SMOLENSK
Barbarossa Derailed

> **Living Rules 1.1 (August 2019)**
> Corrections to printed rules in BLUE.

Introduction

Smolensk: Barbarossa Derailed is a simulation of the fighting near Smolensk in the summer of 1941. It covers the battles that some historians now feel doomed the Axis to failure in Russia.

1.0 General Rules

1.1 Map Notes

1.1a <u>Entry Hexes.</u> These are marked by letters on the map edges and are mainly used to indicate where reinforcements will enter the map (2.1 and 3.1).

1.1b <u>Safe Edges.</u> Map-edge hexes that are a supply source (see 2.1 and 3.1) cannot be entered by enemy ground units. These hexes can be attacked via regular combat but not by an overrun (since an advance might be required).

1.1c <u>Swamps.</u> To count as a Swamp, a hex must have both the blue symbol and the background splash of greenish color. So hexes such as 11.01 and 19.20 do **not** contain swamp, but hexes 12.01 and 20.20 do.

1.2 Railroads

Railroad lines are always in one of two gauges, broad or standard. Initially all are broad gauge **except** as noted in the scenario setups.

For railing cargo and obtaining trace supply:

- The Soviet side can only use **broad gauge** railroads. Initial Rail Cap is '2' (and rises to '3' on 19 July).
- The Axis side can only use **standard gauge** railroads. Initial Rail Cap is '0' (and rises to '1' on 19 July).

Players change the gauge of these lines using rail repair units per OCS 13.3f. Show lines converted to standard gauge by using railhead markers.

1.3 Hedgehogs

1.3a <u>Defense Lines.</u> Printed on the map are some Hedgehogs (OCS 16.0) that are permanent and cannot be reduced.

1.3b <u>Limits.</u> Neither player can ever improve a Hedgehog above Level 1.

Per 2.3e, the Soviets cannot build any hedgehogs at all in July.

1.4 Off-Map Boxes

In these boxes no combat or barrage is allowed. If both players agree, for extra fog of war these can be hidden from view.

1.4a <u>Off-Map Airfields.</u> Each player has an off-map air box with infinite basing capacity. Any number of planes in these boxes can be refit each turn (no cost), and there is "extra" SP available that can be flown onto the map via Air Transport missions. Move to/from these boxes as follows:

- Moving between the Soviet player's Red Air Force Box and the map's 62.xx row costs 20 hexes of range.
- Moving between the Axis player's Luftwaffe Box and the map's 01.xx row costs 30 hexes of range.

Example: A Bf.110 based off-map is 44 hexes from Mogilev (15.10).

1.4b <u>Edge Boxes.</u> During their Movement Phase, Soviet ground units (only) can move between one of their map-edge supply source hexes and these boxes by spending 1 MP or by using Rail Cap. Note this is the **only** time that off-map movement is allowed by ground units (no retreats and no entry/exit during the Reaction or Exploitation Phase).

- The Northeast Box connects to all Soviet supply sources on the **north and east** map edges.
- The Southeast Box connects to all Soviet supply sources on the **south and east** map edges.
- These boxes contain trace supply. On-map units cannot get SP or trace supply from these boxes.
- Units must stop movement when **entering** a box. When **leaving** a box, units are fueled at no SP cost (via the "1T per unit" method).

Example: A rifle division spends 2 MP to march from Rzhev (60.34) off the east edge to the Southeast Box (it could have moved to either box). It re-enters the map in the next Movement Phase at 29.01 for 1 MP.

1.5 Weather

Roll to check the weather conditions on every turn except the first turn of a scenario. Ground conditions are always good, but air operations can be Limited. See the Weather Table for details.

1.6 Reinforcements

There are two types of reinforcements, those obtained from the Repl Table and the ones listed on the Arrival Cards.

Reinforcements arrive per 2.1 and 3.1.

1.6a Arrival Schedules. The Soviet and Axis arrival cards trace the comings and goings of units during the campaign.

Removals. When a unit is called on to be "Removed" by the arrival charts it, **or else a unit with identical factors**, is immediately removed from play, regardless of its current situation (even if in the dead pile or surrounded). Some of these units will return again, but most are gone for good. Fuel is not needed to exit the map (no actual movement is conducted), but internal stocks must be replenished (deduct this from the next Supply Table arrivals).

Frontal Reserves. See 2.3c.

1.6b Variable Arrivals. A player rolls on the Repl Table and the Supply Table to check for variable arrivals during his Reinforcement Phase. Each player has unique tables and should place new units per 2.1 and 3.1.

Notes:

- "Extra" SP **cannot** be shipped onto the map with Rail Cap, but **can** be brought in with Air Transport.
- Reinforcements can entrain in an arrival hex (per OCS 13.6b).

Pax and Eq Repls. These are used per OCS 13.5. They are the only repls that can be saved for a later turn.

- Eq are not used to rebuild aircraft in this game!

"Ftr" Repls. These can either bring an on-map F-type air unit back up to full strength, or bring a dead air unit back into play (at any airbase, Active) as a **reduced** aircraft. (So only one step gets rebuilt, not a full unit.) These cannot be saved for later.

"Tac" Repls. These are handled like Ftr Repls, but can only rebuild T, S, and Tpt air units.

1.6c Special Repls. Each turn before 19 August, the players also get to roll a die on their Special Repl Table to check for 'free' rebuilds (at no cost in Pax or Eq). The Soviets always get two and the Axis one, per the following notes.

- The Soviets always get one infantry (or militia) division. This rebuild is selected **randomly** from the 12-2-2, 11-1-1, and 10-0-1 divisions that are in the dead pile (other kinds, notably the 13-3-3's, are never rebuilt this way). **The rebuilt division returns at -1 step.** Additional Soviet rifle and militia divisions can be rebuilt at the usual cost (and these do not require random selection).
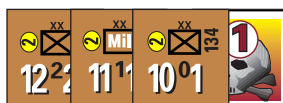
- The second Soviet rebuild will be a Supply Cache (1.7) or any one Alarm unit (see 2.3a).

- The Axis rebuild will be a Supply Cache (1.7) or any one Aufk/Krd battalion (see 3.3a).

- Special Repls can **never** be saved for later, so if no such unit is in the Dead Pile there is no rebuild!

1.7 Supply Cache Markers

 The Supply Cache markers are introduced in the latest series rules (see OCS 21.10). Note they are a standard part of this game (not optional).

Both sides begin every scenario with two of the markers, and a new one is sometimes received as a Special Repl (1.6c).

1.8 The Armies

Axis units are the Wehrmacht (gray), Waffen-SS (black), and Luftwaffe (light blue). Soviet units are the Russian army (brown), air (orange), and NKVD (red).

1.8a Counter Limits. Breakdown units are limited to the counters provided: the Axis has twenty-eight AR4 and two AR5 regiments; the Soviets have six AR2 and two AR3 regiments.

2.0 Soviet Special Rules
2.1 Supply and Reinforcements

Map-edge hexes east of 12.xx where any type of road or railroad enters the map are Soviet supply sources. Examples are 13.01, 37.35, and 62.16. Note some supply sources "shut down" per 2.1a.

New and rebuilt air units appear Active at any airfield in trace supply. Usually a group of new ground units will appear at a specific Entry Hex, per the Soviet Arrival Card. There are some special cases:

- 1 SP of Supply Table arrivals can be placed in **each** detrainable city hex using 'free' Rail Cap. The hexes must have valid rail movement paths (per OCS 13.3e) via broad gauge rails. The rest of the SP is put in map-edge supply source hexes.

- Pax, Eq, special repls, and breakout returns arrive at any HQs able to get trace supply (OCS 12.6a) by direct draw, or else in any map-edge supply source hexes.

2.1a Supply Shutdown. These supply sources cease to exist on fixed dates:

- Entry L on 19 July.
- Entry E (and all South edge sources west of there) on 19 August.

2.2 Red Air Force

2.2a No Hip Shoots. Soviet air units cannot conduct hip shoots.

2.2b No Airborne Landings. Supply drops are allowed, but not missions requiring planning (OCS 14.10b).

2.2c Early Sturmoviks. The IL.2 air units only have one step. This new plane type was not particularly effective in the summer of 1941.

2.2d Lack of Responsiveness. Soviet planes cannot fly missions in their Reaction Phase or Exploitation Phase.

Design Note: Soviet air units have shorter ranges than might be expected. Reducing them by half is a simple way to reflect their restricted operations in this 1-map game. (Note OCS 21.4 also works fine with these lower printed ranges.)

2.3 Soviet Miscellany

2.3a Alarm Units. These will start on the map, in the Dead Pile, or appear via the Arrival Schedule. Special Repls (1.6c) are needed to rebuild them. The mix of Alarm units is strictly limited: three 2-1-3 tank battalions, five 3-1-1 militia regiments, and seven (2)-2-2 anti-tank regiments.

2.3b The NKVD. The NKVD Border Regiments (only them, not the non-Bdr units) must be the "AR unit" when their hex is attacked. Using this high AR has a cost: all defending options must be taken as losses (including ones that would normally be negated due to the attacker retreating).

2.3c Frontal Reserves. At three scheduled times, the Soviets will receive some bonus arrivals. These must be taken right away (no saving for later). Each batch of Frontal Reserves consists of:

- 2 SP and a conversion (specifics are on the Soviet Arrival Card). The old unit is a Removal (1.6a), and new units are placed with other arriving SP and repls.
- Two free rebuilds: an IL.2 air unit and *either* an HQ or an artillery unit (player's choice).

2.3d Soviet Artillery. To combine for a single Barrage, all of the firing Soviet artillery units must be stacked together.

2.3e Operational Limits. Soviet units cannot build Hedgehogs or use Strat Mode before the 1 August turn.

Design Note: Soviet engineers are busy working on the printed defensive lines and the shock of Barbarossa prevents use of Strat Mode. Learn to use Edge Boxes (1.4b) to make some rapid moves — this is essential given the low Rail Cap!

2.4 Slow Mobilization

On 12 and 15 July, three Soviet armies arrive near Rzhev, Vyazma, and Spas Demyansk. The independent units can always move freely, but all **divisions** in these armies are locked in place until mobilized (rotate the 'locked' units as a memory aid). Note that a locked division is **not** allowed to create breakdowns!

The locked divisions are mobilized per this table:

| Date | Army | | |
	30th	28th	24th
12 July	2	-	-
15 July	3	3	3
19 July	-	5	5
22 July	-	-	3

Example: The 30th Army arrives on July 12th with five divisions. The Soviet player can immediately mobilize two divisions (his choice) and move them forward, but the other three are locked in place and unable to move at all. On 15 July, the last three locked divisions are released.

3.0 Axis Special Rules

3.1 Supply and Reinforcements

Map-edge hexes west of 10.xx where any type of road or railroad enters the map are Axis supply sources. Examples are 1.03, 1.26, and 4.00 (but **not** 11.33!)

New and rebuilt air units appear Active at any airfield in trace supply. Usually a group of new ground units will appear at a specific Entry Hex, per the Axis Arrival Card. There are some special cases:

- 1 SP of Supply Table arrivals can be placed in **each** detrainable city hex using 'free' Rail Cap. The hexes must have valid rail movement paths (per OCS 13.3e) via standard gauge rails. The rest of the SP is put in map-edge supply source hexes.
- Pax, Eq, special repls, and breakout returns arrive at any HQs able to get trace supply (OCS 12.6a) by direct draw, or else in any map-edge supply source hexes.

3.2 Luftwaffe

3.2a Hip Shoots. Weather permitting, the Luftwaffe can conduct hip shoots.

3.3 Axis Miscellany

3.3a Aufk & Krd Units. Special Repls (1.6c) are needed to rebuild them.

3.3b Security Needs. City hexes under Axis control (as defined in 5.0c) should be occupied by an Axis Attack-Capable unit or covered by a ZOC. If not, a Soviet Trainbusting marker (representing partisan activity) is put in the hex.
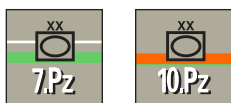
- Place a marker in **any** phase.
- Remove a marker in **any** Clean Up Phase if the security needs are met or the city is under Soviet control.

3.3c Variable Exit. On 19 August, start rolling during every Axis Reinforcement Phase until a division, either SS Reich or 14th Motorized, is Removed (using the 1.6a procedure). See Axis Arrival Card.

3.3d No Formation Consolidation. Axis multi-unit formations cannot make use of Consolidation (OCS 13.9).

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4.2 Try Some House Rules!

4.2a Initiative Rolls. The side that went first the previous turn wins tied rolls.

4.2b Effects of Losses. An Axis 4-step infantry division that is down to its last step attacks at x1/4 and defends at x1/2.

