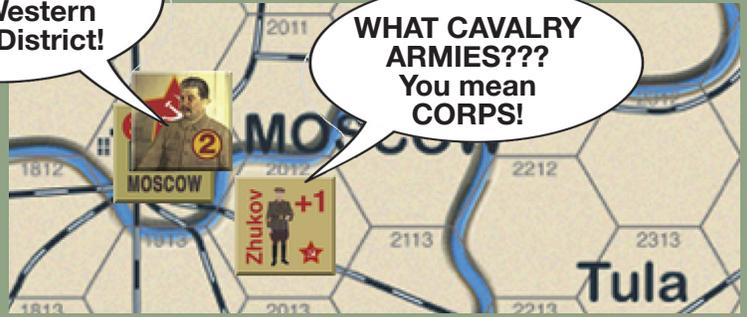


Russia Besieged

F. A. Q.

Zhukov! Move the Cavalry Armies to the Western Military District!

WHAT CAVALRY ARMIES???
You mean CORPS!



BLITZKREIG????!!!

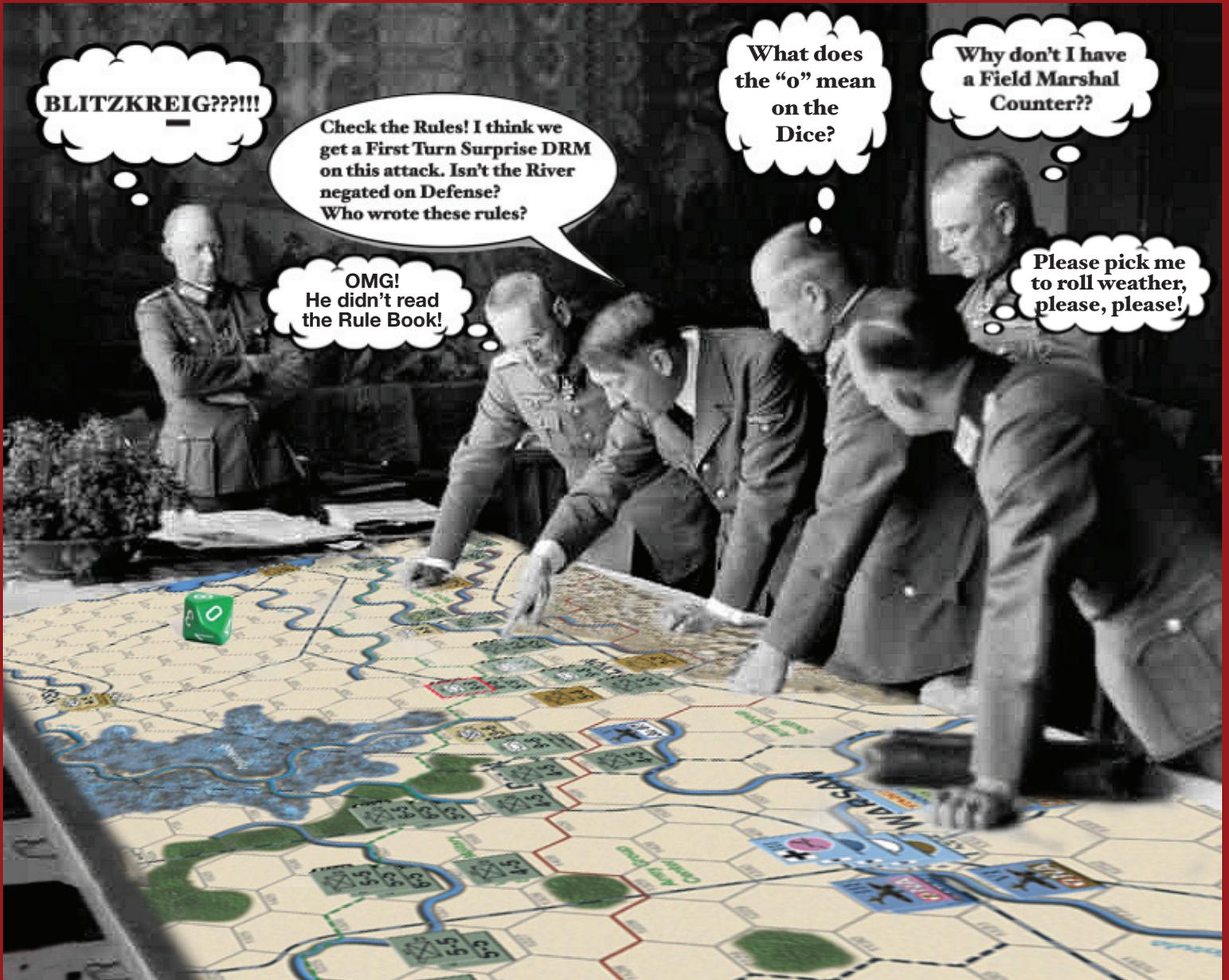
Check the Rules! I think we get a First Turn Surprise DRM on this attack. Isn't the River negated on Defense? Who wrote these rules?

