

Operational Combat Series:

Case Blue v2.04 (12/2015)

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Introduction

Case Blue is a simulation of the campaigns in the southern USSR from the fall of 1941 until the spring of 1943. It includes a number of relatively small scenarios and three general types of campaigns. The core of the game is the second edition of **Enemy at the Gates (EatG)**, which has been expanded to include the drive on Stalingrad. Also included is the Army Group A advance into the Caucasus Mountains, which can be played as a campaign in its own right or linked to the new **EatG**. Finally, **Case Blue (CB)** is also designed to link with **Guderian's Blitzkrieg II (GBII)** to create a campaign game covering the entire Eastern Front south of Lake Ilmen.

v2 Rules

This rulebook is designed to serve both **Case Blue** and **GBII**, whether played combined or separately. Errata has been corrected and some sections underwent revision to improve clarity or to enhance linkage with the 2011 printing of **GBII**. These are marked √ for easy identification. Note the Axis and Russian Booklets have also been revised (published in the new **GBII**).

Combining GBII & CB

I The Counters

The following counters in the **Case Blue** set modify **GBII** counters from the 2001 edition. In order to bring your consolidated counters in line with what they should have, do the following:

- 1) Remove all aircraft from **GBII** and only use the ones in **Case Blue**. These have been redrawn to be graphically superior to the old ones and **Case Blue** contains a complete replacement set.
- 2) Replace the German 20-4-3 Inf Div (707) with 15-4-3 Inf Div (707). The 707th ID was a later wave unit with a smaller organization than it was rated in **GBII**.
- 3) Replace the German 20-4-3 Inf Div (82) with the 17-4-3 Inf Div (82) for the same reason.
- 4) Replace the 105 Hun Sec Div (4-1-2) with the 105 Hun Sec Div (4-0-2). I don't want to overrate them.
- 5) There are two sheets of selected **GBII** counters included in the **Case Blue** game, these are the **GBII** counters needed to play **EatG/Case Blue** for players who do not have **GBII**. If you are consolidating your **Case Blue** counters with your **GBII** game, you will not need all the unit counters these sheets.
- 6) Replace the **GBII** versions of 8 Tank Corps (8 Mtrd Inf Bde), 10 Tank Corps (11 Mtrd Inf Bde), 7 Tank Corps (62 Tank Bde, 87 Tank Bde) with the versions included in **Case Blue**. (The **GBII** backs are in error.)
- 7) Remove all Russian Guard Katy Battalions from the various Tank, Mech, and Cav Corps. (They were found to add to the work load, but not to the quality of the simulation.)
- 8) Every effort was made to provide a complete set of the **GBII** counters that show up, however briefly, in the areas south of **GBII**. To cover for any possible mistakes, a small number of

common unit counters are provided toward the end of Countersheet 10 as spares. These are “unnamed” infantry divisions from both sides and a few spare artillery and Truck/Wagon Extenders.

II The Rules

To eliminate the need for multiple rulebooks, applicable **GBII** rules are replicated here. In order to play any of the linked or non-linked game possibilities **Case Blue** presents, you will only need this rulebook (in addition to the *OCS* series rulebook and the various charts & tables books). Your **GBII** rulebook will be needed only for **GBII** area scenario set ups that are not included here. Rules marked **GBII Only** apply when the **GBII** map area is fully in play, if those maps are not in play they can be ignored.

***Design Note:** These rules contain some changes to **GBII** (supply tables, rebuild lists, OOAs, and rules changes, to name a few). You should use this book to play **GBII**; the rules herein supersede those in **GBII**.*

III Map Sets

The rules frequently use the short-hand “map set” to describe certain areas of the entire game. These are identified by the game that brought them out, **GBII**, **EatG**, and **Case Blue**. **GBII** consists of the six maps making up the **Guderian’s Blitzkrieg II** game. **EatG** is the four maps of **Enemy at the Gates** (repeated here as **Case Blue** maps A, B, C, D and the new map E). **Case Blue** is the remaining five maps of **Case Blue** (maps F, G, H, J, and K).

Table Specs Needed:

All maps, linked with **GBII**:
8’5” x 11’9”

EatG & **Case Blue** (all):
8’5” x 6’5”

EatG & **Case Blue**, 1/2 **Crimea**:
7’3” x 6’5”

Case Blue (all):
8’5” x 3’8”

Case Blue w/o **Crimea**
or **EatG** Stand Alones:
5’8” x 3’8”

To avoid confusion with the number one, there is no map “1”.

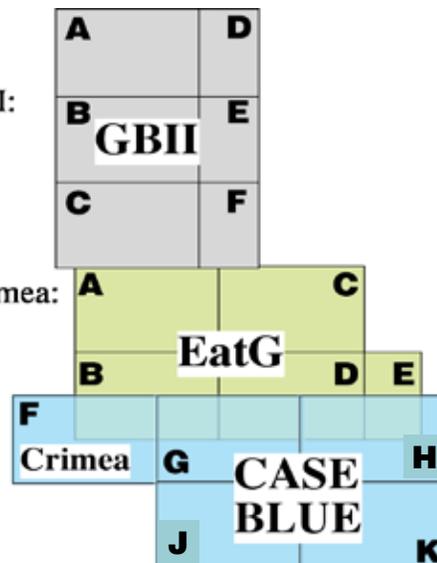
√ There are a few small- and medium-sized scenarios provided in this game, but the bulk of the setups are presented as groups of scenarios for a given date, one for each of the map sets. These are designed to be played separately or combined into even larger campaigns. In addition to this game, players will also need a copy of **GBII** (either edition) to play any of the “**GBII** Map Area” scenarios.

IV Reserve Markers

Reserve markers are allocated by map set. If you are playing with more than one map set, the total is cumulative for your side. Once you have them in your sweaty palm, you can use them on any of the map sets in play as desired, no need to keep them isolated to the map set that gave them to you. If you are playing a non-linked game, you only get the Reserve markers for the game set in play.

V Short-Sheeting

Some scenarios specify a set of maps that can be used to “short-sheet” the scenario (that is, play the scenario on a smaller map surface). The scenario will work on the smaller map area, but some common-sense will be needed in doing so. When playing a short-sheet version, ignore units setting up off the listed maps (they never enter play). This is a limited, ad hoc, way to play designed for the specific needs of players who want smaller map surfaces.



1.0 General Rules

1.1 Map & Terrain

1.1a Frozen Rivers. Both Major and Minor Rivers freeze according to the Weather Table. When this occurs, use the Frozen versions on the Terrain Effect Chart.

1.1b Volga-Class Rivers. Only the Volga itself on the **EatG** and **Case Blue** maps is an actual Volga-Class river. These rivers are capable of three conditions based on temperature—Thawed, Ice Pak, Frozen. There are **no** EZOC affects across the Volga, even at Ferry Crossings or when frozen. Because of the “P” movement cost, supply draw & throw across this river is limited to the “adjacent is good enough” provision.

Thawed Volga-Class rivers **cannot** be bridged by **HQ** bridging capabilities (pontoon units can bridge it). Ground units can never cross a thawed Volga-Class River hexside in any way without the help of a pontoon bridge or Ferry.

Ice Pak Volga-Class Rivers have broken ice floating in them, but have not fully frozen. Ice Pak is handled the same way as when the river is Thawed.

Treat a Frozen Volga-Class River as a normal thawed Major River—including the ability to be bridged by HQs. However, EZOCs **still** do not cross the Volga.

1.1c Permanent Volga Ferry Crossings. Each Stalingrad and Kamyshin (**EatG** C62.18) city hex is connected across the Volga to the east bank hexes via a Permanent Ferry Crossing hexside. These hexsides allow **one counter** (any type, size, or kind) per Movement Phase per hexside per direction to cross the river when it is Thawed or Ice Pak. Units (which must be in Move Mode) and SPs must start their movement in such a hex and use their entire phase to enter the opposite side (and they cannot move further in that phase). Transport Points can cross loaded (in which case, **two counters** are allowed). These hexsides also **allow** attack at x1/4 across the Volga. The ferries can apply to either side and apply to Retreats as well (with the same limitation on number of units per phase). Retreating units can be in any Mode.

1.1d Dry Lakes. These features are for color only. They are the same as Open Terrain.

1.1e Swamps. Swamp hexes freeze over in Moderate Freeze and Deep Freeze weather. When this occurs, use the Frozen version on the Terrain Effects Chart. Swamp hexes **cannot** be bridged in any manner.

1.1f Small Lakes. Small Lakes are those that cover one or more hexsides, but do not cover an entire hex. These freeze in Moderate or Deep Freeze weather. When not frozen, these lakes form impassable hexside barriers to all units and cannot be bridged.

1.1g Larger Lakes. A “Larger Lake” is a hex that is fully enclosed by a lake symbol. These freeze in Deep Freeze weather. When not frozen such hexes are impassable and cannot be bridged.

√ Note the Dark Blue lines on the map are either Sea Lines or Lake hexsides (depending on if they are on a sea coast or as part of a lake). They are impassable unless crossed by a road or frozen. Sea Lines do not freeze, Lake hexsides do.

√ Treat these hexsides as Prohibited (sea line): F25.23/26.23, F26.23/27.24, F33.18/34.17, F8.16/8.17.

√ **1.1h The Kerch Straits.** This strategic strait, marked with the striped pattern on Map F, is considered part of the Black Sea; just north of this is where the Sea of Azov begins. These hexes act like Frozen Lake when they freeze. Ferries here are printed on the map and act like the ones over the Volga, with the exception that attacks are **not** allowed via them.

As long as the straits are unfrozen, the ferry can be used to connect the railroad at Taman to the one at Kerch for trace supply purposes. (When the straits are frozen, an Extender is needed to make this connection. Keep this in mind when playing scenario 7.15!)

1.1i Rostov. The port at Rostov can only be used if a continuous river path from it to the Sea of Azov exists that is never adjacent to an enemy Combat Unit. This is in addition to the Kerch Strait requirement for any Sea of Azov port. Only one of the available paths needs to be clear to be able to use the port.

√ **1.1j Bridges/Roads over Impassible Hexes.** These allow movement and combat into prohibited terrain, per charts for Terrain Effects on Movement and Combat.

1.2 Units

1.2a Counter Ownership and Colors. Case Blue adds to the already complex series of nationalities players must recognize and keep aware of so that each player controls the counters that belong to him. Here goes:

Axis Player:

- German Army (Field Grey)
- SS units (Black)
- Luftwaffe (Light Blue)
- Belgian (Pink)

- Blackshirt Italians (Pale Green)
- Croat (White)
- Estonian (Salmon)
- Hungarian (Steel Blue)
- Italian (Greenish Blue)
- Latvian (Pale Green)
- Lithuanian (Grey)
- Rumanian (Olive)
- Slovak (Green)
- Assorted Collaborators (Pale Yellow)
- Spanish & French (WYSIWYG)

Russian Player:

- Red Army (Tan)
- Guards (Red-Tan)
- NKVD (Red)
- Red Air Force (Orange-Tan)
- Moscow Military District Aircraft (Orange-Tan with white X)
- Guards Aircraft (Red-Tan)
- Czech (WYSIWYG)
- Estonian (Salmon)
- Latvian (Pale Green)

You’ll note that both sides have Latvians and Estonians. The Axis ones are all Police Battalions.

Wagon, Truck, Reserve and Railhead markers are colored for their side and can be used by any of the player’s units—regardless of nationality.

Reserve markers are available to be used by any nationality of that side, but German Minors have their colors on the back of the normal German colored counters and the Guard color is on the back of the Russian ones for whatever purpose you find them useful.

The German “von Stumpfeld” Division (formed in Stalingrad) is an Ost unit (Yellow), but can form Breakdowns. Use German Breakdowns for this division.

1.2b Divisions and Size-Marking. Series rules regarding size markings on the counter (4.6, first bullet point) do not apply to Soviet Cav, NKVD, and Rumanian Cav Divisions. These are all one RE only.

1.2c Units that are not Multi-Unit Formations.

These can be split up and used as desired, without penalty. Such units include Soviet Airborne Corps, the SS Brigades and a handful of other formations. These can be identified as those that have a higher unit ID, but do not have an identifying stripe Exception: SS Divisions are multi-unit formations even though they do not have identifying stripes.

1.2d Rebuild Lists. Use the Common Rebuild Tables at the end of this rulebook and in the Player booklets.

1.3 Weather

This game follows the weather through several years. As such, the Weather Table shows the progression throughout the seasons. Roll one die on the Weather Table and apply the result. Roll another die to determine the type of flight allowed that turn (full or limited)

The effects of each result are listed below the table and on the Terrain Effects Tables.

√ Some scenarios specify the weather on the first turn. Note that Massive Assaults (3.1) also modify the regular determination of flight conditions.

Special Unit Types

-  Landeschützen (Local Defense Unit)
-  Alert Units
-  Jäger “Hunter” Troops
-  Students
-  School Units
-  Border Troops
-  Luftwaffe Troops
-  Korück Unit (Rear Services)
-  Assault Troops
-  Rail Artillery
-  Penal Troops
-  Area Defense Units
-  Wach “Guard” Unit
-  Oil Exploitation Unit
-  Eastern Allied Unit
-  Territorial Unit
-  Light Armor
-  French Tanks
-  KV Tanks
-  Flammpanzer Tanks
-  Captured Tanks
-  Tiger Tanks
-  Funklenk Tanks (Radio Controlled)

1.4 Off Map Resources

1.4a Off-Map Supply Airlift. Not available to either player.

1.4b Off-Map Rail & Shipping. Either player can use his Rail Capacity to rail units/SPs off any of their map edges and back again on any of their map edges. The only hexes that can be used for this purpose are those that would have allowed RR movement for that player normally. Nothing can ever end its movement off map. Other than off-map Rail movement, no other such movement is allowed and units forced off the map for any reason are destroyed. Rail hexes cannot be converted from off map.

1.4c Transfers. Numerous units are transferred from game set to game set (for instance, on 19 Oct 41 the 343 Rifle Div transfers from Case Blue to EatG). If both game sets involved are in play, then the transfer has no effect (ignore it). If one map group is in play and the other is not, then the units listed must either be removed or added as reinforcements (depending on which direction the movement is done).

Transfers can be made using units from the dead pile. When transfers are made as reinforcements, the units **must** enter via the map edges that would have connected the map sets if the games were linked. Furthermore, they must arrive in hexes controlled by the transferring side (i.e., on the correct side of the frontline as it hits the map edge).

1.5 Supply

During the Reinforcement Phase a player rolls on his Supply Table to see the number of SPs he gets that turn. The Supply Tables have a “Supply Status” based on time period that is modified by a number of factors to see which table column to use. Total the Supply Status numbers of all map sets in play (ignore any partial map sets).

1.5a Schwerpunkt or Main Effort. Both sides have a Main Effort they can dedicate to any desired map set. The Main Effort can be changed **only** on the first turn of each calendar month. When it is changed, it can be changed to any of the three map sets, but can only apply to one map set each month. The area chosen need not be announced to the enemy.

Having the Main Effort assigned to a map set gives **that** map set...

- a bonus Rail Cap and
- a modifier to the player’s Supply Status.

The OOA tracks the historical Schwerpunkt allotment. When playing the full campaign (with all three map sets), this is for your information only—players are free to make their own decisions regarding Main Effort. In smaller scenarios (those using less than the **entire** linked game), however, you **must** use the OOA’s allotment.

1.6 Supply Sources

√ Each player receives trace supply from certain **map-edge hexes** (see 1.6a and 1.6b). Rail gauge does not affect this, nor do these map-edge hexes need to be detrainable to serve as supply sources.

See 1.7 for ports that sometimes function as a supply source for one side or the other.

Note: Supply Sources are used for Supply Trace only. See 1.8 for locations available for **reinforcing units** and **SP entry**.

√ **1.6a Soviet Supply Sources.** All east, north (east of Lake Ilmen), and south map-edge hexes with a **railroad or any type of road (including tracks)** entering the map are supply sources. This is based on the maps being used (so for instance there is still a “north edge” when just using **CB**). Also note that irregular areas can create additional “edges” (like where **EatG** juts east of **GBII**). If on the north or south edge, the hex must also be **east** of the eastward hex containing a German infantry division that is in Trace Supply and at or within 5 hexes of **that** map edge. Note the “star” hexes are special (see below).

Sal’sk (**CB**) G49.21, Elista (**CB**) H16.19, Frovlovo (**EatG**) C43.15, and all the “star” hexes leading to the South Edge Box are supply sources except when occupied by German combat units.

Note the road leading from Stalingrad to Astrakhan’ is treated as a Railroad (1.12d).

1.6b German Supply Sources. All west map-edge hexes with **railroads** entering the map, as well as the one entering (near Kherson) at (**CB**) F12.35, are supply sources.

Elista (**CB**) H16.19 is a supply source when occupied by Axis units.

√ When **only** the **CB** map set is in play, G21.35 also functions as a supply source.

1.7 Ports

Functional ports with a current capacity of 1 SP or greater are supply sources for the player occupying (or last to pass through), given the restrictions below:

- 1) **Map F Black Sea.** The Germans can only use these ports if Sevastopol’ has been taken by the Germans. The Russians can always use them.
- 2) **Sea of Azov.** Only by the player that controls both sides of the Straits of Kerch. Control is achieved if the player occupies (or his units were last to pass through) **all** of the striped Kerch hexes.
- 3) **Map J Black Sea.** The Germans can only use these if Sevastopol’, Novorossiysk, **and** Tuapse are controlled by the Germans. The Russians can always use them.
- 4) **Caspian Sea.** Only the Russians, period.

√ Important Note: The Kerch Strait (marked with the striped pattern on the map) is considered part of the Black Sea; just north of this is where the Sea of Azov begins. When the Kerch Strait is frozen, ports in the Sea of Azov are never functional. Remember this when playing scenarios using just the **EatG** maps (Kerch is not on that map set).

1.8 Reinforcement Entry

√ The following rules concern entry of troops and SP arriving from outside the theater. Under this definition, “transfers” between map sets are not considered to be “reinforcements”—for them, apply Note #6 in the Arrival Booklets.

Only the locations specified below can be used for the entry of new reinforcements (units and SPs). Just because a hex is a Supply Source for trace purposes does not automatically give it reinforcement entry privileges. If the conditions are met, reinforcements can enter at these hexes at no cost to the player’s rail, shipping, or Port Caps. Note that when a rail connection is required, the path must be clear of EZOCs (as if being used for Rail Cap). Furthermore, only the given city hexes can be used for this purpose, not some other detrainable hex along the railroad.

The following can be used if currently controlled by the side in question via the means mentioned (none of these are supply sources unless it is specifically mentioned):

1.8a German Reinforcement Entry.

- 1) **Smolensk** via the double track RR exiting at (**GBII**) B1.25.
- 2) **Konotop** via the double track RR exiting at (**GBII**) C1.11.

- 3) **Kursk** via the double track RR exiting at (GBII) C1.11.
- 4) **Velikiye Luki** via the RR at (GBII) A1.09 or A1.12.
- 5) **Khar'kov** via the double track RR north via Kursk, Konotop and (GBII) C1.11. (if GBII not in play, then north off the EatG maps via (EatG) A35.35 will suffice.)
- 6) **Poltava** via (EatG) A1.25.
- 7) **Rostov** via RR to Khar'kov and Khar'kov must also be active.
- 8) **√ Any West map-edge Rail or Road (any type, including Tracks) hexes.**
- 9) **√ If ONLY the Case Blue maps are in play**, then all Axis reinforcements can either enter via the player's **Case Blue** Rail Cap, or can alternately arrive at F13.34 or G21.35.

1.8b Soviet Reinforcement Entry.

- 1) **Moscow** via any of the RRs exiting east off GBII maps D or E.
- 2) **Stalingrad** via the RR east of the Volga, or via the Volga itself (if no Axis units are adjacent to it north of Stalingrad).
- 3) **Sevastopol'** allows limited reinforcement arrivals (per 1.8c) if the port is functional.
- 4) **Khar'kov** if connected to the east map edge by any RRs.
- 5) **Voronezh** if connected to the east map edge by a double track RR.
- 6) **South Edge Box** (always).
- 7) **√ Sal'sk (Case Blue G49.21)** allows limited reinforcement arrivals (per 1.8c) and is also a supply source.
- 8) **√ Elista (Case Blue H16.19)** allows limited reinforcement arrivals (per 1.8c) and is also a supply source.
- 9) **Astrakhan' (Case Blue H59.18, H60.18)**. Also a supply source.
- 10) **Rostov** via RR to Armavir (J43.35) and then Makhach Kala (K54.03).
- 11) **√ Frolovo (EatG C43.15)** allows limited reinforcement arrivals (per 1.8c) and is also a supply source.
- 12) **√ Any East map-edge Rail and Road (any type, including Tracks) hexes.**

Notes:

√ Assemble all the reinforcements due to arrive on the map sets in play, and then place them at any allowed arrival hexes.

You do not need to worry about what map set is designated for any given unit.

√ An "edge" for reinforcements includes the part of a map that juts out—for instance, the "East edge" of EatG's Map E includes some hexes along its north side. "Edges" are also based on the maps being used (so for instance there is still a "north edge" when just using **Case Blue**).

√ Where a RR connection is needed, the ability to use rail cap must exist (with respect to enemy ZOC). Note an important exception regarding Stalingrad: the Soviet RR connection only needs to reach Sloboda.

√ **1.8c Soviet Limited Placement.** Frolovo, Sal'sk, Elista, and Sevastopol' are limited to no more than 6 RE of reinforcements (combined units and SP) arriving per turn at each location.

Exception: The limit is reduced to 3 RE if there is no RR connection to the location from the map edge. (Note this always applies to Elista, and often applies to Sevastopol'.)

