

FitE 2 Short Briefing

The short briefing for FitE2 (Fire in the east) is created to provide the essentials on how to play FitE2. It contains events, settings, house rules and information. For further background, please consult the FitE2 manual. For OOB details, timeline, equipment data, consult the relevant spreadsheet, and/or equipment file. At the end of this short briefing, we have compiled some player's tips.

Victory conditions:

- Soviet player take Berlin before turn 401 then he wins. If Berlin is taken between turn 401-410 the game is a draw. If Berlin is still on Axis hands on turn 411 it's a German victory. (Berlin is defined as the urban centre hex (49,324)).

General Game hints:

These are some very valuable hints for playing Fite2.

- "Caps lock": Having this activated makes rebasing, rail move ect very fast. Saves a lot of time.
- "." Holding down the . Key unloads all embarked rail units fast. This is a major help at the start of each turn.

House rules:

- It is not allowed to have any planes set on "Interdiction" or "Sea interdiction" at any time during the game.
- You may only disband units if they **started** the turn, out of enemy ZOC and in supply.
- The Finns may only move to the yellow dotted line, representing their historical advance.. If Leningrad falls, the restriction on the Finns are lifted. They may however only be in Finland or Russia.
- Only certain other axis units may enter Finland/Norway.
 - o Units with a special colour: – namely: grey edge, white center and blue icons. See examples below:



- o 2 SS divisions are also allowed to be in Finland/Norway. These are: Kampfgruppe Nord and 6th SS Geb Div.
- o German naval units are allowed to be in Finland/Norway
- o Any other german units are allowed to sail THROUGH Hangø (but they may not debark there). If they are caught in Hangø the german player must disband the units as soon as possible.

If any of the units that are in Finland/Norway are destroyed these units will reconstitue in Germany, but the german player are allowed to send them back to Finland/Norway.

Units starting in Norway (Marine Art, HKKA etc) are of course allowed to be in Norway. If they are activated they can leave Norway, but may not enter Finland (because they are the wrong color).

- The Rumanians must at all times have the equivalent of 2 Armies at home (within its starting borders, at least 2 Army HQ, and at least 6 full divisions)
- Hungarians and Rumanians may never stack together, or attack together.
- Factories moved must reach the cities in the Urals, or cities marked with a Factory on map.
- Para drops is limited to 15 hex from nearest friendly in supply unit that is NOT a paratrooper or an out of supply invading unit. This means that you can Para drop if you invaded on a hex with a supply point, but not the same turn, the unit that just invaded is considered out of supply the turn it invaded.

- Bridge bombing is NOT allowed, one can set the entire front out of supply, and as repair takes place in the player turn, it can just be bombed again, leaving the front without working rail lines when supply is calculated. This means that you will never get supply to the front. If players wish to play with Bridge bombing, a limited number should be agreed upon if so desired. However above 3 is NOT recommended.
- The Soviet player may NOT enter Iran before war is declared (To available on Turn 18)
- Germany may enter Romania before turn 4, but they may not attack out of Romania before turn 4 unless attacked.
- Axis troops may **rail and move** through Sweden, but **not stay**. The Soviets may not enter Sweden at all.

Short Briefing:

Starting a game:

FitE2 is 2 human players only.

Agree on the play length/expectations. Nothing worse than a German player quitting just after Barbarossa ends if it has not talked through first. Both players use a huge amount of time on this so be honest to each other, before you start. If you are the offensive Axis player, and do not like the defensive side, let the Soviet player know.

Instalment:

You will need, at this point, to install 3 things. The graphics folder, the equipment file, and the scenario file. It is important they all have the same name, and are placed correctly. The correct name is FITE2. All files can be found in the Dropbox.

Graphics and Equipment file:

FITE2 has its own graphics folder, and equipment file. It is found in the Dropbox. The entire graphics folder with the equipment file is placed in the GraphicsOverride folder.

It can be found in documents/My Games/ The Operational Art of War IV

Scenario file:

The scenario file "FITE2" is placed in the scenario folder.

It can be found in documents/My Games/ The Operational Art of War IV

NOTE:

The scenario file now saves with the equipment, so if you edit the name of the scenario file (Using the editor, or rename), you will need to rename the graphic folder (The "FITE2" graphic folder in the GraphicsOverride and the equipment file)

Make sure you have upgraded your TOAW to the latest version. The version used in beta testing can be found under the FitE2 discussion on the beta forum.

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FITE 2 is constant evolving with new material being released on technical weapon specification, archive data and historical To&E.

Settings:

All settings are now displayed at the start of each turn.
Overall force proficiency is set to 70 for the Germans and 50% for the Soviets
Attrition Divider is set at 6 (Normal is 10 for 1 week turn. Fite2 is half week turns)
Max Rounds pr combat is set as 4
Engineering is set at 100 (Default is 100)
Hex conversion is 100 (Default)
Entrenchment rate 50 (Default 100)
Combat density penalty 50 (Default 100)
Supply movement cost 100 (Default 100)
Readiness movement cost 100 (Default 100)

Supply points:

Each side has only one 100% supply source. The Soviet is placed in 546,261 Chelyabinsk
The German is placed in Leipzig (30,341)

In addition to the above, there are several minor supply points.

Soviet:

Arctic:

50% supply point at Sredniy Peninsula (258,32)
50% supply point at Kandalaksha (263,78)
50% supply point at Murmansk (267,44) Removed if Polyarny (268,39) is occupied

Baltic:

Supply point 50% in Leningrad (248,214), Kronstadt (242,213) and Oranienbaum (242,215) All three is removed if Novaya Ladoga is taken (267,211)

Supply point 10% in Leningrad (249,214), Kronstadt (241,213) and Oranienbaum costal hex (241,215)

Supply point 50% in Kuressaare (170,241), Urban hex (172,232), Hangö (177,213) Tallinn (194,221) All removed with the fall of Tallinn. They are added later by the Soviet reform Front events.

