

THE

RUSSIAN CAMPAIGN

Original
1974
Edition

**RULES
BOOKLET**



Game Design by John Edwards

Compass Games
New Directions in Gaming

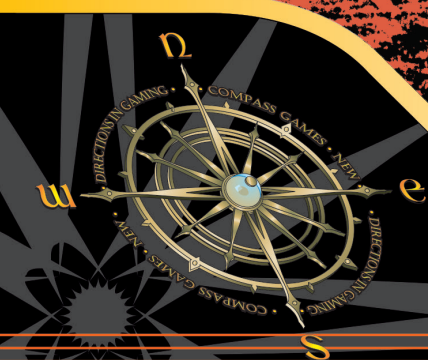


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*“When Barbarossa begins,
all the world will hold its breath.”*



I. INTRODUCTION

On the 18th of December, 1940, Hitler issued “Führer Directive No. 21” code-named Barbarossa, which declared, “The Soviet Union is to be crushed in one swift campaign before the war ends with England.” The Germans were confident that the victory in Russia would be swiftly won, and the risk of a prolonged two-front war would be short-lived.

Losing one valuable month of good weather while his forces invaded the Balkans to bail out his fascist partner Mussolini, Hitler finally launched Operation Barbarossa on the 22nd of June, 1941. Over three million German soldiers, most veterans of the victorious German campaigns in Poland, France, and the Balkans, launched a *blitzkrieg* style invasion against two million Russian defenders. The initial advance was fantastic, hundreds of thousands of prisoners were taken, and before long, the motorized columns were outrunning the rest of the army. As Army Group Center sped towards Moscow, Hitler decided on a change of plan. He moved Guderian’s Second Panzer Army away from the center and ordered it to link up with Army Group South behind Kiev. This surrounding operation captured over 600,000 prisoners but delayed the attack on Moscow by five weeks. These five weeks could not be regained, and the Germans arrived at the gates of Moscow as the winter set in. This army was not equipped for winter conditions or a prolonged campaign. The Russians, meanwhile, had called up more than two million trained reservists, and on the 6th of December, they counterattacked the weakened Germans and, in the next month, pushed them back from Moscow. The Germans only real chance of victory; the short, violent campaign was over, and the fortunes of war as time passed would turn more against them.

In this game, the more mobile German army must strike quickly, and if the attack fails, it must conduct a mobile defense to prevent a Russian victory. It is now 22 June 1941, and in the words of Adolf Hitler: *“When Barbarossa begins, all the world will hold its breath.”*

The Russian Campaign is recognized as one of the finest wargames ever published and is the winner of the 1976 CSR Award. This remake of the 1974 Jedko edition presents the game as originally designed, with short, easy to learn rules, and new updated graphics. *The Russian Campaign, Original 1974 Edition*, is a true wargaming classic that serves as a great introductory wargame.

2. COMPONENTS

2.1 Parts Inventory

- 1 Mounted map (22" x 34")
- 1 Counter sheet (1/2" size counters)
- 1 Rulebook
- 2 Player aid cards
- 1 Initial Setup display
- 2 Six-sided Dice
- Box and Lid

If any of these parts are missing or damaged, please contact the publisher:

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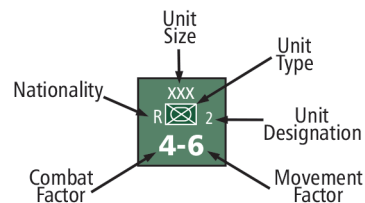
2.2 The Map

The map portrays the vast area of the Eastern Front, where decisive operations took place. A hex grid is superimposed on the map to regulate movement and the placement of game pieces. Map scale is approximately 32 miles per hex.

Terrain features printed on the map define hexes as Mountain, Woods, Swamp, or River. A hex with no specific terrain feature, or only a small speck of terrain from an adjacent hex, is referred to as Clear terrain. Other map features include Major City, Minor City, Railroad, and Oil Field.

2.3 The Playing Pieces

The cardboard counters (units) provided with the game represent the military forces of both sides that fought in the actual campaign. Units are primarily Army and Corps size. All combat units have a Combat Factor, representing the strength of the unit for attack and defense, and a Movement Factor representing the mobility of the unit.