4.2c Minimal Fueling. A Formation or HQ can be fueled for 2T (not 1 SP) if the fueled units multiply their MA by x1/4. Furthermore, the fuel marker must be removed at the end of the phase (instead of during Clean Up).

4.3 Setup Wiggle

In Scenario 5.1/5.2, two changes allow the Soviet Player to adjust setup slightly. This option will help defeat optimized Axis opening moves. It should **always** be used in games involving experienced players.

A. Six Soviet full-strength infantry divisions can each deploy a break-down regiment. Note two AR2 breakdowns are already deployed, which leaves 4x AR2 and 2x AR3 available. Deploy the breakdown anywhere within two hexes of the parent division.

B. There is also a small change to the Soviet setup: 1.Mot Div can now setup within 1 hex of 18.17.

Here is an example of setup wiggle:

229 RD puts an AR2 brkdwn in 19.25.

73 RD puts an AR2 brkdwn in 17.20.

137 RD puts an AR2 brkdwn in 18.20.

102 RD puts an AR2 brkdwn in 13.05.

127 RD puts an AR3 brkdwn in 23.23.

100 RD puts an AR3 brkdwn in 15.09.

Finally, the 4-3-3's of 1.Mot Div will shift to 17.18 and 18.18.

Note each of the divisions is marked with a step-loss — these breakdowns aren't extra troops!

5.0 Victory Conditions

5.0a Final Victory Assessment. At the end of the final turn, victory is based on control of certain cities and the hexes listed in 5.0c. (Exceptions: Scenario 2 and 4 have a slightly different method.)

Soviet Win for Vyazma, Rzhev, and at least 7 of the listed hexes.

Axis Win for all hexes of Smolensk, Vitebsk, Orsha, Mogilev, Bobruysk, and at least 6 of the listed hexes.

If neither wins, it is a **Draw**.

5.0b Early Decision Check. At the **start** of any turn on or after 19 August, the game ends if either player meets their condition for a Decisive Win.

Soviet Decisive Win for Vyazma, Rzhev, and at least 9 of the listed hexes.

Axis Decisive Win for Smolensk, Vitebsk, Orsha, Mogilev, Bobruysk, and at least 8 of the listed hexes.

5.0c Victory Locations and Control. Control of the eleven locations listed below determines who wins.

"Control" is given for having an Attack-Capable unit in the hex (or being the last to have had one there, if the hex is empty). Put the provided markers on (or near) the key hexes as a reminder of their importance, and of which side controls them.

Pochinok (36.13)
Dukhovshchina (37.24)
Roslavl (38.05)
Zharkoyskyy (40.31)
Yartsevo (41.21)
Yeln'ya (43.14)
Dorogobyzh (46.17)
Safonovo (46.20)
Bel'yy (46.29)
Pusii (48.25)
Spas Demyansk (52.09)
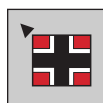
Counter Errata

Two Axis infantry divisions have the wrong Move Mode values. The 35th Div should be a 10-4-5 and the 78th Div a 10-5-6.

Intro Scenario:
Vitebsk

On the back of one of the separate cards is a small scenario that should help new players become familiar with the initial situation facing Panzer Group Hoth. It is good practice for the full campaign, because the player should try to expend as little supply as possible.

The scenario's format includes pictures of the counters that are used, something not usually done in OCS games. The pictures will help rookie players "see" what is meant by the normal text descriptions of the setups (such as the listings that begin on the next page).

New players should also read through the Scenario Setup Notes (below) and the various Design and Situation Notes in the back of this booklet.

Setup Notes

A) Scenarios specify the first turn's weather and who sets up first and who moves first. Thereafter, use regular initiative/weather rolls.

B) Reinforcements come from the order of arrivals, supply tables, and repl tables.

C) Special Scenario Rules will say if organic trucks are Empty or Full.

D) Multi-step units that set-up "w/i X hexes" can deploy breakdowns.

E) Note some German terms among the setups: "Krd" is motorcycle, "Aufk" is armored recon, and "Pz" is tank. On page 23 there is a full listing of Abbreviations.

F) When using 3.4b (part of "Guderian & Hoth"), on-map SP should be assigned to a Pz Grp during setup. Use the Dividing Line as a guide, but the player can freely decide ownership of dumps.

G) Typically both a long and short scenario is given for each starting date (for instance, the first two both begin on July 8th). **Play the shortened version first!**

Scenario 1:
Smolensk Campaign

German planning assumed the Soviet army would be destroyed on the frontier and underestimated the depth of their reserves. The Soviets are battered but unbroken, with the Germans nearing the end of their logistical rope.

General Information
First Turn: 8 July 41
Last Turn: 8 Sept 41
Total Game Length: 19 turns
First Player: Axis
Setup Order: Soviets first
Weather: Normal Flight on 8 July

Special Scenario Rules
The Soviets are in disarray, so all of their ground units move at 1/2 MA on the first turn. This can be further adjusted by mode effects (*e.g.*, DG).

The Axis organic trucks all setup Full.

There are twelve German panzer and motorized divisions in the initial setup. Put their formation markers in a cup and randomly pick…

A) 4 that must shift three hexes west of listed location, following road. (For instance, from 11.03 to 9.01.)

B) 4 others that must have one of their Mtr regiments trade places with the Aufk battalion that starts in the Dead Pile (the Mtr unit is dead and Aufk is alive).

Design Note: The "shift west" reflects the residual friction of the forced crossing of the Berezina River and the (failed) Soviet attacks near Lepel/Orsha.

The "No Counterattack" Option
The Soviets launched a pathetic offensive right before our game begins. (A smart player would **not** do it.) This variant explores what might have been.

- All Soviet **tank** divisions begin at full strength.
- Pull just two formation chits (not four) in steps 'A' and 'B'.
- Soviets have full MA on first turn.

Soviet Set-Up Information
Rail Cap: 2 at start
Reserve Markers: 0 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
　12-2-2 Inf Div (6, 24, 42)
　2x 3-1-1 Alarm Mil Rgt

9.06:
12-2-2 Inf Div (55; -1 step)
11-1-1 Inf Div (155; -1 step)

10.08:
4-1-1 Inf Div (38 Tk)

10.12:
4-1-1 Inf Div (26 Tk)

13.10:
4-1-1 Inf Div (210)

13.01:
12-2-2 Inf Div (167)

13.05:
5-4-4 Abn Bde (8)

14.02:
12-2-2 Inf Div (61)

14.04:
12-2-2 Inf Div (102)

14.06:
11-1-1 Inf Div (187)

15.01:
12-2-2 Inf Div (117; -1 step)
2-1-3 Alarm Tk Bn

15.10:
12-2-2 Inf Div (172)
(2)-4-3 NKVD Bdr Rgt (38)
3-1-1 Alarm Mil Rgt
Level 1 Airbase
1 SP

15.11:
13-3-3 Inf Div (100)

17.02:
12-2-2 Inf Div (154)

17.10:
12-2-2 Inf Div (110)

19.03:
18-1-3 Tk Div (50; -1 step)

20.00:
21st Army HQ
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
2 SP

20.02:
14-1-3 Tk Div (55)

20.03:
12-2-2 Inf Div (151)

20.05:
6-2-3 Inf Div (219)

20.07:
12-2-2 Inf Div (148)

21.07:
4-3-6 MC Rgt (12)
26-1-1 Arty Bde

23.12:
13th Army HQ
12-2-2 Inf Div (160)
(5)-1-1 UR Bde (63)
26-1-1 Arty Bde
1 Wagon Point
2 SP

24.03:
11-1-1 Inf Div (121, 143; both -1 step)
26-1-1 Arty Bde

27.05:
4th Army HQ
11-1-1 Inf Div (132)
5-3-3 Abn Bde (7)
26-1-1 Arty Bde
Level 1 Airbase
1 Wagon Point
3 SP

28.04:
(5)-1-1 UR Bde (62)

12.18:
12-2-2 Inf Div (161)

38.05, 52.09, and 61.04 (each):
Level 1 Airbase
1 SP

12.31:
12-2-2 Inf Div (186; -1 step)

15.19:
11-1-1 Inf Div (64)

15.21:
12-2-2 Inf Div (17; -1 step)

17.18:
12-2-2 Inf Div (73)

17.19:
12-2-2 Inf Div (108)
6-2-3 Inf Div (109)

17.20:
20-1-3 Tk Div (13; -1 step)

18.13:
12-2-2 Inf Div (53)

18.16:
11-1-1 Inf Div (18)

18.17:
1 Mtr Div (20 Inf, 41 Inf, 12 Tk, Boris
   Tk, 93 Recon, 13 Arty)

18.18:
12-2-2 Inf Div (137)
3-1-1 Alarm Mil Rgt
Level 1 Airbase
1 SP

18.20:
20-1-3 Tk Div (17; -1 step)

18.27:
20-1-3 Tk Div (14; -1 step)

18.28:
11-1-1 Inf Div (126; -1 step)

19.21:
11-1-1 Inf Div (233)

19.23:
12-2-2 Inf Div (229)

19.26:
20-1-3 Tk Div (18; -1 step)

19.27:
10-0-1 Inf Div (162; in Move Mode)
3-1-1 Alarm Mil Rgt

19.28:
10-0-1 Inf Div (134; in Move Mode)
Level 1 Airbase
1 SP

Design Note: *The 25th Rifle Corps was detraining during the German assault.*

19.32:
22nd Army HQ
11-1-1 Inf Div (214; -1 step)
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
2 SP

20.28:
12-2-2 Inf Div (220; -1 step)

20.35:
12-2-2 Inf Div (50)

22.19 and 24.19 (each):
3-2-2 Brkdwn Rgt

22.25:
12-2-2 Inf Div (153)

23.20:
12-2-2 Inf Div (49; -1 step)
26-1-1 Arty Bde
Level 1 Airbase
1 SP

23.27:
12-2-2 Inf Div (158)

24.24:
11-1-1 Inf Div (38)

24.28:
12-2-2 Inf Div (129)

25.23:
13-3-3 Inf Div (127)
26-1-1 Arty Bde

26.19:
20th Army HQ
12-2-2 Inf Div (144; -1 step)
26-1-1 Arty Bde
1 Wagon Point
2 SP

26.28:
14-1-3 Tk Div (48)

30.29:
19th Army HQ
4-3-6 MC Rgt (27)
26-1-1 Arty Bde
1 Wagon Point
2 SP
Wagon Extender

32.25:
(5)-1-1 UR Bde (66)

34.18 and 36.13 (each):
Level 1 Airbase
1 SP

56.20 and 60.34 (each):
Level 2 Airbase
2 SP

w/i 3 hexes of 34.17 or 34.18:
16th Army HQ
12-2-2 Inf Div (152)
11-1-1 Inf Div (46)
16-1-3 Tk Div (57)
(1)-0-3 RR Rgt (West)
(2)-2-2 Alarm AT Rgt
2x 26-1-1 Arty Bde
1 Wagon Point
2 SP

Stacked with any Soviet HQs:
(5)-1-1 UR Bde (58, 61, 65)
(2)-4-3 NKVD Bdr Rgt (86, 105)
(2)-0-3 NKVD Sec Rgt (76)
26-1-1 Arty Bde
2 Truck Points
9 SP

At any air bases:

1x I.153	1x I.16
1x MiG.3	1x SB.2
2x Su.2	3x IL.2
2x Yak.4	1x Pe.2 *
1x DB.3	1x TB.3

"*" = one unit begins reduced

Half of the counters of each plane type (I.153, I.16, etc.) must begin Inactive. Round fractions up.