Mainland Russia:

Baku (552,539) holds a 50% Supply point, in addition to this Moscow (326,286) has a 10% Supply point. And Tabriz (474,593) holds a 50% supply point

Black sea:

Odessa 254,462) and Sevastopol (290,495) holds a 50% supply point. Both are removed if Sevastopol falls
Soviet 50% supply unit at Kerch 328, 479 (The Black Sea)

German:

50% in Liepaja (152,271) and Königsberg (142,304)

Supply point 50% in Kuressaare (170,241), Urban hex (172,232)

10% in Berlin (49,324), Warsaw (14,304), Prague (49,372) Vienna (66,410) Trieste (17,449), Budapest (100,430), and Tabriz (474,593)

Helsinki (196,207) holds a 75% supply point, Kuusamo (238,100) holds a 50% Supply point. In addition to this there is a 25% in Petsamo (251,35) and in Murmansk(267,44). Kandalaskha (263,78) holds a 50% supply point.

Oslo Holds a 75% supply point (59,184)

German 50% supply unit at Taman 331,481 (The Black Sea)

All coast artillery sites hold a 5% supply point, or one close by does.

For both sides:

Arctic:

10% in urban Hex (313,85) Kola Peninsula

25% at Arkhangelsk (333,123)

Norway:

50% Supply point at Kirkenes (243,32), Narvik (145,51) Mosjoen (110,84), Trondheim (71,122), Bergen (8,159), Stavanger (5,187), Kristiansand (20,209)

Denmark:

50% Supply points in: Frederikshavn (48,227), Aarhus (36,248), Odense (33,263), Copenhagen (59,265), Rønne (81,282).

10% Supply points at Urban Hex (52,231), Urban hex (46,276) and Urban Hex (33,271)

Baltic small islands:

10% Aburka (170,243)

10% Osmussar (180,222)

10% Nissaar (192,218)

10% Hogland (215,212)

Soviet supply level:

Starts at 16, and is increased by events, reorganizing formations and lend lease to an eventually 30 by July 44. If the German player commits the entire Kriegsmarine, it can go as high as 32. Maximum supply level at end year is:

1941 at turn 65 = 22

1942 at turn 160 = 26

1943 at turn 264 = 29

1944 and the rest of the war from turn 317 = 30

German supply:

It depends on options and when they are taken. In general it starts at 24, then goes to 26 with case Blau, then 28 with Zitadell in 1943. It then Declines with -2 with Bagration (Soviet summer offensive 1944) and -1 each with the Slovak, and the Warsaw uprising and -2 with the Reform fronts (Soviet option) however this event can only be taken if Murmansk, Leningrad, Smolensk, Kharkov is Soviet controlled. The late 1945 Soviet offensive drops the German supply by 4.

Supply radius:

Its starts with 12 for the Axis side, and are only changed during TO (See below)

The Supply radius for the Soviet side starts at 8 and is increased to 12 by the winter offensive 1942 (Uranus) permanently, and changed thereafter by TO.

Factories:

Factories evacuated must be railed to a city hex in these cities

545,200 Nizhny Tagil

547,221 Sverdlovsk

546,261 Chelyabinsk

Or a site/city with a Factory marker on map.

Air shock:

Germany starts with 150 in air shock in turn 1 to 3 then 120 till turn 6. From turn 7 onwards its 120. It turns 110 in the mud of 1941 until the Soviet winter offensive 1941 (Soviet theatre option). It follows the Barbarossa shock values, during this offensive. When the Soviet winter offensive starts it goes down to 100 until Rasputitsa spring 1942. It then (turn 92) goes to 120% for the rest of 1942 until the Soviet winter offensive 1942 (Soviet theatre option Uranus/Mars/little Saturn). Only changes to this, is Case Blau (German theatre option) where it is 150 for 4 turns, and 2 minor offensives were its 150 for 1 turn (Trappenjagd, and Störfang) and from winter 1942 (turn 136) onwards its 100 only exception is Citadel (German Theatre option, battle of Kursk summer 1943) where it goes to 120 for 2 turns.

Soviet.

Starts with 5 for the first 3 turns then goes to 80 till the Soviet winter offensive 1941 starts. It then turns 100 until the Soviet winter offensive 1942 where it goes to 120 for 4 turns, and then drops down to 100. It stays there until the end of the war with the following exceptions (Soviet offensives). Soviet summer 1943 offensive where it goes to 110 for 4 turns. In 1944 during operation Bagration (Soviet summer Offensive) it goes to 150 for 4 turns then 120 for 2 turns, and then back to 100.

Land Shock:

Axis:

Land shock starts as 150 for 3 turns then 120 till turn 6 and continues with the Barbarossa, and TO described below

Soviet:

Land Shock starts at 80 for 2 turns then goes to 100, and then follows TO described below

Rail Damage:.

German is 0% for the first 3 turns; then 100% for the rest of the war, auto rail repair is set at 0

Soviet is 0% for the first 3 turns, then 100% for the rest of war, auto rail repair is set at 8.

Recon:

German recon is 10 the first turn, on turn 2 onwards its 0. Soviet Recon is 0 the entire war

Rail:

Axis:

German rail is 6000 until TO Trappenjagd where it increases to 8000. It goes to 9000 in February 43. It is reduced again to 7000 during the Soviet TO "Bagration"

Soviet:

Soviet rail starts at 5000 for turn 1, it then goes to 10000 on turn 2. It increases to 13000 on turn 48. The Soviet TO "Reform Fronts" increases till to 15.000.

