressive with Amphibious Assaults. Smaller assaults can be staged from Sevastopol itself, and the western Crimea coastline is vulnerable in the extreme. If an assault does no more than eliminate a step or two of coastal garrison units, the Axis player will have to first dispatch a force large enough to destroy the assault forces or force them to evacuate, and then re-garrison the area, reducing troop strength elsewhere.

## 10.6 Scenario #6: Kerch: The Party Boss Attacks

### Historical Summary

After the December and January battles the Kerch Peninsula front stabilized as the Soviets continued to pour in reinforcements. This raised their commitment to three armies with about 210,000 men, so on 28 January they re-designated their command as Crimean Front, Lt.Gen. D.T. Kozlov commanding.

Stalin viewed the relief of Sevastopol as of great importance. If Soviet troops could break out, they could threaten the deep rear of German Army Group South. All plans tied into the great Stalin mandated offensives then underway from Leningrad to the Black Sea. To emphasize the importance he sent High Command Army Commissar Lev Mekhlis, a bloodthirsty political crony, to ensure offensives would be pressed vigorously.

On 27 February the Soviets struck. The main blow fell on a lightly held outpost line on the northern part of the Parpach Line. The Romanians there yielded quickly and then the Soviets turned their attention to the German part of the line. This too was thinly held but it did not yield. With reserves moving up the Germans sought to strike back. For two days bad weather hampered battle operations and then a thaw relieved the German situation by bogging the Soviet advance. With the thaw came the Luftwaffe. As Stukas rained bombs on Soviet tanks the Soviet offensive broke down. By the evening of 3 March the battle had drawn to a close. The Soviets still held their gains in the northern sector, a noticeable dent in the line, but there was no hint of a breakthrough.

Since exhaustion was no excuse not to attack, Mekhlis ordered the Soviets to resume their offensive. On 13 March Crimean Front surged forth with eight rifle divisions and two tank brigades and, after a slight gain of ground and despite a brief victory over the untested and newly arrived German 22 Panzer Division, they were again held in check, losing 136 tanks in three days. On 9 April they tried again in another major effort with about six rifle divisions and 160 tanks and, as before, they were quickly defeated with heavy losses for little perceptible gain. Each attack turned out to be a military disaster. None was prepared adequately and all suffered from poor logistical support. So little tactical planning took place that attacks became predictable and could be easily defeated. Mekhlis blamed his commanders; the commanders blamed the troops, thereby causing all to suffer. In the end these disasters fatally set up the Soviets for the great defeats of May and June.

### Required:

- Scenario Card #2 Back
- Units used: Refer to Scenario Card #2 Back

**10.61 Scenario Length.** There are nine turns. Start with the Soviet portion of GT126 and end at the end of GT134. The weather is automatically Frost for GT126. Resolve the Weather Table for all remaining turns.

*NOTE: The Axis player has not committed any air units to Naval Movement Interdiction.*

**10.62 Scenario Area.** Map and Map-T Holding Box on Scenario Card #2 Back

### 10.63 Placement

- a. The Axis player sets up first.
- b. Resolve Air Readiness beginning GT127 Soviet non-Naval air units have the +2 DRM applied to Readiness die rolls since Simferopol has fallen.

### 10.64 Scenario Special Rules

- a. Both sides always have Attack Supply; do not use MSUs. General Supply restrictions still apply. Soviet units roll for surrender only if unable to trace LOC to a friendly port [PB 7.6].
- b. Neither side receives replacements or strongpoints (except for the three at start Axis strongpoints).
- c. Whenever at least one of the two armor units of the German 22nd Panzer Division is in a defender hex, double the attack strength of any Soviet armor unit attacking that hex.

*DESIGN NOTE: Not only had 22 Pz.Div. not completed its training, but it went into battle against Soviet T-34s with old French tanks captured during 1940. The result was disaster.*

- d. **Commissar Mekhlis.** Stalin's henchman forced the Crimean Front into numerous costly attacks. To accurately simulate the carnage, the following two scenario special rules are in effect:

1. Soviet player must make two mandated attacks on GTs 126, 127 and 128 and one mandated attack on GTs 129 and 130.
2. Ignore the R (retreat) portion of any Soviet attacker combat result. Attacking Soviet units remain in place. Add one Soviet step loss to the result in lieu of the retreat. Attacking Soviet units are still subject to possible one step loss if an asterisk result is obtained.

- e. **Effective Axis Air Support.** In any combat where Axis air units contribute one or more DRMs, Soviet tank units (if present) must take the first printed step loss of the combat result [addition to BSR 16.31c] or the no attacker retreat additional step loss [PB 10.64d.2].

### 10.65 Victory Conditions

- a. The Soviet player wins a Tactical Victory if he captures and holds two or more of the following hexes at the end of the scenario: 5614, 5615, 5616 or 5715.
- b. The Soviet player also wins a Tactical Victory if he captures and holds hex 5816 at the end of the scenario.
- c. The Soviet player wins an Operational victory if he captures and holds friendly either Feodosia (hex 5718) or Axis railhead hex 5516 at the end of the scenario.
- d. The Axis player wins if he avoids Soviet victory conditions.

### 10.66 Play Notes.

**Axis.** The Soviets will take the Strongpoint at 5815 held by the Romanians. Best to issue them an Additional Retreat order to try to save the defender step. The German held strongpoints in 5816 and 5817 are a different matter. Both should be issued No Retreat orders. Both hexes must be held. The Soviets will break through to the north and they will create a bulge. You cannot stop this westward movement initially because of the scarcity of units, but you must try at all costs to keep the Soviets from ending adjacent to four hexsides of Strongpoint hex 5816 to prevent Axis reinforcements

from entering the hex. If not continually reinforced, the defenders can be attrited away, and once Soviet occupied, the hex probably cannot be retaken. Reinforce Feodosia so that it cannot be taken by Amphibious Assault. Use the arriving Axis units to first stop the Soviet advance in the north, and then selectively counterattack to gain back ground.

**Soviet.** You have so many steps to lose! Attack everywhere on the first turn, but endeavor to get the highest odds possible. Don't forget about using naval units with their Support Strengths, especially on GT126 when Axis air units cannot perform Naval Movement Interdiction. As soon as practicable, load your transports and keep them in readiness for a chance to land and capture Feodosia. If they do not get to Amphibious Assault, they still serve a valuable function by forcing the Axis player to keep scarce units in and around Feodosia to prevent a landing. One of your main tasks will be to control the crush of Soviet units crowding west. Pack them too closely together and fully stacked hexes will prevent shuffling weakened formations to the rear and pushing fresh formations forward. The northern wing has the dual task of attacking west in strength toward Railhead hex 5516 and attacking south to isolate Strongpoint hex 5816. Get your two motorized units forward to team up with the armored units to achieve the -1 DRM Combined Arms Bonus.

## 10.7 Scenario 7: Kerch: Operation Trappenjagd

### Historical Summary

As a necessary preliminary to the capture of Sevastopol, von Manstein would have to first clear the Kerch Peninsula, the area that had been giving him trouble since the end of December. Manstein wanted to begin the operation as soon as possible and brought considerable forces to the field. He received 28th Light Division and the highly mobile 22nd Panzer Division (now retrained from its March missteps), some Romanians, and strong reinforcements from the Sevastopol area including super-heavy artillery. The biggest addition was VIII Air Corps (von Richthofen commanding) of some 460 fresh aircraft, a deadly efficient close support force. Manstein was confident of a quick victory.

German intelligence fairly accurately estimated the Soviets, pegging them at 17-21 rifle divisions, 2 cavalry divisions, and 3 rifle and 4 tank brigades of Crimean Front to defend the Kerch area. All were still under the command of inept General D.T. Kozlov, and he was still saddled with political commissar Mekhlis. The Soviets had improved the Parpach Line fortifications, set up a sketchy secondary line a few kilometers back, and established a final line well to the rear at Marfovka along an ancient Tartar wall.

Manstein's forces struck on 8 May, focusing on the southern sector of the Line, the area of smallest Soviet reserves. Because of the narrowness of the front, Manstein reasoned the Germans would have to defeat both the front line troops and the reserves in the initial attack. As it turned out, the plan worked. Infantry made a direct frontal assault with Richthofen's aircraft clearing the way while artillery and other aircraft disrupted Soviet reserves. Then an ad hoc group under von Groddeck of assorted German and Romanian motorized units burst through the main line and got into the Soviet reserve positions. Continued air attack disrupted the Soviet response and then bad weather stepped in to bog any remaining Soviet response.

Despite this, Soviet armor managed a series of counterattacks, but with coordination poor none scored much success.

Finally on the 10th Soviet High Command allowed Kozlov to fall back but it was not until the 12th that he could issue orders, by which time the situation had broken down. Kozlov had completely lost control of the battle. Soviet troops now streamed eastwards to get to Kerch for evacuation ahead of the Germans. This left many formations pinned in the Parpach Line. On the 15th Kerch surrendered leaving only mop-up operations that continued for nearly a week more.

Such military disasters as this would not be without the horrors of war. The evacuation from Kerch had been so precipitate that troops were left behind. Some of these, mostly personnel from two specialist academies and the 95th NKVD Border Guard Detachment (led by Col. P.M. Yagunov), plus many civilians from the city of Kerch, sought refuge in the extensive 42 km. underground limestone quarry and cave system of nearby Adzhimushkai. Accounts have them at first just hiding from the Germans, but they soon had to raid for supplies. The Germans sealed off the area but later resorted to drastic means to root them out of the caves, perhaps even using poison gas. More likely though, they used an irritant, or choking, gas (which would not have been a war crime) but the effects may have been the same as the gas displaced oxygen in the confined spaces of the caves. Finally over five months later in late October, only some 48 survivors (out of thousands, the total number varies considerably according to which account you read, ranging from 3000 up to 20,000, and higher) emerged to be sent to POW camps. The higher numbers of deaths may include victims of the NKVD purges of the late 1930s, notably at nearby Bagerovskiy Rog where perhaps 12,000 “Kulaks” were executed. Another problem is whether all sought refuge in the same cave system, there being several quarries in the area. Regardless, Adzhimushkai has since gained its place in Soviet lore as another Brest fortress, a sort of Russian “Alamo.”

Overall, for about 7600 casualties the Germans achieved a huge victory claiming 170,000 prisoners, 1133 guns, and 258 tanks as booty. Although the Soviets claimed 120,000 of their men escaped the encirclements, the result remained a clear disaster. Both Kozlov and Mekhlis were cashiered, as well as others. Kozlov was indeed slow and deserved dismissal. Mekhlis again attempted to cover his mistakes by blaming all on his subordinates, but this time Stalin was not buying that argument.

#### Requirements:

- Scenario Card #3 Front
- Units used: Refer to Scenario Card #3 Front.

**10.71 Scenario Length.** There are five turns. Start with GT161 and end with GT165. The weather is automatically Mud (no Storm) for GT161 and Clear (no Storm) for all remaining turns.

**10.72 Scenario Area.** Entire map area on Scenario Card #3 Front

#### 10.73 Placement

- The Soviet player sets up first.
- Resolve Air Readiness beginning GT162. Soviet non-Naval air units have the +2 DRM applied to Readiness die rolls since Simferopol has fallen.
- The initial set-up shows the positions of Axis and Soviet units after preliminary successful Axis attacks into Soviet forward positions.

1. Many of the Axis and Soviet air units have already been committed and have been placed in their respective Flown, Damaged or Destroyed Boxes. Axis and Soviet air units remaining in their Ready boxes are available for use in GT161.

2. The Axis player has already eliminated three Soviet steps: one each from the 63rd Mountain Division and the 276th and 396th Rifle Divisions. These steps do count toward Axis victory [10.75].

#### 10.74 Scenario Special Rules

- Both sides always have Attack Supply; do not use MSUs. General Supply restrictions still apply. Soviet units roll for Surrender only if unable to trace a LOC to a friendly port [PB7.6].
- Neither side receives replacements or builds new strongpoints. There is no rail conversion or rail movement.
- Axis Brigade Groddeck may be broken down into its component sub-units at the start of any Axis Movement or Motorized Movement Phase. Any step losses on the brigade must be taken from the sub-units upon break down. Once broken down, the brigade cannot be reformed.
- No Soviet HQ may be disbanded during the course of this scenario.

#### e. Soviet Restrictions.

*HISTORICAL NOTE: Von Manstein's well-planned attack resulted in a victory all out of proportion to the forces involved. Superior generalship played a part, but the Soviets themselves contributed mightily to their own defeat.*

1) The provisions of BSR 22.25g (Overlapping radii of Soviet Non-Op HQs) are in effect for all turns of the scenario. There are additional restrictions to BSR 22.25g for GTs 161 and 162:

- GT 161—within the combined HQ Non-Op command radius area, no Soviet movement is allowed in either Soviet movement phase. No Soviet Non-Operational HQ may roll for Operational Recovery [Exception to BSR 22.26].

*HISTORICAL NOTE: Accounts show Soviets were caught by surprise, assuming the Axis buildup was being done simply to resist their next attack, and their initial reaction was dismal.*

- GT 162—Soviet multiple Non-Op HQ zone remains in effect. A maximum of one qualifying non-HQ unit may move each Soviet Movement Phase. HQs still may not move, but may roll for Operational Recovery.

*HISTORICAL NOTE: Commissar Meklis was pushing hard to get yet another offensive underway. The Soviet bulge northwest of Parpach filled with formations for an attack. The Axis attack caught the Soviets out of position to defend effectively, and after the April purges, commanders on the ground were not going to counterattack or retreat on their own initiative. After von Manstein struck, it took days for Kozlov to issue retreat orders and that delay proved fatal for many Soviet formations.*

**2) Mandated Soviet Attacks.** GTs 160 and 161—the Axis player may designate one or two Axis hexes as defender hexes that the Soviet player must attack under BSR provisions for Mandated Attack.

*HISTORICAL NOTE: As Axis spearheads advanced beyond the*



front lines, they began a series of meeting engagements with Soviet reserve formations. Thanks to air superiority and air reconnaissance, Axis forces “saw” the Soviet counter attacks coming. The Soviets advanced blindly.

- GTs 160 and 161—the Axis player may designate one or two Axis hexes as defender hexes that the Soviet player must attack under BSR provisions for Mandated Attack. The Axis player designates the Soviet hex or hexes to perform each Mandated Attack, BUT the attack must meet the minimums of BSR 12.42.

**PLAY NOTE:** The Axis player must be careful when advancing after combat so one of the two provisions of BSR 12.42 can be met. Then the Axis player is free to react into a Mandated Attack defender hex with qualifying motorized units after the Mandated Attack is declared.

- All Soviet units in hexes designated to make Mandated Attacks must attack. None can be held back. Soviet artillery cannot support mandated attacks unless located in a hex adjacent to a designated Axis defender hex.
- Each Soviet Mandated Attack is shifted one column left on the CRT after the final odds have been determined.

**HISTORICAL NOTE:** Most Soviet formations had lost severely in the earlier March and April attacks (see Scenario 6 - Kerch: The Party Boss Attacks), but could not be withdrawn to rebuild properly. Untrained or poorly trained replacements were fed into these burned-out units. Soviet tactical proficiency suffered greatly.

- Each Mandated Attack where Axis CAS mission air units provide one or more +DRMs is shifted one additional column to the left and suffers one step loss over and above the Mandated Attack result. The first printed step loss must be armored if one or more armor units participate in the attack. Maximum loss cannot exceed 4R.

**HISTORICAL NOTE:** Many accounts speak of the destruction meted out by the Luftwaffe against Soviet reserve formations moving up to attack—especially their armored formations.

- Treat any Mandated Attack result of “e” as a 4R result
- 3) Any attacking Soviet unit unable to trace a LOC to Kerch has one shift to left on CRT after final odds are determined.
- 4) Treat any attack at final odds of less than 1-4 as an attack with an automatic 4R result

**f. Axis Air Support.** The large number of Axis aircraft operating over such a small area meant that Axis air power ruled this battlefield as no other—suppressing AA fire, disrupting communications and punishing reserve formations, especially tank units.



- During the entire scenario all Axis AA die rolls have a -1 DRM in addition to any other printed DRMs.
- In any combat where Axis air units contribute one or more DRMs, Soviet tank units (if present) must take the first printed step loss of the combat result [addition to BSR 16.31c].

**g. Naval Rules.** Do not use naval rules for this scenario. The magnitude of the Soviet defeat caught planners by surprise. Though thousands individual troops were brought off, no organized combat formations were evacuated.

## 10.75 Victory Conditions

- a. The Axis player automatically wins if he fulfills both of the following:
  - Kerch (hex 6912) is friendly at the end of the scenario, and
  - At least 34 Soviet steps are in the Eliminated or Cadre Boxes.
- b. If Kerch is not friendly, the Axis player can still win if at least 52 Soviet steps are in the Eliminated or Cadre Boxes.
- c. Any Soviet units unable to trace supply to Kerch at the end of the scenario are placed in the Eliminated Box and those steps do count for determining victory
- d. The Soviet player wins if the Axis player fails to fulfill either of his sets of victory conditions.

## 10.76 Play Notes.

**General.** This scenario departs in major ways from Barbarossa Standard Rules because this was no standard Axis victory. At first glance you look at this scenario and probably wonder, “How fair is it to set the Soviets up for failure by arranging mandated Attacks?” It’s not fair, but the historic result of the battle was that after ten days of fighting (five game turns) three Soviet armies had ceased to exist and the survivors were desperately trying to escape from Kerch before the German spearheads. Standard barbarossa combat procedures simply pushed back a massive wall of Soviet defenders, inflicting losses to be sure, but leaving a largely intact Soviet army between the Axis player and Kerch. This was an improbable victory and required special game mechanics. By all numerical measures, the Soviets should have been able to easily hold off von Manstein’s attackers. This was a battle dominated by intangibles—mostly negative for the Soviets and positive for the Axis. Seldom did a political Commissar wreak more havoc on a chain of command than did Mekhlis. Soviet tactical proficiency was at its lowest ebb in this battle because largely untrained recruits were poured into burned-out formations that could not be taken out of line to rest and retrain. Axis forces were well trained, had every confidence in von Manstein, and were supported by one of the deadliest concentrations of tactical air support seen on the east Front.

**Axis.** Your primary task is to break out toward Kerch as quickly as possible. DO NOT attack the Soviet bulge. Any attacks there serve only to push Soviet units east toward freedom. Instead, on your first turn (GT 161), attack only hex 5916 and advance into it. Save your air units for the Soviet Combat Phase. It would be beneficial to designate your Axis occupied hexes 5816 and 5916 as the defender hexes to be attacked by the Soviets with their two Mandated Attacks. DO NOT designate any of the Soviet bulge hexes to take part in Mandated Attacks. No Soviet movement can occur to reinforce or reduce the designated Mandated Attack hexes, so the Soviet attack forces should fare very poorly. Your forces should be able to Advance into Parpach on GT 162 and effectively cut off the numerous units in the bulge. Soviet movement restrictions will prevent most units from moving again, and Soviet GT 162 mandated attacks should again result in very heavy losses. By the end of GT 162 you should be on the verge of breakout, so push east as far and fast as possible, leaving behind only enough units to hold the cut-off Soviet units in place until they surrender or the end of the scenario occurs.

**Soviet.** A tough scenario. You are going to lose a lot of units, so concentrate only on the units you can pull back. You will have to choose between defending in place in force or running and leaving

stay behind units to delay. Both approaches proved to be feasible, but situation on the ground and Axis player skill level dictated the best course to follow.

## 10.8 Scenario #8: Sevastopol: Operation Storfang

*“The next task will be ... the capture of Sevastopol.”*

—Hitler’s Directive #41, dated 5 April 1942

*“I am sure that the glorious defenders of Sevastopol shall live up to their duty to the Homeland with dignity and honor.”*

—Stalin, June 1942

### Historical Summary

Everything now centered on Sevastopol. For this final battle the Soviets prepared about as well as could be done. The main defenses now consisted generally of three fortification belts, an outer belt in an arc from Belbeck to Balaclava, a reserve line generally along the line of the Sapun Heights, and then an inner belt based on antique fortifications encircling the city and port directly. In between was a labyrinth of additional bunkers, anti-tank obstacles, and minefields. Defending Sevastopol was the Independent Coastal Army, still commanded by Oktyabrsky and Petrov, of about 106,000 men, at least 600 artillery pieces, over 2000 mortars, and about 38 tanks. Thousands of additional troops would be shipped in during the battle.

Against this huge array Manstein deployed nearly 200,000 Germans and Romanians supported by 563 field guns, 48 siege guns [see side bar], and 754 rocket launchers (nebelwerfer), plus some heavy anti-aircraft guns to be used as direct fire weapons, and almost no tanks (a battalion arrived later). All were plentifully supplied with ammunition. The most important Axis asset, however, was the VIII Air Corps with over 600 aircraft manned by personnel well experienced in combat close support.

The attack began on 3 June with a program barrage of WWI proportions that lasted five days. Just before dawn on 7 June the first sections of German infantry began their assault. This they had to perform methodically. Despite the immense barrage most Soviet bunkers survived because they had been dug into the underlying bedrock. Each position required its own campaign of attack with the Soviet troops often resisting to the death and taking many Germans with them. German 22nd and 50th Divisions worked their way into the Belbeck Valley with the 132nd Division following. As this attack withered in front of Soviet Citadels (such as Ft. Stalin), Manstein opened the attack on the southern perimeter.

Strategically, the Germans followed a plan of converging attacks with the Romanians covering the center. They calculated that with pressure on both flanks Soviet reserves would split and thereby would not effectively support each other. Generally, the battle followed the German plan. One by one the forts in the north were broken and overrun while in the southern sector German forces closed up to the Sapun Heights.

On the 19th the huge Maxim Gorky I battery finally fell, well after its heavy guns had been silenced, and on the next day the Germans advanced to Severnaya Bay, effectively closing the port to shipping. But not until 26 June did the Germans control the main defensive belt. After a brief rest to bring up heavy artillery, Manstein ordered an attack by storm boats across Severnaya Bay (hexside 1626/1627)

in order to outflank the Sapun Heights defenses.

During the night of 27/28 June the final offensive began. The amphibious move completely surprised the Soviets and now all remaining positions fell in quick succession. Four days later Manstein announced the fall of Sevastopol and on 4 July the last main Soviet forces were surrendered just after the fall of the Maxim Gorky II battery.

German losses came to about 24,000 and the Romanians suffered about 2500 casualties. The Soviets lost nearly their entire force. Only a few thousand evacuated during the battle, and none at its end save for a handful of the top commanders. There were no plans for full evacuation. As one measure of the intensity of the fighting, the German army alone expended about 6.7 million rounds of small arms ammunition (of about 9 million available). Sevastopol gained notoriety as one of the great sieges of the war and later was given the honorific, “Hero City.” With its fall coming at the time of the fall of Tobruk (in Africa) in June it appeared to planners in Berlin that nothing could withstand Axis military power. Next stop: Stalingrad.

### Required:

- Scenario Card #3 Back
- Scenario Card #4 Back

**Units used:** Refer to Scenario Card #4 Back

**10.81 Scenario Length.** There are fifteen turns. Start with GT176 and end with GT190. The weather is automatically Dry (no Storm) for all turns. Do not resolve the Weather Table [Historically, it was intensely dry and hot].

**10.82 Scenario Area.** Use the Inset map and Map-T Holding Box on Scenario Card #3 Back

### 10.83 Placement

**a.** The Soviet player sets up first. Place an Interdiction Level 2 marker on the Soviet Coastal Army HQ in Inset hex 1428 (simulates the effects of the pre-assault bombardment on communications). This marker affects HQ order issuance and artillery support only. If the Axis player wishes to interdict the port of Sevastopol, he must conduct an air interdiction mission.

**b.** Resolve Air and Naval Readiness each turn starting GT 177.

*DESIGN NOTE: All Soviet air units are single engine aircraft units based within the Soviet perimeter at Sevastopol. Do not apply the +2 Air readiness DRM to the IL-2 air unit.*

### 10.84 Scenario Special Rules

**a.** Both sides always have Attack Supply; do not use MSUs. General Supply restrictions still apply.

*DESIGN NOTE: The initial Axis supply situation for 11th Army in September 1941 was quite tight at an average of about 1.7 supply trains per day. During the Spring the situation improved steadily with the average moving up to 9 trains and then 12 trains, then almost 15 trains daily, enough that for this scenario sufficient attack supply can be assumed as always present.*

**b.** Soviet combat units suffer Emergency or Out of Supply effects only if unable to trace a Supply Route to a friendly Soviet port. Soviet units roll for Surrender only if unable to trace a LOC to a friendly port unless occupying an undestroyed Citadel hex [PB7.6].

*DESIGN NOTE: Axis interdiction or port loss will almost certainly reduce supply capacity below the level needed to keep all Soviet units in General Supply, yet historically most Soviet units kept fighting steadfastly until cut off from an escape port. Apparently the Soviets had used the respite between the November/December assault and Operation Storfang to amass ample levels of supply in and around Sevastopol.*

**c.** The Soviet player receives one Type I RP each turn to move one ZAP unit in the Cadre Box to the Active Box.

**d.** No additional Strongpoints can be built by either side.

**e.** No Soviet rail movement allowed (Axis bombardment and bombing had wrecked the tracks beyond repair during the scenario time frame). No Axis rail conversion allowed either.

**f.** While on the Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

*DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.*

**g. Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

**h. Evacuation.** On the turn one or more Axis ground combat units enters hex 1526, the Soviet player must place an Evacuation marker [PB8.55] in port hex 1527 (or vice versa if hex 1527 is occupied first), and it remains there for the rest of the scenario. The port hex no longer functions as a supply source for the remainder of the scenario.

1. No further unloading of units or MSUs is allowed.
2. Any Soviet naval units in port in hex 1527 (1526) must put to sea immediately [follow procedures of PB8.23b].
3. Soviet air units have a +4 DRM applied to all readiness die rolls (chaotic supply situation with the closing of port hex 1527).

*DESIGN NOTE: Once hex 1526 (1527) is Axis occupied all naval units in port hex 1527 (1526) would come under Axis direct fire with a high probability of being sunk in port.*

**i.** Coastal Army HQ cannot move except to utilize Naval Transport (Axis ground and air bombardment forced vulnerable HQ elements underground).

**j.** Axis Super-Heavy Artillery provisions of PB 7.32 and 7.33 are in effect.

### 10.85 Victory Conditions

- a.** The Axis player wins if he has 20 VPs or more at the end of the scenario.
- b.** The Soviet player wins if the Axis player fails to fulfill his victory conditions.

### 10.86 Play Notes

**Axis.** You stand a good chance of winning this scenario, but will have to push hard. You are short of ground troops—again, but have some awesome Super-Heavy artillery and ample air support at start to compensate. The most vulnerable section of the Soviet line is again the northern section close by the coast where the Fortified Belt was lost to the Axis the previous December. Use your Super-Heavies to offset the +DRMs and negate the asterisk results in support of fewer high-odds attacks designed to inflict step losses. Where possible, include one assault gun and one Flak unit in your major attacks because of their doubling effect against undestroyed fortifications. You have a fair number of replacement steps, but even when attacking selectively, by the time the Severnaya Bay is reached one division will usually have been cannibalized to provide additional infantry replacements. The Soviet player has sufficient reserves to hold parts of the forward line for several turns, but eventually the dam breaks and you can surge toward the northern shore of Severnaya Bay, taking away most of the Soviet port capacity in the process. Do not forget to position CD artillery in coastal hex 1427. Soviet Port hex 1428 is still usable, but doubled CD artillery can make it very costly to enter and exit. Make capture of hex 1726 a priority. Once Axis occupied, Soviet units north of the Bay are cut off with no retreat possible except for Sea Transport. Every Soviet unit trapped there can't help prolong the battle for Sevastopol itself. The asterisk Super-Heavies will eventually run out of ammunition, but the Axis player should use them often to bust through the fortified belt, especially the 459th because it cannot move and the I-833 because while very powerful, it has a very short range. Dora cannot move, so save one or two shots for the far southern Citadels. The other S-H artillery should be moved as soon as the north shore of Severnaya Bay is cleared. As the Axis advance closes in on Severnaya Bay, begin transferring infantry to the south to overcome the Sapun Heights. Surprisingly, the next most vulnerable Soviet sector is the weakly held Strongpoint line near Balaklava. Axis forces are strong enough initially to make inroads into this Strongpoint line, drawing in reserves to stabilize the situation. Your most important air mission will be interdicting the Coastal Army HQ each and every turn. You do not want that HQ to be issuing any No Retreat orders. This interdiction can prove to be costly because the HQ is well protected by Soviet AA. You may have air units damaged or destroyed over the course of the interdiction effort. Next in importance are the CAS missions in support of the major attacks. Finally, Shipping Attack missions only if Soviet naval units suffer significant damage on the Movement Loss table.

**Soviet.** Despite the strength of your fortifications in the north, you are overmatched there by the Axis Super-Heavy artillery and air units. Still, you will use most of your arriving Zap units in the early turns to rebuild and strengthen units in front of the Citadels. Remember that Zap units can be used to strengthen units that are in Axis ZOCs. Also remember that Axis ZOCs do not extend into the Fortified Belt hexes, so you can sometimes have good lateral movement to plug gaps or reinforce threatened hexes. Also, units in undestroyed Citadels cannot be forced to retreat. Your CLs can provide good, consistent fire support and will be needed to fill the gap when your Guard artillery is transported back to the Map-T Holding Box to avoid giving the Axis player VPs for their destruction. Sevastopol Port hex 1428 is safest for them, not being susceptible to Evacuation or being forced to move when Axis units occupy the north shore of Severnaya Bay. Preserve your air units for as long as possible. Firing

units are best used to counter the interdiction missions and force Axis firing units to opt out of interdiction and engage in Air Combat. Soviet Mission units should be used for the most part against lesser Axis diversionary attacks when Axis units are few or non-existent in order to provide +DRMs and increase Axis losses. Recognize when defeat is inevitable in the north and withdraw the bulk of the units north of Severnaya Bay to prolong the battle to the south. Do not fail to have Soviet naval units in port hexes 1526 and 1527 sail before Axis units occupy port hex 1526 and force naval units in both ports to leave with negative Naval Movement DRMs. Forget about the south portion of your line at your peril. Axis forces are strong enough to roll up your Strongpoint line, and there are enough long-range S\_H artillery units to offset the fortification +DRMs and at times negate the asterisk results too. Where defending in the north is often a brutal hold-in-place affair, defending in the south is often about delaying and trading small units for time. Keeping your HQ on map as long as possible is beneficial. It draws off Axis air units and when AA die rolls are good, the HQ can issue one or possibly two orders. Still, you may want to transport your HQ out before the Axis CD artillery occupies hex 1427. If you wait until both CD units end up in 1427 and there is a Level 2 Interdiction marker in the Naval Movement Interdiction Box, you stand a good chance of losing two VPs if your transporting naval unit is sunk. It would be time to consider moving the CLs back to Map-T Holding Box also.

## 10.9 Scenario #9: Kerch: The Kerch-Feodosiya Operation

### Historical Summary

#### Kerch-Feodosiya Landing Operation

*Translated by Thomas F. Burke*

From: L.T. Yermilov, ed., *Boyevaya Letopis, Voyenno-Morskogo Flota 1941-1942 [Military Chronicle of the Navy 1941-1942]*, Moscow: Voenizdat, 1983. With some additions by translator primarily from: Shirokorad, Aleksandr, *Bitva za Chernoye More [Battle for the Black Sea]*, Tranzitkniga: Moscow, 2005.

At the end of November, Stavka of the Supreme High Command made the decision to conduct a landing operation with the goals of the liberation of the Kerch Peninsula, the provision of help to the defense of Sevastopol, and the creation of conditions for further actions to liberate Crimea.

**30 November – 7 December.** The decision to return to the Kerch Peninsula was made several days after the evacuation of Soviet troops from there. On 30 November the Commander of the Transcaucasus Front (TCF) Gen-Lt D.T. Kozlov in accord with a directive of Stavka presented a preliminary plan for an amphibious landing on the eastern shore of the Kerch Peninsula. On 5 December the Deputy Chief of the General Staff Gen-Lt A. M. Vasilevsky, the Deputy chief of the General Staff, proposed that Vice-Admiral F.S. Oktyabrsky, the Commander of the Black Sea Fleet (BSF), report to Stavka his ideas about the possibility of conducting a landing operation to capture the Kerch Peninsula in mid-December. On 6 December the BSF commander reported that conduct of an operation was possible. Kerch and Feodosiya were selected as the main landing places; it was proposed that a landing be conducted from warships at the pier in the port of Feodosiya. On 7 December Stavka

approved the plan proposed by the Commander TCF. In addition to it, an amphibious landing at Feodosiya was to be examined. The BSF and Azov Military Flotilla (AMF) were to be subordinated to the Commander TCF during the operation.

**13 December.** The TCF Commander was given the directive to conduct the landing operation. It envisaged the simultaneous landing of the main forces of the 44th Army (Gen-Maj A.N. Pervushin) in Feodosiya and auxiliary landings in the areas of Koktebel, Ssypnoy Point, and Mount Opuk, and the 51st Army (Gen-Lt V.N. Lvov) on the eastern and northern shores of the Kerch Peninsula. The landing forces were ordered to encircle and destroy the enemy grouping located on the peninsula composed of the 46th Infantry Division and two separate tank battalions of the 42nd Army Corps and the Romanian 3rd Motorized Regiment and 8th Cavalry Brigade (up to 25,000 men, 180 guns, and 118 tanks).

The BSF was ordered to conduct the landing of the 44th Army and support the troops on the shore. For the conduct of the operation ships of the fleet and transports were divided into three main groups: a landing detachment in Feodosiya (Landing Detachment “A”), a landing detachment in the Mount Opuk area (Landing Detachment “B”), and a covering detachment composed of the cruiser “Molotov”, leader “Tashkent”, and destroyer “Smyshleniy” under the command of the cruiser commander Capt 1st Rank Yu.K. Zinovyev.

Troops of the 51st Army were to be landed by the AMF (Rear Admiral S.G. Gorshkov) and the Kerch Naval Base (KNB) (Rear Admiral Frolov) which were operationally subordinated to the Army. The period of readiness for conduct of the operation was from 19 December and its intended start on 21 December.

**23 December.** The plan and period of the conduct of the landing operation was changed at the direction of the TCF Commander, since in connection with the beginning of the enemy offensive on Sevastopol on 17 December, the 345th Rifle Division and 79th Naval Rifle Brigade, which had been designated for the landing force, were dispatched there; and a significant number of ships and transport vessels were also drawn upon for the transport of the troops to Sevastopol.

According to the changed plan, the operation was to be conducted in two phases: on 26 December, the landing of 51st Army on the north and east of the Kerch Peninsula and a regiment of 44th Army at Mount Opuk; and on 29 December, the landing of 44th Army in Feodosiya.

**25-31 December.** Actions of the Azov Military Flotilla. On 25 December the loading of landing forces on the ships and vessels of the AMF was carried out, the 224th Rifle Division and 83rd Naval Rifle Brigade were loaded in Temryuk and part of the 12th Rifle Brigade in Kuchugury. For participation in the landing operation in the composition of the flotilla, five landing detachments were created. From 1230 hours to 2200 hours on 25 December the detachments went out to sea with the calculation of reaching the landing areas by 0500 hours on 26 December.

The 1st Detachment (Capt-Lt F.P. Shiovnikov), composed of the minelayer “Zarya”, minesweeper-craft “Akula”, and 3 fishing boats, was to land 530 landing troops in Kazantinskiy Bay.

The 2nd Detachment (Capt-2nd Rank V.S. Grozniy-Afonin) was divided into western and eastern groups. In the detachment were the gunboat “Don”, steamships “Krasniy flot” and “Penay”, tug



“Nikopol” with barge, self propelled scows “Gordipiya” and “Fanagoriya” with nine barges, patrol boats “CKA-123” and “CKA-128”, and 15 fishing boats. The detachment was to land a force composed of 2,883 men, 3 tanks, 19 guns and mortars, and 18 horses in the Cape Zyuk area.

The 3rd Detachment (Capt-Lt A.D. Nikolayev), composed of the minesweeper-craft “Uragan”, self-propelled barge “Tamans”, dredger “Voroshilov” and 2 fishing boats was to land 1,070 men with four guns at Cape Tarkhan.

The 4th Detachment (Capt 3rd Rank V.M. Dubrovov) was divided into western and eastern groups. It was composed of the gunboats “No.4” [until 7/22/41 it was Icebreaker No.4] and “Dnestr”, minesweepers “T-486” (“Sovetskaya Rossiya”) and “T-492” (“Beloberezhnye”), steamship “Yeysk”, tug “Dofinovka” with barge “Taganrog”, and 8 fishing boats. The detachment was to land a force composed of 2,198 men, 3 tanks, 8 guns, and vehicles in the Cape Khroni area.

The 5th Detachment (Capt-Lt V.A. Iossa) included the minesweeper “T-513” (“Nord”) and “T-491” (“Kiziltash”), tug “Uritskiy” with barge Dolzhanka” and 8 fishing boats. It was to land 1,000 men in the Yenikale area.

The transport to the landing places was conducted in stormy conditions. Many vessels fell behind from the detachments. The sail fishing boats and rowboats, towed behind the ships and vessels and intended for use as landing craft, filled up with water. Many of them were lost. As a result the landing was delayed.

On 26 December at 0630 hours the 4th Detachment’s western group approached Cape Khroni and at 0730 hours began disembarking the landing force in Bulganak Bay under heavy enemy fire. A barge was utilized as a pier. The gunboat “Dnestr” supported the landing with fire. Landing troops from the detachment’s eastern group were disembarked there later. At 1600 hours in order to develop the success of the 4th Detachment, the 5th Detachment approached Cape Khroni, having been redirected there by the AMF Commander. The disembarkation of the landing force did not occur due to enemy fire and the strong surf. By the morning of 27 December the 5th Detachment departed for Temryuk.

