

Russo-German War



The Russian Campaign classic in PBEM

“They have the most monstrous armament that is humanly conceivable...so...if anybody had told me that one state can line up with 35,000 tanks, I had said ‘you have gone mad’...”

ADOLF HITLER, 4th June 1942

RUSSO-GERMAN WAR 1941-45

Can Germany, at the peak of her fortunes, eliminate the Soviet Union as a military and political factor in Europe? Or will this second-rate power be victorious in the final outcome?

Eastern Front - June 22nd 1941 to May 7th 1945

PBEM, and both sides v Programmed Opponent

COMPLEXITY: Advanced

MAP SIZE: 313 x 341

UNIT COUNT: Axis = 1665, Soviet = 2321

TIME to PLAY = 30-90 minutes per turn

TURNS: 405

TURN LENGTH: Half-week

MAP SCALE: 10km per hex

UNIT SCALE: Div/Bde/Rgt levels

Russo-German War covers the entire Eastern Front from 1941 to 1945 and from Murmansk in the north to Baku in the south, from Berlin in the west to the Ural Mountains in the east.

Maximum Rounds per Battle: 3

Attrition Divider: 6

Scenario Designer: Steve Sill sbsill@comcast.net

Original Map Design: Rick Kesler

Directive 21 Design: Steve Sill & Rick Kesler

And introducing, RUSSO-GERMAN WAR '41-43

Can a strategically limited Germany subdue the Soviet colossus before shortages of industrial and material resources force an outcome?

Accepting their strategic limitations, German leaders realise they must strike hard to avoid the conflict extending past 1942.

Eastern Front - June 22nd 1941 to March 30th 1943

PBEM, and both sides v Programmed Opponent

COMPLEXITY: Advanced

MAP SIZE: 313 x 341

UNIT COUNT: Axis = 1665, Soviet = 2321

TIME to PLAY = 30-90 minutes per turn

TURNS: 186

TURN LENGTH: Half-week

MAP SCALE: 10km per hex

UNIT SCALE: Div/Bde/Rgt levels

Russo-German War '41-43 covers the entire Eastern Front from 1941 to the end of the Soviet 1942/43 Winter Offensive.

Maximum Rounds per Battle: 3

Attrition Divider: 6

Scenario Designer: Steve Sill sbsill@comcast.net

Original Map Design: Rick Kesler

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PBEM Scenario Rules – Recommended

Regimental Equivalents

For the purposes of determining various limits in force during PBEM play, the following Regimental Equivalent (RE) definitions shall apply throughout the scenario:

Unit Size	Description	Regimental Equivalent
II	Battalion	0.5
III	Regiment	1
X	Brigade	1
XX	Division	3

Airborne unit movement and drop

General constraints:

- Airborne units may move to the limit of, and be dropped within the prescribed airborne movement allowances as outlined in the following sections.
- With the exception of AXIS Brandenburg, and Soviet STAVKA Special Forces units, Airborne drops are not permitted in the following hex types:
 - Dense Urban
 - Mountains/Alpine
 - Evergreen Forest

AXIS Airborne movement and drop



- Brandenburg units – freely available



- 7th Fleiger-Division – one drop per scenario per unit only



Brandenburg units may NOT drop in hexes that are more than 15-hexes distant from friendly supplied AXIS units, measured from their starting position in the turn in which they are dropped.

Constituent units of the 7th Fleiger-Division may NOT drop in hexes more than 10-hexes distant from friendly supplied AXIS units, measured from their starting position in the turn in which they are dropped.

SOVIET Airborne movement and drop

- Paratroop unit-typology – freely available subject to transport limits
- Stavka Special Forces units 

No other Soviet unit types may utilise airborne movement beyond the Soviet front lines.

Soviet air-capable units may NOT drop more than 10-hexes distant from supplied Soviet units, with the exception of Stavka Special Forces units, which may drop up to 15-hexes distant.

Again, airborne distances are measured from a supplied friendly unit starting position in the turn in which airborne units are dropped.

AXIS Naval Capacity

Baltic Sea

- Naval movement is permitted between AXIS controlled-ports only
- Maximum 4 RE per turn, of infantry-type units:
 - Infantry
 - Mountain
- Additionally, 2 HQ units may move per turn

Black Sea

- Naval movement permitted between AXIS controlled-ports only
- Maximum 6 RE per turn, of infantry-type units:
 - Infantry
 - Mountain
 - Rumanian Marine
- Additionally, 2 HQ units may move per turn

Barents Sea

- Sea movement prohibited

DESIGNER'S NOTE

Due to unavoidable limits in the gaming system, it is possible that rebuilt German units appearing in the reinforcement schedule will inadvertently 'rebuild' in areas of Finland and/or Norway. Rail and Port availability in these locations are provided to assist the AXIS player 'move' such units (only) to the Baltic Sea port of Danzig (Hex 52:173), thus enabling them to re-join battle logically.

Soviets Naval Capacity

Baltic Sea

- i. The various forms of Soviet Baltic Sea naval movement outlined below are *ALL* subject to Soviet player control of the following Gulf of Kronstadt (Neva Bay) coastal hexes (all need to be held) at the *start* of the Soviet turn of naval movement:
 - 130:117, 131:118, 132:118, 133:119, 134:119



- ii. **1941 – Turns 1-56**, controlled-port to controlled port movement of 6 RE, and 1 HQ per turn, i.e., no assault into enemy controlled hexes permitted.
- iii. **Post-41 – Turns 57-onwards**, both controlled-port to controlled port movement and naval-attack permitted into enemy controlled hexes permitted, subject to the following limits:
 - Only marine or infantry-type units of 3 RE's and 1 HQ are permitted per assault, per turn.
 - A single hex only is permitted per assault per turn.
 - Assaults may only be conducted into the *next* most-westerly AXIS-controlled anchorage hex.
- iv. No Soviet naval movement or assault is permitted into anchorage hexes located on coastal hexes within Finland.

Black Sea

- i. All Soviet Black Sea naval movement capacity is subject to Soviet control of the following hexes at the *start* of the Soviet turn of naval movement:
 - 206:307 - Poti
 - 206:313 - Batumi
- ii. **1941 – Turns 1-56**, controlled-port to controlled port movement of 12 RE, and 2 HQs per turn, i.e., no assault into enemy controlled hexes permitted.

- iii. **Post-41 – Turns 57-onwards**, both controlled-port to controlled port movement and naval-attack permitted into enemy controlled hexes permitted, subject to the following limits:
- Only marine or infantry-type units of 4 RE's and 1 HQ are permitted to conduct amphibious assault, per turn.
 - Multiple hexes are permitted per turn, with the rider that assaulted hexes must be within a 3-hex radius of each other.



Barents Sea

- i. Maximum per-turn naval movement: 1 RE (HQ's may move freely)
- ii. Controlled-port to controlled port movement only, i.e., no naval-attack into enemy controlled hexes allowed.

SOVIET-Finnish Garrison

The Soviet player must garrison frontline positions against the Finnish STOP-LINE for the duration of the scenario.

Minimum garrison requirements are:

- Leningrad Northern Approaches - (134:115 to 140:111) a minimum twelve regimental equivalent units – of any type (12 RE).
- Svir River line – (See 163:107) a minimum ten regimental equivalents (10 RE) strength units, located a maximum one hex apart.
- Above Lake Onega – (See 169:100) a minimum one regimental equivalent (1 RE) for every two river-front localities up to a maximum total of 8 RE.

The Soviet player is afforded a number of turns grace to enable the establishment of a sufficiently sized garrison, as follows:

1. Soviet obligations in the Leningrad Northern Approaches defence zone commence Turn-1.
2. Soviet obligations in the Svir River Line defences commence three turns after Axis units reach any hex adjacent on the Svir River itself.
3. Soviet obligations above Lake Onega (Finnish border region below hex-row 69 and above hex-row 90) commence on the fifth turn after Axis units reach Petrozavodsk (Hex 162:99)

These provide logical triggers and sufficient timing for the Soviet player to conform to the Soviet obligations under the STOP-LINE scenario rule.

AXIS Unit Breakdowns



The AXIS player may freely break units as deemed necessary.

Advisory: Players should note that the Operational Art of War imposes a proficiency-loss on units that are broken, regardless of whether the break is a deliberate player tactic, or the result of adverse combat outcomes. Broken unit proficiency is reduced by approximately 20% compared to their unbroken proficiency.

Soviets Unit Breakdowns



Only relatively specialised Soviet units will break down throughout the scenario, and the Soviet player is NOT permitted discretion to break units at any stage.

As a general rule, only some Soviet Guards and late-arriving formations may have breakdown capacity. Regardless, these may only break as a result of combat.

AXIS Allied Cooperation



The AXIS player may freely stack only German units of any type with allied partner units (Slovakian, Italian, Hungarian, Finnish, Rumanian) within the limits outlined here.

Other stacking between AXIS Allied units is permitted subject to the following limitations:

- Hungarian units may not stack with Rumanian units, and may not enter or traverse 1941 Rumanian territory at any time.
- Rumanian units, may not enter or traverse 1941 Hungarian territory at any time.
- Rumanian units may not enter any hex north of hex-row 200 (e.g., Pinsk is 97:200) except as a result of combat, from which it must immediately move south at the immediately succeeding AXIS player turn.

- Slovakian, Italian, and Hungarian units may not enter hexes north of hex row 120, Kolpino (139:121) (Leningrad Oblast) except as a result of combat.
- The Finns maintain a single Rail Repair Unit [the '1.Construction' of the 'Mannerheim GP' formation]. This unit may only repair lines within Finland itself or on the Belomorsk-Onega-Arkhangelsk line.

The Axis player may move additional ground units by sea or, where the fall of Leningrad permits land transport, to Finland during the scenario, limited to:

- Nine regimental equivalent units,
- Of German infantry, Mountain, Engineer, or Cavalry unit typology,
- With the exception that HQ Units of the above typology may move freely.

The Axis player is free to withdraw units from Finland at any stage, but may not move more than the additional units specified in a-c above.