Unit Types

- Infantry
- Panzergrenadier
- Armor / Panzer
- Cavalry
- Mountain Infantry
- Paratroop Infantry
- Headquarters
- Workers
- Partisans

Unit Nationality

- German
- German SS
- R Rumanian
- H Hungary
- I Italy
- F Finland
- Russian
- (Guards)

Axis Allies refers to Rumania, Hungary, Italy, and Finland.

Unit Size

- XXX Corps
- XXXX Army
- XXXXX Army Group

Game Markers

- Turn current Turn
- Year current Year
- Impulse current Impulse
- Rail Head
- current Weather
- Stuka

Reinforcements (back of counter)

- Turn of Arrival
Color Code for Year
City
- 1941
- 1943
- 1942
- 1944

Setup Information

- Location
- MD: Military District
- AGN: Army Group North
- AGC: Army Group Center
- AGS: Army Group South

2.4 Prepare For Play

An Initial Setup card is provided to assist with game setup. Setup information is also printed on the back side of each counter. The Russian player sets up first. Russian units are placed in any hexes inside the correct Military District (MD). Units with a city name printed on the counter must be placed in the city hex. The German player sets up second. German units and Axis Allies are placed in any hexes inside the designated area for Army Group North (AGN), Army Group Center (AGC), Army Group South (AGS), and Rumania. Finnish units are placed in any hex in Finland.

All other units arrive as Reinforcements and should be placed on the Order of Arrival display on the map. Arrival information is printed on the back of each counter.

First Impulse Axis Restrictions

On the First Impulse of the first turn, AGN must attack only the Baltic MD, AGC may only attack the Western MD, AGS must attack the Kiev MD, and Axis forces in Rumania may attack either the Odessa or Kiev MD. Finnish forces may attack from Finland. These attack requirements are also listed on the Initial Setup card.

3. SEQUENCE OF PLAY

The Russian Campaign is played in Game Turns, representing two months. During each turn, players follow this sequence of play for each game turn to move units on the map and conduct combat in order to secure the objectives needed to achieve victory. Cities on the map are key objectives, and control of all cities assures victory.

3.1 Sequence of Play Outline

Weather

German First Impulse

- Replacements (YEARLY)
- Reinforcements (1)
- Movement
- Combat
- Remove Partisans

German Second Impulse

- Reinforcements (2)
- Movement
- Combat
- Isolation

Russian First Impulse

- Replacements
- Reinforcements (1)
- Movement
- Paratroop (Snow turn only)
- Combat

Russian Second Impulse

- Reinforcements (2)
- Movement
- Combat
- Isolation
- Deploy Partisans

End Game Turn



3.2 Detailed Sequence of Play

Weather

The German player rolls a die and refers to the Weather Chart to determine the Weather condition for the turn as either Clear, Light Mud, Mud, or Snow. Place the Weather marker in the matching box on the map.

German First Impulse

The German player checks the number of Stuka aircraft available, checks the Order of Arrival for reinforcements, takes replacements (once per year), and moves units on the map as indicated on the Movement Chart, including movement by Rail and Sea. After all movement is completed, the German player resolves all combats, one at a time, in any order. At the end of the German First Impulse, any Partisan units in the ZOC of a German unit or within five hexes of an SS unit are removed.

German Second Impulse

The German player checks for reinforcements and may move units that are not in an enemy zone of control up to the maximum permitted on the Movement Chart. Headquarters may use their full Movement Factor. No Stukas, Rail movement, or Sea Movement is allowed. After all movement is completed, all combats are resolved and German units are checked for Isolation.

Russian First Impulse

Conduct all activities indicated in the German First Impulse, except for Removing Partisans. Russian replacements occur each turn, and Russian Paratroop units may be used.

Russian Second Impulse

Conduct all activities indicated in the German Second Impulse. At the end of the Russian Second Impulse, the Russian player may deploy Partisan units and check Russian units for Isolation.

End Game Turn

One Game-Turn is completed. Advance the Turn marker to the next Game-Turn. Check for the surrender of Axis Allies countries (see 9.7)

3.3 Victory Conditions

To win, the German player must occupy or control every city on the map, OR occupy Moscow and destroy Stalin. The Russians win by controlling or occupying every city on the map, OR by occupying Berlin and destroying Hitler.