Sea Transport:

Axis:

Starts at 500, and increases with TO "Beowulf" to 3000 for 1 turn then drops down to 1000.

Soviet:

Starts at 1000, it increases to 2000 during the TO "winter offensive in 1941", and again with the TO "Reform Fronts" it increases to 3000

Airtransport:

Axis:

Starts at 250. Increases to 1500 during the TO "Beowulf" for 1 turn and then drops back to 800 until Soviet TO "Bargration" were it's reduced to 100

Soviet:

Starts at 0 and increases to 600 during the Soviet TO "Winter offensive 41" it increases to 1200 during Soviet TO "Bargration"

Reentry points for reconstructing units are as follows (Or close to these locations)

Germany:

Finland	Helsinki	196,207
Germany	Berlin	49,334
Slovakia	Bratislava	76,413
Rumania	Bucharest	192,498
Hungary	Budapest	100,430
Italian	Trieste	17,449
German Navy	Kiel	22,280

Soviet:

RVGK/STAVKA	Kazan	441,268
Guards	Kazan	441,269
NKVD	Kubyshev	466,310
PVO	location or Chelyabinsk	546,261
Kareliaen Front	Arkhangelsk	333,123
Leningrad Front	Leningrad	248,214
Volkhov Front	Vologda	342,222
Northwest Front	Rybinsk	335,245
Kalinin Front	Yaroslav	346,252
Western Front	Gorki	388,269
Reserve Front	Gorki	388,270
Moscow Front	Gorki	389,270
Central Front	Kubyshev	466,310
Bryansk Front	Chelyabinsk	546,260
Voronezh Front	Chelyabinsk	547,261
Steppes Front	Chelyabinsk	547,262
Southwest Front	Chelyabinsk	546,262
Southern Front	Chelyabinsk	545,262
Crimean Front	Chelyabinsk	545,261
Caucasian Front	Baku	522,539
Shock Armies	Sverdlovsk	546,221
Guard Units*	Gorki	389,270
Air units	Chelyabinsk	546,262

Replacement priorities in general have the following settings:

German:

Normal Army units	Normal
OKW/OKH	High
SS units*	Very High

Soviets:

RVGK units	High
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Mech and Tank Corps	High
Guards	Very High
All other	Normal

*With the General exception of foreign SS units.

Minor surrender

The Germans have several minor allies in the game. Below is a list of when they will surrender to the russians:

Finland: Before the allied landing in Sicily in the summer of 1943 the Fins surrender when Helsinki is taken. If this happens the German units in Norway activates. After the allied landing in Sicily the Finns surrender if Viborg or Helsinki is taken. In this event the German units in Norway will not activate.

Romania: Will change sides when Kishinev (230,452) OR Galati (220,480) becomes Russian controlled

Hungary: Will surrender when Budapest falls

Slovakia: will surrender when Bratislava falls

Bulgaria: will change sides when Romania does

Persia/Iran: will surrender when Tabriz falls.

Event description:

Germany.

Turn 1-? (See below) Automatic.

Operation: Barbarossa:

Axis ground shock: 150 for 3 turn then 120.

Axis Air Shock: 150 for 3 turn then 120 until Rasputitza then 110.

Soviet Air Shock: 5 for 3 turns then 90 till turn Rasputitza

Soviet land shock 80 for 2 turns

Axis Recon: 10 for 2 turn the 0

Axis Zoc cost: 0 for 3 turns then 50% of normal until turn 12, then 75% until Rasputitza

Axis movement bias: 150% at turn 1, then 125% at turn 2, returning to normal on turn 3.

Text: Operation Barbarossa begins.

The shock values are determined by historical advance:

Turn 6 these 3 cities must be in Axis control:

Riga (184,266), Vilnius (194,309). Lvov (174,397)

Turn 12 these 3 cities must be in Axis control:

Pskov (228,253), Osipovich (229,336) Zhitomir (229,392)

Turn 18 these 3 cities must be in Axis control:

Tallinn (194,221)

Smolensk (267,308)

Kherson (278,457)

Turn 24 these 3 cities must be in Axis control:

Luga (243,236)

Roslav (277,323)

Kiev (252,388)

Archiving this will give the following effects the following turns (turns 7,13,19 and 25)

Axis will get a 140% Air and Land shock when each of these checks are successfully made. However, it will also activate a supply shock with a 1-2 turn delay were the German supply is reduced to 1. (only for the last 3 events) Turn 6 and turn 12 achievements gives the Soviet a Shock penalty of 90%.

The turn 18 Shock bonus will in TOAW4 have a movement bias of 90% for the Germans (A 10% reduction in movement points), as the Panzers run out of fuel, and need rest and refit. The penalty last for 1 turn and will appear with 1-2 turns delay, like the supply penalty.

The turn 24 Shock bonus will in TOAW4 have a movement bias of 50% for the Germans, as the Panzers run out of fuel, and need rest and refit. The penalty last for 1 turn and will appear with 1-2 turns delay, like the supply penalty.

Description: Germany launches directive 21, better known as Barbarossa, the invasion of the Soviet Union. The world's largest peacetime army meets the best-trained army in the world. Never before and since has such a large conflict occurred. It is assumed that the Axis advance keeps up the above-described objectives. They are there to make sure the Axis player keeps up advancing in all 3 Army Groups and not just go for e.g. Moscow.

Germany

Turn 3-24

Operation: 3x Offensive chit

Axis ground shock 140 for 1 turn

Description: For more dynamic offensive, 3 x chits are added to boost the Axis 1941 offensive.

Germany.