Sea movement to/from the Finnish ports of Kemi (110:59), and Oulu (115:68) is not permitted during the following turns (to reflect the extent of sea ice in the Gulf of Bothnia):

Turns	50-71
	155-176
	260-281
	365-386

Irrespective of the ground-unit limits outlined here, the Axis player may freely deploy an additional six (6) German units of aircraft typology to Finland - above the number of units that start the scenario.

Limits of Finnish Involvement

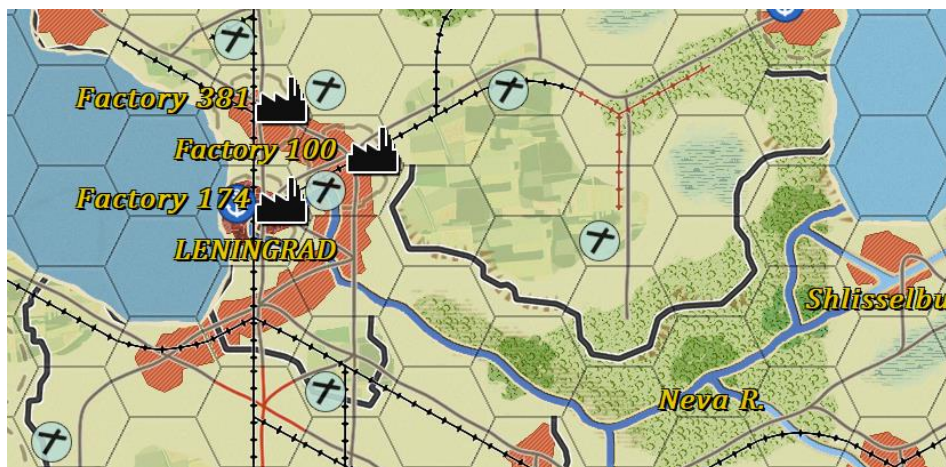
Finnish units, and German units operating from within Finland south of the Arctic Exclusion Zone, must not move into enemy controlled hexes beyond the various red STOP signs of the Finnish Stop Line (located on the limit of historic Finnish involvement).



Finnish and German units *may* move into, and therefore occupy the STOP hexes.

In the event that Leningrad (136:118) is occupied by AXIS forces Finnish and German units operating from within Finland become free to advance into the Leningrad region, and into Soviet controlled hexes directly to Finland's east, subject to the following limits:

1. Into the Leningrad region, above the Neva River



2. Eastwards from Turn-50 onwards (10 Dec 1941) and only into the black STOP Line hexes above the White-Sea-Baltic-Sea canal line, south of Belomorsk (164:80 to 165:77).

German units that start or arrive as reinforcements, or that cross into Finland are bound by the rules governing Finnish forces (to ensure Germany respects Finnish diplomatic sensitivities - and to avoid provocation that might have drawn the US into the war earlier than their historic entry).

Early Soviet Aggression

While careful consideration of the strategy is required here, the Soviet player may elect to commence immediate operations by moving units into and attacking AXIS units within Finland, Hungary, and Romania from Turn-1.

AXIS units in all three satellite nations are set to Garrison Mode for the intervening period between Turn-1 and the turn in which they are released (to join in Barbarossa). The date structure for their release follows their historic activation.

If Soviet units attack AXIS units in Garrison mode, the force of such units become available at the AXIS players disposal in the turn immediately following.

Early AXIS Aggression (via Rumania/Hungary)

German units are free to enter both Rumania and Hungary from Turn-1, but may not cross the respective borders with the Soviet Union for the first four turns unless Soviet forces have first crossed the border in the prior turn.

Petsamo Nickel Mine

Control of the mine icon located at 132,14 (Northern Finland), has a material bearing on AXIS supply.

Notwithstanding the ability of the Soviet Player to launch operations within Finland, in PBEM play the Soviet player is prohibited from moving *any* unit within a two-hex radius of the mine for the first five turns.



Scenario Advisory – Programmed Opponent Play

RUSSO-GERMAN WAR 1941-45 can be played as the Soviets against the Axis Computer or as the Axis against the Soviet Computer.

It is highly recommended that solo-players not change the Designer Recommended Game Options [this screen is only seen once, at the start of the scenario, see 17.12 in the Game Manual].

Please set the Programmed Opponent [PO] Options as follows:

- Intelligence = Strong,
- Handicap = None if you are a Beginner, Computer +1 if you are a Novice player or Computer +2 if you are an Expert player.

Victory Conditions

RUSSO-GERMAN WAR 1941-45

The AXIS Player wins by holding Berlin at the end of the scenario.

The Soviet Player Level of Victory is according to the following schedule:

- If the Soviets Capture Berlin after January 1, 1945, the game is a Soviet Standard Victory.
- If the Soviets Capture Berlin by June 1, 1944, the game is a Soviet Marginal Victory.
- If the Soviets Capture Berlin by June 1, 1943, the game is a Soviet Substantial Victory.
- If the Soviets Capture Berlin by June 1, 1942, the game is a Soviet Overwhelming Victory.

Special Condition - For a Soviet Human vs. Axis Computer game - If at any time the Axis [Computer] captures Leningrad, Moscow or Stalingrad, the game will end immediately in a Soviet Player loss.

RUSSO-GERMAN WAR '41-43

This shorter scenario simulates victory on the basis of evaluating Germany's ability to continue to successfully prosecute the war after the end of the Soviet winter offensive of 1942/43.

To achieve a victory of any level the AXIS player must finish the scenario (Turn 186) in a stronger relative position to that of their historic position, and/or be in a

stronger relative position while also having avoided significant losses (similar to those experienced in the Battle of Stalingrad).

The Soviet player must avoid significantly greater territorial losses than they did historically, while extracting historically similar losses on their opponent.

With victory levels dependent on both geographic holdings and loss relativities a player strategy of simply occupying and/or defending key historic locations risks defeat. While the Soviet player can accept near catastrophic Soviet losses, modelling the uneven historic resolve of the combatants, the AXIS player must carefully evaluate their loss tolerance as well as the trade-off between capture-of-territory and losses.



Common Considerations

Riverine Units

Both sides will receive riverine units if the relevant Turn-1 Theatre Option is selected for their inclusion.

Why?

In TOAW, Super River hexes do not automatically change ownership based on adjacent-hex ownership (whereas minor rivers do). This system limit conveys a slight but meaningful advantage to those who hold super-river hex-ownership, which in RGW is initially the Soviet player, flipping to the AXIS player later in the scenario.

The inclusion of these units has been left to player agreement, but we recommend their use to avoid the dubious housekeeping of having to devote engineer units to clear super river hexes.

Rasputitsa (the roadless quagmire season)

Caused by the poor drainage of underlying clay-laden soils found in the regions of Belarus, Russia and Ukraine, there are periods of greatly reduced movement, combat ability and supply. These come into effect around the following turns (slight variance may occur) due to the Russian Rain Season and Spring Thaw which turned the primitive Russian roads into mud.

Players should consider Rasputitsa turns in their planning.

Approximate dates of Rasputitsa impact are as follows:

32-42 - Fall 41

84-92 - Spring 42

137-146 - Fall 42

188-194 - Spring 43

240-248 - Fall 43

290-299 - Spring 44

342-356 - Fall 44

During these periods the following will be in effect on all areas of the map:

- 'Nachsch Kol' Supply Units will be in Garrison Mode [unable to move, but still provide Supply boosts].
- Both sides will experience reduced Supply.
- Both sides will suffer 20% Shock [approximately 80% of all land units will not be available for orders, all land units will be at 20% of normal strength].

Note that this will affect the Major Ferry Capacity of units, so if you have units that are dependent on supply being ferried, they will most likely lose that supply during mud turns [a unit must have 10% Major Ferry Capacity in order to cross Major Rivers or Major Canals].

Event Engine Variable [EEV]

Solo Players may notice this as a value in the Situation Briefing. This value monitors the on-map situation and will trigger events pertaining to the PO when the timing is appropriate. The player need not be concerned with the EEV [it doesn't affect you directly and there is no need for you to be concerned about it].

Exclusion Zones

There are two Exclusion Zones in the scenario.

The first zone runs from Hanko to the Estonian mainland. This zone is removed as the Axis advance into northern Estonia.

The second zone runs across the Gulf of Finland about twelve hexes west of Leningrad, and a separate leg divides northern and southern Finland. This zone is removed if the Axis occupy Leningrad.



SOVIET Information:

Soviet Production

In TOAW terms, Production is measured by increases and reductions to the Replacement Rate. This data can be reviewed in the Inventory and Replacements screen. Soviet production starts on turn 1 at 80%. Locations of Economic Importance are indicated on the map by Industrial, Mine and Oil markers [for examples, see Leningrad, Petsamo and Grozny] and are also in CAPITAL letters. The Soviets moved most of their threatened Industry to the Urals or further east. Therefore, when a Soviet Industrial location is threatened by the Axis [any unit within a few hexes, it varies from 2-6], the Soviet Replacement Rate will be reduced by 5% [as the production is moved], but 120 days later [35 turns] the Replacement Rate will return as the relocated industry begins production at its new location.

Where possible, Factories and Plants have been given their historical designations. There is a Soviet Production document [SvtProd.txt] included with this scenario for those that would like to see more details.

Soviet Ground Units

After the Red Army's pre-war mechanized corps failed to live up to expectations, independent tank divisions began to be formed. However, these also performed inadequately. Therefore, in August 1941 the Soviets began forming separate Tank Brigades in order to support their infantry formations. The number of separate Tank Brigades grew to 125 by July 1942, but thereafter this number declined as these units were incorporated into new Tank and Mechanized Corps.

In the scenario, separate Tank Brigades will begin arriving as reinforcements in August 1941 and will be attached to various formations thru out the OOB. Starting in mid-1942, Tank and Mechanized Corps will begin forming [marked by the arrival of their HQ's]. All of these units may reconstitute if destroyed, but those that enter prior to March 1942 have 'early' equipment and eventually there may not be enough in the On Hand Pool for these early units to reconstitute if they are destroyed.

Soviet Rifle and Artillery Regiments that begin the scenario in the front line contain equipment that is not used by any other units. Therefore, it is just as well to eliminate them on turn 1 rather than surround them for destruction on turn 2. [Units that are unsupplied at the beginning of the turn on which they are eliminated return none of their equipment to the replacement pool].

