



Campaign Barbarossa Document

This document contains very important information you need to know before you play this scenario. Failing to read it all the way through will likely result in a frustrating and disappointing experience. In other words, a huge waste of time.

As a warning this is a very difficult scenario with several written rules that must be followed. These rules are included so the scenario can be played in a more realistic manner. The TOAW game engine allows players to do some very gamey unrealistic things that would never happen in the real world. Some of these rules are an attempt to prevent that. If you don't follow these written rules, then don't expect any type of a real-world outcome. Also, it will require a large time commitment. It can take longer to play this scenario than the actual campaign took.

This scenario will be somewhat different from some other TOAW East Front scenarios you may have played. New Soviet units are sent to the field as they were historically. There is no reconstitution. This is because the Soviets were creating new units as fast as was humanly possible. Sometimes before they were combat ready. Combat ready in the Soviet East Front sense is far less ready than the Western armies would consider combat ready. To go beyond the historical just does not seem possible given the facts. So, no reconstitution for either side except for headquarters units.

For people who wish to get an accurate idea of how the replacement and reconstitution system

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works you can check out the great work done by Catch21 of The Operational Art of War forums that goes into great detail. I would suggest you read it so you can understand why reconstitution is sometimes a bad thing and how the replacement system will affect your army in any scenario. Click on the link below to go to his website.

[Replacements & Reconstitution in the Operational Art of War \(gr-8.biz\)](http://gr-8.biz)

There are many rules the players must follow to allow the scenario to work as designed.

-MP units are not Storm Troopers, recon units or mobile shock troops. Just because they had motorcycles doesn't mean they were ever used in those capacities. Maybe the MPs that were organic to a combat unit did see combat duty but those at Corps level and above had other duties to perform and were hard pressed to do even what they were supposed to do.

-Construction Engineer units are not combat units. They performed only construction duties and were not trained for combat except in the most basic sense.

-Security units are just that, security units not front-line combat troops. They were tasked with securing lines of communication, sweeping up enemy stragglers, protecting supply lines, combating partisans and ensuring the conquered public didn't cause trouble. In many cases they didn't even have the manpower to do those things. Add to that they were typically older and, in some cases, not physically fit for combat and equipped with old equipment they were totally unfit for front line deployment. However, given all of the above some of the Security units did perform combat duties both offensive and defensive.

The following restrictions will prevent the scenario from going off track and becoming something it isn't.

Soviet Reinforcement Units and What to do with Them.

If, for any reason, Soviet units get released to move they are not allowed to move until turn 7 within the restrictions mentioned later in this document. Soviet Border units are not allowed to move until turn 8.

The Soviet side will have some important decisions to make during the course of the scenario. Some units will appear with little or no equipment. These units were created from existing units. For instance:

Guards Rifle units were created from existing Rifle units. So, to equip the Guards Rifle unit it may be necessary to disband one or more existing Militia or Rifle units.

Some units are given a sequence number and then the unit number. For instance, if the 168th Rifle Division was destroyed then the newly created unit that was given the destroyed unit's

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number would be 2/168 since it is the second occurrence of the unit number. The newly created numbered Rifle units will typically arrive short of equipment. To fill them out it may be necessary to disband one or more Militia or Rifle units.

Many Tank and Mechanized divisions were reformed into Rifle Divisions. In fact, some of them were Tank or Mechanized divisions in name only. These reformed divisions will appear as reinforcements. Many of these reformed divisions will be short of equipment. It may be necessary to disband Tank and Mechanized Divisions to fill out these Rifle Divisions. These new Rifle Divisions will typically be given the number designation of the Tank or Mechanized division they reformed from but a Rifle division symbol.

This process will continue throughout the scenario. There will be units that arrive short of equipment because they were created from existing units. The Soviet player may decide to keep the existing units and disband the newly arriving units. Or the Soviet player may attempt to keep both the existing unit and the newly arrived unit and hope to dig up the means to equip the new units somehow. But there will never be more equipment than was originally made and units will not appear any sooner than they did historically or appear more than once. Remember, no reconstitution.