At 0700 hours on 26 December the 2nd Detachment approached Cape Zyuk. Under the cover of a smokescreen put up by the patrol boat “CKA-123”, the disembarkation of the landing force from the fishing boats began across a barge brought up to the shore. The patrol boats transferred the landing troops from the transport “Penay”. At 1030 hours the 1st Detachment approached Cape Zyuk; it had been delayed because of the storm and was redirected to the area by the flotilla commander. At 1050 hours enemy aviation began an attack. The barge “Fanagoriya” was sunk, and the steamships “Krasnyy flot” and “Penay” were damaged. The minesweeper-craft “Akula” was thrown on shore by a wave, while one fishing boat pierced its hull by striking a rock. In these conditions the 1st Detachment, having disembarked around half of the landing troops, departed for Cape Khroni. At the same place by the end of the day, having not completed disembarkation, the 2nd Detachment also departed.

At dawn on 26 December the dredger “Voroshilov” and the minesweeper-craft “Uragan” from the 3rd Detachment approached Cape Khroni. At 1245 hours the dredger was attacked by enemy aircraft and sunk. The “Uragan”, overcrowded with personnel rescued from the dredger, gave up disembarking and returned to Temryuk.

During the night of 27 December in the area of Cape Khroni the minesweeper “T-492” disembarked 250 men from the second echelon of the landing force. During the day disembarkation had not succeeded because of increasing enemy countermeasures. A barge with landing troops was sunk by enemy aviation. The steamship “Penay” was heavily damaged and beached itself on the shore. The damaged minesweeper “T-491” was towed to Kuchugury.

On 29 December at 0100 hours the minesweepers “T-486” and “T-513”, transport “Yeysk”, tugs “Shtorm” and “Dofinovka” with barges, and patrol boats “CKA-123” and “CKA-128” under the general command of Capt 3rd Rank V.M. Dubrovov approached Cape Khroni. By this time the landing force that had disembarked on 26 December had now moved further inland from the coast. Left without a covering force, the landing area was again occupied by the enemy. The detachment commander and the participating flotilla commissar, Regimental Commissar S.S. Prokofyev, considered a landing possible. However, the commander of the 224th Rifle Division accompanying the landing force did not agree with them. By his order part of the detachment’s ships and vessels went to disembark the landing force at Yenikale, but because of the increasing storm the disembarkation did not occur, and the vessels departed for Temryuk. The steamship “Yeysk” and two fishing boats, remaining in the area of Cape Khroni, by order of the detachment commander disembarked two battalions (1,354 men and 15 guns and mortars) despite enemy resistance.

On 30 December one more detachment was prepared for sea composed of the gunboat “No.4”, minesweepers “T-513” and “T-492”, self-propelled barge “Gordipiya”, tugs “Nikopol” and “Kuzbass”, 12 fishing boats and 2 barges under the command of Capt 2nd Rank V.S. Groznyi-Afonin. The detachment was to disembark a landing force in the area of Yenikale or at Cape Khroni, but during the morning of 31 December the liberation of Kerch became known and for that reason the troops onboard the ships and vessels were directed there.

From 26 to 31 December the AMF disembarked on the Kerch Peninsula 6,140 men and unloaded 9 tanks, 38 guns and mortars, 9 motor vehicles, and 240 tons of ammunition.

**25 – 29 December.** Actions of the Kerch Naval Base. The Kerch Naval Base was given the task to land the 302nd Mountain Rifle Division on the eastern shore of the Kerch Peninsula. The embarkation of the landing force at Komsomolsk and Taman began at 1600 hours on 25 December and was completed during the night of 26 December. The voyage by sea was completed in stormy conditions. Part of the vessels arrived at the landing place late because of running aground. The base’s boats and landing craft were divided into three detachments.

The 1st Detachment, with the first landing groups (1,154 men) was composed of 8 torpedo and 2 patrol boats and 20 fishing boats divided into four groups under the command of Sr-Lt I.G. Litoshenko, by 0500 hours on 26 December approached Eltingen, Kamysh-Burun, and Staryy Karantin. In the area of Kamysh-Burun the landing occurred unexpectedly for the enemy. The landing troops fortified themselves at Kamysh-Burun Spit and the pier of the ship repair plant. In the area of Eltingen and Staryy Karantin because of strong enemy countermeasures only 19 and 55 men respectively succeeded in landing. Until dusk they waged an unequal battle and then attempted to breakthrough to Kamysh-Burun. Only two men succeeded in doing so from the Eltingen area. Part of the landing

troops from the Staryy Karantin area found a small rowboat and withdrew in it to the ships while the remaining troops perished.

The 2nd Detachment, with the first echelon of the landing force (744 men) was composed of 6 torpedo and 2 patrol boats and 12 fishing boats and under the command of Sr-Lt F.I. Petrovskiy, on 26 December at 0700 hours approached Kmysh-Burun Spit and the pier of the ship repair plant and was met with strong enemy fire. With the support of the patrol boats and also the 140th Artillery Battalion of the KNB and 25th Corps Artillery Regiment of the 51st Army from the Taman Peninsula, the disembarkation of the landing troops was carried out. The torpedo boats covered the area of landing with a smokescreen.

The 3rd Detachment composed of 6 torpedo and 2 patrol boats, 9 fishing boats, and 3 tugs, which towed 2 barges and a bolinder barge [a 530 ton barge 45.8 meters long, 7.2 meters wide with the engine built by the Swedish firm Bolinder; each could carry up to 10 tanks or one battalion of troops; trans.] and under the command of Capt-Lt V.I. Yevstigiyevev and had onboard 3,327 landing troops and 32 guns and mortars, approached Kamysh-Burun at 1300 hours. It also was forced to conduct a landing under fire. Artillery from the Taman Peninsula and boats supported the landing troops. As the result of raids by enemy aviation one barge was sunk and another was damaged but the landing force was disembarked.

On 27 December because of a storm, transports [of landing forces] were not conducted in the strait. On 28 and 29 December the KNB continued the transport of troops while bitter fighting raged on the peninsula. On 29 December, in connection with the landing of our troops at Feodosiya, the enemy began to withdraw from the Kerch Peninsula. During the night of 30 December a group of scouts headed by the chief of staff KNB Capt 3rd Rank A.F. Studenichnikov, having landed on shore from a torpedo boat, penetrated to Kerch. Having established that the enemy had left the city, the group commander reported this to the base staff.

During the operation the landing craft of the KNB disembarked 11,225 landing troops, and transported 47 guns, 198 mortars, 12 motor vehicles, 210 horses, and 14 wagons.

*[During the whole operation enemy artillery and aviation had sunk one patrol boat, five torpedo boats, one tug, one bolinder, and one barge. Personnel losses of the naval base and landing detachments totaled 350-400 men killed and wounded. – Shirokorad, pg. 274]*

**25 – 30 December.** Actions of Landing Detachment “B”. On 25 December Landing Detachment “B” composed of gunboats “Krasnyy Adzharistan” (flagship of detachment commander Rear-Admiral N.O. Abramov), “Krasnyy Abkhazia”, and “Krasnaya Gruzziya”, escort ship “Kuban”, a tug [SP-15] with blinder barge, and 6 patrol boats took on board at Anapa a Mountain Rifle Regiment and during the night of 26 December went to sea. [By midnight the gunboats had taken aboard 2,393 men, 14 76-mm guns, and 6 120-mm mortars. Because of a large swell embarkation on the patrol ship and the bolinder could not be carried out]. However, at the time of departure the tug with the bolinder barge remained behind at the roadstead [because in the darkness the tug captain did not notice (probably due to fog) the departure of the gunboats; trans.], while soon after its departure the patrol ship “Kuban” returned [because it had no landing troops aboard] and did not participate in the landing. At night during the voyage the ships lost one another. During the morning of 26 December the gunboat “Krasnyy Adzharistan” and a boat which

was intended to be used as a landing craft approached the area of Mount Opuk. The detachment decided to return to Anapa, collect the ships together, and carry out the landing on the morning of 27 December. However on that day the landing could not be carried out because of the storm and poor visibility. On 28 December the detachment took on coal at Novorossiysk and by order of the Military Council of the Black Sea Fleet was directed to disembark the landing force in the Kerch Strait. At 2210 hours on 28 December the ships began the disembarkation of the landing troops under enemy fire. The disembarkation continued on 29 December with the help of three fishing boats that brought personnel from the gunboats to shore and was completed on 30 December. Part of the landing force was disembarked on the pier of the Kamysh-Burun port.

During the morning of 26 December the support ship detachment (cruisers “Krasnyy Kavkaz” and “Krasnyy Krim”, destroyers “Nezamozhnik” and “Shaumyan”), which was to support the landing of Landing Detachment “B”, arrived in the area of Mount Opuk (“Krasnyy Krim” and “Shaumyan” beforehand had bombarded Feodosiya), but did not find anything there. At 2039 hours the “Krasnyy Kavkaz” bombarded the shore. Not waiting for Detachment “B”, during the morning of 27 December the ships departed for Novorossiysk.

**28 – 30 December.** Actions of Landing Detachment “A”. At the start of the operation Landing Detachment “A” included:

- Support Ship Detachment (Capt 1st Rank V.A. Andreyev), composed of cruisers “Krasnyy Kavkaz” and “Krasnyy Krim”, and destroyers “Nezamozhnik”, “Zeleznyakov”, and “Shaumyan”
- 1st Detachment of Transports (Capt 2nd Rank I.A. Zaruba), composed of transports “Zyryanin”, “Zhan-Zores”, “Nogin”, “Serov”, “Shakter”, “Tashkent”, “Krasnyy Profintern”, and “Azov”
- Security Detachment of the 1st Detachment of Transports (Capt 3rd Rank G.P. Negoda), composed of the destroyers “Bodryy” and “Boykiy”, and the minesweepers “T-401” and “T-411”
- 2nd Detachment of Transports (Capt 2nd Rank Filippov), composed of the transports “Kalinin”, “Dimitrov”, “Kursk”, “Krasnogvardeyets”, and “Fabritsius”
- Security Detachment of the 2nd Detachment of Transports (Capt 2nd Rank M.F. Romanov), composed of the leader “Tashkent”, the destroyers “Sposobnyy” and “Soobrazitelnyy”, the minesweeper “T-410”, and 6 patrol boats
- The Landing Craft Detachment (Capt-Lt A.P. Ivanov), composed of the minesweepers “T-404” and “T-414”, 12 patrol boats, and 6-10 self-propelled barges. Capt 1st Rank N.Te. Basistyy was designated commander of the landing.

On 28 December in Novorossiysk and Tuapse the embarkation of troops of the 44th Army was carried out. The Support Ship Detachment, and also the additionally assigned transport “Kuban” took on board the forward detachment of landing troops composed of the 251st Mountain Rifle and 633rd Rifle Regiments, and the 2nd Battalion 814th Rifle Regiment (5,119 men, 18 guns, 7 mortars, 30 motor vehicles, 72 horses, 19 wagons, etc). On the boats of the landing craft detachment was loaded the assault detachment of sailors (300 men, commander – Sr-Lt A.F. Aidinov).

On 29 December at 1720 hours the Support Ship Detachment and Landing Craft Detachment went to sea. Determining their place on the approaches to Feodosiya with the aid of searchlights of the

submarines “Shch-201” (Capt 3rd Rank A.I. Strizhak) and “M-51” (Capt-Lt V.M. Prokofyev) and the light buoys dropped by them, the ships reformed into combat order. At 0350 hours the cruisers and destroyers opened fire on the port. At 0403 hours the fire was stopped, and the boats of the Landing Craft Detachment began to breakthrough to the port. Directing fire along the pier, they began the landing of the assault groups. The patrol boat “SKA-0131” (Sr-Lt A.D. Kokarev) burst into the harbor first. Landing troops disembarked by the patrol boat captured the lighthouse and set it on fire in order to help the ships orient themselves. “SKA-013” (Lt N.N. Vlasov with the detachment commander Capt-Lt A.P. Ivanov aboard) anchored at the boom gates and showed the ships the entry to the port with green [tracer] fire.

At 0413 hours under enemy fire the destroyers “Shumyan” (Capt-Lt S.I. Fedorov), “Nezamozhnik” (Capt 3rd rank P.A. Bobrovnikov), and “Zeleznyakov” (Cpt-Lt V.S. Shiskanov) burst into the port. The destroyers disembarked the landing troops on the piers and suppressed the enemy firing points with artillery fire. The cruiser “Krasnyy Krym” (Capt 2nd Rank A.I. Zubkov) conducted fire from the area of the lighthouse, and the landing troops on board it transferred to launches and boats.

At 0502 hours the cruiser “Krasnyy Kavkaz” (Capt 2nd Rank A. M. Gushchin) approached towards the inner side of the wide mole and began mooring. A strong driving wind interfered with the mooring resulting in its completion only at 0715 hours.

*[Altogether the warships of the Support Ship Detachment disembarked 4512 men, of which “Krasnyy Kavkaz” – 1,586, “Krasnyy Krym” – 2,000, “Shaumyan” – 330 troops, “Nezamozhnik” – 289, and “Zheleznyakov” – 287. Moreover, “Shaumyan” unloaded two 76-mm guns, two 107-mm mountain mortars, while “Nezamozhnik” unloaded one 76-mm gun and 17 boxes of mines. – Shirokorad, Pg.282].*

At 0720 hours the transport “Kuban” entered the port and began to disembark landing troops and unload equipment.

The cruisers were the main targets of the enemy. During the disembarkation of the landing force, the “Krasnyy Krym” was hit by 11 shells and mortar rounds, and the “Krasnyy Kavkaz” was hit 17 times, while the enemy also directed light machinegun fire at it. Especially dangerous was the hit on the second turret of the cruiser “Krasnyy Kavkaz”. The shell pierced the turret and blew up inside it. The turret crew was knocked out of action and charges started to burn; there arose the fear that the ship would explode. Coming to after the shell explosion Red Fleet sailor V.M. Pokutnyy succeeded in pulling a burning charge from the elevator, but subsequently collapsed after losing consciousness. At that time gunner P.G. Pushkarev and senior electrician P. Pilipko broke into the turret and were able to put the fire out. At 0810 hours, having completed the disembarkation of the landing troops, the “Krasnyy Kavkaz” moved away from the pier.

During 29 and 30 December the ships of the Support Ship Detachment stationed themselves in Feodosiya Bay, periodically bombarding the enemy on the coast. Multiple raids by enemy aviation remained without results. By the morning of 30 December the enemy was cleaned out from Feodosiya and the surrounding heights.

On 29 December at 2210 hours the vessels of the 1st Detachment of Transports with the first echelon of the landing force (236th and 157th Rifle Divisions) began to arrive at Feodosiya. The unloading

continued to the evening of 30 December. Enemy aviation bombarded the city and port. As the result of several hits on the pier, the unloaded transport “Tashkent” was burned out. The remaining vessels, having completed the disembarkation of troops, departed for Novorossiysk.

On 31 December at 0130 hours the transports of the 2nd Detachment began to enter the harbor with the second echelon of the landing force (63rd Mountain Rifle Division). Enemy aircraft as before conducted intensive strikes on the port while anti-aircraft weapons were not available to repulse the raids. The transport “Krasnogvardeyets” was sunk and the transport “Dimitrov” was damaged after hits by enemy bombs. On 31 December the vessels of the 2nd Detachment of Transports departed Feodosiya. The disembarkation of the main landing force was completed. On the transports of the 1st and 2nd Detachments were brought 17,635 men, 1,478 horses, 34 tanks and tankettes, 127 guns and mortars, 291 motor vehicles, 18 tractors, 137 wagons, 634 tons of ammunition and other cargoes.

**2 January.** Troops of the 44th and 51st Army, landed by forces of the Black Sea Fleet and Azov Military Flotilla, completely liberated the Kerch Peninsula from the enemy. The enemy grouping located here, although able to avoid encirclement and complete destruction, suffered heavy losses.

The Kerch-Feodosiya Landing Operation was the largest naval landing operation during the Great Patriotic War. As a result of it an important beachhead was captured in Crimea, the enemy lost the possibility of invading the Caucasus through the Kerch Peninsula, and was forced to halt the offensive at Sevastopol.

During the operation by forces of the Black Sea Fleet, Azov Military Flotilla, and Kerch Naval Base, 40,319 men [or “41,930 troops,” the number varies somewhat according to source; trans], 1,760 horses, 434 guns and mortars, 43 tanks, 330 motor vehicles, 978 tons of ammunition, and other cargoes were brought to Crimea.

For participation in the Kerch-Feodosiya Landing Operation, the Guards banner was awarded to the cruiser “Krasnyy Kavkaz”, by order of the People’s Navy Commissariat dated 3 April 1942, and the cruiser “Krasnyy Krym” by order of the Peoples Navy Commissariat dated 18 June 1942.

#### Requirements:

- Scenario Card #4 Front
- Units used: Refer to the Scenario Card #4 Front

**10.91 Scenario Length.** There are eight turns. Start with the Soviet portion of GT94 and end with GT101. The weather is automatically Snow with Storm for GT94. Resolve the Weather Table for all remaining turns

**10.92 Scenario Area.** Contained on Scenario Card # 4 Front.

#### 10.93 Placement

- The Axis player sets up first.
- Resolve Air Readiness beginning GT95. Soviet non-Naval air units have the +2 DRM applied to Readiness die rolls since Simferopol has fallen.

#### 10.94 Scenario Special Rules

- The Axis player receives 1 ASP per turn at the west edge.
- Supply Situation.

1. Attack Supply is in effect for both sides. General supply is also in effect for both sides. Exception: Soviet units roll for Surrender only if unable to trace a LOC to a friendly port [PB 7.6].
2. Axis supply sources are hexes: 5315, 5319, and 5321. Soviet supply sources are any friendly on-map port. Both sides may expend MSUs or reduce Dumps to MSUs to create temporary one turn supply sources [BSR 6.53]
- c. The Soviet player receives 1 ASP and one Type-I RP per turn in Map-T Holding Box.
- d. Neither side has any railroad capacity. Do not use railhead or rail-cut markers.
- e. The Soviet player cannot build any Strongpoints [historically, they had no construction materials].
- f. On any turn of Snow weather during Snow climate the Axis player can build Strongpoints [see BSRs 18.34 and 23.12].
- g. **Winter Freeze.** Beginning GT 97 the entire Azov Sea Zone and all of the Kerch Sea Zone north of the “Ice Limit” boundary printed on the map freezes. When frozen this sea area becomes impassable to all naval and flotilla movement for the rest of the game.

*NOTE: This removes all port functions from Kerch (6912), Yenikale (7013), and Genischesk (4804).*

#### h. Ice Bridge

1. On GT 99 the Soviet player emplaces the Ice Bridge marker on hex 7012 (if 7012 is friendly; if not friendly, it is never received). He emplaces it during the turn sequence as he would for a bridge unit over a river [generally follow BSR 23.2—the Ice Bridge is one-sided. It is placed at the end of the Supply determination Phase and is available to the Soviets at the start of their Motorized Movement Phase].
2. There is only one Ice Bridge. It remains for use on GTs 99, 100 and 101 only. Remove it at the end of GT 101, during the Game-turn Interphase. It can also be destroyed by Axis units following BSR 23.25.
3. The Ice Bridge allows regular land movement at the minor road movement rate in Snow directly from Map-T Holding Box onto hex 7013. Strategic movement is allowed.
4. Limitations: Up to six (6) stacking points of Soviet units can move in any combination of from the Map-T Holding Box or back to the Holding Box.
5. The Map-T Holding Box can serve as a Supply Source for Soviet units on map Q if they can trace a LOC to the Ice Bridge.

*DESIGN NOTE: Historically the ice bridge was open for use during just one time period during the course of this game: January 6th*



*through 9th; and outside of the game period it was again available beginning in late January. Please note that many histories have incorrectly recorded these dates.*

- i. By mutual agreement, both players may utilize free set-up. Axis player places all at start on-map Axis units subject to stacking limits. Soviet player is free to configure Amphibious Assault groups within limits of transport capacity and choose coastal hexes to Amphibiously Assault.
- j. No Axis air units may be placed in the Naval Unit Movement Interdiction Box on GT 94.

#### 10.95 Victory Conditions

- a. The Soviet player wins if at least four of the following locations are friendly to him at the end of the scenario:
  - Vladislavaka (hex 5716)
  - Feodosiya (hex 5718)
  - Sem Kolodesi (hex 6214)
  - Kamysh-Burun (hex 6814)
  - Kerch (hex 6912)
- b. The Axis player wins if the Soviet player fails to fulfill his victory conditions.

**10.96 Play Notes.** The historical scenario shows just how close the Soviets came to losing this battle. Amphibious assaults are inherently risky—especially in Storm weather. Judicious use of air units, especially Axis air units will prove to be critical. The Soviet player must take Kamysh-Burun quickly so that at least some of the units landing from the Sea of Azov can trace an LOC and avoid surrender die rolls. The next priority is assuring the Ice Bridge can be placed so that sufficient reinforcements can cross to make capture of Sem Kolodesi, Feodosia and Vladislavaka possible. The capture of Feodosia by Amphibious Assault would be a bonus, but may be difficult to do directly since it can be assaulted from only one sea hex by one unit. A safer strategy would be to Amphibiously Assault both adjacent hexes and attempt to capture it on the next GT. The Axis player will be reacting to these landings and should do his best to mass whatever strength is at hand to defeat Soviet landings one at a time.

**Free set-up.** Direct assault against the eastern tip of the Kerch Peninsula will probably fail with heavy loss. The free set-up scenario initial landings may well be based on finding suitable coastal hexes near a port/anchorage or with a port/anchorage not heavily defended. The optimal Soviet strategy may be to cut off the Axis forces in the eastern end of the peninsula from reinforcements and supply and defeat them in detail in time to open the Ice Bridge. As before, judicious use of air units by both sides will have a major impact on the outcome.



## 11.0 Detailed Examples of Play

*“The self-denying struggle of the defenders of Sevastopol is a model of heroism for the Red Army and the Soviet people.”*

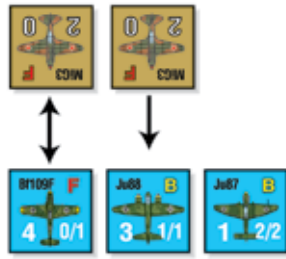
—Stalin, June 1942

### 11.1 Air Mission Examples

**NOTE:** The maximum number of air units either player can assign to any air mission (Interdiction or CAS) is three.

#### Example 1: Interdiction

Any map hex can be a mission hex for an Interdiction mission. During the Axis Air Interdiction Phase the Axis player declares an Interdiction mission against a map hex containing a Soviet HQ. The Axis player takes one BF109 F (fighter) unit, one JU87 B (bomber) and one JU88 B (bomber) unit from the Ready Box of the Air Unit Display and places them face down in the mission hex.



The Soviet player decides to oppose the mission with two MIG-3 F (fighters) from the Ready Box on the Soviet Air Unit Display, and places them face up in the mission hex. Because both players have air units in the mission hex, they must now resolve Air Combat.

A point of clarification: In Air Combat, all air units are either mission units or firing units. Bombers (B type air units) are easy to classify. They are always mission units. Their Air Combat Rating is used defensively only. They never fire during Air Combat. Many fighter (F type air units) are dual capable, possessing CAS or Interdiction ratings as well as an Air Combat Rating (ACR). When dual capable fighters are present in an air combat, the owning player must immediately and irrevocably declare whether they are being used as mission units (performing CAS or Interdiction with those ratings and using their ACR defensively) or firing units (using their ACR to fire on opposing units).

The Axis player now reveals his three air units. Because the BF109 is dual capable, the Axis player announces that it will be a firing unit for this Air Combat.

The Axis player rolls one die and refers to the Air Initiative table. The result of “1” indicates “Axis Initiative, Local Tactical Advantage.” Axis Initiative allows the Axis player, within limits, to structure the matching of opposing air units for Air Combat resolution. Local Tactical Advantage applies only to a possible second round of Air Combat, and will be covered later. Opposing firing units must be matched against each other, so the Axis player allocates his one BF109 against one of the MIG-3 units. The Axis player must now allocate a mission unit against the remaining MIG-3 because he has no other firing units remaining. Because it is his choice of which mission unit to use, he chooses the JU88 with its ACR of three instead of the JU87 with its ACR of one. The JU88 will be much harder for the MIG-3 to abort or damage. If the Soviet player had the Initiative, the weaker JU87 would have been chosen.

All firing units fire simultaneously in Air Combat. Mission units do not fire—they simply defend with their ACRs. The Soviet player fires at the JU-88 with his MIG-3, indexing the –1 column of the

Air Combat Table (MIG-3 ACR of 2 minus JU-88 ACR of 3). He rolls a 6 (No Effect) result.

Now both players fire in the BF-109 vs. MIG-3 engagement. The German player indexes the +2 column on the Air Combat Table (BF-109 ACR of 4 minus the MIG-3 ACR of 2) and the Soviet player indexes the –2 column (MIG-3 ACR of 2 minus the BF-109 ACR of 4). The Axis player rolls a 5, which damages the MIG-3. The Soviet player rolls a 3, which has no effect. The MIG-3 is returned to the Damaged Box. The BF-109 remains for the second round due to Axis Local Tactical Initiative.

In most instances Air Combat would now be concluded. However, because the Axis player received a Local Tactical Initiative result, any unengaged Axis firing unit may choose a new target and fire again. The only Axis firing unit, the BF-109, is unengaged (its MIG-3 opponent from the first round of air combat limped back to the Soviet Damaged Box). The only remaining Soviet unit is the other MIG-3, so it becomes the target unit. The Axis player again indexes the +2 column, rolls the die and obtains a 3, which is a “destroyed” result. The MIG-3 is sent immediately to the Soviet Destroyed Box. Because it was the target unit in a Local Tactical Initiative situation, it cannot fire back.

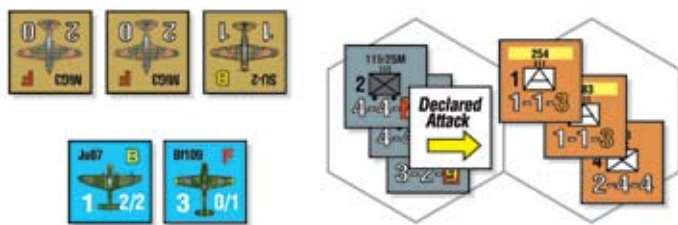
Air Combat is over. All remaining firing units (in this case, the BF-109) return to their respective Flown Boxes. The JU-87 and JU88 continue the Interdiction mission.

The Soviet player is able to conduct AA fire because a HQ occupies the mission hex (it could have also occupied any of the six hexes surrounding the mission hex). The HQ will provide a +1 DRM to each Soviet AA die roll. The Soviet fires first at the JU-88. The die roll is 8 (modified to 9 due to the HQ DRM), obtaining an Abort result. The JU-88 is placed immediately in the Axis Flown Box. The next die roll against the JU-87 is a 5, but this time the HQ DRM is cancelled out by the JU-87’s own DRM of –1 against AA fire. The final die roll result remains 5, which equals “No Effect” on the table. The JU-87 remains in the mission hex after Air Combat and AA fire, so it automatically performs its mission. The Axis player receives one level of Interdiction in the mission hex for each Axis Interdiction rating point remaining in the hex (up to a maximum of two levels). The JU-87 has two Interdiction rating points, so the Axis player places a Level Two Interdiction marker in the mission hex and moves the JU-87 to the Flown Box. The air mission is concluded. The Interdiction marker remains in the mission hex until it is removed during the Game Turn Interphase. Until removed, it turns the mission hex and the six surrounding hexes into a Zone of Interdiction affecting the Soviet player (for a complete list of Interdiction Effects, refer to the Air section of the 11x17 Chart Card).

#### Example 2: CAS

**Situation:** The Axis player has declared an attack against a hex containing several Soviet units, two of which are AA units. A Declared Attack marker has been placed on the hex. At the start of the Axis Combat Phase, the Axis player allocates all desired CAS missions, and one of them is allocated to this particular Declared Attack. Unlike Interdiction, the only allowable mission hexes for CAS missions are hexes bearing Declared Attack markers. The Axis player allocates from the Ready Box a BF-109 and a JU-87, placing them face down on the mission hex. Once the attacking player (the Axis player in this case) has allocated all CAS missions, the defending player allocates his CAS missions to any hexes containing Declared

Attack markers. The Soviet player allocates two MIG-3 fighters and an SU-2 bomber from the Ready Box to perform a CAS mission in the example hex, and moves the units face up to the map.



Because both players have air units in a mission hex, they perform Air Combat:

1. The Axis player does not need to declare his BF-109 is functioning as a firing unit—it does so automatically because it has a CAS rating of zero.
2. The Axis player checks for Air Initiative by rolling one die and referring to the Air Initiative Table. The die roll is 6, which indicates that all firing units return to their respective Flown Boxes. The rest of the Air Combat procedure is skipped.

Both players' mission units must undergo AA fire, because both sides have ground combat units qualified to deliver AA fire in or adjacent to the mission hex.

The Axis player rolls a 3 with no DRMs which results in a No Effect result. The Soviet SU-2 unit remains in the mission hex. The Soviet player rolls a 10, modified by a +2 DRM (those two Soviet AA units contribute +1 DRM each), which yields a Damaged result when applying the -1 Stuka DRM. The Stuka is removed from the map and placed in the Axis Damaged Box.

The SU-2 now automatically contributes its CAS Rating of one to the Declared Attack as a +1 Defender DRM. Return the SU-2 to the Flown box. Place a one numeric marker in the hex if desired.

## 11.2 Overrun Example



**Situation:** It is the Axis Movement Phase. The weather for the turn is Dry. The Axis player decides to Overrun the Soviet artillery brigade in hex A with the Overrunning force shown in the illustration (all of the German motorized units begin the Axis Movement Phase stacked together in the hex adjacent to hex A, so all can move in the same Overrunning stack).

Because the Soviet artillery unit is stacked in a hex with a Strongpoint, the Axis player must achieve 12-1 odds to Overrun. The Axis force has thirteen attack strength points. The Soviet unit (being a lone artillery unit in an Overrun situation) defends with its defense strength of one only. With odds of 13-1, the Axis force meets one

of the two pre-conditions for Overrunning a fortification hex. It meets the second because a motorized Engineer unit is part of the Overrunning stack.

The Axis player refers to the Overrun Table, rolls the die and obtains a six. The Axis player now applies the relevant DRMs:

1. Odds Ratio DRM: this DRM is -2 because the Overrun odds are 13-1 (exceeding the 10-1 ratio that provides the -2, but not quite 14-1 which would provide -3).
2. Defender Condition DRM: there is a -1 DRM because all the units being overrun (the only unit in this case) are artillery units.
3. Terrain DRM: there is a +2 DRM for the Strongpoint in the Overrun hex.

The net DRM is -1 (-2, -1 and +2), so the modified Overrun die roll is five. This result falls in the 3-7 range of the Overrun Table, yielding an Overrun Succeeds result. The Soviet unit does not have to lose a step, but the Axis player places an Overrun marker on the unit and retreats it two hexes. The Axis Overrunning stack must now advance into the vacated Overrun hex, having expended two and one half MPs (one MP for the Overrun attempt, one half MP to enter the Overrun hex on a main road and plus one MP for entering a hex with a Strongpoint). The Soviet unit in the Overrun hex did not exert a ZOC, but even if a Soviet ZOC had been exerted, there would have been no MP cost paid because the Overrunning stack began its movement adjacent to the Overrun hex. The Axis player “drops off” the Engineer unit in hex A. The Engineer is left behind to destroy the Strongpoint during the upcoming Axis Engineering Phase.

The reduced Overrun stack keeps moving, entering hex D on the minor road at a cost of one MP for entering a non-clear terrain hex on a minor road and plus one MP for entering the ZOC of the Soviet unit in hex C (making a total of four and one half MPs expended so far). The Axis player determines if Overrun into hex C is possible. The MP cost to Overrun into hex C would be one MP for the Overrun plus one MP for entering hex C (a non-clear terrain hex) on a minor road. Adding two more MPs would yield a cumulative total of six and one half MPs. All the Axis units have MAs of seven—enough to pay the Overrun MP costs. The Overrunning stack has ten attack strength points—just enough to meet the minimum 5-1 odds level for a “German only” Overrun against the reduced Soviet division with two defense strength points. The Overrun die roll is made, and an eight is obtained. This time the DRMs are unfavorable for the Axis player. There is a +2 DRM for the 5-1 odds level and another +2 DRM for the hill terrain in hex C. The modified die roll is eleven. Even though the total DRM is +4, the maximum Overrun DRM is +3/-3. Not only does the Overrun fail, but the Overrunning stack must also lose one step. Overrun movement ceases. The only option remaining to the Axis player for occupying hex C is to declare an attack against the hex at the end of the Axis Movement Phase after possibly moving more Axis units adjacent to hex C and bringing Axis artillery into support range.

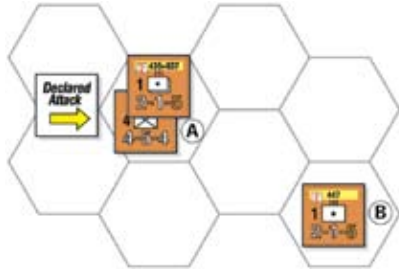
*NOTE: At the start of this example, the Axis player had another Overrun option available. Because the Soviet unit in hex A has no ZOC, the Overrunning stack could move into hex B and declare an Overrun on the reduced division in hex C. Though the Overrunning stack would be adjacent to two Soviet units, it would only be in the ZOC of the one being overrun, so the Overrun would be permitted. The cost to move into hex B is four MPs (one MP for the Soviet ZOC,*

one MP for entering the hex off-road and plus two MPs for the woods in the hex). The Overrun MP cost is again two MPs. The Overrun will be conducted at 6-1 odds, eliminating the 5-1 Odds DRM. The Overrun can still fail, but the odds of losing a step will be less. The trade-off is that insufficient MPs remain to also Overrun the Soviet unit in hex A even if the Overrun against hex C succeeds.

### 11.3 Soviet Artillery Support

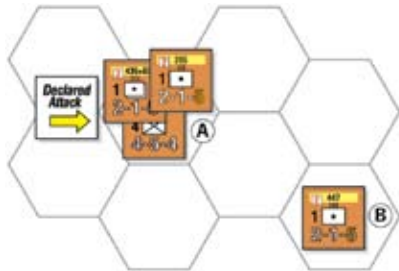
#### Example One

Normally only one qualifying Soviet artillery unit can contribute its support strength to any declared attack (defending or attacking). In this example the Soviets are defending, and either the artillery unit in hex A (the defender hex) or the artillery unit in hex B could contribute its support strength to the defense but not both. To maximize defense strength, the Soviet player would probably contribute the *defense strength* of the artillery unit in hex A and contributing the *support strength* of the artillery unit in hex B. Examples two and three highlight the two conditions where more than one Soviet artillery unit is allowed to contribute its support strength.



#### Example Two

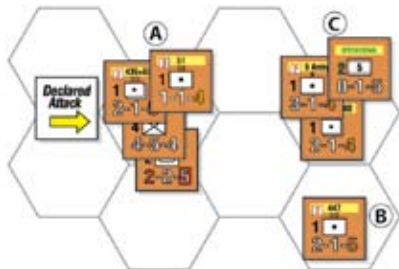
When defending, if two or more Soviet artillery units occupy a defender hex, each of those units may contribute their support strength to the defenders in the hex. In this example, the Soviet player would probably opt to have the two artillery units in hex A (the defender hex) contribute their support strengths. The Soviet player also has the option for one artillery unit in hex A to contribute its support strength and the other contributes its defense strengths and the artillery unit in hex B contributes its support strength. What the Soviet player cannot do is have the artillery unit in hex B contribute its support strength if either (or both) artillery units in hex A contribute their support strengths.



**NOTE:** If a defender hex is within the Command Range of a Non-Op HQ, only one Soviet artillery unit can contribute its support strength regardless of how many artillery units occupy the defender hex.

#### Example Three

Another way for more than one Soviet artillery to provide support is to be stacked with an operational in-range HQ. In this example, the Soviet player could have four artillery units (the maximum) provide support to hex A, the defender hex. There are two artillery units in



the defender hex which can contribute their support factors [refer to Example Two], plus the two artillery units stacked with the operational HQ in hex C. Theoretically, up to four artillery units could be stacked with the HQ in hex C and contribute their support strengths to a declared attack (both on attack and defense). As in example two, the artillery unit in hex B cannot contribute its support strength if any of the artillery units in hex A or hex C are contributing their support strengths.

**Note 1:** If the defender hex were to be in the Command Range of a Non-Op HQ, only one of the five artillery units in this example could contribute its support strength.

**Note 2:** Axis Air Interdiction can reduce the number of artillery units stacked with a HQ which can contribute their support strengths by one for each Interdiction Level. In this example, a Level One Interdiction marker in hex C would allow only one of the two artillery units in that hex to contribute its support strength. If hex C contained a Level Two Interdiction marker, none of the artillery units in that hex could support [refer to Interdiction Effects on the 11x17 Chart Card].

**Note 3:** The available support strength of eight (each of the four qualifying artillery units has a support strength of two) exceeds the defense strength of seven (the division with a defense strength of five and the tank brigade with a defense strength of two) in the defender hex. The Soviet player can either have all four artillery units support with only seven of the available eight support strength points, or can support with three of the four qualifying artillery units (six support strength points), and have one of the two defender hex artillery units contribute its defense strength.