Initial Soviet Rifle and Mechanized Corps experienced poor to non-existent communications and had little or no signals capability. Therefore, they are set to Internal Support and will only cooperate well with units in their own immediate formation.

The ratio of Rifles to Submachine-guns in Rifle divisions decreased over time from 10:1 to 2:1. Therefore, Rifle Divisions are given excess Rifle Squads at start and will begin receiving PPSH SMG Squads in December 1941.

When the war began the Soviets fielded ten Anti-Tank Artillery Brigades. These were plagued with the same problems as the rest of the Soviet forces and were mostly wiped out early on [and therefore do not reconstitute in the scenario]. Thru 1941-42 the Soviets continued attempts to form effective anti-tank units but were unsuccessful. At the end of 1942 the introduction of a more effective 76mm gun and the formation of successful Tank Destroyer Artillery Regiments greatly improved the Soviets ability to combat the German Panzer formations. In the scenario these late version Tank Destroyer units will arrive at various times and understrength. As the scenario progresses, they will fill out and become stronger.

The Soviets used the PTRD-41 or PTRS-41 anti-tank rifles thru out the war. However, they had none at the start of the war and hasty construction of an anti-tank rifle was ordered in July 1941. While these weapons certainly had no great impact on the outcome of the war, many units begin the scenario with no authorized anti-tank rifles but will gain them once production of these weapons starts in July 1941.

Assault Guns/Self-Propelled Artillery were not developed by the Soviets until December 1942. Early models and their organization proved ineffective and are not included. Development of successful models [SU-85 and ISU-122] and their organizations [Self-Propelled Artillery Regiments] did not occur until after August 1943. These weapons are represented by SU-85's and SU-100's in the Guards Anti-Tank Brigade's.

Soviet Air Force

The Soviet Air Force endured one of the most devastating defeats in aviation history. In Mid July 1941 the Soviets admitted to the loss of 3985 of their aircraft, whereas the German air force claimed they had destroyed 6857 planes.

Following this defeat, the Soviets slowly recovered thru the mostly successful evacuation of the aircraft industry to the east, the successful creation of a talented command staff, successful reorganization which transformed air divisions to consist of one type of aircraft thereby improving the logistics and command efficiency, the growing installation of on-board radios, and tactical changes. Even with all of these improvements, the Red Air Force was never able to match the efficiency of the Luftwaffe.

In the scenario the Soviet Air Units will operate at the following Shock Values:

Turn	Shock Value
1	5
4	50
11	75
178	85
265	90
369	95

Sevastopol Supply

There is a 75% Soviet Supply Point located at the port of Sevastopol [147,283]. This represents the Soviet Navy's ability to resupply Sevastopol by sea. If the Axis captures the major Soviet Naval Base at Novorossiysk [181,282], the Sevastopol Supply Point will be removed.

Partisans

Soviet Partisans were active thru out many areas of Russia, and the Axis had to dedicate various security and police units to combat them. In order to facilitate the ease of game play, for the most part partisans are not included.

Most German Security and MP type units that are included will be withdrawn from the order of battle as the game progresses to simulate their need in securing the rear areas. In June 1944 the Soviets launched Operation Bagration against Army Group Center, and partisans played a significant role in the planning and execution of this offensive. Therefore, partisan units will appear at that time.



AXIS Information:



Strategic Assets

Capturing and holding a Mine or Oil location has the benefit of increasing Axis Supply by 2 for each location captured and held. Soviet Supply will be reduced by two for each Mine or Oil location captured by the Axis.

Note that during the course of the scenario, Soviet Supply will occasionally increase due to development of off map resources. The player has no influence over these increases.



Petsamo Nickel Mine

Located at 132,14, if the Soviets occupy this mine the Axis Supply will be reduced permanently by four. The Soviets will gain nothing as the Mines are considered destroyed.

Bautrupp



These units are for railroad repair and were designed specifically for easier playability. They can move only by rail, and will repair damaged rail lines nearest their location. Repairs take place automatically between turns, and require no action by the player, however the AXIS player should carefully consider whether to concentrate (stack) these important assets or disperse them. A bautrupp unit need not be directly adjacent to broken rail lines in order to make repairs, just nearby or in the vicinity.

It should be sufficient to keep these units several hexes behind the front and out of harm's way. The game engine repairs rail hexes each turn automatically; however, it will tend to focus on broken rail lines near any bautrupp units [embarked or not]. Therefore, the player can easily channel rail repairs to specific important areas by concentrating several bautrupp units in areas of advance.

Because it is a large map, players may not notice all repaired hexes as they can occur anywhere.

These units will all reconstruct, but there is no need to put them in harm's way so you really shouldn't lose any of them. Note that if you hit the '.' [period, dot] key on the keyboard, you can easily cycle thru these units [if they are embarked as they should be].

The maximum number of Axis Rail Repairs is set to twelve, although during the Axis Supply Collapse the maximum number is reduced to three [from November 16th, 1941 to March 1st, 1942]. During this time period it may be best to concentrate all Bautrupp units in one area in order to see any effect.

Nachschub Kolumn [Supply Column]

Abbreviated as 'Nachsch Kol', these units enhance Supply to adjacent units and to any other units that are within the Supply Radius of a Nachsch Kol unit. The Supply Radius can be seen in the Force section of the Situation Briefing, or in the Special Abilities area of a Nachsch Kol Unit Report.

The effect of these units is not cumulative, so their recommended use is to keep them in areas where you want Supply to be focused, such as near the front of an important offensive drive, or in support of an important defensive line.

At start there are three of these units, one for each German Army Group. In October 1941 [t31], when Axis Supply begins to drop, two more of these units will arrive, and in December 1941 [t56] an additional two units will arrive. As Axis Offensive Capability declines, two of these units will withdraw in October 1943 [t241], and two more will withdraw in October 1944 [t343]. If at any time Warsaw is captured by the Soviets, the original three Army Group Support units will be withdrawn.

The Axis 1942 Offensive

After the failure of Barbarossa in 1941, the Axis aimed at more limited objectives for 1942. Code named 'Case Blue', the Germans new offensive would now turn away from Leningrad and Moscow in order to head southeast towards the Volga River and Caucasus Mountains.

In the scenario, around turn 90 [May 1942] the Axis will get a Theater Option to 'Begin Case Blue'. This TO will be available until turn 117 [August 1942]. If chosen, this TO will provide the Axis a 120% Shock bonus and a +5 Supply bonus for ten turns. These bonuses give the Axis player an advantage that experienced players may find unnecessary, but beginners and novices may find helpful.

The Axis 1943 Offensive

After the failure of the Axis 1942 Summer Offensive and the following Axis defeat at Stalingrad, the Axis no longer had the ability to launch large scale offensives. Therefore, the Germans planned an offensive to cut off and capture a large bulge in the line around the Kursk area, known as Operation Citadel.

In the scenario, around turn 193 [April 1943] the Axis will get a Theater Option to 'Begin Operation Citadel'. This TO will be available until turn 221 [August 1, 1943]. If chosen, this TO will provide the Axis a 120% Shock bonus for five turns. After the five turns of 120% Shock, the Axis will suffer 90% Shock for fifteen turns.

This option represents the Axis throwing everything into this attack after which they required time to regain their strength and supplies all along the front. This is a fairly significant penalty and the player should weigh the consequences. If you can't put a significant hurting on the Soviets with five turns of 120% Shock, is the fifteen turns of 90% Shock worth it?

Panzer Divisions

Panzer Divisions have their Panzer and PanzerGrenadier Regiments combined into three separate Kampfgruppen. Historically, these divisions were often organized into four or five KG's, but for this scenario they were not organized that way in order to not water down their effectiveness.

Of the three KG's in each Division, two are named Motorized (and given the Motor Infantry icon) and one is named Panzer (and given the Armored icon). However, all three are relatively equal in their composition. This reflects the historical flexibility of the Panzer Divisions.

As the war progressed, the Panzer Divisions were often withdrawn from the front to refit. In this scenario, these refits are handled in two different ways. First, some Divisions will be withdrawn by an event that the player has no control over.

Typically, there will be a warning in the news string one or two turns before the unit withdraws. The player will usually not know when the 'refitted' Division will return. Some will not return at all. This accurately portrays the unpredictable nature of Hitler's decisions as to how to employ his units.

Second, most Panzer Divisions will undergo a major refit during the summer of 1943. Starting around turn 221 (8-1-43), the player will begin receiving Theater Options to refit some Panzer Divisions. Each Division gets its own Theater Option. Once chosen, the three KG's from the corresponding Division will be disbanded, and new 'refitted' KG's will arrive as reinforcements. The equipment from the original disbanded units is used to rebuild the new ones. The original HQ, engineer and recon elements are not withdrawn, and remain in the game unchanged. This system gives the player control over the departure and arrival of these units. [Note: When the newly 'refitted' KG's arrive, they are weak and susceptible to enemy air attack. Therefore, it is best to let them sit in place for at least one turn before moving toward the front].

1. Panzer Division

The 1st Panzer Division was transferred to France in January 1943 for refitting. After several months it was sent to occupied Greece in June 1943 and participated in the disarming of Italian forces there in September 1943. It returned to Russia in October 1943. In the scenario, it is withdrawn automatically in January 1943 [t165] and will return in October 1943.

German Motorized Divisions converting to Infantry Divisions

The conversion TO's for the 14th and 36th Motorized Divisions will convert them to a standard Infantry Division [so read those TO's carefully before choosing!]. Historically these divisions were sent out for refit but due to equipment shortages and lack of transport they did not remain motorized.

German Infantry Divisions

A typical German Infantry Division [those not mentioned below] is eligible to reconstitute if destroyed. As these divisions represent a large period of time in which many changes occurred, they will automatically change over the course of the scenario. They will start receiving Panzerfaust Squads in June 1943, and Panzerschreck Teams in December 1943.

The Panzerfaust was a single shot, recoilless anti-tank weapon that fired a 149mm projectile to a range of 60m. There were several versions, the most common being the Panzerfaust 60 [which is the one represented in this scenario].