4. MOVEMENT

Units on the map move from hex to hex and pay one Movement Point (MP) for each hex or partial hex entered. The total number of MPs a unit may expend is limited to the Movement Factor of the unit. Units may move through hexes containing other friendly units, but may never move into a hex containing *enemy* units. MPs cannot be accumulated or transferred to other units.

The Movement Factor of a unit may be reduced by the current Weather condition, and is *always* reduced for movement in the Second Impulse of each turn. Refer to the **Movement Chart** at the start of each Impulse to determine the Movement Factor available. During the **Second Impulse** of each turn, Russian and Axis Allies cavalry and infantry type units may not move, and all German units, Axis Allies panzer and panzer grenadier units, and Russian armor and Guards (Gd) units, may move using the reduced Movement Factor shown on the Movement Chart.

4.1 Terrain Effects On Movement

All units except Infantry type units must stop and end movement if they enter a Woods hex. All units, except Mountain units, must end movement if they enter a Mountain hex. All units that enter a Swamp hex must stop and end movement.

Note: In Snow weather, all Swamps are treated as Clear terrain.

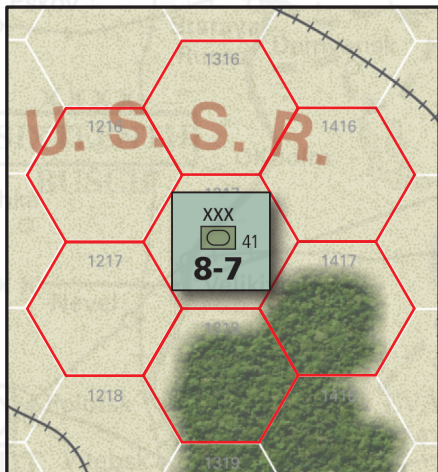
Units may not cross a Coast or Lake border. Units may move across the Kerch Strait, but must end movement in the hex on the other side. Units may **not** cross the Kerch Strait *into* a hex in the zone of control of an enemy unit.

4.2 Stacking

A stack refers to more than one unit occupying the same hex. A stack may contain a maximum of two Army size units or three Corps size units, or one Army unit and one Corps unit. Other units in the game do not affect the stacking limit and may stack freely in any hex (Headquarters, Worker, Partisan, Hitler, Stalin, and the SS Res unit). Friendly units can move through other friendly units and stacks without penalty.

4.3 Zone Of Control

Each of the six hexes adjacent to a combat unit contains a Zone of Control (ZOC). The ZOC around an enemy unit is referred to as an enemy zone of control (EZOC). Partisan units do not possess a ZOC, and a ZOC does not extend across a Coast or Lake border or across the Kerch Strait.



Units that enter an EZOC must stop and end movement for the current Impulse. Units may not move directly from one EZOC into another EZOC. **Any unit that begins the Second Impulse in an EZOC may not move.**

4.4 Automatic Victory

During the Movement portion of an Impulse, units that move adjacent to an enemy unit may attempt to eliminate the opposing unit. Total the combat factors of the attacking units and the defending units just as if conducting a normal combat (refer to 5.1 for determining combat odds). If the attacker can achieve 10-1 odds or greater, the defending units are automatically eliminated and placed in the Eliminated Units box.

Regardless of the outcome, units that took part in the combat cannot move further in the current Impulse, and may not participate in any other combat in the current Impulse. In the Second Impulse, the units may move and conduct combat normally.

** One Stuka unit may be used to reach 10-1 odds.*

4.5 Rail Movement

Rail Movement may **only** be used in the First Impulse. The Germans may move six units by Rail each turn. On snow turns, three German units may move by Rail. The Russians may move five units by Rail each turn. **In addition**, all replacements and reinforcements arriving

in the First Impulse may move by Rail, and do not count against the per turn limit.

To move by Rail, a unit must start the Impulse on a rail line, may move any distance along contiguous connected rail line hexes, and end movement for the Impulse on the rail line. Units may not begin a Rail move in EZOC and may not enter EZOC at any time during Rail Movement. Units that move by Rail cannot use normal movement in the same Impulse.