If the German player isn't aggressive enough the Soviets will lose fewer men and less equipment than historically and so be able to equip more units. On the other hand, if the Axis player manages to destroy more of the Soviet means of war than historically then the Soviet player will be hard pressed to equip everything that they did historically.

As a historical side note: The Soviet mobilization system was overwhelmed with conscripts and/or volunteers. They did not have the means to train and equip all of them in 1941. This resulted in sending one million men back into the civilian population to perform duties there. They were subsequently called up a second time in 1942. This is why I say the Soviets trained and equipped as many men as was humanly possible. They were simply not able to do any more than they had historically.

What is a Friendly Hex?

A friendly hex is one that was occupied or in the zone of control of a friendly unit but not occupied or in the zone of control of an enemy unit at the **BEGINNING** of a turn. A hex that is just now in the zone of control or occupied by a friendly unit in the current turn is not friendly. Some units cannot enter a hex that is not friendly.

SCENARIO RULES

The purpose of these rules is to enable you to play the scenario in a way not possible by simply

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using the game engine. The game engine cannot possibly cover all of the complexities of the Barbarossa campaign at this scale.

Many of the units present in this scenario are purely rear area units and will not typically take part directly in any combat. As such they are denied the ability to move into areas still considered not friendly or adjacent to enemy units. However, they did have an impact on the campaign. Through day-to-day activities people became ill or were injured or died in accidents. This was approximately 10% of all casualties. Not a small number in a campaign involving millions. These people had to be replaced. That is the main reason these non-combat units are present. Not including them would result in a replacement rate too high in men and machines for the combat units. Also, some rear area units ensured the security of supply, lines of communication and the rebuilding of destroyed infrastructure.

DISBANDING UNITS

The Axis player may not disband any rear area units or any Headquarters. These units must remain in play throughout the scenario. They can disband combat units.

The Soviets may disband any or all on map Corps Headquarters and combat units beginning July 8. That is turn 24. No units may be disbanded before Turn 24. No other Soviet Headquarters may be disbanded beyond those stated above. No PVO, Security, Border Guard or off map units may ever be disbanded. These units must remain in play throughout the scenario.

Except for what is stated above, normal game rules for disbanding units apply.

SOVIET RETREAT ZONES

The Soviets are not allowed to retreat their frontier or first echelon units until a certain condition is met depending on what Front a unit is assigned to. If the German player enters specific areas (Retreat Zones) the Soviet player is allowed to retreat his first echelon units that belong to the Front the Retreat Zone is assigned to.

For instance: The 10th Army is part of the Northwest Front. The 10th Army is not allowed to move away from the frontier or start line until the Germans occupy x107, y166 or an area within 20 hexes of that location. Each Front has a series of these Retreat Zones. Each Retreat Zone applies only to the units belonging to the Front that the Retreat Zones belong to.

It would be almost impossible for the Germans to advance without penetrating a Retreat Zone. This simply keeps the Soviets fighting at the Frontier for an amount of time that is reasonable considering the standing orders given to each and every Soviet division, corps and army.

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To be clear. A Soviet First Echelon unit may never end a turn farther away from the start line than it was at the beginning of the turn until the unit's Retreat Zone has been penetrated by the Axis and a news item declares that the Retreat Zone has been penetrated. Any non-First Echelon unit can move freely.

First Echelon Armies

Northwest Front [Baltic Special Military District, Red Army, 22.06.41 \(niehorster.org\)](http://niehorster.org)

8th Army

11th Army

27th Army

Western Front [Western Special Military District, Red Army, 22.06.41 \(niehorster.org\)](http://niehorster.org)

3rd Army

4th Army

10th Army

13th Army

Southwestern Front [Kiev Special Military District, Red Army, 22.06.41 \(niehorster.org\)](http://niehorster.org)

5th Army

6th Army

12th Army

26th Army

On July 3 (Turn 19) all Soviet units are allowed to retreat at any time. At this time STAVKA ordered a general withdrawal along the entire front allowing the army to retreat to the Stalin Line.

COUNTERS RULES

When a unit is not allowed to enter an enemy ZOC this excludes as a result of combat obviously.