The Panzerschreck was a reusable anti-tank rocket launcher that fired an 88mm projectile to a range of 150m. Most Infantry units are also eligible for the following upgrades as the scenario progresses: 120mm Mortars, 75mm Anti-Tank Guns, and Hetzer Tank Destroyer's.

All SturmGeschutz Units [StuG's] are contained within Infantry Divisions and models will upgrade automatically as the scenario progresses.

Welle 13 divisions [302,304,305,306,320,321,323,327] and Welle 14 divisions [332,333,335,336,337,339,340,342] were historically formed in France in 1940-41 for security and occupation duties. Late in 1942 they began transferring to the East Front to replace burnt out divisions. In the scenario they are eligible to receive the same upgrades as the other Infantry Divisions. These divisions will not reconstitute, and if destroyed their associated HQ Unit will disband.

German 78. Infantry Division

At the beginning of 1943 this division was reorganized as an 'Assault/Storm' division. The division now included subordinate Sturmgeschutz (assault gun), Heavy Mortar, and Nebelwerfer (rocket launcher) battalions, and a tank destroyer unit equipped with Marder IIs, as well as extra regimental artillery support.

In the scenario, the AXIS player will have a Theater Option on Turn 161 to 'Reorganize 78.Inf Div as 78.Sturm-Div'. This Option is removed on Turn 162.

If the Reorganize option is invoked, the current 78.Inf Div will be disbanded and a new 78.Sturm-Div will arrive understrength and in need of a few turns to fill out with equipment. In addition to an infantry divisions standard equipment, the new 78.Sturm-Div will be eligible to receive the extra equipment listed above. The downside is the unit will be out of the line for several turns, and the new equipment it will get will come from the pool that is used by other units [thus, some other units may be weaker].

German Infantry Divisions converting to Light Divisions

The following is true for each of the 5, 8 and 28 German Infantry Divisions.

If the Infantry Division unit is destroyed, its' HQ unit will be disbanded and the Division will be automatically reformed as a Jaeger [light] Division [arriving in Berlin].

Panzer Grenadier Divisions

German Motorized Infantry Divisions are upgraded to Panzer Grenadier Divisions via Theater Options which begin arriving in mid-1943. The new Panzer Grenadier

Divisions arrive understrength and will partially fill out by using the Motorized Division's equipment that was automatically disbanded by the Theater Options to upgrade them.

The Reconnaissance and Engineer Battalions are included in the Panzer Grenadier Regiments; therefore, the Panzer Grenadier Divisions consist of three units, the HQ unit [which includes the divisional artillery] plus two Panzer Grenadier Regiments.

SS.Div Liebstandarte Adolf Hitler

At the start of Barbarossa, the Leibstandarte Adolph Hitler (LAH) Regiment was being upgraded to a division, but this process was far from finished.

In the scenario, the LAH is represented by one over-strength regiment. It begins in the Army Group South area as part of the 1.Panzer Army. It will not obtain Division status until it is upgraded to a Panzer Grenadier Division via Theater Option in 1942.

In July 1943 the Western Allies invaded Sicily. The threat of further Allied landings in Italy or southern France made Hitler transfer the SS-PGD LSSAH to Italy.

Therefore, in the scenario the Axis player will receive a two-turn warning in July 1943, after which the SS-PGD LSSAH will be disbanded [historically it left its heavy equipment to other units and was itself refit before deploying to Italy].

In October 1943 the LSSAH, having been refit as a full Panzer Division, will return to the East Front. In May 1944 this unit will withdraw to the West Front and will not return.

SS Panzer Grenadier and SS Panzer Divisions

The Reconnaissance and Engineer Battalions are rolled into other units of SS Panzer Grenadier and SS Panzer Divisions, therefore these Divisions consist of four units - the HQ unit [which includes the divisional Artillery and Engineers] plus three combat Regiments.

Note that the first regiment of each division is the 'reconnaissance kampfguppe', the second regiment is the 'assault kampfguppe', and the third regiment is the 'defense kampfguppe'. This is to allow players differentiate between the three manoeuvre units of these important formations. Players can deploy them as they deem, but should be aware that KG.1 is a little better at recon, KG.2 is a little better at assaulting, and KG.3 is a little better at defending.

5.SS-Panzer-Division "Wiking"

When this division is upgraded to a Panzer Division at the end of 1943, an Estonian Battalion [represented by [36] Rifle Squad + LMG] was historically attached to the

division. Therefore, the Westland PzGr Regiment will contain this battalion from this date onwards.

SS Units and Reconstitution

Not actually part of, but often subordinated to the SS, were several units of 'Russians'. These units have Brown unit icons in the scenario and none of them will reconstitute if lost in combat or disbanded. Additionally, SS Units that have Black on Red Unit Icons will NOT Reconstitute.

7.Flieger-Division

Prior to the attack on Russia, the 7.Flieger-Division had participated in the air assault on Crete and had suffered heavy losses in securing the island. After refitting, the Division was again ready to be deployed in September 1941. Fully parachute-capable and jump-ready, the division was sent to the front near Leningrad and deployed as regular infantry.

The division withdrew to Germany in December 1941, and returned to the East Front in October 1942. In May 1943 it moved to France and was re-designated 1.Fallschirmjäger-Division, later moving to Italy where 'The Green Devils of Cassino' remained for the rest of the war. Historically this unit was to be dropped during Barbarossa but the operation was cancelled, and this unit was also to be dropped during Case Blue but it was not.

In the scenario, the 7.Flieger-Division will arrive in September 1941 [as four regiments plus HQ], it will withdraw in December 1941, it will return in October 1942 [as one unit], and withdraw permanently in May 1943.

None of 7.Flieger's units will reconstitute if lost in combat, but all are capable of Air Dropping. Under recommended PBEM Scenario Rules it is recommended that units of this division are allowed only ONE airdrop per game (see page 4).

22.Panzer-Division

The 22.Panzer-Division was formed in France in September 1941 and was initially equipped with obsolete Czech, French and German tanks. It was rushed to the southern sector of the Eastern front in February 1942 when it was not considered fully ready for action.

22.Panzer participated in the Battle of the Kerch Peninsula, the 1942 summer offensive and the Battle of Rostov before it was encircled and almost destroyed during the fighting near Stalingrad. With few replacements available for a Panzer Division, it was disbanded in March 1943 and absorbed into the 23. Panzer-Division.

In the scenario the 22.Panzer-Division is rated lower than a typical Panzer Division and its units will not reconstitute. If you manually disband its units, they will not reform and much of its equipment will subsequently go to other units. However, if this unit sticks around long enough it will get a Theater Option to upgrade. Even if upgraded, it still will not reconstitute [due to lack of replacements], but it will have better equipment.

25.Panzer-Division

25.Panzer-Division was created in Norway on 15 May 1941 to spearhead the possible invasion of Sweden. In August 1943 it sailed to Denmark to take part in the disarming of the Danish Army. It was transferred to France in September/October for training exercises, the division was sent east, and eventually arrived on the Eastern front (central sector) in early November 1943. It survived fighting the Soviets from late 1943 to the end of the war.

In the scenario its units will reconstitute, although it is on a slightly lower priority for replacements than typical Panzer Divisions. Its Engineer and Recon units have been rolled in with its HQ and first KG, respectively. In mid-1944 the division will receive a Theatre Option to refit. This refit will keep the division out of service for 40+ turns, and when it does return it will be a shell and to fill out it will very much rely on equipment that is in the replacement pool. Therefore, it is recommended to take the relevant Theatre Option only if the division has taken heavy casualties from which it will most likely not recover.

27.Panzer-Division

The history of this ad hoc formation deserves greater scrutiny given the haste in which it was formed and subsequently deployed, however 27.Panzer never achieved genuine divisional size or status. This notional division's subordinate units were mostly degraded in ad-hoc kampfguppe, having been strung out on defensive tasks along the Donets in late 1942. The 27th is therefore not included in this scenario.

99.Leichte Infanterie-Division

The 99.Leichte Infanterie-Division [99.Lt/JG in the scenario] fought with AGS until October 1941 and was re-designated the 7.Gebirgs-Division and sent to Finland at the end of 1941. It fought in Finland and Norway until the end of the war. In the scenario, on turn 39 the Axis player will get a Theater Option to 'Refit 99th Lt/JG as 7th Gebirgs for Finland'. If this option is taken, the 99.Lt/JG will withdraw next turn and the 7.Gebirgs-Division will arrive in Finland later in the scenario. If not taken, the 99.Lt/JG will remain in play. This TO is not removed and can be taken at any time, or not at all.

3.Gebirgs Division

The German 3rd Gebirgsjaeger Division starts the scenario in northern Finland in the Petsamo area and will not reconstitute if destroyed in combat. Historically this unit suffered such heavy casualties in the attacks towards Murmansk that its' remnants were withdrawn to Germany.

This is the only unit in the scenario that will follow its historical demise when withdraw from the game in November 1941. However, in November 1942 a new 3.Gebirgs Division will arrive in Berlin. The 3.Gebirgs historically fought the remainder of the war on the Eastern Front, most famously at Velikiye Luki and Stalingrad.

270.Infantry Division

This was a Static Garrison unit used to defend Tromsö in Norway from April 1942 until the end of the war. Therefore, in the scenario it will be unable to move and is eliminated if forced to retreat.

German Artillery

Besides the divisional Artillery included in the Headquarters units, the Germans had a pool of independent Artillery. These Artillery units have been organized under their historical German Korps HQ's at the start of Barbarossa as ArKo [Artillery Commander] and Harko [Higher Artillery Commander] units.

While the Germans never mastered the art of massed artillery as their opponents did, these German Artillery units provided Artillery support wherever it was deemed necessary. In the scenario they are organized as Korps formations so the player is encouraged to use them as they were historically [spread across the front], but does allow the unhistorical option to mass them.

As the war progressed, more and more captured equipment was pressed into Axis service. Therefore, some of the German Artillery units will begin or arrive with empty artillery slots [i.e., 0/36]. These slots will be filled later in the scenario [most of the captured guns arriving generally from February 1943 to August 1943].

