

Case Blue Scenario Pack

What follows are five new scenarios for **Case Blue**. All present a subset of one of the official campaign starts, designed to be played using a smaller map area or fewer turns.

These scenarios all make use of something new: the Repl Direction Roll. During every Weather Phase an extra roll is made to determine if the high command is sending *all* of the variable Repls of *both* players to this part of the front during this turn. If the roll does not fall within the indicated range, no Repl Roll is made by either player this turn.

Because of how the Repl Direction Roll is constructed, when rolling on their Repl Table players should ignore the drms for “*not all map sets*” and “*Main Effort not present.*” The other drms are applied normally to Repl Table rolls.

Example: In scenario 7.6A only a Repl Direction roll of ‘1’ (made during the weather phase) will allow the players to make a regular variable Repl check during their reinforcement phases.

Some of you may be interested in seeing the “table” that shows how the Repl Direction Roll numbers were figured. Here is it:

Repl Direction Table (1d6)

- 1-2 GBII Maps*
- 3-4 EATG Maps (any portion)
- 5 CB Maps (any portion)
- 6 Main Effort on any map in play

* If only some of GBII maps are in play, roll again to see where Repls are directed: 1-2 Map D, 3-4 Map E, and 5-6 Map F.

— John W. Kisner

7.1A — Late 1941: North

Map Area: GBII (all)

Short Sheet Instructions: Use only one GBII “map slice” (A+D, B+E, or C+F).

Set Up Order: Russian, German

First Player on Turn 1: German

First Turn: 1 Oct 41

Last Turn: 29 Dec 41

Game Length: 27

Main Effort is here.

Special Rules: See 4.1 and 4.2

Weather: No roll for flight 1 Oct 41, that turn always allow flight.

Russian Information

Reserve Markers: None

Supply Sources: Per 1.6a.

SP: Use the “7” column for Supply Status (shift 4 left if playing “short sheeted”)

Repl Direction Roll: Here on 1-3 (1 if playing “short sheeted”)

Reinforcements: GBII only.

Railcap: 15 (12 if being “short sheeted”)

Seacap: 0

Seaborne Assaults Available: 0

Massive Assaults Available: 1

Dead Pile: Per 7.1

Russian Set Up: Per 7.1. When “short sheeted” only use units on maps in play. Use 1/3 of each plane type, rounding normally (exception: MMD air units are always in map slice B+E).

German Information

Reserve Markers: 24 (18 if being “short sheeted”)

Supply Sources: Per 1.6a

SP: Initially use the “8” column for Supply Status; drops to “6” in December. (Shift 4 left if playing “short sheeted”.)

Repl Direction Roll: Here on 1-3 (1 if playing “short sheeted”)

Reinforcements: GBII only

Railcap: Initially 9; drops to 5 in December.

Seacap: 0

Sausages Used: 0

Tree-Bark Soup Markers: None

Dead Pile: Per 7.1

German Set Up: Per 7.1. When “short sheeted” only use units on maps in play. Use 1/3 of each plane type, rounding normally.

Victory Determination

Objectives are the city hexes. Major City hexes are worth 1 VP to either player. Minor City hexes on maps A-C are worth 1 VP to the Russian player, and Minor City hexes on maps D-F are worth 1 VP to the German player. The winner is the player currently with the most VP at the end of the game (and Germans win ties).

7.2A — Late 1941: South

Map Area: EATG A and B; Case Blue F
Short Sheet Instructions: Use only EATG A and B
Set Up Order: Russian, German
First Player on Turn 1: German
First Turn: 1 Oct 41
Last Turn: 29 Dec 41
Game Length: 27
Main Effort is elsewhere.
Weather: No roll for flight 1 Oct 41, that turn always allow flight.

Russian Information

Reserve Markers: 9 (7 if being “short sheeted”)
Supply Sources: Per 1.6a.
SP: Use the “4” column for Supply Status (“3” if being “short sheeted”)
Repl Direction Roll: Here on 4-6 (5-6 if playing “short sheeted”)
Reinforcements: Both EATG and CB (EATG only if being “short sheeted”). East map edge can be used for arrivals in addition to locations noted in 1.8b.
Railcap: 6 (4 if being “short sheeted”)
Seacap: 4 on Black Sea
Seaborne Assaults Available: 1
Massive Assaults Available: None
Dead Pile: None

Russian Set Up: Per 7.2. When “short sheeted” only use units on maps in play, and only 2/3 of the indicated counters for each plane type, rounding normally.

German Information

Reserve Markers: 24 (18 if being “short sheeted”)
Supply Sources: Per 1.6a
SP: Use the “2” column for Supply Status (if being “short sheeted” drop this to “1 or less” in December).
Repl Direction Roll: Here on 4-6 (5-6 if playing “short sheeted”)
Reinforcements: Both EATG and CB (EATG only if being “short sheeted”).
Railcap: Initially 2; drops to 0 in December.
Seacap: 1 after Sevastopol is captured
Sausages Used: 0
Special Rules: The 9 Pz, 25 Mtr, and 16 Mtr Divisions cannot move until they are transferred to GBII.
Dead Pile: 13 Pz Div (II/4, III/4 Pz Bn), 14 Pz Div (II/36, III/36 Pz Bn), 16 Pz Div (16 Aufk Bn, II/2 Pz Bn).
German Set Up: Per 7.2. When “short sheeted” only use units on maps in play, and only 2/3 of the indicated counters for each plane type, rounding normally.

Victory Determination

Objectives are the city hexes. Major City hexes are worth 1 VP to either player. Minor City hexes west of 48.xx on these maps are worth 1 VP to the Russian player, and Minor City hexes east of 48.xx on these maps are worth 1 VP to the German player. The winner is the player currently with the most VP at the end of the game (and Germans win ties).