Restrictions



Rail Movement is restricted to Rail lines with contiguous connected rail hexes from the East edge of the map for the Russian player, or the West edge of the map for the German player. For Axis units in Finland, the Rail line must be continuous from Helsinki. The German player must capture Rail hexes prior to the turn they are used. The Rail Head markers are used to identify the most advanced Axis rail hexes; all rail hexes beyond the rail marker are Russian-controlled. A Partisan unit or an EZOC in a rail hex cuts the Rail line and prevents Rail Movement through the hex.

** To track units that moved by rail during the First Impulse, the player may wish to rotate the unit counter.*

4.6 Sea Movement

The Black Sea and Baltic Sea are separate areas, and Sea Movement is not allowed from one to the other. Sea movement may only be used in the First Impulse. Units that use Sea Movement cannot use Rail movement or regular movement in the same Impulse.

The Baltic Sea (German only)

One unit per turn may move from a port city to another port city, and one unit per turn may be moved from a coastal hex to a port city. Each unit that moves by Sea in this area must roll the die to check for survival. On a result of 5 or 6 the unit is eliminated. Add +1 to the die roll if the unit is being moved from a coastal hex to a port.

The Black Sea and Sea of Azov

Each player may move one unit per turn from a port city to another port city, **OR** may move one unit from a coastal hex to a port city. Each unit that moves by Sea in this area must roll the die to check for survival. On a result of 4, 5, or 6 the unit is eliminated. Subtract one from the result for each of the following cities that are friendly-controlled: Odessa, Sevastopol, Rostov.

Invasion (Black Sea / Sea of Azov)

Twice per game, each side may move one unit from a friendly port city to any coastal hex on the Black Sea or Sea of Azov. The unit can conduct combat and is not subject to Isolation in the current turn and the next turn. The unit used for Invasion counts as the one unit limit on Sea Movement and is subject to the same Sea Movement die roll as other units moved by sea.

5. COMBAT

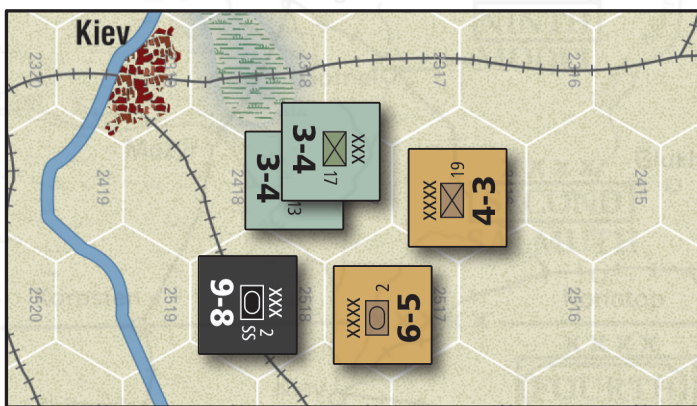
During the Combat portion of the current Impulse, combat is mandatory between opposing forces adjacent to each other (in each others ZOC). The player conducting the Impulse is the Attacker, and the opposing player is the Defender. The Attacker selects and resolves combats in any order.

All enemy units adjacent to friendly units must be attacked, and every friendly unit adjacent to an enemy unit must attack at least one enemy unit. Combats are resolved in any order provided the above requirement is met.

EXAMPLE

German units can attack the Russian units in two ways.

1. both 3-4 units can attack the 4-3 unit at 1:1 odds, and the 9-8 unit can attack the 6-5 unit at 1:1 odds.
2. one 3-4 can attack the 4-3 unit at 1:2 odds, and the other 3-4 can combine with the 9-8 unit to attack the 6-5 at 2:1 odds.



5.1 Combat Procedure

For each combat, total the combat factors of all attacking units, and total the combat factors of all defending units. Compare the totals and express the result as a numerical odds ratio (attacker to defender). Round off the odds downward in favor of the defender.

Example: The Attacking player has a total of 10 combat factors and the Defender has a total of four. The odds ratio is 10 to 4 (2.5:1). Rounding off the odds in favor of the Defender means dropping the fraction and resolving the combat at 2:1 odds. The Attacker would need 12 to 15 combat factors to achieve 3:1 odds.