### 11.4 Naval Movement Example



The Soviet *K.Kavkas* naval unit (with a Naval Movement Point allowance of 3) begins the Soviet Motorized Movement Phase in the major port of Sevastopol (hex 1527). The Soviet player picks up the *K.Kavkas* and places it in the Map-T Holding Box, a major port. The *K.Kavkas* has now spent its three Naval Movement Points NMPs for the phase (one to enter the Sevastopol Sea Zone, a second to enter the Crimea Sea Zone, the third to enter the Kerch Sea Zone, and nothing to enter the Holding Box port in the Kerch Sea Zone). He then resolves the Naval Movement Loss Table to see if any Damage was incurred in this movement. The Axis player had successfully placed air unit with an interdiction rating of 1 in the Naval Movement Interdiction Box, therefore an Interdiction Level 1 marker is in the Naval Movement Interdiction Box. The *K.Kavkas* is subject to loss on the Air Interdiction column of the Naval Movement Loss Table. The Soviet player rolls a 10, with no DRMs, resulting in "AD1." He places a "1" number marker on the naval unit to indicate the one Damage point. He then chooses to ignore the Abort portion of the result. This causes an additional 1 point of damage to the *K.Kavkas*. Since the *K.Kavkas* has a protection rating of 3, it is not sunk. He then turns it to its Sailed side to show it is not available for further naval movement until it returns to its Ready mode.



## 12.0 Designer's Section

### 12.1 Unit Abbreviations

#### Axis

**AA**—Aufklarungs Abteilung (reconnaissance)

**FAG**—FlakArtillerieGruppe; temporarily formed tactical groups of anti-aircraft weapons for ground support role.

**Geb**—Gebirgsjäger (mountain); these troops were well-trained and equipped and organized for warfare in mountainous terrain. With only two infantry regiments they were more mobile than regular infantry but were wasted in non-specialist actions.

**Groddeck**—Unit commander's name: Oberst Karl-Albrecht von Groddeck (later Generalleutnant), an effective commander; he later commanded a division.

**Korne**—Unit commander's name: Col. Radu Korne.

**Le**—Leicht (light); to gain mobility these divisions had only two infantry regiments instead of the usual three, and their artillery was motorized, but they ended up functioning as regular infantry divisions.

**LW**—Luftwaffe (German Air Force) ground unit armed as infantry.

**MG**—Machinegewehr (machine-gun)

**Mtn**—Mountain

**Pz**—Panzer (armored)

**SSLAH**—SS Leibstandarte Adolph Hitler; these were the elite among the SS (i.e. Schutzstaffel; lit. "Protection Squad"). Still only brigade in size, it was organized as four large, well-armed motorized infantry battalions plus smaller attached units. Most personnel were veterans.

**Ziegler**—Unit commander's name: Oberst Heinz Ziegler, chief-of-staff of German 42nd Corps. Later (as general) during 1943, he directed operations at Faid/Kasserine Pass in Tunisia and would command a corps in Italy during 1944. His brigade in the Crimea also included the Korne unit which the game shows separately.

#### Soviet

**Army**—A composite unit assigned directly to army HQ command.

**BSF**—Black Sea Fleet (Chernomorskiy Flot); this historical designation on three naval infantry regiments distinguishes them from naval infantry units found on other fronts.

**comp**—Composite unit; for simplification some small historical units have been consolidated into larger game units.

**FFA**—Field Fortified Area

**Flot**—Flotilla

- BSF = Black Sea Fleet
- Kiev = Kiev

**Gd**—Guards; denoting experienced, motivated, and reliable troops, this honorific title was conferred on formations that had distinguished themselves in combat. Such honors usually brought an increase in rank for the commander, more pay for everyone, and greater priority in re-supply and reinforcement. It would also mean a change in tactical organization and increase in authorized equipment, but most such increases could not be accomplished until the spring of 1942.

**K**—Cavalry

**MG**—Machine-gun; because they had little or no Transport at this time, these units were usually positioned in fortifications. These were originally controlled by a Fortified Area brigade HQ but at Odessa they subordinated to fortress command.

**Mtn**—Mountain

**MOON**—Militseyskiy Otryad Osobgo Naznachiya; a special purpose police unit of 1200 men formed during August for the defense of Odessa.

**Naval**—Naval Infantry Brigade; many former "sailors" organized into land combat units. They took disproportionate casualties because of poor basic infantry tactical training, but made up for this by a refusal to yield.

**NKVD**—Narodnyy komissariat vnutrennykh del (People's Commissariat of Internal Affairs); these units would not hesitate to fire on their own troops to keep them in line. All regulars, Border Guards, and internal security regiments which participated in the campaign are shown in this game; the last notorious for slaughter of their prisoners.

**Od**—Odessa (sometimes spelled out "Odessa"); a composite unit.

**Sev**—Sevastopol (sometimes spelled out "Sevastopol"); a composite unit.

**Zap**—Zapasnyy polk (Replacement Regiment); these units had reserve, replacements, and depot functions. Even NKVD rear security units would send gathered-up Red Army stragglers to an army Zap regiment for sorting out and re-equipping. Generally, one Zap regiment would be assigned per Army but on special occasion more could be made available. Zap units could find themselves on the front line during emergencies, and during 1941 there were plenty of emergencies.

**ZHOO**—Zhenskiy Oboronitel'nyy Otryad; a women's defense unit formed with 900 women. Although the Soviets mobilized a great number of women for combat duty during the war, all-women units were rare.

### 12.2 Suggested Reading

1. Achkasov, V.I., and N.B. Pavlovich, *Soviet Naval Operations in the Great Patriotic War, 1941-45*, Annapolis, MD: 1981.
2. Bidermann, Gottlob Herbert, *In Deadly Combat*, Lawrence, KS, 2000.
3. Carell, Paul, *Hitler Moves East 1941-1943*, New York, 1964.
4. Erickson, John, *The Road to Stalingrad*, New York, 1975.
5. Glantz, David M., *The Battle for the Crimea, Combat Documents and Chronology, Vol.1*, privately published, 2008.
6. Haupt, Werner, *Army Group South, the Wehrmacht in Russia 1941-1945*, Atglen, PA, 1997.
7. Hayward, Joel S. A., *Stopped at Stalingrad*, Lawrence KS, 1998.
8. v. Manstein, Erich, *Lost Victories*, Chicago, 1958.
9. Orenstein, Harold S. (trans), *Soviet Documents on the Use of War Experience, Vol. III*, London, 1993.
10. Seaton, Albert, *The Russo-German War*, New York, 1971.



11. Sweeting, C.G., *Blood and Iron*, Washington, 2004.
12. Ziemke, Earl and M.E. Bauer, *From Moscow to Stalingrad: Decision in the East*, Washington, 1987.

Additionally, much material is available on the internet, including videos and contemporary newsreels on YouTube. Much of the internet material is background and technical data about weapons but you can also find articles about the campaign.

### 12.3 German Super Heavy Artillery

*By Vance von Borries*

Sevastopol was one of only a few heavily fortified areas of Europe that merited the attention of heavy siege artillery and it certainly drew German attention. For the June 1942 attack there was to be no shortage of such weapons. The German 11th Army collected what turned out to be the largest operational concentration of these weapons during the war.

Such artillery had been in German war plans since rearmament began in 1933. Generally, these were of a special-purpose design to break even the strongest fortifications by penetrating armor plate or thick concrete, a chore regular field artillery and aerial bombs of the time could not achieve.

At Sevastopol the Germans had the time to deploy a broad array of siege guns, some with interesting characteristics. The 28cm H L/12 was a German design dating from well before WWI, now largely obsolete. It fired a heavy shell 11400 meters and was now moved by a half-tracked transporter. It was a very heavy weapon, requiring 3-4 days for emplacement.

The most common siege weapon was the 30.5cm Morser (mortar). Many saw action against the Maginot Line. Those at Sevastopol were originally produced in 1916 by Skoda for the Austro-Hungarian army and entered the German army with the annexation of Czechoslovakia. They fired a combined 6074 rounds into the Sevastopol area.

A new German weapon was the 35.5cm H.M1. Development on this gun began in 1936 but only a few examples were produced (3 to 7 guns). It was carried in six loads on trailers and assembled on the battlefield by a gantry device. It could fire a 575kg shell at a range of 20850 meters. At Sevastopol it fired about 412 rounds.

Next up are the two 42cm Gamma guns, a Morser (built by Krupp in 1906) and a Haubitze (howitzer) of similar characteristics. These were originally part of the pre-WWI "Big Bertha" program designed to destroy Belgian forts. Somehow, the Gamma-Morser escaped the attentions of various Allied disarmament commissions and was reassembled during Germany's rearmament. The Gamma Haubitze (built by Skoda) was acquired with the annexation of Czechoslovakia and was used later against the Maginot Line (the Morser was not). Moving these weapons could require up to ten special railway cars and two and a half days for emplacement. The Haubitze fired about 199 rounds and the Morser fired about 180 rounds, all at various strongpoints in the Sevastopol area. The Morser was last used in firing against Warsaw in August 1944.

One of the stars of the special purpose artillery was the German built 60cm Morser Karl Gerat. This curious monster of about 124 tons was mounted on a specially built self-propelled tracked chassis and served by munitions carriers that were themselves tracked conversions from a Pzkw IV chassis. It fired a 2200kg armor-piercing

shell but at a very short range, a maximum of 4500meters. Each gun required a crew of 155 men; additional personnel would be required to prepare firing sites. Only six Karls were built, originally for use against the Maginot Line, but they were not ready in time. Two Karls were used against the Brest-Litovsk Citadel in June 1941 and the results were impressive. At Sevastopol the Karl guns ("Odin" and "Thor") fired 197 rounds, mainly at the Soviet Maxim Gorki I battery, where they are said to have had a decisive effect, and at other "bastions," and then later at Ft. Malakov after a re-supply of ammunition. After returning to Germany these guns were alerted for use against Leningrad but that plan was cancelled. The last actions for the Karl guns were at Warsaw in August 1944 and briefly against US targets in the Ardennes. In the end these guns were disabled by US air attack or overrun by the Soviets.

The biggest of all was the 80cm K (E), Schwerer Gustav (heavy Gustav), codenamed "Dora," (built by Krupp). It was designed originally as a "wonder weapon" to be used against the Maginot Line in France but was not completed anywhere near in time, the first test round not being fired until 10 September 1941. This was the world's biggest gun at the time, weighing in at 1350 tons. Once assembled, it required a railroad type carriage with special tracks and locomotives, using the curvature of the track and gun barrel elevation for aiming. It could hurl a 7.1 ton armor-piercing shell at a target 23.7 miles distant or a 4.8 ton high explosive shell 29.2 miles (or perhaps 33.75 miles; sources vary). The armor-piercing shell could penetrate 80 yards of earth (or 7 meters of concrete) and formed a crater nearly 90 feet across and 30 feet deep. The physical and psychological effects of being anywhere near the shell-burst of either type were recorded as profound.

Dora required four trains for shipment and did not begin entry into the Crimea until April 1942. While it required a crew of 450-500 men, another 2500 men were employed in the construction of its firing site near Sevastopol. Additionally, two Flak battalions were deployed to protect it and other artillery nearby. After the completion of the Sevastopol operation, Dora was dismantled and shipped back to Germany for the fitting of a new barrel. It returned to Russia again for use against Leningrad in September 1942 but a Soviet offensive threatened and it again returned to Germany. Its only other operational use during the war was at Warsaw in August 1944 where it fired 30 rounds. As the Soviets approached in 1945 it was dismantled and the parts scattered.

### Axis Super-Heavy Artillery Inventory\*

Sevastopol, June 1942

<i>guns</i>	<i>Size</i>
1	80cm, K (E) Dora-Gerat
2	60cm Morser, Karl Gerat ("Thor" and "Odin")
1	42cm, Gamma Haubitze (t)
1	42cm, Gamma Morser
1	35.5cm, Haubitze M.1
16	30.5cm, Morser (t)
1	28cm, lange Bruno K (E)
12	28cm, Haubitze L/12
3	28cm, Kusten Haubitze L/12
10	24cm, Haubitze

**Dora Fire Plan\***

<i>Target</i>	<i>Planned # of shells</i>	<i>Actually Fired</i>
<b>On 5 June:</b>		
1. Coast batteries, etc. (hex 1427)	N/A	8
2. Ft. Stalin (hex 1626)	8	6
3. Maxim Gorki I	N/A	1
<b>On 6 June:</b>		
3. Ft. Molotov (hex 1525)	8	7
4. Ammo dumps at White Cliffs (hex 1626)	10	9
<b>On 7 June:</b>		
5. "Battery 448" (hex ????)	12	7
<b>On 11 June:</b>		
6. Ft. Siberia (hex 1626)	N/A	5
<b>On 17 June:</b>		
7. Maxim Gorki, And adjacent batteries (hex 1525)	N/A	5
<b>TOTAL: (armor piercing rounds)</b>	38	48
<b>On 25 June:</b>		
8. Sevastopol city (hex 1527) (all 5 are high explosive)	N/A	5
<b>TOTAL SHELLS</b>	38	53

*\*Data derived from contemporary reports, recently published materials, and website sources.*

**12.4 Designer's Notes**

*Barbarossa:* Crimea constitutes the sixth in a series of games that covers WW II in the Soviet Union. This game presents the same rules, analysis, scale, and many of the same charts and tables you will find in the earlier games of this series. You should find that each installment will fit well enough with the earlier ones that it will be possible to play them together.

Map research problems here were solved by much the same method as done in the earlier games. Check the Designer's Notes in those for details. The Crimea maps are among the more interesting in the series for topography. We endeavored to get all town names correct for the period despite the considerable name changing that took place during and after the war.

There seem always to be those scenarios that require a close examination of German situation maps. As with preceding games in this series I traced the progress of each division to determine exactly when it entered or left the play area and even traced in full the first turns. There is less accuracy with the Soviets because the situation maps are confusing. That is because so many records were lost and the peculiar way they present what information they have available. Even so, much can be deduced based on experience, the written record, and allowance for the breaking up of units to cover emergency situations.

General research presented essentially the same problem here in this game as it has for the earlier games in this series, there being a shortage of good English language sources, although the Sevas-

topol siege is comparatively well covered. As stated before, there is a paucity of these for all East front campaigns of the war. There are, as you may expect, additional Russian language sources and researcher Tom Burke examined some of those as well. We encourage you, if interested, to visit the archives and your local library for additional information.

German heavy artillery has certainly made appearances in other games but is appropriate and perhaps better depicted here (a scaling advantage) particularly since Sevastopol saw such a large concentration of German siege artillery. A later concentration at Leningrad was actually larger but the planned operation never took place.

The game's purpose, of course, is not to depict terror weapons or actions. With that in mind we have omitted from the series certain details regarding SS activities in occupied areas, so no death squads, no police battalions, and no terror bombing of cities. Interestingly, no large scale SS combat formations fought in this area during any part of the war. As stated in earlier games, this game series will not digress into political policies any more than how these might directly affect military operations.

While some Soviet units appear only in the Special Reinforcement Pool, we found that Soviet High Command reinforced here only sparingly; leaving few reserves available in late 1941 outside of what was committed to Moscow operations. The Pool Groups represent either special strategic reserves or groups not quite ready for combat due to lack of arms, delayed trains, etc.; a release of such a group means the arms or the trains could have arrived earlier. Also, Stalin withheld some units without regard to the military situation. The Germans too were stretched thin all over the Soviet Union and this leaves few real reinforcement options. Both sides were focused on the Moscow operation during this time period.

Since much of the game is disconnected by the scope of its scenarios from the overall Barbarossa campaign, victory points do not play as large a role here. When you do score VPs, it is usually for the same reasons as for the other games. A VP scored (or lost) for reinforcements represents political costs, opportunity costs, and the cost of additional military equipment. A VP for locations, usually cities, represents prestige (a type of political gain) and economic value. Economic value could change as factories evacuated to Siberia, but that is not as much a factor in the Crimea as it would be for such industrial regions as the Donbas. Overall, victory points present a convenient method of measuring game progress and a relative cost of decisions taken.

Generally with the OoB we decided on a fair number of consolidations where we paired together units of the same function, such as with some Soviet coast artillery units around the ports. We omitted most of these outside the port areas because they were abandoned. Similarly, the German 306th Heavy Artillery brigade (HArKO) represents a consolidation of four railroad artillery batteries and other similar units. The 306th actually controlled more batteries, but with differing ranges and values it was better to show these separately in the game. The rifle regiments of 25th and 95th Rifle Divisions are so strong because they were reinforced with either machine-gun detachments while at Odessa, or light artillery (and more) while at Sevastopol. We have found that such consolidations significantly reduce time for set-up and play and reduce the risk of game-wise play distortions. Going in the opposite direction we split a few divisions into their component regiments (or detached a regiment) in order to get a correct battle feel to cover long frontages. Notable in this

group is the German 22nd Infantry Division. It had more manpower and had a fully equipped motorized recon battalion.

New here is the special Axis player's option to consolidate some of his small units into a larger unit, hence the Ziegler and Groddeck brigades. Such tactical flexibility was typical of the German army at the time and representative of Manstein's tactical abilities. Manstein even complained at the time about not having any motorized formations for the campaign. Providing the option to create the historically present Ziegler brigade removes some of the pressure on the Axis player about whether to absorb the VP cost and take the SSLAH brigade group as an optional reinforcement.

With such situations in mind I noted from the beginning of the design process the potential for a high concentration of game pieces in the Sevastopol area. Our hobby experience shows how such concentrations can be fatal to game play so the answer seemed to be to use the extra available research material to produce a close-up game map of Sevastopol, the Inset Map, much like what was done with Leningrad in the AGN game in this series. We have endeavored to produce a smooth transition from the series standard maps to this different scale map. We recognize that Inset Map rules have changed considerably from the first edition of the AGN game published some years ago, but we feel the transition is smoother than before, based on your feedback to that game.

Also returning is the use of a naval system. Here too we addressed issues over its scaling and relationship to the ground system and the need to make it work smoother than before. The naval system for this series should remain subordinate to the land system; yet it still must handle amphibious invasions, naval gunnery, and naval transport all within the same general level of detail found with the land game. We have continued to omit Bombardment (or nearly all of it) because its load on game play would be beyond what is required for an operational land-based game system.

Within the naval movement function it may seem curious that a naval unit is charged for leaving a port but not for entering a port. This design choice simplifies the process when you think of how ships actually move. Consider that a port is a fixed point, geographically. A ship's location within the sea zone is not fixed but is also not random. A ship will move to where it intends to move, not elsewhere. Then consider that the port is on the edge of the sea zone, not beyond. The additional movement point for port entry would then carry the ship beyond the sea zone edge, a situation clearly not possible. Finally, if moving from port to port within the same sea zone, it would make more sense to spend only one movement point.

One would think tracking the combat histories of Soviet warships would not be difficult, but issues arose. Some ships were named for then-heroes of the revolution but when those individuals became politically unacceptable ships, towns, and other things bearing their name required re-naming. A good example is the Molotov. This was a new cruiser, of substantially Italian design, that entered service on 14 June 1941. For the time period of the game it carried the name Molotov, but in August 1957, when former Stalin-crony Molotov fell out of favor, the ship was re-named the Slava. The official naval history was written not long after 1957 and so it refers to the ship only as the Slava. Interestingly, the Voroshilov, having entered service in June 1940, kept its name without change until it was broken up (at Inkerman) in 1974. The Paris Commune was laid down during Czarist days as the Sevastopol; it was renamed during the 1920s, but reverted to its original name in 1943.

We should not pass this topic without some note of the current day. After WW II, Stalin removed great numbers of the then independence-minded former Tartar population (and others) from the Crimea, replacing them mainly with ethnic Russians. Then in 1954 Soviet premier N.S. Khrushchev awarded the Crimea to the neighboring Ukrainian SSR to further dilute a residual Tartar influence. With the break-up of the Soviet Union in 1991 the newly independent Ukraine asserted its sovereignty over the Crimea, leaving Russia with only a twenty year lease on naval base facilities at Sevastopol (as set under the 1997 Treaty of Friendship and Cooperation) and with few other places to go with its now reduced Black Sea Fleet. The lease was set at \$93 million per year, offset by Ukraine's purchase of natural gas from Russia. The Russian speaking population of Crimea (currently about 60% of that population, and quite pro-Russia) has since hampered Ukraine's efforts to join NATO and has itself hinted about seeking independence. With Russia's recent (August 2008) military adventurism, the issue of continuance of the lease and of the status of ethnic Russians in former socialist countries has taken on a renewed importance. Importantly, in September 2008 the Ukraine announced that it will not renew the lease.

We hope we have produced a game you will enjoy playing. Finally, let me extend my considerable appreciation to the playtesters, to researcher Tom Burke, to Ed Rains for his contributions, and to all who have generously written of their support of this game series and of what they hope to see in future games.

—Vance von Borries

## Game Credits

**Designer:** Vance von Borries

**Initial Development:** Ed Rains

**Developer:** Tony Curtis

**Research:** Thomas F. Burke

**Playtesting:** Mike Borovsky, Tony Curtis, Charles Delajoux, Richard Diem, Jim Hambacher, Ed Jablonski, Mark Mazer, Gerry Palmer, Dave Peashock, Ed Rains, Henry Robinette, Dick Vohlers, Vance von Borries

**Art Director:** Rodger B. MacGowan

**Counter Art:** Rodger B. MacGowan, Mark Simonitch

**Game Map Art:** Todd Davis

**Rulebook and Charts Layout:** Mark Simonitch

**Production Coordination:** Tony Curtis

**Initial Editing and Proof:** Ed Rains, Vance von Borries

**Final Editing and Proof:** Tony Curtis, Vance von Borries

*"Mercilessly exterminate all of the Fascist madmen, repulsing all enemy attempts to penetrate into Sevastopol with fire and grenades. Not a step back in the struggle for Sevastopol! Remember that the attentions of not only the Russian people but also of the entire world are riveted on Sevastopol. The Motherland awaits our victory over the enemy. Not a step back. Victory will be ours!"*

—Proclamation of the Military Council of the Sevastopol Defensive Region, 20 December 1941



## 1007-1

[illegible]

© 2010 GMT Games, LLC and RBM Studio

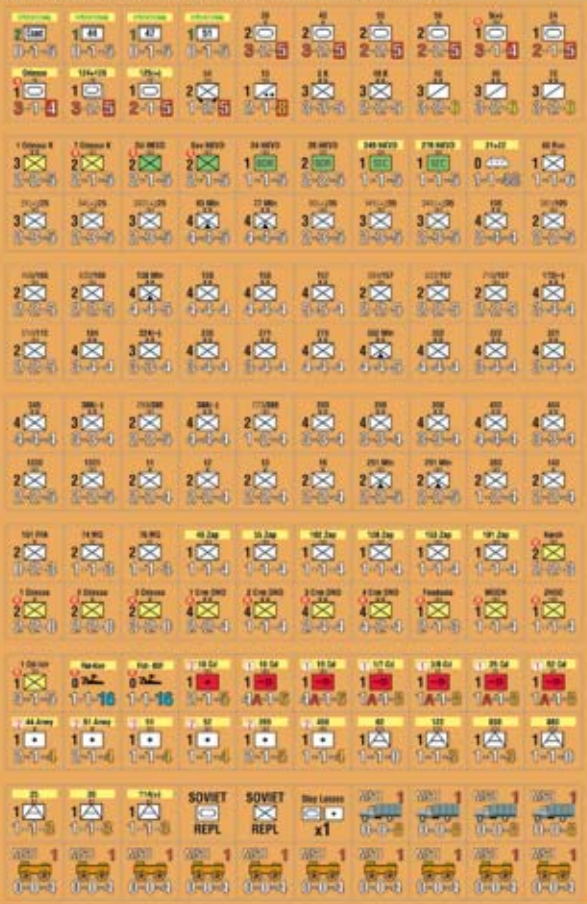
## 1007-1

[illegible]

© 2010 GMT Games, LLC and RBM Studio

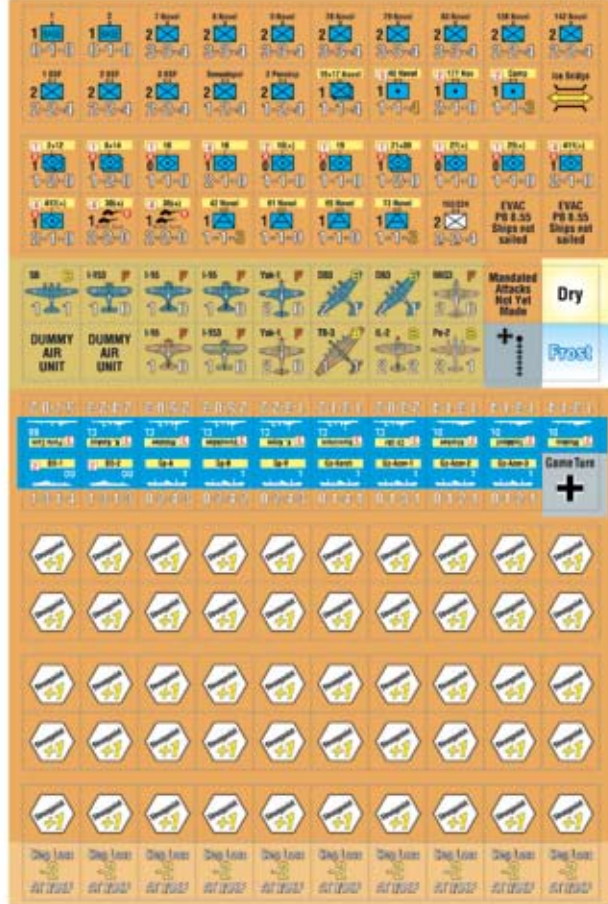


## BARBAROSSA: Crimea Countersheet 2 of 4 (Front Side)



Counter Art: Rodger B. MacGowan and Mark Simonich

## 1007-2



© 2010 GMT Games, LLC and RBM Studio

## BARBAROSSA: Crimea Countersheet 2 of 4 (Back Side)



Counter Art: Rodger B. MacGowan and Mark Simonich

## 1007-2



© 2010 GMT Games, LLC and RBM Studio



**BARBAROSSA: Crimea** Countersheet 3 of 4 (Back Side) **1007-3**

The countersheet is divided into several sections:

- Top Section:** 10 columns of counters. Each column contains 10 'Stay Loss' counters and 10 'JIT QUER' counters.
- Middle Section:** 10 columns of counters. Each column contains 10 'Interdict Level 2' counters and 10 'Do Not Move 1 OT' counters.
- Bottom Section:** 10 columns of counters. Each column contains 10 'Round 10' and 'Round 11' counters, followed by 10 'Activated' and 'Deactivated' counters.
- Bottom Right Section:** A grid of 10 columns of counters. Each column contains 10 '2' and '4' counters.

[illegible]

1. Replacement Rocket units provided since all Sov rocket units are now Attack Only, and have revised support strengths and movement allowances.
2. Replacement Cavalry units provided since cavalry is now infiltration capable and some Soviet cavalry has revised reduced strengths.
3. Replacement AT units are provided for those that were actually towed (orange MA) instead of fully mechanized (red box)
4. AGN flotillas are now non-replaceable like all others
5. There are several corrected Axis counters for use in AGS and KtR.
6. Parachute units have new color scheme and Rgt GG has a revised strength.
7. Ferry counters are for use in KtR.
8. Captured Railhead counters are for use in Crimea (PB2.34) and for retrofit into KtR and elsewhere.

# Naval Charts

## PORT CHARACTERISTIC CHART [PB 8.44]

Situation:	Anchorage	Minor Port	Major Port
BB can occupy?	No	No	Yes
CL can occupy?	No	Yes	Yes
DD, DL, and T can occupy?	Yes	Yes	Yes
<b>Port Capacity for General Supply</b>			
Stacking points able to trace	6	15	30
<b>Port Capacity to Load and/or Unload (Naval Transport Points)</b>			
	4	12	24
<b>Reductions to all Port Capacities (Cumulative)</b>			
For each Air Interdiction Level	-2	-4	-6
For each in-range artillery support point	max. -6	max. -6	max. -6

## NAVAL UNIT READINESS AND REPAIR CHART [PB 8.13 and 8.35]

DRMs	Situation
+1	The naval unit has Damage (any level). <b>Important: Apply DRM to Readiness, not to Damage Repair.</b>
+1	For each level of Port Interdiction applied to that port [PB 6.43]
+1	If in a minor port [see Port Characteristics Chart]
+2	If in an anchorage [see Port Characteristics Chart]

## SHIPPING ATTACK TABLE [PB 6.44e and 8.33b]

Die Roll	BB	CL or DL	DD/T/Flot
-1	6	4	3
0	5	4	3
1	4	2	2
2	3	2	2
3	2	1	2
4	1	1	1
5	NE	1	1
6	NE	NE	1
7+	NE	NE	NE

Roll once for each attacking air or CD Artillery unit.  
Air units cannot attack flotillas [PB 6.44h]  
Number result is number of Damage Points inflicted on target naval unit. NE = No Effect.

### Map-T Holding Box DRMs (cumulative)

- 2 Air unit is a Ju87
- +2 Port is Map-T Holding Box (Do not count ground AA units [PB 6.44g])

### Map Q and Inset Map DRMs (cumulative)

- 1 Each In-range CD artillery unit with line of sight
- 2 Air unit is a Ju87
- +1 per in-range ground AA/Operational HQ unit (max two) for attacking air units

## NAVAL MOVEMENT LOSS TABLE [PB 8.33]

Die Roll	Regular Naval Movement	(a) Coast CD Artillery	(a) Air Interdiction	Both: (b) Air + CD Artillery
1-5	NE	NE	NE	NE
6-8	NE	A	A	A
9-10	A	A	AD1	AD1
11	A	D1	AD1	AD1
12	A	D1	AD1	AD1
13	AD1	D2	AD2	AD3
14	AD3	AD3	AD2	AD6
15+	AD4	AD4	AD2	AD6

### Key:

- A Abort; unit either returns to departure port, or apply D1
- D# Number of Damage Points to apply
- NE No Effect

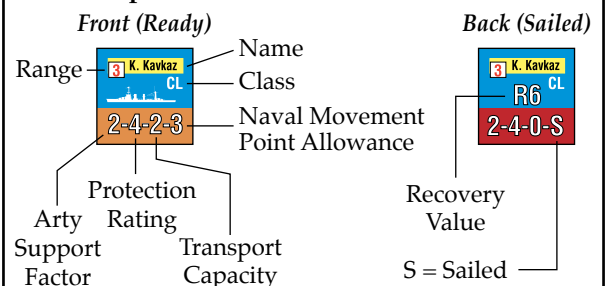
### Notes:

- (a) Use applicable column when only effect is the one listed.
- (b) Use this column when both effects are applicable.

### DRMs (cumulative)

- +3 Storm weather (during any Climate except Dry)
- +1 Storm weather during Dry Climate
- +1 For Air Interdiction Level 2 marker in Naval Movement Interdiction box
- +1 For the second (and each additional) in-range Coast Defense artillery point with line of sight (each CD arty unit in an Amphibious Assault defender hex has its strength doubled during Amphibious Assault [PB 8.76a.3])
- +1 For Soviets for Scenarios 6, and 8
- +3 For Soviet units forced to move [PB 8.23.b]

## Explanation of Naval Unit Values



## EXPANDED SEQUENCE OF PLAY

### A. STRATEGIC SEGMENT (both players for all phases)

#### 1. Weather Determination Phase

- a. Determine weather condition from scenario instructions or the appropriate scenario Weather Table [5.1].
- b. If Storm, move all air units in Ready Boxes, and reinforcing or replacement air units [9.2], to the Flown Box.

#### 2. Supply Determination Phase

- a. Trace supply to all on-map units [6.1]. In hexes where supply status has changed remove Emergency or Out of Supply markers if now in General Supply [6.62]; turn Emergency Supply markers to Out of Supply [6.64]; place new Emergency Supply markers [6.63].
- b. Remove MSUs or turn over Dumps serving as one-turn supply sources. Remove Emergency and Out of Supply markers from hexes now in General Supply [6.62].
- c. Receive Attack Supply Points (ASPs) [6.81]; convert ASPs into MSUs or Dumps; set these aside until the friendly movement phase [6.83 and 6.84].
- d. Emplace Ice Bridge [PB 10.44].

#### 3. Replacements Phase

- a. The Soviet player refers to the scenario Set Up Card or Replacement Chart for:
  - 1) Use-or-Lose RPs: spend now or lose [7.24 and 7.25].
  - 2) Type I RPs: adjust the Infantry REPL marker for:
    - New RPs received [7.22]
    - RPs received for each eligible Zap or militia step converted [7.22.b]
  - 3) Zap units in a town/city/major city can be exchanged for an eligible one-step unit from the Cadre Box [7.22.c.1].
  - 4) Remove one Garrison marker now, or set aside chosen Pool Group(s) to enter as reinforcements; adjust VP marker if necessary [BSR 7.26.b and PB 3.23.f].
  - 5) Strongpoints. Set these aside until the Soviet engineering phase [7.21].
- b. Spend Type I RPs to move Zap units from the Cadre Box to the Active Box [7.22.c.3].
- c. The Axis player refers to the scenario Set Up Card for:
  - 1) Use-or-Lose RPs: spend now or lose [7.33].
  - 2) Type I RPs and Type A RPs: adjust Axis Repl. Markers [7.31 and 7.32].

#### 4. Reinforcement/Withdrawal Phase

- a. Victory Plan determination [PB 10.35].
- b. Remove available Axis/Soviet reinforcements and chosen Pool Groups from Set Up Cards. Adjust Axis VP marker if necessary. Set aside ground units but place air units on the Air Unit Status Charts [8.21 through 8.23]
- c. Withdraw required units (or their substitutes) or pay VPs [8.7]; adjust VP marker on the VP Track [25.1].

#### 5. Air Readiness Phase

Refer to the Air Unit Status Cards.

- a. Resolve Readiness for air units in Flown Boxes [9.11].
- b. Resolve Readiness for air units in Damaged Boxes [9.11].

#### 6. Axis Air Interdiction Phase

- a. Axis player designates Interdiction mission hexes.
- b. Axis player places air units from his Ready Box face down on mission hexes [17.23], or onto the Naval Movement Interdiction Box.
- c. Soviet player places fighters from his Ready Box on mission hexes [17.23] and Naval Movement Interdiction Box, as desired.
- d. Axis player reveals units and declares which are mission and firing units [17.31.b.2].
- e. Resolve air combat [17.33].
- f. Soviet player resolves AA Fire against surviving Axis mission air units [17.4].
- g. Place Interdiction markers in mission hexes that still contain Axis mission air units [13.14] and in the Naval Movement Interdiction Box. Place air units in the Flown Box.

#### 7. Naval Readiness Phase

- a. Resolve Readiness for naval units in port [PB 8.13].
- b. Conduct Naval Damage Repair [PB 8.35].

Note: In this game only the Soviet player has naval units.

### B. AXIS PLAYER SEGMENT

#### 1. Axis Movement Phase

- a. Place Receiving Replacements markers on desired on-map units [10.12].
- b. Conduct ground unit movement. All unit types are allowed to move. Detach Regiment Substitute Counters before movement [24.3].
- c. Special Movement procedures allowed:
  - Reinforcement entry [10.13.d]
  - Railroad [11.1]
  - Strategic [11.3]
  - Overrun [11.4]
  - Infiltration [11.5]
  - Air Transport [11.7]
  - One-hex movement [11.9]
- c. Adjust VP Track for VP hexes occupied.
- d. Recombine Regiment Substitute Counters [24.4].
- e. Check each friendly hex for over-stacking [3.3].

#### 2. Axis Attack Declaration Phase

Declare all attacks and mark Defender Hexes with Declared Attack markers [12.0].

#### 3. Soviet Reaction Phase

- a. Eligible motorized units conduct Reaction Movement, moving



at one-half MA [14.1].

- b. Designate artillery support for Defender Hexes [14.2].
- c. Issue Retreat or No Retreat orders [14.3].

#### 4. Axis Combat Phase

- a. CAS missions and Shipping Attack missions
  - 1) Axis player moves air units from his Ready Box to any desired Defender Hex and places them face down [17.23].
  - 2) Soviet player moves air units from his Ready Box to any desired Defender Hex [17.23].
  - 3) Axis player reveals his air units and declares them as mission or firing units [17.31.b.2].
  - 4) Axis player resolves air combats in any order desired [17.33].
  - 5) Both players resolve AA Fire as necessary [17.4].
  - 6) Net the surviving opposing CAS points in each mission hex. Convert remaining CAS points into a combat die roll DRM [15.13].
  - 7) Resolve the Shipping Attack Table for both Axis air and coast defense artillery units and apply Damage points [PB 6.44].
- b. Axis player designates all Declared Attacks that are Attack Supplied and designates those MSUs or Dumps that will provide the Attack Supply Points [15.3].
- c. The Axis player conducts Citadel Destruction [PB 7.33].
- d. Axis player resolves Declared Attacks in any order desired [15.2]. Follow the sequence below for each Declared Attack:
  - 1) Axis player allocates artillery support if the attack receives Attack Supply [15.4].
  - 2) Axis player totals participating attack and support strength [15.51].
  - 3) Soviet player reveals Untried units and removes any with zero defense strength [15.54].
  - 4) Soviet player totals participating defense and support strength [15.54 and 15.55].
  - 5) Expend Axis ASP(s) if Attack Supply is designated [15.56].
  - 6) Determine final odds [15.57].
  - 7) Axis player issues any Retreat or No Retreat orders [15.58].
  - 8) Any Defender Orders marker is revealed [15.59].
  - 9) Net Axis and Soviet DRMs. The final DRM cannot exceed +3 or -3 [15.6 and 15.7].
  - 10) Resolve the combat using the CRT [15.8].
  - 11) Remove Declared Attack, Orders, and Numeric markers [15.81.h].
  - 12) Apply combat results [16.1 through 16.4].
  - 13) Adjust Step Loss and VP Tracks as needed [16.25].
  - 14) Conduct Advance After Combat [16.5].
  - 15) Adjust VP Track for VP hexes captured [25.12].