Axis Set-Up Information

Rail Cap: 0 at start
Reserve Markers: 14 available
Construction Markers: 3 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
    He.111
    3 Pz Div (1 Aufk, II-6 Pz)
    4 Pz Div (7 Aufk, II-35 Pz)
    7 Pz Div (37 Aufk, III-25 Pz)
    10 Pz Div (90 Aufk, I-7 Pz)
    12 Pz Div (2 Aufk, III-29 Pz)
    17 Pz Div (27 Aufk, I-39 Pz)
    18 Pz Div (88 Aufk, II-18 Pz)
    20 Pz Div (92 Aufk, III-21 Pz)
    10 Mtr Div (10 Aufk)
    20 Mtr Div (20 Aufk)
    29 Mtr Div (29 Aufk)
    SS-R Mtr Div (R Aufk)
Converted Axis Rails:
    01.03 to 2.02

2.02:
1 Cav Div (I/21 Cav, I/22 Cav, II/22 Cav, Arty)
Level 2 Airbase
2 Wagon Points
5 SP

3.07:
24th Mtr Corps HQ
4 SP

3.12:
46th Mtr Corps HQ
10-5-4 Inf Rgt (IRGD)
4 SP

6.06:
SS-R Mtr Div (R Krd, 11 Inf, Deutld Inf, Fuhrer Inf, R Arty, Truck)

8.08:
4 Pz Div (34 Krd, I-35 Pz, 12 Inf, 33 Inf, 103 Arty, Truck)

8.12:
10 Pz Div (10 Krd, II-7 Pz, 69 PG, 86 Inf, 90 Arty, Truck)

8.00:
10 Mtr Div (40 Krd, 20 Inf, 41 Inf, 10 Arty, Truck)

11.03:
3 Pz Div (3 Krd, I-6 Pz, III-6 Pz, 3 Inf, 394 Inf, 75 Arty, Truck)

1.19:
Level 1 Airbase
2T

4.18:
47th Mtr Corps HQ
29 Mtr Div (29 Krd, 15 Inf, 71 Inf, 29 Arty, Truck)
4 SP

4.25:
12 Pz Div (22 Krd, I-29 Pz, II-29 Pz, 5 Inf, 25 Inf, 2 Arty, Truck)

5.27:
39th Mtr Corps HQ
10-5-4 Inf Bde (900)
3 Wagon Points
10 SP

9.18:
18 Pz Div (18 Krd, I-18 Pz, III-18 Pz, 52 Inf, 101 Inf, 88 Arty, Truck)

10.30:
20 Pz Div (20 Krd, I-21 Pz, II-21 Pz, 59 Inf, 112 Inf, 92 Arty, Truck)

11.31:
2-5-4 Pio Bn (43)

13.22:
17 Pz Div (17 Krd, II-39 Pz, III-39 Pz, 40 Inf, 63 Inf, 22 Arty, Truck)

14.27:
20 Mtr Div (30 Krd, 76 Inf, 90 Inf, 20 Arty, Truck)

15.25:
7 Pz Div (7 Krd, I-25 Pz, II-25 Pz, 6 Inf, 7 Inf, 78 Arty, Truck)

At any air bases:

1x Bf.109e-7	2x Bf.109e
5x Bf.109f	4x Bf.110
1x Hs.123	6x Ju.87b
2x Do.17z	1x He.111
2x Ju.88	2x Ju.52

All planes must begin Inactive.

Scenario 2:
Short Campaign

The full campaign start is shortened into an eight-turn scenario allowing players to fight the exciting opening battles along the Dneper and beyond.

This scenario is a terrific starting point for the game. It lets both players practice and hone strategies for the critical early turns. It can be finished in a (relatively) short period of time and ends before the strategic redirection of Hoth and Guderian — a quirky abstraction that will dominate events in August.

Enjoy!

General Information

First Turn: 8 July 41
Last Turn: 1 Aug 41
Total Game Length: 8 turns
First Player: Axis
Setup Order: Soviets first
Weather: Normal Flight on 8 July

Special Scenario Rules

Setup and Special Scenario Rules are the same as in Scenario 1.

Victory Conditions

At the end of the final turn, victory is determined by control of certain cities and hexes.

> **Soviet Win** for Vyazma, Rzhev, and at least 6 of the listed hexes.

> **Axis Win** for all hexes of Smolensk, Vitebsk, Orsha, Mogilev, Bobruysk and at least 7 of the listed hexes.

If neither wins, it is a **Draw**.

Krichev (27.05)
Demidov (32.25)
Pochinok (36.13)
Dukhovshchina (37.24)
Roslavl (38.05)
Zharkoyskyy (40.31)
Yartsevo (41.21)
Yeln'ya (43.14)
Dorogobyzh (46.17)
Safonovo (46.20)
Bel'yy (46.29)

Note "Control" is defined in 5.0c.

Scenario 3:
Late July Start

This campaign begins with the German pincers nearly closed behind Smolensk and the Soviets launching a desperate counteroffensive to keep open the escape route through Yartsevo.

General Information
First Turn: 22 July 41
Last Turn: 8 Sept 41
Total Game Length: 15 turns
First Player: Soviet
Setup Order: Axis first
Weather: Normal Flight on 22 July

Special Scenario Rules
Axis divisions marked with a cross (†) can setup within 1 hex of the listed location.

No units can setup in Reserve Mode.

Four Axis organic trucks (player's choice) are Full at start. The rest setup Empty.

There are fourteen German panzer and motorized divisions in the initial setup. Put their formation markers in a cup and randomly pull out…

A) 5 that must setup with all of their combat units in Move Mode.

B) 5 others that must have one of their Mtr regiments trade places with the Aufk battalion that starts in the Dead Pile (the Mtr unit is dead and Aufk is alive).

Design Note: The possible Move Mode randomizes counterattack vulnerability.

Axis Set-Up Information
Rail Cap: 1
Reserve Markers: 14 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
   3 Pz Div (1 Aufk, II-6 Pz)
   4 Pz Div (7 Aufk, II-35 Pz)
   7 Pz Div (37 Aufk, III-25 Pz)
   10 Pz Div (90 Aufk, I-7 Pz)
   12 Pz Div (2 Aufk, III-29 Pz)
   17 Pz Div (27 Aufk, I-39 Pz)
   18 Pz Div (88 Aufk, II-18 Pz)
   19 Pz Div (19 Aufk, III-27 Pz)

20 Pz Div (92 Aufk, III-21 Pz)
10 Mtr Div (10 Aufk)
18 Mtr Div (18 Aufk)
20 Mtr Div (20 Aufk)
29 Mtr Div (29 Aufk)
SS-R Mtr Div (R Aufk)
Converted Axis Rails:
   01.03 to 2.02
   01.19 to 4.18
   01.07 to 4.07

2.02:
53rd Corps HQ
20-4-3 Inf Div (167; -1 step) †
26-2-2 Arty Grp
Level 2 Airbase
2 SP

4.07:
(1)-2-5 RR Bn (II/2)

4.18:
(1)-2-5 RR Bn (I/2)

13.05:
20-4-3 Inf Div (255; -1 step) †

10.12:
13th Corps HQ
20-4-3 Inf Div (7) †
2x 26-2-2 Arty Grp
1 SP

13.10:
20-4-3 Inf Div (31; -1 step) †

13.12:
20-5-3 Inf Div (78) †

14.04:
1 Cav Div (I/1 Cav, II/1 Cav, I/2 Cav, II/2 Cav, I/21 Cav, I/22 Cav, II/22 Cav, 1 BC, 1 Arty) †

14.08:
12th Corps HQ
4-4-3 Brkdwn Rgt
26-2-2 Arty Grp
1 SP
Wagon Extender

18.05:
20-4-3 Inf Div (17; -1 step) †

20.05:
10 Mtr (40 Krd, 20 Inf, 41 Inf, 10 Arty, Truck) †

20.07:
24th Mtr Corps HQ
20-4-3 Inf Div (34; -1 step) †
3-5-8 Aufk Bn (Lehr)
2-4-8 PJ Bn (521)
26-2-2 Arty Grp
1 SP

25.06:
4 Pz Div (34 Krd, I-35 Pz, 12 Inf, 33 Inf, 103 Arty, Truck) †

27.05:
3 Pz Div (3 Krd, I-6 Pz, III-6 Pz, 3 Inf, 394 Inf, 75 Arty, Truck) †
Level 1 Airbase
2T

11.18:
20-4-3 Inf Div (23) †

16.14:
20-4-3 Inf Div (258; -1 step) †

18.16:
4-4-3 Brkdwn Rgt

18.18:
7th Corps HQ
20-4-3 Inf Div (28; -1 step) †
26-2-2 Arty Grp
Level 1 Airbase
1 SP

19.28:
20-4-3 Inf Div (129; -1 step) †
Level 1 Airbase
2T

20.15:
9th Corps HQ
4-4-3 Brkdwn Rgt
26-2-2 Arty Grp
1 SP

22.19:
20-4-3 Inf Div (268; -1 step) †
5-3-8 AG Bn (201)
Wagon Extender

24.24:
5th Corps HQ
2-4-8 PJ Bn (643)
18-2-3 Werfer Bn (3, 103)
26-2-2 Arty Grp
1 SP

2.18, 23.20, and 34.18 (each):
Level 1 Airbase
2T

25.20:
20-4-3 Inf Div (35; -1 step) †

25.23:
20-4-3 Inf Div (5; -1 step) †

26.16:
18 Pz Div (18 Krd, I-18 Pz, III-18 Pz, 52 Inf, 101 Inf, 88 Arty, Truck) †
20-4-3 Inf Div (137; -1 step) †

28.12:
20-4-3 Inf Div (263; -1 step) †

28.14:
20-4-3 Inf Div (292; -1 step) †

29.16:
2-3-8 PJ Bn (529)
2-4-6 PJ Bn (611)
Truck Extender

29.29:
57th Mtr Corps HQ
19 Pz Div (I-27 Pz, II-27 Pz, 19 Krd, 73 Inf, 74 Inf, 19 Arty, 'F' Truck) †
3-3-6 PJ Bn (561)
26-2-2 Arty Grp
Truck Extender
1 SP

w/i 1 hex of 31.17:
47th Mtr Corps HQ
7-5-7 Flm Bn (100)
5-5-8 AG Bn (184, 192, 203, 226)
30-2-3 Werfer Rgt (53)
26-2-2 Arty Grp
1 SP

32.25:
39th Mtr Corps HQ
12 Pz Div (22 Krd, I-29 Pz, II-29 Pz, 5 Inf, 25 Inf, 2 Arty, Truck) †
7-5-7 Flm Bn (101)
3-5-10 PJ Co (1/8)
2-5-4 Pio Bn (43)
30-2-3 Werfer Rgt (51)
1 SP

32.18:
5-5-3 MG Bn (5)
(2)-3-3 PJ Bn (654)

33.29:
18 Mtr Div (38 Krd, 30 Inf, 51 Inf, 18 Arty, 'F' Truck) †

34.17:
46th Mtr Corps HQ
17 Pz Div (17 Krd, II-39 Pz, III-39 Pz, 40 Inf, 63 Inf, 22 Arty, Truck) †
29 Mtr Div (29 Krd, 15 Inf, 71 Inf, 29 Arty, Truck) †
18-2-3 Werfer Bn (6, 8, 105)
1 SP

35.25:
20 Mtr Div (30 Krd, 76 Inf, 90 Inf, 20 Arty, Truck) †

36.13:
10-5-4 Inf Rgt (IRGD)
Level 1 Airbase
2T

39.23:
20 Pz Div (20 Krd, I-21 Pz, II-21 Pz, 59 Inf, 112 Inf, 92 Arty, Truck) †

37.24:
10-5-4 Inf Bde (900)

39.15:
SS-R Mtr Div (R Krd, 11SS Inf, Deutld Inf, Fuhrer Inf, R Arty, Truck) †

40.21:
7 Pz Div (7 Krd, I-25 Pz, II-25 Pz, 6 Inf, 7 Inf, 78 Arty, Truck) †

43.14:
10 Pz Div (10 Krd, II-7 Pz, 69 PG, 86 Inf, 90 Arty, Truck) †

Stacked with any Axis HQs:
4 Truck Points
2 Wagon Points
2 SP

At any air bases:
1x Bf.109e-7	2x Bf.109e
5x Bf.109f	4x Bf.110
4x Ju.87b	2x Do.17z *
3x He.111 *	2x Ju.88
2x Ju.52	

"*" = one unit begins reduced

Half of the counters of each plane type (Bf.109e-7, Ju.87b, etc.) must begin Inactive. Round fractions up.