Cease Fire Turns

Before turn 8 Axis units may enter any hex on their side of the start line regardless of unit type or presence of Soviet units. Strict formation deployment area rules apply. See **Axis Deployment** below for Axis Cease Fire movement restrictions. After turn 6 the following rules concerning restrictions on ZOC and enemy hexes take effect.

On turn 7 the Soviet player is allowed to break down First Echelon units and move them two hexes towards the start line or laterally (parallel) to the start line. **Never away from the start line.** The units you are allowed to move will be released on turn 7. If, for any reason, a Soviet unit becomes released before turn 7 it still must wait until turn 7 to move and then only as stated above. Border guard units are not allowed to move at all until turn 8 even if they become released before turn 8. **See Soviet Retreat Zones above for a list of First Echelon Units.** The Soviet 9th Army is excluded from this. It has its own rules for early movement. See **Romanians and the Soviet 9th Army** below.

Headquarter Units

For the Axis there are no Army Group, Corps or other of the multitude of other headquarters that were present. For the Soviets there are no Front, corps or other of the many headquarters they had. Instead, Headquarters are represented by a symbol of the type of unit they command and by their mobility abilities or are represented by a Supply symbol. This is to portray the different ways the Soviets and the Axis handled supply. Rear area Headquarters were, for the most part, not involved in front line action and higher Headquarters were administrative and had very little to do with directly supplying or day-to-day operations of units. To portray them as Headquarters units would enable both sides to do things far beyond the scope of what happened historically so those abilities have been eliminated by making those Headquarters nonfunctional as Headquarters in game engine terms.

The Germans and Axis in general administered supply through their different corps, division and brigade headquarters. They were responsible for getting the supplies their troops needed. So, in some cases divisional and brigade headquarters have the supply symbol and extend or enhance supply. Some Axis Allies use corps HQ in this way.

The Soviets administered supply through their Army headquarters. The Army would get the supplies and distribute them to the different units under their command. RVGK artillery was supplied a little differently but Army headquarters will be left to supply those units as well. So, the Soviet Army HQ units have the supply symbol and they extend or enhance supply.

Units will still receive 1.5x supply when adjacent to a unit with the supply symbol.

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DO NOT DAISY CHAIN HQ UNITS THAT HAVE SUPPLY ICONS. THIS IS STRICTLY FORBIDDEN. IT WILL THROW THE SCENARIO OFF BADLY. Daisy Chain: An interlinked series. In scenario terms forming a line of supply units each one extending the supply of the next one.

It is allowed to daisy chain Axis Road construction units that have the secondary supply icon but not Headquarters.

German Sich (Security) Divisions

At times during the first three months of Barbarossa the German Security Divisions were used offensively. The Axis side can use them as normal infantry divisions. At the end of August (turn 78) their use as offensive units ends and they will be treated as Wach or Lands (security) units as described below.

Also, German Wach units can be used offensively for the first seven turns after the end



of the cease fire. That is turns 8 through 14. After that they are treated like any other security unit.

Security, MP, Border Guard and Police Units

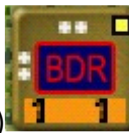


Soviet security units, namely Railroad Security units, Industry Security units and Convoy Security units, must remain a minimum of five hexes from the nearest known Axis unit and if threatened (less than five hexes from an enemy unit) must immediately move away from Axis units unless the enemy unit is a Partisan, ERNA or Omakaitse . These security units rarely saw combat and are not combat units. Their only reason for being in the game is because, even though they rarely saw combat, they still drew from the replacement pool due to non-combat losses. The Soviet player can simply move them far to the rear and not have to worry about them. However, if they are isolated so that they are out of supply they can be treated as normal combat units until they are in a supplied state again all the while attempting to remove themselves from the isolated state.

Romanian Border units (Bdr) cannot leave Romania.

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 MP (Military Police),  MP (Police),  Bdr (Border Guard) and Sec

 (Security) units may not occupy a hex adjacent to an enemy unit unless the enemy unit is a Guerilla (Partisan) unit. If an enemy unit (**not partisan**) enters a hex adjacent to them they must move away at the first opportunity. If a partisan unit moves adjacent to them, they are not required to move away and may conduct any combat action against the partisan unit.