1.9 Economic Issues

Economically, the most important points on the game maps are the oil fields near Maikop and Grozny in the far southern Caucasus. Similarly important are the important transportation routes which carried the bulk of the Caucasus oil to the Soviet war machine from the port of Astrakhan' to Moscow and central Russia. The Baku field was the most important field, and Astrakhan' the only way to effectively deliver oil to central Russia.

Only apply those on the map sets in play!

- 1) **Maikop Oil Fields.** If the Germans occupy all three oil fields near Maikop and the German Krasnodar Oil Exploitation Brigade unit is in **any** oil field hex, then the Germans get a modifier to their Supply Status. There is no negative effect for the Soviet Player. *Since the Maikop fields serviced primarily the Ukraine their loss did not materially affect the Soviet war effort.*
- 2) **Grozny Oil Fields.** If the Germans occupy all three oil fields near Grozny and the German Krasnodar Oil Exploitation Brigade unit is in **any** oil field hex, then apply the Supply Class modifiers to both tables. Note that if the Oil Bde is in **any** oil field hex, it can affect **both** Maikop and Grozny.
- 3) **Stalingrad Transportation.** If the

Germans on the bank of the Volga occupy a contiguous line of at least 3 **railroad** hexes, apply the Soviet Supply Table Supply Status modifier.

- 4) **Verkhniy Baskunchak Rail Lines.** If the Germans occupy any hexes of the Russian rail line leading north from Verkhniy Baskunchak (**EatG** E14.10), inclusive, the Soviet player applies the Supply Status modifier to his table.
- 5) **Astrakhan.** If the Germans occupy Astrakhan', the Soviets apply #4 above even if the rail line is still open.

All of the above effects are cumulative.

Historical Note: *The oil fields around Grozny and south towards and around Baku were the single largest oil fields known in 1941. The Krasnodar (Maikop Field) and Armavir while smaller were critical in that they were connected by the largest pipeline to the western Ukraine, a 454 km 12" pipe, that was moving close to 1.5 million tons (m) of oil by the late 30s. The larger 'Baku Fields' were connected by pipes to Baku and thence shipped to either Astrakhan' or later to Gur'ev (a Caspian port farther east of Astrakhan'). The oil fields south of Gur'ev (the Emba Fields) were linked to Gur'ev by pipeline and thence to the Ural complex via a pipeline that became operational in 1936 moving 1.2 million tons (m). The other Caspian area fields near Krasnovodsk were linked to the port of Krasnovodsk by pipelines and then shipped to Astrakhan' or Gur'ev.*

With the outbreak of the war Astrakhan' on the Volga became the terminus for all oil shipments to Moscow and 'European Russia' with Gur'ev on the Ural River the source for all oil bound for the newly created Ural industrial complex. By 1942 the Axis had occupied the Krasnodar and Armavir fields but also controlled the Ukraine which was the primary destination for the oil. With the attack on Stalingrad the Axis interdicted the Volga, the primary transport means for oil to Moscow and central Russia. To counter this the Soviets ripped up the Baku-Batumi pipeline and re-laid it from Astrakhan' north to Saratov, starting in April and completed in November 1943.

1.10 Tree Bark Soup (GBII maps only)



There are 10 "Tree Bark Soup" markers in the game (not to be confused with the special-use "Sausages" below). These can be used by either player to

obviate trace supply needs for one turn in the area where used.

If an area is found to be out of trace supply in his Supply Phase, the player can place one or more of his Tree Bark Soup markers to keep from being marked Out of Supply and having to roll on the Attrition Table. The Soup marker can **only** be placed in a Heavy Woods hex (player's choice of where) which is not adjacent to (or occupied by) any enemy combat unit. All friendly units (any number) at or within **five hexes** of the Soup counter are "in" trace supply. Only units with Leg MAs printed on their Move Mode side can do this. Each unit must be able to trace a path to the marker free of enemy ZOCs (friendly units do not negate EZOCs for this purpose). Remove the marker at the end of the Supply Phase in which it was used.

√ Tree Bark Soup markers can only be used in situations where enemy action causes units to be out of trace. They cannot be used to supply rapidly-advancing spearheads!

The player can only use his Tree Bark Soup markers once. When used, give it to the other player for him to use. The number of Soup markers remains constant throughout the game, but they pass back and forth between the players.

Strat Mode units **cannot** use Tree Bark supply.

Design Note: Obviously, this represents foraging going on behind pocketed troops. Both sides were capable of doing this, but the less-urban Russians were more prepared to do so at start (so they start the game with the markers in their possession). Naturally, players will attempt to hoard the markers so as to keep them out of the hands of the enemy—which is fine and expected. They will be used only when really needed.

1.11 Sausages

Sausage markers abstractly represent the hoarded food supplies and austerity measures within Axis pockets. The Axis player is given 10 Sausage markers at the beginning of the game and they can be placed on the map at the start of any Supply Phase in order to give trace supply to local units. A Sausage can only be placed in Major or Minor City hexes. Each Sausage can feed (for trace supply) any number of Axis units. HQs can be used to draw and throw from a Sausage to the units.

√ Sausage markers can only be used in situations where enemy action causes units to be out of trace. They cannot be used to

supply rapidly-advancing spearheads!

Each Sausage can feed units for one Supply Phase. If used, the Sausage **might** be removed (see below), but if so it is, it is gone for good (it is not given to the Russian player afterward). Sausages must be used the turn they are placed. Place them in the Supply Phase right before checking for removal below.

1.11a Sausage Marker Removal. There are two cases that can exist when a pocket uses Sausages for trace supply.

First, if the player is able to get 2T or more into the pocket (by air, land, or sea) since the last Axis Supply Phase. The 2T must arrive in a location at or within Leg MP Draw range from the Sausage city hex. If this is the case, then roll one die. On a 1-3 remove the Sausage permanently (it does its job of feeding the pocket). If the result is 4-6, then the Sausage feeds the pocket, but is **not** removed from play (instead it is placed back into the pile of available Sausages for use in a future turn). Note the 2T isn't 'spent' — its *arrival* is all that is needed to extend the life of the marker.

The second case is if the Axis player was not able to get 2T into the pocket, in this case the Sausage is automatically expended when it feeds the pocket. Remove the Sausage from play permanently.

1.12 Railroads

1.12a Map-Based Rail Caps. Both players have Rail Caps which are different on different map sets. Obviously when rail movement is used on only one map set, use the Rail Cap from those maps.

Should the rail movement run from one map set to some other, **use the Rail Cap of the DESTINATION set**. So, if you rail something from **GBII** to **EatG**, you would use the **EatG** Rail Cap to do it and there would be *no use* of the **GBII** Rail Cap. The Main Effort or Schwerpunkt bonus Rail Cap can **only** be applied to the chosen map set.

The boundaries of the **Case Blue** and **EatG** Rail Caps are shown on the map with the "Green Barbells." South of the Barbells the **Case Blue** rail cap must be used, north of the barbells (up to the **GBII** map edge) use the **EatG** Rail Cap. Hexes containing the barbells themselves can use either Rail Cap. The Crimea is in the **EatG** Rail Cap area, while the Taman peninsula on the eastern portion of Map F is in the **Case Blue** area.

1.12b Rail Gauge. The at start German railheads are given in the various setups. It is up to the German player to extend them

using his railroad engineer units. Likewise, the Russian player can convert them back to his gauge using his rail engineers.

Both players can **only** use their rail capacity on rail hexes of their own gauge (railheads themselves are considered to be German gauge). EXCEPTION: See the Captured Rolling Stock in 2.6f.

1.12c Special Trace Supply in Case Blue.

Both sides are given special ability to connect to trace supply sources in the sparsely-populated portion of the Case Blue map set—specifically everything on the Case Blue maps that is south of the Don and east of the Kerch Straits. A road can be used for trace only if "linked" to a supply source at a regular detrainable hex or a supply-source port. Once linked, all hexes along these roads become "detrainable" for units needing trace supply. Note an Extender can be linked to one of the road features that serves as a Trace Supply source.

√ **The Russians** are allowed to use all Secondary Roads and Tracks for Trace Supply in this special area.

√ **The Germans** have two special rules that can be used depending on when the scenario begins (**not** the current turn being played):

- In scenarios that begin **before** 1 Aug 42, the Axis player can use all Secondary Roads (but never Tracks) for Trace Supply in this special area.
- In scenarios that begin **after** 1 Aug 42, the Axis player can use *Russian Gauge* railroads for **trace** purposes (not actual Rail Cap) in this special area as long as no hex used is further than **10 hexes** from an attack-capable Axis unit. Beyond that, the railroad must follow the other rules regarding using Railroads for trace purposes.

Design Note: The "after 1 Aug 42" version was the rule used in the original **Case Blue** rules. It has since been decided that this makes German advances in this area too easily supplied, hence the "before 1 Aug 42" change that was written into the new edition of **GBII**. Adapting this change to the late-42 and early-43 scenarios would require a tedious reworking of the German logistical net on those scenarios, so to keep things simple we just allow them to use the "easy" special rule for trace.

1.12d Russian Road Trace. The Russians can trace supply using the road just west of the Volga from Astrakhan' to Stalingrad as if it was a railroad. Rail Cap **can** be used there and connects to normal railroads as if the road was, in fact, a railroad. Use all

the railroad rules regarding this road. The Axis player can never make use of this road as a railroad.

1.12e Rail Cap & Rail Segments. A segment of railroad can **only** be used by the player's Rail Cap if that segment is *usably connected* to the rest of the player's rail network. In other words, the player cannot use his Rail Cap in a portion of railroad that is not connected to the rest of his rail net for whatever reason (enemy units, lack of conversion, etc.) Segments such as these **can** be used for trace purposes, even though real rail cap cannot be used there.

1.12f The Dnepr River Bridges. The German player's rail heads cannot cross the Dnepr River (**EatG** hexes A14.02 and B12.27) until 1 Nov 41.

1.12g Rail Artillery. Both sides have several rail artillery units. These act as normal artillery except for the following:

- 1) They can move any distance along friendly rail hexes during the regular Movement Phase (only). This movement **does not** cost the player any of his Rail Capacity. If the unit moves, flip it to its "RR" side. It cannot fire while on its RR side. Flip the unit over to its regular side (the one with the barrage strength) in the next Clean Up Phase. Dora, of course, is *different* (see #3 below).
- 2) Rail Artillery units forced to retreat in combat against their hex are destroyed.



1.12h Dora. The most massive gun ever built needs special rules, if for no other reason than they are fun. Everyone wants to fire Dora! Dora uses the Rail

Artillery rules above and in addition....

- 1) Dora uses 1 RE of Rail-Cap when moved.
- 2) In order to flip Dora to its Combat Mode, **all** of the following must be true...
 - a) it must be in a detrainable hex,
 - b) it must have been stacked in that hex with a Combat Mode German RR Bn for at least 4 continuous turns,
 - c) and the player must expend 1 SP.
- 3) Dora can **only** fire in the Combat Phase, never in Reaction or Exploitation.
- 4) Dora fires on the 69-116 column on the Barrage Table with no shifts of any kind. Pay the normal supply cost for this barrage. In addition, if a numbered result occurs and a

Hedgehog is in the target hex, reduce its level by that number. Hedgehogs can be eliminated by Dora.

Historical Note: *By far the most impressive gun used in the bombardment of Sevastopol' was the enormous 80cm (31.5-inch) railway gun "Dora", the biggest gun ever built. Originally designed in 1937 by the Krupp Works for use against the strongest fortifications of the French Maginot Line, it was not completed until early 1942. Built in secret on Hitler's orders, in cooperation with the Heereswaffenamt or HwaA (Army Ordinance Office), it was known officially as the 80cm Kanone (E) "Dora", (E-Eisenbahn-Railway).*

Dora was a masterpiece of mechanical and metallurgical engineering, but its huge size, weight, and expense, and the logistics and manpower (over 5,000 men) required for its transportation (twenty-five railcars alone carried the gun components), rail erection, and operation made it impractical. Dora weighed an incredible 1,170 tons and when ready for action was taller than a two-story building. It therefore required camouflage, a large detachment of anti-aircraft artillery, and smoke projectors for protection. With a gun crew of 450 just to operate it, it could fire about three rounds per hour. Because it could not traverse, it fired from a special curved section of double track, which had to be laid in advance. Only the 280mm M65 "Atomic Cannon," developed for the U.S. Army in the 1950's could claim to be more powerful and destructive gun than Dora. Dora was grandiose in size and power, but finally came to naught, like Hitler's maniacal dreams of conquest.

— Many thanks to Roland LeBlanc and Steve Campbell for their help on this rule.

√ **1.12i The Unfinished RR.** The railroad between Baschagovskaya (H48.11) and Cherninsk (K43.24) has not yet built when the campaign begins. The Soviet player has the **option** to declare this stretch of track completed anytime on or after 1 Nov 42. Before he does this, none of the 23 rail hexes that comprise this connection are usable by either player.

1.13 Replacements

During the Reinforcement Phase, a player rolls for Repls on his Repl Table to determine the arrivals for that turn. The result is the number of each item the player can get or rebuild. Eq Repls are not used to rebuild aircraft in this game.

An air replacement from this table can either bring an aircraft on the map back up to full strength or bring a dead aircraft back into play (it **also** comes back as a full strength aircraft). If no dead aircraft steps of the right type exist, the result is wasted.

The player might get one or more Artillery or Katyusha Brigade rebuilds. These can be used to rebuild any brigades or points of these types that are dead (these rebuilds are wasted if there are none available).

√ Truck rebuilds from the Repls Table are not limited to those destroyed or captured. The German table also has some "Negative Truck Results" forcing the player to kill one regular Truck Point of his choice (the lost Truck Point cannot be an Organic Truck).

There are some German Repls listed on the German Order of Arrival—these are in **addition** to any he might get off the table.

Follow the directions on the table for linked games and various un-linked combinations.

√ **1.13a Cheap Russian Infantry.** One Pax can be used each turn to rebuild a 12-2-2, 11-1-1, or 10-0-1 Russian Infantry Division from the dead pile at full strength. The division rebuilt is selected **randomly** from all those of these three types currently in the dead pile (use a cup). If no such division is in the dead pile, there can be no cheap rebuild this turn.

Only the *first* Pax received each turn can be used for the 'cheap' division rebuild (so if all map sets are not in play, the turn's cheap division might be rebuilt outside the play area). Additional rifle divisions can of course be rebuilt at the usual cost.

√ **1.13b Double Russian Repls.** The Russian player gets to roll **twice** on his Variable Reinforcement Table if there are Axis combat units north of the Don River between **EatG** C7.26 and C46.07 (inclusive). See also 3.5k.

1.14 Emergency Pools

Both sides have small pools of Emergency Reinforcements. These arrive as numbers of counters via each side's Repl Table. Allow that number of raw counters, regardless of size, type or affiliation, to arrive when called for by that table. The player can choose any counters he likes to satisfy the number, or he can decide to not bring any on at all. Units can also be released from the Emergency Reinforcement Pools via the Order of Arrival.

In a change from **GBII**, these units are no longer under the control of the player with a VP cost for use.

2.0 Axis Special Rules

2.1 Hip Shoots

The Luftwaffe can conduct hip shoots. The Hungarian, Rumanian, Croatian, Slovakian, and Italian Air Forces **cannot** do so. *Any* Axis unit can spot for a Luftwaffe hip shoot (German Liaison Officers are all over the place).

2.2 Nikolayev & "The Corner"

Just off the SW corner of the **EatG** maps is that little corner between **EatG** and Map F, the following applies there.

2.2a Nikolayev Off Map Air Bases. There is a major Axis air base at Nikolayev in this corner. The Axis player is free to base any of his aircraft there. There are two off-map Level 3 Air Bases available with free refits. There is a box representing these air bases on Map F. **There is no range cost to get to or from this box**, but all range counts must be made from **EatG** B1.25 or **Case Blue** F25.35. Ground units can never be in the box, and there is no supply in the box available for air transport.

2.2b Movement of Ground Units. Axis ground units can freely move from **Case Blue** F22.35 to **EatG** B1.26 (or vice versa) without any MP cost.

2.3 Weather of 1941-42

Execute each of the following rules when the listed weather happens **within** the Weather Determination Segment. Use is based on the first such turn according to the Weather Table result for the area in play. Most are one time only events and all have already occurred in any scenario starting after January 1942.

2.3a Panje Wagon Commandeering. In the fall of 1941, the Germans frantically commandeered local transportation to shore up the collapsing German transport network.

√ Apply this rule twice during 1941. Do so on the first Light Mud turn **and** the first Mud turn, and on a map-set by map-set basis. If one or both rounds of Panje Wagon Commandeering have not yet occurred by 29 Dec 41, execute them on this turn.

Every other Major or Minor city hex held by the Germans generates one Wagon Point for the Germans. Work systematically across the map starting in the north-west corner

in a manner such as: "Wagon Point...skip... Wagon Point...skip" and so on.

2.3b Truck Attrition. After the travails of the summer and fall campaigns, the German truck fleet was falling apart. The final blow happened as the mud season ended and the trucks were frozen in place up to their axles in the now hard mud. Efforts to pull them free resulted in many being permanently damaged.

√ Apply this rule once during 1941, on the first turn of Freeze (any type) after any Mud turn. Do so on the entire map, even if only certain map-sets are experiencing the mud/freeze sequence. If Truck Attrition has not yet occurred on 29 Dec 41, execute Truck Attrition then.

Roll one die for each truck point (organic and regular) in the German army. On a 1, remove the truck point (it is destroyed), place any load it might have on the ground (an exception to the organic truck unloading restriction). Any other roll has no effect. Truck Points contained in extenders are subject to this attrition normally and roll for each point independently. These Truck losses can be rebuilt.

Note that Truck Point can also be lost due to the German Repl Table.

2.3c Frostbite. The Axis infantry suffered greatly when the first freeze hit in the winter of 1941. Ill-prepared for cold conditions, large numbers of men were incapacitated when their wet leather boots met with freezing temperatures.

When the first Freeze (any type) turn of 1941 occurs, apply this rule: Roll one die for each Axis **infantry** division. On a 1-3, destroy one step of that division (this can be taken from a Breakdown regiment at or within 5 hexes of the division, if any). On a 4-6, there is no effect. This rule applies only once.

During the Spring of 1942, a number of Pax Repls appear on the German Order of Arrival. These are in addition to those rolled for on the German Repl Table and represent some of the men previously lost to frostbite returning to frontline service.

2.3d Frozen Engines. On the first Moderate Freeze or Deep Freeze turn of 1941 (once only), roll one die for each Axis Yellow symbol unit (Panzer, AG, SPAA, etc.). On a 1 or 2, destroy the unit, on any other roll the unit is unaffected.

2.4 Fortresses

The Axis player can declare a "Fortress" when out of trace supply in an area with a Major or Minor City within it. The Fortress can only include hexes at or within 10 hexes of such a city hex. The Fortress ceases to exist when trace supply is re-established.

Fortress declaration can occur at **any** time or phase.

While in a Fortress, Axis units get the following advantages:

- 1) Units are never forced to replenish Internal Stocks as long as the unit is within the Fortress.
- 2) Artillery can use Internal Stocks to fire barrages (same Low and Exhausted rules as other units).
- 3) One Fighter per Air Base can refit for free.
- 4) Defensive combat supply is free; no need to use Internal Stocks for defense. There is no freebie for artillery **even** if firing for defensive purposes—in those cases, they must use their Barrage Internal Stocks per #2 above.

√ When a Fortress is declared, the German player can "issue" one of the units below to any German HQ which is out of trace supply, no more than one per HQ, in the HQ's hex. Furthermore, for every unit issued to an out of trace HQ, one of these units can be issued to an HQ which is still in trace. The units are: (3)-3-3 Kor Bn (531, 550, 580, 585, and 593). **Add all of these units to the set up of Scenario 7.14.** They each be stacked with a different German HQ, three of them inside the Stalingrad pocket, two outside it.

2.5 German Strategic Choice

On 31 Dec 41, or at the start of any 1942 scenario *starting before* Sept 1942, the German player in a game involving the **EatG** or **Case Blue** maps must secretly choose his strategic objective in the south. This can **either** be the two sets of oil fields (if chosen, he must go get both) **or** Stalingrad. Once chosen, he need not reveal this choice until VPs are counted at the end of 1942 and cannot change it. It is up to the German player to use the Russian player's lack of knowledge as to his goal to keep him from allocating all his assets to the defense of one or the other.

Should the game be a complete linkage of all three games, the player **can** select Moscow as his 1942 objective. In that case,

everything about victory in 1942 is wrapped up in Moscow and there are no southern objectives. Good luck.

Design Note: *The purpose of this rule is to keep the Russian player from knowing his opponent's strategic goal and creating the world's greatest fortress on the one site he knows the Germans must take to win. As any wargamer knows, the 1942 campaign was marked by indecision and conflicting orders from Hitler. First, the armies were to drive down the side of the Don and screen Stalingrad to protect the flank of a general advance to the oil fields. Then, when Hitler became impatient, he split the advance to both take Stalingrad and the oil fields at the same time. Over time, this morphed into a single-minded obsession to take the city. In game terms, the rule makes all this happen indirectly. To do well (and take advantage of the Russian player's lack of knowledge), the player must make the advance toward both look convincing. While this wasn't what Hitler was trying to do, he did a fine job of keeping the Russians (and his own army) off balance.*

2.6 Special Axis Units

2.6a Axis Minor HQs.

- Hungarian HQs can only supply Hungarian and German units.
- Rumanian HQs can only supply Rumanian and German units.
- Italian HQs can only supply Italian and German units.
- German HQs can supply German units and any Axis nationality not listed above.

Exception: German HQs can supply any Axis unit when Sausages are being used in the place of trace supply.

2.6b Hungarians vs. Rumanians. The Hungarian and Rumanian Armies would rather fight each other than the Russians.

Rumanian and Hungarian units (air or ground) can **never** do any of the following:

- 1) Stack.
- 2) Attack the same hex.
- 3) Use the same Air Base or fly in the same mission.

If any of these conditions are violated (even accidentally), remove **all** the units of **both** nations permanently.