OMG!
He didn't read the Rule Book!

What does the "o" mean on the Dice?

Why don't I have a Field Marshal Counter??

Please pick me to roll weather, please, please!



Russia Besieged Deluxe Edition

Frequently Asked Questions

1) *Why do some surrounded units when eliminated go to the Replacement Box and others surrender? Is this a mistake in the Rules?*

A:

This is not a mistake in the rules, they are correct as written.

We made a conscious decision to simulate the various situations that occurred on the Russian front when units were surrounded. In many cases, the encirclements were porous and a lot of troops escaped. In game terms, these forces end up in the replacement box.

In large odds attacks (4:1 or greater), there is the possibility that the defending formations are destroyed if they are attacked while surrounded. If you roll a DE result with an asterisk (DE*) it means those units surrender. Again, the vagaries of war!

In situations where units are under siege, and have OOS markers on the defending units, when these units are eliminated, they surrendered. The logic here is that siege lines were in place and the possibility of escape was next to impossible as in the battles of Stalingrad and Sevastopol.

This is the logic behind the surrender versus non-surrender rules. Our goal was to give the game some depth while trying to reflect the situations that occurred as a result of battle.

2) *Some terrain features in the game double the defender on defense. Are any of these terrain features accumulated? For example, a Major City behind a river, is it doubled twice?*

A:

Defending units are never doubled and then doubled again, per Rule 10.32. If a situation calls for a defender to be doubled, once done, that is it for any terrain doubling effects.

3) *Rule 8.46 says that Russia may not invade Germany in 1941-1942. But, assume Russia can try to invade Finland during this period if the opportunity presents itself. Finland is not part of "Germany" per Rule 1.0.*

A:

Rule 24.3 states that neither player may conduct a sea invasion in the first turn. There are no further restrictions placed on Russia other than those implied in Rule 8.46. Russia may invade Finland from the second turn onwards.

4) *On the first turn's second impulse, may I attempt Sea Transport of German Panzer Corps? There appears to be only a restriction on the first turn to Sea Transport that is limited to Infantry or Mountain Corps. Can the German ever Sea Transport a Panzer Corps?*

A:

Rule 24.13 dictates only a German Mountain Unit or German Infantry unit may Transport to Finland in the first turn. In addition, one Bomber may Stage to Finland in the first turn. After the first turn, all restrictions are lifted and all types of units may sea transfer or Stage. Note: if the German wishes to do an invasion, panzers may not invade. See Rule 8.42.

5) *I can only stage a Bomber to Helsinki on the first turn's first impulse. Could I stage an other three Bombers into Helsinki on the second impulse? Note: Warsaw is exactly 18 hexes from Helsinki that could allow this to happen.*

A:

Rule 24.13 states one Bomber from AGN may Stage to Finland during the first impulse. All restrictions on Bombers are lifted at the start of the second impulse and no further restrictions apply.

6) *I assume that the Finnish Corps can move normally during the first impulse but they can not attack. On the second impulse, second impulse Finnish movement is used.*

A:

The Finnish Corps can move normally inside Finland, including through any Russian ZOC during the first impulse, as no state of war exists between the two countries. At the start of the second impulse, all rules of movement as they pertain to second impulse movement apply as per the Movement Allowance Chart. The Finns would move based on second impulse movement allowances.

7) *Is the Leningrad Hex (0714) in the Leningrad MD? Or, is it just outside the MD for setup considerations.*

A:

Leningrad is outside the Leningrad Military District and a named City in terms of an "At Start" unit being assigned to the City. That unit may follow the allowance of setting up within on hex of Leningrad and may, at the Russian players discretion, be set up on hex 0613 or hex 0614. The 7th and 23rd Infantry Armies may only set up inside the green LMD lines from hex row 01XX to hex row 06XX.

8) *Can Armor Replacement Points be used to build Infantry Armies or Corps?*

A:

This simple answer is NO. You can only use Armor Replacement Points to rebuilt armor units.

9) *The rules state that all units, which participated in the turn's 1st impulse in an AV attack, cannot participate in an AV attack on the 2nd impulse (Rule 9.32). I assume that these 1st Turn units CAN participate in a 2nd impulse 10-1 Blitzkrieg Attack Combat in lieu of the forbidden 2nd AV attack, per Rule 10.91.*

A:

Units that participate in a first impulse Automatic Victory cannot follow it up in the second impulse with another Automatic Victory attack. A Blitzkrieg Table attack is not an automatic victory attack so it is permissible.

10) *Is it possible to supply units through ports?*

A:

The short answer is NO.

Major Cities are a limited source of supply, see Rule 13.4. There are 3 major cities in Russia that have a longer life if surrounded and out of supply due to the fact they were resupplied by sea or over a lake (Leningrad, Sevastopol and Baku). Other than Rule 13.42, there are no other provisions for special supply cases for port cities unless they can trace an uninterrupted line of supply to their friendly board edge.