Turn 23-25 Theatre option available for 2 turns

Operation Name: Beowulf I+II

Prerequisite: Tallin, is Axis controlled.

Activates: German Sea transport: Rises to 3000 for 1 turn then drops down to 1000, after 1 turn.

German Airlift: Rises to 1000 for 1 turn then drops down 600 Reduced again to 100 (battalion) at Soviet TO Bagration 1944

Text: Germany launches operation Beowulf

Description: Invasion of Baltic Islands

Germany.

Turn: 42-43 Theatre option available for 2 turns

Operation: Typhoon:

Prerequisite: None

German ground shock: 140 for 2 turn, then 120 for 2 turns, then 80% for 4 turns

Text: Germans launch Typhoon.

Description: Last effort to take Moscow before winter. This event coincides with the Soviet winter offensive, which will begin (If taken on the same turn) as the Germans get their 80% penalty and should be used with caution.

Soviet.

Turn: 46-48 Theatre option available for 2 turns

Operation: Soviet winter offensive 1941:

Prerequisite: Moscow in Soviet control

Soviet ground shock 120 for 30 Turns

Soviet air shock 95 until 2nd winter offensive.

Soviet supply radius +2 for 8 turns

Soviet supply + 4 for 10 turns

Soviet sea transport: +1000 (Up to 2000)

Soviet Air transport +600

German supply -5 for 5 turns

German pestilence 1% for 5 turns

German air shock 100 until (RASPUTITSA is over)

Text: Soviet launches surprise winter offensive

Description: At the gates of Moscow the Soviets had assembled strategic reserves from the Far East and from Siberia. They launched a ferocious counter attack to destroy army group centre.

Soviet:

Turn 47-76

Operation: Offensive chit

Soviet land shock 140 for 1 turn

Description: For more dynamic offensive, 1 chit added to 1941 winter offensive.

Soviet:

Turn 47-76

Operation: Offensive chit

Soviet land shock 140 for 1 turn

Prerequisite: Axis have taken Operation Thypoon

Description: For more dynamic offensive, 1 chit added to 1941 winter offensive.

Germany.

Turn: 92-104 Theatre option,

Operation: Trappenjagd

Prerequisite: None

German ground shock 140 for 1 turn

German air shock 140 for 1 turn

German Rail 8000 (Increased by 2000)

Text: Axis launch operation Trappenjagd

Description: The German 11th Army under General Oberst Eric von Manstein clears the Crimea

Germany.

Turn: 92-104 Theatre option,

Operation: Störfang

Prerequisite: None

German ground shock 140 for 1 turn

German air shock 140 for 1 turn

Text: Axis launch operation Störfang

Description: The German 11th Army under General Oberst Eric von Manstein assaults Sevastopol

Germany.

Turn: 106 Theatre option, available for 24 turns.

Operation: Fall Blau:

Prerequisite: None

German ground shock: 150 for 4 turns, then 120 until turn 136

German air shock: 150 for 4 turns then 120 until turn 136

German supply radius: +4 for 8 turns (16)

German supply +2 for the rest of the war

German Zoc cost: 0,5 for 4 turns then 75% until turn 136

Soviet ground shock 80 for 1 turn

Text: Axis launch Fall Blau

Description: The Germans caught the Soviets by surprise. The STAVKA (Soviet high command) thought the main target for the coming German summer was Moscow, much owed to a clever deception plan called operation Kreml. Most of the Soviet reserves were gathered at Moscow. To pre-empt the German offensive the Soviets launched an assault in the South towards Kharkov, and fell directly into the German summer offensive. Here the Soviet newly formed tank corps were utterly cut to pieces. This offensive drove the Germans into the Caucasus, and into the cataclysmic battle of Stalingrad.

Soviet.

Turn: 147 Theatre option, available for 2 turns.

Operation: Soviet winter offensive 1942 (Uranus, Saturn, Mars, Ring , Star and Gallop)

Prerequisite: None

German ground shock: 80 for 1 turn

Soviet ground shock: 120 for 12 turns and then 110 for 14 turns

Soviet supply radius: +2 for 6 turns (10)

Soviet Air shock 120 for 4 turns then normal

Add 50% supply points in Petsamo (251,35), Kirkeness (243,32), Kemijarvi(221,88)

Text 2nd Soviet winter offensive begins

Description: The Soviet winter offensive in 1942-43 was a series of attacks with the aim of destroying a large portion of army group centre (Operation Mars) and the Germans at Stalingrad (Uranus) after the encirclement of the German 6th Army the liquidation was performed in operation Ring. The follow up was meant to be Saturn II, a larger envelope and complete destruction of army group south. This failed and it was changed to Little Saturn, the destruction of the Hungarian 2nd Army and the Italian 8th Army. The entire winter offensive ended with operation Gallop and Star the third battle of Kharkov. This event includes operation Polar Star, the attempt to destroy German Army Group North.

Soviet:

Turn 148-172

Operation: 2x Offensive chit

Soviet land shock 140 for 1 turn

Description: For more dynamic offensive, 2x chit added to 1941 winter offensive.

Germany:

Turn: 174 available for 2 turns

Operation: Donets Campaign

Soviet ground shock 80 for 2 turns

Axis ground shock 120 for 2 turns then 110 for 6 turns

Axis Zoc movement 0.75 for 2 turns

Axis supply radius +2 for 2 turns

Text German forces counter attack

Description: The Soviet winter offensive retook Kharkov and Belgorod and overextended itself, as the winter before. The Germans preformed a brilliant counter stroke preformed again by Eric Von Manstein, retaking Kharkov and stabilizing the front. This left a bulge into the front at Kursk leading to the great battle of Kursk.

Germany.

Turn: 196 Theatre option available for 2 turns.