2.6c T-34 and other Odd Tank Units. The 2/66 Pz Bn was formed from captured Russian T-34 tanks. It was **not** used as a commando unit and is just a few extra tanks for the Germans to use.



The Germans also have an abundance of French (Fr), Captured (Cap), Tiger (Tgr), and Radio-controlled Tanks (Fkl). These all act like regular armored units (given their values), with no special rules pertaining to them.

2.6d Porters and Camels. These arrive using the OOA, they are simply slow wagons.

√ **2.6e German Alert Units.** During his Reinforcement Phase on the first two turns after a Soviet Massive Assault begins, the Axis player rolls two dice to generate up to that number of Alert Battalions. Rolls for Alert units cannot be made at any other time.



The upper limit of Alert Battalions that can be in play at any one time is 20. **Exception:** the limit is 7 if *only* the **GBII** or **CB** map-set is being used.

Place the Alert Battalions **at or within 3 hexes** of any German HQ, Axis Airbase, or German-occupied Village/City hex. Only one such unit can be generated per location (e.g., up to two can be created in a hex with both an HQ and city). Furthermore, when “fanning out” from a location the path cannot be traced through an enemy-occupied hex or prohibited terrain.

The Axis also gets a “Alarm KGHQ” during the **first turn** of each Massive Assault. It is added to a hex with a newly-placed Alert Battalion. There are four of these HQs, and one arrives during each of the campaign's four possible Massive Assaults.

Alert Battalions can be generated more than once in this manner—destroyed ones can come back on later rolls. The player can remove these units at any time so they might be available for future rolls.

2.6f Captured Rolling Stock. The Germans were able to put a small amount of Russian Gauge railroads into use for themselves while they waited for the regauging effort to catch up with the front.



The 2T capacity unit (Bryansk) comes into being the first time any German unit enters the Bryansk city hex.

One 1 SP capacity unit (Krasnograd) comes into being the first time any German unit enters the Krasnograd village hex (**EatG** A20.14).

One 1 SP capacity unit (Melitopol) comes into being the first time any German unit enters the Melitopol city hex (**Case Blue** F43.32).

They act as German trucks that can only move on **Soviet gauge** railway hexes and need detrainable hexes for loading and unloading. They require no fuel and cannot move on full-German gauge hexes (including the Railhead hexes). Weather does not affect them. The Russians cannot capture these trains and they are destroyed when a Russian unit enters their hex (they cannot retreat).

All these trains are removed from play during the Reinforcement Phase of 1 Feb 42.

2.6g RONA (Russkaia Osoboditelnaia Narodnaia Armia. (GBII Only)

The Russian People's Liberation Army was an anti-partisan unit was formed from Russian volunteers operating in the Bryansk sector. By March 1942 it included six infantry battalions, one artillery battalion (20 guns) and one tank company (12 vehicles, surely captured ones). It was quite effective in keeping the Navlyam-Lokotiy-Dmitrovsk area (south of Bryansk) free of partisans, even though its methods were savage. This unit was later known as the *Kaminski Brigade*.

These units are shown in the game by four security battalions. These form in Bryansk one battalion per month, starting on the first turn of each month. This starts the month **after** the Axis captures it until all are in play.

No Partisan attack can be made at or within five hexes of a RONA unit.

2.6h KG Scherer. (GBII Only) This security unit was formed in Nov 1941 and historically was disbanded the following May. It can be created (after it becomes available per the arrival schedule on 1 Nov 41) in any City or Village hex to which the Russians have cut off trace supply. All it can do is buck up the defense of that hex. It cannot move or be rebuilt.



3.0 Soviet Special Rules

3.1 Massive Assault

The Russian player can make four (4) Massive Assaults during the game. A Massive Assault lasts for two turns and, once used, it is gone permanently.

√√ No Massive Assault is allowed before 1 Dec 41, or on the first turn of a scenario unless the Soviets are the “First Player.”

Declare a Massive Assault in the Russian Movement Phase. There will be no German Reaction Phase in that turn and the Russians have the initiative in the next turn as well. Essentially it allows the Soviet player to create a “double-move” at the time of his choosing (provided the player realizes it is best to do this at the bottom of a turn). This is a game-wide effect—it is not constrained to a specific map set or sets.

Note that use of a Massive Assault allows the German player to make rolls for Alert Battalions and Alarm KG HQs (2.6e).

√√ **Special Weather:** If a scenario *starts* with a Massive Assault—such as the 19 Nov scenarios—do not roll for flight conditions on the first turn. Instead, the Russian player can **select** the flight conditions he desires. On other Massive Assaults, the Soviet player has no control over the weather.

Design Note: *The Massive Assault rule is the result of much experimentation and discussion regarding the best and most elegant way to give the Russians a usable advantage that comes from their superior operational planning and discipline, not to mention their fine art of strategic masking operations. Historically, three of these Assaults were used in the time-frame of the game: Moscow in 1941, Uranus/Mars, and Little Saturn in 1942.*

3.2 Seaborne Assaults

Four times during the game, and not more than once per turn, the Soviet player can execute a “Seaborne Assault” This allows him to land troops and SPs on parts of the coastline he could not normally get to, which do not allow normal shipping (i.e. no port or an enemy held port), and is a simplified version of the usual OCS landing rules.

√ Landings are made during the Soviet Movement Phase, with no advanced planning needed. The landing hex (or hexes) can be of any terrain. There is no ALT roll; success is automatic. Combat units are landed in Combat or Move Mode; SP are

just placed in the hex even if there is no port. There is no movement after landing.

Each of the following applies to Seaborne Assaults:

- a) √ If Novorossiysk (J4.33) is Soviet occupied and functional for Sea Cap, the Seaborne Assault’s landing capacity is 6 RE. Otherwise, its landing capacity is 3 RE.
- b) √ Landing hexes must be unoccupied coastline hexes on **CB** Map F, G, or J. There are some additional restrictions: in the Black Sea they must be south of xx.17 on Map F, and in the Sea of Azov they must be within ten hexes of an **unfrozen** Kerch Strait hex occupied by a Soviet combat unit. To state the obvious, frozen Kerch hexes are also off-limits.
- c) Cargo capacity is figured using normal transportation equivalents (OCS 4.7). Cargo can come from any Black Sea port or ports (they can come from different locations in the same assault).
- d) The landings can only be done in the Soviet Movement Phase and any unused capability cannot be saved for later. The use of any of the landing capacity represents the use of one of the four available Seaborne Assaults.
- e) The landing hex or hexes can be of any terrain.
- f) Seaborne Assaults do not use the player’s shipping capacity.
- g) √ Landings in the Kerch Straits (1.7) hexes cannot be made when they are frozen.

3.3 The South Edge Box

This is an off-map holding box for Russian units (ground and air) off the southern edge of the **Case Blue** maps. Units can move between the box to the “star” hexes on the map by normal movement, by sea, or by rail. Units can move into the box or out of it in a given turn (but never both). Yes, this makes for relatively rapid transfers of Soviet troops along the southern map edges, tell your fascist swine opponent to deal with it.

No MA or Range is used to get to these transfer hexes.

Axis units (including their planes) are never allowed to enter this box.

The South Edge Box is...

- A supply source and can be used for the arrival of reinforcing units and

supplies. Units in the box are always in trace supply.

- A nominal HQ for unit rebuild purposes.
- Not a nominal dump **except** to refit aircraft for free.
- √ ... a 3 SP port on both the Black Sea and the Caspian Sea (two separate ports).

Note that HQs in the Box cannot throw to the map and units on the map cannot draw from the Box. Units can move to the box or from the box in a given game-turn, not both.

3.4 Red Air Force

3.4a Hip Shoots. The Red air force cannot use hip shoots.

√ **3.4b Lack of Responsiveness.** Soviet aircraft are restricted in that they can only do Fighter Sweep, Barrage, and Trainbusting missions at or within 20 hexes of their base. (Other mission types are not restricted.) See 3.4f for airdrop restrictions.

There are also some phasing restrictions:

- From 1 Oct 41 until 1 May 42, Soviet aircraft can **only** function in the Soviet Movement Phase. During this period, they are unable to move or barrage in the Soviet Reaction or Exploitation Phases.
- On 1 May 42 reforms of the Red Air Force are implemented, and beginning this turn the Soviet aircraft can function in the Soviet Movement **and** Exploitation Phases. They still cannot use the Reaction Phase.

Neither of these restriction periods affect the normal air operations applicable to the various German phases (Interception, etc.).

3.4c Moscow Military District. (GBII Only) The MMD aircraft (members of the 6 PVO for the most part) represent those aircraft dedicated to the defense of Moscow itself. These units are marked with a white X to differentiate them from other Soviet aircraft.

Such aircraft can be allocated **only** to the local defense of Moscow. These units can only be based **at or within 5 hexes** of any Major City hex of Moscow. If no such base exists, destroy the MMD aircraft. They can be used (in any desired manner) **but only** at or within 5 hexes of a Moscow city hex (this **includes** Patrol Zone projection and interception).

If any of these units suffer losses, available air repls from the Soviet Repl table must be used to replace MMD aircraft **before** using any to replace non-MMD aircraft.

3.4d Moscow Military District Hiding Aircraft. (GBII Only) Players are tempted to place non-MMD aircraft into the MMD basing area so they are safe from enemy attack. This is fine, but any aircraft that bases at or within 5 hexes of any Major City hex of Moscow are subject to all the MMD rules, even though they are not real MMD aircraft. This restriction applies until they transfer to a new base (outside that MMD area) and become Inactive at that base (in other words, they cannot transfer and remain Active). Obviously, such aircraft are not constrained by the ‘if no base within 5 hexes exists, they are destroyed’ rule.

3.4e Guards Aircraft Conversions. Guard Aircraft Conversions become available according to the Order of Arrival. These allow the Soviet player upgrade (in the current or a future Reinforcement Phase) any aircraft he likes (see note below). The procedure is simple: just remove a non-Guards aircraft from the map, putting it in the dead pile (it is available to be rebuilt in the next Soviet Player Turn), and then put the new Guards aircraft (always Inactive) on any Russian airbase. The removed aircraft can be reduced (the Guards still comes in full strength).

√ Guards aircraft cannot be rebuilt (or have a step replaced) using the normal aircraft replacement system. But if destroyed, they go back into the available pool for Guards Conversion (and can be brought back during the next Soviet Reinforcement Phase using the procedure above).

Note: An aircraft can only be upgraded to Guards status if it has the same type of air-to-air rating, parenthesized or not, as the Guard aircraft. This prevents a bomber from being upgraded to a Guards fighter, and a fighter being upgraded to a Guards bomber.

√ **3.4f Airdrop Restrictions.** An airdrop may never be planned further than ten hexes from the nearest supplied Soviet HQ, as determined at the time the drop is planned and also the turn it is executed.

3.5 Soviet Units

√ **3.5a Guards Infantry Exchanges.** The Soviet player is periodically given Guards Exchanges per the Order of Arrival. The player can exchange (in the current or a future Reinforcement Phase) the Guards unit for the non-Guards unit of his choice given the following requirements.

A Guards Exchange can be made using any Soviet unit of the same type with an Action Rating of **no more than TWO less** than the Guards unit obtained. In other words,

if the Action Rating of the new Guards unit is four, it must be exchanged for a unit that has an Action Rating of at least two.

The procedure is simple: just remove a non-Guards unit from the map, putting it in the dead pile (it is available to be rebuilt in the next Soviet Player Turn), and then put the new Guards unit in the same hex. The Guards unit retains any step losses, internal stocks, out of supply, or DG status the exchanged unit might have had. Note that even if the step **size** of the unit changes during the conversion, one step lost before is one step lost after.

Exception: A three-brigade Airborne Corps (even if Airborne in name only) can be used to convert into a Guards Division without following the above unit or Action Rating requirements. If not all brigades are available, the new division arrives with one step lost per brigade missing.

3.5b Guards Corps Exchanges. The Order of Arrival lists some “Guard Corps Exchanges” (Cav, Tank, and Mech Corps). These list both the new Guards units and the units to be removed. The exchange procedure is simple: replace the listed unit in place (on the map or in dead pile) with the new Guards unit. The Guards unit retains any markers (for internal stocks, out of supply, or DG status) the exchanged unit might have had. If the incoming formation has more counters than the one being removed, simply stack any excess counters with any of the ones that exchange normally.

The non-Guards corps that was replaced is removed from play (it **cannot** be rebuilt).

3.5c Soviet Tank Corps Coordination. All Tank Corps must stay together in a compact formation. This rule has no effect on Soviet Cavalry, Mechanized Infantry or Airborne Corps, or the distance between different corps.

To be considered in a compact formation, all on-map units of each Tank Corps must be adjacent to every other unit in the corps. This is checked at the end of every Soviet Movement Phase (this rule **does not** apply in any other phase). If this restriction cannot be met, all the units of the offending corps are DG (including any units with which they happen to be stacked).

This DG does not recover until the end of a Soviet Movement Phase when the Tank Corps is again together. Do not recover normal DGs at that point, only those created by this rule. (This sounds complicated, but shouldn’t be too hard to remember most of the time.)

Important: A point to consider is that if a Tank Corps has one of its brigades rebuilt it will automatically become DG unless or until the player gets the parts together again. It might be best to take the Tank Corps out of action, rebuild it, and then send it back (the way the Soviets did it) to avoid this effect.

3.5d Soviet Tank “Battalions.” The Russian units shown as Tank Battalions are actually called Regiments in Soviet Orders of Battle; they are only battalions in the Western sense. This has little effect on the game (but might cause some to pause when thinking about the order of battle), basically only the RE size is an issue.

3.5e Soviet Artillery. To combine for a single Barrage attack, all the firing Soviet Artillery units **must** be stacked together.

3.5f Worker Alert Units. These units can only be created in 1941. The Russian player can bring on any number of Worker Alert units he wants during his Reaction Phase. They are placed in **city or village hexes east of GBII 48.xx or EatG A25.xx (inclusive), or in city on the Case Blue map set.** The hex cannot be adjacent to German combat units, and no more than one such unit can be created in one hex each turn.

√ Worker Alert units can be generated more than once in this manner—destroyed ones can come back on later turns. The upper limit of Worker Alert units that can be in play at any one time is always 6, regardless of the number of map-sets in play.

Once created these units are the same as any other Soviet unit with the following two exceptions:

- 1) They **cannot** build Hedgehogs greater than Level 1.
- 2) They **can** build and improve air bases.

All Worker Alert units are removed from play during the Russian Reinforcement Phase of 1 Jan 42 (this does not include those that have been, or will be, created in 3.5g below).

3.5g Stalingrad Worker Alert Units. Independent of the above, and only once during the campaign, in any phase that a German unit approaches at or within 5 hexes of any Stalingrad city hex, the Soviet player can **immediately** place **all six** Worker Alert units in Stalingrad city hexes (no more than two per hex). Unlike the Worker Alert units above, these are just regular combat units (in other words, they can build any level of hedgehog and cannot build air bases). They cannot leave the Stalingrad city hexes and are destroyed if forced to do so.



3.5h Pontoon Units. The Soviet player has a number of Pontoon Bridging units. To bridge with a pontoon unit, the pontoon unit must be in Combat or DG Mode (Combat side up). Pontoon bridges, unlike HQs, **totally negate** the MP cost of the feature bridged, and can do so even to the Volga (even when Ice Pak). Pontoon units **never** negate a river hexside's combat terrain effects. During any Movement Phase—even while in Combat Mode—a pontoon unit can “flip” across the river it is bridging into any hex across the river from where it is bridging. Pontoon Bridges negate all river hexsides of the hex they occupy—even if the hexsides belong to different rivers. Pontoon units cannot be captured or used by the enemy.

√ **3.5i NKVD Border Regiments.** NKVD Border Regiments (**only**, not “non-Bdr” NKVD units) **must** apply their AR to their stack when in defense (they have no effect on attack ARs). However, this comes with a cost: all defending options **must** be taken as losses (including any that might normally be negated because the attacker retreats, etc.). Also, the NKVD unit **must** be the last step loss taken in the hex. Furthermore, if the NKVD unit is alone in a hex, it defends with an AR of zero (0). Use the zero AR for Attrition purposes, if the Border unit is chosen to provide the needed Action Rating.

3.5j Ski Units. These were formed locally for winter operations.

√ The upper limit of Separate Ski Battalions that can be in play at any one time is 7 (increase to 16 if **GBII** is being used, whether alone or in combination with other map sets). For Ski Brigades, the limit is 13 (increase to 20 if using **GBII**).

√ Ski units lost to combat or attrition cannot be rebuilt or reused again. Such losses reduce the “upper limits” given above.

 **Separate Ski Battalions.** These were formed during the winter of 1941/42. When these units become available, they can be formed in any Soviet Movement Phase in any Infantry Division hex (generate two ski battalions for each divisional step eliminated—follow the AR requirements of Breakdown regiments). Once on the map, these can be used as any normal unit (there are no special ski movement abilities unless using option 6.3f). They can be reabsorbed like Breakdown regiments if the player desires when there are two such units in the division's hex. Reabsorbed battalions can be reused any number of times. During the Russian Reinforcement Phase of 12 April 42, all remaining Ski Battalions must be

permanently disbanded and converted back into Pax Repls at the rate of one Pax per Bn. Place any recovered Pax Repls into Stalin's or any Soviet Army HQ's hex.

 **Ski Brigades.** In the winter of 1942/43, the Red Army formed actual Ski Brigades rather than the more ad hoc battalions of the winter before. When these become available they can be built using Pax Repls (at a cost of 1 Pax per brigade). During the Russian Reinforcement Phase of 12 April 43, all remaining Ski Brigades must be permanently disbanded and converted back into Pax Repls at the rate of one Pax per Bde. Place any recovered Pax Repls into Stalin's or any Soviet Army HQ's hex.

√ **3.5k Hedgehog Limits.** The Russians are restricted to building Level 1 and Level 2 Hedgehogs in the **EatG** and **CB** Map Areas until the Germans set foot north of the Don River between **EatG** C7.26 and C46.07. After the Germans move across the river in this area, Level 3 and Level 4 Hedgehogs can be built. **Exception:** The Russians can always build hogs of any level within five hexes of Sevastopol (F17.04). See also 1.13b.

4.0 GBII Special Rules

These rules apply to **GBII** when played as a stand-alone, and when **GBII** is linked with the other games.

4.1 Start Dates

Guderian's 2nd Panzer Group got a leg up in OPERATION TYPHOON by beginning the attack a day or two earlier than the rest of Army Group Center. This equates to about 1/3 of a turn of extra movement.

Guderian's troops (for simplicity, all Germans starting on **GBII** Map C) are set up in their 30 Sept 41 jump-off positions. To reflect the extra operational time, they can move an extra 1/3 MA in each phase of the 1 Oct 41 turn the units are eligible to move. Round the resulting value to nearest whole number. In other words, the units move normally but use 133% of their printed MA. They get no further benefits, additional phases, or combats.

Turn 1 reinforcements, even if they come in on Map C, do not get this movement benefit.

Meanwhile, other troops on **GBII** Maps A and B got started on 2 Oct 41. So, while Guderian's Map C units are getting a bit

more movement on the first turn, these guys will get a little less. On Maps A and B, **no** German unit in or entering Reserve Mode can move their usual 1/4 MA in the German Movement Phase (they move normally in the Reaction or Exploit Phases). Only Reserve Mode is affected on these maps.

4.2 Stalin's No Retreat

Early in the campaign, Soviet Rail Capacity **cannot** be used to detrain an attack-capable combat unit in a position further east from where it entrained. (This requirement to end further west does not affect the actual route used to get there.) Combat units that are **not** attack-capable, as well as SPs, are still free to use rail movement in any direction.

This restriction is lifted when a German combat unit moves east of the **GBII** A41.xx or B41.xx hexrows (inclusive) or 1 November 41, whichever happens first.

The **GBII** 41.xx tripwire **does not** extend south of **GBII** Map B; only German combat units on **GBII** Map A and B count.

***Design Note:** This rule does not deal with the micro-management of units, but rather the inability to create a withdrawal of major proportions using the railroads. Such freedom was not available. For the most part, units were able to execute tactical withdrawals with freedom. Here, I'm trying to keep 'strategic' withdrawals under control.*

4.3 Soviet Defense Lines

The printed Level-1 Hedgehogs represent the Soviet Defense Lines. They are normal Level-1 hedgehogs in all respects except they cannot be destroyed.

4.4 Partisans

 Loosely-organized bands of soldiers who escaped the early pockets in the Army Group Center area harassed German rear areas in the winter of 1941/42. These actions are represented by Partisan Attack markers. True organized partisan activities (occurring later) are not covered explicitly in the game.

The Soviet player is given a number of Partisan Attacks available each month per the Order of Arrival. The player should count out the correct number of Partisan Attack markers to keep track of the number available, and place them on the map to show where they are being used.

√ Unused Partisan Attacks markers are converted into Pax Repls at the end of the month, and placed into Stalin's or any Soviet Army HQ's hex.

The player can use any number of the available Partisan Attacks in one turn (this number is not restricted by the counter mix). A marker remains on the map until its effect is over. Each Partisan Attack can only be used once during that month.

All Partisan Attacks are announced and executed during the Soviet Movement Phase. The Soviet Player can use his Partisan Attacks in any hex at or within 10 hexes of any Swamp or Heavy Woods hex on the GBII maps.

Each Partisan Attack can be used in one of the ways below, or else be converted into a regular unit (see 4.4a).

- 1) √ **Railroad Interdiction.** The Soviet player identifies a Railroad hex. This does not affect the railroad for trace supply but **doubles** the rail capacity cost of anything moving through that hex. There is no additional effect for more than one attack along a single rail line, or for a rail path that is also being traced through a Trainbusting marker. The railroad remains interdicted for the remainder of the calendar month.
- 2) **Airbase Raids.** Partisan Attacks can "raid" any airbase using the Barrage vs Facility Table. Each Partisan Attack does this independently during the Soviet Movement Phase (so more than one can hit a target hex, but they do so separately). Treat the Partisan Attack as a 13 point barrage, but subtract from this value the combat strength of any Axis units in the target hex.