#### 5. Axis Motorized Movement Phase

- a. Only the following units are allowed to move: [see Movement Phase Chart].
  - Motorized units—at only one-half MA
  - Cavalry—at only one-half MA
- b. Special Movement procedures allowed:
  - Reinforcement entry [10.13.g] (for motorized and cavalry units only)
  - Overrun [11.4]
  - One-hex movement [11.9]
- c. Adjust VP Track for VP hexes captured [25.12].
- d. Check each friendly hex for over-stacking [3.3].

#### 6. Axis Engineering Phase

- a. Turn over on-map Strongpoint Under Construction markers; place new Strongpoint Under Construction markers in allowed hexes [18.31 through 18.35].
- b. Place or turn over Ferry markers [PB 2.35].
- c. Conduct Axis Railroad Conversion [19.2].
- d. Conduct Captured Railroad utilization [PB 2.34].
- e. Place Fortified Line (or Fortified Belt Hex) Destroyed markers and remove Strongpoints if allowed [18.13].
- f. Remove Overrun markers from Soviet units [11.44 note].
- g. Spend Axis RPs; remove Receiving Replacements markers [7.41]. Increase receiving units by the allowed number of steps.
- h. Remove Do Not Move One GT markers from Axis units. Turn any Do Not Move Two GT markers on Axis units to their One GT side.
- i. Turn an Axis S-H artillery unit to its firing side, if desired, if it did not move during the turn [23.43.b].

### C. SOVIET PLAYER SEGMENT

*Note the change in sequence. When a phase is noted “same as,” return to the identical phase in Segment B and substitute “Soviet” wherever “Axis” appears, and “Axis” wherever “Soviet” appears.*

#### 1. Soviet Motorized Movement Phase

- a. Place Receiving Replacements markers on desired on-map units [10.12] or on units in a Holding Box.
- b. Conduct ground unit movement:
  - 1) Unit types allowed to move are [see Movement Phase Chart]:
    - Motorized—at full MA
    - Cavalry—at one-half MA
    - Armored Train—at full MA
    - Units activated by Operational HQs—at full MA
    - Flotilla units—at full MA
    - Naval units—at full NMP allowance
  - 2) Units with Receiving Replacements markers cannot move.
  - 3) Special Movement procedures allowed:
    - Reinforcement entry (motorized and cavalry only) [10.13.b]
    - One-hex movement [11.9]
    - Armored Train [11.12 exception]

- Overrun [11.4]
- Motorized Infiltration [11.5]
- Naval unit movement (Soviet only) [PB 8.2]
- Evacuation [PB 8.55]
- Amphibious Assault naval movement [PB 8.74.a]
- Flotilla movement (Soviet only) [PB 8.82]

4) Resolve the Naval Movement Loss Table separately for all naval units that moved, or which end the phase at sea.

c. Adjust VP Track for VP hexes regained [25.12].

d. Check each friendly hex for over-stacking [3.3].

## 2. Soviet Attack Declaration Phase

Same as Axis phase [12.0].

## 3. Axis Reaction Phase

Same as Soviet phase.

## 4. Soviet Combat Phase

Same as Axis combat phase [15.0 and 16.0], and:  
Allow Amphibious Assault combat [PB 8.74.c]

## 5. Soviet Movement Phase

a. Conduct ground unit movement:

1) All unit types are allowed to move except:

- Units with Activation markers
- Units with Receiving Replacements markers
- Armored Trains that moved in the motorized movement phase

Note: Motorized units move at one-half MA [see Movement Phase Chart]

2) Special Movement procedures allowed:

- Reinforcement entry [10.13.d]
- Armored Train [10.14]
- One-hex movement [10.53 exception]
- Railroad [11.1]
- Strategic [11.3]
- Overrun [11.4]
- Cavalry Infiltration [11.52.b]
- Evacuation [PB 8.55]

3) Zap Unit Infantry Rebuilding. A Zap unit can add one Type I step to an eligible unit [7.22.c.2].

4) Special movement conducted after on-map movement ceases:

- Naval movement [PB 8.2]—at full NMP allowance
- Flotilla movement [PB 8.82]—at full MA

5) Resolve the Naval Movement Loss Table separately for all naval units that moved, or which end the phase at sea.

c. Adjust VP Track for VP hexes regained [25.12].

d. Check each friendly hex for over-stacking [3.3].

## 6. Soviet Engineering Phase

Same as Axis engineering phase except:

a. Soviet engineers speed strongpoint construction [23.11] and are required for Soviet railroad conversion [19.3]

b. Cutting Axis rail lines [19.4]

c. Remove Overrun markers from Axis units [11.44 note]

d. Spend Soviet RPs to remove Receiving Replacements markers from on-map units [7.41]; increase each receiving unit by one step.

e. Spend Soviet RPs to move units from the Cadre Box to the Active Box, or the map [7.43.d].

f. Spend Soviet RPs to move units from the Eliminated Box to the Cadre Box.

g. Remove Do Not Move One GT markers from Soviet units. Turn any Do Not Move Two GT markers on Soviet units to their One GT side.

## 7. Soviet Surrender Phase

a. Perform surrender checks. Units that fail are placed in the Eliminated Box [21.0].

b. Adjust Step Loss and VP Track as needed [25.13].

## D. GAME TURN INTERPHASE

1. Remove all Activation markers and Interdiction Level markers [13.14].

2. Soviet player performs Non-op HQ recovery or disbandment [22.26.b].

3. Remove the Ice Bridge [PB 10.44.c.3].

4. Move the Game-Turn marker ahead by one box on the Turn Record Track.



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308

www.GMTGames.com

© 2010 GMT Games, LLC

TURN RECORD TRACK (TRT)

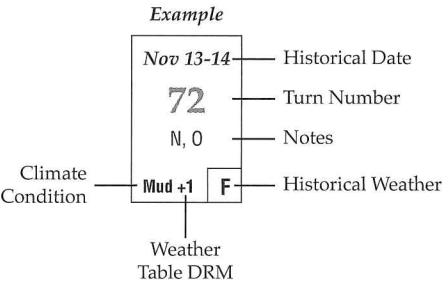
BARBAROSSA: Crimea

Oct 18-19	Oct 20-21	Oct 22-23	Oct 24-25	Oct 26-27	Oct 28-29	Oct 30-31	Nov 1-2	Nov 3-4	Nov 5-6	Nov 7-8	Nov 9-10	Nov 11-12	Nov 13-14						
60	61	62	63	64	65	66	67	68	69	70	71	72	73						
A, B						C			D										
Dry	M	Dry	MT	Dry	MT	Dry	D	Dry	D	Mud	M	Mud	MT	Mud	M	Mud+1	M	Mud+1	F

Nov 15-16		Nov 17-18		Nov 19-20		Nov 21-22		Nov 23-24		Nov 25-26		Nov 27-28		Nov 29-30		Dec 1-2		Dec 3-4		Dec 5-6		Dec 7-8		Dec 9-10		Dec 11-12	
74		75		76		77		78		79		- 80		81		82		83		84		85		86		87	
		E								L										F, G							
Frost	F	Frost	F	Frost	F	Frost	F	Frost	F	Frost	F	Frost	ST	Frost	S	Frost	F	Frost	F	Frost	ST	Frost	S	Frost	F	Frost	F

Dec 13-14		Dec 15-16		Dec 17-18		Dec 19-20		Dec 21-22		Dec 23-24		Dec 25-26		Dec 27-28		Dec 29-30		Jan 1		Jan 2-3		Jan 4-5		Jan 6-7		Jan 8-9	
88		89		90		91		92		93		94		95		96		97		98		99		100		101	
																		H				I		I		I	
Frost	M	Frost	M	Frost	F	Frost	F	Snow	F	Snow	S	Snow	F	Snow	F	Snow	ST	Snow	S	Snow	S	Snow	ST	Snow	F	Snow	MT

Jan 10-11	Jan 12-13	Jan 14-15	Jan 16-17	Jan 18-19					
102	103	104	105	106					
				J, K					
Snow	M	Snow	M	Snow	F	Snow	F	Snow	F



- Dry climate condition turns
- Mud climate condition turns
- Frost climate condition turns
- Snow climate condition turns

- Notes:
- A Begin Scenario #3

B Begin Scenario #5

C Last turn for Axis to pick VP Plan for Scen 5.

D Unfinished Rail construction may begin

E End Scenario #3

F Begin Scenario #4

G Automatic Frost weather this turn for Scenario #4

H Winter Freeze PB 10.44d

I Ice Bridge Scenario 4, 5, 9 [PB 10.44.c]

J End Scenario #4

K End Scenario #5

L Scenario #5. Last turn to reveal VP Plan (Mandatory)

Weather Table [PB 9.54]

Current Climate Condition				
Die Roll	Dry*	Mud	Frost	Snow
1	D	D	M	M
2	D	D	F	MT
3	D	D	F	F
4	D	M	F	F
5	D	M	F	F
6	D	M	F	F
7	DT	M	F	F
8	M	M	F	S
9	M	MT	S	S
10	MT	F	ST	ST

Note: If "F" follows "S," result remains "S." If a second consecutive "F" follows "S," then the current condition changes from "S" to "F" [BSR 5.15].

\*During Dry Climate no more than two Mud turns in a row are allowed [PB 3.12].

Codes:  
D = Dry F = Frost M = Mud  
S = Snow T = Storm

Weather



# BARBAROSSA: Crimea

## Soviet Loss / Replacement Track

0	1	2	3	4
5	6	7	8*	9

\*Return Soviet Armor/Artillery Loss Marker to zero; Axis gains 1 VP

## Soviet Unit Rebuilding Chart

### Active Box

[see 7.43c]

Units rebuilt from the Cadre Box—Available to enter as Friendly Reinforcements [see 8.4].

A rebuilt multi-step NKVD unit is moved directly to TRT and placed 7 GTs ahead.

### Cadre Box

[see 7.43b]

If a 1-step NKVD unit is rebuilt, move it directly to TRT and place 7 GTs ahead. If a multi-step NKVD unit is rebuilt, it moves to Active Box, or directly to the TRT, 7 GTs ahead.

One unit moves to the Active Box on its one step side or is placed on map on its one step side for expenditure of:

One Type A point for:



Two Type I points for:



One Type I point for:



One Armored Train pt. for:



### Eliminated Box

[see 7.43a]

Armored Train or Zap units never go to the Eliminated Box; always place them in the Cadre Box.

One unit moves to the Cadre Box for expenditure of one I-Type Point (for any type of unit)\*.

## Soviet Air Unit Status

### Ready Box

Air Transport Box

Air units in this box can perform missions this turn.

**Storm Turns:** All unit in this box move immediately to the Flown Box. There they must roll with all the other "Flown" units (applying all weather DRMs) to determine which move up to the Ready Box.

**Note:** Newly arriving Air Units (Reinforcements or Replacements) are subject to Storm.

### Flown Box

#### Move to Ready Box

1-8 = Yes, Move to Ready Box  
9+ = No, Remain here

#### Weather DRMs

+1 if Frost, Mud, Snow or Arctic  
+2 if Storms

#### Air Unit DRM

+1 for TB-3  
+2 for any non-naval air unit starting the GT after Simferopol is Axis controlled

### Damaged Box

#### Move to Flown Box

1-4 = Yes, Move to Flown Box  
5+ = No, Remain here

#### Weather DRMs

+1 if Mud, Snow, or Artic

#### Air Unit DRMs

+1 for SU-2 or TB-3

### Destroyed Box

No die roll, air units are moved from here only through receipt of Air Replacement Points or withdrawal.

**Procedure:** Air units that have performed their Mission for the turn are placed in the Flown, Damaged, or Destroyed boxes, depending on their condition. During the Air Readiness Phase of the following turn, roll one die for each air unit in the Flown Box. Apply applicable DRMs. If the adjusted die roll is within the range listed for "yes, move," the unit moves to the Ready Box. If not, the unit remains in the Flown Box. Next, repeat this process for each unit in the Damaged Box.

### Cannot Rebuild Box



All Militia units, all Naval units, All units removed for unit conversion.  
All Tank and Motorized Divisions as of GT 30

\*Only one NKVD unit can be rebuilt/strengthened per GT (if Type I RPs are available).

\*\*Move directly to TRT and place 7 GTs ahead



# BARBAROSSA: Crimea

## Barbarossa Victory Point Track

0	1	2	3	4
5	6	7	8	9

## Axis Loss / Replacement Track

0	1	2	3	4	5*
	6	7	8	9	10

\*Return Axis Armor/Artillery Loss Marker to zero; Axis loses 1 VP

## Axis Unit Rebuilding Chart

### Active Box

[see 7.43c]

Units rebuilt from the Cadre Box—Available to enter as Friendly Reinforcements [see 8.4]

### Cadre Box

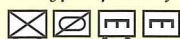
[see 7.43b]

One unit moves to the Active Box on its one step side for expenditure of:

One Type A point for:



Two Type I points for:



One Type I point for:



### Eliminated Box

[see 7.43.a]

One unit moves to the Cadre Box for expenditure of one I-Type Point (for any type of unit).

### Cannot Rebuild Box



All Naval Units, All units removed for unit conversion.

## Axis Air Unit Status

### Ready Box

Air  
Transport  
Box

Air units in this box can perform missions this turn.

**Storm Turns:** All unit in this box move immediately to the Flown Box. There they must roll with all the other "Flown" units (applying all weather DRMs) to determine which move up to the Ready Box.

**Note:** Newly arriving Air Units (Reinforcements or Replacements) are subject to Storm.

### Flown Box

#### Move to Ready Box

1-7 = Yes, Move to Ready Box  
8+ = No, Remain here

#### Weather DRMs

+1 if Frost or Arctic  
+2 if Mud or Snow  
+3 if Storms

#### Other DRM (for combined games)

+1 Starting GT 29 until end of Logistics Pause

### Damaged Box

#### Move to Flown Box

1-5 = Yes, Move to Flown Box  
6+ = No, Remain here

#### Weather DRMs

+1 if Arctic  
+2 if Mud or Snow

#### Other DRM

+1 for all Romanian Air Units

### Destroyed Box

No die roll, air units are moved from here only through receipt of Air Replacement Points or withdrawal.

**Procedure:** Air units that have performed their Mission for the turn are placed in the Flown, Damaged, or Destroyed boxes, depending on their condition. During the Air Readiness Phase of the following turn, roll one die for each air unit in the Flown Box. Apply applicable DRMs. If the adjusted die roll is within the range listed for "yes, move," the unit moves to the Ready Box. If not, the unit remains in the Flown Box. Next, repeat this process for each unit in the Damaged Box.



# BARBAROSSA: CRIMEA - Chart and Table Card #1

TERRAIN EFFECTS CHART		Effects on Movement			Snow/ Arctic	Combat DRM or Effect
Hex Terrain		Dry	Mud	Frost		
	Clear	1	2(a)	1	2	None
	Sand	2(a)	2(a)	2(a)	2	None
	Hills Mountains	2 3	3 3(a)	3 3	3 3(a)	+1 DRM +2 DRM, No CAB: Attacking armor halved
	Woods (non-motorized) (motorized)	+1 (b) +2 (b)	+1 +2	+1 +2	+1 +2	OT
	Marsh	2	2 (a)	1	2	None
	Swamp (non-motorized) (motorized)	3 P	3 P	2 3	2 3	DRY & 1. Halved if attacking <i>from</i> ; Artillery Support halved if firing <i>into</i> ; MUD: 2. Motorized unit ZOCs do not extend into except through hexsides crossed by roads or railroads 3. Motorized units may only enter through hexsides crossed by roads or railroads 4. No CAB allowed FROST: Conditions 2, 3 and 4 above do not apply SNOW: No defense benefits
	Inland Sea/Lake (hex) (Hexside)	P (j) P (j)	P (j) P (j)	P (j) P (j)	2 NE	Prohibited (ZOCs do not extend across). During Snow / Arctic = no naval movement of any kind
	Sea/Shallow Water	P (j)	P (j)	P (j)	P	Prohibited (ZOCs do not extend across).
	Coastal	OT	OT	OT	OT	OT
	Town	OT	OT	OT	OT	Dry or Frost = None; Mud or Snow = +1 DRM
	City	1/2	1/2	1/2	1/2	+1 DRM; Attacking armor halved; No CAB
	Major City	1/2	1/2	1/2	1/2	+1 DRM (Axis Defender), +2 DRM (Soviet Defender); Attacking armor halved; No CAB; ZOCS do not extend into
	Minor Road (c) (clear terrain) (other terrain)	1/2 1	2 (a) OT (d)	1 1	2 2	OT
	Main Road (e)	1/2	1	1/2	1	OT
	Railroad (f)	OT	OT	OT	OT	OT
	River/Canal Hexside	+1	+2	+1	NE	Dry, Mud, Frost: +1 DRM and no CAB if all attacking units attack <i>across</i> ; Snow: No benefits
	Major River Hexside (h)	See 10.76	See 10.76	See 10.76	+1	Dry, Mud, Frost: All units attacking across halved; No CAB if all attacking units attack <i>across</i> Retreat across unbridged hexsides prohibited Snow: No defense benefits + non-artillery units can retreat across
	Bridge	Negates River				Same as Major Rivers
	National Boundary Army Group Boundary Sea Zone Boundary	OT	OT	OT	OT	OT
	Minor Port Major Port	OT	OT	OT	OT	OT
	Enemy Strongpoint (g) Fortified Belt (g)(k)	+1	+1	+1	+1	+1 DRM; no CAB when attacked from any direction
	Fortified Line Hexside (g)	+1	+1	+1	+1	+1 DRM if all attacking units attack <i>through</i> No CAB if all attacking units attack <i>through</i>
	Citadel	OT	OT	OT	OT	+1 DRM, No CAB; attacking armor halved; automatic No Retreat.

## Terrain Effects Chart Notes

- (a) Additional 1 MP for all motorized and Orange MA except Soviet Armor.  
 (b) Lingering Mud [5.14].  
 (c) Super Heavy Artillery may only move on Minor Roads during Dry, non-Lingering Mud turns at a rate of one hex per MP.  
 (d) Ignore Woods.

- (e) Super heavy Artillery movement rate: One hex per MP during all weather.  
 (f) Cost of Woods terrain reduced by one when moving along a rail line. Negates the cost to cross rivers and major rivers.  
 (g) MP cost for a hex containing both an undestroyed Fortified Line hexside or Fortified Belt plus a Strongpoint remains +1.

ABBREVIATIONS: NE=No Effect; OT=Judged by other Terrain in hex; P=Prohibited

- (h) All arty and Super Heavy Arty may cross only on bridges (road or railroad) or over bridge units.  
 (i) Exception: Naval Unit Movement, Naval Transport Movement, Flotilla.  
 (j) Exception: Soviet Flotilla.  
 (k) Soviet defensive benefit only. Axis ZOC does not extend into until destroyed. DRMs for Hill and SP are cumulative.



## RETREAT TABLE

(16.46)

Die Roll  
(modified)

Retreat through  
the E-ZOC  
succeeds?

3 or less	Yes
4+	No

### DRMS:

- 2 All retreating units are German or Soviet cavalry.
- 2 The hex in an enemy ZOC is a woods hex.
- +2 Any of the retreating units are artillery units.\*

\*: Players may voluntarily remove artillery units and place them in the Eliminated Box prior to retreating rather than compromise an entire stack's chances of escape if the artillery units retreat.

## SOVIET SURRENDER TABLE [21.0]

Die Roll

Result

1-2	Surrender
3+	No Effect

### DRMs (cumulative):

- +1 The hex is within the command range of any Operational Soviet HQ.
- +1 The hex contains a Guard or NKVD unit.
- +1 The hex contains city, major city, or any type of fortification.
- 1 The hex includes an Emergency Supply marker.
- 2 The hex includes an Out of Supply marker.
- 2 Hex contains only Militia and/or coast artillery units.
- 2 GTs 31 to 61 (inclusive).

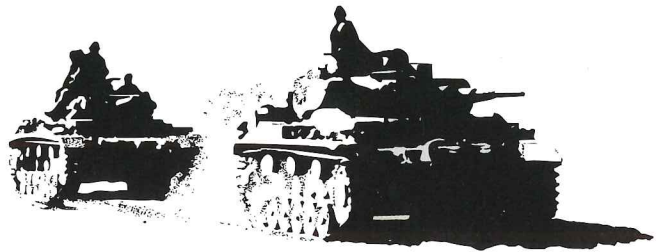
## COMBINED ARMS BONUS

Attacker: or + or

No Defending: or

### Benefit:

Dry and Frost weather: -1 DRM (terrain permitting)  
Mud and Snow: Prohibited



## ARMOR ATTRITION

An asterisk ( \*) result on the CRT denotes armor attrition when:

- the attacking force contains:



- and the defending force contains:



- The 1st attacker step loss must be from a unit type in 1 above. The 1st defender step loss must be a step from a unit type in 2 above.



## PANZER DIVISION INTEGRITY

Panzer + + or

Motorized + +

**Bonus:** -1 DRM per German Panzer Division or qualified Mot.Division attacking. Available in all weather conditions.

### Notes:

- There must be a qualifying Panzer Division present for each qualifying Motorized Division for the Motorized Division to receive the bonus.
- To qualify, none of the component units can bear an OoS marker unless they use Attack Supply.
- Each qualifying division generates the combat DRM.

## OVERRUN TABLE (11.43.i)

Die Roll Result

≤2	Successful. Stack in overrun hex loses one step (for the stack) and is retreated two hexes.
3-7	Successful. Units in overrun hex are retreated two hexes.
8-10	Overrun fails. Overrunning stack ceases movement.
≥11	Overrun fails. Overrunning stack loses one step (for the stack) and ceases movement.

### Minimum Odds:

- 5-1 If *all* overrunning units are German.
- 7-1 If *any* overrunning units are non-German.
- 12-1 Overrun hex contains city, major city, or fortification terrain regardless of overrunning unit nationality (overrunning stack must also contain a motorized engineer unit).

### DRMs

Net DRM cannot exceed +/-3

### I. Odds Ratios (not cumulative)

GERMAN ONLY

+2	5-1	-1	7-1 or greater
0	6-1	-2	10-1 or greater
		-3	14-1 or greater

ALL OTHER

-1	9-1 or greater
-2	12-1 or greater

### II. Defender Conditions (cumulative)

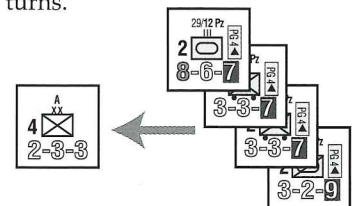
- 1 Overrun hex bears an Overrun marker.
- 1 All units being overrun are cavalry, artillery, or HQ types in any combination.
- +1 Defender strength of four or greater.

### III. Overrun hex/hexside terrain (cumulative)

- +2 for river or fortified line hexside terrain, hills, marsh, woods, city, major city, or strongpoint hex terrain.

### OVERRUN PROHIBITIONS:

- Overruns are not allowed during Mud or Snow turns.
- Overruns are not allowed through major river or inland sea/lake hexsides or into alpine, mountain or Citadel hexes.
- Overruns are not allowed into swamp hexes except during Frost turns.



EXAMPLE: The 12th Pz Div. overruns the Soviet 2-3-3 rifle division. Odds are 17 to 3 (5-1). The Axis player modifies his die roll by +2 and uses the Overrun Table. CAB and Panzer Division Integrity have no effect.



## AIR INITIATIVE TABLE (17.32)

Die Roll	Result
1	Axis Initiative. Axis Local Tactical Advantage
2-5	Axis Initiative
6-7	No Air Combat. All firing air units return to Flown box. Mission air units continue.
8-9	Soviet Initiative
10	Soviet Initiative. Soviet Local Tactical Advantage.

## AA FIRE TABLE (17.41)

Die Roll	Result
7 or less	No Effect
8-9	Aborted
10-11	Damaged
12	Destroyed

### AA Fire Chart DRMs

#### SOVIET FIRING:

- 1 Firing at a JU-87
- 1 Any firing unit bears an OoS marker
- +1 Per Firing AA-type unit
- +1 Per firing Soviet HQ

#### AXIS FIRING:

- 1 Any firing unit bears an OoS marker
- +1 Per firing AA-type unit
- 1 firing at an IL-2

Maximum +DRM is +2 before netting out any -DRMs

**Note:** No AA fire is allowed if the Mission hex and all six surrounding hexes contain:

- only cavalry units
- no enemy units
- only Soviet non-AA or non-HQ units of less than division size (exception: Naval units), or
- only Axis units that have no ZOC (exception: Naval Units and Flotillas)

## AIR COMBAT TABLE (17.33d)

Die Roll	Air Combat Differential (Attacker-Defender)						
	-3	-2	-1	0	+1	+2	+3
1	D	D	D	X	X	X	X
2	A	A	D	D	X	X	X
3	-	A	A	D	D	X	X
4	-	-	A	A	D	D	X
5	-	-	A	A	A	D	D
6	-	-	-	-	A	A	D
7	-	-	-	-	-	A	A
8	-	-	-	-	-	-	A
9,10	-	-	-	-	-	-	-

**Procedure:** Subtract the Air Combat Rating of the target unit from that of the firing unit to determine the Air Combat Differential. Then roll one die and refer to that column to find the result. Air Combat is simultaneous between firing air units (mission air units never fire). When two firing air units are engaged, resolve both units' fire before applying any results. Exception: Local Tactical Advantage [17.24e].

### Explanation of Air Combat and AA Fire Table Results

X (Destroyed) = Target is eliminated. Immediately place the affected air unit in the Destroyed Box.

D (Damaged) = Target is damaged. Immediately place the affected air unit in the Damaged Box.

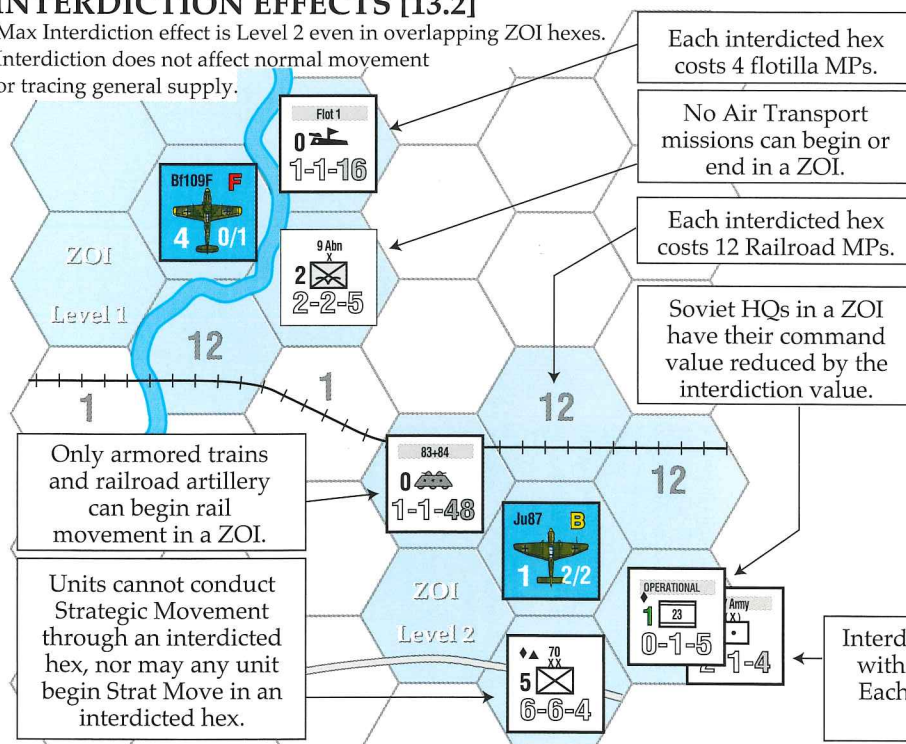
A (Aborted) = Target is aborted. Immediately place the affected air unit in the Flown Box.

- = No effect

## INTERDICTION EFFECTS [13.2]

Max Interdiction effect is Level 2 even in overlapping ZOI hexes.

Interdiction does not affect normal movement or tracing general supply.



## SOVIET ARTILLERY SUPPRESSION CHART

Number of Artillery units stacked with HQ	Number of artillery units which can contribute support strengths at:	
	Interdiction Level 1	Interdiction Level 2
1	1	1
2	1	1
3	2	1
4	3	2

**Note:** Because one supplied, in-range artillery unit may always support a combat, even if all available Soviet artillery is interdicted, one artillery unit (Axis player's choice) may still support.

Interdiction reduces the number of artillery units, stacked with an HQ, that can contribute their support strength. Each interdiction level reduces the number by one (see Soviet Artillery Suppression Chart above).



COMBAT RESULT TABLE (16.1)

Die Roll	1-4	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	Die Roll
0	1 R	- R	- 1R	1 2	- 2R	- 2R	- 2R	- 3R	- 3R	- 4R	- e	- e	- e	- e	- e	0
1	R -	1 R	1 1	* 1	- 1R	- 2R	- 2R	- 3R	- 3R	- 3R	- 4R	- e	- e	- e	- e	1
2	R -	R -	1* R	1 1	1* 2	1* 2	1* 2	- 2R	* 3R	- 3R	- 3R	- 4R	- e	- e	- e	2
3	R -	R -	- -	1* R	2 1	- R	- 1	1* 2	- 2R	* 3R	- 3R	- 3R	- 4R	- e	- e	3
4	R -	R -	R -	- -	1* R	2 1	1 1	1 1	1* 2	- 2R	* 3R	- 3R	- 3R	- e	- e	4
5	R* -	R -	R -	R -	- -	1* R	2 1	2 1	- 1	1* 2	- 2R	* 3R	- 3R	- 3R	- e	5
6	2R -	R* -	R -	R -	R -	- -	1* R	- R	2 1	- 1	1* 2	- 2R	* 3R	- 3R	- e	6
7	2R -	2R -	R* -	R* -	R -	R -	- R	- R	- R	1 1	1 1	1* 2	- 2R	* 3R	- 3R	7
8	2R -	2R -	2R -	1R -	R* -	R -	- -	1* R	- R	- R	- R	1 1	1 2	- 2R	- 3R	8
9	3R -	2R -	2R -	2R -	1R -	R* -	R* -	- -	1* R	- R	- R	- R	1* 1	* 1R	- 2R	9
10	e -	3R -	2R -	2R -	2R -	1R -	1R -	R* -	- -	1* R	1* R	- R	- R	1 1	- 2R	10
11	e -	e -	3R -	2R -	2R -	2R -	1R -	1R -	R -	- -	- -	1 R	- R	1 R	* 1R	11

# ← Attacker's Result  
# ← Defender's Result

The net DRM cannot exceed +3/-3

**Note:** For further explanation of results, see 16.0.

# = The affected force of units loses that number of steps.

R = All of the remaining affected units are retreated two hexes.

e = The entire affected force is eliminated.

- = Nothing happens.

\* = The attacking force must lose one extra step if: a.) it attacks without Attack Supply, or b.) it attacks a non-destroyed enemy fortification, or c.) it is making a Mandated Attack (Soviet only; see 16.31b). These effects are cumulative. The asterisk also denotes Armor Attrition or Engineer loss [16.32b and c].

#### COMBAT EFFECTS BENEFICIAL TO THE ATTACKER

1. Combined Arms Bonus: -1 DRM (terrain and weather permitting)
2. Panzer Division Integrity: -1 DRM per Pz or qualified Mot Div.
3. Defender with Overrun Marker: -1 DRM
4. Defender Supply: -1 DRM if any defending unit OoS Arty bearing OoS markers cannot support.
5. Attacking Engineer Effect: -1 DRM \*
6. Close Air Support (CAS): -CAS Rating of Attacker's air units
7. Artillery Support  
Dry, Frost, Snow: Full Support Factor.  
Mud (or defender hex in swamp): Half Support Factor (round down).  
Lingering Mud: As mud, but only for affected hexes.
8. Super Heavy Artillery: -1 per unit\*\*.

\*: May only offset defender DRMs for Town, City, Major City, Fortified Line, Fortified Belt, Strongpoint, or River Terrain.

\*\*May only offset defender DRMs for City, Major City, Fort Line, Fortified Belt or Strongpoint. Combined S-H artillery and Engineer effects DRMs cannot exceed def. DRMs for City, Major City, Fortified line, Fortified Belt or Strongpoints.

#### COMBAT EFFECTS BENEFICIAL TO THE DEFENDER:

1. Terrain, Strongpoints, Fortified Belt and Fortified Line: See Terrain Effects Chart.
2. Strongpoint in a fortified line hex. +2 DRM; No CAB allowed if all Axis units attack through Fortified Line hexsides (otherwise +1 DRM and no CAB).
3. Strongpoint in a Fortified Belt hex. +2 DRM; No CAB allowed.
4. No Attack Supply: +2 DRM; No artillery or super heavy arty support; No Pz Div. Integrity possible with OoS marker.
5. Defender No Retreat Order: +1 DRM
6. Defender CAS: +CAS Rating of Defender's air units.
7. Artillery Support: Same as in Combat Effects Beneficial to the Attacker



## Unit Type Symbols

### Motorized Units


















-  Armor
-  Assault Gun
-  Armored Anti-Tank
-  Reconnaissance (Recon)
-  Motorcycle Infantry
-  Motorized Infantry
-  Motorized Combat Engineer
-  Motorized Anti-Aircraft
-  Motorized Anti-Tank

These unit types are considered "Armor" for:

1. Armor Attrition [16.32c]
2. CAB [15.67]
3. Pz Div Integrity [15.68]
4. Armor Loss [16.25]
5. Armor halving on TEC

These unit types are considered "Artillery" for Artillery Loss [16.25]

### Non-Motorized Units

-  Infantry
-  Mountain Infantry
-  Airborne / Parachute Infantry
-  Security
-  Border Guard
-  Partisan
-  Engineer
-  Cavalry
-  Headquarters
-  Anti-Aircraft
-  Anti-Tank
-  Field Artillery
-  Rocket Artillery
-  Coast Artillery
-  Super-Heavy Artillery (mobile mode)
-  Super-Heavy Artillery (firing mode [silhouettes vary])
-  Armored Train

These unit types are considered "Artillery" for Artillery Loss [16.25]

## Unit Type Box Colors

Soviet Guards:	Red	Axis Luftwaffe/Parachute:	Light blue
Soviet Militia:	Yellow		
Soviet Naval:	Blue	<b>German Panzer and Motorized Formations:</b>	
Soviet NKVD:	Green	Each Major Formation has a distinctive color which all component units share.	
Soviet Airborne:	Light Blue		

## Unit Colors























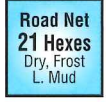







### Soviet

Ground Units:	Brown
Air Units:	Tan/ Red Orange back

### Axis

Non-SS German Ground Units:	Gray
SS German Ground Units:	Black
German Air Units:	Sky Blue
Ger. Parachute/Luft. Ground Units	Sky Blue
Hungarian Ground and Air Units:	Dk. Blue
Italian Ground and Air Units:	Lt. Purple
Romanian Ground Units:	Md. Green
Slovakian Ground and Air Units:	Lt. Green

## Sample Informational Markers

<b>Captured Railhead</b> 	<b>Railhead</b> 	<b>Rail Cut</b> 	<b>Rail Cut (multiple hex)</b> 	<b>Railroad MP Marker</b> 
<b>Strongpoint</b> 	<b>Strongpoint Under Const.</b> 	<b>Step Loss</b> 	<b>Interdiction Level</b> 	<b>Orders</b> 
<b>Fortified Belt Destroyed</b> 	<b>Weather</b> 	<b>Receiving Replacements</b> 	<b>Game Turn</b> 	<b>Activated</b> 
<b>Emergency Supply</b> 	<b>Out of Supply</b> 	<b>Fuel Shortage</b> 	<b>Overrun</b> 	<b>Garrison Hex</b> 
<b>Additional Retreat</b> 	<b>No Retreat</b> 	<b>Road Net Limit</b> 	<b>Road Net Bad weather</b> 	<b>Fortified Line Destroyed</b> 
<b>Step Loss Track Marker</b> 	<b>Repl Track Marker</b> 	<b>Declared Attack</b> 	<b>Do Not Move</b> 	<b>Victory Point Track Marker</b> 

# BARBAROSSA

## CRIMEA, 1941-1942



## MOVEMENT PHASE CHART

Unit Category	Movement Phase	Motorized Movement Phase	Reaction Movement Phase
Motorized	full MA	1/2 MA	1/2 MA
non-motorized	full MA	No	No
Cavalry	full MA	1/2 MA	No
Orange/Green/Gray MA	full MA	No	No

Unit Category	Movement Phase	Motorized Movement Phase	Reaction Movement Phase
HQ	full MA	No	No
Motorized	1/2 MA	full MA	1/2 MA
Cavalry	full MA	1/2 MA	No
Non-motorized	full MA	No*	No
Activated non-motorized	No	full MA	No
Orange/Green/Gray MA	full MA	No*	No
Armored Train	full MA**	full MA**	No
Flotilla	full MA	full MA	No

### Notes:

MA = Movement Allowance. Retain fractions.

No = No movement allowed this phase.

\* = Can be activated during Motorized Movement Phase by an HQ.

\*\* = Can move in either phase, but not both.

## MOVEMENT ALLOWANCE CONVERSION TABLE

Normal MA	One-Half MA	One and one-half times MA*
0	0	0
1	1**	1 1/2
2	1	3
3	1 1/2	4 1/2
4	2	6
5	2 1/2	7 1/2
6	3	9
7	3 1/2	10 1/2
8	7	12
9	4 1/2	13 1/2

\* All units except Super Heavy Artillery (green MA) retain fractions when using:

1. Road Movement on Minor Roads in clear terrain during Dry Weather.
2. Road movement on Main Roads during Dry or Frost weather.
3. Road Movement by qualifying units on Motorways in any weather.
4. City/Major city movement.