Operation: Zitadelle early.

Removes Zitadelle late

Axis ground shock: 140 for 2 turns.

Axis air shock: 120 for 2 turns.

Axis Zoc movement 0,75 for 2 turns

Axis supply +2 for the rest of the war

Text : Axis forces launch Zitadelle at Mansteins request

Description: After loosing the giant battles on the eastern front the Germans tried to regain the initiative by destroying the bulge that the Soviet winter offensive had created around the city of Kursk. The Germans had always owned the summer, and with new tanks such as the Panther it seemed possible to turn the tide. However the Soviets were prepared. The early version was Mansteins option to flank the Soviets and pin them against the black sea. Hitler decided to wait.

Axis.

Turn: 212 Theatre option available for 2 turns.

Operation: Zitadelle Late.

Axis ground shock: 120 for 2 turns.

Axis air shock: 120 for 2 turns.

Axis supply +2 for the rest of the war.

Text: Axis launches Operation Zitadelle

Description: After losing the giant battles on the eastern front the Germans tried to regain the initiative by destroying the bulge that the Soviet winter offensive had created around the city of Kursk. The Germans had always owned the summer, and with new tanks such as the Panther it seemed possible to turn the tide. However the Soviets were prepared. This was also when the German industry finally rose to the concept of "Total war". Headed by Albert Speer, output increased dramatically.

Soviet.

Turn 215 Theatre option available for 4 turns.

Operation: Soviet summer offensive

Soviet ground shock 120 for 31 turns

Soviet air shock 110 for 4 turns

Soviet Zoc movement 0,75 for 4 turns.

Description: After the successful defence of Kursk, the Soviets launched an offensive against the northern flank of Army group south. The offensive spread to include Smolensk Bryansk and lower Dnepr operations. It ended October 13 culminating at the battle at Lenino in Belorussia. This is also know as the Soviet Summer Offensive of 1943 (Rummyantsev, Kutuzov, Lower Dnepr, Smolensk offensives)

Soviet:

Turn : 216-238

Operation: 2x Offensive chit

Soviet land shock 140 for 1 turn

Description: For more dynamic offensive, 2x chit added to 1943 summer offensive

Soviet:

Turn: 262 Theatre option available for 2 turns

Operation: Soviet winter offensive 43-44

Soviet ground shock 120 for 30 turns

Add 75% supply points in Tromsø (161,31), Lakseh(206,26)

Text: Soviets launches 3rd winter offensive

Description: This event contains the beginning of what the Soviets call the third period of the war.

It holds the following offensives:

Right bank of the Ukraine Offensive 24 dec-17 April

Zhitomir-Berdichev Offensive 24 December-14 January

Kalinkovichi-Mozyr Offensive 8 January-30 January

Korsen-Shevchenkivskii offensive 24 January-17 February

Rogachev-Zhlobin offensive 21 February-26 February

Leningrad-Novgorod offensive 14 January-1 April

Soviet:

Turn : 263-290

Operation: 4x Offensive chit

Soviet land shock 140 for 1 turn

Description: For more dynamic offensive, 4x chit added to 1944 winter offensive.

Soviet:

Turn: 310 Theatre option available for 2 turns

Operation: Vyborg-Petrozavodsk offensive

Soviet ground shock 140 for 2 turns

Text: Soviets launch Summer offensive 1944

Description: Soviet summer offensive jump starts with an attempt to force the Finns to surrender. After this offensive, it rolled form the north to the south with the truly extraordinary Bagration destroying the German Army Group Centre.

Soviet:

Turn 314 Theatre option available for 12 turns

Operation: Bagration

Requirements: Smolensk is Soviet controlled

Activates: Event Warsaw uprising

Activates: Slovak uprising

Activates: Romania changes sides

Axis ground shock 80 for 2 turns
Axis supply -2 for the rest of the war
Axis airlift decrease to 100
Axis rail -2000 (to 6000)
Soviet ground shock 120 for 42 turns
Soviet air shock 120 for 6 turns
Soviet rail repair +6 for 4 turns
Soviet supply radius +2 for 8 turns
Soviet Zoc 0,5 for 6 turns
Soviet airlift increased to 1200 (From 600)
Soviet movement bias 15+% for 1 turn, then 125% for 1 turn, returning to normal on turn 3 of the offensive.
Text: Soviets launch operation Bagration

Description: The blow against the German Army Group Centre caught the Germans by surprise, and off balance. Army Group Centre was destroyed and it propelled the Soviets into Minsk and the Baltic states, eventually isolating Army Group North. As German units raced to fill the gap, another offensive opened up to the south, ripping through Romanian and German forces making Romania change sides. The Issay-Kishinev offensive. The STAVKA shifted focus ending in the Baltic and the Budapest offensives in late November. This also marks the western allies invasion of France, and the mounting strain on the German resources. Bagration is equivalent of Barbarossa historically, in planning deception, and element of surprise.

Soviet:

Turn : 314-352

Operation: 3x Offensive chit

Soviet land shock 150 for 1 turn

Soviet Air Shock 120 for 1 turn

Description: For more dynamic offensive, 3x chits added to Operation Bagration

Soviet:

Turn: 369 Theatre option for 2 turns

Operation: Winter-Autumn offensive 1945

Requirements: Minsk and Bucharest is Soviet controlled.

Soviet ground shock 140 for 2 turns then 120 for 28 turns, then 140 for the rest of the war

Soviet air shock 140 for 2 turns then 120 for the rest of the war.

German supply -4 for the rest of the war

Text: Soviets launches winter autumn offensive

Description: This includes amongst others the Vistula-Oder operation, the East Prussia Offensive, and in the end the Berlin operation. It all ends in turn 405. If the Germans is able to hold Berlin, then he has won.