4.4a Conversion into Regular Units. Partisan Attacks can be exchanged for the "real unit" Partisan Irregular Battalions. Each Partisan Attack can generate one such battalion, given the counter mix limit at any one time (8) and the following requirements. Once created, the Partisan Irregular Battalion becomes just another Russian unit with no special abilities or exemptions.

To create a Partisan Irregular Battalion, each of the following must be fulfilled:

- a) There is an Airborne or Guards unit in the desired hex.
- b) The phasing and location requirements of a Partisan Attack are met.

- c) One or more Partisan Attacks markers are available to be exchanged and the counter mix allows additional Partisan Irregular Battalions to be formed.

If all these are met, place the number of desired battalions in the Airborne or Guards unit's hex. Any number of battalions can be made at one time and one place, given the counter mix limit and the number of available Partisan Attacks.

4.5 Stalin and the Government



The Soviet Government (Stalin) is in the Kremlin in Moscow. Stalin cannot move normally, but the Soviet player can evacuate him (and the Government) for a cost of 5 SPs of Rail Capacity (he can only move by rail from city hex to city hex, or off map). Each time he is evacuated, give the German player 1 Strategic Victory Point.

Stalin has no combat ability and requires no supply expenditures. He may act as an HQ for the purposes of building or rebuilding units.

If any German **attack-capable unit** enters his hex, he is captured and the Germans get bragging rights.

4.6 Stand-Alone Victory Points

What follows is the original GBII victory calculation system. It will be needed to play the smaller scenarios in GBII and can be used as it always has to serve for campaign game victory. When playing a campaign using the EatG or CB mapsets, even if GBII is also included, use the victory conditions in 5.0.

Only the German player counts Victory Points in this game. Certain Soviet actions give or take VPs from the German player, but only one total is maintained.

A player "holds" a hex for victory purposes if he occupies the hex or was the last to occupy it. A city is "held" only if each city hex associated with that city is held (one or two hexes in most cases, the seven Major City hexes in the case of Moscow).

Each scenario will list the Victory Point levels applicable to that scenario.

Victory Points are awarded due to the German player holding certain cities, options used, and if Stalin is captured or evacuated.

Add VPs given to the German player and subtract VPs listed as costs from the

German player's on-map VPs to determine the German VP total.

Victory in this game is determined by simply doing better or worse than the historical frontal location.

4.7 Moscow: The Big Plum

Victory is a long-term issue in this game. Moscow is a major issue, but is not the magic bullet that will end the war in one fell swoop. If the Germans hold over half the city (4 of the 7 Major City Hexes) the effects set out below take effect. These effects are turned on or off automatically as the city hexes change hands (there is no redress for effects already suffered in earlier turns), with the exception of 4.2b. If the Germans hold all 7 hexes at the end of play, they get the VPs for Moscow as well.

4.7a Incoming Russian Repls, SPs, Rail Cap. Divide Repls and Rail Cap by 2 (round normally). Remainder is lost. Russian Supply Table rolls are always considered to be a "2" (i.e. the table minimum).

4.7b Partisans. No Partisan Attacks allowed from this point on. This restriction does not end if the Russians regain control of the city.

4.7c Russian Action Rating 4 Units. No Soviet reinforcements arrive that have an Action Rating of 4. No Guards conversions to AR 4 are allowed. Dead AR 4 units cannot be rebuilt.

4.7d No New Trucks. No Soviet Truck Point reinforcements arrive, including any from the Repl Table.

Design Note: *Some feel that the capture of Moscow would end the War in the East. I do not believe this to be the case. What would happen, I believe, is that Stalin's war machine would continue, but would be hurt badly, by the loss. You will find that the Russians are still in the war should they lose Moscow (and have a chance to retake the city), but that they are hurt in transportation and some production (4.2a), and will to fight (4.2b, 4.2c). 4.2d reflects the loss of some Lend Lease truck shipments from the US. The net effect of this rule is to give the Germans something serious to aim for in the early parts of the campaign (rather than digging in to hold on for the long haul) and to keep players from charging after Sudden Death windmills.*

5.0 Strategic Victory

Winning this game in a strategic sense is a matter of seizing geographical locations by the times specified. Victory goes to the side that accumulates the most “Strategic Victory Points” in the time played. These campaign victory conditions supersede the ones in **GBII**. These victory conditions are superseded by any victory conditions belonging to the scenario itself.

Evaluate Strategic Victory on 31 Dec 41, 31 Dec 42 and at the end of play May, 1943.

In 1941, Strategic Victory is determined using Moscow, Khar’kov, Sevastopol’, and Rostov.

In 1942, Strategic Victory is determined using Moscow, Sevastopol’, and the result of the German Strategic Choice (either Stalingrad or the Maikop/Grozny Oil Fields).

At the end of the game, Strategic Victory is determined using Smolensk, Khar’kov, Rostov, Sevastopol’ and the result of the German Strategic Choice (either Stalingrad or the Maikop/Grozny Oil Fields).

Each location listed above is worth One Strategic Victory Point (SVP).

The player must physically occupy or be the last to pass through *each* hex of the given feature to gain credit for it.

If playing through more than one period, total all available points. If a set of maps containing an objective is not in play, neither player gains the points.

You must play better than history to win. A win is having at **least two more** SVPs than the enemy.

Example of Historical Victory Count

1941: The Russians hold Moscow, Sevastopol’, and Rostov while the Germans hold Khar’kov. 3 SVPs for the Russians, 1 SVP for the Germans. Russians win 1941.

1942: The Germans chose Stalingrad and held it at the end of the year (though they are currently surrounded and doomed), and they have taken Sevastopol’, while the Russians hold Moscow. 1942 is a tie for the year (2 SVP for the Germans vs 1 SVP for the Russians) and the campaign (4 SVP for the Russians vs 3 SVP for the Germans).

1943: The Russians now hold Rostov and Stalingrad, so the Russians get 2 SVPs and the Germans get 3 SVPs (Smolensk, Sevastopol’, and Khar’kov). This brings the campaign victory tally to a 6 SVP tie.

6.0 Optional Rules

Salt and Pepper to taste...

The options are all rated for impact, such as “+2 Soviet” or “+5 German.” Players can use options as desired, but if rough parity is desired we suggest using these ratings as a rough guide.

6.1 Options Affecting Both Sides

√ **6.1a Wiggle.** In any scenario, allow each HQ to reposition any one stack within its throw range. If it repositions a frontline stack (adjacent to an enemy unit), units in the stack can set up at or within 1 hex of the listed set up hex. If it repositions a stack that sets up in the rear (not adjacent to an enemy unit), units in the stack can set up at or within 2 hexes of the listed hex. Apply the wiggle to each unit in a stack independently, and don’t allow units to cross the frontline. Wiggle can be used to ‘splay out’ an infantry division into Breakdown regiments in the given range, but cannot be used to move hedgehogs or air bases.

This option is good to use once players start to optimize their opening moves.

√ **6.1b Commandos.** The two German Brandenburg companies (9 & 10/800 zbV Commando), the three Soviet Commando companies (16, 17, 18), and the NKVD Special Forces Battalion (OMSBON) are normally used as regular combat units. Under this option, they have a more specialized role.

Note the German 6-5-3 Mtrd Commando Rgt (287.Snd) does **not** have these specialized abilities.

An available commando can be deployed to stack with any friendly HQ at the start of any friendly Movement Phase. (Commandos are held off-map until deployed.) They are free from all supply considerations (fuel, trace, combat). They can be used either as an airdrop unit **or** as a ground-only unit. In either case, a commando **cannot** be put in Reserve or Strat Mode.

- If used as an airdrop unit, a commando can never enter Move Mode. Commandos are an exception to the normal Air Transport requirement of Move Mode. A commando **cannot** airdrop onto Major City hexes, but otherwise follows the series rules for parachute drops.
- If used as a ground-only unit, a commando cannot airdrop and can never enter Combat Mode.

A commando can do the following:

- 1) Act as a normal combat unit (except for the special mode requirements, etc.).
- 2) Spot for artillery or air strikes.
- 3) Capture enemy airfields, supply dumps, trucks, wagons and such.
- 4) Fight Partisans. German commandos can be used in an Anti-Partisan role. The German player can eliminate an undeployed Brandenburg unit on the **last** turn of a month, and this results in the Russian player losing half (round normally) of his available Partisan Attacks for each of the next six months.

Normally, commandos are “no rebuild” units, but destroyed German Brandenburg companies are automatically rebuilt on 1 Jan 42. (So they are thus each “available” for two deployments during the campaign before being withdrawn on 15 Dec 42.)

*This option is mostly neutral, but if **GBII** isn’t in play it has a +1 Soviet impact.*

√ **6.1c Rebuild Options.** This is now an official option in the v4.1 rulebook (21.7).

This option has a pretty neutral effect, so has no official “impact rating.”

6.2 Options Affecting the Axis

6.2a Better Winterized Locomotives.

Historically the German units least equipped for the Russian winter weren’t the combat troops, but German railway engines. This variant assumes that German locomotive designers somehow understood the future need for engines to withstand ridiculously low temps. Ignore the Dec-Jan, 41-42 Supply Table columns and use the Oct-Nov, ‘41 column until 1 Feb 42, then switch to the appropriate column at that point.

This option has a +5 German impact.

6.2b A Schwerpunkt should be a Schwerpunkt.

In a fit of idiocy, OKH or Hitler (who gets the blame depends on who gets asked), shifted 5,000 tons of Army Group Center’s few trucks to Army Group South right before opening the Typhoon Offensive. Using this variant, the German player avoids that detachment and his 1941 setups are altered: give the Germans 5 additional truck points on the **GBII** maps and 5 fewer truck points on the **EatG** maps (player’s choice).

*This option is neutral overall, but when **GBII** isn’t in play it has a +3 Soviet impact and when **EatG** isn’t in play it has a +3 German impact.*

6.2c No Crete Disaster. This variant assumes that the German invasion of Crete did not cause over 300 Ju-52s to be destroyed. Allow the German player to set up an additional eight Ju-52's at start. Also, allow the 7 Flg Div to start the campaign set up at any German air base, rather than come on as a reinforcement.

This option has a +5 German impact.

6.2d Spanish Blue Division. While marching toward Vitebsk in Sept, 41, the Blue Division (250th Inf Div) was expected to be sent into Army Group Center's final drive to Moscow. At the last minute, Hitler intervened and sent the Spaniards north to Leningrad instead. This option allows them to be sent toward Moscow as originally planned.

This option has a +1 German impact.

6.2e Hitler Hold on German Tank Production. Hitler held back much German armor production during the first six months of Barbarossa (not wanting to waste them on this, soon-to-be-over, operation). As such, there is a backlog of six EQ repls available. If this option is used in a 1941 campaign, the German player has six extra Eq Repls he can bring on as reinforcements whenever he chooses. He must ignore the Eq Repls given to the German player on the Order of Arrival before 1 Apr 42, however, since these are the same tanks.

This option has a +2 German impact.

√ **6.2f No Hip Shoots during Limited Flight.** Only allow Hip Shoots if flight conditions are Normal.

This option favors the Soviets, but has no official "impact rating." It is strongly recommended.

6.3 Options Affecting the Soviets

6.3a Red God of War. This option assumes the Soviet education system produced far more artillery officers capable of the mathematical computations needed to have a much more modern artillery arm. Doctrine, accordingly, is not nearly as restrictive. Remove the artillery restriction in 3.5e.

This option has a +2 Soviet impact.

6.3b VVS Restrictions. The Russian Air Force went through a major period of development during the time frame of these games. Players who want to explore the increasing effectiveness of the Russian airpower should use this rule. There are two parts: Range and Rebasing Restrictions.

A) Range Restrictions. Until May 1942, no Russian aircraft can conduct a Fighter Sweep, Barrage, or Trainbusting mission (other mission types are not restricted) further than 10 hexes from its airbase. On and after 1 May 42, the range restriction is extended to 20 hexes. **Exception:** Long Range Bombers and Transports are exempt from this rule. (These are the IL-4, TB.3, Pe.8, Li.2 and G.2.)

√ **B) Rebasing Restrictions.** Until May 1942, no Russian Fighter can take advantage of Series rule 14.11 (base transfer and remain Active).

This is a refinement of the restrictions in 3.4b, and has a +2 German impact.

6.3c Release of the MMD. This option is based on the rather far-fetched concept that Stalin is not as concerned with the air defense of the capital and chooses to release those aircraft dedicated to its defense to general use. Remove the restrictions of 3.4c and 3.4d.

This option has a +4 Soviet impact.

6.3d Soviets Don't Waste Flight Instructors. The Soviets committed many of their flight instructors to the Battle for Smolensk in the late summer. This wasn't particularly effective and had unfortunate long-term consequences. Here you can choose to avoid that trap.

Remove 10 air units from the at-start Soviet Air Force (choose these by random drawing from the air units available at start, counting both regular and MMD air units). The benefit is that on and after 1 March 42 all Soviet air-to-air ratings are increased by 1.

This option has neutral impact (its cost to the Soviets is "built in") in campaigns beginning in 1941. In campaigns beginning in 1942 or 1943, it has a +5 Soviet impact.

√ **6.3e Stalin Doesn't Love Kiev.** Stalin listens to Zhukov and pulls his troops out of the Kiev area in time to let the Germans snap their jaws shut on a largely empty Kiev Pocket. Add 10x 12-2-2 Inf Divisions to the front-line at-start forces (these are "extra" divisions; use future reinforcements and eventually swap them out for "dead" divisions when more arrivals are needed). These must set up in the furthest west positions available stacked with or between other Russian units.

This option has a +5 Soviet impact.

√ **6.3f Ski Effects.** On turns with Deep Freeze weather, the printed MA of a Soviet ski unit (3.5j) is +1 in Combat Mode orientation and +2 in Move Mode orientation.

This option has a +1 Soviet impact.

8.0 Experimental Rules

by Morris Hadley and Thomas Buettner
Development by Dean Essig

Introduction

With the publication of **Guderian's Blitzkrieg II** and **Case Blue** players can simulate most of the eastern front in WW2 from October 1941 into March of 1943. Dean's philosophy has always been to focus on the player as the operational commander and keep the "extra-theater" elements to a minimum. There are two very good reasons for this: to maintain playability and to contain the design challenge. This focus and apparently simple game mechanics are hall-marks of the *OCS* system. While the series started as an examination of limited operational situations, the "Typhoon" offensive in 1941 and the "Uranus" offensive of 1942-43, the combined **Guderian's Blitzkrieg II** and **Case Blue** games cover such a large period that strategic considerations are unavoidable.

These optional rules give players the ability to add some strategic variables back into the game. Much of the following is based on the works by Richard J. Evans' *Third Reich in Power*, Adam Tooze's *The Wages of Destruction* and the DVA Series *Das Deutsche Reich und der Zweite Weltkrieg*.

Hindsight and Morality

Hitler's Nazi-Germany and Stalin's Soviet Union were two of the most odious regimes in history. The War in the East is intimately linked to the increasing brutality of the Nazi regime culminating in the planned annihilation of entire peoples. For military historians the conflict continues to be of interest as it is one of the largest and most intense campaigns ever fought. These optionals are in the spirit of examining the conflict from a historical military perspective.

For most post-war observers, that Hitler felt that the USSR presented much less of a military obstacle than France is mind-boggling. German preparation for the entire initial campaign was planned by a miniscule staff based on a delusory and ridiculously

low Intelligence estimate. Conversely the USSR had begun many reforms that would ultimately ensure victory but, under Stalin, adopted a strategic posture that was equally wrong. Worse, Stalin continued to maintain the fiction that his pre-war strategy was valid well beyond the point of reason, costing the Soviet Union well over 4.3 million casualties including 2 million killed and captured in 1941 alone. Since players benefit from hindsight, the various options are balanced based on the *likelihood* of actual occurrence and not necessarily in relation to the *effort* required to implement. So some very easy things, such as not ordering that all Soviet Communist leadership be shot on sight (the Commissar Order), were a fundamental part of the Nazi ideology and as such should be very difficult to change in the game's context.

8.1 Axis Experimental

One of the elements that has emerged from scholarship is just how inefficient the Nazi-German economy was and how much of this inefficiency was driven by the unalterable and terrible irrationality of the ideology. Perversely enough, within the ideological constraints of the Hitler Regime, the Nazi-State did manage to run things more efficiently than previously assumed. The result is that structural changes have far more to do with “changing” the ideology of the Nazi-regime than any technical or economic factor. A classic example is the use of Luftwaffe Ground personnel. From any functional perspective, creating a duplicate “Army” out of nothing in the middle of a war made no sense. But through the lens of Nazi Ideology, the Luftwaffe was a “pure” creation of the Nazi-State untainted by “recidivist” thinking like that in the Prussian “Feudal” dominated Army. Since Nazi-ideology stated that the “Will to Victory” was more important than mere tactical and technical competence, it followed naturally that the Luftwaffe should be a far better fighting force. When it failed, the Party's Army, the SS, was entrusted with “saving” the Reich.

8.1a Luftwaffe Ground Force Rationalization.

Typical of the Nazi regime's fiefdoms, when Army losses needed to be replaced Goering refused to allow Luftwaffe personnel to be made available. When finally forced by the Stalingrad debacle to release Luftwaffe personnel, the soldiers were introduced under separate Luftwaffe formations.

Here the Axis player can simply take the manpower as part of the regular Army (*Heer*) replacement pipeline. Convert any entering Luftwaffe units to Repls they would use to be built, but have them arrive one month later than they would have. This simulates the additional training needed.

Ignore any Luftwaffe ground unit removals or transfers.

A few specialty Luftwaffe units are not converted and remain as is, coming into play at the normal time (to include possible removals and transfers). This includes all **Abn Infunits** (such as 100 zbV or the Sturm regiment battalions) and the **7 Flg Div**.

8.1b 1st Kavallerie Division remains Cavalry.

This famous Prussian Cavalry formation was withdrawn in the winter of 1941 and reconstituted as the 24th Panzer Division. Here players can keep the Division as a Cavalry formation and put the replacements to other uses, at a cost.

Keep the 1st Cavalry Division on the map until the first moderate frost. Then either 1) remove the division until the following 1st “mud” turn (any) or 27 game-turns whichever is **longer** or 2) choose to keep the division.

If the division is removed for the winter, you can rebuild 2 Pax worth of losses “for free”.

If not removed, immediately eliminate 3 Wagon Points and receive no “free” replacements.

Design Note: *Russian winters were extremely hard on European horses.*

Players must make this choice during both winters 41-42 and again 42-43.

Using this option, the Axis player can remove one panzer division any time before 15 November 1941 and rebuild it for “free” (excluding any organic trucks) but including its Motorized Infantry to PG conversion and its PJ Battalion. This is **one-time only**, so consolidating and shipping the most destroyed panzer division is advisable. The division returns on 1 June 1942 and remains in play normally thereafter.

The 24th Panzer Division is not used if this option is chosen.

8.1c 11th Army: The “Siege Army” German 54 Corps and 30 Corps. Historically the 11th Army with these two Corps were tasked with the job of taking Sevastopol “prior” to the Axis campaign in the south in 1942 (Fall Blau). Historically, this took

until the 4 July. Immediately following its fall, the 11th Army was transferred north to Leningrad where it was to take the city in the same fashion. The campaign's estimated expenditure of 70,000 Axis casualties (2,000 officers) and the 50,000 tons (100 30-car trains) of ammunition (mostly artillery) was never made good. The 11th Army was broken up piecemeal to fill AGNs need for replacements in the face of strong local Soviet attacks during the latter half of 1942. Leningrad was never attacked.

In this option the Axis player is forced to aggressively attack towards Rostov and Sevastopol both in 1941 **and** 1942 or lose forces to other theaters. Earlier than historical success for the Axis garners Strategic Victory Points. The requirement to make this effort will impact the campaign game by swinging the balance more toward the Russians—as few players ever expend anything like the effort done historically to achieve these objectives, saving those resources to cause havoc elsewhere.

Required Effort vs Rostov and Sevastopol

By 1 Jan 1942 the Axis player must have launched at least **one** spotted (units adjacent) barrage on any city hex of Rostov **and** any level 3 or higher Hedgehog hex of Sevastopol. Failure to barrage **either** of them results in the permanent removal of the 22 Inf Division on 1 Jan 1942. If only one is barraged, permanent removal of the 22 and 132 Inf Divisions, 610 Flak Bn and 30 Corps HQ on that date.

If by 1 August 1942 the Axis player has taken Sevastopol itself, only the historical withdrawals occur, otherwise he must withdraw the equivalent in **full-strength** units instead and cannot use any eliminated or units with destroyed steps to fulfill the requirements. This includes all steps of any multi-unit formation.

