

Operational Combat Series:

GUDERIAN'S BLITZKRIEG II



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Introduction

Guderian's Blitzkrieg II (GBII) is a simulation of the campaigns in the middle section of the USSR from the fall of 1941 until the spring of 1943. It includes a number of relatively small scenarios and a number of campaign starts. The game can be played as a stand-alone or as a part of a linked game with **Case Blue (CB)**.

This reprint includes both the original **GBII** and changes instituted within **CB**. It does not contain all the material to play the linked game, see your **CB** game for the additional items that apply to areas outside **GBII**.

Known errata has been corrected. The campaign scenarios match those in **CB** (with some changes to the 5 June 1942 set up) while the smaller scenarios have been retained in their original format. Order of Arrivals have been corrected for errata and supersede those provided in **CB**.

There have been a number of minor changes to the counters, if you have your counters from the original **GBII** and **CB** combined, please replace the counters there with the corresponding ones in this set so your entire mix is up to date.

1.0 General Special Rules

1.1 Terrain and Map Notes

1.1a Rivers. Both Major and Minor Rivers freeze according to the Weather Table. When this occurs, use the Frozen versions on the Terrain Effect Chart.

1.1b Swamps. Swamp hexes freeze over in Moderate Freeze and Deep Freeze weather. When this occurs, use the Frozen version on the Terrain Effects Chart. Swamp hexes **cannot** be bridged in any manner.

1.1c Small Lakes. Small Lakes are those that cover one or more hexsides, but do not cover an entire hex. These freeze in Moderate or Deep Freeze weather. When not frozen, these lakes form **impassable** hexside barriers to all units and cannot be bridged.

1.1d Larger Lakes. A "Larger Lake" is a hex that is fully enclosed by a lake symbol. These freeze in Deep Freeze weather. When not frozen such hexes are impassable and cannot be bridged.

1.1e Volga-Class Rivers. There are no Volga Class rivers on the **GBII** maps (not even the Volga itself this far north!).

1.1f Bridges over Impassable Hexes. Such features allow movement, but do not allow any unit to attack.

1.2 Units

1.2a Counter Ownership and Colors.

The German player controls all German Army (Field Grey), SS Formations (Black), Hungarian (Dark Blue), Soviet Collaborators (pale yellow), the Spanish and French units (you'll know them when you see them), and Luftwaffe (Light Blue) units.

The Soviet player controls all Red Army (Tan), Guards (Red-Tan), NKVD (Red), Estonian (Salmon), Latvian (Pale Green), Red Air force (Orange-Tan), Moscow Military District aircraft (Orange-

Tan with white “X”) and Guards Air Units (Red-Tan) units.

Wagon, Truck and Reserve markers are colored for their side and can be used by any of a player’s units—regardless of nationality.

1.2b Divisions and Size-Marking. Series rules regarding size markings on the counter (4.6, first bullet point) do not apply to Soviet Cav and NKVD Divisions. These are one RE only.

1.2c Units that are not Multi-Unit Formations. These can be split up and used as desired, without penalty. Such units include Soviet Airborne Corps and a handful of other formations. These can be identified as those that have a higher unit ID, but do not have an identifying stripe **Exception:** SS Divisions are multi-unit formations even though they do not have identifying stripes.

1.2d Rebuild Lists. Use the updated Common Rebuild Tables in the Player booklets.

Special Unit Symbols

	Alert (Scratch) unit
	UR (Fortified Area) unit
	Light Tank unit
	T-34 Armed Tank unit (German)
	Flak unit
	Pioneer unit
	Partisan Ground unit
	Jäger Infantry unit
	Dismounted Cavalry unit
	Rail Artillery unit
	Rail Mortar Artillery unit
	Ski unit
	Machine Gun unit
	Ost (Russian volunteer) unit
	Luftwaffe Ground Forces unit
	Militia unit
	Korück (Rear Area) unit
	Border unit
	Bryansk Train
	Aerosan unit

1.3 Weather

This game follows the weather through several years. As such, the Weather Table shows the progression throughout the seasons. Roll one die on the Weather Table and apply the result. Roll another die to determine the type of flight allowed that turn (full or limited)

The effects of each result are listed below the table and on the Terrain Effects Tables.