Soviet other events:

Turn 1 Theatre option available for 2 turns

Active if Axis player activates: Event lets play without Partisans

Option: Partisans? I can't be bothered either

Remove partisan units (See OOB for details)

Remove security divisions (disband)

Turn 8 Theatre option available until turn 405

Option: Disband Mech Corps 41

Disband all Tank, Mech and motorised divisions in 1941 type Mech Corps and included in this event (See OOB for details)

Text: Soviets disband Mech forces

Add the units they reformed into (Se OOB for details)

Soviet supply: +1 for the rest of the war.

Description: The Mech Corps proved to be too big and cumbersome to handle. They disbanded and were split up to support the infantry, or started forming the much smaller Tank Brigades.

There is a 4 turn delay on the TO, so when taken the units disappear 4 turns later.

Turn 8 Theatre option available until taken

Option: Reorganize Artillery

Text: Soviets centralize Artillery to RVGK and Army control

Disband all corps artillery units, and AA units included in this event (See OOB for details)

Add the units they reformed into (See OOB for details)

Soviet supply: +1 for the rest of the war.

Turn 18 Theatre option available until turn 405

Option: Reorganize Engineers

Disband all 1941 Engineers and Pontoon units included in this event (See OOB)

Add: All Engineers, Sappers, and Pontoon units in this event (See OOB)

Text: STAVKA reorganizes its Engineer force

Soviet supply +1 for the rest of the war

Description: Originally, this was done in November 1941, after this the Soviet Engineer force evolved into a much-specified force with capabilities that reached far beyond Axis and Allied units of the same type.

Turn 18. Theatre option available until turn 405

Option: Invade Iran

Activate 44th Army in the Caucasus, form garrison mode.

Activate Iranian Army 3rd Iranian Division

Soviet supply: Tabriz in Soviet control, then +1 supply for the rest of the war.

Text: Soviets attacks Iran in conjunction with the United Kingdom

Description: In a joint venture the Commonwealth and the Soviet Union secured its flank by occupying Iran. A new secure lend lease route was then open known as the Persian corridor.

Turn 32: Theatre option available till turn 40

Option: Stalin completes ocean going fleet

Activate: Soviet fleet counters with 104 turns delay, and disband bonus fleet units with 208 turns events.(See OOB) Activate Soviet supply +1 with 104 turns delay.

Soviet Replacements 95% for the rest of the war (-5%)

Text: Stalin decides to finish ocean going fleet.

Description: Since Peter the Great the leaders of Russia have strangely enough, sought to become a naval power. Stalin had envisioned a large ocean going fleet, and started construction of several major ships before the German invasion.

Turn: 48 Theatre option available until turn 405

Option: Incorporate Militia into the Red Army

Disband: Militia type units and all units in this event (See OOB)

Add: All units that are included in this event (See OOB)

Soviet supply +1

Text: STAVKA incorporates Militia into the Red Army.

Description: The hastily formed Militia units eventually reformed to Red Army units or disbanded to fill up the regular divisions.

Turn 74 Theatre option available until 405

Option: Reorganize Cavalry

Disband Cavalry units in this event (See OOB)

Add: All units in this event (See OOB)

Text: STAVKA Revises its Cavalry units and improves logistics

Soviet supply: +1 for the rest of the war

Description: During the desperate months of 1941 cavalry divisions were formed with lightning hast. In 1942 a new To&E (Shat) and a complete reorganization was implemented, lasting almost unchanged until the end of the war.

Turn 125 Theatre option available until turn 405

Option: Reform Armour I

Disband: Armoured and other units in this event (See OOB)

Add: Armoured and other units in this event (See OOB)

Soviet supply +1 for the rest of the war

Text: Soviets reforms its armoured formations

Description: After trial and error in deadly combat the Soviets implemented a new tank structure based on the lessons learned, not perfected but still a huge improvement with the focus of implementing the idea of Deep Operation (Soviet equivalent of Blitzkrieg)

Turn 139 Theatre option available until turn 405

Option: Reform PVO/NKVD/Airborne

Disband: PVO units and other units that's in this event (See OOB)

Add: PVO units and other units that's in this event (See OOB)

Soviet supply: +1 for the rest of the war

Text: STAVKA Reorganizes PVO to protect build up Areas and logistics

Description: During the war Luftwaffe were a constant menace to Soviet logistics and build up areas. During 1943 PVO Strany war reformed into Antiaircraft divisions and flexible structures that moved with the front in the rear and protected vital supply dumps and troop concentrations amongst other things.

The NKVD incorporated into the Red army on various dates. This event is chosen to beef up the replacements before the winter offensive, most NKVD troops had already returned to their rear area duties, or been converted to regular Red Army Formations. Border regiments stay for the entire war. Divisions and Brigades are returned to the replacement pool.

The Airborne corps formed during 1941 reformed into Guards Divisions/Guards Airborne Divisions at this time.

This event also removes Air regiments (Not divisions) containing I-15, I-16, Mig-3, and reforms part of the Long-range bombers into divisions.

Turn 178 Theatre option available until turn 405

Option: Reform RVGK Artillery

Disband: RVGK Artillery regiments and other units that's in this event (See OOB)

Add: Guards Artillery, and other units that in this event (See OOB)

Soviet Supply: +1 for the rest of the war

Text: STAVKA Reforms its Artillery.

Description: Units in the RVGK Artillery (Regiments) were used to form brigades and divisions, for the winter offensive experiences. This centralization provided a potent hammer that was indeed "the king of the battlefield". This event also represents the formations of a lot of the Guard units, and the disband of the entire Moscow Front, with the 33rd and the 49th Army.