The 1942 Siege Train

Hitler felt the whole of the Crimean and above all Sevastopol posed a critical threat to the Rumanian oil fields. In early 1942 OKW/OKH released a massive siege train to reduce the fortress, arguably the most heavily fortified city in the world at the time. In this option the siege train arrives in the spring of 1942, as it did historically:

1 Apr 1942: 2x Siege Arty Bn

1 May 1942: Dora RR Gun Bn, 2xRail Mortar Bn (Odin, Thor), 459 RR Gun Bn, 688 RR Gun Bn

11th Army Order of Battle and Location Status

Arrival	Departure	Unit	New Arrival	Notes
Start	15 Aug 42	54 Corps HQ		To AGN
Start	15 Aug 42	30 Corps HQ		To AGN
1 Apr 42	15 Aug 42	28 Jäger Div		To AGN
5 Oct 41	1 Aug 42	170 Inf Div		To AGN
Start	15 Aug 42	24 Inf Div		To AGN
Start	Remain	46 Inf Div		To AG "A"
Start	Remain	50 Inf Div		To AG "A"
Start	19 Aug 42	72 Inf Div		To AGC
Start	1 Aug 42	22 Inf Div		To the Aegean
12 Oct 41	26 Aug 42	132 Inf Div		To AGN
Emergency	1 Aug 42	Dora RR Gun	1 May 42	
Emergency	1 Aug 42	2xRail Mortar Bn (Odin, Thor)	1 May 42	
Emergency	1 Aug 42	459 RR Gun Bn	1 May 42	
Emergency	1 Aug 42	688 RR Gun Bn	1 May 42	
Emergency	1 Aug 42	2x Siege Arty Bn	1 Apr 42	36-2-1
Start	1 Aug 42	2x Arty Bde		26-2-2
5 Dec 41	1 Aug 42	RR Bn 106		
Start	1 Aug 42	Flak Bn 22		(7)-4-3
Start	1 Aug 42	Flak Bn 610		(7)-4-6
15 May 42	5 Aug 42	(Fkl) 300		renamed (Fkl) 301

8.1d Centralized Axis Logistics. Use both of these optionals:

- Better winterized locomotives (6.2a)
- Reduced Infantry attrition (ignore 2.3c)

8.1e Major German Airlift. Remove all Ju-52s from Emergency Reinforcements and OoA. Ignore the transport aircraft arriving on 1 Jan 1943.

One Ju-52 arrives on the first turn of the very first Soviet Massive assault and one more on 19 August 42. The remainder arrive after any Soviet massive Assault on or after 1 Sep 1942 as follows:

Turn	Unit
+1	1x Ju-52
+2	1x Ju-52
+4	1x Ju-52
+13	2x He.111zbV, Ju.86 Fw.200 Do.17 w/ Glider, He.46 w/Glider He.111zbV w/Glider He.111z w/Glider

8.1f No Waffen-SS. In this option, the SS is confined to its internal security function and does not duplicate the field army structure. This option can only be chosen for a October 1941 campaign start.

All of the SS mobile formations **except** the Wiking Division and Das Reich Panzer Division (DR) are permanently removed from play.

Do not use the LAH Bde, R Mtr Div, SS Cavalry Division, LAH and TK.

All independent SS units remain and enter and exit per the OoA normally except where noted.

Ignore the Aufklärungs Battalion Reorganization on 29 March 42. They all remain in play and can be rebuilt normally.

Additionally, roll one die for each Eq Repl obtained from the Axis Repl Table:

Roll	Receive...
1-2	only the original Eq Repl
3-4	the Eq Repl + one Pax Repl
5-6	the Eq Repl + another Eq Repl.

This simulates the removal of major inefficiencies that were historically incurred by the adding yet another "ground Army" in the form of the Waffen SS.

Wiking was maintained initially by a large percentage of foreign volunteers, though this changed as the war went on. Below the DR SS Panzer Division is being used as a stand-in for an up-gunned Wiking.

"No Waffen-SS" arrival and set up changes in addition to the rules above:

- **GBII Oct 41 Start:** Add the 5th Panzer Div (Organic Truck); 3rd Panzer Div (III/6 Pz Bn); 26-2-2 Arty Bde; 5x 4-4-3 Breakdown Rgts and 1x Eq Repl anywhere on or behind the start line.
- **5 April 42:** Do not remove the 4-4-4 SS Cav Rgt (1 SS, 2 SS), and replace one destroyed Arty Rgt (not Bde), if there is one in the dead pile.
- **1 June 42:** Add the GD Mtr Div (2 Pz Bn), and the GD 26-4-3 Arty Rgt is retained throughout the game.
- **1 Oct 42:** Rebuild any four German Panzer, AG, Pz Recon or Krad Bns, one PJ or Flak Bn, plus one Arty unit (any kind), and one Organic Truck. Add 4x Pax Repls to the reinforcements. **Remove SS-Wiking (all).**

Design Note: This represents the SS LAH being released prior to the end of the campaign season instead of being held back to form a Corps.

- **1 Dec 42:** Rebuild any six German Panzer, AG, Pz Recon or Krad Bns, one PJ or Flak Bn, plus one Arty unit (any kind), and one Organic Truck. Add 4x Pax Repls to the reinforcements.

Design Note: This represents the SS TK being released earlier instead of being held back to form a Corps.

- **1 Jan 43:** GD Mtr Div (Tiger Co); plus it can be rebuilt **twice**.
- **29 Jan 43:** SS Panzer Corps HQ (simulating an Army HQ with extra transport); Enter SS-DR Pz Div (RAufk Bn, 1-DR, 2-DR Pz Bn, DR AG Bn, Führer PG Rgt, Deutld Mtrd Inf Rgt, DRPJ Bn, DRArty Rgt, Organic Truck), rebuild any 16-2-3 Werfer Bn. [Instead of taking the SS-DR Division, Players can elect to rebuild any five German Panzer, AG, Pz Recon or Krad Bns, one PJ or Flak Bn, plus one Arty unit (any kind), and one Organic Truck.] Add 4x Pax Repls to the reinforcements.

Design Note: This represents the Wiking converting from a "volunteer" unit to the SS showcase combat formation.

8.2 Soviet Experimental

An appreciation that has emerged since opening (and now sadly closing) of Soviet-era archives is of just how well the Soviets ran their war economy and they're ability to "out-think" the German High command on a strategic level. This contrasts greatly with the terrible Soviets operational performance through the second period of the war which improved, but was still making serious operational mistakes, until the end of the war. This creates two problems:

Firstly, when it comes to numbers of replacements and quality of weapons most historians would agree that the Soviets were at the apex of expected efficiency, in contrast to the Nazi-German government. This limits the number of plausible major options open to the Soviets.

Secondly, the operational matters are what the system itself is about and Dean has placed as few restrictions as possible on both players. This leaves little room for modification.

That said, the Soviets do get some options and can try to build a higher-quality force sooner at the cost of large, low-quality forces earlier on.

8.2a Better Infantry Training. Many of the lower AR Soviet Infantry in 1941 and 1942 were so rated because of the hurried training of both troops and their leadership, especially in higher formations. Here the Soviet player can elect to increase the quality of the lower AR forces by allowing them more time to train.

Replace any 10-0-1 or 11-1-1 Infantry Divisions on map or arriving as a replacement with an 11-1-1 or 12-2-2 upgrade.

A single Action Rating upgrade (i.e. 10-0-1 to 11-1-1 or 11-1-1 to 12-2-2) pushes the unit off map for 8 plus 1d6 turns at which time it enters as a regular reinforcement. Place lower Action Rating unit into the dead pile.

A 10-0-1 can upgrade all the way to 12-2-2 by the same process but for a 16 plus 1d6 turns of delay.

No division can become an Action Rating 3 unit in this way.

This option expires on 1 Sep 1942.

8.2b Earlier Commissar Military Reforms.

The Soviets maintained a separate military and political leadership chain-of-command that was finally disbanded in late 1942. This "split" leadership was to ensure that the

Party retained final control. While allowing the Soviet state to maintain cohesion through ruthless discipline during the critical first 18 months, this dual command structure often lead to poor combat results. Here players can move to a unified command structure from the start.

At the beginning of any Scenario starting in 1941 or June 1942, the Soviets can declare that the Commissars have been subordinated to the military commanders. Exactly one month (9 turns) later Soviet combat results are affected as follows:

When any Action Rating 1 or 2 unit or any unit with a Move Mode Action Rating less than it has in Combat Mode (many Soviet Mech and Armored units) is selected to be the Action Rating unit of a combat (the combat's "brain") the surprise roll itself determines if there is a change to the unit's Action Rating.

Roll	Result
Doubles	Reduce the Action Rating by 1
7	Use the printed Action Rating
Other	Increase the Action Rating by 1

Doubles defined as both dice reading the same numeric result.

This effect ends on 1 Nov 1942.

Historical Note: *The Soviet command structure grew together in large part because 'bad' commanders usually being killed or captured by the Axis and 'good' commanders, either Commissars or military, being given control. The political control early on was able to maintain military cohesion in the face of catastrophes that probably would cause most governments to collapse. But this did result in very unimaginative, doctrinaire thinking that almost certainly increased the size and scope of these disasters.*

√ 8.2c Additional Soviet Off Map Airbases.

These Level-3 bases are treated much like those in South Edge Box: cannot be attacked, refit is free, etc. Supply and units (up to 6 REs) can be stored at these for transport use or airborne landings.

Saratov: The AEP is at **EatG** C62.27. It is 15 hexes off-map.

Ryazan: The AEP at **EatG** C9.35. It is 45 hexes off-map. Ryazan is in **GBII** E17.10. Only use if **GBII** is not in play.

8.2d Earlier Soviet Mechanized Corps Formation. The Soviet Mechanized Corps evolved into their premier offensive force, but due to losses couldn't be staffed until the end of 42 and didn't come into their own until the summer of 43. In this option the Soviet player can choose to form the first wave of Mechanized Corps earlier, but this delays the formation of follow on Mechanized Corps.

Note: No cadre is left to form the other corps.

- 1 Mech Corps, 2 Mech Corps and 3 Mech Corps enter 3 months early: 1 Mech Corps on 8 June 1942, 2 Mech Corps on 12 June, and 3 Mech Corps on 19 June.
- All others enter 2 months late, including all Guards conversions: 4 Mech Corps on 15 December 1942, 1 Gds Mech Corps & 13 Mech Corps on 1 Jan 1943, 6 Mech Corps on 5 February, 5 Mech Corps on 12 February, 3 Gds Mech Corps on 19 February, and 2 Gds Mech Corps on 22 February.

8.2e Soviet "Maskirovka" Operational Deception: The Front Reserve Box.

The Soviets were able to conduct large scale deception operations with varying success throughout the war. This option allows the Soviets to create a hidden "off-map" holding box. This notional box, the Front Reserve Box (FRB), can then be filled with units and supply (but no air units) which do not appear on the map. The purpose is to allow the ability to build large force concentrations without alerting the Germans. The Front Reserve Box units are spread out over a very large area surrounding the placement hex but in much lower states of readiness. The units were formed into combat capable units shortly before being committed to battle. These operations use large amounts of staff and logistical resources, hence the SP cost.

Earlier in the war the Soviets had trouble coordinating and managing their Maskirovka operations which accounts for the smaller sizes and greater chances of delay at that time.

The Soviet player can "buy" a certain-sized Front Reserve Box by expending SPs. SPs are expended in the usual manner as if the FRB hex was drawing them itself.

The Front Reserve Box must be located on a hex that contains both:

1. A rail connection to a functioning supply source or map edge.
2. A city, minor city or village.

Once selected the FRB **cannot** be moved, although the FRB can be emptied and a new one purchased elsewhere. A given FRB cannot be ‘upgraded’ after placement.

Record the location of the FRB and it can begin to accumulate units and SPs. The “Cap” of the FRP is the maximum number of RE/SP that can “fill” the box (see below).

An FRB has a “Duration,” which is the maximum number of turns it may exist after its creation. **Example:** If a 5-turn duration box is created on the Nov 1 turn it would have to be released no later than the Nov 19 turn.

While the FRB exists, it (and the units theoretically within it) is unaffected by any Barrage that happens to hit its hex.

Filling and Emptying

A Front Reserve Box is filled by moving units to its hex location by rail or regular movement, in any phase. Extenders and empty Transport Points **cannot** be stored in a FRB (it is ok for loaded trucks and wagons to be in the FRB. Units cannot be in Reserve while in an FRB. There are no additional entry costs other than that of normal movement. Road movement costs can be used. Once in the hex, place the unit/SP/Transport Point in any convenient place off map. Units inside an un-Activated FRB do not count for stacking, density or any other purpose. Once Activated, the units that successfully release become normal on-map units for stacking and so on.

Units can be moved out at any time (except an actual Activation, which follows the rules below instead) but at a cost of all their MA (i.e. they move out one hex and stop using the “you can always move one hex” rule. An FRB can be emptied by moving all the units out of it, thus freeing it for use elsewhere.

Discovery

Following each Soviet Combat Phase, the Soviet player checks each FRB to see if it is discovered (yeah, you gotta trust your gaming buddies). Roll one die for each FRB, it is discovered on a modified roll of 1 or less.

Modifiers (all are cumulative):

- +1 FRB inside Soviet Patrol Zone
- 3 FRB inside Axis Patrol Zone
- 1 FRB at or within 2 hexes of an Axis unit that is in Trace Supply

If an FRB is discovered, it activates that turn and all Release Dice Rolls are modified by -3.

Do not roll for discovery for an FRB that is being activated that turn by the player.

An FRB is automatically discovered if any Axis unit moves adjacent to its hex. At the moment this happens, pause the Axis Player Turn for the Soviet player to make his Release Dice Rolls (**with** the -3 above). Soviet units that pass set-up anywhere at or within a 2 hexes of the FRB, including hexes adjacent to Axis units (ZOC or no ZOC), but not in any hex containing Axis units (including the one that triggered the release). Following this procedure, the Axis player resumes his turn and can continue to move with the triggering unit should it have MA remaining.

Activation and Release Rolls

To Activate a Front Reserve Box, first place any convenient marker on the FRB’s hex at the beginning of a Soviet turn. Following the Soviet Combat Phase, the units in the FRB get to move (in their own little post-Combat Movement Segment, provided they pass the **Release Roll** below by rolling the listed value or more). If released, they can move from FRB hex using their full MA. They cannot overrun or move into ZOCs, but they can move adjacent to enemy units. Units released from a FRB are not eligible for any activity in the Exploitation Phase, nor can they enter Reserve Mode the turn they are released.

An FRB can be Activated from the turn following its creation until automatically released at the end of its duration.

To check for Release, roll two dice for each unit (once for a multi-unit formation), each SP, and each Transport Point. If the unit/SP/Transport Point passes the roll (success range is on FRB Tables to right), it arrives in the release turn. If not, it enters as a regular reinforcement in the next Soviet player turn (and not directly from the FRB).

Design Note: The Soviets often had trouble getting units into position on time. The delay actually a staff error resulting in units not getting sent to the right places.

FRBs 11/41 to 3/42

FRB’s allowed at any one time: 1

Cost	Cap	Duration	Release
6 SPs	4 REs	5 turns	6 or more
10 SPs	7 REs	3 turns	7 or more

FRBs 4/42 to 8/42

FRB’s allowed at any one time: 2

Cost	Cap	Duration	Release
12 SPs	8 REs	8 turns	6 or more

FRBs 11/42 to end of game

FRB’s allowed at any one time: 3

Cost	Cap	Duration	Release
8 SPs	6 REs	10 turns	4 or more
18 SPs	12 REs	7 turns	5 or more
30 SPs	20 REs	5 turns	6 or more

Play Note: Combining Front Reserve Boxes with a Massive Assault gives the Soviet player the ability to gain an incredible operational surprise. However, FRBs are expensive both in SPs and in the resources necessary to keep them from being discovered (both strong fighter coverage and solid frontlines). They also take time to fill and have a limited duration so timing is very important. The smaller, cheaper and longer duration FRBs are useful on the defense as they can be placed along likely routes of advance and the released for shock effect on the flanks. A major effect will be the existing threat that the FRB places on the Axis, empty looking flanks in backwater sectors might no longer be ‘empty.’

8.3 Emergency Forces

The real emergency forces are split between the emergency force pool and regular OoA. This option breaks them out and attaches them to specific game events.

8.3a Axis Emergency Forces. The bulk of the Axis emergency forces were created and released as the result of large-scale Soviet Offensives, in OCS the “Massive Assaults.”

The first Massive Assault was the “Stalin Offensive” launched on 5 December 1941, but in game turns declared at the “bottom” (Soviet player turn) of 1 Dec 41. The Germans were woefully unprepared for these attacks and virtually no manpower reserves existed.

The actual turn as well as the ‘tracking time’ from when the massive assault was launched is noted below.

When used, this rule replaces the existing Emergency Reinforcement system in its entirety.

The first “Massive Assault” in *each* period unlocks the extra Axis reinforcements listed. The “start turn” is the ‘bottom half’ of the turn the Soviets declare the Massive Assault; the “Track” is the number of turns after that declaration that the listed reinforcements enter. The extra reinforcements enter at any City or HQ hex in trace supply. Aircraft can enter on any supplied Air Base. The “Maps” column indicates the map-set a unit **must** be placed; if that map-set is not in play the reinforcement does not enter.

8.3b Soviet Emergency Forces. There are no longer any “Emergency” or “South Edge Box” forces. Those forces in **Case Blue** are now part of the Iran & Turkish Border Force and are released when or if the following conditions are met.

Group 1: Release if any Axis unit moves **south** of row xx.20 on Map F (Crimea) or on the 15 Dec 41 turn whichever happens first. Enter at the port of Novorossiysk.

- 44 Army HQ,
- 12-2-2 Inf Div (151),
- 10-2-2 Mtn Inf Div (138)
- 11-1-1 Inf Div (386, 390)

Axis Emergency Forces from 10/41 through 3/42

Track	Unit	Maps
+2	1x Ju-52	GBII
+3	Schlemm Bde	GBII

Axis Emergency Forces from 4/42 through 3/43

Track	Unit	Maps	Notes
+1	Mieth Corps HQ 6-5-3 LW KG (Stahel). Mtrd Inf KG (Adam, Heilman, Huffman, Spang) LW KG (Heinemann) Cossack Cav KG (v.Pannwitz)	Any Any Any CB	
+2	6 Pz Div (I/11 Pz Bn, II/11 Pz Bn, 6 Krad MC Bn, 4 Mtr Inf Rgt, 114 PG Rgt, 76 Arty Rgt, Organic Truck) Lt Pz Bn (700 zbV), Fkl Pz Co (Abndrth)	Any Any	From Strategic Reserve in France
+4	Ost Bn (615, 616, 617, 619)		
+5	8 Pz Div (I/10, III/10 Pz Bn, 8, 28 Inf Rgt, 59 Aufk Bn, 8 Krad Bn, 43 PJ Bn, 8 Arty Rgt, Organic Truck)	GBII	From AGN; arrives either via rail or any Axis con- trolled road/rail hex on the north edge of GBII
+6	20 Mtr Div (76, 90 Mtrd Inf Rgt, 30 Krad MC Bn, 20 Arty Rgt, Organic Truck)	GBII	From AGN; arrives either via rail or any Axis con- trolled road/rail hex on the north edge of GBII
+7	Ost Inf Div (v.Stumpfld)	EatG or CB	

Group 2: Released if any Axis unit comes **within 3 hexes of Kransnodar or Armavir** whichever occurs first. Enter at Grozny or any south edge supply source.

- 10-3-3 Mtn Inf Div (77, 83)
- 12-2-2 Inf Div (394)
- 11-1-1 Inf Div (75, 345, 400, 402,
404, 408)
- (2)-0-3 NKVD Sec Rgt (116 RR, 119
RR)

Group 3: Released if any Axis unit **comes within 10 hexes of Grozny**. Enter any south edge supply source or South Edge Map Box.

- 45 Army HQ,
- 13-4-3 Mtn Inf Div (20)
- 10-3-3 Mtn Inf Div (83)
- 12-2-2 Inf Div (409)
- 11-1-1 Mil Div (1 Baku, 2 Baku, 3
Baku)
- 10-1-2 Mtn Inf Div (68)

8.4 Logistical Inertia

What follows is a series of adjustments to the logistical network in **Case Blue** and especially in massive linked games of **Case Blue** and **GBII**. These are concepts jotted out by Dean from notes and ideas from Morris and Thomas. One should be cautioned in that these options are designed with **expert** play levels in mind. If you are just starting out in *OCS* or these massive games, I'd advise sticking to the *rules as written* until you get a great deal of confidence in your ability to squeeze every bit of performance out of your *OCS* army. At that point, you'll be ready to deal with the "brakes" being applied below. Interjected too soon in your development and you'll find they make a difficult task nearly impossible.

Each rule indicates if it is *merely* ("Level 1") or *intensely* restrictive ("Level 2"). Even experts will have difficulty operating under any Level 2 rules, even if the result is a better simulation of the actual events.

Extenders (Level 1)

The player can convert regular Transport Points to Extenders as per the normal rules, but once converted, they must remain an Extender for the remainder of the game (in other words, they **cannot** return to "free truck/wagon" status). Any Extenders specified in the set up must remain as such for the entire game. Transport Points must "unload" any cargo before converting. Extenders can never carry actual SPs. To convert into an Extender, the Transport Points pay 1/2 MA.

Extenders have two modes (both using the same counter-side, so designate them by their orientation in the hex): Move and Emplaced. It costs 1/2 MA to switch from one mode to the other.

Move Mode Extenders move using an MA of 10 (giving both Truck and Wagon Extenders the same "speed" when changing location). Move Mode Extenders cannot be used for Trace Supply.

Emplaced Extenders can move 1 hex per turn or can be moved by Rail Cap at a cost of 5 REs. Emplaced Extenders can be used for Trace Supply.

Do not roll for capture if the enemy enters a hex containing an Extender. Merely place the Extender into Move Mode and displace it up to 10 hexes out of the way.

RR Conversion Slowdown (Level 1)

Each RR unit can only convert 2 hexes per turn. Such units can stack (to a maximum of three in one hex) so that they convert a 6 hex length per turn.

Panje Wagons (Level 2)

Do not use Panje Wagon Commandeering or Truck Attrition. Instead, on the first Freeze (of any type) in 1941, convert each *Truck* Extender on the maps into a *Wagon* Extender. Allow the new Wagon Extender to shift position up to 5 hexes so as to allow the Trace Supply network to continue to function as best it can.

Russians with Greater Depth (Level 1)

Allow the Russian player to redeploy 6 infantry divisions (12-2-2 or 11-1-1) and one Army HQ from within 10 hexes of Spas Demansk to any desired hexes nearer to Moscow.