\*\*One hex Movement makes 1/2 MA N/A.

## EFFECTS ON MOVEMENT CHART

### MOVEMENT IS ALLOWED

Movement or Action	When Out of Supply	During Storms or Dry Turns	During Mud Turns	During Frost Turns	During Snow/Arctic Turns
Movement Phase	Y <sup>1</sup>	Y	Y	Y <sup>4</sup>	Y <sup>18</sup>
Motorized Movement Phase	Y <sup>1</sup>	Y	Y	Y <sup>5</sup>	Y <sup>6</sup> N <sup>7</sup>
Reaction Movement Phase	N	Y	Y	Y <sup>5</sup>	Y <sup>5</sup>
Infiltration Movement	N	Y	N	Y	Y
One Hex Movement	Y <sup>16</sup>	Y	Y	Y	Y
Overrun	N	Y	N	Y	N
Strategic Movement	N	Y	Y	Y	Y
Railroad Movement	N	Y	Y	Y	Y
Armored Train Movement	Y <sup>2</sup>	Y	Y	Y	Y
Flotilla Movement	Y <sup>3</sup>	Y	Y	Y	N
A unit projects a ZOC	Y	Y	Y <sup>8</sup>	Y <sup>9</sup>	Y <sup>8,9</sup>

### A MOVING UNIT:

May Enter an E-ZOC	Must pay +1 MP to enter an E-ZOC	Must stop when entering an E-ZOC	May move directly from an E-ZOC to an E-ZOC	May exit an E-ZOC and then re-enter an E-ZOC
Y	Y <sup>11</sup>	Y <sup>12</sup>	N <sup>13</sup>	Y
Y	Y <sup>11</sup>	Y <sup>12</sup>	N <sup>17</sup>	Y
Y <sup>10</sup>	N	Y	N	N
Y	N	Y	Y	–
Y	N	Y	N	–
Y	Y <sup>11</sup>	N <sup>14</sup>	N	Y
N	–	–	–	–
N	–	–	–	–
Y	Y	Y	N	Y
Y	Y	Y	N	Y

### Notes:

1 = –2 MPs from printed MA.

2 = –2 MPs from printed MA.

3 = –4 MPs from printed MA.

4 = –1 MP from printed MA for all Axis motorized and units with orange or green MA.

5 = –1 MP from printed MA for all Axis motorized during Frost, Snow or Arctic turns.

6 = Soviet Mot/HQ activated allowed.

7 = Axis Mot not allowed.

8 = All Mot units project ZOCs only into adjacent town, city, and connected road or railroad hexes (not in major city hexes).

9 = Formerly prohibited terrain now subject to ZOC.

10 = The E-ZOC must be projected into a defender hex of a declared combat.

11 = Exceptions: (1) Infiltration, (2) One-hex movement, (3) when an overrunning stack enters an overrun hex.

12 = Exception: See Overrun.

13 = Exception: Axis Motorized Infiltration Movement. Axis and Soviet cavalry or ski unit Infiltration Movement.

14 = Movement may be possible after successful overrun.

15 = One or more non-E-ZOC hexes must be entered prior to re-entering an E-ZOC hex.

16 = Units may not use one hex movement for any type of movement prohibited when they bear Out of Supply markers. Exception: Not allowed for OoS motorized units [6.72].

17 = Exception: Soviet Motorized Infiltration Movement.

18 = Exception: Arctic GTs only –1 MP from printed MA for all Axis motorized, and orange/green MA units.



## ATTACKER AND DEFENDER ARTILLERY SUPPORT [14.2 and 15.4]

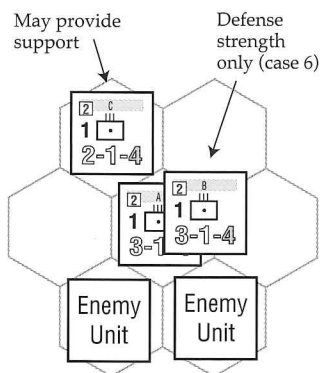
### Eligibility:



Attacker artillery units provide support only to declared attacks

against defender hexes. Defender artillery units provide support only to defender hexes. A defender hex is any hex bearing a Declared Attack marker.

**ONE ATTACK ONLY:** An artillery unit can provide its support strength to only one declared attack per combat phase. Support strengths cannot be split between two or more declared attacks.



### Qualifying Conditions



1. **RANGE:** Each artillery unit (attacker or defender) must be within range of a defender hex in the declared attack it is supporting. If the number of hexes between the defender hex and the artillery unit (count the defender hex—do not count the artillery unit hex) does not exceed the unit's printed range, it may support.



2. **OVERRUN:** No artillery unit bearing an Overrun marker can support.



3. **OUT OF SUPPLY:** No defender artillery unit bearing an Out of Supply marker can support.



4. **ATTACK SUPPLY:** Regardless of its supply state, each attacker artillery unit must be able to trace an LOC to an ASP providing Attack Supply in order to support.



5. Unless occupying a defender hex, defender artillery units cannot be in an enemy ZOC and provide artillery support. Attacker artillery units can be in enemy ZOCs.

6. If a defender hex contains only artillery type units, none of them may provide their support strengths to any declared attack. They can only use their defense strengths, although non-adjacent friendly artillery may still support their hex. See example to the left.

7. **SUPPORT STRENGTH LIMIT:** In any declared attack, attacker support strength can never exceed attack strength and defender support strength can never exceed defense strength. Excess support factors are ignored.

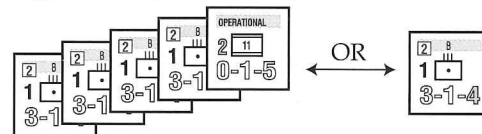
8. No artillery unit can contribute its support strength and its defense strength to the same declared attack.

### Unit Limitations

**FOUR AXIS ARTILLERY UNITS:** Up to four qualifying Axis artillery units can provide support (attacking or defending).

Note: Axis S-H artillery units do not count against the four unit limit, but may only be used in special attack situations.

Normally, only one qualifying Soviet artillery unit can provide support (attacking or defending). However, up to four qualifying Soviet artillery units can provide support if they occupy a defender hex and/or if they are stacked with one or more operational Soviet HQs (attacking or defending). See the artillery support example in the Playbook.



Exceptions: Axis air interdiction may reduce the number of qualifying Soviet artillery units by one or two.

Non-Op Soviet HQs may reduce the number of qualifying Soviet artillery units to one.

## NON-OP HQ EFFECTS [22.2]

### Limitations on the Non-Op HQ:

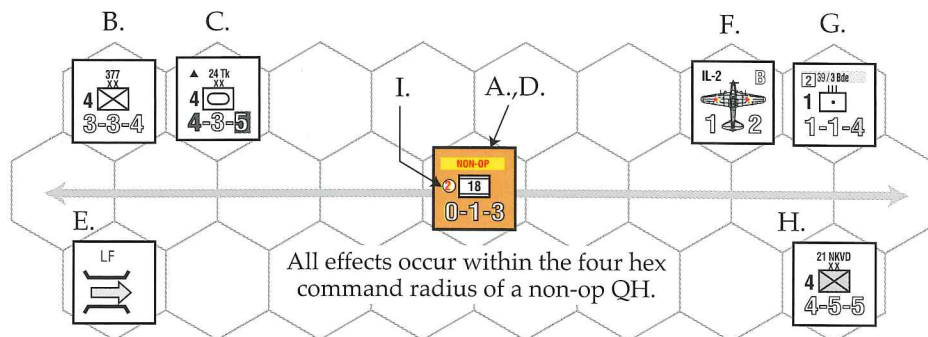
- A. Cannot issue retreat orders
- B. No non-motorized unit activation (including Guards) during Soviet Motorized Movement Phase.
- C. No motorized unit activation during Soviet Reaction Phase.

**Limitations within the Non-Op HQ Command Radius (Non-Op HQ effects supersede operational HQ effects in overlapping hexes).**

- D. No new fortification marker placement except for "E" strongpoints.
- E. Bridge units cannot be placed or moved.
- F. No Soviet CAS missions (interception of Axis CAS and Interdiction still allowed).
- G. No more than one Soviet artillery unit may provide support for any given combat.

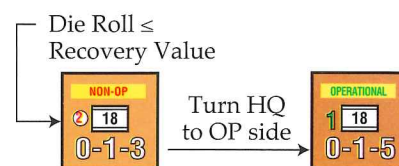
H. NKVD units no longer confer "No Retreat."

I. During and Soviet movement or motorized movement phase, the number of Soviet ground units beginning their movement within a Non-Op HQ's command radius is limited to one less than the HQ recovery value. The Non-Op HQ can always move during the movement phase.



## NON-OP HQ RECOVERY DIE ROLL

During the Game Turn Interphase, roll the die for each Non-Op HQ desired. If the die roll is less than or equal to the HQ Recovery Value, turn the HQ to its operational (OP) side. There are no DRMs to this die roll.

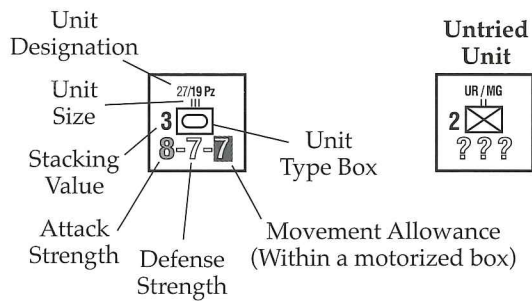




# How to Read the Units

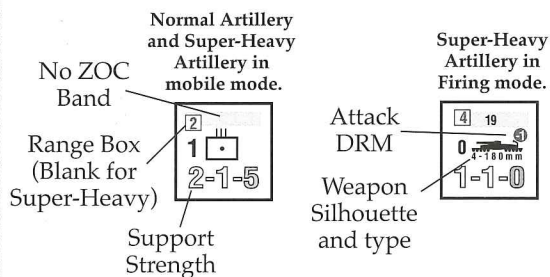
How to Read Naval Units is contained on the separate Naval card.

## Non-Artillery



## Artillery

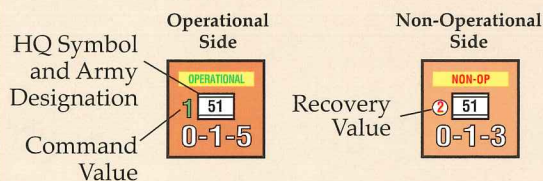
Unchanged from above except for:



Note: Only Artillery Units have Range Boxes

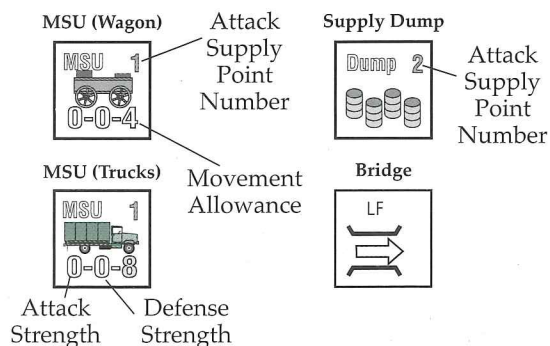
## Soviet HQ

Unchanged from above except for:



- R Indicates unit cannot be rebuilt.
- W Indicates that the unit is withdrawn.

## Ground Non-Combat Units



## Explanation of Unit Values

**Attack DRM:** is a modifier that Axis Super Heavy Artillery units may be able to apply in attacks [15.64].

**Attack Strength:** is the strength a non-artillery combat unit contributes when attacking [15.51]. A red number means the unit is armored. It may allow the Attacking player to achieve a Combined Arms Bonus [15.67] or Panzer Division Integrity [15.68].

**Command Value:** is the maximum number of qualifying Soviet combat units an HQ can activate, or the max number of Retreat Orders an HQ can issue during a reaction phase [22.12].

**Defense Strength:** is the strength a ground combat unit (except for supporting artillery) contributes when occupying a defender hex [15.54].

**Motorized Box:** denotes the unit pays motorized terrain costs, and has the ability to move in the motorized and reaction movement phases.

**Movement Allowance (MA):** is the maximum number of clear terrain hexes a unit can enter in dry weather during the movement phase (mot movement phase for Soviet mot units). Exceptions: Armored train, flotilla and S-H artillery units.

## Movement Allowance Color Codes:

**Yellow:** Infiltration Capable [11.5].

**Orange:** Non-motorized paying mot movement costs [10.58].

**Green:** Super-heavy artillery [10.58].

**Gray:** Railroad movement only [11.1].

**Blue:** Flotilla movement only [11.2].

**No ZOC Band:** denotes the unit does not exert a zone of control (ZOC) into any adjacent hex [3.0f].

**Range:** is the max number of hexes an arty unit can be from a defender hex and still provide support. When counting, do not count the arty unit hex, but do count the defender hex.

**Recovery Value:** is the highest possible die roll number allowed to return a Non-Op HQ to operational status.

**Stacking Value:** is the amount of space a ground unit occupies in a hex. For both sides, 10 stacking points is the maximum allowed in any hex at the end of a movement phase or retreat.

**Support Strength:** is the strength a qualifying artillery unit contributes to a declared combat on attack [15.4] or defense [14.2].

[ ] around unit designation indicates unit's previous designation.

**Unit Designation:** are the actual names or numbers of units (see Playbook for explanation of abbreviations).

**Unit Size:**

I = Battery / Company

II = Battalion X = Brigade

III = Regiment XX = Division

( ) around unit size denotes unit of that approximate size.

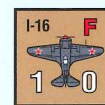
+ = reinforced unit

**Unit Type Box:** denotes the unit's tactical combat symbol (see Unit Type Symbols for listing).

**A double box ( [ ] ):** denotes two like sized units combined on one counter.

## Air Units

Aircraft Type is the model designation of the majority of aircraft in the counter.



Soviet Naval units differ from normal Soviet Air units. They are blue in color.

Unit Type: B = Bomber, F = Fighter

Interdiction Rating is the value from surviving interdiction mission units applied toward creating a Zone of Interdiction [13.0]. Note: Soviet air units do not have this rating.

Close Air Support (CAS) Rating is the DRM applied to a Declared Attack by surviving mission air units in a defender hex.

Air Combat Rating is the strength of an air unit in air combat. Firing air units use this rating to attack in air combat; mission air units defend only with this rating.



# Naval Charts Card

## PORT CHARACTERISTIC CHART [PB 8.44]

Situation:	Anchorage	⚓	⚓
		Minor Port	Major Port
BB can occupy?	No	No	Yes
CL can occupy?	No	Yes	Yes
DD, DL, and T can occupy?	Yes	Yes	Yes
<b>Port Capacity for General Supply</b>			
Stacking points able to trace	6	15	30
<b>Port Capacity to Load and/or Unload (Naval Transport Points)</b>			
	4	12	24
<b>Reductions to all Port Capacities (Cumulative)</b>			
For each Air Interdiction Level	-2	-4	-6
For each in-range artillery support point	max. -6	max. -6	max. -6

## NAVAL MOVEMENT LOSS TABLE [PB 8.33]

Die Roll	Regular Naval Movement	(a) Coast CD Artillery	(a) Air Interdiction	Both: (b) Air + CD Artillery
1-5	NE	NE	NE	NE
6-8	NE	A	A	A
9-10	A	A	AD1	AD1
11	A	D1	AD1	AD1
12	A	D1	AD1	AD1
13	AD1	D2	AD2	AD3
14	AD3	AD3	AD2	AD6
15+	AD4	AD4	AD2	AD6

### Key:

- A Abort; unit either returns to departure port, or apply D1
- D# Number of Damage Points to apply
- NE No Effect

### Notes:

- (a) Use applicable column when only effect is the one listed.
- (b) Use this column when both effects are applicable.

### DRMs (cumulative)

- +3 Storm weather (during any Climate except Dry)
- +1 Storm weather during Dry Climate
- +1 For Air Interdiction Level 2 marker in Naval Movement Interdiction box
- +1 For the second (and each additional) in-range Coast Defense artillery point with line of sight (each CD arty unit in an Amphibious Assault defender hex has its strength doubled during Amphibious Assault [PB 8.76a.3])
- +1 For Soviets for Scenarios 6, and 8
- +3 For Soviet units forced to move [PB 8.23.b]

## NAVAL UNIT READINESS AND REPAIR CHART [PB 8.13 and 8.35]

DRMs	Situation
+1	The naval unit has Damage (any level). <b>Important: Apply DRM to Readiness, not to Damage Repair.</b>
+1	For each level of Port Interdiction applied to that port [PB 6.43]
+1	If in a minor port [see Port Characteristics Chart]
+2	If in an anchorage [see Port Characteristics Chart]

## SHIPPING ATTACK TABLE

[PB 6.44e and 8.33b]

Die Roll	— Ship Type —		
	BB	CL or DL	DD/T/Flot
-1	6	4	3
0	5	4	3
1	4	2	2
2	3	2	2
3	2	1	2
4	1	1	1
5	NE	1	1
6	NE	NE	1
7+	NE	NE	NE

Roll once for each attacking air or CD Artillery unit.

Air units cannot attack flotillas [PB 6.44h]

Number result is number of Damage Points inflicted on target naval unit. NE = No Effect.

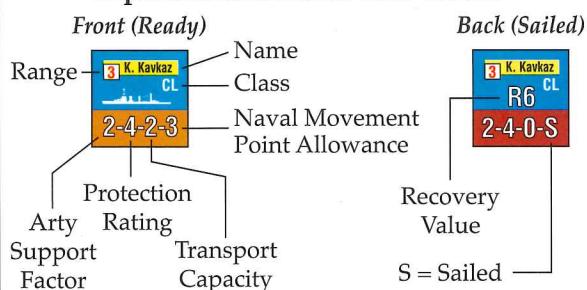
### Map-T Holding Box DRMs (cumulative)

- 2 Air unit is a Ju87
- +2 Port is Map-T Holding Box (Do not count ground AA units [PB 6.44g])

### Map Q and Inset Map DRMs (cumulative)

- 1 Each In-range CD artillery unit with line of sight
- 2 Air unit is a Ju87
- +1 per in-range ground AA/Operational HQ unit (max two) for attacking air units

## Explanation of Naval Unit Values





# Amphibious Assault Example

**Situation: Scenario #6:** The Party Boss Attacks is underway. The Soviet player plans an Amphibious Assault against Koktebel (hex Q5620) and Feodosia (hex Q5718). During the prior turn the three units chosen for Amphibious Assault (12th Rifle Brigade, 83rd Naval Brigade and 77th Mountain Rifle Division) end movement stacked in Kerch (hex 6912).

During the current turn the weather is Frost. After all land movement is complete in the Motorized Movement Phase, each unit receives an Activated marker, allowing all three to load onto Transport Groups A and B. Transport Group A with 77th Mountain Rifle Division moves by sea to hex 5720 adjacent to the port of Koktebel, and Transport Group B with the two brigades moves to hex 5819, adjacent to the port of Feodosia. The Battleship Paris Commune moves to sea hex 6020 and CL Voroshilov moves to sea hex 5821.



**Naval Movement Loss table Resolution.** Scenario parameters dictate that +1 will be added to all Loss die rolls regardless of column used. There is a Level One Interdiction marker in the Naval Movement Interdiction Box. The Soviet player now makes four die rolls:

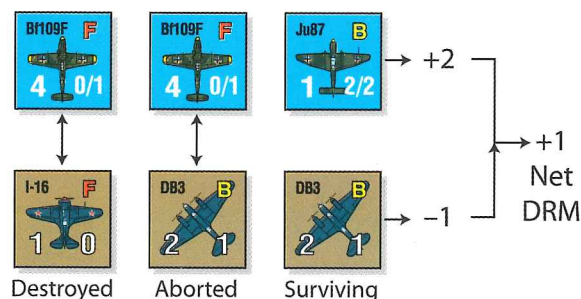
1) The 147 CD is within range cannot trace line of sight through hex 5719 to Transport Group A, so the die roll is on the Air Interdiction column. Die roll is 5, modified to 6 for the scenario DRM. The result is Abort. The transport unit takes one point of damage so its unit can amphibiously assault.

2) CL Voroshilov is not in range of the German 147 CD Artillery unit so it rolls on the Air Interdiction column with a +1 scenario DRM. DR is 1, modified to 2, yielding a NE (no effect) result.

3) Transport Group B is in range of the 147 CD Artillery in the Amphib Assault defender hex, so its CD strength is doubled to 2, providing +1 to the die roll. The die roll modifier is +2 (+1 for the extra CD point and +1 for scenario DRM). Disaster! The Die roll is 0 (10), and when adding the +2 DRM on the Both Air + CD Artillery column, the result is 12 (AD2). The transport unit must take two damage points, and it only has a Protection Rating of 2. Ignoring the Abort take a third damage point and sink at sea with the loss of both brigades makes no sense. The transport aborts and returns to port. Since the transport has suffered more than 50% damage, the transported units receive Do Not Move 2 GT markers.

4) BB Paris Commune is not in range of the German 147 CD Artillery unit so it rolls on the Air Interdiction column with a +1 scenario DRM. DR is 8, modified to 9, yielding an A (abort) result. With no amphibious assault to support, the BB aborts and returns to port.

**Amphibious Assault.** During the Soviet Combat Phase, a Declared Attack marker is placed on Koktebel hex Q5620. One I16 Naval fighter and two DB3 Naval bomber air units are placed face down in the hex. The Axis player places two BF109 fighter and one Ju87 bomber units in the hex. The Air Initiative die roll allows firing unit combat. The Soviet fighter is destroyed and one of the two DB3 air units is aborted. The surviving mission units on both sides net out their DRMs to a +1 for the Axis defender. There is no AA Fire.



With the two support points from CL Voroshilov, the odds are 6 to 2 (3 to 1). The hex contains hill terrain, adding a second +1 DRM, and the Axis player issues No Retreat orders to the defending German unit, adding a third +1 DRM. The die roll is 7, modified to 10 (attacker R\*). The assault fails. Amphibious Assault units ignore Retreat results, so the 77 Mountain Rifle division remains at sea with the Transport unit. Amphibious Assault does not require Attack Supply, so the asterisk result is ignored. CL Voroshilov must return to port.

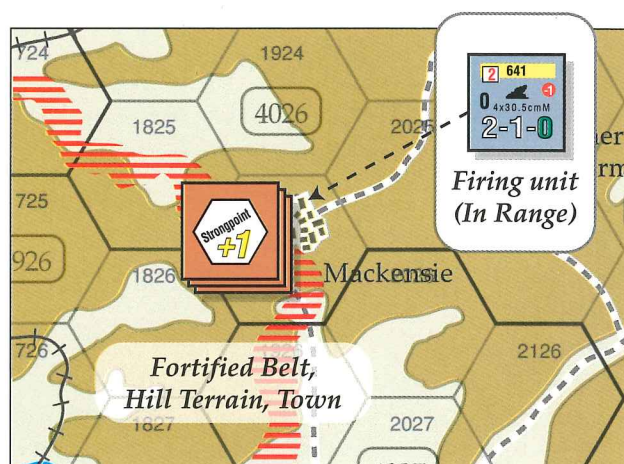
The Soviet player has the option to keep the transport and amphibious assault unit in their current all sea hex and try a second amphibious assault next turn. The transport unit would not be subject to another Naval Movement Loss die roll if it remains stationary, but would be a prime target for an Axis Shipping Attack next turn. Since the transport now has one damage point, the odds of being sunk in such an attack are significant, so the transport and transported unit also return to port and must roll on the Naval Movement Loss Table.



# SUPER-HEAVY ARTILLERY EFFECTS EXAMPLES OF PLAY



Units in Hex 1232	If DR is 5, then Def Str:	If DR is 2, then Def Str:
	–	SP Negated
	2	1 (S-H arty step removed)
	1	1
	3 doubled to 6 for Citadel	3
	3	3
<b>Total = 12</b>		<b>Total = 8</b>
Undestroyed Citadel, Axis can nullify only Citadel +1DRM, SP +1 DRM remains. Soviet units do not retreat, no step loss.		Destroyed Citadel = no +1 DRM. SP +1 DRM negated. If combat result includes R, defenders must retreat



Units in Hex 1925	If DR is 5, then Def Str:	If DR is 1, then Def Str:
	–	SP Negated
	1	0 (elim by S-H bombardment)
	2	2
	3 def support str pts	2 def support str pts
<b>Total = 6</b> Axis chooses to negate +1 DRM for Fortified Belt, leaving +1 for the SP, +1 for hill terrain, and possibly +1 for No Retreat orders		<b>Total = 4</b> +1 DRMs for Fortified Belt and SP both negated, leaving +1 for hill terrain and possibly +1 for No Retreat orders.

▲  
In hex 1527  
providing  
Defensive  
Support

(Same example as above except no 80 Rcn)

Units in Hex 1925	If DR is 5, then Def Str:	If DR is 1, then Def Str:
	–	Negated
	2	0 (elim by S-H bombardment)
	2 def support str pts	0 No arty support allowed
<b>Total = 4</b> Ensuing combat moves directly to advance after combat if the Axis player chooses to do so		<b>Total = 0</b>

▲  
In hex 1527  
providing  
Defensive  
Support

## SUPER-HEAVY (S-H) ARTILLERY INSET EFFECTS TABLE








### Procedure:

#### Roll one die and apply Super-Heavy Artillery DRMs

All effects are applied prior to combat resolution.

- Step losses may result in reduced artillery support and/or increased final odds.
- Loss of defensive (+) DRMs may alter final combat result.
- If last defender step is removed by S-H Artillery Inset Effects die roll, omit all remaining steps of the Declared Combat and advance attacking units into the defender hex up to stacking limits if desired.

### DRMs for Super-Heavy Artillery Type:

DRM	Caliber S-H	Units	
-1	for 30.5 cm	624, 641, 815	  
-2	for 42 cm	458, 459	 
-4	for 60 cm	I-833	
-5	for 80 cm	672 Dora	

If two or more S-H units with DRMs bombard a hex, use only the most favorable (greatest) DRM.

### Results:



4 or more

**Citadel hex:** Citadel in hex not destroyed, but only the +1 Citadel defensive DRM offset by the firing S-H artillery unit [PB 5.72a].

#### City and all other fortification terrain hexes:

- Each asterisk (\*) firing S-H artillery unit offsets all +1 city or fortification DRMs.
- Each non-asterisk (\*) firing S-H artillery unit offsets one +1 city or fortification DRM



3 or less

- Citadel destroyed. Any S-H or CD artillery unit in Citadel hex loses one step. Fortified Line in hex destroyed.  
*Destroyed Citadels and Fortified Lines provide no defensive benefits of any type to the ensuing Declared Attack die roll.*
- No attacking Axis units suffer asterisk (\*) results.
- All city or surviving fortification terrain +1 DRMs are negated for the combat.



1 or less

In addition to the results of "3 or less", one defender step is removed from hex (must be artillery / AA / AT if present)—defender choice. Soviet player immediately adds one Infantry RP to the Soviet Replacement Track. On any following GT that an unused ZAP unit is in the Cadre Box, the Soviet player may expend that Infantry RP to create a ZAP unit and place it in any friendly Soviet Inset Map town or city hex during the Soviet Replacements Phase where it functions according to BSR 7.22c. If a Citadel is destroyed, the one S-H or CD artillery step removed (if present) fulfills this requirement.



# Combined Game VP Chart and Weather Table

## COMBINED GAME LOCATIONS CAPTURED BY AXIS

<i>Location</i>	<i>Hex</i>	<i>Historical GT</i>	<i>Sevastopol</i>	<i>Captured by:</i>
Alushta	4825	68	1	Any GT
Feodosia	5718	68	3	Any GT
Kerch	6912	72	6	GTs 1 - 65
			4	GTs 66 - 77
			2	GTs 78+
Simferopol	4321	67	1	Any GT
Yevpatoria	3519	66	1	Any GT
Dzhankoy	4510	66	3	GTs 1 - 65
			0	GTs 66+
Sevastopol (apply Sevastopol column for Scen. 8)	1428, 1527, 1528	188	5 each	GTs 1 - 52
			4 each	GTs 53 - 74
			2 each	GTs 75+
Duvankoy	1823	69	1	Any GT
MacKensie	1925	184	2	Any GT
Balaklava	1930	185	2	Any GT
Citadel: Maxim Gorky II	1232	189	2	Any GT
Citadel: Maxim Gorky I	1525	181	2	Any GT
Citadel: Nordfort	1526	182	2	Any GT
Citadel: Ft.Stalin (etc)	1626	181	2	Any GT
Citadel: Cape Fiolent	1632	188	2	Any GT

### Weather Table [PB 9.54]

<i>Die Roll</i>	<i>Dry*</i>
1	D
2	D
3	D
4	D
5	D
6	D
7	DT
8	M
9	M
10	MT

\*During Dry Climate no more than two Mud turns in a row are allowed [PB 3.12].

#### Codes:

D = Dry M = Mud  
T = Storm

## Scenario 3: Crimea - Road to Sevastopol

### I. Locations Captured by Axis

The Axis player gains (or loses) VPs during this scenario.  
Refer to the categories below:

	<i>Location</i>	<i>Hex</i>	<i>Historical GT Captured</i>	<i>VPs For Capture</i>	<i>Captured by:</i>
<b>Map Q Hexes</b>	Alushta	4825	68	1	Any GT
	Feodosia	5718	68	3	Any GT
	Kerch	6912	72	6	GTs 1 - 65
				4	GTs 66 - 77
				2	GTs 78+
	Simferopol	4321	67	2	Any GT
	Yevpatoria	3519	66	1	Any GT
	Dzhankoy	4510	66	5	GTs 1 - 65
				2	GTs 66+
	Sevastopol	1428, 1527, 1528	188	4 each 2 each	GTs 53 - 74 GTs 75+
<b>Sevastopol Inset Map Hexes</b>	Duvankoy	1823	69	1	Any GT
	MacKensie	1925	184	3	Any GT
	Balaklava	1930	185	3	Any GT
	Citadel: Maxim Gorky II	1232	189	2	Any GT
	Citadel: Maxim Gorky I	1525	181	2	Any GT
	Citadel: Nordfort	1526	182	2	Any GT
	Citadel: Ft.Stalin	1626	181	2	Any GT
	Citadel: Cape Fiolent	1632	188	2	Any GT
	Fortified Belt hex	any	n/a	2	Any GT

### II. Events Occurring Within Scenario

<i>Events</i>	<i>VPs</i>
Soviet player draws a Special Reinforcement Pool Group	+ #
Axis player draws a Special Reinforcement Pool Group	- #
Each Soviet Mandated Attack not made when Axis player captures and holds a VP hex at the end of the GT	+2

### III. VPs for Steps/HQs Removed (any Scenario) to Cadre or Eliminated Boxes

<i>VPs</i>	<i>Action</i>
+2	For each Soviet HQ removed (not evacuated or withdrawn): to satisfy any combat result as a step loss or unable to retreat during an Overrun
+1	For each Soviet HQ disbanded
+3	For Soviet BB naval unit in Eliminated Box
+2	For each Soviet C or CL naval unit in Eliminated Box
+1	For each Soviet DL or DD unit in Eliminated Box
+1	Per step, Soviet Guards rocket units (ignore other Guards)
+1	Per 8 steps Soviet armored or artillery types Award when marker reaches the 8 box on the Step Loss Track
-1	Per 5 steps Axis armored or artillery types Reduce when marker reaches the 5 box on the Step Loss Track

### Victory Conditions Chart

<i>Victory Level</i>	<i>VP Total Scenario 3</i>
Axis Strategic	24 +
Axis Operational	18 - 23
Axis Marginal	12 - 17
Soviet Marginal	8 - 11
Soviet Operational	5 - 7
Soviet Strategic	4 or less
Historical Score:	12

Set the Axis VP marker at zero  
at the start of the scenario



## Scenario 4: First Assault

### I. Locations Captured by Axis

The Axis player gains (or loses) VPs during this scenario.

Refer to the categories below:

	Location	Hex	Historical GT Captured	VPs For Capture	Captured by:
Map Q Hexes	Alushta	4825	68	1	Any GT
	Feodosia	5718	68	3	Any GT
	Kerch	6912	72	4(2*)	Any GT
	Simferopol	4321	67	2	Any GT
	Yevpatoria	3519	66	1	Any GT
	Sevastopol	1428, 1527, 1528	188	2 each	Any GT
Sevastopol Inset Map Hexes	Duvankoy	1823	69	1	Any GT
	MacKensie	1925	184	2	Any GT
	Balaklava	1930	185	2	Any GT
	Citadel: Maxim Gorky II	1232	189	2	Any GT
	Citadel: Maxim Gorky I	1525	181	2	Any GT
	Citadel: Nordfort	1526	182	2	Any GT
	Citadel: Ft.Stalin (etc)	1626	181	2	Any GT
	Citadel: Cape Fiolent	1632	188	2	Any GT
	6 or more Fortified Belt hexes captured	any	variable	3	Any GT

\* If captured by the Soviets, worth only 2 VPs if recaptured

### II. Events Occurring Within Scenario

Events	VPs
Each Axis coastal unit moved [PB10.44j.2]	-1
Soviet player draws a Special Reinforcement Pool Group	+ #
Axis player draws a Special Reinforcement Pool Group	- #

### III. VPs for Steps/HQs Removed (any Scenario) to Cadre or Eliminated Boxes

VPs	Action
+2	For each Soviet HQ removed (not evacuated or withdrawn): to satisfy any combat result as a step loss or unable to retreat during an Overrun
+1	For each Soviet HQ disbanded
+3	For Soviet BB naval unit in Eliminated Box
+2	For each Soviet CL naval unit in Eliminated Box
+1	For each Soviet DL or DD unit in Eliminated Box
+1	Per step, Soviet Guards rocket units
+1	Per 8 steps Soviet armored or artillery types Award when marker reaches the 8 box on the Step Loss Track
-1	Per 5 steps Axis armored or artillery types Reduce when marker reaches the 5 box on the Step Loss Track

### Victory Conditions Chart

Victory Level	VP Total Scenario 4
Axis Strategic	27 +
Axis Operational	18 - 26
Axis Marginal	14 - 17
Soviet Marginal	8 - 13
Soviet Operational	5 - 7
Soviet Strategic	4 or less
Historical Score:	11

Axis player starts the scenario with 12 VPs for holding Alushta, Feodosia, Kerch, Simferopol, Duvankoy and Yevpatoria.

**BARBAROSSA: Crimea**

© 2010 GMT Games, LLC



## Scenario 5: The Campaign Game

The Axis player gains (or loses) VPs during each scenario. Refer to the three categories below:

### I. Locations Captured by Axis

I. Locations Captured by Axis				VPs by Plan [PB 10.55]		
	Location	Hex	Historical GT	Kerch	Sevastopol	Captured by:
Map Q Hexes	Alushta	4825	68	1	1	Any GT
	Feodosia	5718	68	3	3	Any GT
	Kerch	6912	72	7	6	GTs 60 - 65
				6	4	GTs 66 - 77
				3	2	GTs 78+
	Simferopol	4321	67	1	1	Any GT
	Yevpatoria	3519	66	1	1	Any GT
	Dzhankoy	4510	66	3	3	GTs 60 - 65
				1	1	GTs 66+
Sevastopol	1428, 1527, 1528	188	2 each 1 each	5 each 3 each	GTs 60 - 74 GTs 75+	
Sevastopol Inset Map Hexes	Duvankoy	1823	69	1	1	Any GT
	MacKensie	1925	184	2	2	Any GT
	Balaklava	1930	185	1	2	Any GT
	Citadel: Maxim Gorky II	1232	189	1	2	Any GT
	Citadel: Maxim Gorky I	1525	181	2	2	Any GT
	Citadel: Nordfort	1526	182	1	2	Any GT
	Citadel: Ft.Stalin (etc)	1626	181	1	2	Any GT
	Citadel: Cape Fiolent	1632	188	1	2	Any GT

Note: Any VP hex captured when a higher VP level is in effect must remain friendly to the Axis player until the end of the scenario or the higher VP award

is lost. Any such lost VP hex that is later recaptured provides only the VP award then effective on that GT.