Sicherungs [Security] Divisions

When the war in Russia began, it was deemed necessary for each army group to have some sort of rear area security to protect the supply lines and lines of communication from partisan groups and bypassed Soviet forces. As the war progressed and partisan harassment increased, the need for rear area protection

grew. This need changed when the huge Soviet breakthroughs were achieved. Much too often security divisions were drawn into the shattered line, or used to fill the ranks of depleted divisions. They often used whatever equipment they could get their hands on, including Soviet volunteers.

Usually, a security division contained quite a few different sub units, which were often rotated among them. In this scenario none of the Security Divisions or their components will reconstruct.

At the start of the scenario, the Germans have a full complement of Security Divisions and Police battalions. As the scenario progresses and the Axis advance deeper into Russia, more and more of these units will be withdrawn from the order of battle in order to simulate their participation in rear area security.

Withdrawals of Security and Police units are not accompanied by any pre-warnings (Soviet partisans didn't warn when and where they were going to be active!). When these are withdrawn, they will actually be disbanded and a mirror skeleton unit will appear somewhere on map. This unit will fill out over time and will be in Garrison Mode [unavailable for movement or orders unless retreated due to combat]. This represents the units being pressed into front line combat later in the war as the front lines moved back toward Germany.

Luftwaffe Field Divisions

Following the heavy losses of the 1941 campaign, it was suggested that the German Army could be bolstered by transferring personnel from other services. The head of the Luftwaffe, Hermann Göring, formulated an alternative plan to raise his own infantry formations under the command of Luftwaffe officers. The plan was approved and the divisions were raised from 200,000–250,000 Luftwaffe ground, support and other excess personnel.

Luftwaffe Field Divisions thus started forming in mid-1942, and by Göring's personal order they were intended to be restricted to defensive duties in quiet sectors. Despite the high standard of Luftwaffe recruits, their reputation as combat troops was poor, at least in part from being required to perform roles (ground warfare) for which they as airmen had little training. By late in 1943 those that had not already been disbanded were handed over to the Heer and were reorganized as standard infantry divisions.

In the scenario, most of these divisions will not reconstitute.

Panzer Abteilungen 51 and 52

Tank Battalions 51 and 52 were equipped with the new Pz-V 'Panther' tanks. These early production Panthers were plagued with mechanical problems but were still sent to the front as they were considered a necessary component of the Kursk

offensive. At the end of August 1943, the 51st and 52nd were disbanded and those tanks remaining and their personnel were sent to the units that originally had been used to form them [the 9th and 11th Pz Div's].

In the scenario, the 51st and 52nd will arrive as reinforcements and will contain Ausf. D's. These are the only units in the scenario that contain these 'early' Panther's, and there are no replacements for them [all other units receive Ausf. G's]. Both of these units are withdrawn at the end of August 1943.

Panzer Brigades

After the destruction of Army Group Center in June 1944, Hitler ordered the formation of Panzer Brigades, small strong tank units easier to manoeuvre than the larger Panzer Divisions. Guderian disagreed with this policy as he felt that all panzer resources should go to refitting the existing Panzer Divisions.

Eventually the Brigades proved an expensive failure, and by October 1944 all were either disbanded or absorbed by refitting Panzer Divisions.

In Russo-German War 1941-45 four Panzer Brigades arrive in July 1944 by Theatre Option. This option is available for one turn only. If not chosen, the Panzer Brigades will not be formed and their equipment will instead be sent to the AXIS replacement pool a few turns later, from there to be distributed to other units.

The AXIS players should consider carefully if they want these additional units or would rather distribute their equipment to other units?

Schwere Panzerjäger-Abteilung 653

This unit was part of Schweres Panzerjäger-Regiment 656 which was formed in June 1943. The 656th contained the 653rd and 654th abteilungen, which were equipped with Ferdinand heavy tank destroyers, and the 216th Abteilung which was equipped with Sturmpanzer IV's. As a unit, the 656th participated in the Kursk Offensive.

In January 1944 all Ferdinand's were withdrawn to Germany to be refit or improved. The first updated Ferdinands were formed into 1./Kompanie and moved to Italy to fight at Anzio. By April 1944 the remaining thirty Ferdinand's had formed the 2./Kompanie and 3./Kompanie and were moved back to the East Front.

On 1 May 1944 the panzerjäger's name was formally changed from 'Ferdinand' to 'Elefant'. In August 1944 the handful of remaining Elefant's were grouped together as the '614th Heavy Panzerjäger Company'. This unit would see out the rest of the war fighting the Soviets, with two Elefants surviving until the Battle of Berlin in May 1945. [Part of the 653rd also fought on the West Front, equipped with the JagTiger].

In the scenario the historical units of the 656 Rgt arrive as they did in June 1943. The Ferdinand/Elefant's get no replacements. The 653rd is not withdrawn because it

would just be returned in a couple months and the time that it was away from the East Front will coincide with a mud period when it can't be used effectively in any event. Therefore, the 614th is not represented, but due to lack of replacements the 653rd will eventually fritter away due to combat losses as it did historically.

Luftwaffe

The German Air Units received new planes and new models as the war progressed. This will occur automatically, with units withdraws and new units arriving to take their place. These withdrawal events will generally take place during the mud turns so as to not create a vacuum when units are withdrawn.

German Air Units have been colour and icon coordinated to aid identification:

Fighter Units are White on Grey [Me-109 and FW-190A&D], most have the Fighter Icon but some have the Fighter-Bomber Icon as they are long range and may have been used in the Ground Support role [Me-110 and Me-410].

Ground Attack Units are Black on Grey and use the Fighter-Bomber Icon [Ju-87 and FW-190F&G].

Bomber Units that were used mostly in a Ground Attack role are Black on Grey but have the Bomber Icon [Ju-88 and Hs-129].

Bomber Units are White on Grey [same as Fighters] but have the Bomber Icon [for example, He-111 and Do-217].

These assists players decide at a glance how to use each unit. The schemes are based on the unit's historically assigned mission, but players may use them as they see fit.

The quick version: Fighter Icon = Fighters; Bomber Icon = Bombers; Icon with Black Center = Ground Attack planes.

Axis FlaK Units

Some of the Axis FlaK Units are scheduled to arrive in Soviet territory on turn 1 for games where the PO controls the Axis. Obviously, these units will only arrive when their scheduled arrival hex is friendly controlled. Most of these units are also unable to move. These restrictions are to help Elmer (the Programmes Opponent) defend airfields.

Other FlaK units have a movement allowance of one. This is to discourage the human player from using these units un-historically in the front line.

Still other FlaK units have normal movement allowances as they were used in the front lines.

AXIS Minor Nations

General

The AXIS Player will control the forces of Finland, Hungary, Slovakia, Spain and Rumania [and possibly Turkey]. In the scenario they will have full control of these units for use as they deem appropriate.

This degree of latitude is quite unhistorical as these countries donated national formations to the Axis cause in order to pursue their own agenda. Finland and Hungary took German advice under consideration, but often did as they pleased. To a certain extent, Italy and Rumania cooperated a little closer, but in the end were still liable to ignore suggested German orders.



The Germans also found that they needed to keep the Rumanian and Hungarian formations separated given the historic enmities on display over the historically disputed region of Transylvania. Aside from the recommended scenario rules for PBEM play (see page 7) the scenario has no hard system-based rules, but players may want to keep in mind the following historical guidelines.

The minor countries rarely cooperated well with each other, and only cooperated with Germany when it was convenient. None of their units should be stacked with the units of other nations, and they should generally be kept together on the map as national formations [not interspersed with German units]. Keeping Rumanian and Hungarian formations several hexes apart is recommended for a more accurate historic simulation!

PBEM Scenario Rules prescribe specific restrictions on intra-Allied cooperation.

Rumania

The Rumanian OOB changed thru the war, so this is a 'best of' and 'universal' type of OOB put together from generally reliable sources. This makes the game easier to manage for both the Programmed Opponent and the solo player, while not having any effect on the scenario.

No Rumanian units will reconstitute except the 1st Armoured Div. This unit will only exist as long as it maintains a compliment of 35t Tanks. This is a technical matter - if this unit is lost in combat, it will only reconstitute if there are approximately [40] PzKpfw 38t's available in the Replacement Pool. This unit does get some nice upgrades over time, but as stated, it may not be easy to keep it in the field if it takes heavy casualties.

The Rumanian 2nd Tank Regiment was historically attached to the 4th Rumanian Army and operated separately from its parent 1st Armoured Div. You may recombine these units by disbanding the '2.Tank Rgt' unit [it is at hex 102,266 at the start of the scenario]. Its tanks will automatically go to the 1st Armoured Div [no sooner than the following turn]. This happens because these are the only two units that contain the French R-35 tanks. You may take this action at any time. Note that the 2.Tank Rgt does not reconstitute if it is lost in combat, and if it is disbanded its' F-17 Tanks will essentially be 'retired'.

In April 1942 [around turn 85] the three Rumanian Mountain Brigades will disband and three new Mountain Divisions will arrive. They will be understrength and will use the equipment disbanded from the brigades to partially fill out, the balance being in new equipment.

In April 1942 [around Turn 90] the six Rumanian Cavalry Brigades will disband and six new Cavalry Division units will arrive. They too will be understrength and will use the equipment disbanded from the brigades.

In the spring of 1943, large quantities of modern German weapons were imported by Rumania. Therefore, on turn 187 some Rumanian units will receive new equipment. The types and amounts of this equipment can be seen in the '1943 Equipment' unit that is in the Rumanian Border Gds Formation. This is not a playable unit, and is automatically disbanded on turn 187 when the equipment it contains will go into the Replacement Pool. From there it will be distributed to Rumanian units.

Rumanian units will be withdrawn by the loss of Bucharest.

Finland

Finland was only interested in regaining the territory it lost during the Winter War, and was also under significant diplomatic pressure from the USA and Britain to avoid joining the Axis advance into Russia. The Finns were implacably opposed to their involvement in an assault on Leningrad and were determined not to cross the Svir River in case these actions lessened their position in an eventual Soviet recovery.

'STOP' signs on the map denote where the Finns historically stopped their 1941 advance.