* Odds greater than 7-1 are resolved on the 7-1 column. Attacks at less than 1-6 are not allowed; units that are forced to attack at less than 1-6 odds automatically surrender and are permanently eliminated (not available for replacements).

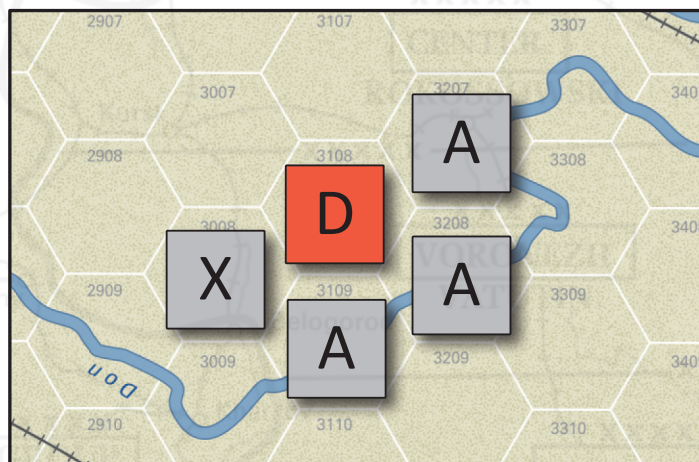
5.2 Terrain Effects On Combat

When adding up combat factors, consider any modifications that may apply to attacking or defending units. Units defending in a Mountain or Major City hex have their combat factors doubled. Units defending *behind* a River hex have their combat factors doubled. Hexes with only part of a river count as a River hex. Hexes containing a Major City and a River are not cumulative, so the defenders are only doubled once.

* Units defending *behind* a River are doubled *only* if all attacking units are on River hexes.

EXAMPLE

If only Attacking units “A” were attacking the Defending unit “D”, then the defender is doubled in combat strength since all attacking units are on River hexes. However, if unit X participates in the attack, then the defender is no longer doubled since unit X does not occupy a River hex.



Exception: On the First Impulse of the game, Russian units defending behind a River are **not** doubled.

5.3 Combat Results

After the combat odds are determined, the attacker rolls the die and finds the combat result on the appropriate odds column on the Combat Results Table (CRT). Refer to the list of combat results and explanations listed below the CRT and implement the result immediately.

5.4 Eliminating Units

When a Combat Result calls for eliminating units (A1, D1, Exchange), the attacking player selects the attacking unit, and the defending player selects the defending unit. Other results may call for the elimination of *all* attacking units (AE) or *all* defending units (DE). When units are eliminated in combat, place the unit counters in the Eliminated Units box on the map. Eliminated units are available as Replacements. Units that **Surrender** are eliminated *permanently* and are not available for Replacements.

5.5 Retreat

When Combat Results call for units to Retreat one or two hexes, in all cases, the retreat is handled by the **Attacker**. Units may **not** retreat off the map, into an EZOC, across a Lake or Coast border, or into a hex in violation of the stacking limit. **Terrain does not affect Retreating units.** A stack of retreating units may be split up by the Attacker.

* Units defending in a Woods hex ignore all retreat requirements.

5.6 Combat Restrictions

1. Each unit in a stack may attack a different hex.
2. Any number of attacking units may combine to attack a single hex, provided all of the attacking units are adjacent to the defending hex.
3. All defending units in a hex must be attacked as one combined strength.
4. The combat factors of individual units may never be divided between combats.
5. Combat is not allowed across the Kerch Strait.

6. ISOLATION

At the end of the Second Impulse, check all friendly units to see if any have become Isolated. Units *more than eight* hexes from a friendly-controlled city, or Rail hex connected to a friendly-controlled city, are immediately **eliminated**. On Snow turns, the distance is reduced to **four** hexes.

The path of hexes from the unit to the city or Rail hex, and the path of Rail hexes to the city, may **not** pass through an enemy unit, EZOC, or enemy-controlled city. The city itself does not require a friendly-controlled rail line back to the map edge.

Exception: Parachute units are never Isolated.