### II. Events Occurring Within Scenario

VPs	Events	VPs	Events
+#	Soviet player draws a Special Reinforcement Pool Group	-1	Each GT after GT 78 that 1 and 4 Mtn Divisions have not crossed the Kerch Straits [PB 10.55e.3.]—Kerch Plan only
-#	Axis player draws a Special Reinforcement Pool Group		
+2	Each Soviet Mandated Attack not made when Axis player captures and holds a VP hex at the end of the GT		<b>Axis Victory Plan marker [PB 10.55]:</b>
		+4	<b>Kerch Plan:</b> Axis player holds Kerch at end of scenario
		+1	<b>Sevastopol Plan:</b> Axis player holds Sevastopol (1527) at end of scenario

### III. VPs for Steps/HQs Removed (any Scenario) to Cadre or Eliminated Boxes

VPs	Action	VPs	Action
+2	For each Soviet HQ removed (not evacuated or withdrawn) to satisfy any combat result as a step loss or unable to retreat during an Overrun	+1	Per 8 steps Soviet armored or artillery types—Award when marker reaches the 8 box on the Step Loss Track
+1	For each Soviet HQ disbanded	-1	Per 5 steps Axis armored or artillery types—Reduce when marker reaches the 5 box on the Step Loss Track
+3	For Soviet BB naval unit in Eliminated Box		
+2	For each Soviet C or CL naval unit in Eliminated Box		
+1	For each Soviet DL or DD unit in Eliminated Box	-1	Each German Pz division that has all of its component units in the Cadre or Eliminated boxes at the end of the scenario
+1	Per step, Soviet Guards rocket units (ignore other Guards)		

Set the Axis VP marker at zero at the start of the scenario

Victory Conditions Charts	Kerch Plan		Sevastopol Plan	
	Victory Level	VP Total	Victory Level	VP Total
	Axis Strategic	27 +	Axis Strategic	27 +
	Axis Operational	22 - 26	Axis Operational	18 - 26
	Axis Marginal	16 - 21	Axis Marginal	15 - 17
	Soviet Marginal	8 - 15	Soviet Marginal	8 - 14
	Soviet Operational	5 - 7	Soviet Operational	5 - 7
	Soviet Strategic	4 or less	Soviet Strategic	4 or less
	<b>Historical Score:</b>	<b>Unknown</b>	<b>Historical Score:</b>	<b>11</b>

# Scenario Card #1 Front

## Scenario #1 — The Tartar Ditch

▲ Unit sets up on its reverse side

### SOVIET At Start

3606	3705	3706	3809	3810	4009	4014	x4				

Place one each on the following hexes:

3606  
3705  
3708  
3808

Ready Box					Damaged Box
DUMMY AIR UNIT	MIg3 F	I-16 F	I-153 F	DB3 B	SB B
x2	x1	x1	x1	x2	x1

### AXIS At Start

AXIS AT Start									Ready Box					
<div><div>249</div><div>1</div><div>3-1-5</div></div>	<div><div>4I-814</div><div>06x24cm</div><div>2-1-0</div></div>	<div><div>2641</div><div>04x30.5cmM</div><div>2-1-0</div></div>	<div><div>73XX</div><div>6</div><div>8-9-5</div></div>	<div><div>1190</div><div>1</div><div>2-1-7</div></div>	<div><div>SS LAH</div><div>1</div><div>2-2-9</div></div>	<div><div>46XX</div><div>6</div><div>8-9-5</div></div>	<div><div>620</div><div>2</div><div>2-2-5</div></div>	<div><div>47(+)/22</div><div>2</div><div>3-3-5</div></div>	<div>DUMMY AIR UNIT</div>	<div>Bf109E <span>F</span></div>	<div>Bf109F <span>F</span></div>	<div>Ju87 <span>B</span></div>	<div>Ju88 <span>B</span></div>	<div>He111 <span>B</span></div>
3405	3503	3504	3505	3603	3605	3804	4004	x1	x1	x1	x2	x1	x1	

### REINFORCEMENTS

GT-49	
3205	

GT-50
Withdraw Cannot Cancel

GT-50
x1 Withdraw Cannot Cancel

GT-50	
x1 OR x1 Withdraw one of the above units. Cannot Cancel	

GT-48-50
Automatic Axis Attack Supply

### Entire Scenario

- Both sides are in General Supply.
- No replacements or new Strong-points for either side.
- Automatic Soviet Attack Supply.
- No Rail movement is allowed.

### Victory Conditions

- The Axis player wins if he captures and holds by the end of the scenario all of the following hexes: 3606, 3705, 3708, and 3808 and loses five or fewer steps.
- The Soviet player wins if he avoids Axis victory conditions, or if the Axis player loses more than five steps regardless of the number of hexes taken.

### Turn Record Track

Sep 24-25	Sep 26-27	Sep 28-29	Sep 30-Oct 1
48	49	50	51
a	b		c
Dry	D	Dry	D

Use Dry Weather for all turns.

### Notes:

- Soviet 51 Army HQ cannot roll for recovery of Operational Status this turn
- Begin Air Readiness die rolls.
- No Axis Attack Supply this turn.









Scenario Card #1 Back

Scenario #2—ODESSA: Hero City

Turn Record Track

Aug 13-14	Aug 15-16	Aug 17-18	Aug 19-20	Aug 21-22	Aug 23-24
[a] 27	[a] 28	29	[c] 30	31	32
Dry D	Dry D	Dry D	Dry D	Dry D	Dry D

Aug 25-26	Aug 27-28	Aug 29-30	Aug 31-Sep 1	Sep 2-3	Sep 4-5
33	34	35	36	37	38
Dry MT	Dry D	Dry DT	Dry D	Dry M	Dry M

Sep 6-7	Sep 8-9	Sep 10-11	Sep 12-13	Sep 14-15	Sep 16-17
39	[e] 40	41	42	43	44
Dry D	Dry D	Dry M	Dry M	Dry D	Dry D

Sep 18-19	Sep 20-21	Sep 22-23	Sep 24-25	Sep 26-27	Sep 28-29
45	46	47	48	49	50
Dry M	Dry D	Dry D	Dry D	Dry D	Dry D

Sep 30-Oct 1	Oct 2-3	Oct 4-5	Oct 6-7	Oct 8-9	Oct 10-11
51	52	53	54	55	56
Dry M	Dry D	Dry D	Dry M	Dry D	Dry M

Oct 12-13	Oct 14-15	Oct 16-17
57	58	59
Dry MT	Dry D	Dry D

- NOTES
- a. Use historical weather (Dry)
  - b. Begin normal air and naval unit readiness die rolls.
  - c. Soviets receive one type INF RP per turn in the Sevastopol Holding Box for remainder of scenario.
  - d. Soviets may construct one Strong-point per turn for the remainder of the scenario.
  - e. Axis allowed to utilize Local Tactical Advantage air combat roll for remainder of scenario.

Sevastopol Holding Box

Naval Movement to/from Odessa cost 2 NMPs.

Naval Movement Interdiction Box

Maximum Interdiction Rating Points counted in this box is two (2) points.

Flotilla Movement from this hex to:  
• Ak Metchet = 15 hexes  
• Sevastopol = 32 hexes

BARBAROSSA: Crimea  
© 2010 GMT Games, LLC

Weather Table

Die Roll	Dry*
1	D
2	D
3	D
4	D
5	D
6	D
7	DT
8	M
9	M
10	MT

\*During Dry Climate no more than two Mud turns in a row are allowed [PB 3.12].

Codes:  
D = Dry M = Mud T = Storm













# Scenario Card #2 Front













## Scenario #2—Odessa: Hero City

1 Denotes step loss  
Unit sets up on its reverse side

### SOVIET At Start

31(+)/25 3  2-3-5	287(+)/25 3  2-3-5	161(+)/95 3  2-3-5	638 1  1-1-3	80 Rcn 1  1-1-6	1 Od-Istr 1  3-1-5	265 1  2-1-5	241(+)/95 3  2-3-5	340 Naval 1  1-1-4	74 MG 2  1-1-3	73 Naval 1  1-1-3	76 MG 2  1-1-3	191 Zap 1  1-1-4	OPERATIONAL 2  0-1-5	90(+)/95 3  2-3-5	3 Odessa 2  3-2-0	ZH00 1  1-1-4	2 Odessa 2  2-2-0	54(+)/25 3  2-3-5
1410	1412	1508	1510	1511	1609	1610	1707	1710	1714	1811	1908	1909	1910	1911	1912	2009		


<div>2 BSF</div> <div>2</div> <div></div> <div>2-2-4</div>	<div>MOON</div> <div>1</div> <div></div> <div>1-1-4</div>	<div>2</div> <div>1</div> <div></div> <div>0-1-0</div>	<div>21+22</div> <div>0</div> <div></div> <div>1-1-48</div>	<div>Flot-BSF</div> <div>0</div> <div></div> <div>1-1-16</div>	<div>42 Naval</div> <div>1</div> <div></div> <div>1-1-3</div>	<div>411(+)</div> <div>2</div> <div></div> <div>2-1-0</div>	<div>1 Odessa</div> <div>2</div> <div></div> <div>2-2-0</div>	<div>26 NKVD</div> <div>2</div> <div></div> <div>2-2-5</div>	<div>Od NKVD</div> <div>2</div> <div></div> <div>2-1-5</div>	<div>21+39</div> <div>1</div> <div></div> <div>1-2-0</div>	<div>1 BSF</div> <div>2</div> <div></div> <div>2-2-4</div>	<div>249 NKVD</div> <div>1</div> <div></div> <div>1-1-5</div>	<div>128 Zap</div> <div>1</div> <div></div> <div>1-1-4</div>	<div>412(+)</div> <div>1</div> <div></div> <div>2-1-0</div>	<div>1 Odessa</div> <div>2</div> <div></div> <div>2-2-0</div>	<div>7 Odessa K</div> <div>2</div> <div></div> <div>2-1-5</div>	<div>55 Zap</div> <div>1</div> <div></div> <div>1-1-4</div>	<div>16</div> <div>1</div> <div></div> <div>2-1-0</div>
2011				2012		2013	2109	2110		2209			2210	2308	2409		2910	






	1410	1608	1908	2210												
	1411	1609	1912	2409	1-1-4	1-1-4	2-4-2-3	1-3-2-2	1-3-1-4	1-3-1-3	2-3-0-2	0-2-4-3	0-2-4-2	0-2-4-3	1-3-1-2	
	1412	1610	2009													
	1508	1707	2013													
x17	1509	1710	2109	at Sevastopol												Odessa In Port

Ready Box			
x1	x1	x1	x2

### REINFORCEMENTS

GT 28		GT 30		GT 31	GT 35	GT 35 — Required unit conversions					GT 36	GT 37		GT 47 Withdraw			GT 53	
<div>102 Zap 1  1-1-4</div>	<div>3 BSF 2  2-2-4</div>	Can now start Replacements and Strongpoints	<div>REPL  +1</div>	<div>REPL  +1</div>	<div>1 BSF 2  2-2-4</div>	<div>1330 2  2-2-5</div>	<div>26 NKVD 2  2-2-5</div>	<div>1331 2  2-2-5</div>	<div>1 Odessa 2  2-2-0</div>	<div>REPL  +1</div>	<div>2 K 3  3-3-5</div>	1 Air Point Use or Lose	<div>Odessa 1  3-1-4</div>	Armored Train REPL Use or Lose	<div>I-16  1 0</div>	<div>DB3  2 1</div>	<div>SB  1 1</div>	<div>I-16  1 0</div>
Sevastopol	[see PB10.24b]		Odessa		Remove → Receive	Remove → Receive		Remove → Receive			x1	2011	x1		x1	x1	x1	x1
GT 28-16				GT 35-50						GT 35-16		1-50-50						Ready

GTs 33-46	
Group One	REPL  +3
1 VP Sevastopol	

GT 33-50					
Group Two	384/157 2  2-2-5	633/157 2  2-2-5	716/157 2  2-2-5	 1A-1-8	REPL  +1
	3 VPs = GTs 33-44; 1 VP = GTs 45-50				

All at Sevastopol or at Map-T Holding Box if combining with AGS and KtR campaign Scenarios

GT 35-46 and 52-58		
Group Three		
1 VP	x1	x1
Ready Box		

Withdraw all on GT 47. Return all on GT 52.

Flown Box

### SCENARIO VICTORY POINTS

Objectives Captured	Map Hex	Historical GT Captured	VPs for Capture
Belyayevka	1412	30	1 GTs 27-30 0 GTs 31+
Dalnik	1811	57	2 GTs 27-38 1 GTs 39+
Gnilyakovo	1709	57	1 GTs 27-36 0 GTs 39+
Ochakov	2910	31	1 GTs 27-32 0 GTs 33+
Odessa	1911	59	3 Any GT
Odessa	2011	59	1 Any GT

### VICTORY CONDITIONS CHART

Victory Level	Scenario 2
Axis Strategic	15+
Axis Operational	10-14
Axis Marginal	7-9
Soviet Marginal	5-6
Soviet Operational	2-4
Soviet Strategic	1 or less
Historical Score:	0

Axis player wins an automatic Operational Victory at the end of any GT that both Odessa hexes are Axis occupied.

### EVENTS OCCURRING WITHIN SCENARIO












Events	VPs
Soviet player draws a Special Reinforcement Pool Group	+ #
Axis player draws a Special Reinforcement Pool Group	- #
Each GT Soviets hold either Odessa hex after GT 51	-1
Per 5 Axis steps lost of all unit types	-1
Per 8 Soviet steps lost of all unit types (ground units incl. flotilla)	+1
Each Soviet Naval Unit (excluding transports) sunk	+1

### SOVIET NAVAL UNIT DAMAGE BOX

--	--	--	--	--	--	--	--	--

### AXIS At Start

Gran 5 6-6-5	2 2 1 2-1-4	5 5-5-4	4+5 MG 2 1-1-4	2 3 1 2-1-4	11 5 5-5-4	2 51+55 1 2-1-4	2(+) 1 1-1-4	36+40 MG 2 1-1-4	2 41+45 1 2-1-4	2 1-2-4	21 3 1-2-4	Gd 5 5-5-4	2 1-2-4	21+25 MG 2 1-1-4	9 3 2-3-6	2 7 1 2-1-4	3+11 MG 2 1-1-4	7 5 4-5-4	3 5 4-5-4
1108	1204	1205	1206	1208	1209	1212	1213	1308	1311	1403	1405	1406	1407	1506					

									Ready Box						Flown Box			Available		
<div><div>3</div><div><div>7</div><div>X</div></div><div><div>2-3-6</div></div></div>	<div><div>2</div><div><div>III</div></div><div><div>1-2-4</div></div></div>	<div><div>5</div><div><div>15</div><div>XX</div></div><div><div>4-5-4</div></div></div>	<div><div>2</div><div><div>13+15</div><div>MG</div></div><div><div>1-1-4</div></div></div>	<div><div>2</div><div><div>5</div></div><div><div>1-1-4</div></div></div>	<div><div>1</div><div><div>1(+)</div></div><div><div>1-1-5</div></div></div>	<div><div>2</div><div><div>4(+)</div></div><div><div>2-2-6</div></div></div>	<div><div>3</div><div><div>1</div><div>X</div></div><div><div>2-3-6</div></div></div>	DUMMY AIR UNIT	<div><div></div><div><div>B</div></div><div><div>1 1/0</div></div></div>	<div><div></div><div><div>F</div></div><div><div>1 0/0</div></div></div>	<div><div></div><div><div>F</div></div><div><div>2 0/1</div></div></div>	<div><div></div><div><div>F</div></div><div><div>3 0/1</div></div></div>	<div><div></div><div><div>B</div></div><div><div>2 1/1</div></div></div>	<div><div></div><div><div>B</div></div><div><div>3 1/1</div></div></div>	<div><div></div><div><div>B</div></div><div><div>1 1/0</div></div></div>	<div><div></div><div><div>B</div></div><div><div>2 1/0</div></div></div>	<div><div></div><div><div>B</div></div><div><div>2 1/0</div></div></div>	<div><div></div><div><div>REPL</div></div></div>	<div><div>2</div><div><div>III</div></div><div><div>1-2-4</div></div></div>	
1515	1806	 1906		2105		2106		2306	x2	x1	x1	x1	x1	x1	x1	x1	x1	x1	Set at 0	6 Max 3 At Start on map
REINFORCEMENTS																				

### REINFORCEMENTS

GT 27		GT 29		GT 30		GT 31		GT 32		GT 33		GT 34		GT 35		GT 36		GT 38		
<div>13 x 5</div> <div>5-5-4</div>	<div>8 x 5</div> <div>4-5-4</div>	<div>14 x 5</div> <div>4-5-4</div>	<div>6+8 MG</div> <div>2</div> <div>1-1-4</div>	<div>BF109F</div> <div>4</div> <div>0/1</div>	<div>Romanian</div> <div>REPL</div> <div>+2</div>	<div>2</div> <div>4</div> <div>1</div> <div>2-1-4</div>	<div>2</div> <div>8</div> <div>1</div> <div>2-1-4</div>	<div>2</div> <div>6</div> <div>1</div> <div>2-1-4</div>	<div>6 x 5</div> <div>5-5-4</div>	<div>BF109F</div> <div>4</div> <div>0/1</div>	<div>Romanian</div> <div>REPL</div> <div>+2</div>	<div>70</div> <div>1</div> <div>1-1-7</div>	<div>787</div> <div>1</div> <div>3-1-5</div>	<div>2</div> <div>2-2-5</div>	<div>604</div> <div>2</div> <div>2-2-5</div>	<div>Romanian</div> <div>REPL</div> <div>+2</div>				
west edge				x1 ready		west edge				x1 withdraw Cannot Cancel		north edge		2102	north					

GT 40	GT 42	GT 46	GT 47	GT 49	GT 54
Romanian REPL +2					Romanian REPL +2
x1 withdraw Cannot Cancel	west	north edge	west edge		


GT 27-31	
Group One	
2 VPs	2002 or 2102

Not chosen historically

GT 36-50	
Group Two	Romanian REPL +2
1 VP	1 Air Point Romanian Use or Lose

GT 36-45 or 52-58	
Group Three	
1 VP	x1 ready Cannot Cancel

GT 37-50				
Group Four				
3 VPs: GTs 37-41	west edge			

GT 38-50	
Group Five	Romanian REPL  +3
1 VP	

GT 38-50	
Group Six	German REPL +2
1 VP	Note: For combined games, delete these RPs from the Kiev to Rostov game.

Not chosen historically



Weather Table

Die Roll	Frost
1	M
2-8	F
9	S
10	ST

Note: If "F" follows "S", result remains "S." If a second consecutive "F" follows "S," then the current condition changes from "S" to "F" [BSR 5.15].

Codes:  
M = Mud F = Frost T = Storm S = Snow

Azov Sea Zone

Kerch Sea Zone

Ice Limit

Map-T Holding Box

Naval Movement Interdiction Box

Soviet Naval Unit Damage Box

Paris Com BB

Voroshilov CL

Molotov CL

Tashkent DL

Kharkov DL

DD-1 DD

DD-2 DD

Gp-B T

Gp-A T

5-7-0-2

2-5-0-3

2-5-0-3

1-3-1-4

1-3-1-4

1-3-1-4

1-3-1-3

0-2-4-2

0-2-4-3

In Port 5718

In Port 6814

In Port 6912

5718

6814

6912

5718

6814

6912

Scenario Card #2 Back

Scenario #6: The Party Boss Attack

SOVIET At Start

1 51

138 Mln

224(-)

302 Mln

390

12

83 Naval

39

40

51 Army

456

19 Gd

44

63 Mln

157

398

404

124+126

44 Army

1/7 Gd

0-1-5

4-4-5

3-3-4

4-4-5

3-3-4

2-2-4

3-3-4

3-2-5

3-2-5

2-1-4

1-1-4

4A-1-6

0-1-5

4-4-5

5-5-4

3-3-4

3-3-4

3-2-5

2-1-4

1A-1-8

Place in hexes ending in xx15 or north of hexrows 59xx - 64xx

Place in hexes ending in xx16 or south of hex rows 59xx - 64xx

Do not move on GT 126; all released on GT 127

1 47

77 Mln

236

276

320

396

400

143

56

24

13

18 Gd

156

72

54

276 NKVD

2

0-1-5

4-4-5

3-4-4

4-4-4

3-4-4

3-3-4

4-4-4

2-2-4

2-2-5

2-1-5

2-1-8

4A-1-6

2-2-4

3-2-6

1-2-5

1-1-5

0-1-0

Place on hexrow 65xx or east

6513

6515

6517

6912

Ready Box

DUMMY AIR UNIT

I-16

Yak-1

DB3

Pe-2

I-153

x2

x2

x1

x2

x1

x1

6912 (Kerch)

Map T Holding Box

AXIS At Start

2

8(-)

3/8

2

+

4

18

147

2

787

2

46

132

2

1-2-4

2-2-6

1-1-6

2-2-5

4-5-5

1-2-4

1-1-3

1-2-5

3-1-5

2-2-5

1-2-4

8-9-5

4-5-5

2-2-5

5321

5415

5419

5516

5518

5615

5620

5717

5718

5815

5816

5817

5818

Ready Box

DUMMY AIR UNIT

B109F

Ju87

Ju88

He111

2

x2

x2

x1

x1

x1

5 Max

Available

2

Includes 3 already placed At Start

2

Includes 1 already placed At Start

2

Includes 2 already placed At Start

1-2-5

1-2-5

1-2-4

4 Max

2 Max

At Start

5815

5816

5817

x3

REINFORCEMENTS

GT 127

GT 128

GT 129

197

28 Jg

1/204/22 Pz

1/204/22 Pz

129/22 Pz

24K/22 Pz

2-1-7

6-6-6

3-2-7

3-2-7

2-2-7

2-2-8

West Edge

West Edge

All Soviet armor doubles attack strength when either of these two armor units is defending.

Turn Record Track

Feb 27-28

Mar 1-2

Mar 3-4

Mar 5-6

Mar 7-8

Mar 9-10

Mar 11-12

Mar 13-14

Mar 15-16

126

127

128

129

130

131

132

133

134

Frost

F

Frost

M

Frost

M

Frost

F

Frost

M

Frost

F

Frost

S

Frost

F

Notes:

a. Start with Soviet portion of GT 126.

b. No Axis Naval Movement Interdiction GT 126.

c. Weather automatically Frost GT 126; roll for weather GTs 127-134.

d. Begin Weather and Air Readiness die rolls; Axis Naval Movement Interdiction allowed remainder of scenario.

BARBAROSSA: Crimea

© 2010 GMT Games, LLC



# Scenario Card #3 Front

## Scenario #7—KERCH: Operation Trappenjagd








① Denotes step loss  
 ▲ Unit sets up on its reverse side

### SOVIET At Start

271 4 3-4-4	1 18 Gd 1 4A-1-6	Strongpoint +1	320 4 3-4-4	400 4 4-4-4	Strongpoint +1	224(-) 3 3-3-4	77 Mtn 4 4-4-5	2 456 1 1-1-4	398 4 3-3-4	55 2 2-2-5	1 19 Gd 1 4A-1-6	Strongpoint +1	236 4 3-4-4	12 2 2-2-4	302 4 4-4-4	40 2 3-2-5	Strongpoint +1	276 3 2-2-4	Strongpoint +1
5714			5715			5814		5815		5914		5915		5916					

83 Naval 2 3-3-4	138 4 4-4-4	2 51 Army 1 2-1-4	24 1 2-1-5	124+126 1 3-2-5	13 1 2-1-8	396 3 1-2-4	63 Mtn 3 2-2-5	143 2 2-2-4	NON-OP 47	157 4 5-5-4	390 4 3-3-4	56 2 2-2-5	NON-OP 51	404 4 3-3-4	2 44 Army 1 2-1-4	1 52 Gd 1 1A-1-8	NON-OP 44	39 2 3-2-5	1 25 Gd 1 1A-1-8
6014	6015		6016		6017		6114		6115		6217		6218						

156 4 4-4-4	72 3 3-2-6	54 2 1-2-5	151 FFA 2 0-2-3	Strongpoint +1	122 1 1-1-3	73 Naval 1 1-1-3	276 NKVD 1 1-1-5	2 1 0-1-0
6512	6515	6517	6712		6912 (Kerch)			

Ready Box			Flown		Damaged		Destroyed
DUMMY AIR UNIT	I-16  F	Yak-1  F	I-16  F	I-153  F	I-16  F	Pe-2  B	I-153  F
	10	20	10	10	10	21	10
	x2	x1	x1	x1	x1	x1	x1









### AXIS At Start




10 5 4-5-4	3/8 2 1-1-6	2 7 1 2-1-4	170 6 7-9-5	8(-) 2 2-2-6	19 5 4-4-4	2 2 2-2-5	2 49 1 3-1-5	2 787 1 3-1-5	2 147 1 1-1-3	50 6 8-9-5	249 1 2-1-7	+	1/204/22 Pz 1 3-2-7	11/204/22 Pz 1 3-2-7	129/22 Pz 2 4-4-7	140/22 Pz 2 3-3-7	24K/22 Pz 2 2-2-8	2 624 0 3-1-0	2 641 0 2-1-0
5416	5515	① 5615		5616		5617	5620	5716		5717									

223 Beute 0 1-1-7	Groddeck 2 5-4-7	Korne(+) 2 2-2-7	2 1 1-2-5	+	46 6 8-9-5	190 1 2-1-7	2 2 2-2-5	Strongpoint +1	28 Jg 5 6-6-6	132 4 4-5-5	Strongpoint +1	690 2 2-2-5
5718					5816			5817		5818		

### RSCs Available

2 2-2-5	Includes 2 placed at start ←	2 1-2-5	Includes 1 placed at start ←	2 1-2-4
5 Max		4 Max		4 Max

Ready Box					Flown			
DUMMY AIR UNIT	Bf109F <b>F</b>	Hs129B <b>B</b>	Ju87 <b>B</b>	Ju88 <b>B</b>	Bf109F <b>F</b>	Ju87 <b>B</b>	Ju88 <b>B</b>	He111 <b>B</b>
	 4 0/1	 2 2/1	 1 2/2	 3 1/1	 4 0/1	 1 2/2	 3 1/1	 2 1/1
x2	x2	x1	x1	x2	x2	x2	x2	x2

GT-163 Withdraw		
 <b>F</b>	 <b>B</b>	 <b>B</b>
4 0/1	1 2/2	3 1/1
x1	x1	x2
CANNOT CANCEL		

Any GT—Brigade Groddeck Conversion [PB 10.74c]				
<div><div>Groddeck</div><div><div>2</div><div><div><div></div><div></div></div></div><div>5-4-7</div></div></div>	→	<div><div>197</div><div><div>1</div><div><div><div></div><div></div></div></div><div>2-1-7</div></div></div>	<div><div>AA(+)/22</div><div><div>1</div><div><div><div></div><div></div></div></div><div>2-2-8</div></div></div>	<div><div>560</div><div><div>1</div><div><div><div></div><div></div></div></div><div>1-1-7</div></div></div>
Remove		Receive		
OPTIONAL				

### Notes

- Soviet movement restrictions [PB10.74c].
- No Soviet Non-Op HQ Recovery die rolls allowed [PB10.74d].
- Soviet Player may roll for Non-OP HQ Recovery for the remainder of the scenario starting this GT [PB10.74d].
- Soviet special Mandated Attacks [PB10.74c].

### Turn Record Track

May 8-9	May 10-11	May 12-13	May 14-15	May 16-17
161	162	163	164	165
a, b, d	a, c, d			
Mud	Dry	Dry	Dry	Dry

Use Historical Weather all Game Turns







# Scenario Card #3 Back

## Scenario #8—Operation Storfang

### Turn Record Track

Weather is automatically dry for the entire scenario. No weather rolls required.

Jun 7-8	Jun 9-10	Jun 11-12	Jun 13-14	Jun 15-16	Jun 17-18	Jun 19-20	Jun 21-22
176	177	178	179	180	181	182	183
Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D

Jun 23-24	Jun 25-26	Jun 27-28	Jun 29-30	Jul 1-2	Jul 3-4	Jul 5-6
184	185	186	187	188	189	190
Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D	Dry <input type="checkbox"/> D

Soviet player receives one Infantry RP each GT in the Map-T Holding Box.

Both sides have unlimited Attack Supply for the entire scenario. Do not use MSUs. Axis General Supply restrictions still apply. Soviet General Supply restrictions apply only to units not occupying undestroyed Citadel hexes when unable to trace a LoC to a friendly port or anchorage.

### SOVIET NAVAL UNIT DAMAGE BOX

3 Molotov CL	3 Voroshilov CL	3 K. Kavkaz CL	2 Tashkent DL	2 DD-1 DD	2 DD-2 DD	Gp-A T	Gp-B T	Gp-V T
2-5-0-3	2-5-0-3	2-4-2-3	1-3-1-4	1-3-1-4	1-3-1-3	0-2-4-3	0-2-4-2	0-2-4-3

### Super Heavy Artillery

#### Ammunition Expenditure Track

Place each Ammo counter on its respective 4 Box at start of scenario.

458 AMMO	459 AMMO	672 Dora AMMO	I-833 AMMO
4	4	4	4
3	3	3	3
2	2	2	2
1	1	1	1
0	0	0	0

### Naval Movement Interdiction Box

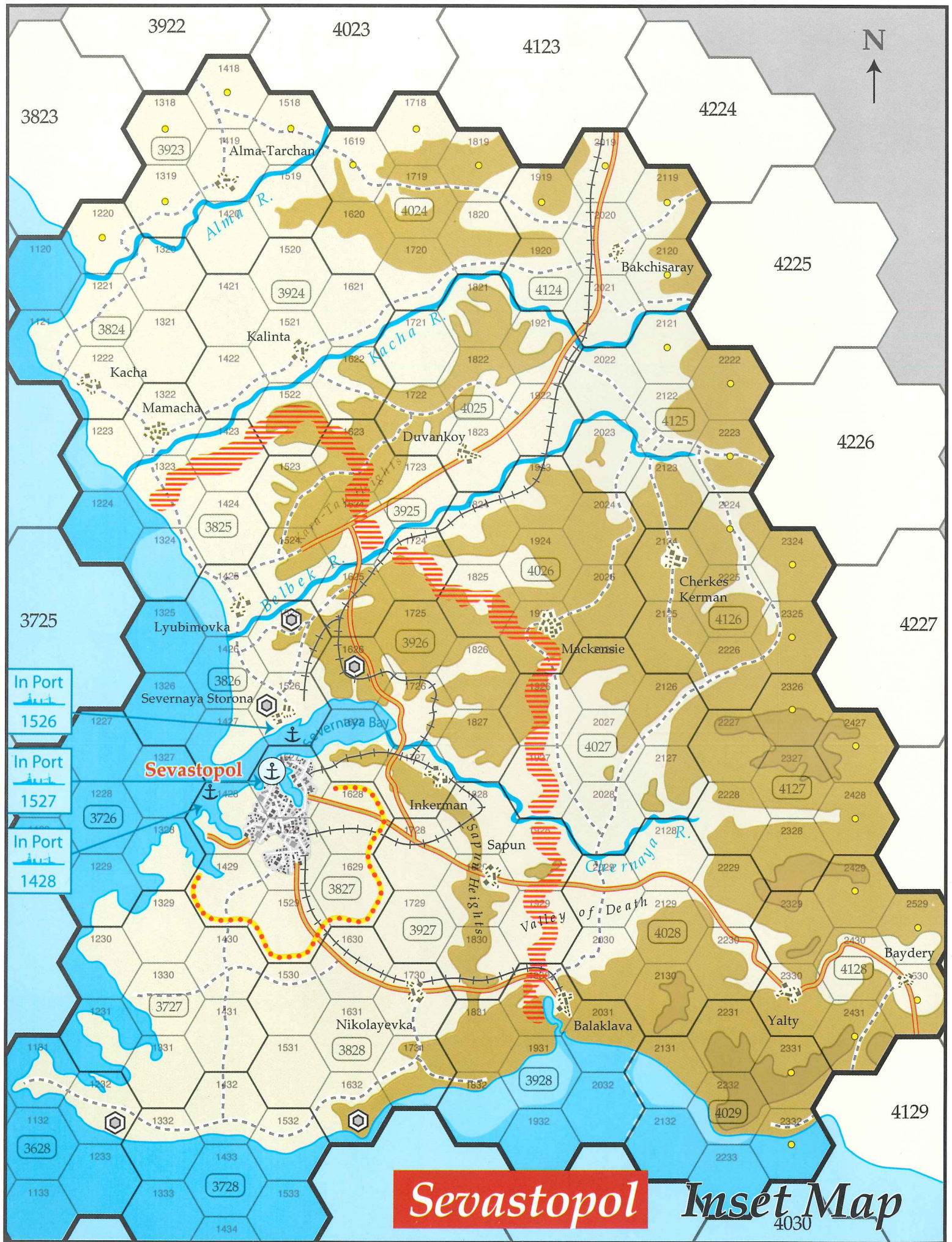
Maximum Interdiction Rating Points counted in this box is 2 points.

+1 DRM to all Naval Movement Interdiction die rolls

### Map-T Holding Box









# Scenario Card #4 Front

## Scenario #9—KERCH: The Kerch-Feodosia Operation

1 Denotes step loss  
 ▲ Unit sets up on its reverse side

### SOVIET At Start: Map-T Holding Box

83 Naval 2 3-3-4	MSU 1 0-0-4	Gp-Azov-1 0-1-3-1	291 Mtn 2 2-2-5	3 K. Kavkaz 2-4-2-3	3 K. Krym 1-3-2-2	2 DD-2 1-3-1-3	12 2 2-2-4	Gp-Azov-3 0-1-2-1	302 Mtn 4 4-4-5	Gp-Kerch 0-1-4-1	160/224 2 2-2-4	Gp-Azov-2 0-1-2-1
6710	6818	6910	6914	7010 (half-hex)								

Must be placed on historical Amphibious Assault hexes noted, if Historical Axis Set-Up is used. May be combined with other Map-T Holding Box units and placed as desired if free Axis Set-Up is used.

**MAP T HOLDING BOX:** May not be used on GT 94 if Historical Axis Set-Up is used. May be combined with Historical Map-T Holding Box units (above) and placed as desired (subject to Naval Transport and Movement restrictions) if free Axis Set-Up is used.

OPERATIONAL 1 51 0-1-5	224(-) 3 3-3-4	390 4 3-3-4	396 4 3-3-4	398 4 3-3-4	400 4 4-4-4	51 Army 1 2-1-4	456 1 1-1-4	1/7 Gd 1 1A-1-8	124+126 1 3-2-5	2 1 0-1-0
------------------------------	----------------------	-------------------	-------------------	-------------------	-------------------	-----------------------	-------------------	-----------------------	-----------------------	-----------------

Ready Box				Flown Box			
DUMMY AIR UNIT	I-153 F	I-16 F	DB3 B	I-16 F	Pe-2 B	IL-2 B	Pe-2 B
x2	x1	x1	x1	x1	x1	x1	x1

At Start			
102 Zap	128 Zap	153 Zap	191 Zap
1 1-1-4	1 1-1-4	1 1-1-4	1 1-1-4
Cadre Box			

Available
MSU 1 0-0-4
x6

### Map-T Holding Box














### Reinforcements

GT 96						GT 99	
251 Mtn 2 2-2-5	236 4 3-4-4	157 4 5-5-4	Gp-A 0-2-4-3	2 Tashkent 1-3-1-4	2 DD-1 1-3-1-4	Gp-B 0-2-4-2	63 Mtn 4 4-4-5
MAP-T HOLDING BOX: Historically, these units (plus CL K.Kavkaz and CL K.Krym) amphibiously assaulted the port of Feodosiya. Soviet Player is allowed to set-up where desired.						OPERATIONAL 1 44 0-1-5	Ice Bridge
						MAP-T Holding Box	7012 [PB 10.94h]

### GT 94-101

Each GT receive one ASP and one Type I Replacement Point in Map-T Holding Box.

**AXIS At Start** (Historical Set-Up) For Axis free set-up, all At Start units except railheads may be repositioned. Axis player sets up first.

<div>2 </div> <div>1-2-4</div>	<div>617 </div> <div>2-2-5</div>	<div></div>	<div>2 </div> <div>2-2-5</div>	<div>46 </div> <div>4-5-5</div>	<div></div>	<div>2 </div> <div>2-2-5</div>	<div>99 LW </div> <div>1-1-5</div>	<div>MSU  1</div> <div>0-0-8</div>	<div>2 147 </div> <div>1-1-3</div>	<div>2 </div> <div>2-2-5</div>
5321	5718		6515	6612	6813	6814	6912 - Kerch	6916	7012	

Ready Box		Flown Box	
DUMMY AIR UNIT	Ju88 B	B109F F	He111 B
x2	x1	x2	x1

Available	
2 2-2-5	Includes 3 already placed At Start and 1 as reinforcement
2 1-2-4	Includes 1 already placed At Start
MSU 1 0-0-8	
x5	x3
	6 Max 1 on map at start

### REINFORCEMENTS

GT 96		GT 97		GT 98	
8(-) 2 2-2-6	4 Mtn 4 4-5-5	2 2-2-5	3/8 2 1-1-6	Ju87 B 1 1-2/2	170 4 4-5-5
5319 or 5321	5315	5321	x1	5319 or 5321	

All Game Turns Receive one ASP at any west map edge hex.

Dec 25-26	Dec 27-28	Dec 29-30	Dec 31/Jan 1	Jan 2-3	Jan 4-5	Jan 6-7	Jan 8-9
94	95	96	97 A	98	99 B	100 B	101 B
ST	Snow	F	Snow	ST	Snow	F	Snow
Mandatory				GTs 95-101 Roll for Weather			

A - Winter Freeze [PB 10.94g]  
 B - Ice Bridge [PB10.94h]

### Weather Table

Die Roll	Snow
1	M
2	MT
3-7	F
8, 9	S
10	ST

Note: If "F" follows "S", result remains "S." If a second consecutive "F" follows "S," then the current condition changes from "S" to "F" [BSR 5.15].

Codes:  
 M = Mud F = Frost T = Storm S = Snow

### Victory Conditions

**Soviet Player** wins if at least four of the following locations are friendly to him at the end of the scenario:

- Vladislavaka (5716)
- Feodosiya (5718)
- Seim Kolodesi (6214)
- Kamyish-Burun (6814)
- Kerch (6912)

**Axis Player** wins if Soviet Player fails to fulfill his victory conditions.







Scenario Card #4 Back
Scenario #8–Sevastopol: Operation Storfang

Denotes step loss
Unit sets up on its reverse side

SOVIET At Start

Table with 16 columns representing Soviet units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Table with 16 columns representing Soviet units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Table with 7 columns representing Soviet units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Instructions for placing units on hexes. Includes a list of hexes (1232, 1724, 1831, 2126, etc.) and a note about the Sevastopol hex.

Table with 4 columns representing Soviet units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Table with 3 columns representing Soviet units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Table with 5 columns representing Soviet units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Table with 4 columns representing Soviet units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Maximum Soviet stacking is 8 SPs per Inset hex

AXIS At Start

Table with 12 columns representing Axis units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Table with 12 columns representing Axis units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Table with 6 columns representing Axis units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Table with 4 columns representing Axis units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

REINFORCEMENTS

Table with 12 columns representing Axis units and their hex locations. Units include various naval, land, and air units with their respective stats and hex numbers.

Maximum Axis stacking is 8 SPs per Inset hex. Exception: When attacking any inset hex containing undestroyed Soviet fortifications, one engineer unit may stack in excess of the 8 SP limit [PB 7.42].