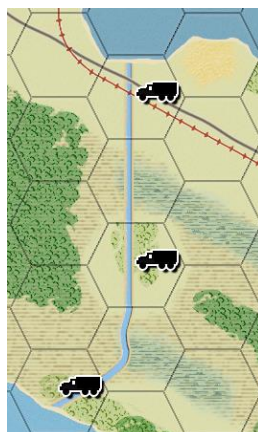


Recent research indicates that the Finns under President Ryti and the Nazis actually agreed to terms for cooperation that would have eventually "doubled the size of Finland", but limited the length of the proposed post-war border by taking in the territory above Lake Onega to the east of the hugely long 1941 border.

The agreement struck agreed to Finland acquiring Soviet territory only immediately to her east:

- The Kola Peninsula
- East Karelia, but only from the White Sea to the southern ends of Lakes Ladoga and Onega
- All of the Karelian Isthmus north of the Neva

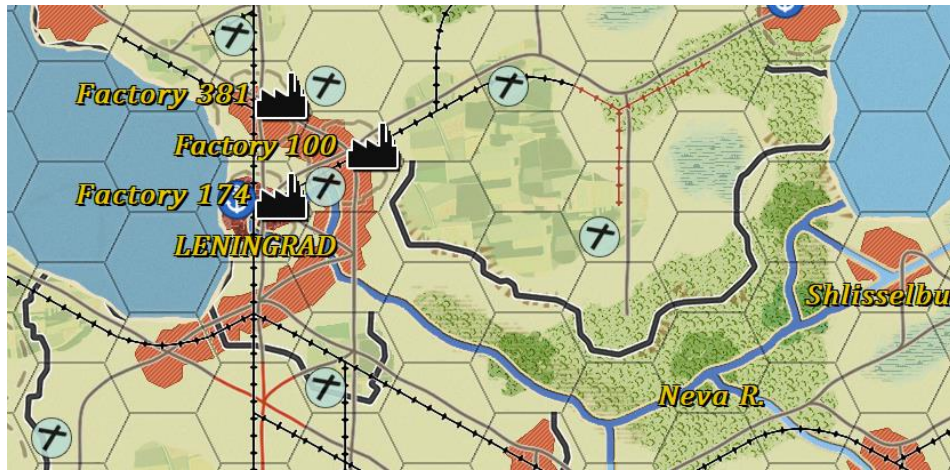
As such, a second phase STOP-Line has been placed south of Hex 165:77, along the



northernmost line of the White-Sea-Baltic-Sea canal.

It is recommended that in solo and PBEM play that after Leningrad's fall Finnish and German units operating from within Finland become free to advance directly to Finland's east, subject to the following limits:

3. Into the Leningrad region, above the Neva River



4. Eastwards from Turn-50 (10 Dec 1941) and only into hexes above the White-Sea-Baltic-Sea canal line, south of Belomorsk (164:80 to 165:77) reflecting the changed diplomatic circumstances of Britain's war declaration, and the US-German war declaration.

Solo players are advised to observe these stop lines, and maybe allow the use of Finn units to garrison important locations that may fall somewhat un-historically [Leningrad, Murmansk, Archangel].

Finnish infantry divisions saw an increase in the number of M/31 submachine-guns as the war progressed. Therefore, the number of M/31 'Suomi Groups' will slowly increase while the number of 'regular' Finn infantry squads will decrease.

If the Axis captures Leningrad, the Finnish 4th Corps will go into permanent Garrison Mode. This includes the 4th Corps HQ unit, plus the 4th, 8th and 12th Finnish Infantry Divisions. This will occur four turns after the Axis occupy hex 136,118 and will be in effect for the duration.

This event simulates that the Finns would have shared garrison duties with Army Group North in the Leningrad area and would have used the 4th Corps to do so.

It is recommended to use the Finn's Rail Repair Unit [the '1.Construction' unit in the 'Mannerheim GP' formation] only to repair rails in Finland or on the Belomorsk-Onega-Arkhangelsk rail line. Anything else could be considered an unfair advantage to the Axis.

Most Finnish units will reconstitute and with the loss of Helsinki they will surrender and their units will be withdrawn. Additionally, once the Soviet summer 1944 offensive begins, the Axis loss of Narva (123,111), Tolvajarvi (149,84) and Viipuri

(129,98) will result in Finland withdrawing from the war. Units contained in the Ryti-Ribbentrop formation that are located at the western map edge are not intended to be in-play units. These units monitor the Finnish withdrawal conditions.

Hanko [Finland 95,117]

The Port and Fort at Hanko, Finland, was ceded to Russia at the end of the Winter War. In the early stages of the Russo-German War, the Soviet Garrison at Hanko was able to receive sea supplies. As the war progressed, the Soviet Navy was no longer able to provide supplies due to the loss of ports to the Axis advance and the interference of the Luftwaffe. Therefore, in the scenario the Soviet Supply Point at Hanko will eventually be removed.

Hungary

On June 27th 1941 Hungary joined the war against the Soviet Union.

Hungarian participation in Operation Barbarossa during 1941 was limited in part because the country had no significant armed forces before 1939. Most of their divisions were used in rear areas as security forces until the extending front lines in summer of 1942 forced the Germans to request the 2nd Hungarian Army to guard the front at the Don River.

During the Soviet winter offensive in 1942-43, the Soviet breakthrough on the Don sliced directly through Hungarian formations. Hungarian troops, fighting without antitank weaponry or armored support, tried in vain to retreat. The Hungarian army ceased to exist as an effective fighting force.

Hungarian units will automatically be equipped with German AT-guns later in the scenario, but their low proficiency makes them unreliable. They will not reconstruct, have a low replacement level and are withdrawn with the loss of Budapest.

The Spanish Blue Division

Officially designated as 'División Española de Voluntarios' by the Spanish Army and as '250.Infanterie-Division' in the German Army, this was a unit of Spanish volunteers and conscripts who served (1941-1944) in the German Army on the Eastern Front. It also included volunteers from Belgium, France, Russia, Portugal, Italy, Argentina and Cuba.

Under pressure from the Allies and conservative Spaniards, the Spanish government ordered all troops to return to Spain on November 3, 1943. In the scenario, the Spanish 250.Blau Division will withdraw on turn 248, with news of its retirement coming a few turns earlier.

Turkey

If the Axis reach Makhachkala [252,297] on the Caspian Coast, Turkey will succumb to pressure to join the Axis.

Turkey, similar to Spain, was a poor country with an antiquated military of limited value to the Axis cause. Additionally, Turkey had no interest in supporting Hitler, but if Makhachkala is Axis controlled the scenario assumption is that the Axis position is strong enough for Turkey to risk a hostile invasion of its' territory. Turkey's military contribution to the Axis will be one corps consisting of one cavalry and two infantry divisions. These units will not reconstitute.

The possibility of this event occurring is cancelled on November 8th, 1942. On that date the Western Allies successfully landed in Northwest Africa and this would have been enough to discourage Turkey from siding with the Axis.

Player Notes

RGW as Simulation

Russo-German War, in both its PBEM variants, is a very large undertaking; one that should not be underestimated.

This applies especially to the uninitiated.

It is advisable for novice players, particularly those unfamiliar with the system mechanics of The Operational Art of War, take sufficient time to play a number of other, shorter TOAW scenarios before embarking on RGW. This is the case whether your interest is the 405 turn 41-45 'Goliath', or the shorter, 186 turn 41-43 variant.

For those who consider themselves veteran gamers, it is likewise advisable that you embark on an attempt at RGW with reasonable forethought to the amount of time you're able to devote to the scenario. We also recommend you consider the degree to which you are willing to play on through the gaming thick and thin, since you have a human opponent who will be devoting considerable personal time.

In the interests of gaming, it may be best to agree up-front to the amount of time you can commit, and search for a healthy balance for you and your opponent. We recommend players seek to complete 1-2 turns per week, more if your time is free, but be prepared for RGW to be enjoyed for months, possibly years.

Likewise, we recommend players talk to their opponent prior to commencing RGW to politely agree the tempo of turn returns, and the circumstances in which the act of conceding would be acceptable. Ideally, your opponent will be someone with a shared interest in playing RGW to a conclusion, but a one-sided contest dragging on for years is not good for gaming, and not what scenario-designers spend hours building scenarios for; so agree some sensible boundaries.

Gaming is a rewarding hobby and a genuine pastime. RGW in PBEM mode is designed to be savoured, *not rushed*, and there are ample campaigning seasons for both players to enjoy. Don't grow concerned if at first blush your strategy is not working. Hitler and Stalin both committed near-fatal mistakes through the first year of the war in the East, and it's worth remembering that while Hitler came close to losing an army group in the snows in front of Moscow, he still came amazingly close to prevailing against the Soviet's six months later.

Above all, we hope you and your opponent will immerse yourselves in RGW.

Gaminess

As good a gaming system as TOAW remains, at the end of the day it is as prone to what might be referred to as 'gaminess' as any comparable wargaming system. That is: there are elements of the system that limits the faithfulness with which it recreates a historic operational-level sim.

TOAW critiques aside (we are devoted fans), the RGW scenario has similar limitations because it has been created by humans with a great deal of modelling effort. We have extended this effort into the PBEM Scenario Rules so as to reduce the potential for gaminess to intervene in what is a great scenario.

Some suggestions to further reduce gaminess:

- Read, comprehend, and keep this RGW Scenario PDF as a point of reference during play.
- The PBEM Scenario Rules are recommendations, but they have been carefully crafted to minimise gaminess. Nonetheless, opponents may agree to ignore some or all of them in the interests of things like what-if testing.
- There may be valid additions to the PBEM Scenario Rules in time, which we may attempt to incorporate if the case is compelling.
- Gaming is best played between the like-minded as far as operational simulation is concerned. If your prospective opponent is clearly in need of the sugar hit of some quick shoot-em-up victory, they are unlikely to be well-suited to RGW.
- Simulation of the Rasputitsa turns has been carefully designed to simulate the twice-yearly conditions in a region with chronically poor infrastructure. There is no easy or perfect way of creating such a simulation in an operational level scenario. Players should avoid developing frustrations during these periods – they are still in play, and a degree of manoeuvre-combat remains possible. Your opponent may well be using them to his/her advantage.