Some scenarios specify the weather on the first turn.

1.4 Off Map Resources

1.4a Off-Map Supply Airlift. Not available to either player.

1.4b Off-Map Rail & Shipping. Either player can use his Rail Capacity to rail units/SPs off any of their map edges and back again on any of their map edges. The only hexes that can be used for this purpose are those that would have allowed RR movement for that player normally. Nothing can ever end its movement off map. Other than off-map Rail movement, no other such movement is allowed and units forced off the map for any reason are destroyed. Rail hexes cannot be converted from off map.

1.4c Transfers. Games can be played using just **GBII** or **GBII** in conjunction with **CB**. The Order of Arrival booklets use the short-hand “map set” to describe the three geographical areas of the combined games. The **GBII** set consists of the six maps making up **Guderian’s Blitzkrieg II**. The **EatG** set is the northern portion (five maps) of **Case Blue**—essentially the area covered by the older **Enemy at the Gates** game. Finally, the **CB** set is the southern portion (five maps) of **Case Blue**.

This rule applies in either case, but if the game in question is not being used, then a “transfer out” becomes a removal and a “transfer in” becomes a reinforcement instead.

Numerous units are transferred from game set to game set. If both games involved are in play, then the transfer has no effect (ignore it). If one map group is in play and the other is not, then the units listed must either be removed or added as reinforcements (depending on which direction the movement is done). Transfers can be made using units from the dead pile. When transfers are made as reinforcements, the units **must** enter via the map edges that would have connected the map sets if the games were linked into hexes controlled by the transferring side (i.e. on the correct side of the frontline as it hits the map edge).

1.5 Supply

During the Reinforcement Phase each player rolls on his Supply tables to see the number of SPs he gets that turn. The Supply Tables have a “Supply Status” based on time period that is modified by a number of factors to see which table column to use. Total the Supply Status numbers of all map sets in play (ignore any partial map sets).

1.5a Schwerpunkt or Main Effort. The OOA tracks the historical Schwerpunkt and Main Effort allotment. Unless playing a linked game, you **must** use the OOA’s allotment.

Having the Main Effort assigned to a map set gives **that** map set...

- ... a bonus Rail Cap and
- ... a modifier to the player’s Supply Status.

1.6 Supply Sources

All **map edge rail entry hexes** (those where a rail line **exits** the map) provided to the player can be used as supply sources with the following specific rules. Raul gauge does not affect this nor is there any need for a detrainable hex.

Note: *Supply Sources* in this game are used for Supply Trace only. See 1.7 for the locations available for **reinforcing units** and **SP entry**.

1.6a Soviet. All east, north (east of Lake Ilmen, if the **GBII** maps are in play), and south map edge rail, road, or track entry hexes **east** of the most eastward hex containing a German infantry division in Trace Supply at or within 5 hexes of **that** map edge. See also the cities listed as Supply Sources (given the listed conditions) in 1.7b.

1.6b German. All west map edge rail entry hexes. See also 1.7a.

1.7 Reinforcement Entry

Only a few points can be used for the entry of new reinforcements (units and SPs). Just because a hex is a supply source for trace purposes does not automatically give it reinforcement entry privileges. Reinforcements can enter at these hexes if the conditions are met at no cost to the player’s rail, shipping. Note that when a rail connection is required, the path must be clear of EZOCs (as if being used for Rail Cap). Furthermore, only the given city hexes can be used for this purpose, not “some detrainable” hex along the railroad.

Both players can always bring on reinforcements via appropriate map edge (East for Soviets, West for Germans) Rail and Road hexes as well.

The following applies if currently controlled by the side in question via the means mentioned (none of these are supply sources unless it is specifically mentioned):

1.7a German.