Axis MP and Sec units may move next to the start line. For instance, before turn 8 the Germans can move the above-mentioned units next to the start line and leave them there regardless of Soviet units present on the other side of the start line.

German Wach and Lands Units



German Wach and Lands units may not enter a hex adjacent to an enemy unit or enter an enemy ZOC unless a friendly unit already occupies the hex the unit moves into. If a partisan unit moves adjacent to them, they are not required to move away and may conduct any combat action against the partisan unit.

German **Wach** and **Lands (Landeschutzen)** units may not enter an enemy ZOC except as described above. These units have a Sec symbol and adhere to the rules above except for the following. **If an enemy unit enters the ZOC of a Wach or Lands unit, the Wach or Lands unit is allowed to remain there and is not required to move away from the enemy unit.**



German Wach units may be used as a regular infantry unit turns 8 through 14. After that they take on the role of security units.

Engineer Units

Only units with Engineer squads can blow up bridges except as stated below.

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Only units with the Engineer symbol or the Construction symbol may blow up bridges crossing 'super' or major rivers.

Axis Engineer Units



Axis Construction units have a maroon symbol background. Construction units are not the same as Pioneer units. Pioneers are highly trained combat specialists. Construction troops were typically not combat capable except in the loosest sense (they had weapons). Construction units may not enter an enemy ZOC or enter a hex adjacent to an enemy unit unless the hex is constantly occupied by a friendly unit the entire time. If an enemy unit enters the ZOC of a Construction unit, the Construction unit must move away immediately if possible if the hex is not also occupied by a friendly unit.

Please note. Some Axis Construction units have RR Repair Squads present but do not have the RR Repair icon. Obviously, they can repair rail lines. Even so they still must abide by the rules stated above.



Axis units with a maroon main color and a black symbol background are special engineer units. Road Construction units may extend supply due to their secondary supply icon. Railroad Repair units may repair rail lines. The Axis player should keep these units as safe as possible. They are very important. **They are treated the same as a normal combat unit.**

Axis Snow Removal Battalions

The Axis player will receive several snow removal battalions late in the game. They will enable the Axis player to extend supply. This models snow removal enabling supply to move more easily.

Soviet Engineer Units



A Sapper Unit

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There are two types of Soviet engineer units. One is the typical army engineer trained in combat and general engineering. There are no restrictions on them. The second type are the 'sappers'. These are not combat sappers. This is what the Soviets called the conglomeration of civilian 'volunteer' workers drafted into Sapper Armies. They have few if any weapons and no military training. They are women, children and men unfit for military duty. Their sole purpose is to prepare field works for lines of resistance. They cannot enter enemy zones of control or unfriendly hexes. They cannot be within five hexes of an enemy unit. They must be moved away as soon as possible when any of the above conditions are met.

Axis Harko and Arko Units

Axis Harko and Arko units are strictly administrative units. As such they cannot take part in combat except defensively. They cannot enter an enemy ZOC. They can enter an unfriendly hex. If an enemy unit moves next to them, they must attempt to move away from the enemy unit as soon as they can. They cannot be disbanded.

Pontoon and Airborne



When a Pontoon unit is used to provide supply or movement across any river the dismount box must be checked in the unit report (hotkey U).

Please note that some Axis Pionier units have a secondary pontoon symbol. Since these are also combat units it would be messy to force them to disembark because of their combat element. Because of the presence of the combat element disembarking is not required.

Before any airborne capable unit is loaded onto air transport the unit must dismount by checking the dismount box in the unit report (hotkey U).

Railroad Artillery



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Railroad Artillery cannot be used in the turn it moved. It could take more than a day to set up some of these guns to fire. In any event each round of combat is 1/10 of the day so it's not a stretch to disallow the ability to move and fire in the same turn.

German Artillery Observation units



German artillery observation units are force multipliers. They have a TF in the unit symbol location and are named Arty Obs Btn. In 1941 they are units capable of directing artillery in a more precise manner than those of the USSR. Unfortunately, TOAW has no way to provide for the expertise provided by these units. **To compensate these units can be used in any combat against enemy units that are being bombarded by German artillery. This is the only way they can be used. The German artillery MUST have the artillery symbol. No other symbols such as rockets or air units. Artillery only.**

The Artillery Observation Squads are the meat of these units. There are no Artillery Observation Squad replacements other than those that enter the replacement pool through combat or movement attrition so it would be advisable to use these units carefully.