11) *Does the “0” on the d10 die mean zero?*

A:

NO. The “0” on the die denotes a “10” die roll. The “1” on the die is a “1”.

12) *Does the Berlin Garrison stack for free?*

A:

If the Berlin Garrison is situated in the city of Berlin, it stacks for free. See Rule 5.05 and Rule 5.08. The same rules apply to the Volkssturm unit.

13) *Can Russian units move into Finland during the player’s May/June, 1941 turn?*

A:

Yes

14) *I have heard people talk about Stukas and Shturmoviks in the game. Are these the Bomber Counters?*

A:

Yes. Feel free to call the German Bombers Stukas and the Russian Bomber Shturmoviks. They are one and the same.

15) *There are a number of rules e.g., #19.31, #21.02, #22.05, & #22.06 that refers to “oil points” or “oil replacement points.” Are these “oil points” the same as the “armor replacement points” discussed at the start of Rule 21, i.e., “Russian Oil Wells generate armor replacement points (combat factors) for Russian Armor, Mechanized, Shock Army, and Artillery units only?”*

A:

Yes. They are one and the same. The Oil Wells accumulated total factors are the number of points each turn you can use to build Russian Armor. These are the Armor Replacement (RPs) points referred to in the rules.

The War Economy in Russia Besieged is a two-layered affair that has War Economy Counters in a large number of cities across the map. These represent war footing manufacturing; guns, artillery, airplanes, tanks, bullets, uniforms etc. The Oil economy is the fuel that drove the machines and the war effort. The war in the East was a war that required the elimination of the human element (soldiers, workers etc.), vis-à-vis the elimination of armies and the destruction of WEC units, and the capture of the fuel that drove the economy and the war effort.

WEC’s are used to build infantry and Cavalry.

Oil Points are used to build Armor [Mech and Armor and Shock (combination of both) Corps and Armies].

16) *Does the Russian player start to take WEC Replacement Points and Oil Points on turn one?*

A:

YES. WEC and Oil replacement points start immediately, beginning with the first Russian turn of the game.

17) *Am I interpreting the rules correctly that units in a Major City do not have to attack enemy*

units adjacent to the Major City during the friendly turn? However, enemy units that move next to a Major City must attack unless the Major City in Question has an OOS marker on it.

A:

That is correct. Friendly units in a Major City are never forced to attack adjacent units. You cannot use the gamey method of “smothering” to force the defender out of a city, in Russia Besieged; you must attack it and eliminate the units. Units that move into an eZOC must attack those units these units are separated by a river hex spine. A Major City with an OOS marker on it exerts no ZOC so enemy units may move adjacent and not be forced to attack the city.

18) Did you forget to put the breakdown counters for the 46th, 48th and 57th Panzer Corps counters? They are missing in the game!

A:

No, it was an intentional design decision to not have breakdown counters for the 7-8 panzer corps because of their size. However, because so many players have expressed interest in having them, I am considering an optional, ADVANCED RULES variant with counters in the 2nd Players Guide.

19) If I am playing the German player and I capture my 17 victory city objectives before the end of the 1942 year (or 10 in 1943 or 5 in 1944), do I win the moment I do it? Or, do I have to have these Major Cities at the end of the turn for the years shown on the Sudden Death Victory Chart?

A:

Sudden Death Victory conditions calculations happen at the END of the Nov/Dec turn of the years specified and before the start of the next turn. The German Victory Conditions are specified in Rule 27.1 as to what the German player has to do to win. The German player DOES NOT WIN the moment he has captured these objectives. The game simply continues. By capturing these objectives, he prevents the Russian player from winning an overwhelming victory. Rule 27.2 refers to the Russian Victory Conditions. By preventing the German from achieving a minimum number of Major City objectives, the Russian Player wins.

20) The word “Blitzkrieg” is spelled “Blitzkreig” on the Combat Tables chart. Russia Besieged is a great game, but how can I possibly play it with that misspelling?

A:

“Blitzkreig” is the Canadian spelling of the German word “Blitzkrieg.” I know that it can be difficult for some people to deal with an alternative spelling of a word in a language they do not actually speak. However, there are proven medications that assist people with Obsessive-Compulsive Disorder deal with the major challenges of life. Please work with your doctor so that you can get the appropriate diagnosis and treatment. [Humor! This is HUMOR! ;)] Compass Games has provided a corrected PDF of the file available for download from their site.

21) Rule 11.15 is applicable only for Clear or Lt Mud impulses in 1941. That is clear. The second part of the rule is where my question is: Is the staging limited to 18 hexes maximum, or can it be greater as the rule states “any city currently controlled by the Axis player”, as a city could be outside the 18 hex range.

A:

All staging is limited to 18 hexes maximum.