7. COMBAT SUPPLY

General rule. Combat supply applies to Axis units located in Russian territory.

During Snow turns in 1941 and the first two turns of 1942, all Axis units that are more than **ONE** hex away from a friendly-controlled city, have their combat factors halved (round up).

During the snow turns in Nov-Dec 1942 and the first two turns of 1943, Axis units that are more than **TWO** hexes from a friendly-controlled city, have their combat factors halved.

Note: A friendly-controlled city is one a player occupies OR if it is out of enemy ZOC and he was the last to occupy it or have it in his ZOC. The combat supply condition is determined at the instant of combat resolution, and therefore can change during an Impulse due to results of earlier attacks.

8. REINFORCEMENTS

All reinforcements enter the game as indicated on the **Order of Arrival**. Units with a specific city name are placed in the city hex; if the city is captured, the units enter on the East map edge. All other Russian units enter in any hex on the East edge of the map. German and Italian units enter the map in any hex along the West edge. Rumanian units are placed in Bucharest, and Hungarian units are placed in rail hex 20.31.

Units arriving in the First Impulse may move normally or use Rail movement. Units arriving in the Second Impulse must use normal movement.

8.1 Special Reinforcements

EXCHANGE - In July and November 1943, two Panzer Grenadier units are exchanged for infantry units *with the same unit designation* that are on the map. If the designated units have been eliminated, choose any German infantry unit of equal combat value for the exchange. Exchanged units are removed permanently.

WITHDRAW - In May 1944, the Axis player must withdraw two SS panzer corps from units in play on the map. If SS units are not available, regular panzer corps units may be substituted. The units withdrawn in May return in Jan-Feb 1945.

WITHDRAW - In March 1945 and May 1945, the German player must withdraw one German corps, *of any type*, from units in play on the map.

Helsinki - If Helsinki has been captured, the Russian 14th Army enters the map on any north edge rail hex.

Archangel - If Archangel has been captured, the German 36th mountain and Dietl mountain units enter the map on any north edge rail hex.

Warsaw - Starting in 1944, if Russians are within two hexes of Warsaw, the 4th SS and the Hermann Goering panzer units arrive on the West map edge.

Bucharest - Starting in 1943, if Russians are within five hexes of Bucharest, the German 15th and 21st Mountain units are placed in Bucharest or may enter the map in any West edge hex in Rumania. If this occurs in 1944 or 1945, add the 91st, 97th, and 5th SS mountain units.

8.2 Axis Replacements

Once each year, starting in 1942, on the first Clear weather Impulse of each year, Replacement units may be taken from among the units that have been eliminated. Select all Replacement units available and have them arrive as Reinforcements.

Axis Replacement Units are all SS units, all HQ, one Panzer unit for each Oil Field controlled by the German player (max three), one Panzer Grenadier unit, one German (3-4), one German (4-4), one German (5-4), one German Mountain unit, one Italian unit, one Hungarian unit, one Rumanian unit, and one Finnish unit (place in Helsinki).

If the type of unit is not available, a German 3-4 infantry unit may be substituted for any German unit except an SS unit, Axis minor ally units, Luftwaffe ground unit, or Army Group Headquarters units.

The Axis player receives no replacements at all in 1945.

8.3 Russian Replacements

At the start of the Russian First Impulse (every turn), total the Replacement value of all Worker units on the map. Select a number of eliminated units whose total combined **combat factors** do not exceed that total. Only one armor unit (Guards or non-Guards) and one Guards infantry or cavalry unit may be among the rebuilt units each turn. Rebuilt units may be placed in any city containing a Worker (one per city), or may enter the map in any hex along the East map edge, paying a movement cost starting with the arrival hex on the map.

The Worker unit that arrives in Archangel has a variable Replacement value. To determine the value of this Worker, roll the die and add the result to the Replacement total. The value printed on the counter is used as a combat factor for defense.

Starting on May-June 1943, the Replacement value of each Worker is doubled (the value used when defending remains the same).

Jan-Feb 1945, the Archangel unit is removed.