Distribution Inefficiency (Level 2)

In the first winter during any Freeze turn (any type), the Axis cannot pay 1 SP per Corps or 1 SP per division for fuel. Instead, he must pay 1T per unit.

Summer of 1942 Special Russian Reinforcements (Level 1)

Allow the Russian player to obtain two 12-2-2 (or worse) infantry divisions from the dead pile each turn as reinforcements from 29 Jun 42 until 15 Aug 42. These represent the release of additional strategic reserves during the disastrous initial period of the German 1942 summer offensive.

For Further Reading...

There are a number of fine works that can be used to gain a better understanding of what happened on the central section of the Eastern Front during this time period. Let me just say that Guderian's *Panzer Leader*, Haupt's *Army Group Center or Assault on Moscow, 1941*, Stolfi's *Hitler's Panzers East*, Fugate's *Operation Barbarossa*, and anything by "Paul Carell" are **not** among them. Feel free to disagree, but that is my opinion—each of these fails in one way or in many (take your pick).

The best volumes on the Battle for Moscow are Klaus Reinhardt's *Moscow —The Turning Point* (ISBN 0-85496-695-1) from the German perspective and *Battle for Moscow: The Soviet 1942 General Staff Study*, Michael Parrish, editor (ISBN 0-08-035977-9) from the Soviet point of view.

More general works that have reasonably complete discussions of this fairly forgotten portion of the front are Ziemke's *Moscow to Stalingrad: Decision in the East* (good sections on the "clean up battles" in 1942), as well as Clark's *Barbarossa* (ISBN 0-688-04268-6) and Seaton's *The Russo-German War, 1941-45* (ISBN 0-89141-392-8). These volumes (together with Ziemke's *Stalingrad to Berlin*) form the best commonly available general histories of the War in the East, though Clark and Seaton do not discuss the summer 42 operations in AGC in their effort to cover the preparations and execution of the Stalingrad Campaign. For a better view from the Soviet side of the hill, I suggest John Erickson's two volume set *The Road to Stalingrad* and *The Road to Berlin*.

Of interest to players looking for much more information on the German side of the war, I can suggest looking into *Germany and the Second World War* which is being reprinted by Oxford in English from the German originals. They are in the process of putting out Volume V (in two parts), Volume IV covers the opening of the war against Russia (earlier volumes covered the German pre-war build up, the initial conquests and the Mediterranean theater). I am not sure how many volumes are in the offing, but these are as close to a German version of Official Records of WW2 we are likely to ever see.

Naturally, any of the many works by Col. David Glantz are worth a read for you in general, but for the game's topic I can suggest *Zhukov's Greatest Defeat* (ISBN 0-7006-0944-X) which covers Operation Mars in great detail and his self-published works on *The Forgotten Battles of the*

Soviet-German War (especially volumes I through III). His various atlases were of some help in the design of the game, but were less useful than you might think as the maps in the books were difficult to make out and sometimes sketchy on their coverage.

GBII Design Notes (Original)

GBII is part of a project of mine that has been sneaking its way to completion a little at a time over the years. The goal is to be able to fight the Eastern Front at 5 miles per hex. Originally, I had planned to do the three projected games covering the opening stages of Barbarossa first, capping that project with a remake of the first OCS game (*Guderian's Blitzkrieg*), but this plan changed along the way. First, it was obvious that while the German player would be having a great time stomping the Red Army into the ground, the Russian player would be assigned to "just take your lumps and enjoy it". Next, a rival game series appeared and promptly put out games on the very subjects we were projecting.

So, rather than follow the original plan, I chose to change direction and instead focus on a set of linked games covering the swing period of the War in the East (late 41 until the summer of 43). I feel this period gives both players more to do and makes for a more interesting game than the early stage I originally intended. The early stage reflected a Russian force ill-equipped and prepared to handle the much more experienced and well-trained German Army. By the summer of 43, however, the Red Army has overcome most or all of its original problems, gained the experience and doctrine needed to make the Germans dance to their tune as needed (even when the Germans pick the time and place, as at Kursk). Therefore between the last sputters of Barbarossa in the fall of 1941 and the summer campaign of 1943, the best situation presents itself: the Germans are just off their peak, with plenty of punch remaining and the Russians are at the tail-end of their poor performance time and building throughout the period into a world-class operational level force (in the latter respect they arguably became the world's finest operational-level army by 1944). All that made for a great game subject.

My next concern was how to implement this concept into game form. Putting it all in one box would create something of

frightening proportions and price (not to mention strained backs and liability claims from UPS and Postal workers!). Splitting the game would be the only way to get the job done. That said, I already had a goodly-sized chunk of the project done (in the form of **EatG**) and figured that it was time to put together the remake of **GB** with correct linkages into **EatG** and a capstone of the planned **Case Blue** game to flesh out the entire Eastern Front from Lake Ilmen to the Caucasus Mountains, Oct 41 through May 43.

In that process, I chose to redo the **EatG** maps so the graphics and terrain features would correctly link with the re-researched **GB** maps. In that process, besides creating the Replacement map set you'll need for the linkage, I also shifted the original **GB** maps further west. This did two things: it allowed for the furthest western advance of the Russians during this period (to Velikiye Luki) and created the need for more map space to the east (to bring Moscow into play). The shift was a very good thing for the game, as the additional eastward area included space needed by the Germans for any attempt to encircle Moscow as well as the area around Stalinogorsk where Guderian's Panzer Group did go, but wasn't covered in the original maps.

Finding that quite a few **EatG** units appear in this game (some with revised unit values and all with revised graphics), I made a decision to include in **Case Blue** all remaining **EatG** counters. That plus the mapset will fully replace the **EatG** game within the framework of the linkage, so not only will the most up-to-date systems and methods be used (in graphics, unit portrayal in the system, and research), but a guy could put together the entire linkage with **GBII**, the **EatG** mapset, and **Case Blue** and won't need **EatG** itself.

Air Units

Some air unit types and values are different here from earlier games. The Po-2 and Bf.110 have both been re-organized as "Fighters" (however poor they might be at it). Given the changes to the air system over the years (downgrading the perfect defensive nature of CAP, the bar to what is and what is not a fighter could be lowered somewhat to allow these types into the "club". On the bonus countersheet, you'll find replacements for the earlier game's air units to reflect these changes.

Likewise, the barrage strengths of Ju-88's and Ju-87b's have been revised (many

thanks to Kurt Gullies for pointing this out). My information for the Ju-87b shorted it some load capacity (especially when compared to the later Ju-87d). Kurt would argue that the "b" should have the same value as the "d", but the now smaller difference between the two reflects the ammunition changes occurring by the time the "d" is in service rather than specifically more bomb load. As for the Ju-88, my original figures had its bomb load too small **and** I made no allowance for its limited dive bombing abilities. These new numbers fix these issues and as above replacements for the earlier games have been provided.

The Red Airforce and its restrictions were the subject of much debate during testing. At first there were no restrictions. Later we tried various levels (to include a limitation on how far from their base many could operate—a rule which was a pain to use and pretty much took the Russian air force out of the game). It is important to remember that what little the Red Airforce can manage to do in the early stages of this game is important to the Russian player—it represents one of the few things he has to work with! The rule evolved to its most restrictive form and then (amazingly) arguments started based on the Russians being too easy to trample. I backed off the most restrictive forms to the version you see here which feels "about right". It is a compromise, of course, because it must balance real capabilities in a way that does not become a playability nightmare. Suffice it to say, there are loads of Russian aircraft here (more and more as time goes on), but they are hindered in being as useful and flexible as their German counterparts.

This is the first OCS game to include separate air replacements on the Repl Tables. This was done due to the nature of the combat here. I could not allow the air replacements to be handled literally as the numbers coming in were almost (or were) matched by losses happening behind the scenes (training losses, mechanical failures, accidents, and so on). Since these extra losses were not accounted for literally, having the literal replacements show up would mean both side's air forces would grow to an over-abundant level very rapidly. The same would be true if a player had good luck in keeping his real losses low. Tying the air replacements to the Repl Table and to only those air units actually lost or damaged meant that the player could (probably) keep his air units up to strength (given the differences between the two sides) but would not have an excess to create more air units than his side could really support. A great help in this area was

Kurt Gullies' wonderful air OOB which allowed me to find the strength maximums and production rates for everything so as to make that all work.

Opening Moves

Much testing work was done on the very first moves of the game (on the theory that if things didn't work out very well in the beginning relative to what history showed, the game would diverge too quickly into never-never land). The game shouldn't track the history too well (as that would make for overly predicable outcomes), but it also shouldn't diverge too rapidly (so as to ensure that the model was performing accurately). This process led to a number of special rules and a slow realization of just how tight things were on the German side at the start of this campaign.

Several playthroughs showed the Germans forming the historical pockets at the right times, but that the pockets collapsed too quickly and that the numbers of Soviet units that did escape from the pockets historically could not do so. The Attrition Table itself was grounded in a number of historical pockets (the table was designed using eight historical pockets and a computer model reflecting the expected life span of each—comparing this to the historical result allowed the table to be fine-tuned to give the appropriate rates). Given that the table would give the proper answers with the correct inputs, the rapid pocket disintegration could only mean that there wasn't enough supply in the pockets when they were formed (the ARs in this game were technically better than the ones that the table was based on, so that wasn't the issue).

Giving the Russians more forward supply was tossed around (and tried) as a means of extending the life of the pockets. This had the right effect (the pockets lasted longer), but had a severe drawback: the Germans could capture some of the supply and to the SP-hungry Germans, these points were a goldmine. This is where the Tree Bark Soup supply came from as a means of giving both players a limited ability to live off the land. Tree Bark couldn't be captured and used to fuel a Panzer Division (as real supply could) plus the exchange between the players kept it from being used too frequently.

Some might argue: "OK, I won't use any Tree Bark so the Germans don't get it." The problem is, as a Russian, you'll need those historical pockets to help tie down Germans which would otherwise be rushing forward to Moscow. It is a balancing act,

but it is better to err on the side of using too much Bark, than not enough. Your mileage may vary!

The other issue we ran into was the number of Russian infantry divisions which managed to escape from the loosely held pockets (before the German infantry could seal them more tightly). None of the Russian players would dare try this as they knew the slow moving infantry would get part-way out into the open only to get overrun out in the open. Their answer, predictably, was to not bother trying. The Breakout Rule was invented to allow these slow units a chance to pole-vault to friendly lines when the opening presented itself (which only occurs in loosely held pockets).

1942

How to handle the 1942 strategic issues was a very important matter to me in this design. This will be negated when the final linkage is completed (as the player will just "do it" the way he wants). However, for **GBII** I wanted the decision to not be a trivial matter. While the Germans lose quite a few troops to an effort in the south, they take with them a large pile of Russians. It may turn out to the German player's advantage to go south so as to keep his gains from being lost more easily as the game progresses... or the player might find himself in need of additional ground so as to win. Lastly, there are those who will want to see what 1942 looks like with a Moscow objective instead.

Victory

As in **DAK**, I opted for bare-bones victory assessment in this game. In keeping with my philosophy that **playing** the game is what is the "fun", not counting up points at the end, I chose to evaluate the victory based on the historical happenings. To win this game as the Germans you must do better than they did historically. End up with the historical number or less, you lose (I decided that the pure historical example was effectively a German loss...feel free to argue if you come out exactly on that number.)

Additionally, I stayed away from any rules forcing historical behavior. There is a big carrot on the map (Moscow) and it will be in the German players best interest to try to capture it while the chance exists (early on), but if he decides to take a few western edge cities and sit tight, that's his business. I think he is making a big mistake, but I won't stand in his way. He might be thinking he can trench where he is with limited losses and hold the ball until the time runs

out. What he is forgetting is that he won't be damaging the Russians as much as was done historically and, historically, they were able to recapture much of the map. He just made the amount of work they must do far less than it was before. I think he'll find his "position of strength" to lack the depth he needs to make it to the finish line.

Scenarios

The meat of this game is in the big scenarios. I don't know how many gamers have told me that they don't bother to play the small scenarios as they prefer to jump into the main event. Likewise, players of small games have complained that small scenarios of larger games aren't interesting to them (as they want to play the whole thing, too). Here, both groups get what they asked for: a wide range of really interesting big scenarios and only a handful of littler ones.

Credits and Thanks...

As has always been my fortune in these big projects, many have come forward to selflessly provide help where and when needed.

The researchers (especially Lynn Brower, Kurt Gullies and Robert Rossiter) truly gave their all in finding difficult bits of information and assembling them into a form that made them most useful to me. Jesper Schneider provided wonderfully detailed information concerning the incredibly sorry state of the Reich railway system in the east and the exaggeration of the muddy season during that first winter.

The testers (some of whom were especially long suffering) came through with the energy and effort needed to run more of this game through the mill than any of my earlier designs. Special thanks must go to Andrew Fischer for his many edits and the player's notes below (as well as having to slog through the opening turns more than any human alive), to Maurice Buttazoni and Bill Quoss who made the effort to link up with myself (requiring many hours of driving) so as to play the game here with me, and to Bruce Webb for going over the OOA's endlessly looking for conflicts. Several of the testers gave long and detailed accounts of (what seemed to be) the move of every counter in their games.

Naturally, after all the efforts of so many people to make this game as great as possible, my power was limited to thwarting their efforts by making errors I didn't allow them to catch. Enjoy your game!

Player's Notes

by Andrew Fischer

Set out below are some of the observations I made and conclusions I reached while playtesting this game.

The first thing players must realize is that this is a big game, comprising some six maps and thousands of counters. It is also a long game, extending over some 20 months of operations (180 game turns). Therefore, the ways to victory, for both sides, are long and varied—players may opt for the historical approaches taken by both sides or may follow their own strategic paths to victory. Certainly the German player is required to make a fundamental decision in the spring of 1942, either to go south or to focus on Moscow.

German Player

You have a mobile army with high action ratings and a highly responsive airforce. You also start the game with the operational initiative. However, you are operating at the very end of your lines of communication with a limited rail capacity. In addition, resources are limited both in terms of supplies and reinforcements.

So what does all this mean to you? Have a PLAN! It is essential that you determine your operations very carefully, ensuring that the units are available, the supply has been stocked and distributed and the operational objectives are clearly defined.

Use your tactical strengths to your advantage—conduct hip shoots at key locations, overrun during the Movement Phase using your mobile divisions, and use your ample supply of Reserve markers to penetrate mobile units deep into the Russian rear areas in the Exploit Phase.

Your limited supply position means that you will have to destroy your enemy by encirclement and mass surrender rather than by bludgeoning him to death. Most of your supply will be spent fueling your mobile units, leaving almost no supply for artillery fires and positional battles. The shortage of adequate reinforcements also means that you need to husband your forces carefully.

Make your operations swift, striking quickly and at objectives some distance behind the Russian main line of resistance—the Russian will find it difficult to relocate units towards the rear to counter your deep thrusts.

You will need to make the most of the first few weeks when the weather is still

favorable to operations, i.e. before the mud sets in. During this time you must be very aggressive, encircling and destroying as much of the Russian army as possible and advancing as far as you can. The Russian will receive many more reinforcements than you during the course of the game and you will need the space later in the game when the Russian commences his offensive operations.

MUD—the scourge of the German Army! Or is it? The mud, when it comes, will reduce your transport and operational capability to almost zero. You will find it difficult to make progress during the Rasputitsa or mud season, and you need to prepare yourself for the onset of the mud. Ensure that your forward supply dumps are fully stocked, rail lines are converted as far forward as possible and HQ's are optimally positioned. However, the mud will also be your ally, as the Russian will also be hampered in his efforts to conduct any meaningful operations. Use the time to organize yourself for the next phase in the game, making ready for the next operation.

By December 1941, the Russian Army will be significantly stronger and better positioned than the foe you encountered in October. You will also be suffering the effects of the first winter, which will greatly damage your Army both in terms of materiel and flexibility. At about this time the operational initiative will switch to the Russian player, and your focus will change from complete offense to active defense.

Active defense is probably the most difficult concept that the OCS player has to master, and in this game you will get all the practice you need. The front line is long and the units available to you are insufficient to cover the length of the front. This is especially true if you choose the historical (Southern Front) option in summer 1942. A number of good articles on this very subject can be found in Operations.

Russian Player

You have a slow, lumbering, as yet immature giant of an army. You start the game at a severe operational disadvantage, still reeling from the defeats of the previous three months. Your army has been reduced to barely trained conscripts, is badly positioned and ripe for the picking by a German Army that appears to have all the advantages. However, you should not despair—the game is long and there will be many twists and turns along the road to victory.

Dean's advice to you in the first version of **Guderian's Blitzkrieg** remains—DON'T PANIC. While this may appear easier said than done, especially after you have lost some thirty divisions over the first two turns, the advice is well founded. The key to successful play is to maximize your advantages, trade space and units for time, and do things the German player does not expect you to do or does not want you to do.

At the beginning of the game you will be presented with an awesome challenge—to extricate some fifty divisions from two or more large pockets created by the German mobile formations, while denying control of the main roads and rail lines to the German for as long as possible. You will probably not succeed, but plan your defense well - establish pre-determined fortified lines of resistance that will be filled with reinforcements and units retreated from the front lines. Use breakout movement to free units from loose pockets. Use your transport assets to get some supply into the pockets—save the tree bark soup markers as the German will also have a need for them in the winter of 1941.

The German Army, although highly mobile, will be forced to advance along certain lines of communication (roads and rail lines). Identify choke points and likely axes of advance, and defend these points in depth, making use of hedgehogs and artillery in reserve. You are also blessed (cursed?) with a number of NKVD Border regiments, that with their action rating of 4 are useful for holding key hexes (to the last man!). However, beware of the penalty for their use, especially in terrain of the German player's choosing. You will not be able to defend the entire frontline, nor will this be necessary. Hedgehogs will compensate somewhat for the action rating differential, and may force the German to conduct positional assaults using his artillery.

Counterattack the German whenever you get the opportunity, even if the odds may not be all that favorable. Such attacks will hopefully divert the German's attention away from more important issues and may make the German cautious. Sometimes a small counterattack will elicit a massive response from the German, a clear sign that you have hit a live nerve. The major risk of not counterattacking is that you give the German player complete freedom of operations, something that will probably cost you a great deal more in the long run than any losses suffered due to counterattacks.

When the mud season arrives you will get a respite from the German attacks. Use

this time to deepen your main defensive lines, get supply into the forward lines, deploy your reinforcements and develop a reserve force, however small, to counter breakthroughs by the German player. The mud will end soon enough and the German will no doubt come at you again.

By the winter of 1941 your army will have grown into a substantial force, still woefully unresponsive and slow, but the German should have paid a high price for the gains he has made thus far. And the effects of the first freeze turn will have weakened his army. Your time has come to launch some offensive operations of your own. Beware—your army is not the German Army—you will need to have realistic, achievable objectives for your operations, plenty of supply for your artillery and infantry combats and a healthy dose of humor (there will be quite a few defender surprise results, and it's better to laugh than cry). The German will be thin on the ground, with many lines held by a thin screen of units, and any losses he suffers will be sorely missed.

Like your Army, your airforce is large, ungainly and until the summer of 1942 totally unresponsive. However, use your airforce well and the German player will complain no end about the lack of balance in the air war. Just tell him that 'quantity has a quality all of its own'. Take every opportunity to tackle the Luftwaffe, sweep his fighters, and bomb his airbases. Look for opportunities to strike at his forward mobile units, many of which will be beyond CAP range and adjacent to your units.

You are also blessed with a large rail capacity—many players do not appreciate the benefits this strategic mobility affords you, focusing instead on the tactical situation to the advantage of the German player. Use your trucks and wagons to move supply around the map, saving your rail capacity to move your units to key positions. The German will be surprised to see lines of resistance forming where it previously appeared there were none.

Because you have so many units on the map, there will be plenty of opportunities for you to practice what the Russians called MASKIROVKA, the art of masking your intentions by concealing units. This will have the German paranoid about where the next blow might fall. Hopefully, you can keep the German player off balance for large parts of the game.

By the end of summer, 1942 the German player will be firmly on the defensive and you will be able to exact vengeance for all

the suffering you endured during the early part of the game.

I need to say a few words about the Russian cavalry divisions (actually regiments by western standards). These units can be highly effective in cutting German lines of communication, as they can move through EZOC's, have high Movement Allowances, some fair Action Ratings and can use tree bark soup to forage. Combined with the use of the partisans, you can create quite some havoc in the German rear areas, tying up units that the German sorely needs in the front line.

Both Players

Gaming, like any other competitive pursuit, is also a psychological battle. Few players take account of this unseen, but very real, level in their games, yet it is often the decisive element in most games. Therefore, do something unexpected and out of character, try something different, take a chance, do something the other guy does not want you to do—you may just throw your opponent completely off balance.

A final word about Tree Bark Soup—there is a tendency, especially early on for the Russian, to use tree bark soup markers almost frivolously to save any group of units. Beware—once used these markers pass to the other player, he may find a more judicious use for them than you, leaving you to rue your earlier decisions. You have been warned.

Soviet OOB Notes

by Lynn Brower

PBI (Poor Bloody Infantry)

Soviet infantry units went through a huge transformation between 1941 and mid 1943. In October 1941 Soviet infantry consisted of units which had survived or avoided the initial German assault and subsequent encirclements. The majority of new infantry units arriving in the front lines were the last of the mobilization of prewar trained reservists and untrained militia. The Japanese attack on the US reduced the threat to the Soviet far east. This allowed Stalin to redeploy some well trained first line units from central and eastern Siberia to bolster the western defense.