7.6A Summer 1942: Voronezh

Map Area: GBII maps C (eastern half only) and F.

Set Up Order: German, Russian

First Player on Turn 1: German

First Turn: 29 June 42

Last Turn: 29 July 42

Game Length: 10

Main Effort is elsewhere.

Russian Information

Reserve Markers: 3

Supply Sources: Per 1.6a.

SP: Use the "2" column for Supply Status

Repl Direction Roll: Here on 1.

Reinforcements: None

Railcap: 4

Seacap: 0

Seaborne Assaults Available: 0

Massive Assaults Available: None

Dead Pile: Per 7.6, but as a practical matter don't bother.

Russian Set Up: Per 7.6, but only use units on maps in play. Only use 1/3 of the indicated counters for each plane type, rounding normally.

German Information

Reserve Markers: 8

Supply Sources: Per 1.6a.

SP: Use the "2" column for Supply Status

Repl Direction Roll: Here on 1.

Reinforcements: None. West map edge can be used for Repl arrivals in addition to locations noted in 1.8b.

Railcap: 2

Sausages Used: 0

Dead Pile: Per 7.6

German Set Up: Per 7.6, but only the units on maps in play. Only use 1/3 of the indicated counters for each plane type, rounding normally.

Combat units that would set up on western half of Map C form a special reinforcement pool, along with a loaded 2-point wagon and a loaded 2-point truck. Receive 1-3 of these units (half a d6 roll), player's choice of which, each turn in any hexes along the western edge of the playing area.

Victory Determination

Objectives are the city hexes. Major City hexes are worth 1 VP to either player.

Minor City hexes on Map C are worth 1 VP to the Russian player, and Minor City hexes on Map F are worth 1 VP to the German player. The winner is the player currently with the most VP at the end of the game (and Germans win ties).

7.6B Summer 1942: EATG

Map Area: EATG maps A and B (eastern half only) and EATG maps C and D (western half only).

Set Up Order: German, Russian

First Player on Turn 1: German

First Turn: 29 June 42

Last Turn: 29 July 42

Game Length: 10

Special Rule: Transfers to CB are not removed. Instead they must move (and stay) south of the EATG xx.20 row after being transferred.

Russian Information

Reserve Markers: 6

Supply Sources: Per 1.6a.

SP: Use the "5" column for Supply Status.

Repl Direction Roll: Here on 4-6.

Reinforcements: EATG. East map edge can be used for arrivals in addition to locations noted in 1.8b.

Railcap: 6 initially; goes to 14 in July.

Seacap: 0

Seaborne Assaults Available: 0

Massive Assaults Available: None

Russian Set Up: Per 7.6, but only use units on maps in play. Only use 2/3 of the indicated counters for each plane type, rounding normally.

Combat units that would set up on eastern half of maps C and D form a special reinforcement pool. Receive 1-3 of these units (half a d6 roll), player's choice of which, each turn in any hexes along the eastern edge of the playing area.

German Information

Reserve Markers: 16

Reinforcements: EATG. West map edge can be used for arrivals in addition to locations noted in 1.8b.

Repl Direction Roll: Here on 4-6.

SP: Use the "5" column for Supply Status.

Railcap: 2

Supply Sources: Normal

Sausages Used: 0

Dead Pile: Per 7.6

German Set Up: Per 7.6, but only use units on maps in play. Only use 2/3 of the indicated counters for each plane type, rounding normally.

Combat units that would set up on western half of maps A and B form a special reinforcement pool, along with a loaded 3-point truck. Receive 1-6 of these units (a d6 roll), player's choice of which, each turn in any hexes along the western edge of the playing area.

Victory Determination

Objectives are the city hexes. Major City hexes are worth 1 VP to either player. Minor City hexes on maps A and B are worth 1 VP to the Russian player, and Minor City hexes on maps C and D are worth 1 VP to the German player. The winner is the player currently with the most VP at the end of the game (and Germans win ties).

7.11A — Late 1942: EATG

Map Area: EATG C and D

Set Up Order: German, Russian

First Player on Turn 1: Russian

First Turn: 19 Nov 42

Last Turn: 29 Dec 42

Game Length: 13

Main Effort is here.

Special Rules: Per 7.11, but note that Maikop & Stalingrad Transportation effects are already reflected in the SP levels given below.

German Information

Reserve Markers: 18

Supply Sources: Per 1.6a

SP: Use the “6” column for Supply Status.

Repl Direction Roll: Here on 4-6.

Reinforcements: EATG. West map edge can be used for arrivals in addition to locations noted in 1.8b.

Railcap: 8

Seacap: 0

Sausages Used: 0

Dead Pile: Per 7.11.

German Set Up: Per 7.11, but only use units on maps in play.

Russian Information

Reserve Markers: 17

Repl Direction Roll: Here on 4-6.

Reinforcements: EATG

SP: 6 (7 if Stalingrad Transportation Effect lifted)

Railcap: Normal

Massive Assaults Available: 1 (Not sure whether Russians should have option to launch another assault in this scenario.)

Seaborne Assaults Available: 0

Dead Pile: See 7.11.

Russian Set Up: Per 7.11, but only use units on maps in play.

Victory Determination

Objectives are the city hexes. Major City hexes are worth 1 VP to either player.

Minor City hexes on the western half of the playing area are worth 1 VP to the Russian player, and all Minor City hexes are worth 1 VP to the German player. The winner is the player currently with the most VP at the end of the game (and Germans win ties).