Soviet PVO Ground Units

PVO ground units must be kept away from any ground combat. They are part of the Soviet strategic air defense system and were never meant to take part in ground combat. They also cannot be disbanded. If they are in danger of becoming involved in ground combat or are in danger of being cut off from rail transport they have to be moved to a safer location. The only exception to this is the PVO units that start the game in Leningrad and Odessa.

The PVO AAA units are actually very valuable. They can be used to protect bridges and airfields vital to the Soviet war effort. To allow them to be lost would be a serious blow to the Soviet side.

AIR UNITS

Both sides are required to use every air unit every round to the maximum extent possible. If the health indicator of an individual air unit becomes orange or red then that air unit can be put on Rest or, depending on the unit, Interdiction, until the health indicator turns any shade of green at which time the air unit **must** be used again for Air Superiority, Support or Bombardment depending on the unit type. There is no retreating all of the air units out of reach

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unless they reach the state described above. They must take part in the campaign to the maximum extent.

Fighter and Fighter Bombers

Fighter/Fighter Bombers can be on either Support or Air Superiority. They may be used for Interdiction the same as bombers described below.

Air Recon Assets



Air units with what looks like an infinity symbol are typically air recon units that both sides used offensively from time to time. The Axis allowed theirs to make opportunity attacks against enemy units and the Soviets allowed theirs to make bombing attacks from time to time. Given this, both players are **required** to make Bombardment attacks against enemy ground units of any type during the **first round** of play in each and every turn with these air recon units. This must be done only in the first round, each and every turn. After these recon air units conduct the first round attacks these air units may conduct no further missions and must be placed on Rest. They may not be used for Interdiction, bridge attacks or airfield attacks or Air Superiority.

Seaplanes



Air units with an amphibious symbol may only land at anchorages with airfield symbols. These are the only air units allowed to land at these locations. If the game engine moves a non-amphibious air unit to one of these locations it must be moved at the first opportunity to a non-

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anchorage airfield. Seaplanes may be used as bombers or fighter bombers or for sea interdiction. They cannot be used for land interdiction at any time.

Bombers and Ground Attack



Bombers and Ground Attack aircraft such as Stukas or IL-2 are required to be on Support or assigned to a Bombardment mission every round for the player whose turn it is. If a Bomber or Ground Attack unit's health indicator is orange or red it may be put on Interdiction or Rest instead of Support or Bombardment. If the health indicator becomes any shade of green it must be put on Support or Bombardment once again. Bomber and Ground Attack units cannot be put on Interdiction except for above.

Bridge and Airfield attacks may be made by any air unit except Air Recon. Also, just because an air unit has an orange or red health indicator does not mean it cannot be used for Air Superiority, Support or Bombardment. But the health indicator **MUST be orange or red before the air unit can be used for Interdiction.**

Except for the cases mentioned above no air units can be put on interdiction.

Operation Beowulf

As soon as Tallinn falls the Axis receives an increase of Naval transport +1000 and an increase of Air Transport +300. This will last for 30 turns to cover the landings on the Gulf of Riga islands. No units with an armored symbol may be landed on the islands. After 30 turns these increases are removed. **Theses Air Transport and Sea Transport points can only be used for Operation Beowulf, the name for the attack on the Gulf of Riga islands.**

Romanians and the Soviet 9th Army

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Beginning turn 8 Romanian and German units are allowed to move within Romania.

At the outset of Operation Barbarossa, the Romanian Army conducted limited offensive operations against Soviet forces across the Prut River to secure bridgeheads in anticipation of their total involvement in Barbarossa. To model this the Romanian Army and only the Romanian Army is allowed to attack across the Prut in a limited way in an attempt to secure their bridgeheads beginning on turn 8. Before turn 8 the Romanians are not allowed to move. At and after turn 8 through turn 17 they are not allowed to move more than four hexes from the Prut River. To counter this the Soviet Player is allowed to move their entire 9th Army beginning turn 8 to counter the Romanian forces **only if the Romanians attack across the Prut River**. The Soviet 9th Army and the South Front VVS and only those units may move in an offensive manner. Not retreating but advancing against the Romanians. If the Soviet forces cross the Prut River all German and Romanian movement restrictions are lifted. If a combat forces a Soviet unit across the Prut River, it does not count as crossing the Prut River if the unit does not voluntarily move any farther into Romania. Of course, neither the Soviets nor the Romanians are required to conduct any operations.