AXIS Player Notes



In both the 41-43 variant, and the full RGW 41-45 variant, the need for early operational success is placed squarely on your shoulders. Barbarossa experts will understand this implicitly; those with a lesser understanding of June-July 1941 had better start to read up.

[Barbarossa by Alan Clark \(goodreads.com\)](#)

[Operation Barbarossa and Germany's Defeat in the East by David Stahel \(goodreads.com\)](#)

[War Without Garlands: Operation Barbarossa 1941-42 by Robert Kershaw \(goodreads.com\)](#)

Your task is to enter European Russia to destroy as many Soviet formations as possible, while securing regions of significant economic, geographic and geo-political importance. In completing this task, you will outpace, outflank and pincer your opponent's force to render it as complete a blazing wreck as humanly possible, all while advancing as deeply into Soviet territory as you dare.

Dare? Yes, while geographic opportunities abound and are the essential key to eventual victory, you are advised to consider some boundaries to your advance:

1. **Distances are considerable** – consider that during the French Campaign of 1940, the successful German advance from the Meuse at Sedan to Abbeville was less than a third the distance from Brest-Litovsk to Moscow.
2. **European Russia's girth expands as you advance east** – the Franco-German border is 450km, while the distance from Leningrad to Rostov is 1,810 km. The more of Russia you hack-off, the more you will eventually have to defend.
3. **No force can advance continuously** – and yours will need you to select multiple way-points to periodically halt the advance to rest, while bringing up supplies and crucial logistical infrastructure (particularly with the aid of *Bautruppen*). Avoid this requirement at your peril.
4. **Boondocks are boondocks** – if you advance your force too far ahead of its logistical support it can become particularly vulnerable. An exhausted force, unsupplied in some Russian bog, is likely to become a vulnerable force; so, make some choices, and keep a close eye on your sources of supply (railheads in particular).
5. **Your opponent will recover** – he's supposed to recover, and he most likely will. Think about what happens when an enormous Soviet mechanised force descends on an overextended German line whose troops have been living on watery cabbage *Kohlsuppe* in downtown Nowheregrad!
6. **He who attacks everywhere** – attacks nowhere? The initial success of the all-fronts opening to Barbarossa is quite crucial to your subsequent strategy. You need to make the Russians pay dearly through the opening stages of the campaign; there is a not insignificant efficiency gain to be had from doing so. But, having made a crushing start you will need to pay subsequent attention to where to emphasise your second-phase effort, just as Hitler had to at Lotzen on August 3rd, 1941.

RGW brings out some of the really classy features of TOAW; but perhaps the most pleasing aspect of the scenario lies in how it forces the AXIS player to think beyond the purely operational. Campaign strategy comes to the fore in RGW, and with it the need to consider logistics given the various mechanics. It's therefore, going to be important for you to think strategically about how and where you deploy both your [Bautruppen](#), and your [Nachschub Kolumn](#).

You commence the scenario with 11 *Bautruppen* and 2 Rumanian Railroad Repair units. Deciding a strategic configuration for how these are deployed is very

important. The question you need to ask is: where do I choose to place strategic emphasis?

As the [AXIS Information](#) section states:

Repairs take place automatically between turns, and require no action by the player, however the AXIS player should carefully consider whether to concentrate (stack) these important assets or disperse them.

Why?

Because concentration of Bautrupp along one or two rail corridors along key axes of advance may prove beneficial to the immediate advance, and to your ability to sustain your force for successive phases of the attack. Without strategic thought here, some of your advance may struggle to make the headway you are hoping for.

So, think of and deploy these assets strategically.

Likewise, your Nachschub Kolumn units should be deployed in areas where you want supply to be focused. Leaving these in some randomly dispersed fashion probably dilutes their potency within your overall strategy; so, deploy them for effect.

Their beneficial effect is *not* cumulative, but they do provide a slight bonus to units within their Supply Radius, and provide a 50% bonus to adjacent units. These are useful bonuses, but it is worth mentioning to keep in mind that 50% of nothing is still nothing if they are too distant from meaningful supply sources.

Their best use is to actually NOT be situated overly close to each other, just far enough, unless you decide to use them mostly for the 50% bonus for one schwerpunkt, in which case one every other hex would be optimal.

Take care to consider these scenario features when you have important offensives, or important defensive positions in mind.

While the backbone of offensive operations will be your Panzer and Motorised echelon, don't underestimate the value of your infantry, particularly those lumbering German infantry formations. If you're going to successfully defend a front 1,800 km long, you're going to need to preserve these solid formations, and keep them in good fighting order. They really come into their own as your greatest defensive asset once your panzer force is exhausted.

Some deployment considerations:

1. The Operational Art has many facets, chief among them the need to consider having sufficient force concentration at the right points at the right time to achieve your objectives. RGW brings this facet to the fore for both players. So, plan ahead and consider where you're going to require force concentrations, alongside areas where you can tempt fate with force efficiencies.
2. Deployment planning can be aided by keeping force notes in paper or digital form. You'd be surprised how many opponents have learnt to use pen and

paper or Excel to improve force deployment planning, and in RGW this is a must if you don't wish to be reactive.

Example Excel Deployment Planner – Russian Baltic Front Excel planner

 RIFLE 16 MECH 3 TANK 2		
BALTIC FRONT		
FORWARD	FORCE	HQ
27 ARMY	3  	TARTU
10M MECH	  2 	TARTU
8 ARMY	3  	TARTU
34 ARMY	  1 	PSKOV
23 ARMY	6  	LUGA
7 ARMY	  	NOVGOROD

- TOAW players often pay scant attention to the benefits of maintaining unit proximity to parent HQ units. Almost all German RGW formations have an associated parent HQ, infantry divisions included. This means your force has a potential strategic edge if you choose to deploy it accordingly!
- German formations typically commence RGW with a 20–30-point proficiency advantage over comparable Soviet units. It may seem attractive to trade away this advantage by breaking some German formations, and in some situations this may be forced upon you, but doing this too often or too widely along the front can invite disaster. If your opponent cares to notice where your line is vulnerable, they may gain an advantage.
- Your mobile forces will be at their strongest when they crash over the Soviet border on Turn-1. They are going to cut through your opponent with ease for the most part. They may also play a key role in making the advance of your infantry easier. Whichever way you choose to deploy them, they will get jaded as the campaign wears on, but more so if:

- a. You insist on using them as battering rams against fixed positions,
 - b. You choose to use them to liberate every town and farmstead,
 - c. They are sent off to chase wild geese,
 - d. They are never rested,
 - e. An appropriate logistical effort does not accompany them reasonably closely,
6. Formulate a coherent strategy before Turn-1, and keep it current. Review it as often as you like. It may be possible to advance everywhere all-at-once in the opening stages of RGW. This was certainly the historic opening to the Eastern Campaign, and your opening gambit is crucial, but it may prove counterproductive to attempt to keep punching forward with an all-front approach as the scenario wears on. By carefully planning for where your force needs to be, and when it needs to be there, you'll minimise wasteful effort.
 7. As Hitler found all too late, it is worth planning for what you are going to do if the Soviet leadership does not run off to [Novosibirsk](#) as your panzers approach Moscow. It is likely to be useful to have a longer-term plan, at least for what you're going to do beyond the 1941 Summer campaigning season.

A strategic plan?

We leave that important riddle to you to solve, but for those attempting the 41-43 Variant we will hint at the following:

1. Victory locations are carefully distributed to the east of an axis approximating the historic Mid-1943 lines.
2. Taking Moscow and hoping for the best will not be sufficient.
3. Taking Moscow and Leningrad and hoping for the best will be pretty good but is probably still not sufficient.
4. It is possible to win without taking Moscow and Leningrad, but attempting that will mean you have an awful lot of widely dispersed objectives to take!
5. It is a really bad idea to maintain a losses-are-limitless mindset.

What do I do if things are going badly?

RGW 41-43 has been designed to allow both sides to win outright, but there is ample scope for both sides to duke it out for a nail-biting draw, and there really is plenty of scope for your opponent to make a mistake.

So, hang in there and, above all, enjoy!

Soviet Player Notes



There really is no easy way of saying this: as Barbarossa commences and for most of 1941 your troops are going to take a comprehensive drubbing.

Once you move past grief to acceptance, things get better; a lot better.

One of the key things that may help things get better is the fact that in RGW you are free to ignore or avoid Stalin's historic meddling. This may prove to be your biggest single advantage.

Consider this:

- Your 1941 force does not have to play the role of Stalin's roadkill,
- You will eventually command the largest, most well-equipped land force the world has ever seen, and be able to deploy it freely,
- There is no STAVKA or OGPU, hence time and space considerations are yours to freely consider.

As RGW commences, you are advised to deliberately choose between retreating to save your troops or leaving them in place to defend key locations in which they are doomed to destruction but may help blunt the AXIS offensive. Here there is only a fine line, since most of your force will have little choice but to defend where they stand. This means that trading doomed Soviet units for AXIS units in a classic strategy of attrition has a lot to recommend it.

You can't possibly defend everywhere as the scenario starts, and you may not be able to do so even as the AXIS offensive subsides. Given this, you're advised to think about your interior lines, and of defending well where you can do so at greatest cost to your opponent. With this line of thinking you will need to choose some concessions; i.e., areas that you're willing to defend less robustly, or not at all (remember, he who defends everything defends nothing....).

It is also important to give thought to defending some key locations, particularly areas you can fortify, rather than always looking to rebuild a continuous defensive line. It will be nigh impossible to maintain an intact line through 1941, so think about economy of force, and of defending in places that will bleed your opponent.

Given the wide dispersion of victory point locations, you're advised to ensure that Moscow is not captured, since it is so valuable from an individual VP perspective, and such an important central hub for maintenance of your interior lines. Fight with everything you have if the Germans stand at the gates to the capital, since a battle or siege there is likely to be exceptionally expensive for your opponent.

Likewise, Leningrad is a key locale that deserves particular defensive attention, since a link-up between Army Group North and the Finnish Army would contain multiple advantages for the AXIS Player.