- 1) **Smolensk** via the double track RR exiting at B1.25.
- 2) **Konotop** via the double track RR exiting at C1.11.
- 3) **Kursk** via the double track RR exiting at C1.11.
- 4) **Velikiye Luki** via the RR at A1.09 or A1.12.

1.7b Soviet.

- 1) **Moscow** via any of the RRs exiting east off maps D or E.
- 2) **Voronezh** if connected to the east map edge by a functional double track RR.
- 3) **The South Map Edge Road and Railroad hexes** provided they are east of the frontline defined in 1.6a.

Rule 1.7 **does not** apply to “transfers” between map sets. In their case, apply Note #6 on each OOA. Transfers are not considered to be “reinforcements” for purposes of this rule.

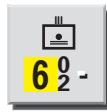
1.8 Railroads

1.8a Rail Gauge. The at start German railheads are given in the various setups. It is up to the German player to extend them using his rail oad engineer units. Likewise, the Russian player can convert them back to his gauge using his rail engineers.

Both players can **only** use their rail capacity on rail hexes of their own gauge (railheads themselves are considered to be German gauge). **Exception:** See the Captured Rolling Stock in 2.6f.

1.98 Rail Cap & Rail Segments. A segment of railroad can **only** be used by the player’s Rail Cap if that segment is *usably connected* to the rest of the player’s rail network. In other words, the player cannot use his Rail Cap in a portion of railroad that is not connected to the rest of his rail net for whatever reason (enemy units, lack of conversion, etc.) Segments such as these **can** be used for trace purposes, even though real rail cap cannot be used there.

1.8c Rail Artillery. Both sides have several rail artillery units. These act as normal artillery except for the following:



1) They can move any distance along friendly rail hexes during the regular Movement Phase (only). This movement **does not** cost the player any of his Rail Capacity. If the unit moves, flip it to its “RR” side. It cannot fire while on its RR side. Flip the unit over to its regular side (the one with the barrage strength) in the next Clean Up Phase.

2) Rail Artillery units forced to retreat in combat against their hex are destroyed.

1.9 Tree Bark Soup

There are 10 “Tree Bark Soup” markers in the game. These can be used by either player to obviate trace supply needs for one turn in the area where used. If an area is found to be out of trace supply in his Supply Phase, the player can place one or more of his Tree Bark Soup markers to keep from being marked Out of Supply and



having to roll on the Attrition Table. The Soup marker can **only** be placed in a Heavy Woods hex (player’s choice of where) which is not adjacent to (or occupied by) any enemy combat unit. All friendly units (any number) at or within **five hexes** of the Soup counter are “in” trace supply. Only units with Leg MAs printed on their Move Mode side can do this. Each unit must be able to trace a path to the marker free of enemy ZOCs (friendly units do not negate EZOCs for this purpose). Remove the marker at the end of the Supply Phase in which it was used.

The player can only use his Tree Bark Soup markers once. When used, give it to the other player for him to use. The number of Soup markers remains constant throughout the game, but they pass back and forth between the players.

Strat Mode units **cannot** use Tree Bark supply.

***Design Note:** Obviously, this represents foraging going on behind pocketed troops. Both sides were capable of doing this, but the less-urban Russians were more prepared to do so at start (so they start the game with the markers in their possession). Naturally, players will attempt to hoard the markers so as to keep them out of the hands of the enemy—which is fine and expected. They will be used only when really needed.*

1.10 Sausages

Sausage markers abstractly represent the hoarded food supplies and austerity measures within Axis pockets. The Axis player is given 10 Sausage markers at the beginning of the game and they can be placed on the map at the start of any Supply Phase in order to give trace supply to local units. A Sausage can only be placed in Major or Minor City hexes. Each Sausage can feed (for trace supply) any number of Axis units. Supply from a Sausage can be obtained via direct draw or thrown by an HQ.

Each Sausage can feed units for one Supply Phase. If used, the Sausage **might** be removed (see below), but if so it is gone for good (it is not given to the Russian player afterward). Sausages must be used the turn they are placed. Place them in the Supply Phase right before checking for removal below.