<u>Soviet Set-Up Information</u>
Rail Cap: 3
Reserve Markers: 4 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
1 Mtr Div (Boris Tk)
20-1-3 Tk Div (14, 18)
12-1-4 Mtr Div (69)
4-1-1 Inf Div (26 Tk, 38 Tk, 210)
12-2-2 Inf Div (17, 49, 172)
11-1-1 Inf Div (18, 121)
(5)-1-1 UR Bde (58, 63)
(2)-4-3 NKVD Bdr Rgt (38)
3-1-1 Alarm Mil Rgt
2-1-3 Alarm Tk Bn
2x 26-1-1 Arty Bde
IL.2

15.01:
11-1-1 Inf Div (155; -1 step)

15.10:
12-2-2 Inf Div (110)
Level 1 Airbase
2T

15.11:
3-1-1 Alarm Mil Rgt

16.01:
12-2-2 Inf Div (167; -1 step)

17.02:
11-1-1 Inf Div (187; -1 step)

17.10:
12-2-2 Inf Div (53)

18.02:
12-2-2 Inf Div (151)

19.03:
18-1-3 Tk Div (50; -1 step)
6-2-3 Inf Div (219)

20.00:
21st Army HQ
12-2-2 Inf Div (24; -1 step)
4-3-6 MC Rgt (12)
26-1-1 Arty Bde
1 Wagon Point
2 SP

20.02:
12-2-2 Inf Div (61)

20.03:
12-2-2 Inf Div (55; -1 step)

21.02:
12-2-2 Inf Div (137)

22.02:
12-2-2 Inf Div (102, 154; both -1 step)

23.03:
14-1-3 Tk Div (55)

23.12:
1 Mtr Div (93 Recon, 20 Inf, 41 Inf, 12 Tk, 13 Arty)
1 SP

24.03:
12-2-2 Inf Div (42, 117; both -1 step)

26.03:
11-1-1 Inf Div (143; -1 step)

27.03:
12-2-2 Inf Div (6; -1 step)

28.03:
12-2-2 Inf Div (161)

28.07:
12-2-2 Inf Div (148)

29.01:
4th Army HQ
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
2 SP

29.04:
11-1-1 Inf Div (132)

29.05:
12-2-2 Inf Div (160)

29.06:
5-3-3 Abn Bde (7)

30.08:
5-4-4 Abn Bde (8)

36.05:
10-0-1 Inf Div (145)
(2)-2-2 Alarm AT Rgt

36.12:
3-2-2 Brkdwn Rgt

38.05:
13th Army HQ
12-2-2 Inf Div (222)
Level 1 Airbase
26-1-1 Arty Bde
2 Truck Points
6 SP

38.07:
10-0-1 Inf Div (149)
(2)-2-2 Alarm AT Rgt

44.07:
11-1-1 Inf Div (217)

50.10:
4-3-6 MC Rgt (31)

52.09:
28th Army HQ
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
Level 1 Airfield
1 Wagon Point
3 SP

61.04:
(5)-1-1 UR Bde (65)
Level 1 Airbase
1 SP

27.19:
11-1-1 Inf Div (233; -1 step)

27.20:
12-2-2 Inf Div (229)

28.21:
12-2-2 Inf Div (153; -1 step)

29.19:
12-2-2 Inf Div (73)
20-1-3 Tk Div (13; -1 step)

30.22:
6-2-3 Inf Div (109)

31.19:
20-1-3 Tk Div (17; -1 step)

32.23:
12-2-2 Inf Div (144)

33.19:
16-1-3 Tk Div (57; -1 step)

34.19:
12-2-2 Inf Div (152)

35.19:
12-2-2 Inf Div (129)

35.23:
11-1-1 Inf Div (46)

36.18:
13-3-3 Inf Div (127)

36.20:
16th Army HQ
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
2 SP

36.22:
11-1-1 Inf Div (38; -1 step)

Command Perspective: Heinz Guderian

Actions speak louder than words. In the days to come the Goddess of Victory will bestow her laurels only on those who prepared to act with daring.

The engine of the tank is a weapon just as the main-gun.

When the situation is obscure, attack.

Strike hard and fast and do not separate.

Logistics is the ball and chain of armored warfare.

We have severely underestimated the Russians, the extent of the country and the treachery of the climate. This is the revenge of reality.

36.33:
11-1-1 Inf Div (252)

38.16:
12-2-2 Inf Div (158; -1 step)

40.28:
12-2-2 Inf Div (220)
10-0-1 Inf Div (162)

41.27:
10-0-1 Inf Div (134)

40.31:
29th Army HQ
7-3-4 Cav Div (50, 53)
4-2-3 Inf Rgt (1 NKVD)
26-1-1 Arty Bde
1 Wagon Point
2 SP

41.18:
12-2-2 Inf Div (108)

41.23:
12-2-2 Inf Div (91)
(2)-2-2 Alarm AT Rgt

41.25:
11-1-1 Inf Div (166)

42.20:
12-1-3 Tk Div (101)
12-2-2 Inf Div (50)
3-1-1 Alarm Mil Rgt

44.28:
10-0-1 Inf Div (242)
26-1-1 Arty Bde

45.13:
18-1-3 Tk Div (104)
13-3-3 Inf Div (120)

45.15:
12-2-2 Inf Div (19)

46.17:
20th Army HQ
12-2-2 Inf Div (107)
26-1-1 Arty Bde
1 Wagon Point
2 SP

46.20:
19th Army HQ
4-3-6 MC Rgt (27)
3-1-1 Alarm Mil Rgt
2x 26-1-1 Arty Bde
1 Wagon Point
2 SP

46.29:
12-2-2 Inf Div (250, 251)

48.25:
13-3-3 Inf Div (100; -1 step)

48.30:
30th Army HQ
26-1-1 Arty Bde
1 Wagon Point
2 SP

49.18:
12-2-2 Inf Div (89)

49.20:
11-1-1 Inf Div (178)

49.21:
11-1-1 Inf Div (133)

49.32:
14-1-3 Tk Div (51; -1 step)

52.20:
12-1-4 Mtr Div (103)

52.34:
11-1-1 Inf Div (243)
12-2-2 Inf Div (119)

53.21:
12-1-4 Mtr Div (106)

53.22:
12-2-2 Inf Div (248)

54.17:
11-1-1 Militia Div (6M; -1 step)

54.19:
11-1-1 Militia Div (4M; -1 step)

54.20:
18-1-3 Tk Div (102; -1 step)

56.20:
24th Army HQ
26-1-1 Arty Bde
11-1-1 Inf Div (64)
3-1-1 Alarm Mil Rgt
(1)-0-3 RR Rgt (West)
Level 2 Airbase
2 Truck Points
7 SP

60.34:
Level 2 Airbase
2 SP

Stacked with any Soviet HQs:
(5)-1-1 UR Bde (61, 62, 66)
(2)-4-3 NKVD Bdr Rgt (86, 105)
(2)-0-3 NKVD Sec Rgt (76)
2x 26-1-1 Arty Bde
3 Wagon Points
3 SP

At any air bases:

1x I.153	2x I.16
1x LaGG.3	2x MiG.3
1x Yak.1	2x IL.2
1x Pe.2 *	4x SB.2
2x Su.2 *	3x Yak.4 *
1x DB.3	1x TB.3

"*" = one unit begins reduced

Scenario 4:
1st Counteroffensive

A shortened version of the Late July campaign start.

General Information
First Turn: 22 July 41
Last Turn: 1 Aug 41
Total Game Length: 4 turns
First Player: Soviet
Setup Order: Axis first
Weather: Normal Flight on 22 July

Special Scenario Rules
Setup and Special Scenario Rules are the same as in Scenario 3.

Victory Conditions
These are the same as in Scenario 2.

Scenario 5:
Early August Start

This scenario begins with the Soviets still in control of seven objective hexes. The Axis needs to capture two of them before the majority of the panzers are removed on 19 August, and then hold on.

General Information
First Turn: 8 August 41
Last Turn: 8 Sept 41
Total Game Length: 10 turns
First Player: Soviet
Setup Order: Axis first
Weather: Normal Flight on 8 August

Special Scenario Rules
Axis divisions marked with a cross (†) can setup within 1 hex of the listed location.

Two Axis organic trucks (player's choice) are Full at start. The rest setup Empty.

There are fourteen German panzer and motorized divisions in the initial setup. Put their formation markers in a cup and randomly pull out…

A) 5 that must add their Krd battalion to the Dead Pile.

B) 7 others that must add their Aufk battalion to the Dead Pile.

Axis Set-Up Information
Rail Cap: 1
Reserve Markers: 7 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
    3 Pz Div (II-6 Pz, 394 Inf)
    4 Pz Div (II-35 Pz, 33 Inf)
    7 Pz Div (III-25 Pz, 7 Inf)
    10 Pz Div (I-7 Pz, 69 PG)
    12 Pz Div (III-29 Pz, 25 Inf)
    17 Pz Div (III-39 Pz, 63 Inf)
    18 Pz Div (II-18 Pz, 101 Inf)
    19 Pz Div (III-27 Pz, 74 Inf)
    20 Pz Div (III-21 Pz, 112 Inf)
    10 Mtr Div (41 Inf)
    18 Mtr Div (51 Inf)
    20 Mtr Div (90 Inf)
    29 Mtr Div (71 Inf)
    SS-R Mtr Div (Deutld Inf)

Converted Axis Rails:
    01.03 to 2.02
    01.19 to 24.19
    01.07 to 24.06

2.02:
4-4-3 Brkdwn Rgt
Level 2 Airbase
1 SP

13.05:
12th Corps HQ
20-4-3 Inf Div (167; -2 steps) †
26-2-2 Arty Grp
1 SP

14.02:
20-4-3 Inf Div (31; -1 step) †

15.10:
53rd Corps HQ
20-4-3 Inf Div (255; -1 step) †
26-2-2 Arty Grp
Level 1 Airbase
1 SP

16.03:
20-4-3 Inf Div (112; -1 step) †

18.04:
20-4-3 Inf Div (17; -1 step) †

20.05:
20-4-3 Inf Div (131) †

20.07:
1 Cav Div (I/1 Cav, II/1 Cav, I/2 Cav, II/2 Cav, I/21 Cav, I/22 Cav, II/22 Cav, 1 BC, 1 Arty) †

24.06:
20-4-3 Inf Div (34; -1 step) †
(1)-2-5 RR Bn (II/2)

24.19:
(1)-2-5 RR Bn (I/2)

25.04:
20-4-3 Inf Div (258; -1 step) †

29.04:
20-4-3 Inf Div (7) †
2-4-8 PJ Bn (521)

32.04:
3 Pz Div (1 Aufk, 3 Krd, I-6 Pz, III-6 Pz, 3 Inf, 75 Arty, Truck) †

27.05:
13th Corps HQ
10 Mtr (10 Aufk, 40 Krd, 20 Inf, 10 Arty, Truck) †
5-5-3 MG Bn (5)
3-5-8 Aufk Bn (Lehr)
26-2-2 Arty Grp
Level 1 Airbase
1 SP

35.06:
24th Mtr Corps HQ
4 Pz Div (7 Aufk, 34 Krd, I-35 Pz, 12 Inf, 103 Arty, Truck) †
5-5-8 AG Bn (203, 226)
26-2-2 Arty Grp
1 SP

36.04:
20-5-4 Inf Div (78; -1 step) †

Command Perspective: Semyon Timoshenko

It is necessary to keep in mind the possibility of simultaneously conducting two, if not three, offensive operations of various fronts on a theater of war with the intention of strategically shaking the enemy's entire combat capability as extensively as possible.

We are harassing them and will go on harassing them until they are totally exhausted. This is not merely tactics of a definite kind — it is a strategy with a broad perspective, directed at definitive and total victory. The Russian defence always had preparation for the counter-offensive as its aim.

The Russian war plan here follows the commandment of Clausewitz: "Swift and powerful transition to the attack — the lightning sword of retribution — that is the most brilliant part of the defense."