These operations by the Romanians and Soviets can only occur from Mitok, Romania along a line to the northeast to Mogilev-Podolskiy and south to the Danube River. Between the Prut River and the Dneister River. Only the Romanians and the Soviet 9th Army may operate in this area until turn 18 unless the Soviets cross the Prut River. The Romanians may not move more than four hexes across the Prut River. The Soviets cannot move any units that are outside of this area that do not belong to the 9th Army or the South Front VVS.

Soviet South Front

The Soviet South Front may not move in any manner except as explained above until turn 18 when the attack from Romania begins in earnest. The exception to this is if a Southwest Front release zone is penetrated. If the Southwest Front is allowed to retreat, then the South Front is free to move freely.

German Attack From Romania

German ground forces cannot attack or move out of Romania until turn 18. From turn 8 German air units may operate normally according to limitations already described above under Air Units. **Beginning turn 8 German units are allowed to move within Romania.**

Odessa and the Perekop Rampart

Until the Rampart at Perekop is penetrated Odessa cannot be voluntarily abandoned by the Soviets. There is a zone around Odessa titled ODESSA DEFENSE ZONE. Any Soviet units entering

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that zone after the Axis crosses the Dneiper must stay there until the Perekop Rampart is penetrated. Any Soviet units that begin the game in Odessa must stay there until the Perekop Rampart is penetrated.

Axis Minors

Axis Minors consisting of Slovak, Hungarian and Romanian forces may never stack. They may never participate in an attack together. They may never be adjacent to one another. Overlapping zones of control are allowed. If, through combat, they are stacked or adjacent this must be resolved so the afore mentioned conditions are met as soon as possible. There is a very good reason for this. Hungary had just taken territory from both Slovakia and Romania. There had been military operations between Hungary and Slovakia very recently. Basically, they hated each other and were more likely to fight each other as fight the Soviets if they came in contact.

Axis Minors are not allowed north along the line of the Pripet River to hex 238, 353. After that not north of hex row 353.

Forest Brothers, ERNA and Omakaitse

In the Baltic nations there were considerable resistance actions against the occupying Soviets and their supporters. The Forest Brothers made up the bulk of this group of independence resistance fighters. You can read about their history here: [Guerrilla war in the Baltic states - Wikipedia](#)

In this scenario the Estonian resistance will be the only one modeled. The Forest Brothers will appear when Germany attacks on turn 8. When Germany comes within so many hexes of Parnu the Omakaitse will deploy, and the Forest Brothers will be removed. Neither force may leave Estonia. Estonia will be considered the Narva River in the northeast and along a line from the river west of and beginning at Pskov to ten hexes south of Parnu in the south.

ERNA was a guerrilla group of Estonians trained in Finland. They will land in northern Estonia. They cannot leave Estonia same as the Forest Brothers and Omakaitse.

Soviet and German Navy

Throughout the Barbarossa campaign navies will be more of an abstract model. This campaign was far and away a ground and air campaign. Because the Soviet Navy lost more destroyers than they received during 1941 any new ships commissioned during that period in the Baltic will not arrive as reinforcements. Most of the losses were due to mines. Mines are not modeled in

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TOAW so the only way to model their losses to mines is to not include Soviet naval reinforcements at all resulting in a net loss of ships. In fact, the Baltic Fleet lost far more ships than gained through new builds.

In the Black Sea the Soviets again lost as much as they gained. The only exception was a heavy cruiser which arrives as a reinforcement in July at Sevastopol.

So, to sum it all up, the Soviets will receive only one ship as a reinforcement to cover losses that occurred during the campaign that the TOAW game engine is unable to model.