1.10a Sausage Marker Removal. There are two cases that can exist when a pocket uses Sausages for trace supply.

A pocket using a Sausage is defined as being “Loose” if the Axis was able to get 2T or more SPs into the pocket (by air, land or sea) since the last Axis Supply Phase; otherwise it is defined as “Tight.” Note that the newly-arrived 2T must be in a location within Leg MA Draw Range of the Sausage.

If the pocket is Tight, the Sausage is removed from play permanently at the end of the Supply Phase. If the pocket is Loose, remove the marker and roll one die: on a 1-3, the Sausage is permanently removed from play (just like a Tight pocket); on a 4-6, the Sausage goes back into the pile of available Sausages (and can be used again in a future turn). Note that the arriving 2T itself is not expended.

My apologies for the scattered nature of the Sausage markers on the countersheets. I took advantage of the available space and did not want to shift counters all over to make the spots concentrate (for fear of making more errors than I might catch).

1.11 Replacements

During the Reinforcement Phase, each player rolls for Repls on his Repl Table to determine the arrivals for that turn. The result is the number of each item the player can get or rebuild. Eq Repls are not used to rebuild aircraft in this game.

An air replacement from this table can either bring an aircraft on the map back up to full strength or bring a dead aircraft back into play (it **also** comes back as a full

strength aircraft). If no dead aircraft steps of the right type exist, the result is wasted.

Additionally, the player might get one or more Artillery or Katyusha Brigade rebuilds. These can be used to rebuild any brigade of these types that are dead (these rebuilds are wasted if there are none available).

The German “Negative Truck Result” means the player must kill one Truck Point of his choice. These trucks can be rebuilt. The chosen Truck Point can only be regular, never Organic.

There are some German Repls listed on the German Order of Arrival—these are in **addition** to any he might get off the table.

1.12 Strategic Concerns

The original **GBII** had a series of rather involved rules regarding the strategic choices made in 1942. I have removed them (and players will know that the choices involved are above their pay grade). The reasoning is fairly straightforward. You are commanding only this part of the front (otherwise **CB** would be in play) and the strategic direction of the campaign is out of your hands. If you do wish to execute a non-historical “Moscow only” variant, simply play without any of the withdrawals from **GBII** on the OOA for 1942.

1.13 Emergency Reinforcements

Both sides have small pools of Emergency Reinforcements. These arrive as numbers of counters via each side’s Repl Table. Allow that number of raw counters, regardless of size, type or affiliation, to arrive when called for by that table. The player can choose any counters he likes to satisfy the number, or he can decide to not bring any on at all. Units can also be released from the Emergency Reinforcement Pools via the Order of Arrival.

***Player’s Note for 2.3.** It is possible, with the right dice rolls, to by-pass the Mud Period and go directly into the Freezes. If this occurs, 2.3a and 2.3b will not occur until their conditions are met, which at that point would not be until the Fall of 1942.*

2.0 Axis Special Rules

2.1 Hip Shoots

The Luftwaffe can conduct hip shoots. Any Axis unit can spot for a Luftwaffe hip shoot (German Liaison Officers are all over the place).

2.2 Start Dates

Guderian’s 2nd Panzer Group got a leg up in OPERATION TYPHOON by beginning the attack a day or two earlier than the rest of Army Group Center. This equates to about 1/3 of a turn of extra movement.

Guderian’s troops (for simplicity, all Germans starting on Map C) are set up in their 30 Sept 41 jump-off positions. To reflect the extra operational time, they can move an extra 1/3 MA in each phase of the 1 Oct 41 turn the units could move normally. Round the resulting value normally. In other words, move the units normally but use 133% of the printed MA instead. They get no further benefits, additional phases or combats.

Turn 1 reinforcements, even if they come in on Map C, do not get this movement benefit.