37.09:
9th Corps HQ
20-4-3 Inf Div (263; -1 step) †
5-5-8 AG Bn (184, 192)
26-2-2 Arty Grp
1 SP

38.05:
7th Corps HQ
20-4-3 Inf Div (23) †
5-3-8 AG Bn (201)
26-2-2 Arty Grp
Level 1 Airbase
1 SP

40.04:
20-4-3 Inf Div (197; -1 step) †

41.07:
20-4-3 Inf Div (292; -1 step) †

43.06:
20-4-3 Inf Div (137; -1 step) †

18.18:
7-3-2 Sec Div (221)
Level 1 Airbase
2T

19.28:
4-3-2 Sec Div (286)
Level 1 Airbase
2T

34.29:
20-4-3 Inf Div (6; -1 step) †

29.29:
3-5-10 PJ Co (1/8)
Truck Extender

32.25:
19 Pz Div (19 Aufk, 19 Krd, I-27 Pz,
    II-27 Pz, 73 Inf, 19 Arty, Truck) †

34.17:
47th Mtr Corps HQ
7-5-7 Flm Bn (100)
2-4-6 PJ Bn (611)
26-2-2 Arty Grp
1 SP

34.18:
39th Mtr Corps HQ
20 Mtr Div (20 Aufk, 30 Krd, 76 Inf,
    20 Arty, Truck) †
5-5-8 AG Bn (189, 210)
7-5-7 Flm Bn (101)
2-5-4 Pio Bn (43)
26-2-2 Arty Grp
Level 1 Airbase
Wagon Extender
5 Truck Points
4 SP

35.22:
7 Pz Div (37 Aufk, 7 Krd, I-25 Pz, II-25
    Pz, 6 Inf, 78 Arty, Truck) †

36.13:
18 Pz Div (88 Aufk, 18 Krd, I-18 Pz,
    III-18 Pz, 52 Inf, 88 Arty, Truck) †
30-2-3 Werfer Rgt (53)
Level 1 Airbase
2T
Wagon Extender

37.18:
8th Corps HQ
20-4-3 Inf Div (28; -1 step) †
26-2-2 Arty Grp
1 SP

37.21:
5th Corps HQ
12 Pz Div (2 Aufk, 22 Krd, I-29 Pz,
    II-29 Pz, 5 Inf, 2 Arty, Truck) †
20-4-3 Inf Div (35; -1 step) †
3-3-6 PJ Bn (561)
26-2-2 Arty Grp
1 SP

39.21:
20-4-3 Inf Div (161) †

2.18 and 23.20 (each):
Level 1 Airbase
2T

37.24:
57th Mtr Corps HQ
20 Pz Div (92 Aufk, 20 Krd, I-21 Pz,
    II-21 Pz, 59 Inf, 92 Arty, Truck) †
2-4-8 PJ Bn (643)
30-2-3 Werfer Rgt (51)
18-2-3 Werfer Bn (3, 103)
1 SP

38.16:
29 Mtr Div (29 Aufk, 29 Krd, 15 Inf,
    29 Arty, Truck) †

39.28:
18 Mtr Div (18 Aufk, 38 Krd, 30 Inf,
    18 Arty, 'F' Truck) †

40.19:
20-4-3 Inf Div (8) †

40.22:
10-5-4 Inf Bde (900)

40.24:
20-4-3 Inf Div (5, 106; both -1 step) †

40.26:
20-4-3 Inf Div (129; -1 step) †

41.15:
46th Mtr Corps HQ
SS-R Mtr Div (R Aufk, R Krd, 11SS Inf,
    Fuhrer Inf, R Arty, Truck) †
10-5-4 Inf Rgt (IRGD)
2-3-8 PJ Bn (529)
18-2-3 Werfer Bn (6, 8, 105)
1 SP

41.16:
17 Pz Div (27 Aufk, 17 Krd, 40 Inf,
    I-39 Pz, II-39 Pz, 22 Arty, Truck) †

43.14:
20th Corps HQ
10 Pz Div (90 Aufk, 10 Krd, II-7 Pz, 86
    Inf, 90 Arty, Truck) †
26-2-2 Arty Grp
1 SP

44.13:
20-4-3 Inf Div (15) †

44.12:
20-4-3 Inf Div (268; -1 step) †

With any Axis HQs:
4 Truck Points
2 Wagon Points
2 SP

At any air bases:
1x Bf-109e *   5x Bf.109f *
2x Bf.110   2x He.111 *
2x Ju.87b *   1x Ju.88
1x Ju.52

"*" = one unit begins reduced

Half of the counters of each plane type (Bf.109e-7, Ju.87b, etc.) must begin Inactive. Round fractions up.

Soviet Set-Up Information
Rail Cap: 3
Reserve Markers: 6 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
   1x IL.2
   1x SB.2
   1x Yak.4
   4th Army HQ
   1 Mtr Div (41 Inf, Boris Tk)
   20-1-3 Tk Div (13, 18)
   18-1-3 Tk Div (104)
   14-1-3 Tk Div (51)
   6-2-3 Inf Div (109)
   12-2-2 Inf Div (17, 49, 61, 102, 117, 154, 167, 172)
   11-1-1 Inf Div (18, 46, 155, 187)
   10-0-1 Inf Div (145, 149)
   4-1-1 Inf Div (26 Tk, 38 Tk, 210)
   4-3-6 MC Rgt (27, 31)
   (5)-1-1 UR Bde (62, 63, 66)
   (2)-4-3 NKVD Bdr Rgt (38, 105)
   (2)-2-2 Alarm AT Rgt
   3-1-1 Alarm Mil Rgt
   2-1-3 Alarm Tk Bn
   2x 26-1-1 Arty Bde

20.00:
21st Army HQ
12-2-2 Inf Div (42; -1 step)
26-1-1 Arty Bde
1 SP

20.02:
12-2-2 Inf Div (55, 151; both -1 step)

21.02:
11-1-1 Inf Div (132; -1 step)

24.03:
11-1-1 Inf Div (143; -1 step)

27.03:
12-2-2 Inf Div (6)

29.01:
18-1-3 Tk Div (50; -2 steps)
12-1-3 Tk Div (55; -1 step)
6-2-3 Inf Div (219)
4-3-6 MC Rgt (12)
26-1-1 Arty Bde

29.02:
12-2-2 Inf Div (137, 148, 160; all -1 step)

31.03:
11-1-1 Inf Div (121)

41.02:
5-3-3 Abn Bde (7)
6-2-4 Cav Div (47)

42.02:
7-3-4 Cav Div (21 Mtn, 52)

43.01:
13th Army HQ
12-2-2 Inf Div (24; -1 step)
5-4-4 Abn Bde (8)
26-1-1 Arty Bde
1 SP

45.04:
2-1-4 Cav Div (43)
6-2-4 Cav Div (32)

45.11:
11-1-1 Mil Div (4M; -1 step)

46.08:
12-2-2 Inf Div (222)
11-1-1 Mil Div (6M; -1 step)

46.12:
18-1-3 Tk Div (105; -2 steps)
12-1-4 Mtr Div (106; -1 step)
3-1-1 Alarm Mil Rgt
26-1-1 Arty Bde

50.10:
13-3-3 Inf Div (100)

52.05:
12-2-2 Inf Div (53; -1 step)
11-1-1 Inf Div (217)

52.09:
28th Army HQ
3-1-1 Alarm Mil Rgt
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
Level 1 Airbase
1 Wagon Point
3 SP

53.05:
43rd Army HQ
4-3-6 MC Rgt (20)
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 SP

56.06:
11-1-1 Inf Div (280, 282)

59.05:
12-2-2 Inf Div (269)

61.04:
3rd Army HQ
5-4-4 Abn Bde (214)
(5)-1-1 UR Bde (65)
26-1-1 Arty Bde
Level 1 Airbase
2 Truck Points
2 Wagon Points
6 SP

36.33:
11-1-1 Inf Div (252; -1 step)

40.29:
12-2-2 Inf Div (250; -1 step)
10-0-1 Inf Div (242)

40.31:
29th Army HQ
11-1-1 Inf Div (243; -1 step)
7-3-4 Cav Div (50, 53)
4-2-3 NKVD Inf Rgt (1)
26-1-1 Arty Bde
1 SP

41.18:
12-2-2 Inf Div (144; -1 step)

41.21:
11-1-1 Inf Div (38, 64; one is -1 step)

41.23:
12-2-2 Inf Div (50, 89, 91)
(2)-2-2 Alarm AT Rgt

42.20:
12-2-2 Inf Div (108)

42.21:
12-1-3 Tk Div (101; -1 step)
3-1-1 Alarm Mil Rgt

42.25:
11-1-1 Inf Div (166)
10-0-1 Inf Div (162)

42.27:
16-2-5 Mtr Div (107; -1 step)
12-2-2 Inf Div (251; -1 step)
26-1-1 Arty Bde

43.16:
12-2-2 Inf Div (107, 161)

43.18:
11-1-1 Inf Div (233; -1 step)

44.20:
16th Army HQ
12-2-2 Inf Div (119)
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
2 SP

45.15:
18-1-3 Tk Div (102; -2 steps)
12-1-4 Mtr Div (103; -1 step)

45.17:
12-2-2 Inf Div (73, 129, 229; each -1 step)

46.14:
12-2-2 Inf Div (19)

46.17:
20th Army HQ
13-3-3 Inf Div (127; -2 steps)
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
2 SP

46.16:
12-2-2 Inf Div (152, 153; both -1 step)

46.18:
1 Mtr Div (93 Recon, 20 Inf, 12 Tk, 13 Arty)

46.20:
20-1-3 Tk Div (14, 17; each -2 steps)
4-3-6 MC Rgt (9)

46.29:
30th Army HQ
12-2-2 Inf Div (220)
10-0-1 Inf Div (134)
2-1-3 Alarm Tk Bn
26-1-1 Arty Bde
1 Wagon Point
2 SP

48.21:
18-1-3 Tk Div (109)

48.25:
19th Army HQ
12-2-2 Inf Div (158; -1 step)
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
2 SP

49.20:
11-1-1 Inf Div (133, 178)

49.21:
13-3-3 Mtn Div (194)

50.16:
12-2-2 Inf Div (110; -1 step)

51.23:
12-2-2 Inf Div (248)

53.21:
11-1-1 Mil Div (8M, 18M; each -1 step)

54.20:
12-2-2 Mil Div (7M; -1 step)
11-1-1 Mil Div (2M)

56.20:
32nd Army HQ
11-1-1 Inf Div (309)
8-1-5 Tk Rgt (18, 114)
(1)-0-3 RR Rgt (West)
26-1-1 Arty Bde
Level 2 Airbase
2 Truck Points
2 Wagon Points
7 SP

54.19:
10-0-1 Mil Div (13M; -1 step)
2-1-3 Alarm Tk Bn

54.15:
24th Army HQ
26-1-1 Arty Bde
1 Wagon Point
2 SP

58.27:
49th Army HQ
12-2-2 Inf Div (246; -1 step)
26-1-1 Arty Bde
1 Truck Point
1 Wagon Point
3 SP

58.34:
12-2-2 Inf Div (249)

59.30:
18-1-3 Tk Div (110; -2 steps)

59.33:
12-2-2 Inf Div (247)
11-1-1 Inf Div (244)

60.34:
31st Army HQ
3-1-1 Alarm Mil Rgt
26-1-1 Arty Bde
Level 2 Airbase
1 Truck Point
1 Wagon Point
5 SP

With any Soviet HQs:
(5)-1-1 UR Bde (58, 61, 68)
(2)-4-3 NKVD Bdr Rgt (86)
(2)-0-3 NKVD Sec Rgt (76)
2x 26-1-1 Arty Bde
2 Truck Points
2 Wagon Points
4 SP

At any air bases:

1x I.153 *	3x I.16 *
1x LaGG-3	3x MiG.3 *
1x Yak-1	2x Pe.2 *
3x SB.2	2x Su.2 *
4x IL.2	2x Yak.4
1x DB.3	1x TB.3

"*" = one unit begins reduced

Scenario 6:
2nd Counteroffensive

A shortened version of the Early August campaign start.

General Information
First Turn: 8 Aug 41
Last Turn: 22 Aug 41
Total Game Length: 5 turns
First Player: Soviet
Setup Order: Axis first
Weather: Normal Flight on 8 Aug

Special Scenario Rules
Setup and Special Scenario Rules are the same as in Scenario 5.

Reading List

There are dozens of books that cover the campaign. John Bowen presents an eclectic mix to get you started:

Barbarossa Derailed by David Glantz (four volumes). This is the definitive study of the campaign.

Operation Barbarossa & Germany's Defeat in the East by David Stahel. A good study of the first phases of the war in Army Group Center.

The Road to Stalingrad by John Erickson. A broad, balanced view of the first two years of fighting.

Thunder on the Dnepr by Bryan Fugate and Lev Dvoretsky. A unique perspective that tends to overrate Soviet capabilities and intentions.

History of the Great Patriotic War of the Soviet Union, Volume 2, edited by P.N. Pospelov. This official Soviet account stresses the importance of the Smolensk fighting, but alas the English translation is only on microfilm.

The Initial Period of War on the Eastern Front by David Glantz. A short volume that focuses on specific topics.

Barbarossa Unleashed by Craig Luther. Covers Army Group Center with an emphasis on small-unit action.

Barbarossa 1941 by Frank Ellis. A look at the motivations for Barbarossa that also relies heavily on tactical accounts.

Scenario 7:
3rd Counteroffensive

The Soviets have just five turns left to recapture an objective hex and win the game. Meanwhile, the Axis must brace for the arrival of numerous enemy tank formations in September.

General Information
First Turn: 26 Aug 41
Last Turn: 8 Sep 41
Total Game Length: 5 turns
First Player: Soviet
Setup Order: Axis first
Weather: Normal Flight on 26 Aug

Special Scenario Rules
Axis divisions marked with a cross (†) can setup within 1 hex of the listed location.

Axis organic trucks all setup Empty.

Roll for Variable Exit (3.3c).