Both the quality and size of Soviet infantry units varied greatly in late 1941 and early 1942. Prewar divisions and division

fragments with current combat experience were mixed with newly mobilized regular reserve units and raw militia levies with no combat experience and often little or no training. The prewar (April 1941) Soviet Table of Organization & Equipment (TOE) called for a fully equipped infantry division to have three rifle regiments (9 infantry Bn) two artillery regiments (5 artillery Bn) and a large complement of specialist battalions including antitank, antiaircraft, engineers and support services (medical, signals, maintenance). Fully manned, this unit would have 14,454 officers and enlisted. Three months later and after the opening German attack the official Soviet infantry division TOE called for three rifle regiments one artillery regiment and reduced support units totaling 10,790 officers and enlisted. Nevertheless the average size of Soviet infantry divisions facing the Germans on the Moscow front on 1 October 1941 was only 7000 men.

Mobilization of manpower, training and equipment for rebuilt and new infantry units was a problem for the Soviet Army but the most severe shortage was experienced officers. The combination of prewar Stalinist purges of the officer corps and the destruction of units in encirclement battles left a desperate shortage of officers.

The Soviet Army tried several expedients to increase the number of infantry formations for front line duty. The earliest expedient was raising untrained militia units. Soviet Army high command quickly realized that these units were ineffective and militia units were converted to regular units or used to provide manpower for damaged units starting in late 1941. Infantry units were also raised from other Soviet security and military branches primarily NKVD and Soviet Navy.

The next expedient was infantry brigades which appeared in front line armies starting with the first Soviet winter counter offensive in Dec 41—Jan 42. Infantry brigades were used to counter the shortage of officer cadre, especially field grade officers who usually commanded and staffed regiments and divisions. The Soviet infantry brigade was highly variable in composition but nominal TOE was 3 infantry battalions, light and heavy mortar battalions, 1 artillery battalion, antitank battalion and a limited number of support and service units usually company sized. Such a brigade contained 4,350 officers and enlisted. These units were equivalent to many infantry divisions currently in combat. The biggest problem with the Soviet infantry brigade was lack of staying power. Support organizations in the

brigades, especially logistic services, were small in size and poorly trained. Infantry brigades went into the line or into attacks in late 41 and early 42 and melted away because they could not supply and support their combat units. In late 1942 the Soviet Army was reorganizing surviving infantry brigades to full divisions and disbanding others to provide replacements for damaged infantry divisions.

The first Guards infantry divisions started appearing in late 1941. Guards designation was most often awarded to units which conducted successful offensive operations. Renaming a unit as Guards with special badges and extra pay was a morale support to the unit and set an example for other units to achieve. But perhaps the greatest benefit to the Soviet Army was identification of units which could be relied on to perform in combat. Early Guards divisions had the same organization as their founding unit. Starting in late 1942 Guards divisions were given their own TOE with from 10-30% extra automatic weapons, 7-10% more manpower and one extra battery of artillery.

In late 1941 Soviet Army infantry was a mix of prewar organizations, mobilized reservists and untrained militia. Unit quality and combat power varied widely. From late 1941 throughout 1942 the Soviet Army searched for a sustainable infantry force capable of both defensive and offensive combat operations. The pattern for that force emerged in early 1943 as a mix of guards and regular infantry divisions. These divisions were organized to reduce the manpower and increase the firepower compared to the prewar divisional structure.

Soviet Tank Force

All Soviet Army organizations underwent change after the Germans attacked in 1941. But no component of the Soviet Army underwent greater change than Soviet tank forces. All Soviet tank units larger than battalion were effectively totally destroyed by the end of July 1941. In the middle of a war, the Soviet Army completely rebuilt its tank forces.

The pre-war organization of Soviet Army tank forces went through many changes between 1930 and June 1941. On the eve of the German attack the soviet tank park consisted of 23,106 vehicles organized in 29 motor-mechanized corps and 7 separate divisions. But, quoting Charles Sharp, "... by 1941 the Red Army's tank forces were so unorganized, untrained, poorly maintained & equipped that 90% of the largest tank

force in the world was massacred in less than 6 weeks." The time period presented in **Guderian's Blitzkrieg II** follows the rebirth of the Soviet Army tank force.

In August 1941 the Soviet Army started forming tank brigades. In some cases brigades were formed from the wreckage of destroyed units in other cases they were assembled out of units in training. The driving force in late 1941 was the necessity of getting operational tank units to the front line armies to oppose the German advance.

The basic pattern of the tank brigade organization used for the rest of the war was set with the first official TOE of 23 August 1941; 2 tank battalions and 1 motorized infantry battalion. That first TOE grouped the tanks under a regimental headquarters and listed a light anti-aircraft battalion as a fourth battalion. By 13 September 1941 (3 weeks later) the official TOE removed the regimental HQ and the AA battalion. This brigade structure contained recon, signal, maintenance, and medical companies in the brigade headquarters. The only significant change to this basic structure (except better tanks) was the addition of a third tank battalion in mid-1943.

The tank brigade was a simple effective combat unit structure which embodied the combined arms principle of tank-infantry cooperation directly in its organization. The unit was effective in combat and could be controlled by officers with limited training and experience in mechanized unit operations.

The problem with the tank brigade was limited endurance in combat, especially in offensive operations. The Soviet Army's solution to this problem was the tank corps which began to appear in the spring of 1942. The May 1942 tank corps TOE called for 3 tank brigades and a motorized rifle brigade plus guards mortar, anti-aircraft, motorcycle battalions and an expanded maintenance capability with both motor vehicle and armored vehicle maintenance battalions.

The Soviet Army tank corps unit structure was continually refined during the rest of the war in the east. Changes included improvements in tanks and the addition of assault guns and artillery components. However the tank brigade and the tank corps remained the basic unit structure for Soviet Army tank forces in World War II.

The Last Cavalry War

The battle on the Eastern Front in World War II was the last cavalry war. The Soviet

Army fielded by far the largest cavalry force in World War II. Thirteen divisions on June 22 1941 became 81 cavalry divisions and 7 separate regiments in January 1942 at the high point of the Soviet cavalry force. Soviet cavalry was successful because of two factors. First the Soviet Army inherited and expanded a tradition of cavalry forces. They had the experience and infrastructure to raise, train and equip effective cavalry forces.

The second factor was operational mobility in the terrain of Soviet Russia. Cavalry had lost its place on the tactical battlefield long before World War II. But a soldier on horseback could still move farther faster than a soldier on foot. In fact, in road-poor Russia, horse mounted forces could sometimes move farther and faster than motorized forces.

In late 1941, Soviet cavalry units provided the operational mobility to conduct offensive operations in the winter counter-offensive which drove the Germans back from the gates of Moscow. The cavalry division TOE for July 1941 contained three regiments of 940 men each and a horse artillery battalion. However actual cavalry organizations in the field varied widely especially after December 1941. With infantry units as snow-bound as Germans and with large tank units destroyed in the summer fighting, the Soviet Army formed operational or pursuit groups from one to three cavalry divisions and sometimes included an infantry brigade or ski battalions and even small tank units.

In early 1942 most of the cavalry divisions were grouped into cavalry corps with two to three cavalry divisions each. These units had the same manpower strength as a full strength infantry division but they did not have the firepower of either the infantry division or a tank corps. The main advantage of the cavalry corps was better mobility in poor terrain and/or bad weather. The rebuilding of the Soviet Army tank forces resulted in a steady decline in the number of cavalry divisions after early 1942.

Soviet Artillery

Soviet non-divisional artillery is depicted in OCS as brigade-size units. Historically the first Soviet artillery brigades appeared early in 1943 as the Soviet Army deployed artillery divisions. From the start of the war until 1943 the largest Soviet artillery organization was the regiment. Soviet artillery is shown in OCS as brigades to reduce the number of unit counters and to

better simulate the Soviet operational use of artillery.

In June 1941, the Soviet Army had over 112,000 guns and mortars and deployed over 230 non-divisional artillery regiments. By December 1941 the Soviet Army had lost 100,000 guns and mortars. Even with wartime production priority artillery weapon strength in the Soviet Army in December 1941 was half that at the start of the invasion. This was the low point. From 1942 on, the number of artillery weapons in the front line armies steadily increased.

Even with these losses the Soviet Army's problem was not lack of weapons, but how to use the weapons they had effectively. The solution was two-fold: a reorganization of artillery control and a new weapon system.

Controlling artillery fire on targets the gunners cannot see requires a group of well trained specialists using optical observation, ground survey, and communications equipment. The Soviet Army's problem was not enough specialists or special equipment. The prewar Soviet organization located indirect fire specialists at the artillery regiment, division and corps level. After June 22 1941, these specialists were relocated and concentrated at Army level. For example, the pre-war infantry division had two artillery regiments; a light artillery regiment (24 guns 1038 men) and a motorized howitzer regiment (36 guns 1,277 men). Non-divisional artillery regimental organizations were similarly large and complex. After 1941, an infantry division had one light artillery regiment with 24 guns and 557 men. Divisional artillery in the Soviet Army was organized and trained to fire directly on targets the gunners could see. Indirect fire capabilities and the specialists that made it possible were concentrated at the army command level. Non-divisional artillery regiments became units which moved, maintained and fired the guns at targets identified and directed from army staff.

The Guards "Mortar" unit was the second method for providing effective artillery firepower used by the Soviet Army. Guards "Mortar" was the name given to rocket artillery units in the Soviet Army—the Katyushas. Rocket artillery provided the Soviet Army with two significant advantages. The weapons were simple and inexpensive to produce and operate compared to conventional artillery. And they reduced the need for indirect fire control specialists. Each individual rocket was inherently inaccurate compared to a single well directed artillery shell, but

unleashing several hundred (or thousand) rocket rounds in less than a minute could produce a highly effective area fire saturation barrage.

The OCS use of artillery or Katyusha brigade counters is a method for simulating Soviet operational use of artillery in World War II. Soviet artillery doctrine relied on mass fires centrally controlled. The use of brigade size units simulates Soviet practice of massing artillery units. Using brigade reduces the number of counters (and player work load) that would be required to track hundreds of artillery regiments.

Red Army Odds & Ends

Airborne

The Soviet Army was one of the first military forces in the world to experiment with delivery of military units to the battlefield entirely by parachute. Airborne units in the Soviet Army survived the initial German onslaught and were developed and used both as elite assault infantry and as air dropped units.

The winter of 1941-42 saw the first Soviet air drop operations. Unfortunately the lack of sufficient air transport capacity meant that none of these initial operations could be conducted with forces larger than a brigade. These operations were not successful and the Soviet airborne forces gained more notable success as elite assault infantry. The Soviet Army attempted only one more large scale airdrop operation at Kanev in 1943. This operation again demonstrated that the quality of the troops was good but the support organization for transport and resupply of such complex operations had not been mastered.

Ski Units

The Soviet Army formed the first regular ski units in the late fall of 1941. As so much else that was done that first year of the war these units were improvised on the spot. There were a few pre-war reserve Ski regiments but most of the first winter's ski battalions were formed by the simple expedient of pulling out all the men in a given unit who could ski. This kind of ad-hoc formation often led to units with very little cohesion and predictably low combat performance.

The failures and successes of the improvised ski battalions of the first winter led to the

formation and improved training of brigade size units which saw combat in the second and subsequent winters in Russia.

Aerosans

Of all the unit types field by the Soviet Army, aerosan's have a good claim to being one of the strangest. Basically an aerosan was a snowmobile, but not the familiar compact track-driven vehicle of the late twentieth century. An aerosan was a large box mounted on a sled and driven over snow covered surfaces by an airplane engine driving a propeller. The closest comparison is the air boat used in the Florida everglades. They were originally developed and used in the Soviet Arctic regions in the 1930's.

Large numbers of aerosans were built and deployed but they had little success as combat vehicles. By the second winter most remaining battalions were relegated to transport operations and patrolling the rail lines in the Arkhangelsk Military District.

NKVD

People's Commissariat for Internal Affairs is the closest translation of the acronym. The NKVD was not part of the Soviet Army. NKVD operated units that had impact on combat operations in three areas during the war on the eastern front. Among the functions of the NKVD were provision of "border" and "internal" guard forces.

On 22 June 1941 there were 47 ground and 6 naval Border Guard units. The average ground unit contained 1000 -1500 men and was equivalent to a lightly armed infantry regiment. In most areas these were the first units to experience the German assault. According to Sharp; "on 25 June 1941, three days after the war started, an order was issued giving the Border Guards a new mission: covering the rear areas of the Soviet Army and the new 'State Border'."

NKVD as an internal state security organization was lead by trusted Communist Party members and certainly contained more committed party members than were found in Soviet Army units. NKVD units and personnel were used to form cadre's for regular army units especially in the first year of the war. Many of the units formed from NKVD cadre's provide reliable combat performance.

NKVD as the general internal security force provide a number of specialized units for controlling and protecting the railroads of the Soviet Union.

Finally a note should be made of the NKVD Special Motorized Brigade for Special Assignments. Again quoting from Sharp: "Whenever the Soviets use the modifier 'special' twice in the same title, look for something very peculiar indeed!" In October 1941 two of these brigades were reformed as motorized regiments in a single brigade "For Special Assignments". These units were the forerunner of the postwar Spetsnaz groups.

Case Blue Design Notes

Many of you have been waiting for this game for years. The design effort was of a magnitude I had never dreamed of before undertaking it. It dwarfed the previous job done to create **DAK**. Before moving on, let me single out several of individuals deserving great praise.

Roland LeBlanc, chief Axis researcher. Where he found some of this stuff, I'll never know, but he's the one guy on the planet who knows where every Axis unit was at all times (including the most fleeting of temporary units) and can provide sources to prove it. Without him, the Axis OOB would never have gotten to the level of detail you see here. His information was so good, I was forever in the situation of an embarrassment of riches (something I'd only seen once before, in the much smaller framework of North Africa). He did an super-human level of work to get all this data.

Lynn Bower, chief Russian researcher. Once again, Lynn was the backbone of the Russian OOB effort. He provided month to month OOBs for the entire Russian military from the original Soviet microfilms. I don't want to know how many hours that took, but I can imagine.

Kurt Gillies. In spite of the tragic passing of his wife and a number of deployments to Iraq, Kurt was able to track down the Red Air Force for me in great detail. Once again providing more information than I could possibly use in a playable game.

All the Playtest Teams. These guys found that playtesting is work, not necessarily fun. Have at it, boys, now you can relax and just *play* the game.

This game started as an extension of **GBII**. Along the way, it ate **EatG**, mutated to reproduce many **GBII** counters, and eventually dropped its **Crimea** scenario set ups into a small, stand-alone game (which will be coming along at a later date). This

was all done as the project found the edges of what was needed and tried to come to grips with just how large it was.

Originally, I was using the **GBII** tables for supply and so on directly, but repeated testing showed that they were generally a little too lenient on SP amounts and repls, especially late in the game's time period. The revised tables here are the ones that should be used in games of **GBII**, especially when using the new **v4.0** series rules. I also reworked a large number of special **GBII** rules (or just plain deleted them) here both to conform to the non-VP based structure of the linked game and to just chop away some clunkiness in the older game's gears.

The precise requirements for various reinforcement entry locations come from the operational concerns of the sides involved. For example, Kharkov needs to be connected to the western map edge, which everyone expects, but specifies the exact rail lines that must be used. This does a number of things in the context of the linked gameset and in 1942 in particular. The Germans become very sensitive to threats to that railroad and actually find the initial Blau offensive to take Voronezh to be a useful thing to do.

The economic issues (1.9) are the answer to the guys who always wondered "How are you going to make the Germans drive deep or go to Stalingrad?" Of them, the **additional** SPs for the Germans is a bit exaggerated, as my German researcher pointed out: "getting the crude is one thing, moving it to a refinery and making something useful out of it something else." The rest is what one would expect of the disruptions to the Russian war effort. There is value there in the long run. The Germans are not forced to do these things, they are merely in their interest to do them.

Sausages are the answer to a thorny problem that dates all the way back to the original **EatG** playtesting in 1992-3. Without giving the guy sub-types of SPs to deal with (geometrically increasing workload), the trick was to give the Stalingrad Pocket enough to live on for the historical amount of time. When we did, players instantly used that 'food' to fuel panzer divisions and cause problems they shouldn't be able to create in the opening moments of the Russian offensive. The ability to eat horseflesh from artillery and wagons was the final method in the old game. Here, Sausages do the same job plus they are designed to completely avoid counting the units in the pocket which, as a side effect, means the German player is actually better off allowing a lot of units to be in the pocket (such as Romanians) which

makes for a more accurate simulation of what was going on.

I followed the **DAK** (you know it when you win) model for victory. This is a massive game for those that want to see the how, whys and get into detail of what went on in these campaigns. The fun comes from the process of finding out and trying your plan against the enemy. For those looking to count points at the end and think the fun of the game comes then, I'm happy for them, there are plenty of toys for them to play. This is a game for guys who take their history seriously.

Players will find the initial **EatG** situation to be familiar to the 1994 game, but very different in feel. Gone are many of the special rules needed in the original. Why? Simply because the drop in available supply made it so the actions I had to use brute force to stop before became either not reasonably possible or unproductive side-shows. Testing has shown this to be a superior representation of the concerns, strengths, and limitations of both sides.

The German player will want a goodly-sized (and strong) pocket. Not only will you find the desire to not burn precious fuel stocks in the pocket to run out with some pretty beat up Panzer Divisions, but you'll welcome as many Rumanians as possible to help form a solid wall. The very limited 'real' supply in the pocket means that there will come a time where the 6th Army just can no longer do a "Thunderclap" offensive to break out... and just like in real life, you'll have the ability to do it only once. The inability of the Russians to go pushing on the Donets right away means that he can (and should) launch a reasonable relief attempt. It might even work, giving the Russians something to worry about. With the Sausage rules, it is important to give your best effort to a real air lift (and the last thing you want to do is ditch the close airfields and go rushing to the West in retreat).

On the Russian side, the very limited number of SPs coming in each turn means you'll need to save up for the next offensive (if you want it to have any meaning). If you play games with the pocket or waste energy zipping back and forth (or trying to push West too soon), you'll find your offensive stalled and of limited power. The offensive to finish off the pocket will take a major amount of effort as well, not an afterthought or something done too early like it used to be in the old game.

Every offensive the German player tries to do here will be marked by the sheer lack of resources to get the job done (after he gets done cussing about it). Mechanized

movements start and stop in lurches because of short fuel supplies. Any player who moves Panzer Divisions a ‘few hexes a turn’ to keep up with the infantry will go crazy (and lose). The 1941 drive to Rostov is incredibly difficult to do. The Russians can’t do a lot to stop your advance, but they won’t have to, your supply situation will do that for them. 1942 is different, then it is a matter of making bold moves when you can and sitting and waiting when you can’t. It is doubtful you’ll be able to form any large pockets of Russians, as they will be able to continue to back up while you get your logistics in order, your best bet is to try to kill off the weakest parts of the herd (since it is unlikely the Russian player will rebuild them and they are needed by him as placeholders in the lines he hopes to set up later). Driving deep toward the mountains is an art-form similar to running an offensive in North Africa. The retreat from there is likewise very difficult and a good test of a player’s efficiency... I recommend the **19 Nov 42 Case Blue** scenario as a benchmark a good player can use to see how good he is and for guys starting out who want a low unit density difficult puzzle to solve.

For the Russians, as is the case in **GBII**, the first step is to learn how to not lose heart. All those cool Panzer units the German player is bragging about have a very short leash. Once you learn to keep a cool head, your next step is to learn how (and when) to launch local counterattacks to derail the German advance while at the same time avoiding entanglements that will keep you from salvaging as much of your army as possible for later. Let’s face it, your guys don’t go very fast. You’ll learn about city defenses at the same time as the German player learns how to take them, so neither of you are getting any hints. Just like the Germans, in the **19 Nov 42 Case Blue** scenario you can learn all about running an offensive on fumes (that’s fair, since the Germans have to do that all the time). Time will come when you can start running offensives of your own (real ones, not spoiler attacks). These require planning, imagination, and quite a bit of logistical preparation. It will take **weeks** to build the initial dumps you need for something like Uranus. Don’t skimp, you will regret it.

Both players will frequently be scratching their heads regarding the ability to get all that is required of them done with as little as they are getting. Fear not, you can do it if you treat each SP as if made of pure gold and spend them as if you had to pay for them yourself. Always remember, you see your situation (and think it stinks) and think the other guy is getting over easy compared

to what you have to deal with...well...the mug across the table is thinking the exact same thing. The one of the two of you best able to appreciate that (and make the other guy feel he’s right, his situation stinks and your rolling in wealth) will win.