9. SPECIAL RULES

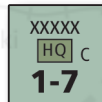
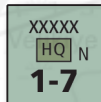
9.1 Hitler and Stalin

Hitler and Stalin are leader units that represent the political leadership of their countries. Hitler and Stalin are treated the same as regular combat units and may use Rail or Sea Movement in the German First Impulse. For movement purposes, they are not restricted by terrain and are treated the same as Mountain units. Hitler and Stalin cannot be replaced.



9.2 Headquarters

Headquarters (HQ) may *only* move in the Second Impulse, and unlike other units, may use their full Movement Factor and are not affected by the weather. HQ cannot use Rail movement and are restricted by terrain (stop in Woods, Mountain, Swamp).



9.3 German Stuka

To simulate the effects of the German Blitzkrieg, Stukas are available to assist a ground attack. One **Stuka** may be added to combat to shift the odds three columns to the right (a 2-1 attack becomes a 5-1 attack).



The combat must take place within eight hexes of a German HQ and only one Stuka may be operated from each HQ. Stukas can only be used during the First Impulse of each turn.

Number of Stukas available *per turn* by year:

STUKA TABLE

Weather	1941	1942	1943
Clear	3	2	1
Lt. Mud/Mud	1	1	0
Snow	0	0	0

Number available for Turn. None available in 1944 and 1945.

Stukas are not available during a Snow turn.

9.4 Russian Workers

The number on each Worker is a Combat Factor and a Replacement value. Worker units have a ZOC and attack and defend the same as normal combat units. Workers cannot move, and if forced to retreat, are eliminated. Worker units cannot be replaced.



* Only a single Worker unit is allowed in each city unless a Worker unit occupies all friendly cities.

9.5 Russian Paratroopers

Russians Paratroop units are held off map until used. During snow turns (only), in the Russian First Impulse (only), one or more of the Paratroop units may be placed on the map, anywhere within eight hexes of the STAVKA HQ, not in a Woods hex, Mountain hex, or EZOC. Paratroop units may not move during the Impulse they are placed on the map, and once placed, remain on the map until eliminated. Paratroop units can never be replaced.



Option:

The Russian player may use any of the Paratroop units as regular infantry. On the turn of arrival, the Paratroop units enter the map in any hex on the East map edge, the same as other reinforcements.

9.6 Russian Partisans

At the end of each Russian Second Impulse, all three Partisan units are deployed (or redeployed) on the map, in any city or Rail hex not in an EZOC and not within five hexes of an SS unit. At the end of the German First Impulse, any Partisan in an EZOC or within five hexes of an SS unit is removed from the map. Partisan units cannot be attacked or eliminated.



Effect:

Germans and Axis Allies cannot enter a hex containing a Partisan.

9.7 Axis Allies — Surrender

At the end of each Game Turn, check for the surrender of Axis Allies countries. Hungary surrenders if five or more Russian units are in Hungary. Rumania surrenders if Bucharest has been captured. Finland surrenders if Helsinki has been captured.

If an Axis Ally country surrenders, remove all corresponding units of that nationality. All future reinforcements and replacements are also ignored.

10. OPTIONAL RULES

The following rules appeared in later editions of *The Russian Campaign* and are offered here as optional rules should you wish to adopt them.

10.1 Axis City Control

The Germans lose the game if they do not control the following number of cities at the end of their Second Impulse on any turn as follows:

1942 — 12 Major/Minor cities or 8 Major cities

1943 — 10 Major/Minor cities or 6 Major cities

1944 — 7 Major/Minor cities or 4 Major cities

Note: The German player controls at start 4 major cities and 3 minor cities, Helsinki included. This rule reinforces an aggressive stance for the German player. It forces the German player's hand to hold key geographic objectives once the initiative swings to the Russians. In effect, it models Hitler's insistence at times to hold key cities.

10.2 Off-board Rail Movement

Off map rail movement is allowed between Rail hexes on the **same** map edge. The rail lines that exit and enter the map must be free of enemy ZOC and for Axis units, free of Partisans. The Rail lines must be friendly-controlled prior to the turn they are used.

10.3 Russian Artillery Barrage

To simulate the major Russian offensives, that were usually preceded by a massive artillery barrage, the Russian player may use Artillery Barrage units to increase the combat odds of an **attack**, in the same manner as German Stuka units.