Axis Set-Up Information
Rail Cap: 1
Reserve Markers: 7 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
  Bf.109f
  7 Pz Div (37 Aufk, III-25 Pz, 7 Inf)
  10 Pz Div (90 Aufk, I-7 Pz, 69 PG)
  14 Mtr Div (54 Krd, 53 Inf)
  SS-R Mtr Div (R Krd, Deutld Inf)
Converted Axis Rails:
  01.03 to 2.02
  01.19 to 34.18
  01.07 to 38.05
  15.10 to 18.18

2.02:
7-3-2 Sec Div (221)
Level 2 Airbase
1 SP

2.18 and 23.20 (each):
Level 1 Airbase
2T

15.10:
20-4-3 Inf Div (252; -2 steps) †
Level 1 Airbase
2T

27.05:
20-4-3 Inf Div (162, 267; all are -1 step) †
Level 1 Airbase
2T

38.05:
7th Corps HQ
26-2-2 Arty Grp
Level 1 Airbase
1 SP

41.09:
20-4-3 Inf Div (197; -1 step)

41.12:
20-4-3 Inf Div (7; -1 step) †

42.07:
20-4-3 Inf Div (23; -1 step) †

44.03:
20-4-3 Inf Div (258; -1 step) †

44.12:
20-4-3 Inf Div (268; -1 step) †

18.18:
53rd Corps HQ
4-3-2 Sec Div (286)
(1)-2-5 RR Bn (I/2, II/2)
Level 1 Airbase
1 SP

19.28:
6-2-2 Sec Div (403)
Level 1 Airbase
2T

32.25:
5th Corps HQ
3-3-6 PJ Bn (561)
26-2-2 Arty Grp
1 SP
Wagon Extender

34.18:
SS-R Mtr Div (R Aufk, 11SS Inf, Fuhrer Inf, R Arty, Truck) †
20-4-3 Inf Div (87; -2 steps) †
2-5-4 Pio Bn (43)
18-2-3 Werfer Bn (3, 103)
Level 1 Airbase
2T

34.29:
20-4-3 Inf Div (6; -1 step) †

36.13:
10 Pz (10 Krd, II-7 Pz, 86 Inf, 90 Arty,
    Truck) †
Level 1 Airbase
2T

37.24:
8th Corps HQ
7 Pz (7 Krd, I-25 Pz, II-25 Pz, 6 Inf, 78
    Arty, Truck) †
20-4-3 Inf Div (161) †
26-2-2 Arty Grp
1 SP

39.23:
20-4-3 Inf Div (35; -1 step) †

39.24:
14 Mtr Div (14 Aufk, 11 Inf, 14 Arty,
    Truck) †
10-5-4 Inf Bde (900)

39.25:
20-4-3 Inf Div (106; -1 step) †

39.27:
20-4-3 Inf Div (129; -1 step) †

39.16:
9th Corps HQ
20-4-3 Inf Div (263; -1 step) †
26-2-2 Arty Grp
1 SP

40.19:
20-4-3 Inf Div (8; -1 step) †

40.20:
20-4-3 Inf Div (28; -1 step) †

40.21:
20-4-3 Inf Div (5; -1 step) †

42.15:
20-4-3 Inf Div (137; -1 step) †

43.14:
20th Corps HQ
20-4-3 Inf Div (15; -1 step) †
26-2-2 Arty Grp
1 SP

44.15:
20-5-4 Inf Div (78; -1 step) †

45.14:
20-4-3 Inf Div (292; -1 step) †

With any Axis HQs:
5-5-8 AG Bn (184, 189, 210)
4 Truck Points
1 Wagon Point
2 SP

At any air bases:
1x Bf-109e *   4x Bf.109f
2x He.111 *   1x Ju.88
1x Ju.52

"*" = one unit begins reduced

Half of the counters of each plane type
(Bf.109e, Ju.88, etc.) must begin Inac-
tive. Round fractions up.

Soviet Set-Up Information
Rail Cap: 3
Reserve Markers: 6 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
   1x I.16
   1x MiG.3
   3x IL.2
   2x SB.2
   1x Su.2
   2x Yak.4
   1 Mtr Div (93 Recon, 41 Inf, 12
       Tk, Boris Tk)
   20-1-3 Tk Div (14, 17)
   12-1-4 Mtr Div (103, 106)
   6-2-3 Inf Div (109)
   8-1-5 Tk Rgt (114)
   12-2-2 Inf Div (61, 158)
   11-1-1 Inf Div (46, 233)
   10-0-1 Inf Div (145)
   4-1-1 Inf Div (26 Tk, 38 Tk, 210)
   4-3-6 MC Rgt (9, 20, 27, 31)
   2x 3-1-1 Alarm Mil Rgt
   2x 2-1-3 Alarm Tk Bn
   2x (2)-2-2 Alarm AT Rgt
   (2)-4-3 NKVD Bdr Rgt (38, 86,
       105)
   (5)-1-1 UR Bde (58, 61, 63, 66)

44.07:
10-0-1 Inf Div (149)

45.11:
12-2-2 Inf Div (53; -1 step)

46.08:
12-2-2 Inf Div (222)

46.03:
12-2-2 Inf Div (278)
11-1-1 Inf Div (217)
(2)-2-2 Alarm AT Rgt

46.11:
11-1-1 Inf Div (303)

46.12:
13-3-3 Inf Div (120)

48.08:
18-1-3 Tk Div (104; -2 steps)

50.10:
12-2-2 Mil Div (1M, 17M; each -1 step)

51.09:
11-1-1 Mil Div (5M, 18M; one is -1
    step)

52.02:
18-1-3 Tk Div (105; -2 steps)

52.09:
33rd Army HQ
10-0-1 Mil Div (9M, 21M; both -1 step)
26-1-1 Arty Bde
Level 1 Airbase
1 Wagon Point
2 SP

53.05:
43rd Army HQ
18-1-3 Tk Div (109; -2 steps)
12-2-2 Inf Div (211)
26-1-1 Arty Bde
1 Wagon Point
1 SP

57.01:
12-2-2 Inf Div (279)

61.04:
28th Army HQ
26-1-1 Arty Bde
Level 1 Airbase
1 Truck Point
3 SP

34.31:
12-2-2 Inf Div (251; -1 step)
11-1-1 Inf Div (243, 252; each -1 step)

40.28:
12-2-2 Inf Div (220, 250; one is -1 step)
10-0-1 Inf Div (242; -1 step)

40.31:
29th Army HQ
12-2-2 Inf Div (246; -1 step)
7-3-4 Cav Div (50, 53)
4-2-3 NKVD Inf Rgt (1)
26-1-1 Arty Bde
1 Wagon Point
1 SP

41.23:
11-1-1 Inf Div (38, 64; one is -1 step)

41.25:
16-2-5 Mtr Div (107; -2 steps)
10-0-1 Inf Div (162)

41.26:
11-1-1 Inf Div (166, 244)

41.27:
14-1-3 Tk Div (51; -1 step)
10-0-1 Inf Div (134)
26-1-1 Arty Bde

42.17:
12-2-2 Inf Div (107)

42.19:
12-2-2 Inf Div (91, 153; one is -1 step)

42.20:
12-2-2 Inf Div (108, 119)

42.21:
12-2-2 Inf Div (50, 89)

43.23:
19th Army HQ
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
1 SP

44.17:
13-3-3 Inf Div (100)

44.20:
12-2-2 Inf Div (144, 161; one is -1 step)

45.17:
18-1-3 Tk Div (102; -2 steps)
12-2-2 Inf Div (129; -1 step)

46.15:
12-2-2 Inf Div (19)

46.17:
20th Army HQ
12-2-2 Inf Div (73)
3-1-1 Alarm Mil Rgt
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
1 SP

46.18:
1 Mtr Div (20 Inf, 13 Arty)

46.20:
16th Army HQ
2-1-3 Alarm Tk Bn
26-1-1 Arty Bde
1 Wagon Point
1 SP
6-1-4 Cav Div (45)

46.29:
30th Army HQ
18-1-3 Tk Div (110; -2 steps)
3-1-1 Alarm Mil Rgt
26-1-1 Arty Bde
1 Wagon Point
1 SP

47.14:
11-1-1 Mil Div (6M; -1 step)
11-1-1 Inf Div (309)

48.14:
11-1-1 Inf Div (133, 178)
26-1-1 Arty Bde

48.15:
12-2-2 Inf Div (6, 110; each -1 step)
12-2-2 Inf Div (229; -1 step)

48.25:
12-1-3 Tk Div (101; -1 step)
3-1-1 Alarm Mil Rgt

49.20:
13-3-3 Mtn Div (194; -2 steps)

49.21:
12-2-2 Inf Div (152, 248; both -1 step)
20-1-3 Tk Div (18; -2 steps)

53.22
10-0-1 Mil Div (13M; -1 step)

54.19:
11-1-1 Mil Div (2M)

54.20:
12-2-2 Mil Div (7M; -1 step)
11-1-1 Mil Div (8M; -1 step)

54.15:
24th Army HQ
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point
1 SP

56.20:
32nd Army HQ
(1)-0-3 RR Rgt (West)
26-1-1 Arty Bde
Level 2 Airbase
1 Truck Point
4 Wagon Points
6 SP

56.27:
11-1-1 Mil Div (4M; -1 step)

58.27:
49th Army HQ
26-1-1 Arty Bde
1 Truck Point
2 SP

58.34:
12-2-2 Inf Div (247, 249)

60.34:
31st Army HQ
26-1-1 Arty Bde
Level 2 Airbase
1 Truck Point
4 SP

With any Soviet HQs:
(5)-1-1 UR Bde (62, 65, 68)
(2)-0-3 NKVD Sec Rgt (76)
2x 26-1-1 Arty Bde
2 Truck Points
4 SP

At any air bases:

1x I.153 *	2x I.16
1x LaGG.3 *	2x MiG.3
1x Yak.1 *	4x IL.2
2x Pe.2 *	2x SB.2 *
1x Su.2	1x Yak.4
1x DB.3	1x TB.3

"*" = one unit begins reduced

Designer Notes

Recently the battle of Smolensk in 1941 has received a great deal of attention and analysis. Glantz, Luther, and Stahel have all added information and insight into the fighting around Smolensk and the effects of this battle on Barbarossa and the War in the East as a whole.

"Who won" seems to depend on how you view victory. Both sides committed errors that wargamers, with the near perfect intel we possess, would never make. I have decided, as I did in The Blitzkrieg Legend (TBL), that I do not want to tie a player's hands into making the same decisions and mistakes. I know that some might say that I have made it impossible for the historical outcome to happen (much like in TBL). But what I am interested in creating is a simulation showing what the situation was like and what each side faced at the time. The challenge then becomes what each player can make of it, in the face of some higher-level decisions that were made for them. This is especially true for the Axis side, since the Soviets were mostly just reacting to the situation.

Admittedly, several counteroffensives were ordered by Stalin/STAVKA. I did not feel a "mandated attacks" rule was needed, however, because to stand a chance in the game the Soviets will have to attack a lot in order to wear down the German offensive capabilities. The Soviet player cannot just "turtle up" since the Germans can then just starve them out and win. Losses will be heavy, but the Soviets need to take the fight to the Germans; every token the enemy spends on the defense is one less panzer battalion being fueled for action.

My favorite rule restricts the two panzer groups from operating in each other's area. It simulates the historical lack of cooperation between the commands of Guderian and Hoth, as well as the fragmentation of goals. Finally, it reflects the higher-level command's weak control and its vacillation over what strategic direction to pursue.

I hope you enjoy the game!

Developer Notes

Hans Kishel's The Blitzkrieg Legend took on the complex question of how Germany's panzers defeated France so decisively in May of 1940. His latest design, Smolensk, tackles just as thorny a question: How did the Soviets manage to stop those panzers in July of 1941?

Working within the OCS model can sometimes be a challenge. For instance, here in Smolensk the Soviets need to attack even though they must do so at a negative AR differential, and as a result will often fail spectacularly. But these attacks will bleed precious SP and steps from the defenders, and will ultimately be worth the occasional AL2.

The asymmetry of these armies is interesting. In addition to the qualitative difference in typical AR, we also see contrasts in logistics and replacements. The Germans are typically low on SP, so 2T spent on a defense is important. For the Soviets, spending a few SP on an attack that includes an artillery barrage puts less strain on the supply net. Soviet replacements are also relatively plentiful, and this lessens the pain of recovery from those AL2 results.

One of my concerns, as series honcho, is to maintain a certain level of orthodoxy in its various designs. So Smolensk, for example, needs to fit pretty closely with the decisions made in Case Blue, but there is still freedom to borrow other special rules and create new ones. Let's talk about some of these issues:

The Flanks. By mid-July, Hitler was already far along the decision-path that would lead to the Axis diversion away from Moscow and toward the flanks. This decision is far beyond the scope of operations, so it has been wired into the game. Some of the Axis withdrawals are headed through Entry K, tangling almost immediately with Soviet 22nd Army at Velikiye Luki. The rest went south, to capture Gomel and then drive on behind Kiev.