Abbreviations

23.Mar—23 March
 3.Gen—3 January
 Abn—Airborne
 AG—Assault Gun
 AH—Adolf Hitler
 Armen—Armenian
 Arty—Artillery
 Astkn—Astrakhan’
 Azerb—Azerbaijani
 AT—Anti-Tank
 Aufk—Aufklärung
 Bde—Brigade
 Bdr—Border
 Bergmn—Bergmann
 Bn—Battalion
 Brkdw—Breakdown
 Brs—Bersaglieri
 Brynsk—Bryansk
 Cap—Captured
 Cauc—Caucasus
 Cav—Cavalry
 CB—Case Blue
 Cdo—Commando
 Co—Company
 Com—Composite or Communist
 d—Dismounted
 Deutld—Deutschland
 Div—Division
 Donbas—Don Basin
 Dp—Deep
 DR—Das Reich Panzer Div
 EatG—Enemy at the Gates
 Est—Estonian
 FA—Field Artillery
 Finn—Finnish
 FJ—Fallschirmjäger
 Fkl—Funklenk
 Fld—Field
 Flg—Flieger
 Flm—Flamethrower
 Fr—French
 Ftr-Pico—Fretter-Pico
 Füs—Füsilier
 GBII—Guderian’s Blitzkrieg, 2nd edition
 GD—GrossDeutschland
 Gd—Guards
 Georg—Georgian
 Germ—Germania
 Gren—Grenadier
 Grp or Gp—Group
 Hun—Hungarian
 Ind—Independent
 IRGD—Infanterie Regiment Gross
 Deutschland

Jg—Jäger
 Katy—Katyusha
 KG—Kampfgruppe
 Kor—Korück
 Krd—Kradschutzen
 Krsndr—Krasnodar
 Krysg—Kreysing
 L—Lehr
 LAH—Leibstandarte Adolf Hitler
 Lat—Latvian
 Ld—Landeschützen
 Lngmk—Langemarck
 Lt—Light
 LVF—Legioné Volunteer Francais
 LW—Luftwaffe
 M or Mech—Mechanized
 (m)—Motorized
 MC—Motorcycle
 M.Cerv—Monte Cervino
 MG—Machine Gun
 Mil—Militia
 Mod—Moderate
 Mos—Moscow
 Mtn—Mountain
 Mtr or Mtrd—Motorized
 Nat Gd—National Guard
 NKVD—Soviet Internal Security
 Nordld—Nordland
 OMSBON—“Separate Special Designation
 Motorized Rifle Brigade”
 Para—Parachute
 PG—Panzer Grenadier
 Pio—Pioneer
 PJ—Panzerjäger
 Pol—Police
 Pz—Panzer
 PzVb—Panzer Verband
 R—Reich or Rifle
 Rec—Reconnaissance
 Rgt—Regiment
 RONA—Russian People’s Army
 RR—Railroad
 Rum—Rumanian
 Schbrg—Schönberger
 Sec—Security
 Sep—Separate
 Sp—Spanish
 Stgrd—Stalingrad
 SVP—Strategic Victory Point
 T—Totenkopf Mtrd Div
 Ter—Territorial
 Tgr—Tiger
 TK—Totenkopf Panzer Div
 Tk—Tank
 Trng—Training
 Turk—Turkistani
 UR—Fortified Area
 Voro—Voronezh
 VV—Railroad Security
 W—Wiking
 Werfer—Nebelwerfer
 Westld—Westland
 zbV—For special employment

Common Rebuild Table

Aerosan	No Rebuild	Luftwaffe (LW) Div (or KG) Step	1x Pax
Alert Bn	Return to Pool	Luftwaffe (LW) Rgt	1x Pax
Alert Bde	Return to Pool	Naval Bde (Soviet)	2x Pax
Aircraft	Only via Repl Table	Mech Infantry Bde (Soviet)	1x Eq, 1x Pax
Arm Car Bn	1x Eq	MG Bn	1x Pax
Arm Recon Bn	1x Eq	Militia Div Step	1x Pax
Artillery Bde	2x Eq	Militia Rgt	1x Pax
Artillery Bn	1x Eq	Mortar Bn	1x Eq
Artillery Battery	1x Eq rebuilds two	Motorcycle (MC) Bn (Track Mvt)	1x Eq
Artillery Grp	2x Eq	Motorcycle (MC) Bn (Truck Mvt)	1x Pax
Artillery Rgt	2x Eq	Motorcycle (MC) Bde (Truck Mvt)	2x Pax
Assault Engineer Bn	2x Pax	Motorcycle (MC) Rgt (Truck Mvt)	2x Pax
Assault Gun (AG) Bn	1x Eq	Mtn Cav Div	2x Pax
Assault Gun Co	No Rebuild	Nehring Inf KG	1x Pax
Anti-Tank (AT) Bn	1x Eq	Oil Exploitation Bde	No Rebuild
German Aufk (Arm Recon) Bn	No Rebuild	Ost Bn	1x Pax rebuilds two
Bicycle Bn	1x Pax	Panzer Bn	1x Eq
Bicycle Cavalry Bn	1x Pax	Para Infantry Bde (Soviet)	3x Pax
Bicycle Rgt	2x Pax	Para Inf Rgt	3x Pax
Border (Bdr) Rgt	No Rebuild	Para Inf Bn	2x Pax
Blackshirt (Blk) Rgt	2x Pax	PG (Arm Inf) Rgt	1x Eq, 1x Pax
Bryansk Train	No Rebuild	Pio Bn	2x Pax
Cap Pz Co (or T-34 Pz Bn)	No Rebuild	PJ (Antitank) Bn	1x Eq
Cavalry Bde	2x Pax	Pol Bn	1x Pax rebuilds two
Cavalry Bn	1x Pax	Pol Rgt	1x Pax
Cavalry Div	2x Pax	Pontoon Grp	1x Eq
Cavalry Div (dismounted)	2x Pax	RR Arty Bn	No Rebuild
Cavalry Rgt	2x Pax	RR Arty Rgt	No Rebuild
Cavalry Artillery Bn	1x Eq	RR Bn or Rgt	1x Pax
Cavalry Artillery Rgt	2x Eq	Schnell Bn	1x Pax
Commando Co	No Rebuild	Sec Bde	1x Pax
Fkl Pz Co	No Rebuild	Sec Bn	1x Pax rebuilds two
Flak (Antiaircraft) Co	1x Eq rebuilds two	Sec Div Step	1x Pax
Flak (Antiaircraft) Bn	1x Eq	Sec Rgt	1x Pax
FIm Panzer Bn	No Rebuild	Ski Bn	Return to Pool
HQ (any size or type))	1x Eq, 1 Pax	Ski Bde	1x Pax
Infantry Bn	1x Pax	Stalin	No Rebuild
Infantry Bde	2x Pax	Tank Bde (non-Soviet)	2x Eq
Infantry Div Step	2x Pax	Tank or Lt Tank Bde (Soviet)	1x Eq
Infantry Div (Red Symbol) Step	2x Pax	Tank Bn	1x Eq
Infantry Rgt	2x Pax	Tank Co	1x Eq rebuilds two
Irregular (Irrg) Bn	Return to Pool	Territorial Bn	1x Pax rebuilds two
Jäger (Jg) Div Step	2x Pax	UR Bde	1x Pax
Jäger (Jg) Bn	1x Pax	Werfer Bn	1x Eq
Katyusha Bde	2x Eq	Werfer Rgt	2x Eq
Katyusha Rgt	2x Eq		
Korück (Kor) Bn	1x Pax		

Case Blue Map Errata

1. Extend the RR into Sevastopol's port hex (F17.04).
2. Treat these hexsides as Prohibited (sea line): F25.23/26.23, F26.23/27.24, F33.18/34.17, F8.16/8.17.

Case Blue Counter Errata

1. The Russian 5th Cav Corps does not have its Formation Marker. If you have GBII, you can use the marker from that game, otherwise it won't hurt to just ignore it.
2. The German 13 Corps HQ is a GBII unit that was not reproduced in CB.
3. Throw the German (1)-2-5 RR Bn (514) in the trash. It is not used and did not come East until 1945.
4. The Führer PG Rgt (SS-R) in the GBII repeats should be part of the SS-DR version of the division.
5. You do not need the Russian 226 Tank Bde, it is not used in the game (never sets up, does not arrive... and should not do so). Let it collect dust in the counter tray.

Scenario Errata

1. In any scenario featuring the German LAH Pz Bde, add the LAH Wpn Bn to the set up in any of the brigade's hexes.
2. In the Edge of the World Scenario (6.1), ignore the Russian reinforcement for 26 Sept 42 "68 Gd Arty Rgt". The 4-2-2 Inf Bde (49) in the same bunch is a GBII unit that was not reproduced in the GBII Repeats, use any 4-2-2 Inf Bde in its place.
3. The Rum Breakdown Regiments in scenario 6.2 should be 3-2-2. This affects hexes A26.07, A28.03, A29.04, and A30.03.
4. In scenario 6.1, ignore the 5 Oct 42 reinforcement 7-3-6 Tank Bde (52), it is already in play. Furthermore, the 5 Tank Bde (12 Oct 42), 43 Inf Bde (19 Sept 42), and 131 Inf Bde (22 Sept 42) are GBII units that were not reproduced in CB. Use any unit of the same value for this scenario. The listing for the 101 Jg Div on 12 Aug 42 should be the 111 Inf Div.
5. In scenario 6.2, the 2nd Rum Inf Div setting up in A30.07 should set up in A30.01. Add 14 Pz Div (I/36 and II/36 Pz Bn) to A36.02.
6. In scenario 7.1, set up 12-2-2 Inf Div (73) in B20.23.

7. In scenario 7.2, ignore the 1-2-2 Latvian Pol Bn (22) in A12.02. Also, the 9 Aufk Bn (9 Pz Div) setting up in A9.32 is an unrepeatable GBII unit that leaves the map before it can move—ignore it if you don't have GBII. Finally, add the Russian 12-2-2 Inf Div (73) to set up hex B20.23.

8. In scenario 7.2, delete the 14-4-3 Gd Inf Div (1 Gd) in A12.24. (The unit is deployed on the GBII maps at B20.20.)

9. (Clarification) In scenario 7.2, the organic trucks for 9 Pz and 16 Mot setup unloaded but when transferred to GBII arrive loaded. This is intentionally showing 2 SP from EatG helping the drive on Moscow (but we don't force this when playing just EatG or the combined game).

10. In scenario 7.4, the (5)-1-1 UR Bde (91) listed to set up in J43.35 is an unrepeatable GBII unit. Use any Ur Bde in its place.

11. In scenario 7.4 and 7.6 (Axis info only), ignore the +1/4 GBII portion of Incoming SPs. Incoming SPs are "normal". The +1/4 GBII amount added to Railcap is, however, correct.

12. In scenario 7.8, ignore the 4th Pz Div (I/35 Pz Bn) unit in the dead pile, it was removed from play in June 42 and is a GBII unit anyway. Also, ignore the 14th Pz Div (4 PJ Bn), it comes on as a reinforcement in a few turns. Ignore the two Brandenburger Co (9/800zvb, 10/800zvb), they are unrepeatable GBII units. Also, the Soviet set up for C2.31 on Page 74 is listed twice, you only need to set them up once.

13. In scenario 7.9, the turn length is 26, not 21. Also, the Germans win if they hold all three victory locations, the Russians also win if they hold all three of them. Any other combination is a draw.

14. On page 70 of Scenario book 1 (lower left hand corner), the units supposedly setting up "Near Voronezh" should set up at or within 3 hexes of Voronezh.

15. Note OOA entry # 5 regarding the 63 PG vs 63 Inf Rgt of the 17 Pz Div. Also, in scenarios 7.3, 7.5, and 7.7 the regiment is further miss-identified as part of the 18th Pz Div.

16. In scenario 7.11, add one I.16 and one SB.2 to the Russian air units at start. Also, ignore the relief portions of the Victory Conditions. The Russians win if they meet their conditions; the Germans win if they meet theirs. If both do, it is a tie. A relief merely helps the Germans meet their conditions, but has no "automatic draw" effect.

17. In any scenario not using GBII maps, ignore any dead Russian 12-0-4 Inf Div (101)

(Red Symbol). That is a GBII unit (only) and should not be listed further south.

18. In scenario 7.14, the 7 Pz Div (6 PG Rgt) setting up in B45.35 is a GBII unit that missed getting repeated. It has the same values as the other regular Panzer Division PG Rgts.

19. In Scenarios 7.10, 7.11 and 7.12, the German Reinforcements affected by the Massive Assault and the scenario special rules are handled as follows: The Bf.109f transfer has already happened (and the aircraft has already been destroyed). The 337 Inf Div has transferred to GBII and sets up in any detrainable RR hex containing Axis units that can trace a path of RR hexes to the EatG maps.

20. In scenarios 7.11 and 7.13, add the following to the Russian Dead Pile: 22 Tank Corps (133, 173, 176, 182 Tank Bde, 22 Mtrd Inf Bde).

21. In scenario 7.12, ignore the 11 Gd and 12 Gd Divisions setting up in H48.11. They have been removed.

German Order of Arrival Errata

1. The entry on 26 May 42 for the 6 Hun Inf Div lists the unit as a 7-3-2. The counter is correct, it is a 7-3-3.
2. The PG exchange for the 11 Pz Div on 1 Jun 42 should be on the GBII maps instead of the EatG maps.
3. The 102 Hun Sec Div transfer on 8 Jun 42 s/b from GBII, not EatG.
4. On 1 Oct 42, the transfer of the 1 Hun Pz Div (and the Bf110) should be from GBII to EatG, not CB to EatG.
5. On 8 Oct 41, the turn's entry implies there is a 2nd truck for the 9 Pz — there is just one of them, so delete the new arrival.
6. The 26 Nov 42 German reinforcement 1-5-2 Fkl Pz Co (Abndrth) should enter EatG, not CB.
7. The 5 Dec 42 Reinforcements 7 and 8 LW Div arrive in EatG. If they are in the GBII Emergency Reinforcements, release them and transfer them to EatG. Otherwise, they are just normal EatG reinforcements.
8. In the 12 Dec 42 Transfer from GBII to EatG, the 63 PG Rgt in the 17 Pz Div should be the 63 Mtrd Inf Rgt version instead (the division does not upgrade to halftracks during the period of the game). Note that this also impacts several scenarios, 7.3, 7.5, 7.7, 7.10, and 7.14. In all cases, the 63 PG Rgt should be the 63 Inf Rgt. See also Scenario entry #10.

9. Between 22 Feb and 29 March the Axis receives lots of Pax and Eq. Treat them like extra repls (not exclusive to **GBII**), rolling to see which map set each is sent to.

Russian Order of Arrival Errata

1. The 12-2-2 Inf Div (203) schedule to transfer from CB to EatG on 19 Aug 42 should do that transfer on 1 July 42.

2. The 12-2-2 Inf Div (73) listed in the 1 Jun 42 reinforcements s/b a transfer from GBII to EatG.

3. The transfer of the 4-2-4 Tank Bn (212) from GBII to EatG on 29 Dec 42 should be just a EatG reinforcement.

4. On 5 June 42 the entry for 14 Tank Corps should be to EatG, not CB, likewise when it gets removed on 29 Aug it should be removed from EatG not CB.

5. The “removal all” applicable to the 22 Tank Corps on 5 Aug 42 applies to the units already in play, not the ones showing up that turn.

6. The 3rd Tank Army HQ transferred from GBII to EatG on 5 Jan 43 is a GBII unit that was not reproduced in CB. It has the same values as the other Tank Army HQs.

7. The 2-4-4 Cav Rgt (1 Sep) should transfer from GBII to EatG on 12 May 42 and then transferred from EatG to CB on 1 Oct 42.

8. The transfer on 26 June 42 for the 5 Gd Tank Bde and 2 Gd Inf Div is in error. Delete it. They transfer in July and the entries there for them are correct.

9. 15 Nov 42 add “CB-Remove: 4 Gd Cav Corps (11 Gd, 12 Gd Cav iv)” likewise, when this corps gets transferred to EatG on 15 Jan 43, there should be no reference to the 11 Gd or 12 Gd Cav Divs.

10. Change arrival of 5th Mech Corps to 1 Dec (from 12 Dec).

House Rule Options

1. Weather (Ground Conditions). Ground conditions can only *improve* by one level per turn (so Deep Mud can never jump directly to Dry).

2. Drive for Oil revised victory conditions. Objectives are large ports, oil hexes, and cities in the South Weather Zone of Maps G, H, J and K — basically everything south of Astrakan (inclusive) and east of Novorossiysk (inclusive). There are five large ports: Novorossiysk, Tuapse, Sochi, Astrakan,

and Makhachkala. There are six oil hexes: three near Grozny and three near Maikop. There are 15 city hexes: Novorossiysk, Krasnodar (3), Maikop, Kislovodsk, Pyatigorsk, Armavir, Stavropol’, Ordzhonikidze, Grozny (2), Makhachkala and Astrakan (2). If an objective is currently held and in trace supply, each city hex is worth 1/2 VP, and each port or oil hex is worth 1 VP. So there are 18 1/2 possible points. At the end of the scenario, each side adds its VPs to see who wins. A Draw if each has the same number; otherwise a Win for whoever is ahead. This gives the Germans some more flexibility in strategy, bases victory a bit closer to the historical outcome (the Soviets won with 11 1/2 VP), and spreads out the objective hexes.

GBII Errata (2011 printing)

1. On Sheet 2, the 6-3-2 Security Division (203) has a Sausage on its front side. Players will need to make their own replacement. Also note that directly beneath this counter there should be a Sausage both front and back (there is no 203 Sec Bde, so ignore that counter).

2. Missing units, 1942. Mike Willner alerted us to quite a few counters from **Case Blue** that are needed to play the revised **GBII**.

3. Missing units, 1941. Joey Sabin has alerted us to several counters from **Case Blue** that are needed to play the 7.1 campaign in **GBII**.

Fixes for both of the above are posted here:

<http://www.gamersarchive.net/theGamers/archive/GBIisecondedi.htm>

4. Rule 1.1f is an artifact that no longer applies. The newer TEC, introduced in **Case Blue**, does allow attacks across Prohibited hexsides.

5. In Scenario 6.8, special rules 2.3a, etc. have been applied (not 2.9a, etc.). B43.01 is an Axis supply source.

6. In Scenario 6.8, add these units to setup at B43.01: 53 Corps HQ, 2-4-8 PJBn (543), 25 Mtr Div (25 Arty Rgt, full Organic Truck), 16-2-3 Werfer Bn (6+8), 1 SP.

7. In Scenario 7.1, add 12-2-2 Inf Div (73) in B20.23.

8. In Scenario 7.8, the 14-4-3 Gd Inf Div (1 Gd) in C62.18 is actually a 13-3-3.

9. On 8 Oct 41, the turn’s entry implies there is a 2nd truck for the 9 Pz — there is just one of them, so delete the new arrival.

10. Massive Assault (3.1) additions:

- The “Weather” portion of the rule should

only apply if a scenario BEGINS with a massive assault. It doesn’t allow the Soviet player to “control the weather” when a massive assault is declared at any other time.

- Cannot be declared on the first turn of a scenario unless the Soviets are the First Player.

11. Ju-52 counts. If you are a stickler for consistency, the GBII campaigns that begin in 11/41, 12/41, 1/42, and 11/42 should all have just 2x Ju-52, with none in Emergency Pool. Replace the Arrival Schedule’s transfer of 1x Ju-52 from GBII to EatG on 26 Nov 1942 with a transfer of 2x Ju-52 from CB to EatG.

Terrain Effects on Movement

<i>Weather-></i>	<i>Normal</i>			<i>Lt Mud</i>			<i>Mud</i>		
MA Type->	Track	Truck	Leg	Track	Truck	Leg	Track*	Truck	Leg
Open or Dry Lake	1	1	1	3	8	2	8—3	All	3
Secondary Road	1/2	1/2	1/2	1	2	1	3—1	4	2
Track	1	1	1	1	4	1	6—2	8	2
Railroad	1	1	1	1	4	1	6—2	8	2
Light Woods	2	3	1	6	All	2	All—6	All	4
Heavy Woods	3	4	2	All	All	2	P—All	P	4
Minor River	+3	+5	+1	+3	+5	+1	+3	P	+1
Major River	P	P	All	P	P	All	P	P	All
Volga-Class River	P	P	P	P	P	P	P	P	P
Ice-Pak Volga-Class Hills	P	P	P		NA			NA	
Rough	1	2	1	2	6	1	6—2	All	2
Mountain	3	5	2	4	6	2	All—6	All	3
Swamp	P	P	All	P	P	All	P	P	All
Lake	P	P	3	P	P	4	P	P	6
Frozen Lake	P	P	P	P	P	P	P	P	P
Frozen Kerch Strait	P	1	1		NA			NA	
Frozen Swamp	P	1	1		NA			NA	
Frozen Volga-Class River	5	6	3		NA			NA	
Frozen Major River	P	P	All		NA			NA	
Frozen Minor River	+4	+6	+2		NA			NA	
	+2	+3	ne		NA			NA	

Features not listed have no effect on movement.

“Normal” weather is everything except Lt Mud or Mud.

Use **Normal** for calculating Draw, Throw and Extender MP counts, regardless of weather. Exception: Use Frozen types if available.

Trucks can load or unload in place, regardless of the weather effects above. Trucks finding themselves locked down due to weather in P terrain, remain in place unaffected, but cannot move and are destroyed if forced to do so.

*—For German Tracked units, apply the MP cost before the dash (if any), Russian ones use the value after the dash.

p—Prohibited

ne—No Effect

NA—Not Applicable

These charts are the same as the ones included in **Case Blue**, and officially replace the ones included in the 2001 printing of **Guderian’s Blitzkrieg II**.

*Road Only

[#] affects attackers only, defending units are x1. Features not listed have no effect on Combat, use other terrain to determine any combat terrain effects.

ot—Use Other Terrain

P—Prohibited. Attacks are allowed across “P” terrain at roads or Pontoon Bridges in all such cases, the terrain effect is [x1/4]

Terrain Effects on Combat

<i>Type</i>	<i>Combat Line</i>	<i>Armor</i>	<i>Mech</i>	<i>Other</i>
Open or Dry Lake	Open	[x2]	[x2]	x1
Light Woods	Close	x1	x1	x1
Heavy Woods	Close	x1/2	x1	x1
Hills	Close	x1	x1	x1
Rough	Very Close	[x1/2]	[x1/2]	x1
Mountain	Extremely Close	x1/3*	[x1/2*]	x1
Swamp	Very Close	x1/2*	x1/2*	x1
Major City	Extremely Close	x1/3	[x1/2]	x1
Minor City	Very Close	x1/2	[x1/2]	x1
Village	Close	x1	x1	x1
Major River	ot	[x1/4]*	[x1/3]	[x1/2]
Minor River	ot	[x1/2]	[x1/2]	[x1/2]
Volga-Class River	ot	P	P	P
Ice-Pak Volga-Class	ot	P	P	P
Lake or Lake Hexside	P	P	P	P
Frozen Lake	Open	P	[x1/2]	[x1/2]
Frozen Kerch Strait	Open	P	[x1/2]	[x1/2]
Frozen Swamp	Close	x1/2	[x1/2]	x1
Frozen Major River				
or Frozen Lake Hexside	ot	[x1/2]	[x1/2]	[x1/2]
Frozen Minor River	ot	[x1/2]	x1	x1
Frozen Volga-Class River	ot	[x1/4]	[x1/3]	[x1/2]