The Axis navies did very little during Barbarossa. Mostly mine laying, delivering of supplies and escorting the ships carrying those supplies. There were no major naval engagements and only a couple of demonstrations in support of landings on the Gulf of Riga islands. The only large German capital ship deployment was in anticipation of a Soviet naval breakout attempt from the Gulf of Finland. That was short lived since it was eventually determined this was unlikely and the naval assets were better used to the west. Even without German capital ships any breakout attempt would likely have met the same disastrous fate as the evacuation of Tallinn.

German Deployment

Divisional deployment areas. Divisions are restricted to deployment only within this area. It consists of two border graphics on either end of the divisional deployment area or the Corps deployment border.



Corps deployment areas. Corps assets are restricted to deployment only within this area. It consists of four border graphics on either end of the corps deployment area or the Army deployment border. Corps level areas are marked on the map.



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Army deployment areas. Army assets are restricted to deployment only within this area. It consists of six or more border graphics on either end of the army deployment area.



Axis units can deploy with any formation it is subordinate to. For instance, the German 291st Infantry Division units can deploy with any unit assigned to an 18th Army formation or Army Group North formation but not with any other units in any other formations. This is because the 291st Infantry Division was not assigned to any Corps but was directly subordinate to the 18th Army.

No unit can deploy outside of its formation deployment area. This method gives the German player some latitude in how the campaign kicks off. It sticks to the historical deployment areas for formations but because I have no concrete proof of exactly where all Corps, Army and Army Group assets were positioned the Axis player is allowed to decide where they should go. This is why there is a seven-day delay in the beginning of hostilities. The Axis player is given time to deploy these higher-level assets.

Some Events

Cease Fire Turns 1 through 7

Turns 1 through 6 the Soviets are not allowed to move at all. Turn 7 frontier units are released (1st Echelon) and can be moved two hexes parallel or towards the frontier but never farther away.

The Axis player is allowed to move some units turns 1 through 7. Where and what is restricted by what formations they belong to as described above.

Fall of Tallinn and Hanko

When Tallinn falls to the Axis there is a 30-turn window during which the Axis is given enough air and sea transport to assault the Gulf of Riga islands. They also receive some minor sea combat assets. At the end of 30 turns these transport and combat assets are removed.

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At the same time Tallinn falls the Soviets lose much of their Baltic Sea and Gulf of Finland coastal artillery. The guns on the Gulf of Finland islands have to be destroyed by the Axis, the rest are removed by events. A few turns after the fall of Tallinn the Axis receives some permanent sea transport. An Axis supply point appears in Tallinn after a few turns.

The Soviets can evacuate Hanko but not before Tallinn falls.

The Fall of Leipaja, Ventspils, Riga

After these cities fall the Axis receives some permanent sea transport for each. After Riga falls the coastal batteries in Latvia are removed. Axis supply points will appear in these cities after a few turns.

The Fall of Leningrad

When Leningrad falls any remaining coastal batteries in the Gulf of Finland are removed. The Baltic fleet is scuttled. An Axis supply point will appear here after a few turns.

Novaya Ladoga

Novaya Ladoga was the eastern terminus for the supply lifeline for Leningrad. There is a supply point on the western shore of Lake Ladoga where the western terminus for this supply line was located. If Leningrad is surrounded and Novaya Ladoga falls to the Axis, the supply point on the west side of Lake Ladoga is removed and Leningrad is in dire straits. If Novaya Ladoga is retaken by the Soviets, this supply point reappears. Novaya Ladoga can change hands throughout the campaign and the supply point on the western shore of Lake Ladoga can come and go each time Novaya Ladoga changes hands.

Coastal Supply Points

As some coastal cities fall the Axis will receive supply points in them. The appearance of the supply points will be delayed modeling the ports being cleared and repaired. The Axis will also receive sea transport capabilities depending on which port is captured. There may be a delay in the sea transport increase.

Soviet Factory Evacuation Impact on Rail

The Soviet rail transport will suffer a drop in July when the factory evacuations started in earnest. It slowly increases at intervals during the course of the game.

Mud and Snow

Mud and snow will have a major impact on movement costs and all aspects of the game that has

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a movement component such as ZOC costs and supply radius.

Axis Supply

Axis supply slowly degrades over time. This is because stockpiles become used up as the campaign progresses.