Turn: 24 Turns after TO "Soviet summer offensive 43" Option: Reform fronts

Disband Front HQ and other units in this event (See OOB, no units at this point)

Add: New Front HQ and units in this event (See OOB, no units at this point)

German supply -2.

Soviet Supply +1 for the rest of the war

Soviet Sea transport + 1000 (To 3000)

Soviet Air Transport + 500

Soviet rail Transport + 3000 (14.000)

Soviet supply points 50% added in: Kuressaare (170,241), Urban hex (172,232), Hango (177,213) Tallinn (194,221)

Text: STAVKA reshuffles Armies and Fronts and commanders to increase initiative.

Description: Renaming of fronts was based on the future planning. It also marked a greater strategic planning with the western allies operations. The event activates several disband Army and Front TO.

Turn: 1 after "Reform Fronts" To is taken, Theatre option available until turn 405

Option: Disband Caucasian Front

Disband: Caucasian Front

Text: Mid 1943 the Soviet forces reached 11,5 million men and women and stayed roughly there for the rest of the war. However, consolidating the new Fronts and new tailored units required personnel and equipment. The STAVKA disbanded several Armies and Fronts to fill the manpower and equipment gap. The Armies/Fronts chosen are non- historic.

Turn 1 after "Reform Fronts" TO is taken Theatre option available until turn 405

Option: Reform Armour II

Disband: Armour and other units in this event (See OOB)

Add: Guards Armour and other units in this event (See OOB)

Soviet supply: +1 for the rest of the war

Text: STAVKA reforms its armoured forces to accommodate the Deep Operation concept

Description: Coming full circle, by trial and error, with the loss of so much blood and steel. Mech and tank corps was equipped with elaborate To&E to the ultimate armoured fighting machine. The technical logistical and supporting firepower reached an unprecedented coherency.

Theatre Option: Romania changes sides

Turn: Activated by prerequisites.

Prerequisites: Soviet player holds Kichinev ((Kishinev) OR Galati

Remove: Axis Romanian Army

Add: Soviet controlled Romanian Army

German supply -1 for the rest of the war.

Turn: Automatic when Romania changes sides

Event: Bulgaria changes side

Withdraw: Bulgarian Axis units

Add: Bulgarian Soviet units.

Descriptions: When the Romanians changed sides, the Bulgarians followed. Owing their freedom to the Russians, decades before and seeing that the 4th Ukrainian Front didn't stop, the Bulgarians made a decision to abandon their close relationship with Germany and join the Allied cause.

Soviet Automatic events:

Turn: 30

Event: First lend-lease protocol signed with the US.

Soviet Supply +1

Description: Before 1st October, the Soviets payment was in gold. However, the first protocol that agreed on what materials should be sent and the Pacific route opened up. This was, after the war started between the US and Japan delivered in Soviet ships, and only non-military help came that way. There was a very active flight way for aircraft though. This also marks the time of the first British convoys that started to arrive. Especially these early shipments from the British played a crucial role in defending Moscow. The timing was indeed perfect.

Turn: 135

Event: Second lend-lease protocol signed with the US.

Soviet Supply +1

Description: Adjustment and increase of lend lease is agreed on, and signed on the 6th October 1942

Turn: 243

Event: Third lend-lease protocol signed with the US.

Soviet Supply +1

Description: Adjustment and increase of lend lease is agreed on, and signed on the 19th October.

Turn : 296

Event: Reform Artillery

Remove starting RVGK Artillery; add Guards, and other units assigned to this event

Description: Autumn 1944 the Stavka reforms independent Artillery Regiments into Brigades, and uniforms structure to meet the requirements for future operations.

Turn: 317

Event: Fourth lend-lease protocol agreed on with the US.

Soviet Supply +1

Description: Adjustment and increase of lend lease is agreed on. It was officially not signed before 17 April 1944

Event: Warsaw uprising, automatic
Turn: Activated by Bagration 324-325 depending on Bagration
Add: Warsaw partisans
German supply -1 for the rest of the war.

Event: Slovak uprising, automatic
Turn Activated by Bagration 344-345 depending on Bagration
Add: Slovak partisans
German supply -1 for the rest of the war.

Turn 48 (end of possible operation Typhoon)
Event: Bulgaria enters the war.
Prerequisite: Sevastopol is Axis controlled
Release the Bulgarian Axis units
Discription: Seeing the Germans overrunning

German Events:

Turn. 1. Theatre option available for 1 turn only
Option: Lets play without partisans
Activate: Soviet theatre option: I can't be bothered either.

Turn: 60-75
Option: Reform Hungarian Army
Disband: Hungarian mobile Corps and other units in this event (See OOB)
Add: Hungarian forces, including 2nd Army and other units in this event (See OOB)
Text: Hungarian Army reorganizes.
After the summer campaign of 1941 the Hungarians withdrew their mobile corps to create armoured division. The veterans went home. Instead, they send a rather green formation, the Hungarian 2nd Army. They were to pay dearly for this at Stalingrad. As always, the best were at home keeping a watchful eye on the Romanians.

Turn: 60-75
Option: Reform the Romanian Army
Disband: 1941 Romanian Army units described in the OOB
Add: Romanians 1942 units in thin event (See OOB)
Text: The Romanians Army reorganizes.
Description: After the bloody and hard fought Odessa and Crimea campaign, and the lessons learned there, the To&E of the Romanians changed. They also, like Hungary and Italy, promised to send more troops to the eastern front.