Victory Point Schedule: Scenario 8

I. Locations Captured by Axis

Table with 5 columns: Location, Hex, GT, VPs Gained, Captured by. Lists locations captured by the Axis and the corresponding victory points.

II. VPs for Soviet Losses

Table with 2 columns: VPs, Action. Lists actions that result in victory points for the Soviet player.

Victory Conditions

- a. The Axis player wins if he has 20 VPs or more at the end of the scenario.
- b. The Soviet player wins if the Axis player fails to fulfill his victory conditions.



# Axis Set-Up Card One Front

Scenario #3—Crimea: The Road to Sevastopol

Scenario #5—Crimean Campaign

① Denotes step loss

▲ Unit sets up on its reverse side

## At Start

3 145 1 1-1-3	2 147 1 1-1-3	2 148 1 1-1-3	3 772 1 1-1-3	3 903 1 1-1-3	170 6 7-9-5	Dump 2	50 4 4-5-5	73 6 8-9-5	2 49 1 3-1-5	2 641 0 2-1-0	3 767 1 2-1-4	3 I-814 0 2-1-0	3 I-814 0 2-1-0	AA(+)/22 1 2-2-8
2107	3207	3405	3505	3606	x7	3607	3608	3706						

46 6 8-9-5	190 1 2-1-7	560 1 1-1-7	620 2 2-2-5	16(+)/22 2 3-3-5	47(+)/22 2 3-3-5	65(+)/22 2 3-3-5	72 6 8-9-5	2 149 1 1-1-3
3707	3807	4603 ①	4804					

VPs x1	VPs x10	Step Losses x1	AXIS REPL	AXIS REPL	Romanian REPL
Set at zero	+4	+1	0		

DUMMY AIR UNIT	Br109E F 3 0/1	Br109F F 4 0/1	Ju88 B 3 1/1	He111 B 2 1/1	Ju87 B 1 2/2
x2	x2	x2	x2	x6	x1

MSU 1 0-0-8	MSU 1 0-0-4
10 Max	3 Max

2 ASPs/GT any North map edge hex. 7 MSUs (Axis player's choice) on map at start as Dumps

2 A 2-2-5	2 D 1-2-5	2 A 1-2-4
14 Max	10 Max	6 Max

## REINFORCEMENTS

None on map at start

4703 [PB 2.24]	Up to 12 hexes per GT on one line only may be captured for Axis use. Map Q capacity 0 until GT after Simferopol is Axis controlled, then 1 per GT.	4604 2701 3707
-------------------	--	----------------------

3606 3705
--------------

GT 61 2 690 2-2-5	GT 62 2 787 3-1-5	GT 62 2 8(-) 2-2-6	GT 62 2 3/8 1-1-6	REPL +3	Br109F F 4 0/1	Ju87 B 1 2/2
2401	5001				x1	x1
					Ready Box	

GT 63 Korne(+) 2 2-2-7	GT 64 1 Mtn 4 4-5-5	GT 64 132 6 7-9-5	GT 64 70 1 1-1-7	GT 64 1 Air Point German Use or Lose	REPL +2	REPL +1	Romanian REPL +1	GT 68 withdraw (to Ktr) at any status Br109E F 3 0/1	GT 68 withdraw (to Ktr) at any status Br109F F 4 0/1	GT 68 withdraw (to Ktr) at any status Ju87 B 1 2/2	GT 68 withdraw (to Ktr) at any status Ju88 B 3 1/1	GT 68 withdraw (to Ktr) at any status He111 B 2 1/1	GT 68 withdraw (to Ktr) at any status 2 614 3-1-5	GT 69 north edge	2601
5001	North edge	North edge						x1	x1	x2	x2	x4			

GT 70 624 1 0-1-3	GT 72 197 1 2-1-7	GT 72 57 1 1-1-4	GT 72 1 Air Point German Use or Lose	GT 72 Romanian REPL +2	GT 75 24 6 8-9-5
north edge	2401 or 2601				north edge




4 RCPs/GT starting GT 69 Inset/Map Q Conv Rail Capacity 2 pts/GT

## Special Reinforcement Pool Groups

Available for both Scenario #3 and Scenario #5  
– The Crimean Campaign.

GTs 60-63	GT 69 (to Ktr)
Group One SS LAH 4 5-6-7	SS LAH 4 5-6-7
2 or 3*	North edge
	Withdraw Cannot cancel

\*2 VPs: Campaign Scenario  
3 VPs: Scenario #3 Not chosen historically

	GTs 61-67		
Group Two	AA(+)/22 1  2-2-8	190 1  2-1-7	Ziegler 2  5-4-7
No VPs	— Remove —		Receive

GT 72: Must convert back to component units at start of Axis Movement Phase.

## Special Reinforcement Pool Groups

(Available for Campaign Scenario Only)





Must choose plan no later than GT 66

Must reveal plan no later than GT 79




1. If Kerch plan, may construct SPs on GT the plan is revealed.

2. If Sevastopol plan, add +3 GE Type I Repls GT plan is revealed.



Kerch Victory Plan	Sevastopol Victory Plan
--------------------------	-------------------------------

GTs 61-75 See PB 10.54j						
Group One	1 Geb 5  6-7-6	4 Geb 5  6-7-6	5 VP if Sevastopol Plan 2 VP if Kerch Plan	1 Geb 5  6-7-6	4 Geb 5  6-7-6	<b>Withdrawal</b> Kerch Plan: Variable [see PB 10.55f.4] Sevastopol Plan: GT 78
	Var. VPs	north edge			withdraw	




**Withdrawal**  
Kerch Plan: Variable  
[see PB 10.55f.4]  
Sevastopol Plan: GT 78

	GTs 63-75		
Group Two	5  4-5-4	5  4-5-4	Romanian REPL  +2
Var. VPs	north edge		

See PB 10.54k  
Requested once but not received.

GTs 65-73	
Group Three	<div>2 FJ 2  3-3-5</div> <div>REPL  +1</div>
Var. VPs	Special Entry for 2 FJ

See PB 10.54l  
Requested once but not received.

	GTs 66-69		
Group Four	92/60M 2  4-4-7	120/60M 2  4-4-7	160/60M 2  3-2-9
6 VPs	North edge		

**Unit Conversion**  
The two mot. inf. units immediately do Unit Conversion if they go to the Cadre or Eliminated boxes  
Not chosen historically



COMBAT RESULT TABLE (16.1)

Die Roll	1-4	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	Die Roll
0	1 R	- R	- 1R	1 2	- 2R	- 2R	- 2R	- 3R	- 3R	- 4R	- e	- e	- e	- e	- e	0
1	R -	1 R	1 1	* 1	- 1R	- 2R	- 2R	- 3R	- 3R	- 3R	- 4R	- e	- e	- e	- e	1
2	R -	R -	1* R	1 1	1* 2	1* 2	1* 2	- 2R	* 3R	- 3R	- 3R	- 4R	- e	- e	- e	2
3	R -	R -	- -	1* R	2 1	- R	- 1	1* 2	- 2R	* 3R	- 3R	- 3R	- 4R	- e	- e	3
4	R -	R -	R -	- -	1* R	2 1	1 1	1 1	1* 2	- 2R	* 3R	- 3R	- 3R	- e	- e	4
5	R* -	R -	R -	R -	- -	1* R	2 1	2 1	- 1	1* 2	- 2R	* 3R	- 3R	- 3R	- e	5
6	2R -	R* -	R -	R -	R -	- -	1* R	- R	2 1	- 1	1* 2	- 2R	* 3R	- 3R	- e	6
7	2R -	2R -	R* -	R* -	R -	R -	- R	- R	- R	1 1	1 1	1* 2	- 2R	* 3R	- 3R	7
8	2R -	2R -	2R -	1R -	R* -	R -	- -	1* R	- R	- R	- R	1 1	1 2	- 2R	- 3R	8
9	3R -	2R -	2R -	2R -	1R -	R* -	R* -	- -	1* R	- R	- R	- R	1* 1	* 1R	- 2R	9
10	e -	3R -	2R -	2R -	2R -	1R -	1R -	R* -	- -	1* R	1* R	- R	- R	1 1	- 2R	10
11	e -	e -	3R -	2R -	2R -	2R -	1R -	1R -	R -	- -	- -	1 R	- R	1 R	* 1R	11

# ← Attacker's Result  
# ← Defender's Result

The net DRM cannot exceed +3/-3

**Note:** For further explanation of results, see 16.0.

# = The affected force of units loses that number of steps.

R = All of the remaining affected units are retreated two hexes.

e = The entire affected force is eliminated.

- = Nothing happens.

\* = The attacking force must lose one extra step if:  
a.) it attacks without Attack Supply, or b.) it attacks a non-destroyed enemy fortification, or c.) it is making a Mandated Attack (Soviet only; see 16.31b). These effects are cumulative. The asterisk also denotes Armor Attrition or Engineer loss [16.32b and c].


















# Axis Set-Up Card Two Front

## Scenario #4 – Sevastopol: First Assault

- ① Denotes step loss  
 ▲ Unit sets up on its reverse side

### AT START INSET MAP

<div>2 57</div> <div>1 1-1-4</div>	<div>2 49</div> <div>1 3-1-5</div>	<div>197</div> <div>1 2-1-7</div>	<div>AA(+)/22</div> <div>1 2-2-8</div>	<div>Korne(+)</div> <div>2 2-2-7</div>	<div>16(+)/22</div> <div>2 3-3-5</div>	<div>47(+)/22</div> <div>2 3-3-5</div>	<div>65(+)/22</div> <div>2 3-3-5</div>	<div>2 641</div> <div>0 2-1-0</div>	<div>2 787</div> <div>1 3-1-5</div>	<div>3 767</div> <div>1 2-1-4</div>	<div>1 54</div> <div>1 3-1-7</div>	<div>190</div> <div>1 2-1-7</div>	<div>2 624</div> <div>0 3-1-0</div>	<div>132</div> <div>6 7-9-5</div>
In-1320			In-1321	In-1421	In-1622		In-1722	In-1922					In-1923	

<div>2 614</div> <div>1 </div> <div>3-1-5</div>	<div>3 II-814</div> <div>0  4x24cm</div> <div>2-1-0</div>	<div>3 I-814</div> <div>0  6x24cm</div> <div>2-1-0</div>	<div>24  XX</div> <div>6 </div> <div>8-9-5</div>	<div>A  II</div> <div>2 </div> <div>2-2-5</div>	<div>50  XX</div> <div>6 </div> <div>8-9-5</div>	<div>72  XX</div> <div>6 </div> <div>8-9-5</div>	<div>690</div> <div>1 </div> <div>1-1-5</div>	<div>2 781</div> <div>1 </div> <div>3-1-5</div>	<div>70</div> <div>1 </div> <div>1-1-7</div>
In-2021			In-2124 	In-2226	In-2229	In-2231	In-2330		

In-2530	In-2020

### AT START MAP Q: Restricted Movement Coastal Defense units

<div><div>A</div><div>2</div><div></div><div>1-2-4</div></div>	<div><div>B</div><div>2</div><div></div><div>1-2-4</div></div>	<div><div>3</div><div>145</div><div>1</div><div></div><div>1-1-3</div></div>	<div><div>2</div><div>149</div><div>1</div><div></div><div>1-1-3</div></div>	<div><div>2</div><div>148</div><div>1</div><div></div><div>1-1-3</div></div>	<div><div>3</div><div>903</div><div>1</div><div></div><div>1-1-3</div></div>	<div><div>560</div><div>1</div><div></div><div>1-1-7</div></div>	<div><div>B</div><div>2</div><div></div><div>1-2-4</div></div>
2715	2807	3207	3420	3608	3720	4804	











–1 VP per unit moved prior to Soviet Amphibious Assault in Kerch Peninsula Restricted Area [PB 10.44]2]




VPs x1	VPs x10
Set at 12 (Scenario 4 VP card)	

### AT START MAP Q Units

<div>620 II</div> <div>2</div> <div></div> <div>2-2-5</div>	<div>A II</div> <div>2</div> <div></div> <div>2-2-5</div>	<div>73 XX</div> <div>6</div> <div></div> <div>8-9-5</div>	<div>170 XX</div> <div>4</div> <div></div> <div>4-5-5</div>	<div>8 II</div> <div>2</div> <div></div> <div>1-2-4</div>	<div>A II</div> <div>2</div> <div></div> <div>2-2-5</div>	<div>1 Min</div> <div>4</div> <div></div> <div>4-5-5</div>	<div>3 772</div> <div>1</div> <div></div> <div>1-1-3</div>	<div>4 Min</div> <div>4</div> <div></div> <div>4-5-5</div>	<div>8(-)</div> <div>2</div> <div></div> <div>2-2-6</div>	<div>3/8 II</div> <div>2</div> <div></div> <div>1-1-6</div>	<div>MSU 1</div> <div></div> <div>0-0-8</div>	<div>MSU 1</div> <div></div> <div>0-0-8</div>
4321	4329	4510	4519	4527	4711	4723	4825	4819			4321	3822

### AT START KERCH PENINSULA RESTRICTED UNITS [PB 10.44]1.]

<div><div>B</div><div></div><div>2</div><div>1-2-4</div></div>	<div><div>617</div><div></div><div>2</div><div>2-2-5</div></div>	<div><div>A</div><div></div><div>2</div><div>2-2-5</div></div>	<div><div>D</div><div></div><div>2</div><div>1-2-5</div></div>	<div><div>2 147</div><div></div><div>1</div><div>1-1-3</div></div>	<div><div>MSU</div><div></div><div>1</div><div>0-0-8</div></div>	<div><div>A</div><div></div><div>2</div><div>2-2-5</div></div>	<div><div>46</div><div></div><div>4</div><div>4-5-5</div></div>	<div><div>G</div><div></div><div>2</div><div>2-2-5</div></div>	<div><div>H</div><div></div><div>2</div><div>2-2-5</div></div>
5321	5620	5716	5718	5915	6716	6814	6912	7012	

Ready Box			
DUMMY AIR UNIT	Bf109E F 3 0/1 	Bf109F F 4 0/1 	He111 B 2 1/1 
x2	x1	x2	x2

Step Losses x1	AXIS REPL	AXIS REPL	Romanian REPL
Set at 0	+3	0	+1

Available				
14 max 7 on map at Start	10 max 1 on map at Start	6 max 5 on map at Start	10 max 4 on map at Start	3 max 1 on map at Start

--	--

3519	4712	6814
4119	5716	6912
4322	5718	In-2020
4509	6813	
12 hexes per GT		

x1

Restricted Area consists of Hexrow 49xx and all hexes to the east.

1. No Axis unit (including exited units and reinforcements) can enter restricted area until GT after Amphib Assault unless allowed by scenario instructions.
2. No unit in restricted area may receive replacements before Amphib Assault occurs.
3. At start units in restricted area may exit, but cannot re-enter until GT after Amphib Assault.

### REINFORCEMENTS

GT 84		GT 85		GT 90		GT 91		GT 92		
<div><div>27</div><div>1●</div><div>2-1-4</div></div>		<div><div>24</div><div>1●</div><div>2-1-4</div></div>		<div><div>Bf109F</div><div>40/1</div></div>		<div><div>Ju88B</div><div>31/1</div></div>		<div><div>REPL</div><div>⊠</div><div>+2</div></div> <div><div>Romanian</div><div>REPL</div><div>⊠</div><div>+1</div></div>		<div><div>73XX</div><div>4⊠</div><div>4-5-5</div></div>
north edge				x1		x2		withdraw (to KtR) cannot cancel		
				Ready Box						
GT 95				GT 96		GT 97		GT 98		
<div><div>REPL</div><div>⊠</div><div>+2</div></div>		<div><div>REPL</div><div>⊠</div><div>+1</div></div> <div>Romanian</div>		<div><div>18XX</div><div>5⊠</div><div>4-5-4</div></div>		<div><div>Ju87B</div><div>12/2</div></div>		<div><div>10XX</div><div>5⊠</div><div>4-5-4</div></div>		
				north edge		x1		north edge		

### Special Reinforcement Pool Groups



GT 84-100 – PB 10.441				
Group One				
1 VP = Special entry 0 VP = if at least 6 Soviet air units are in Elim. Box				
* 99LW may be placed in Kerch Restricted Area				

GT 84-100		
Group Two		
1 VP		



















# Axis Set-Up Card Two Back

## Scenario #5—Crimean Campaign

-  Denotes step loss  
 Unit sets up on its reverse side

### REINFORCEMENTS

GT 76		GT 80			GT 81		GT 84	GT 85	GT 90		GT 91		GT 92
4 4-5-5 	617 2-2-5 	1 3-1-7 	REPL +3 	Romanian REPL +1 	2 3-1-5 	7 2-1-4 	4 2-1-4 	Bf109F 4 0/1 	Ju88 3 1/1 	REPL +2 	Romanian REPL +1 	73 4-5-5 	
north edge							north edge		x1	x2			withdraw (to KtR)
									Ready Box				

GT 95	GT 96	GT 97	GT 98
REPL +2 	Romanian REPL +1 	18 4-5-4 	Ju87 1 2/2 
		north edge 	x1 Ready
		north edge	

### Special Reinforcement Pool Groups

GT 77-100 — see PB 7.16					GTS 84-100	
Group Five	FAG Nord 1 2-1-6	FAG Mitte 1 2-1-6	FAG Süd 1 2-1-6	99 LW 1 1-1-5	1 Air Point German Use or Lose	Group Six REPL +1
						REPL +3
1 VP = Special entry 0 VP = if at least 6 Soviet air units are in Elim. Box					1 VP	

# Soviet Set-Up Card One Front

Scenario #3 – Crimea: The Road to Sevastopol, and  
Scenario #5 – Crimean Campaign

Garrison

Denotes step loss

Unit sets up on its reverse side

## AT START — Inset Map

In-1232		In-1324		In-1427				In-1428						In-1429		In-1525		In-1526		x2				* — *		In-1527 Sevastopol					

\*Roll for Non-Op HQ Recovery starting GT-61

Do not move for 2 turns			<div>Do Not Move 2 GIs</div>												
241(+)/95 1 1-1-5	161(+)/95 1 1-1-5	90(+)/95 1 1-1-5	3 Paris Com BB 5-7-0-2	3 K. Krym R6 CL 1-3-0-S	2 Moskva DL 1-3-1-4	3 Voroshilov CL 2-5-0-3	3 Komintern CL 1-3-1-2	3 Ch Ukr R5 CL 2-3-0-S	2 Tashkent DL 1-3-1-4	2 DD-1 DD 1-3-1-4	Gp-V R5 T 0-2-0-S	Gp-B R4 T 0-2-0-S	Flot-Kiev R 1-1-16	62 1 1-1-0	
In-1527 – Sevastopol (continued)														In-1529	

<div><div>G</div><div>26</div><div><div>1</div><div><div><div></div><div></div><div></div></div></div><div>1-1-3</div></div></div>	<div><div>G</div><div>2 BSF</div><div><div>2</div><div><div><div></div><div></div><div></div></div></div><div>2-2-4</div></div></div>	<div><div>G</div><div>122</div><div><div>1</div><div><div><div></div><div></div><div></div></div></div><div>1-1-3</div></div></div>	<div><div>G</div><div>2 Comp</div><div><div>1</div><div><div><div></div><div></div><div></div></div></div><div>1-1-3</div></div></div>	<div><div>G</div><div>2 18(+)</div><div><div>0</div><div><div><div></div><div></div><div></div></div></div><div>1-1-0</div></div></div>	<div><div>G</div><div>25</div><div><div>1</div><div><div><div></div><div></div><div></div></div></div><div>1-1-3</div></div></div>	<div><div>G</div><div>16+17 Naval</div><div><div>1</div><div><div><div></div><div></div><div></div></div></div><div>1-1-4</div></div></div>	<div><div>G</div><div>51</div><div><div>1</div><div><div><div></div><div></div><div></div></div></div><div>1-1-4</div></div></div>	<div><div>G</div><div>3 BSF</div><div><div>2</div><div><div><div></div><div></div><div></div></div></div><div>2-2-4</div></div></div>	<div><div>G</div><div>7 Naval</div><div><div>2</div><div><div><div></div><div></div><div></div></div></div><div>3-3-4</div></div></div>	<div><div>G</div><div>19</div><div><div>0</div><div><div><div></div><div></div><div></div></div></div><div>1-1-0</div></div></div>	<div><div>G</div><div>Sevastopol</div><div><div>2</div><div><div><div></div><div></div><div></div></div></div><div>1-2-4</div></div></div>	<div><div>G</div><div>383</div><div><div>2</div><div><div><div></div><div></div><div></div></div></div><div>1-2-4</div></div></div>
In-1626	In-1628	In-1629	In-1632	In-1830	In-1921	In-1922	In-1925	In-1928	In-1931	In-2028	In-2130	

## AT START — Map Q

<div><div>42 xx</div><div>3</div><div><div></div></div><div>3-2-6</div></div>	<div><div>27(+)</div><div>1</div><div><div></div></div><div>1-1-0</div></div>	<div><div>321</div><div>3</div><div><div></div></div><div>1-2-4</div></div>	<div><div>156</div><div>4</div><div><div></div></div><div>4-4-4</div></div>	<div><div>271</div><div>3</div><div><div></div></div><div>1-2-4</div></div>	<div><div>40 K</div><div>3</div><div><div></div></div><div>2-2-5</div></div>	<div><div>106</div><div>4</div><div><div></div></div><div>2-4-4</div></div>	<div><div>172(-)</div><div>4</div><div><div></div></div><div>3-4-4</div></div>	<div><div>5(+)</div><div>1</div><div><div></div></div><div>3-1-4</div></div>	<div><div>52</div><div>1</div><div><div></div></div><div>1-1-4</div></div>	<div><div>OPERATIONAL</div><div>1</div><div><div></div></div><div>0-1-5</div></div>	<div><div>48</div><div>3</div><div><div></div></div><div>3-2-6</div></div>	<div><div>MSU 1</div><div>0</div><div><div></div></div><div>0-0-4</div></div>	<div><div>157</div><div>3</div><div><div></div></div><div>2-2-4</div></div>	<div><div>128 Zap</div><div>1</div><div><div></div></div><div>1-1-4</div></div>	<div><div>184</div><div>3</div><div><div></div></div><div>1-2-4</div></div>
2715	3519	3708	3808	3809	3907	3908	3909	4009	x2	4010	4017	4321			

Do not move for 1 turn														Available			
<div>276 xx</div> <div>4</div> <div></div> <div>4-4-4</div>	<div>1 3/8 Gd</div> <div>1</div> <div></div> <div>1A-1-8</div>	<div>G</div> <div>320 xx</div> <div>4</div> <div></div> <div>3-4-4</div>	<div>G</div> <div>Feodosia III</div> <div>1</div> <div></div> <div>2-1-3</div>	<div>9 Naval X</div> <div>2</div> <div></div> <div>3-3-4</div>	<div>1 29(+)</div> <div>R</div> <div>0</div> <div></div> <div>1-1-0</div>	<div>2 X</div> <div>1</div> <div></div> <div>0-1-0</div>	<div>Do Not Move 1 GT</div>	<div>G</div> <div>R Kerch III</div> <div>2</div> <div></div> <div>2-2-3</div>	<div>G</div> <div>65 Naval III</div> <div>1</div> <div></div> <div>1-1-0</div>	<div>MSU 1</div> <div></div> <div>0-0-8</div>	<div>MSU 1</div> <div></div> <div>0-0-4</div>	<div>SOVIET</div> <div></div> <div>REPL</div>	<div>SOVIET</div> <div></div> <div>REPL</div>	<div>Step Losses</div> <div></div> <div></div> <div>x1</div>			
4605	4825	5718	6814	6912 - Kerch				4 max	10 max 4 on map	set at zero							

Map-T Holding Box						

<b>Ready Box</b>				
x2	x1	x1	x1	x1



<b>Destroyed Box</b>	
x1	x1

## REINFORCEMENTS





Each turn the Soviet player receives:  
1 x Attack Supply Point  
1 x I-Type RP  
1 x Strongpoint  
1 x Release, either one Garrison Hex of one Reinf. Pool Group.

Cadre Box									Elim Box

GT 61		GT 65		GT 67	GT 68	GT 69	GT 72	GT 73	GT 74		GT 61	GT 75 withdraw	
REPL ☒ +2	Flot-BSF R 1-1-16	79 Naval X 3-3-4	302 Mtn XX 4-4-5	1 Air Point Use or Lose	REPL ☒ +1	2 Perekop III 1-2-4	REPL ☐ +1	396 XX 3-3-4	398 XX 3-3-4	1 Air Point Use or Lose	73 Naval III 1-1-3	122 III 1-1-3	
Map-T Holding Box	In-1527	Map-T Holding Box				Map-T Holding Box	In-1528	Map-T Holding Box	Map-T Holding Box		at any strength		

Any Turn		
Group One	<div>880</div> <div>1</div> <div></div> <div>1-1-0</div>	<div>177 Nav</div> <div>2</div> <div></div> <div>2-1-0</div>
	No VPs	In-1232

Receive one of these units for each naval unit sunk while on Inset map. Receive unit during Reinforcement Phase next turn.

GTs 61-75				
Group Two	<div>MiG3</div> <div>F</div> <div></div> <div>2 0</div>	<div>DB3</div> <div>B</div> <div></div> <div>2 1</div>	<div>IL-2</div> <div>B</div> <div></div> <div>2 2</div>	<div>Pe-2</div> <div>B</div> <div></div> <div>2 1</div>
	2 VPs	x1	x1	x1
Flown Box				

## At Start Strongpoints

	Place one each on hexes:		
x14	In-1323	3708	4221
	In-1622	3808	4320
	In-1724	3809	4420
	In-1921	3907	4605
	In-1931	4009	

**BARBAROSSA: Crimea**

© 2010 GMT Games, LLC



# Soviet Set-Up Card One Back

## Combined Game Set-Up

Garrison Unit

Denotes step loss

Unit sets up on its reverse side

### SOVIET At Start (GT-1)

2-2-0	1-1-0	1-2-0	1-2-0	1-1-3	2-2-0	1-1-0	0-1-0	5-7-0-2	2-4-2-3	1-3-1-4	2-3-0-2	2-5-0-3	2-5-0-3	1-3-1-4	1-3-1-3	1-3-1-4	0-2-4-3
1232	1324	1427	1428	1431	1525	1526	1527 (Sevastopol)										

Inset Map (hexes 1232-2715)

1-1-5	1-1-0	1-1-3	1-1-3	1-1-4	1-1-0	1-1-0	2-4-4	1-1-4	4-4-4	1-1-4	1-1-4	1-1-0	1-1-0	1-1-4	1-1-4	1-1-4	0-2-4-2	1-3-1-4
1423	1632	1730	1829	2022	1931	2715	3605	3706	3606	4321	5718	6814	6912	Cadre Box			Map T Holding Box	

Inset Map

Map Q

### Flown Box

x2	x1	x2	x1	x2

1-3-1-2	0-2-4-3	1-3-2-2	1-1-3
F-6332 Odessa		J-1624	

### KEY

J = Map J

Q = Map Q

In = Inset Map

GTs 12, 14, and 18

	*Place one at each of these locations:
4	Q-3519
?	Q-3809
?	Q-5718
x3	

### REINFORCEMENTS

1-1-4	1-2-4	2-1-3	?-?-3	?-?-3	4-4-4	1-1-5	?-?-3		?-?-3	2-2-5	3-2-6	1-1-3	3-4-4	2-2-4	2-2-4	0-1-3	3-1-4	2-2-4	3-2-6
In-1521	Q-5718	x1*	x1*	Q-4605	Remove	Receive		x1*		Map T Holding Box		In-1621	Q-3705	In-1527	In-1528	Q-3809	Q-3606	In-1527	Q-4009

2-1-5	3-3-4	3-3-4	3-3-4	2-2-0	2-2-0	3-4-4	3-4-4	1-1-4		3-4-4	?-?-3	2-2-5	3-4-4	4-4-5	0-1-5	2-2-3	1-2-4	1-1-3	1-1-0
In-1528	In-1928	Map-T Box	Q-6814	x1 Ready	x1 Ready	Q-5718	Q-3519	Q-3909		In-1428	Remove any one DNO unit	Receive			Map-T Box	Q-6912	In-1528	Remove at any strength	Receive at In-1529

### Odessa Units GT-59 — Do not move for two turns

Add Odessa units, if not combining with AGS game.																
	2-1-5	0-1-3	1-1-5	1-1-5	1-1-5	1-1-16	1-1-5	1-1-5	1-1-5	1-1-3	0-1-0	2-2-5	2-2-5	1-1-6	1-1-3	2-2-5
	In-1526	In-1527									In-1528	Map-T Holding Box	In-1828	Cadre Box		Elim Box

BARBAROSSA: Crimea

© 2010 GMT Games, LLC



# Soviet Set-Up Card Two Front

## Scenario #4—Sevastopol: First Assault




















### SOVIET At Start

1-1-0	2-2-0	2-3-5	1-1-5	1-1-0	3-3-4	1-2-0	1-2-0	1-1-3	2-2-0	1-1-0	0-1-5	0-1-0	2-1-5	1-1-0	1-1-5	2-1-5	1A-1-8	2-1-0	1-1-0
1232	1322	1324	1422	1427	1428	1429	1525	1526	1527	1528	1529	1623	1625	1628	1629	1632			














2-2-4	2-3-5	1-1-3	2-3-5	1-1-5	1-1-4	1-1-0	1-1-4	1-1-3	1-2-4	2-2-4	1-1-6	2-2-5	1-2-4	2-2-5	2-3-5	3-3-4	5-7-0-2	0-0-8	0-0-4
1723	1824	1830	1924	1926	1931	2029	2030	2126	2128	2129	2227	2228	1527	4 max	10 max	2 on map as Dumps			









Dump 2	DUMMY AIR UNIT	I-153 F	I-16 F	Yak-1 F	DB3 B	DB3 B	Pe-2 B	I-153 F	I-16 F	SB B	IL-2 B	MiG3 F	OPERATIONAL	OPERATIONAL	106 XX	156 XX	157 XX	302 Mtn	396 XX
2		1 0	1 0	2 0	2 1	2 1	2 1	1 0	1 0	1 1	2 2	2 0	1 44	1 51	3 1-2-4	3 2-2-4	4 5-5-4	4 4-4-5	4 3-3-4
x2 In-1527	x2	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	x1	Map-T Holding Box						





3-3-4	2-2-4	3-3-4	3-3-4	1-1-0	0-1-0	2-5-0-3	2-5-0-3	1-3-1-3	0-2-4-3	1-3-2-2	2-4-2-3	1-3-1-2	1-3-1-4	1-3-1-4	1-3-1-4	0-2-4-3	0-2-4-2	1-1-16	1-1-16
Map-T Holding Box (continued)										Place as desired: 1529 (Sevastopol) or Map-T Holding Box									


	Place one each on hexes:																										
	In-1232	In-2126	In-1723	In-2128	In-1824	In-2129	In-1924	In-2030	In-1931	Cadre Box										Eliminated Box							In-1523
																											
	1-2-4	2-2-4	1-2-4	1-1-6	1-1-4	1-1-4	1-1-4	1-1-4	1-1-4	1-2-4	1-2-4	1-2-4	1-1-4	2-3-0-2	2-2-5	1-2-4											






### REINFORCEMENTS

GT 84		GT 85		GT 87		GT 88				GT 89						GT 90		GT 91	GT 92	GT 94
<div>143 2  2-2-4</div>	<div>390 4  3-3-4</div>	<div>456 1  1-1-4</div>	1 Air Point Use or Lose		<div>Yak-1  2 0</div>	<div>236 4  3-4-4</div>	<div>400 4  4-4-4</div>	<div>51 1  1-1-4</div>	<div>1/7 Gd 1  1A-1-8</div>	<div>63 Mtn 4  4-4-5</div>	<div>345 4  4-4-4</div>	<div>388(-) 4  4-4-4</div>	<div>773/388 2  1-2-4</div>	<div>251 Mtn 2  2-2-5</div>	<div>291 Mtn 2  2-2-5</div>	<div>224(-) 3  3-3-4</div>	<div>160/224 2  2-2-4</div>	<div>125(+) 1  2-1-5</div>	<div>124+126 1  3-2-5</div>	<div>24 1  2-1-5</div>
Map-T Holding Box				x1 Ready	Map-T Holding Box				Map-T Holding Box						Map-T Holding Box		Map-T Box	Map-T Box	Map-T Box	

GT 94		GT 95		GT 96		GT 98		GT 99
<div>138 Mtn 4  4-4-5</div>	1 Air Point Use or Lose	<div>REPL  +2</div>	<div>REPL  +1</div>	<div>386(-) 3  3-3-4</div>	<div>769/386 2  2-2-5</div>	<div>55 2  2-2-5</div>	<div>72 3  3-2-6</div>	<div>Ice Bridge </div>
Map-T Holding Box	Map-T Box	Map-T Holding Box		Map-T Holding Box	7012			

GTs 84-90				
Group One	<div>11 2  2-2-4</div>	<div>13 2  2-2-4</div>	<div>16 2  2-2-4</div>	<div>78 Naval 2  3-3-4</div>
2 VPs	Map-T Holding Box			

GTs 84-90		Special Reinforcement
Group Two	<div>REPL  +3</div>	
1 VP		

GTs 84-100 — Unit Conversion						Pool Groups	
Group Three	Remove 1 Flotilla (Kiev or BSF)	 0-1-4-1	 0-1-3-1	 0-1-2-1	 0-1-2-1	 1 1	◀ Withdraw all four naval units GT 97
	No VPs	Remove	Map-T Holding Box				

◀ Withdraw all four naval units GT 97



# Soviet Set-Up Card Two Back

## Scenario #5—Crimean Campaign

① Denotes step loss  
▲ Unit sets up on its reverse side

### REINFORCEMENTS

GT 84	GT 85	GT 87	GT 88	GT 89
143 2-2-4	390 3-3-4	456 1-1-4	1 Air Point Use or Lose	Yak-1 2-0
236 3-4-4	400 4-4-4	51 1-1-4	1 1/7 Gd 1A-1-8	63 Mtn 4-4-5
345 4-4-4	388(-) 4-4-4	773/388 1-2-4	251 Mtn 2-2-5	291 Mtn 2-2-5
Map-T Holding Box		x1 Ready	Map-T Holding Box	Map-T Holding Box

GT 90	GT 91	GT 92	GT 94	GT 95	GT 96	GT 98	GT 99
224(-) 3-3-4	160/224 2-2-4	125(+) 2-1-5	124+126 3-2-5	24 2-1-5	138 Mtn 4-4-5	1 Air Point Use or Lose	REPL +2
REPL +2	REPL +1	386(-) 3-3-4	769/386 2-2-5	55 2-2-5	72 3-2-6	Ice Bridge	
Map-T Holding Box	Map-T Box	Map-T Box	Map-T Box	Map-T Holding Box	Map-T Holding Box	7012	

### SPECIAL REINFORCEMENT POOL GROUPS

GTs 76-83 — Unit Conversion				
Group One	Sev NKVD 2-1-5	◀ Receive if remove either ▶	1331 2-2-5	184 3-4-4
No VPs	at 1730		at any strength	Becomes Garrison unit when received

Historically formed on GT 76

GTs 76-90				
Group Two	11 2-2-4	13 2-2-4	16 2-2-4	78 Naval 3-3-4
4 VPs: GTs 76-79	Map-T Holding Box			
2 VPs: GTs 80+	Not chosen historically			

GTs 76-94				
Group Three	12 2-2-4	83 Naval 3-3-4	REPL +3	Swamp +1
2 VPs	Map-T Holding Box		x2	

GTs 80-100	
Group Four	REPL +3
1 VP	

GTs 84-94 — Unit Conversion					
Group Five	Remove 1 Flotilla (Kiev or BSF)	Gp-Kerch 0-1-4-1	Gp-Azov-1 0-1-3-1	Gp-Azov-2 0-1-2-1	Gp-Azov-3 0-1-2-1
No VPs	Remove	Map-T Holding Box			Withdraw all four naval units GT 97
					TB-3 x1 Ready

GTs 84-100 — Unit Conversion [PB 4.4]							
Group Six	383 1-2-4	51 1-1-4	381/109 2-2-5	1330 2-2-5	602/109 2-2-5	Sev NKVD 2-1-5	456/109 2-2-5
1 VP	Remove	Receive	Remove	Receive	Remove	Receive	