For better or worse, the decision was made to just abstract this entire operation. We did wrestle a bit with making the Germans exit at Entry E and K, but it seemed artificial to ask them to finesse

their way off the map. At the same time, we recognized the potential for a player anticipating the 19 August removals and doing gamey things with the panzers, especially. The "Removals" rule and 3.3d will stop the worst potential abuses!

Construction Markers. In The Blitzkrieg Legend the Axis has special air strips allowing them to quickly project PZs over places like Sedan. This rule is similar, allowing fighters at forward air strips to cover the Dneper crossings. It goes a step further, also letting the Axis construct bridges. The same effects could have been achieved by adding counters for construction engineers, but this seemed easier and the markers also put strict limits on usage.

Supplies & Replacements. In mid-July a crisis at Velikiye Luki draws eyes from Smolensk, and it is then that the last of the extra SP (on loaded trucks) arrives. In the following month Kiev takes center stage, and this fight siphons SP and repls away from both sides. The arrival charts are thus constructed to slow the pace as time passes, and shift the initiative towards the Red Army.

Luftwaffe. At the game's onset, Army Group Center is being supported by the lion's share of strike planes in the theater. Soon the Ju.87s and Bf.110s will fly off in support of offensives to the north or south, but it is a glorious concentration on a single game map while it lasts.

Panzer Battalions. Strengths of these vary because some had four companies (rather than 3) and some still had small-caliber guns in their majority tank-type. Three of the divisions had no combat experience prior to Barbarossa, so their panzer battalions are AR4.

Aufk & Krd Battalions. The "Special Repl" roll shows these units refitting for Typhoon. (The precious Eq are going to be used for panzers.) The mechanic mimics the one used for the new Supply Cache markers and for Soviet Alarm units (more on them below).

Variable Withdrawal. The big withdrawals were mostly conducted around 19 August, but the SS Reich Division hung around for an extra week or two. We decided to make the timing of this

unpredictable and also make it uncertain whether it or 14th Motorized Division would be ordered to exit the map.

Edge Boxes. The Soviets can use these boxes to make rapid redeployments. In July, for instance, before the Soviets can use Strat Mode, a march west from Rzhev is a slow-go — it is much faster to jump through the Northeast Box. These boxes are also escape routes for 21st and 22nd Armies, as well as places to marshal forces for counterattacks (especially from the south).

Soviet Alarm Units. 24 independent anti-tank regiments were committed to this battle (usually detached from rifle divisions). Several dozen "fighter battalions" of militia were raised in cities such as Mogilev and Smolensk. A few battalions were detached from tank divisions to try their hand at infantry support. These all made important contributions, but towed anti-tank guns and small Russian battalions are usually considered beneath the level of simulation… but here, with the target environment rich in light Pz.II tanks, how could we leave them out? So we decided something like the Garrison Pool in BALTIC GAP could be used to work these units into SMOLENSK — and hopefully the method chosen won't give players the notion that we should add hundreds of anti-tank units to GBII!

Miltia Divisions. Instead of using a single cookie-cutter to rate these units, we were guided by what variety of rifle division each would transform into later in the year. Some were seriously understrength when they took the field.

NKVD Border Regiments. We toned down the usual rules for these retreat-blockers. There just weren't the same kind of fanatical defensive battles here. The units are still ultra-special (since AR4 is a rarity), but cannot be rebuilt so use them judiciously!

Tank Divisions. These were difficult to rate. Some had eight tank battalions, some six, and some four — and the actual number of tanks in a battalion also varied wildly. Roland LeBlanc and John Bowen lent considerable support as we fine-tuned the differences. Note the remnants of two of them, the 26th

and 38th, are depicted as 1-step infantry units because all of their vehicles were lost in fighting before our game begins.

Motorized Divisions. The 210th & 220th were motorized in name only, and the 109th & 219th had very low motorization (and no remaining tanks) when this game begins, so these are just shown as fast Leg. Another two (the 106th and 107th) were officially designated "tank" but were effectively just motorized divisions. Variation in AR is mostly drawn from the GBII ratings (where, for instance, the 107th is superior to the 106th). Tanks and trucks were in short supply during this period, so most of the motorized divisions have been made non-rebuildable.

The 1st Motorized Division is a special case, an elite unit in the pre-war Red Army. In GBII its Guards incarnation is a 3-step 10-4-5 division; here it is deemed worthy of being shown as a multi-unit formation.

Conversions. There are three Soviet "conversions" of divisions (actually there were others, but they were abstracted). What this usually means is an old division's battered cadre is reinforced by a few new battalions or regiments, and sometimes is given a new number. Of great importance to the Soviet player is the fact that it can be a "free" rebuild of a unit already in the dead pile. Some notes of potential interest:

- In July, the 69th Motorized Division (12-1-4) is transformed into the 107th. (Take note there is also a rifle division with that number.) The new unit still had two infantry regiments, so we call it a motorized

division (some sources give it a tank label). Regardless of type, it's a big mother, with 204 tanks, so it rates as a 16-2-5. By the time GBII begins it has been worn down to a 12-2-5.

- The 57th Tank (16-1-3) is shown as an odd "yellow" division because its motorized regiment was left in The Ukraine. In August the division devolves into an 8-1-5 tank regiment. It is worth noting that all of the game's tank divisions will be disbanded in either August or September, many becoming independent tank regiments or brigades.

- In September, the 103rd Motorized Division (12-1-4), after losing all of its vehicles, has an infantry regiment added and is reformed as straight rifle division (a 10-0-1).

Red Air Force. GBII put some serious range restrictions on Soviet air missions. In SMOLENSK all of the air units were supporting the armies fighting on this one map, so it seemed simpler to just cut the ranges in half.

The other new wrinkle is the early-war Sturmoviks. The IL.2 was seeing its first use in combat, and was not particularly effective. As such, the planes are portrayed as weakened, 1-step units.

Optional Rules. SMOLENSK has a clean rule set that runs less than five pages. This means you'll soon be looking at the optionals, and the interesting one is 4.1a, which lets players remove some restrictions. The first change will allow the Soviets to build hedgehogs and use Strat Mode in July. That might seem trivial, but it really helps them a great deal. The other adjustment is also pretty

Command Perspective: Joseph Stalin

Comrades, our forces are numberless. The overweening enemy will soon learn this to his cost. Side by side with the Red Army many thousands of workers, collective farmers and intellectuals are rising to fight the enemy aggressor. The masses of our people will rise up in their millions. The working people of Moscow and Leningrad have already begun to form vast popular levies in support of the Red Army. Such popular levies must be raised in every city which is in danger of enemy invasion; all the working people must be roused to defend our freedom, our honour, and our country in our patriotic war against German fascism.

huge, because Guderian & Hoth were loose cannons in this campaign: brilliant, yes, but impossible to control. Letting the player, as von Bock, freely manuever his panzer divisions and allocate his SP is a very interesting what-if.

Amazing, isn't it, the decisions involved in designing even a relatively small game like this? Hans packed in a lot into a tight collection of game-specific rules!

What I really love about developing an OCS game is my ringside seat watching the design, research, and testing teams strive to make the final product better. In this case, the game's design process took several years, and its development took another two. By the time Smolensk was in final testing, it's not inaccurate to say that Hans and I basically just wanted the testers to say it was perfect and we were done. To their credit, they found aspects of our "good enough" were something less than great, and the game became better for the efforts.

My special thanks on this project go to my friends Perry Andrus, John Bowen, Stephen Campbell, Jeff Coyle, Roland LeBlanc, and John Leggat. Not surprisingly, all are +6 shifts in my book!

Situation Notes

Smolensk, as a 1-map OCS design, has some "edge" issues.

To the west lies Minsk. Several hundred thousand Soviets were pocketed there, and as our game begins the remnants are still making life difficult for German supply columns. An interesting challenge faced by the Axis is the proper positioning of Extenders during the first weeks of action. Each panzer group can deploy a wagon and truck Extender, and the choreography of their jumps forward is tricky. Equally important, the main Luftwaffe's off-map bases are far away, putting the Orsha gap at the limit of the Stukas and just beyond the reach of the Bf.109s. Thus many planes need to deploy (and pay refit) on the map.

North and south of our game's map lie the battlegrounds of Velikiye Luki and Gomel. Imagine the temptation to expand the scope to include these actions! But these are side-shows (unless the design expanded to Kiev, etc.).

The first phase of the campaign has very few "edge of the world" issues affecting play. There is an abrupt shift on 19 August, however, when the game's two panzer groups shift toward Leningrad and Kiev. As if by magic, both sides have large numbers of troops disappear. Be aware of these impending withdrawals

The German advance over the game's first two weeks.
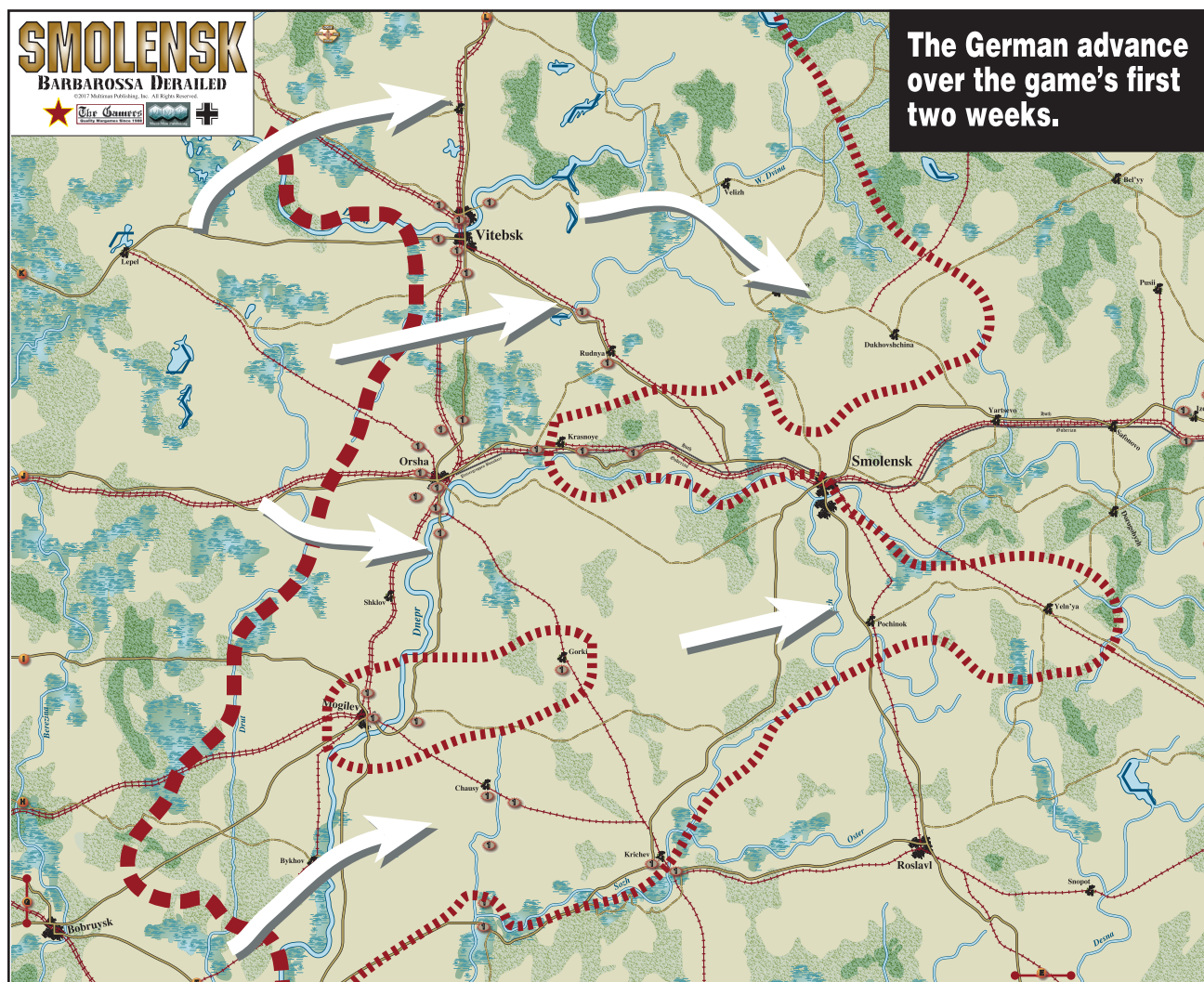
and don't get caught napping! This is a good time to stress that it is ok to remove a unit with identical factors. So when the Soviets remove those thirty divisions, the first look should be to the Dead Pile.