Turn: 26 Theatre option. Remove at turn 30
Option: Keep Balttenflotte.
Keep: unit formation Balttenflotte
Activate event: Deploy Kriegsmarine
Soviet supply +1 for the rest of the war
Text: Germans decide to keep strong naval presence in the Baltic

6 turns after "Keep Balttenflotte" is taken Available for 4 turns
Activated if keep Baltenflotte is taken:

Option: Deploy the Kriegsmarine
Deploy/release units tied to this event (See OOB)
Activate Soviet extra lend-lease units see OOB.

Turn: 33 to 41
Automatic option: Rasputitza autumn 1941
Effects:
Axis shock 50
Soviet shock 60
Zoc cost: 200% for each side
Refugees effect hits from the roads
Storms each turn

Turn: 82-91
Automatic option: Razputitza spring 1942
Axis shock 60
Soviet shock 65
Zoc cost 200%
Refuge effects the roads

Turn: 139-146
Automatic option: Razputitza autumn 1942
Axis shock 75
Soviet shock 75
Zoc cost 200%
Refuge effects the roads
Storms hit each turn

Turn: 188-195
Automatic option: Razputitza spring 1943
Axis shock 75
Soviet shock 75
Zoc cost 150%
Refuge affects the roads

Turn: 241-248
Automatic option: Razputitza autumn 1943
Axis shock 80
Soviet shock 80
Zoc cost 150
Refuge effects the roads
Storms hit each turn.

Captured equipment:

Equipment captured are represented by bonus units ingame. They will arrive when a certain city is taken. The unit will arrive in the capital of the nation capturing. It holds the historical captured equipment. Below is a list of what cities yield a bonus unit. Equipment can be seen in the OOB. The Moscow, Leningrad, Stalingrad, Baku and Murmansk units are extra compared to historical, the Germans never took these places. The Kiev II GE, and the Smolensk GE, are bonus units that will be removed at turn 27 and 13 respectively. They are added as a bonus if the German player advances quicker than historically, to indicate captured depots and factories.

Petzavadosk Fin	Finland	284,178
Bialistok GE	German	169,336

Kiev GE	German	251,388
Vyazma GE	German	291,300
Odessa Rom	Romanian	254,461
Sevastopol Rom	Romanian	290,495
Moscow GE	German	326,287
Leningrad GE	German	247,214
Stalingrad GE	German	421,406
Baku GE	German	522,539
Murmansk GE	German	267,44
Kiev II GE	German	251,388
Smolensk GE	German	267,308

Player tips:

Soviet:

It is difficult to play the Soviets, as it should be. Here are some tips gathered from play testing experience.

Artillery:

Most important is your Artillery. Be very careful with your artillery. The heavy Corps and RVGK Artillery and Railroad guns are not produced in quantity during the game. Therefore, much of your heavy artillery is on map from turn 1.

Artillery and its use, is very important in FitE2. Always keep it spread out, never more than one in a stack, keep it at maximum range (The Soviets mechanized its artillery formations, so it is very mobile). Preferably, within air cover. In 1941, you should probably run with it all and place it at critical axes, (Leningrad, Moscow) or in more safe area where you can gain local air superiority, like in Finland. Always have other units with your artillery as losses from attacks and air attacks are dispersed among the units in the hex.

On the defence, before a shock turn, or a German offensive, fill the artillery range with units and dig it in. It will shoot in defence in the entire depth, and will cause serious casualties amongst the attacking force. This will also cost the axis player combat rounds as losses mount. Mass it preferably where you want to hold on, choose where; do not disperse all around the front. Remember to disperse it locally.

Front HQ, are simply an HQ with a AA Regiment, and are fantastic to use with Artillery. Corps and Army HQ has heavy Artillery and should always keep out of the front. The divisions HQ, holds artillery that is produced in great quantity during the war, and can be used quite close to the front. However, some of the starting 1941 HQ has a heavy regiment, and should be disbanded or used with care, as this equipment, will be used to fill up later arriving empty brigades.

Slowing the German advance.

Divide your units up, and place them dug in at cities, road crossings hills and good terrain. Remember after turn 12, the German ZOC penalty is back, so you can seriously hinder movement. Burn every bridge on map you pass retreating. Use partisans and straggling units after turn 3 to run on converted railroads to damage the rail. Before case blue, make sure your front is deep, as the first 2 hexes of troops will vaporize where the Germans choose to attack, so defend light (1 regiment with AT, Tank) in each hex, but do it deep, 4-6 hexes deep where you have room. Some places you do not have room, typical Leningrad, here defend hard and as deep as possible, with air cover and Artillery. In some places you have plenty of room to give, use battalions dug in, every other hex, to slow the Germans. Do not make a front where you do not have artillery and air cover (even if you have, it will be hard, but if you do not, they will all die)

When to create a front.

Choose your line, but do it well back. The Germans will kill off any front line made at Smolensk, Kiev, or further west easily. See where he is going, typically he has three objectives. Sevastopol to get the Bulgarians in the game, Moscow because there is a factory that cannot rail there and Leningrad to free the Finns, and secure the flank. Use forts (Especially the ones at Leningrad are quite powerful) to help stabilize the front

Soviet VVS:

The Soviet air force, will be destroyed in the first few turns, and will remain rather small until 1942. I always use it on the Karelia front, to help hold the Finns and the Germans forces there at bay. As no more Germans may enter Finland, it actually helps a lot as you can quickly overwhelm the Finnish and German air units there. Just deploy them all at once, not piecemeal. From Karelia, you can also set the range to protect Leningrad, however, be careful. In 1942, deploy it massively where you want to hold on, and to protect your artillery. Be aware that if the Germans want air supremacy, he will get it. So back off if it is not important. Do not use it piecemeal, use it sudden and in masses, to overwhelm the Germans in the sector you want to, provided it's not where the Luftwaffe are of cause.