Not chosen historically until after the time of this scenario



1/204/22 Pz 1 3-2-7	11/204/22 Pz 1 3-2-7	111/204/22 Pz 1 3-2-7	129/22 Pz 2 4-4-7	140/22 Pz 2 3-3-7	24K/22 Pz 2 2-2-8	223 Beute 0 1-1-7	190 1 2-1-7	197 1 2-1-7	249 1 2-1-7
70 1 1-1-7	604 2 2-2-5	617 2 2-2-5	620 2 2-2-5	690 2 2-2-5	300 1 1-1-6	560 1 1-1-7	AA(+)/22 1 2-2-8	SS LAH 4 5-6-7	SS LAH 1 2-2-9
Germans									
1 Geb 5 6-7-6	4 Geb 5 6-7-6	16(+)/22 2 3-3-5	47(+)/22 2 3-3-5	65(+)/22 2 3-3-5	24 6 8-9-5	28 Jg 5 6-6-6	46 6 8-9-5	50 6 8-9-5	72 6 8-9-5
73 6 8-9-5	132 6 7-9-5	170 6 7-9-5	36(+)/9 2 3-3-5	57(+)/9 2 3-3-5	116/9 2 2-2-5	A 2 1-2-5	B 2 1-2-5	C 2 1-2-5	D 2 1-2-5
E 2 1-2-5	F 2 1-2-5	G 2 1-2-5	H 2 1-2-5	I 2 1-2-5	J 2 1-2-5	92/60M 2 4-4-7	120/60M 2 4-4-7	160/60M 2 3-2-9	92/60M 2 3-3-5
120/60M 2 3-3-5	Groddeck 2 5-4-7	Ziegler 2 5-4-7	49 1 3-1-5	614 1 3-1-5	781 1 3-1-5	787 1 3-1-5	767 1 2-1-4	1 1 4-1-7	54 1 3-1-7
1 Lehr 1 3-1-7	145 1 1-1-3	147 1 1-1-3	148 1 1-1-3	149 1 1-1-3	772 1 1-1-3	903 1 1-1-3	458 1 0-1-3	624 1 0-1-3	641 1 0-1-3
DUMMY AIR UNIT	DUMMY AIR UNIT	I-814 1 0-1-3	II-814 1 0-1-3	815 1 0-1-2	I-833 1 0-1-2	459 1 0-1-48	672 Dora 2 *-1-0	688 1 0-1-48	306 2 0-1-4
2 FJ 2 3-3-5	FAG Nord 1 2-1-6	FAG Mitte 1 2-1-6	FAG Süd 1 2-1-6	Bi109E 3 0/1	Bi109E 3 0/1	Bi109F 4 0/1	Bi109F 4 0/1	Bi109F 4 0/1	Bi109F 4 0/1
He111 2 1/1	He111 2 1/1	He111 2 1/1	He111 2 1/1	He111 2 1/1	He111 2 1/1	Hs129B 2 2/1	Ju87 1 2/2	Ju87 1 2/2	Ju87 1 2/2
Ju88 3 1/1	Ju88 3 1/1	Ju88 3 1/1	Ju88 3 1/1	Ju88 3 1/1	99 LW 1 1-1-5	672 Dora AMMO	MSU 0-0-4	MSU 0-0-4	MSU 0-0-4
MSU 0-0-8	MSU 0-0-8	MSU 0-0-8	MSU 0-0-8	MSU 0-0-8	MSU 0-0-8	MSU 0-0-8	MSU 0-0-8	MSU 0-0-8	MSU 0-0-8
+	+	+	VPs x1	VPs x10	Step Losses x1	AXIS REPL	AXIS REPL	Kerch Victory Plan	Sevastopol Victory Plan
+	+	+	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1






























1(+) 2 2-2-5	2(+) 2 2-2-4	4(+) 2 2-2-6	1 3 2-3-6	Korne(+) 2 2-2-7	7 3 2-3-6	8(-) 2 2-2-6	3/8 2 1-1-6	9 3 2-3-6	Gran 5 6-6-5
Gd 5 5-5-4	1 5 4-5-4	2 5 4-5-4	3 5 4-5-4	5 5 5-5-4	6 5 5-5-4	7 5 4-5-4	8 5 4-5-4	10 5 4-5-4	11 5 5-5-4
Romanians									
13 5 5-5-4	14 5 4-5-4	15 5 4-5-4	18 5 4-5-4	19 5 4-4-4	21 5 5-5-4	1 Min 4 4-5-5	4 Min 4 4-5-5	1 Fort 3 1-3-4	2 Fort 3 1-3-4
3 Fort 3 1-3-4	Fort MG 3 1-3-4	A 2 1-2-4	B 2 1-2-4	C 2 1-2-4	D 2 1-2-4	E 2 1-2-4	F 2 1-2-4	3+11 MG 2 1-1-4	4+5 MG 2 1-1-4
6+8 MG 2 1-1-4	10 MG 1 0-1-4	13+15 MG 2 1-1-4	18 MG 1 0-1-4	21+25 MG 2 1-1-4	36+40 MG 2 1-1-4	2 1 1 2-1-4	2 2 1 2-1-4	2 3 1 2-1-4	2 4 1 2-1-4
2 5 1 2-1-4	2 6 1 2-1-4	2 7 1 2-1-4	2 8 1 2-1-4	2 1+2 Fort 1 4-1-3	2 36+37 1 2-1-4	2 41+45 1 2-1-4	2 57 1 1-1-4	2 51+55 1 2-1-4	Romanian REPL
Bi109E 3 0/1	IAR-80 2 0/1	PZL-11 1 0/0	He111 2 1/0	458 AMMO	SM-79 1 1/0	Potez 63 2 1/0	PZL-37 1 1/0	459 AMMO	I-833 AMMO
Declared Attack	Declared Attack	Declared Attack	Declared Attack	Declared Attack	Declared Attack	Declared Attack	Declared Attack	Strongpoint +1	Strongpoint +1
RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC
Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant
Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant	Emergency >7 hex distant
OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	+1 No Retreat	+1 No Retreat	+1 No Retreat	+1 No Retreat	+	+	+	+
OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	Additional Retreat 3 hexes	Additional Retreat 3 hexes	Additional Retreat 3 hexes	Additional Retreat 3 hexes	+	+	+	+



## BARBAROSSA: Crimea





















Countersheet 1 of 4 (Back Side)

1007-1

3 <sup>Gran</sup> <sup>xx</sup>  2-2-5	2 <sup>9</sup> <sup>x</sup>  1-1-6	2 <sup>8(-)</sup> <sup>xx</sup>  1-1-6	3 <sup>7</sup> <sup>x</sup>  1-1-6	2 <sup>1</sup> <sup>xx</sup>  1-1-6	1 <sup>2(+)</sup> <sup>(  )</sup>  1-1-4	1 <sup>1(+)</sup> <sup>(  )</sup>  1-1-5			
3 <sup>11x</sup> <sup>xx</sup>  1-2-4	3 <sup>10</sup> <sup>xx</sup>  1-2-4	3 <sup>8</sup> <sup>xx</sup>  1-2-4	3 <sup>7</sup> <sup>xx</sup>  1-2-4	3 <sup>6</sup> <sup>xx</sup>  1-2-4	3 <sup>5</sup> <sup>xx</sup>  1-2-4	3 <sup>3</sup> <sup>xx</sup>  1-2-4	3 <sup>2</sup> <sup>xx</sup>  1-2-4	3 <sup>1</sup> <sup>xx</sup>  1-2-4	3 <sup>Gd</sup> <sup>xx</sup>  2-2-4
Romanians									
2 <sup>2 Fort</sup> <sup>(  )</sup>  0-1-4	2 <sup>1 Fort</sup> <sup>(  )</sup>  0-1-4	2 <sup>4 Mln</sup> <sup>x</sup>  1-2-5	2 <sup>1 Mln</sup> <sup>x</sup>  1-2-5	3 <sup>21</sup> <sup>xx</sup>  1-2-4	3 <sup>19</sup> <sup>xx</sup>  1-2-4	3 <sup>18</sup> <sup>xx</sup>  1-2-4	3 <sup>15</sup> <sup>xx</sup>  1-2-4	3 <sup>14</sup> <sup>xx</sup>  1-2-4	3 <sup>13</sup> <sup>xx</sup>  1-2-4
								Fort MG <sup>(  )</sup>  0-1-4	3 Fort <sup>(  )</sup>  0-1-4

Axis Air Unit	Axis Air Unit	Axis Air Unit	Axis Air Unit
	Axis Air Unit	Axis Air Unit	Axis Air Unit

[illegible]

									
								<b>GARRISON HEX</b> No Movement Until Released	<b>GARRISON HEX</b> No Movement Until Released
									
								<b>GARRISON HEX</b> No Movement Until Released	<b>GARRISON HEX</b> No Movement Until Released



<b>OPERATIONAL</b> 2 Coast 0-1-5	<b>OPERATIONAL</b> 1 44 0-1-5	<b>OPERATIONAL</b> 1 47 0-1-5	<b>OPERATIONAL</b> 1 51 0-1-5	39 2 3-2-5	40 2 3-2-5	55 2 2-2-5	56 2 2-2-5	5(+) 1 3-1-4	24 1 2-1-5
Odessa 1 3-1-4	124+126 1 3-2-5	125(+) 1 2-1-5	54 2 1-2-5	13 1 2-1-8	2 K 3 3-3-5	40 K 3 2-2-5	42 3 3-2-6	48 3 3-2-6	72 3 3-2-6
1 Odessa K 3 2-2-5	7 Odessa K 2 2-1-5	Od NKVD 2 2-1-5	Sev NKVD 2 2-1-5	24 NKVD 1 BDR 1-1-5	26 NKVD 2 BDR 2-2-5	249 NKVD 1 SEC 1-1-5	276 NKVD 1 SEC 1-1-5	21+22 0 1-1-48	80 Rcn 1 1-1-6
31(+)/25 3 2-3-5	54(+)/25 3 2-3-5	287(+)/25 3 2-3-5	63 Mtn 4 4-4-5	77 Mtn 4 4-4-5	90(+)/95 3 2-3-5	161(+)/95 3 2-3-5	241(+)/95 3 2-3-5	106 4 2-4-4	381/109 2 2-2-5
456/109 2 2-2-5	602/109 2 2-2-5	138 Mtn 4 4-4-5	138 4 4-4-4	156 4 4-4-4	157 4 5-5-4	384/157 2 2-2-5	633/157 2 2-2-5	716/157 2 2-2-5	172(-) 4 3-4-4
514/172 2 2-2-5	184 4 3-4-4	224(-) 3 3-3-4	236 4 3-4-4	271 4 3-4-4	276 4 4-4-4	302 Mtn 4 4-4-5	302 4 4-4-4	320 4 3-4-4	321 4 3-4-4
345 4 4-4-4	386(-) 3 3-3-4	769/386 2 2-2-5	388(-) 4 4-4-4	773/388 2 1-2-4	390 4 3-3-4	396 4 3-3-4	398 4 3-3-4	400 4 4-4-4	404 4 3-3-4
1330 2 2-2-5	1331 2 2-2-5	11 2 2-2-4	12 2 2-2-4	13 2 2-2-4	16 2 2-2-4	251 Mtn 2 2-2-5	291 Mtn 2 2-2-5	383 2 1-2-4	143 2 2-2-4
151 FFA 2 0-2-3	74 MG 2 1-1-3	76 MG 2 1-1-3	46 Zap 1 1-1-4	55 Zap 1 1-1-4	102 Zap 1 1-1-4	128 Zap 1 1-1-4	153 Zap 1 1-1-4	191 Zap 1 1-1-4	Kerch 2 2-2-3
1 Odessa 2 2-2-0	2 Odessa 2 2-2-0	3 Odessa 2 3-2-0	1 Crm DNO 4 2-2-4	2 Crm DNO 4 1-1-4	3 Crm DNO 4 2-4-4	4 Crm DNO 4 4-2-4	Feodosia 4 2-1-3	MOON 1 1-1-4	ZHOQ 1 1-1-4
1 Od-Istr 1 3-1-5	Flot-Kiev 0 1-1-16	Flot-BSF 0 1-1-16	18 Gd 1 2-1-5	18 Gd 1 4A-1-6	19 Gd 1 4A-1-6	17 Gd 1 1A-1-8	3/8 Gd 1 1A-1-8	25 Gd 1 1A-1-8	52 Gd 1 1A-1-8
44 Army 1 2-1-4	51 Army 1 2-1-4	51 1 1-1-4	52 1 1-1-4	265 1 2-1-5	456 1 1-1-4	62 1 1-1-0	122 1 1-1-3	638 1 1-1-3	880 1 1-1-0
25 1 1-1-3	26 1 1-1-3	114(+) 1 1-1-3	SOVIET REPL 0-0-4	SOVIET REPL 0-0-4	Step Losses x1 0-0-4	MSU 1 0-0-8	MSU 1 0-0-8	MSU 1 0-0-8	MSU 1 0-0-8
MSU 1 0-0-4	MSU 1 0-0-4	MSU 1 0-0-4	MSU 1 0-0-4	MSU 1 0-0-4	MSU 1 0-0-4	MSU 1 0-0-4	MSU 1 0-0-4	MSU 1 0-0-4	MSU 1 0-0-4

1 BASE 0-1-0	2 BASE 0-1-0	7 Naval 2 3-3-4	8 Naval 2 3-3-4	9 Naval 2 3-3-4	78 Naval 2 3-3-4	79 Naval 2 3-3-4	83 Naval 2 3-3-4	138 Naval 2 2-2-4	142 Naval 2 2-2-4
1 BSF 2 2-2-4	2 BSF 2 2-2-4	3 BSF 2 2-2-4	Sevastopol 2 1-2-4	2 Perekop 2 1-2-4	16+17 Naval 1 1-1-4	40 Naval 1 1-1-4	177 Nav 1 2-1-0	2 Comp 1 1-1-3	Ice Bridge 1 1-1-3
2+12 1 1-2-0	8+14 1 1-2-0	10 1 1-1-0	16 1 2-1-0	18(+) 1 1-1-0	19 1 1-1-0	21+39 1 1-2-0	27(+) 1 1-1-0	29(+) 1 1-1-0	411(+) 1 2-1-0
412(+) 1 2-1-0	30(+) 1 2-2-0	35(+) 1 2-2-0	42 Naval 1 1-1-3	61 Naval 1 1-1-0	65 Naval 1 1-1-0	73 Naval 1 1-1-3	160/224 2 2-2-4	EVAC PB 8.55 Ships not sailed	EVAC PB 8.55 Ships not sailed
SB 1 1	I-153 1 1	I-16 1 1	I-16 1 1	Yak-1 2 0	DB3 2 1	DB3 2 1	MiG3 2 0	Mandated Attacks not Yet Made	Dry
DUMMY AIR UNIT	DUMMY AIR UNIT	I-16 1 1	I-153 1 1	Yak-1 2 0	TB-3 1 1	IL-2 2 2	Pe-2 2 1	Frost	
2-0-2-5	2-2-3	2-0-3	2-0-3	2-2-2	1-3-1-2	2-0-3-2	1-3-1-4	1-3-1-4	1-3-1-4
88	CL	3 K. Karkov	3 K. Karkov	3 K. Karkov	3 K. Karkov	3 K. Karkov	3 K. Karkov	3 K. Karkov	3 K. Karkov
2 DD-1	2 DD-2	Gp-A	Gp-B	Gp-V	Gp-Kerch	Gp-Azov-1	Gp-Azov-2	Gp-Azov-3	Game Turn
1-3-1-4	1-3-1-3	0-2-4-3	0-2-4-2	0-2-4-3	0-1-4-1	0-1-3-1	0-1-2-1	0-1-2-1	+
Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1
Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1
Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1
Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1	Strongpoint +1
Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF



83 Naval 2 1-2-4  
79 Naval 2 1-2-4  
78 Naval 1 1-1-4  
9 Naval 2 1-2-4  
8 Naval 2 1-2-4  
7 Naval 2 1-2-4

8-14 1 0-1-0  
2-12 1 0-1-0

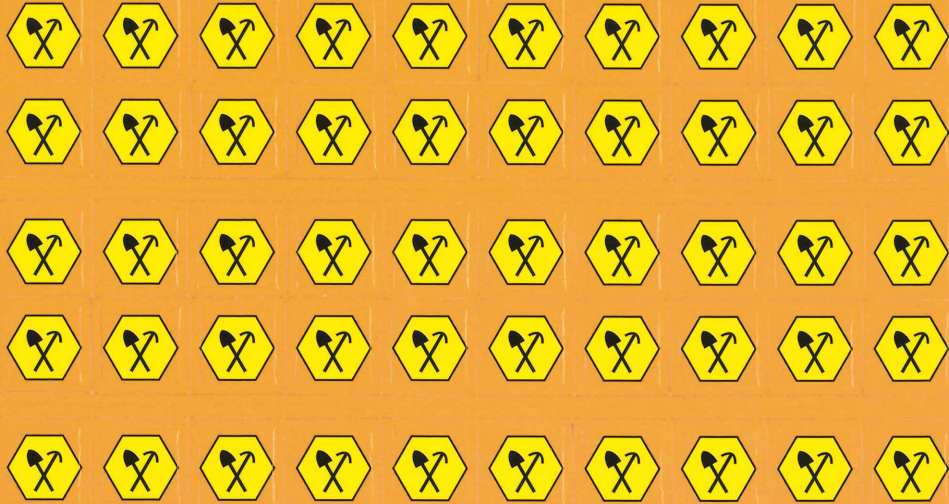
35(+) 1 0-1-0  
30(+) 1 0-1-0

Mud

Snow

Soviet Air Unit  
Soviet Air Unit  
Soviet Air Unit  
Soviet Air Unit  
Soviet Air Unit  
Soviet Air Unit  
Soviet Air Unit  
Soviet Air Unit  
Soviet Air Unit  
Soviet Air Unit

S-0-3-1 10 R6 Moskva  
S-0-3-1 10 R7 Tashkent  
S-0-3-1 10 R6 Kharkov  
S-0-3-1 10 R5 Ch. Ukr.  
S-0-3-1 10 R4 Komintern  
S-0-3-1 10 R6 K. Krym  
S-0-3-1 10 R4 Voroshilov  
S-0-3-1 10 R5 Molotov  
S-0-3-1 10 R6 K. Koukav  
S-0-3-1 10 R3 Paris Com  
Game Turn  
Gp-Azov-3 R3 0-1-0-S  
Gp-Azov-2 R4 0-1-0-S  
Gp-Azov-1 R4 0-1-0-S  
Gp-Kerch R4 0-1-0-S  
Gp-V R5 0-2-0-S  
Gp-B R4 0-2-0-S  
Gp-A R6 0-2-0-S  
DD-2 R6 1-3-0-S  
DD-1 R7 1-3-0-S



Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF  
Step Loss -2 ATT/DEF

NON-OP 2 51 0-1-3  
NON-OP 2 47 0-1-3  
NON-OP 2 44 0-1-3  
NON-OP 3 Coast 0-1-3

72 XX 2 1-1-6  
48 XX 2 1-1-6  
42 XX 2 1-1-6  
40 K XX 2 1-1-5  
2 K XX 2 2-2-5

1 Odessa K 2 1-1-5

106 XX 3 1-2-4  
241(+) 95 1 1-1-5  
161(+) 95 1 1-1-5  
90(+) 95 1 1-1-5  
77 Mtn XX 3 2-2-5  
63 Mtn XX 3 2-2-5  
287(+) 25 1 1-1-5  
54(+) 25 1 1-1-5  
31(+) 25 1 1-1-5

172(-) XX 3 1-2-4  
157 XX 3 2-2-4  
156 XX 3 2-2-4  
138 XX 3 2-2-4  
138 Mtn XX 3 2-2-5  
321 XX 3 1-2-4  
320 XX 3 1-2-4  
302 XX 3 2-2-4  
302 Mtn XX 3 2-2-5  
276 XX 3 2-2-4  
271 XX 3 1-2-4  
236 XX 3 1-2-4  
224(-) XX 3 2-2-4  
184 XX 3 1-2-4

404 XX 3 1-2-4  
400 XX 3 2-2-4  
398 XX 3 1-2-4  
396 XX 3 1-2-4  
390 XX 3 1-2-4  
388(-) XX 3 2-2-4  
386(-) XX 3 1-2-4  
345 XX 3 2-2-4

UR / MG 2 ?-?-?  
UR / MG 2 ?-?-?  
Crm DNO 4 ?-?-3  
Crm DNO 4 ?-?-3  
Crm DNO 4 ?-?-3  
Crm DNO 4 ?-?-3  
Odessa 2 ?-?-?  
Odessa 2 ?-?-?  
Odessa 2 ?-?-?

Dump 2  
Dump 2  
Dump 2  
Dump 2  
Dump 2  
Dump 2  
Dump 2  
Dump 2  
Dump 2  
Dump 2



Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF
Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF
Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF
Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF

Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Interdict Level 1	Interdict Level 1
Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Do Not Move 2 GTs	Interdict Level 1	Interdict Level 1

60	60	60	60	60	Road Net Max 21 hexes Dry, Frost L. Mud	Road Net Max 21 hexes Dry, Frost L. Mud	Road Net Max 21 hexes Dry, Frost L. Mud	Road Net Max 21 hexes Dry, Frost L. Mud	Road Net Max 21 hexes Dry, Frost L. Mud
60	60	60	60	60	Road Net Max 21 hexes Dry, Frost L. Mud	Road Net Max 21 hexes Dry, Frost L. Mud	Road Net Max 21 hexes Dry, Frost L. Mud	Road Net Max 21 hexes Dry, Frost L. Mud	Road Net Max 21 hexes Dry, Frost L. Mud

OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC
OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	OVERRUN No ZOC No FIRE DEF -1 DRM	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC	RECEIVING REPLACEMENTS NO MOVEMENT NO COMBAT NOT IN ENEMY ZOC

2 A 2-2-5	2 B 2-2-5	2 C 2-2-5	2 D 2-2-5	2 E 2-2-5	2 F 2-2-5	1	1	1	1
2 G 2-2-5	2 H 2-2-5	2 I 2-2-5	2 J 2-2-5	2 K 2-2-5	2 L 2-2-5	2 M 2-2-5	2 N 2-2-5	1	1

1	1	1	1	1	1	1	1	1	1
3	3	3	3	3	3	3	3	3	3



Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF
Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF
Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF
Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF	Step Loss -2 ATT/DEF

Interdict Level 2	Interdict Level 2	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT
Interdict Level 2	Interdict Level 2	Interdict Level 2	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT	Do Not Move 1 GT

Max 15 hexes Mud, Snow Artic	Max 15 hexes Mud, Snow Artic	Max 15 hexes Mud, Snow Artic	Max 15 hexes Mud, Snow Artic	Max 15 hexes Mud, Snow Artic
Artic Mud, Snow Max 15 hexes	Artic Mud, Snow Max 15 hexes	Artic Mud, Snow Max 15 hexes	Artic Mud, Snow Max 15 hexes	Artic Mud, Snow Max 15 hexes

60	60	60	60	60
60	60	60	60	60

GARRISON HEX No Movement Until Released	GARRISON HEX No Movement Until Released	GARRISON HEX No Movement Until Released	GARRISON HEX No Movement Until Released	GARRISON HEX No Movement Until Released
GARRISON HEX No Movement Until Released	GARRISON HEX No Movement Until Released	GARRISON HEX No Movement Until Released	GARRISON HEX No Movement Until Released	GARRISON HEX No Movement Until Released

Activated	Activated	Activated	Activated	Activated
Activated	Activated	Activated	Activated	Activated

2 2 2 2

2 2

2 2 2 2 2 2 2 2 2 2

4 4 4 4 4 4 4 4 4 4

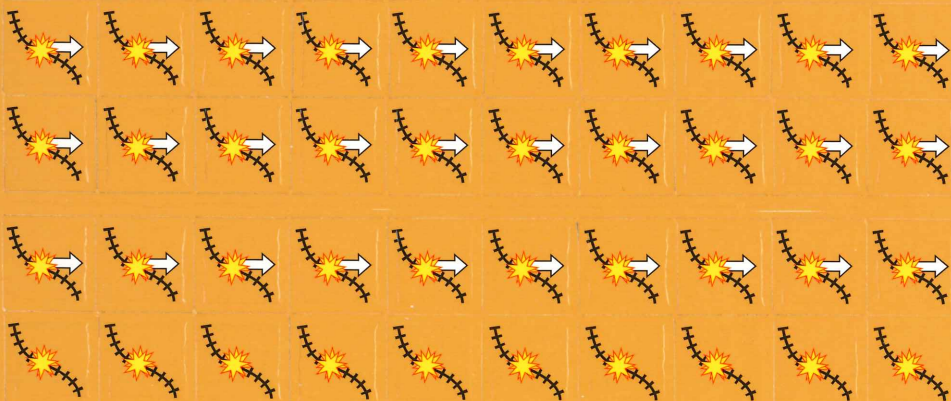
<b>1 1 Gd</b>  <b>4A-1-6</b>	<b>1 3 Gd</b>  <b>4A-1-6</b>	<b>1 6 Gd (-)</b>  <b>3A-1-6</b>	<b>1 Flot 1</b>  <b>1-1-16</b>	<b>1 Flot 2</b>  <b>1-1-16</b>	<b>3 25</b>  <b>3-2-6</b>	<b>3 27</b>  <b>3-2-6</b>	<b>3 45</b>  <b>3-2-6</b>	<b>2 171+759</b>  <b>2-4-5</b>	<b>2 690</b>  <b>1-3-5</b>
<b>1 9 Gd (-)</b>  <b>3A-1-6</b>	<b>1 6+9 Gd</b>  <b>2A-1-6</b>	<b>1 2+4</b>  <b>2A-1-6</b>	<b>1 1 Ladoga</b>  <b>1-1-16</b>	<b>2 2 Ladoga</b>  <b>1-1-16</b>	<b>3 46</b>  <b>3-2-6</b>	<b>3 54</b>  <b>3-2-6</b>	<b>2 697</b>  <b>1-3-5</b>	<b>1 884</b>  <b>1-1-5</b>	<b>2 Bogdnv</b>  <b>2-3-5</b>
Army Group North									
<b>1 42</b>  <b>1A-1-8</b>	<b>1 43</b>  <b>1A-1-8</b>	<b>1 6+19</b>  <b>1A-1-8</b>	<b>1 76 (+)</b>  <b>1A-1-8</b>	<b>3 152/6</b>  <b>4-3-6</b>	<b>3 48+84/6</b>  <b>4-3-6</b>	<b>3 65+197/32</b>  <b>4-3-6</b>	<b>3 86+121/32</b>  <b>4-3-6</b>	<b>3 24+144/36</b>  <b>4-3-6</b>	<b>3 42+102/36</b>  <b>4-3-6</b>
<b>1 1 Gd</b>  <b>4A-1-6</b>	<b>1 6 Gd</b>  <b>4A-1-6</b>	<b>1 9 Gd</b>  <b>4A-1-6</b>	<b>3 43</b>  <b>3-2-6</b>	<b>3 45</b>  <b>3-2-6</b>	<b>3 47</b>  <b>3-2-6</b>	<b>3 50</b>  <b>3-2-6</b>	<b>3 52</b>  <b>3-2-6</b>	<b>3 53</b>  <b>3-2-6</b>	<b>3 55</b>  <b>3-2-6</b>
Army Group Center									
<b>3 4 (210)</b>  <b>3-2-6</b>	<b>1 98</b>  <b>1-1-5</b>	<b>2 171+759</b>  <b>2-4-5</b>	<b>1 509+766</b>  <b>1-2-5</b>	<b>2 696+699</b>  <b>2-4-5</b>	<b>2 697</b>  <b>1-3-5</b>	<b>2 700</b>  <b>1-3-5</b>	<b>2 21/1 Kav</b>  <b>2-2-6</b>	<b>2 22/1 Kav</b>  <b>2-2-6</b>	<b>1 8 Gd</b>  <b>4A-1-6</b>
<b>3 21 Mln</b>  <b>3-2-6</b>	<b>1 738+760</b>  <b>1-2-5</b>	<b>1 753</b>  <b>1-1-5</b>	<b>1 754+756</b>  <b>1-2-5</b>	<b>1 761</b>  <b>1-1-5</b>	<b>2 879+880</b>  <b>2-4-5</b>	<b>3 1+2/1 Kav</b>  <b>3-4-6</b>	<b>1 654</b>  <b>1-1-7</b>	<b>1 563</b>  <b>1-1-7</b>	<b>1 2 Gd</b>  <b>4A-1-6</b>
Army Group Center									
<b>1 738+760</b>  <b>1-2-5</b>	<b>1 186+521</b>  <b>1-2-5</b>	<b>1 251+538</b>  <b>1-2-5</b>	<b>1 754+756</b>  <b>1-2-5</b>	<b>1 525</b>  <b>1-1-7</b>	<b>1 560</b>  <b>1-1-7</b>	<b>1 652</b>  <b>1-1-7</b>	<b>5 1 Geb</b>  <b>6-7-6</b>	<b>5 4 Geb</b>  <b>6-7-6</b>	<b>1 624</b>  <b>0-1-3</b>
<b>1 530</b>  <b>1-1-5</b>	<b>1 727</b>  <b>1-1-5</b>	<b>1 79</b>  <b>1-1-5</b>	<b>1 538+555</b>  <b>1-1-5</b>	<b>2 16(+)/22</b>  <b>3-3-5</b>	<b>2 47(+)/22</b>  <b>3-3-5</b>	<b>2 65(+)/22</b>  <b>3-3-5</b>	<b>1 AA(+)/22</b>  <b>2-2-8</b>	<b>6 75</b>  <b>8-8-5</b>	<b>4 767</b>  <b>2-1-4</b>
Army Group South									
<b>2 2 FJ</b>  <b>3-3-5</b>	<b>2 3 FJ</b>  <b>3-3-5</b>	<b>Ferry</b>  <b>5-6-7</b>	<b>3 GD</b>  <b>5-6-7</b>	<b>6 50</b>  <b>8-9-5</b>	<b>Ferry</b>  <b>5-6-7</b>	<b>1 1 Gd</b>  <b>4A-1-6</b>	<b>1 2 Gd (-)</b>  <b>3A-1-6</b>	<b>1 4 Gd (-)</b>  <b>3A-1-6</b>	<b>1 2/4 Gd</b>  <b>1A-1-8</b>
<b>2 Rgt G6</b>  <b>3-4-6</b>	<b>2 1 FJ</b>  <b>3-3-5</b>	<b>1 563</b>  <b>1-1-7</b>	<b>1 SS W</b>  <b>2-2-9</b>	<b>Ferry</b>  <b>5-6-7</b>	<b>Ferry</b>  <b>5-6-7</b>	<b>1 5 Gd (-)</b>  <b>3A-1-6</b>	<b>1 3/5 Gd</b>  <b>1A-1-8</b>	<b>1 7 Gd (-)</b>  <b>3A-1-6</b>	<b>1 8 Gd (-)</b>  <b>3A-1-6</b>
AGS		AGN		Kiev to Rostov					
+	+	+	+	+	+	+	+	+	+
★	★	★	★	★	★	★	★	★	★
+	+	+	+	+	+	+	+	+	+
★	★	★	★	★	★	★	★	★	★
+	+	+	+	+	+	+	+	+	+
★	★	★	★	★	★	★	★	★	★
+	+	+	+	+	+	+	+	+	+
★	★	★	★	★	★	★	★	★	★
+	+	+	+	+	+	+	+	+	+
★	★	★	★	★	★	★	★	★	★



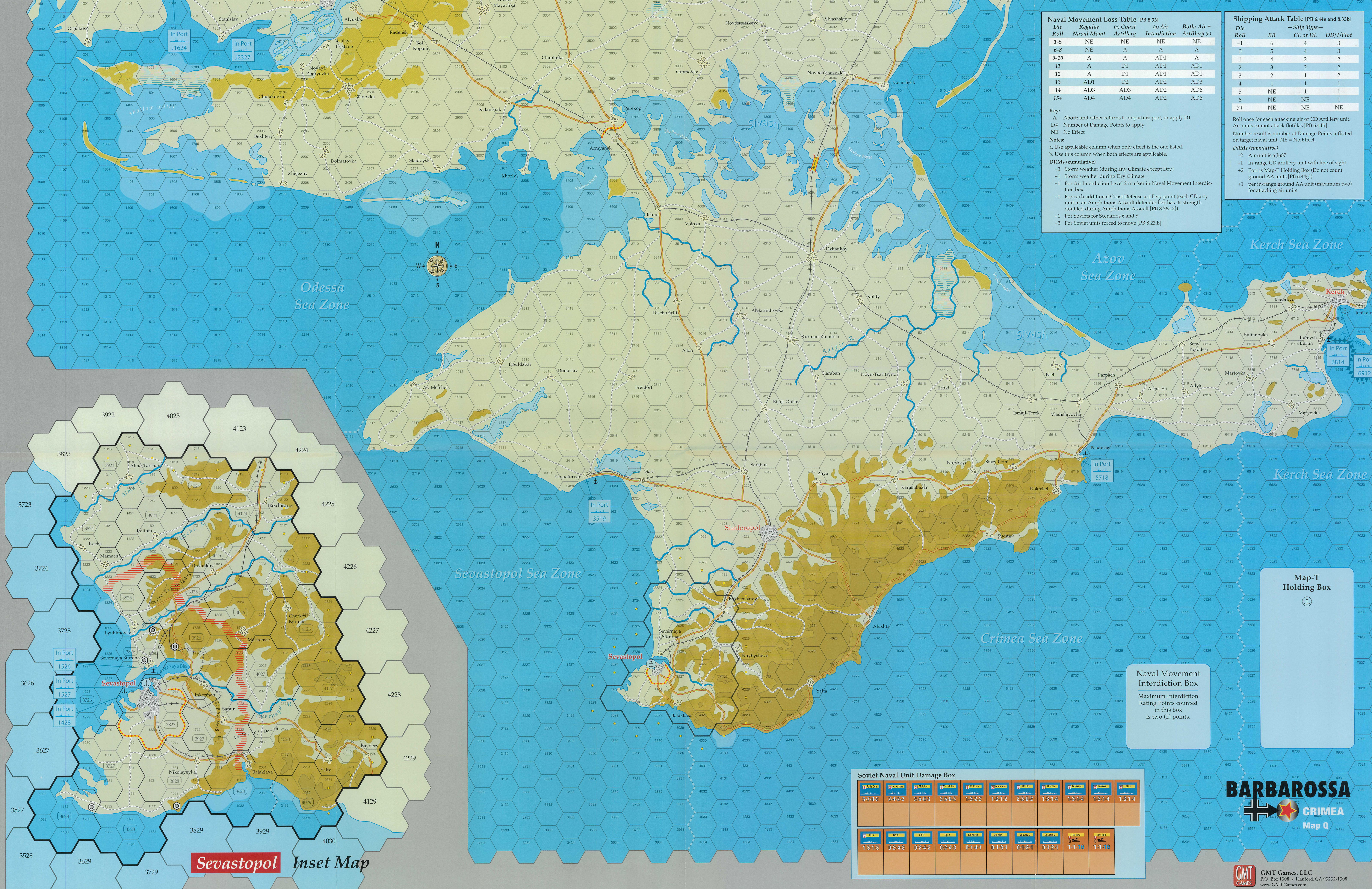
690 1-1-5	171+759 1-2-5	45 1-1-6	27 1-1-6	25 1-1-6					
Bogdny 1-2-5	697 1-1-5	54 1-1-6	46 1-1-6						
42+102/36 2-2-6	24+144/36 2-2-6	86+121/32 2-2-6	65+197/32 2-2-6	48+84/6 2-2-6	3+152/6 2-2-6				
55 1-1-6	53 1-1-6	52 1-1-6	50 1-1-6	47 1-1-6	45 1-1-6	43 1-1-6			
22/1 Kav 1-1-6	21/1 Kav 1-1-6	700 1-1-5	697 1-1-5	696+699 1-2-5	171+759 1-2-5	4 [210] 1-1-6			
		1+2/1 Kav 2-2-6	879+880 1-2-5			21 Min 1-1-6			

2 624 0 6-30.5 cmH 3-1-0	4 Geb 2-3-6	1 Geb 2-3-6			
	75 4-5-5	65(+)/22 1-2-5	47(+)/22 1-2-5	16(+)/22 1-2-5	

50 4-5-5	GD 2-2-7		3 FJ 2-2-5	2 FJ 2-2-5
			1 FJ 2-2-5	Rgt GG 1-2-6







Naval Movement Loss Table [PB 8.33]				
Die Roll	Regular Naval Mgmt	(a) Coast Artillery	(a) Air Interdiction	Both: Air + Artillery (b)
1-5	NE	NE	NE	NE
6-8	NE	A	A	A
9-10	A	A	AD1	A
11	A	D1	AD1	AD1
12	A	D1	AD1	AD1
13	AD1	D2	AD2	AD3
14	AD3	AD3	AD2	AD6
15+	AD4	AD4	AD2	AD6

**Key:**  
A Abort; unit either returns to departure port, or apply D1  
D# Number of Damage Points to apply  
NE No Effect

**Notes:**  
a. Use applicable column when only effect is the one listed.  
b. Use this column when both effects are applicable.

**DRMs (cumulative)**  
+3 Storm weather (during any Climate except Dry)  
+1 Storm weather during Dry Climate  
+1 For Air Interdiction Level 2 marker in Naval Movement Interdiction box  
+1 For each additional Coast Defense artillery point (each CD arty unit in an Amphibious Assault defender hex has its strength doubled during Amphibious Assault [PB 8.76a.3])  
+1 For Soviets for Scenarios 6 and 8  
+3 For Soviet units forced to move [PB 8.23.b]

Shipping Attack Table [PB 6.44e and 8.33b]			
Die Roll	— Ship Type —		
	BB	CL or DL	DD/T/Flot
-1	6	4	3
0	5	4	3
1	4	2	2
2	3	2	2
3	2	1	2
4	1	1	1
5	NE	1	1
6	NE	NE	1
7+	NE	NE	NE

Roll once for each attacking air or CD Artillery unit.  
Air units cannot attack flotillas [PB 6.44h]  
Number result is number of Damage Points inflicted on target naval unit. NE = No Effect.

**DRMs (cumulative)**  
-2 Air unit is a Ju87  
-1 In-range CD artillery unit with line of sight  
+2 Port is Map-T Holding Box (Do not count ground AA units [PB 6.44g])  
+1 per in-range ground AA unit (maximum two) for attacking air units

Map-T Holding Box

Naval Movement Interdiction Box

Maximum Interdiction Rating Points counted in this box is two (2) points.

Soviet Naval Unit Damage Box											
5-7-0-2	2-4-2-3	2-5-0-3	2-5-0-3	1-3-2-2	1-3-1-2	2-3-0-2	1-3-1-4	1-3-1-4	1-3-1-4	1-3-1-4	1-3-1-4
1-3-1-3	0-2-4-3	0-2-4-2	0-2-4-3	0-1-4-1	0-1-3-1	0-1-2-1	0-1-2-1	1-1-1-0	1-1-1-0	1-1-1-0	1-1-1-0

Sevastopol Inset Map