The German forces are very powerful, but will be severely limited by supply concerns. Supply arrivals decline pretty drastically after all the loaded trucks and wagons have shown up. The average SP per turn is woefully inadequate for an army that includes a dozen (or more) mechanized formations. To win under these logistical constraints, use your fuel wisely and ammo sparingly.

Near the initial frontline are three cities: Vitebsk, Orsha, and Mogilev. Clearing them requires some maneuver to cut the enemy supply paths, but ultimately will boil down to street fighting.

In Guderian's sector, the Dneper River is another serious obstacle. It is essential to quickly capture the bridge at Bykhov or get a unit forward so a Construction marker can be placed to bridge the river. In Hoth's sector, the good road running southeast from Vitebsk is very inviting to a German thrust trying to cut the Smolensk highway. This usually dooms the 20th Army to a fight to the death, but it's a worthwhile sacrifice given the need to delay a direct German advance upon Smolensk.

The great worry of the Soviet player, of course, is that a panzer breakthrough will cut one of his armies out of supply. Even so, the Soviets must cling tenaciously to key blocking positions and accept the fact that some units will be pocketed on the map's western half. A Supply Cache marker will be helpful, staving off attrition for a turn, and it is also wise to concentrate some wagons for potential use as an Extender.

Given the plodding nature of the Red Army, another challenge will be disengaging from the Dneper line. In Move Mode it takes two turns for a "fast" rifle division to get from Orsha to Smolensk along the good road, and to skedaddle from anywhere else (or with one of the "slow" rifle divisions) takes even longer. Ideally, you begin the great retreat when going second in the turn, but optimal

timing is a luxury not always given by the initiative rolls.

Smolensk is the campaign's focal point. Hoth and Guderian want to close a big pocket there and decimate the enemy retreating from the Dneper. Timoshenko is just as desperate to avoid an encirclement and keep a strong shield protecting Moscow. The optional "Guderian & Hoth" rule imposes friction on attempts to form a tight pocket near the Dividing Line. This might be just enough to allow some of 20th Army to escape a possible trap at Krasnoye in July, and also prove the salvation of 16th Army at Smolensk itself.

The Soviets will soon realize that the open terrain north of the city dooms any defense of Smolensk once the Germans have advanced past Demidov. Yes, there are considerable reinforcements, but you gotta know when to hold and when to fold — the rifle divisions saved in July will be bolstering your attacks in August and September.

Most players leading the Soviets will initially adopt a defensive mind-set. This is natural, given the AR differentials, but this is a game where both sides need to attack. But pick those fights wisely:

- Attack where you can use your tanks and artillery to advantage.

- Hit German spearheads when they are in Move Mode and scattered a bit too freely. When they wander into your ambush, let them have it!

- Keep in mind that when the enemy is nearly out of supply, even a few tokens for defense can be hard to come by. Furthermore, after establishing an aggressive posture your opponent will tend to play more cautiously.

There will be turns where just about every Soviet attack culminates in the dreaded AL2 result, but there will also be times when the German player begins to doubt whether his army can take the pounding for much longer.

The last few weeks of this campaign are unique, in that Army Group Center must fend off strong Soviet attacks with what is essentially an infantry army. German quality will still largely win out,

but at Smolensk a heavy toll in blood would be collected along the long road to Moscow.

Player Notes

As with all of the OCS games set on the Eastern Front, every Axis supply token is precious. This forces the player to resist the urge to conduct non-essential attacks and moves. Your goals are pretty simple: destroy the enemy efficiently (ideally by cutting trace supply) and quickly capture the objective locations. Note there is no shame in asking to use 4.1b while mastering the complex German moves in July!

Tactically, you maximize your mobility advantage by using Move Mode, but when attacking you get the most bang for the buck in Combat Mode. It's very much a "to be or not to be" situation, and your inner Hamlet will second-guess every decision.

As a rule of thumb, allocate two of the construction markers to put a bridge and air strip along the Dneper, and save the last one for mid-game (either a bridge over the Sozh or Oster, or for a centrally-located air strip).

Guderian's panzer group will probably need both a Truck and Wagon Extender in mid-July, so try to have Hoth's group supplied from just a Wagon Extender (so there are still enough loose trucks to move SP forward).

A lot of removals are made 19 August and it's ok for these units to be in the Dead Pile. Note that you can remove units with identical factors, but some of the exiting units are unique and as such are 1) good choices to take losses and 2) bad choices for rebuilds. Because of all those removals, this is a game in which the Axis can and should take heavy losses.

The Soviet player will try and hit you with counterattacks when he thinks you are low on SP and/or vulnerable (due to being in Move Mode). You will be especially at risk when moving first in a turn (given the possible enemy double-turn). Given how slow most Soviet units

are, you will be fairly safe except when moving near enemy concentrations.

You have superior airpower, but losses are hard to replace. Thus hip-shoots against hexes with enemy airfields and HQs are problematic, due to the flak mods — but you will also be removing quite a few planes during the campaign, so as with your land forces there are certain air types that are pretty expendible. Note Trainbusting missions along the Smolensk highway can be effective, but of course barrage missions are the priority.

The Soviet Player, in contrast, has a lot of supply. It isn't unlimited, of course, but there is plenty for units that need gas to move — don't skimp on costs to get reinforcements forward or get units out of danger.

Map-edge supply sources are treated as safe havens (1.1b), so you can put SP in these hexes without fear of them being captured by the enemy. Combined with the two off-map boxes, the design effect is to make the edges scary places for the Germans in general. Alas, these areas do not have much value as far as victory conditions are concerned, but keep an eye open to possible attacks on German logistics (from the vicinity of Velizh or Krichev). If the enemy doesn't attend to his flanks, you can cause all kinds of trouble!

Concentrate your armor and artillery, and hide these assets under infantry in places where you anticipate counterattack opportunities. To state the obvious, ideally you launch attacks when going second in the turn. Your units are slow, so stay in Combat Mode and let the battle come to you.

The Red Air Force can have moments of great effectiveness, but your planes are pretty miserable overall. What's important to realize is that losses are not a big deal, and there aren't nearly enough Bf-109s to routinely sweep the skies. The enemy fighter scarcity means that an interception against your bombing missions can be risky. Use the planes aggressively, and perhaps the Germans will run out of Active fighters.

The Soviets will have all of the advantages after the 19 August withdrawals, so the Axis probably needs to achieve a winning position before then (and hang on for dear life thereafter). The Axis has a steeper learning curve, but in general it will require a lot of skill (and a fair amount of luck) to win with either army — but part of the fun of OCS, if you don't succeed, is to try, try again!

Abbreviations

Arm — Armor
Abn — Airborne
AC — Armored Car
AG — Assault Gun
AT — Antitank
Arty — Artillery
Aufk — Armored Reconnaissance
Bdr — Border Guard
Boris — Borisov Tank School
Cav — Cavalry
Deutld — Deutschland
Flm — Flamethrower
Gds — Guards
Grp — Group
Inf — Infantry
IRGD — Inf Rgt Gross Deutchland
KG — Kampfgruppe
Krd — Kradschutzen (motorcycle)
M — Moscow Militia
MC — Motorcycle
MG — Machine Gun
Mtr — Motorized
Mtn — Mountain
NKVD — Security/Police (Soviet)
Para — Parachute
PG — Pz Grenadier (mech infantry)
PJ — Panzerjäger (antitank)
Pio — Pioneer (engineer)
Pol — Police
Pz — Panzer
R — Das Reich
Repl — Replacement
RR — Railroad
Sec — Security
SS — Schutzstafel
UR — Fortified Area
Werfer — Nebelwerfer rockets

Common Rebuild Chart

Aircraft — only via Repl Table
Anti-Tank Bn (German) — 1x Eq
AT Alarm Rgt — Special (see 1.6c)
Artillery Rgt or Bde — 2x Eq
Arm Car Bn — 1x Eq
Arm Recon Bn (Soviet) — 1x Eq
Assault Gun (AG) Bn — 1x Eq
Aufk Bn (German) — Special (1.6c)
Bicycle Cavalry Bn — 1x Pax
Breakdown Rgt — return to pool
Cavalry Bn (German) — 1x Pax
Cavalry Div (Soviet) — 2x Pax
Flm Panzer Bn — No Rebuild
HQ (any size or type) — 1x Eq + 1 Pax
Infantry Bde — 2x Pax
Infantry Div step — 2x Pax
Infantry Div (Red) — No Rebuild
Infantry Rgt — 2x Pax
Krd (Motorcycle) Bn — Special (1.6c)
MG Bn — 1x Pax
Militia Div step — 1x Pax
Militia Alarm Rgt — Special (see 1.6c)
Motorcycle (MC) Rgt — 2x Pax
Mtn Cav Div — 2x Pax
Mtn Inf Div step — 2x Pax
NKVD Border Rgt — No Rebuild
Panzer Bn — 1x Eq
Para Inf Bde (Soviet) — 3x Pax
PG (Arm Inf) Rgt — 1x Eq + 1x Pax
Pio Bn — 2x Pax
PJ Bn — 1x Eq
RR Bn or Rgt — 1x Pax
Sec Rgt — 1x Pax
Sec Div step — 1x Pax
Tank Alarm Bn — Special (see 1.6c)
Tank Bn, Rgt, or Bde — 1x Eq
Tank Div step — 1x Eq + 1x Pax
Transport Points — see OCS 13.5e
UR Bde — 1x Pax
Werfer Bn — 1x Eq
Werfer Rgt — 2x Eq

Reminder:
    A Ftr or Tac repl only rebuilds 1 step.

Command Perspective: Fedor von Bock

If, after all the successes, the campaign in the east now trickles away in dismal defensive fighting for my army group, it is not my fault.

Terrain Effects Chart

Feature	Combat Line	Movement			Special Modifiers		
		Track	Truck	Leg	Armor	Mech	Other
Open	Open	1	1	1	[x 2]	[x 2]	x 1
Woods	Close	2	3	1	x 1	x 1	x 1
Forest	Close	3	4	2	x 1/2	x 1	x 1
Swamp	Very Close	P	P	3	x 1/2*	x 1/2*	x 1*
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	Very Close	ot	ot	ot	x 1/2	[x 1/2]	x 1
Major City	Extr Close	ot	ot	ot	x 1/3	[x 1/2]	x 1
Secondary Road	ot	1/2	1/2	1/2	ot	ot	ot
Track	ot	1	1	1	ot	ot	ot
Railroad	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 5	+ 1	[x 1/2]	[x 1/2]	[x 1/2]
Major River	ot	P	P	All	[x 1/4]*	[x 1/3]*	[x 1/2]*
Lake/Blocked	ot	P	P	P	[x 1/4]*	[x 1/4]*	[x 1/4]*

[x#] — Attack times the multiple in brackets; Defend at x 1.   P — Movement Prohibited.

* — Attack needs a road if movement is 'P' (OCS 9.1f).   ot — Dependent on other terrain in hex.

Axis Supply Table

Roll	Early	Late
2-3	3	1
4-5	5	2
6-8	7	3
9-10	9	4
11-12	11	5

See 3.1 for placement

"Early" is before 19 August
"Late" is on or after 19 August

Axis Repl Table

Roll	Ftr	Tac	Pax	Eq
7 or less	-	-	-	-
8	-	-	1	-
9	1	-	1	-
10	1	1	2	1
11-12	2	1	2	1

-1 to rolls on or after 19 August

Also check Special Repl (1.6c)

Special Repl (1.6c)

Prior to 19 August, each turn roll a die to check for "free" rebuilds.

Soviet Table		Axis Table	
1-2	Div & Cache	1-4	Cache
3-6	Div & Alarm	5-6	Aufk/Krd

Soviet Supply Table

Roll	Early	Late
2-3	5	3
4-5	7	4
6-8	9	5
9-10	11	6
11-12	13	7

See 2.1 for placement

"Early" is before 19 August
"Late" is on or after 19 August

Soviet Repl Table

Roll	Ftr	Tac	Pax	Eq
6 or less	-	-	-	-
7-8	-	-	1	-
9	1	-	2	1
10	1	1	2	1
11-12	2	1	2	1

-1 to rolls on or after 19 August

Also check Special Repl (1.6c)

Weather Table

	Limited Flight	Normal Flight
Roll one die —>	1	2-6

"Limited Flight" means air missions are **not** allowed in Exploitation or Reaction (they are only allowed in the Movement Phase). Also, Hip Shoot missions are **not** allowed on these turns.

"Normal Flight" means the standard series air rules apply.