Take note that you will eventually receive sufficient reinforcements to build a reasonably solid defensive bulwark and find yourself in position to plan for a major counteroffensive. With your first counteroffensive, it may be useful to think of Marshall Zhukov and the almost unfathomable pressure he was under from Stalin. Forced to fend off calls for greater defence of the Soviet capital, Zhukov risked his life to advocate in favour of a husbanding of reserves for what became the first major counter of German forces in the Second World War at the Battle of Moscow.

You will be repeatedly called upon to make such calls and your opponent may not choose the same desperate plan as Hitler. So, revel in your judgement calls!

1941 - is going to be difficult, it's almost that simple. Yet, as winter approaches you will start to receive significant reinforcements at a time when your opponent will either be overextending himself, or attempting to recover his strength. These will be sufficient to batter your opponent, but if he has chosen to avoid a late-41 thrust at Moscow or Leningrad you may be trading away your edge by attacking too determinedly into carefully prepared defences.

If you've managed to amass overwhelming local superiority in places, it will likely be worth taking up the sword. If not, be prepared for heavy losses.

Early-war Soviet attacks against fixed Wehrmacht defences were horribly expensive affairs, and are likely to be similarly expensive in RGW. Hence, you may be advised to wait for opportunities to emerge that allow you to hit in sensitive areas at overwhelming odds, and/or operate a kind of guerrilla campaign until profitable opportunities present themselves.

Remember, the key early-scenario approach is to force attrition-losses upon your opponent, while not trading too great a proportion of your substantial reinforcements away too cheaply. Translation: make your opponent pay for his advance, without losing too much yourself.

1942 - promises to be less difficult, but a lot depends on what you choose to do in late-1941. If you elect to cast your force away in some Stalinist-inspired late-41 all-fronts offensive you are likely to risk wrecking, or at least undermining your position as Stalin so clearly did. This will carry heightened risk if your opponent has chosen to avoid a late-41 winter offensive towards Moscow or Leningrad, since their 1942 force will likely be much larger than the historic order of battle.

If your opponent is overextended, and/or weakened, some carefully planned attacks can pay dividends, not the least of which will be to blunt the AXIS potential for a repeat of Operation Blau in the early part of the year, but these are unlikely to pay strategic dividends until later in the year.

If your opponent's force is not badly weakened (as is more likely) it may be useful to adopt a wait-and-see approach in early-42. This may involve the classic Russian dictum of trading space for time, then allowing or inviting the Germans to overextend themselves as you amass a compelling force with which you can strike, Uranus-style.

With the size of the Soviet force that will be at your disposal in late-1942 you will have the means to start turning the strategic tide of the Russo-German War in your favour. It is at this point that you have to become master of your own destiny, which will require you to become adept at carrying off the operational art of Deep Battle. This is where you build up a preponderance of force at key locations that overwhelm and basically wreck your opponent in depth (no matter how they react).

Here's the rub: at some point in 1942, not too early, not too late, you have to transform yourself from being the superb reactionary defender of 1941 into a master of Soviet Blitzkrieg. Hand in hand with this comes the dual responsibility of ejecting the Wehrmacht from key Soviet locations, and of inflicting significant, preferably crippling losses on your opponent.

In RGW, it is not enough to defend well and hope for the best.

1943 and beyond? There is little value in drafting meaningful Soviet player notes beyond 1942, since the force at your disposal will start to become overwhelming and strategy can take too many paths. Nonetheless, in taking a leaf from the AXIS player you are well advised to:

1. Formulate a coherent Soviet recovery strategy to eject your opponent's forces from Russia, keep it current, and review it often.
2. Notwithstanding the preponderance of force, you need to develop operations that can overwhelm the Wehrmacht successively (one grand assault isn't likely to break the Wehrmacht's back).
3. With such a large force tasked with breaking a veteran army, good operational planning will be more important for you than it was for the early-scenario AXIS Player. You must plan well.

In RGW 41-43, if the AXIS force has advanced well inside the Soviet Union, it will be important to decide on some key geographies that you are going to re-conquer. Leave this too late or ignore the need for deep offensive operations, and you're likely to be beaten.

Other considerations?

The Soviet force suffers from a degree of operational weakness and disorganisation for the first two years of the scenario. This is not easily gotten around, but this doesn't mean you should ignore your force's shortcomings:

1. Take the time to rebuild a coherent force after the initial shock of the early-invasion period.
2. Don't leave it too late to appropriately deploy HQ units for best effect.
3. Early tank and mechanised units are promising, but have low proficiency. To address this, it may at first be best to build up overwhelming force in select areas and deploy them in an exploitation force capacity, not as the break-in force.

4. More often than not your infantry units will have quite low proficiency. Dig them in relentlessly until you can build them into a compelling force for counterattacks.
5. Emphasize a Zhukov mindset of preparing well for major operations (de-emphasize any/all Stalinist-urges).
6. Think about the size of the force that is obliged to garrison the STOP-Line against Finland. While you may want to attack into Finland, this could prove a poorly constructed idea, consuming troops that are needed for eventual border-duty.
7. Note that the AXIS player holds a number of Brandenburg units from scenario start, and will receive 7th Fleiger-Division between September and December 1941. These can play a shock role that you need to be ready for.
8. Your artillery is quite potent. It can be used quite effectively to degrade enemy formations.

So, as the Soviet player you're required to negotiate a big transformation from good defence to great attack, and if your troops are swimming across the Dnieper by late 1943, they're probably going to find their way to Berlin.

Enjoy the eventual Victory lap around the Brandenburg Gate!

News Spoilers

Some News Events are simply news and have no effect on the scenario. Other News Events indicate that something has happened or is about to happen. The following is a list of News [and the effect]:

Hitler Suspects Italy may withdraw from the War.

[Italian units will withdraw soon, never to return].

Italy Signs Armistice!

[All Italian units are withdrawn].

German Replacement Priority switches to the West Front.

[Axis Replacements - 25%].

German Supplies are diverted to the West Front.

[Axis Supply Level -7].

Axis forces occupy the Vorkuta Coal Mining region.

[Soviet Supply Level -2 for 24 turns]. There is no benefit to the Axis as the amount of resources needed to keep open such an extended line of communications would offset occupying this area.

Operation Countenance - Anglo-Soviets occupy Iran!

[Soviet 50% Supply Point is placed at 243,341].

Terrain Notes

Badlands

You might find this terrain anywhere. It represents very rocky, or marshy, or dense woods or escarpments, the kind of stuff that motorized and tracked units can't get across. It appears a little brownish-red/orange with little streaks of brown. Don't confuse it with Arid, which is a little plain looking. It might be mixed with other terrain and therefore partially blocked from view. Supply can be traced into it, but not thru it. Only foot traffic can enter it, and Mountain troops can get thru it a little easier.

The Road of Life

The winter ice road transport route across frozen Lake Ladoga provided the only access to the besieged city of Leningrad while the perimeter in the siege was maintained by the German Army Group North and the Finnish Defense Forces.

In the scenario this road is represented by Shallow Water hexes which will freeze during winter and allow Supply and Units to reach Leningrad from the far shore of Lake Ladoga. The Shallow Water hexes are noted on the map by asterisks [*].



The Sivash Sea

At the northern part of the Crimea is the Sivash [Syvash] Sea [around 152,267]. Also known as the Putrid Sea or the Rotten Sea, it is a large system of extremely salty shallow lagoons with bottom silt up to 5m (16 ft) thick. Therefore, large scale troop movements within or across, even by assault boat, were not realistic.

The Soviets did, however, on occasion send foot troops across areas deemed fordable. Therefore, while most of the Sivash is made up of Deep-Water hexes which prevent movement, there are two Shallow Water hexes which will allow movement during winter freezes. These are located where the two hexes are labelled 'Sivash Sea'.

Notes on Russo-German War '41-43 Victory Conditions

The 41-43 Variant (played to Turn-186) assumes that Germany could not win the war after the end of March 1943 - i.e. after the Battle of Stalingrad coupled with the Soviet winter offensive of 1942/43, and Germany's industrial and strategic energy/fuel capacity did not permit further all-front offensives after 1942.

Thus, Germany had only two campaigning seasons to subdue the Soviets - by holding a dominant military position deep inside Soviet Russia at the end of these two significant offensive periods.

Opposing the AXIS, the Soviet Union demonstrated throughout the war that its form of totalitarian leadership would accept any losses and expose their citizens to any hardships in the pursuit of victory.

Thus, the Russo-German War '41-43 scenario therefore contends that:

- Germany has only two all-front summer offensives with which to decisively subdue Soviet resistance - 1941 and 1942.
- To decisively subdue Soviet resistance Germany must end the winter campaign of 1942/43 in a still relatively-commanding position.
- To achieve a commanding position at end-March 1943 the German opponent must obtain and hold a line of front beyond the front-line as it was historically at end March 31, 1943.
- Additionally - German player losses in line with the historic destruction of Axis military potential - as at Stalingrad - will increase the chance of and/or scale of any eventual Soviet victory.

Players may elect by agreement to play on past Turn 186.

ABBREVIATIONS:

Bde	Brigade
DR	Das Reich
LAH	Leibstandarte SS Adolf Hitler
LSSAH	Leibstandarte SS Adolf Hitler
Mtn	Mountain
Nachsch Kol	Nachschub Kolumn [Supply Column]
PGD	Panzer Grenadier Division
PO	Programmed Opponent [aka Elmer]
PPSh	Pistolet-Pulemyot Shpagina [Shpagin machine pistol]
PzGr	Panzer Grenadier
Rgt	Regiment
RHG	Rückwärtiges Heeresgebiet [Army Group Rear Area Security]
TO	Theater Option
TK	Totenkopf

SOURCES:

Artwork:

- Cover Photo – Bundesarchiv
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Inside the Third Reich by Albert Speer

The Nafziger Orders of Battle Collection

Panzer Battles by F.W.von Mellenthin

Panzer Commander by Hans von Luck

Panzerjäger Info by James A. Broshot and Jason Long

Panzerkrieg by Peter McCarthy and Mike Syron

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