Pestilence

Both sides will suffer pestilence during the campaign. It will be applied at spaced intervals. For the Germans it will amount to a total of about a 10% in manpower. For the Soviets it will be about 15% in manpower. Pestilence models non-combat casualties. Accidents, deaths from disease, equipment breakdown and other events.

City List

Please note. The only two outcomes for this scenario is Axis win Soviets lose or Axis lose Soviets win. If the Axis have 51 city points, they will win. Any less and the Soviets will win. Once a city listed below is taken from the Soviets it is final. No subsequent Soviet capture can take points away from the Axis player.

City name...historical turn occupied...location

Minsk Turn 15 202-273

Kaunas Turn 11 105-218

Vilnius Turn 11 142-232

Riga Turn 17 126-129

Tallinn Turn 75 160-24

Zhitomir Turn 25 221-435

Odessa Turn 124 277-603

Kiev Turn 97 277-429

Smolensk Turn 31 332-242

Vyazma Turn 115 395-226

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Bryansk Turn 108 399-312

Kherson Turn 71 340-597

Nikolayev Turn 64 321-584

Zaporozhye Turn 65 423-546

Dnepropetrovsk Turn 65 418-518

Kharkov Turn 132 455-453

Kerch Turn 154 471-653

Kalinin Turn 122 438-153

Rostov Turn 161 574-567

Tikhvin Turn 147 377-31

Novgorod Turn 63 319-78

Luga Turn 67 283-67

Narva Turn 63 246-35

Kingisepp Turn 61 256-36

Shlisselburg Turn 86 316-16

Smolensk Turn 31 332-242

Stalino Turn 124 510-537

Gomel Turn 66 297-344

Orel Turn 115 447-323

Rzhev Turn 122 396-181

Konotop Turn 81 361-399

Roslavl Turn 50 354-279

Starodub Turn 65 349-339

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Glukhov Turn 87 383-379

Kirovograd Turn 52 330-516

Krivoi Rog Turn 62 365-543

Sumy Turn 118 410-412

Kaluga Turn 120 450-255

Belgorod Turn 133 465-426

Mariupol Turn 116 505-576

Taganrog Turn 125 548-569

41 points from here to the top or 82 points if occupied early.

56 points from here to the end.

Number of points...City...Location

2 Volkhov 348-17

4 Leningrad 299-13

2 Sevastopol 370-687

2 Tula 489-268

4 Moscow 487-200

2 Vologda 536-47

2 Voronezh 542-376

2 Yaroslavl 541-116

2 Ivanovo 572-141

2 Vladimir 560-180

2 Dzerzhinsk 643-168

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5 Gorkiy 654-163

2 Murom 607-201

2 Arzamas 657-204

2 Morshansk 612-293

2 Tambov 605-326

2 Povorino 636-389

2 Morozovskiy 639-513

2 Tikhoretsk 594-625

2 Kropotkin 611-642

3 Krasnodar 559-663

2 Novorossiysk 518-677

2 Voroshilovgrad 556-510

2 Ryazan 547-247

Scenario Scalars

Attrition Divider = 20 (.5 casualties)

Maximum Rounds Per Battle = 3

Anti-Aircraft Lethality = 75 (.75 as lethal)

Engineering Build Rates = 50 (Half as efficient. This affects ALL engineering. Rail Repair included.)

Entrenchment Rates = 50 (Half as efficient. Takes twice as long to entrench in theory)

Enemy Hex Conversion Costs = 1 (1 MP cost to convert hexes to friendly. 1 MP additional cost to enter enemy controlled hexes)

Zone of Control Costs = 258% of default (Default is 25% of movement points to leave an enemy controlled hex. Recon ability will modify this. See 11.9.3. Additional Land Movement Costs)

Retreat From Combat Scalar = 8 (Over runs are harder to obtain)

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Supply Costs of Movement = 75 (Each movement point expended consumes .75 supply points)

Readiness Costs of Movement = 75 (Each movement point expended consumes .75 readiness points)

Improved Road Movement Rate = 2 (1/2 Movement Point per improved road hex)

New Mud Rules Scalar = 500 (Mud dries faster in theory)