When attacking, one **Artillery Barrage** may be used in the combat to shift the attack odds three columns to the right (a 2-1 attack becomes a 5-1 attack). The target hex of the attack must be within five hexes of the STAVKA headquarters unit.

The Artillery Barrage may only be used on Clear weather turns. In 1943, one Artillery Barrage is available and may be used on any Clear weather turn of that year. Artillery Barrage may be used twice in 1944, and twice in 1945, on any Clear weather turn of the year.

Note: This rule is typically not adopted as experienced players contend the German side already faces insurmountable odds in attaining victory.

10.4 Italian Replacements

The Axis player receives no Italian replacements in 1943 or later.

10.5 Armor Attack

Armor units attacking a Major City hex or Woods hex have their Combat Factors reduced by half. Drop any fractions.

10.6 Barbarossa

On the First Impulse of the first turn, Axis units are free from restrictions regarding how and where they may attack. The cities of Riga, Minsk, Kiev, and Odessa may be attacked normally by any Axis units able to reach them.

Note: This rule will make the first phase of the campaign more challenging for the Russians as the German player is likely to experience greater gains at the start of the conflict.

10.7 Leader Movement

Stalin and Hitler may only move by Rail or Sea and must always be in a Major or Minor City hex. If forced to retreat, they are eliminated.

10.8 Leadership Removal

To reflect the operational impact of losing a country's leadership, the following penalty is imposed if Hitler or Stalin is eliminated: Units belonging to the country that lose their leader have a movement factor of ZERO during their next impulse. (Rail and sea move capabilities are not impacted. Axis minor allies may ignore this rule.)

Example: Hitler is eliminated during the second impulse of the Russian March/April 1944 turn. During the first impulse of May/June 1944, all German units have a movement factor of zero.

GAME CREDITS

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TIMELINE OF THE RUSSIAN CAMPAIGN

22 June 1941 Operation Barbarossa

Axis invasion of the Soviet Union

8 August 1941 Battle of Kiev

Soviet Southwestern Front encircled

2 October 1941 Operation Typhoon

German advance on Moscow

5 December 1941 Battle of Moscow

Soviet Counter Offensive to save Moscow

12 May - 30 May 1942 Second Battle of Kharkov

Soviet spring offensive to re-take Kharkov

28 June 1942 Operation Blue

Axis summer offensive to capture the oil fields in the Caucasus

23 August 1942 - 2 February 1943 Battle of Stalingrad

The bloodiest battle in history

19 November 1942 Operation Uranus

Soviet Offensive to encircle the German Sixth Army

12 December 1942 Operation Winter Storm

Axis relief effort fails to reach Stalingrad

15 December 1942 Operation Saturn

Soviet offensive destroys Axis position in the Caucasus and Donbass area

16 February 1943 Third Battle of Kharkov

Erich von Manstein traps over-extended Red Army

5 July 1943 Battle of Kursk

German Operation Citadel defeated in the largest tank battle in history

3 August 1943

Soviet Belgorod-Kharkov Strategic Offensive

Soviet offensive to recapture Belgorod and Kharkov

26 August - December 1943 Battle of the Dnieper

one of the largest operations in World War II

24 December 1943 - 17 April 1944

Soviet Dnieper-Carpathian Offensive

Offensive to split German Army Group South

13 July 1944 Soviet Lvov-Sandomir Offensive

Destruction of German Army Group South

23 August 1944

Romania switches sides

August - October 1944 Battle of the Baltic

German Army Group North trapped in Courland

19 September 1944

Soviet Union signs armistice with Finland

16 October 1944 First East Prussian Offensive

Soviets fail to advance into East Prussia

12 October 1944

Battle of Belgrade

29 December 1944

Battle of Budapest

12 January 1945 Vistula-Oder Offensive

Soviets advance from Poland to deep within Germany

13 January 1945

Soviet forces advance in East Prussia and lay siege to Königsberg

6 March 1945 Lake Balaton Offensive

Last German offensive of the war

2 April 1945 Soviet Vienna Offensive

16 April 1945 Battle of the Seelow Heights

Zhukov's costly frontal assault on Berlin

16 April - 2 May 1945 Battle of Berlin

One month of street-by-street fighting to capture the German capital