Meanwhile, other troops on Maps A and B got started on 2 Oct 41. So, while Guderian’s Map C units are getting a bit more movement on the first turn, these guys will get a little less. On Maps A and B, **no** German unit in or entering Reserve Mode can move their usual extra 1/4 move in the German Movement Phase (they move normally in the Reaction or Exploit Phases).

2.3 Russian Weather (Mud and Winter), 1941

Execute each of the following rules when the listed weather happens **within** the Weather Determination Segment. Use is based on the first such turn according to the Weather Table result for the area in play. Most are one time only events and all have already occurred in any scenario starting after January 1942.

2.3a Panje Wagon Commandeering.

In the fall of 1941, the Germans frantically commandeered local transportation to shore up the collapsing German transport network. Apply this rule twice in the game (first Light Mud turn **and** first Mud turn) on a map-set by map-set basis.

Every other Major or Minor city hex held by the Germans generates one Wagon Point for the Germans. Work systematically across the map starting in the north-west

corner in a manner such as: “Wagon Point... skip...Wagon Point...skip” and so on.

2.3b Truck Attrition. After the travails of the summer and fall campaigns, the German truck fleet was falling apart. The final blow happened as the mud season ended and the trucks were frozen in place up to their axles in the now hard mud. Efforts to pull them free resulted in many being permanently damaged.

Apply this rule the first turn of Freeze (any type) after any Mud turn. Apply only once in the game.

Roll one die for each truck point (organic and regular) in the German army. On a 1, remove the truck point (it is destroyed), place any load it might have on the ground (an exception to the organic truck unloading restriction). Any other roll has no effect. Truck Points contained in extenders are subject to this attrition normally and roll for each point independently. This rule is in addition to any Truck Points lost due to the German Repl Table. These Trucks can be rebuilt.

2.3c Frostbite. The Axis infantry suffered greatly when the first freeze hit in the winter of 1941. Ill-prepared for cold conditions, large numbers of men were incapacitated when their wet leather boots met with freezing temperatures. When the first Freeze (any type) turn of 1941 occurs, apply this rule: Roll one die for each Axis **infantry** division. On a 1-3, destroy one step of that division (this can be taken from a Breakdown regiment at or within 5 hexes of the division, if any). On a 4-6, there is no effect. This rule applies only once.

During the Spring of 1942, a number of Pax Repls appear on the German Order of Arrival. These are in addition to those rolled for on the German Repl Table and represent some of the men previously lost to frostbite returning to frontline service.

2.3d Frozen Engines. On the first Moderate Freeze or Deep Freeze turn of 1941 (once only), roll one die for each Axis Yellow symbol unit (Panzer, AG, SP AA, etc.). On a 1 or 2, destroy the unit, on any other roll the unit is unaffected.

2.4 Fortresses

The Axis player can declare a “Fortress” when out of trace supply in a Major or Minor City. The Fortress can only include hexes at or within 10 hexes of such a city hex. The Fortress ceases to exist the instant trace supply is re-established.

Fortress declaration can occur at **any** time or phase.

While in a Fortress, Axis units get the following advantages:

- 1) Units can use Internal Stocks without needing to replenish them as long as the unit is within the Fortress.
- 2) Artillery can use Internal Stocks to fire barrages (same Low and Exhausted rules as other units).
- 3) One Fighter per Air Base can refit for free.
- 4) Defensive combat supply is free; no need to use Internal Stocks for defense. There is no freebie for artillery **even** if firing for defensive purposes — in those cases, they must use their Barrage Internal Stocks in #2 above.

2.5 Special Axis Units

2.5a Axis Minor HQs.

- Hungarian HQs can only supply Hungarian and German units.
- German HQs can supply any Axis nationality other than Hungarian.

2.5b T-34 Tank Unit. The 2/66 Pz Bn was formed from captured Russian T-34 tanks. It was **not** used as a commando unit and is just a few extra tanks for the Germans to use.

2.5c German Alert Units. During the Movement Phase on each of his first two player-turns following the launch of a Soviet Massive Assault (3.1), the Axis player can generate a random number of Alert Battalions (up to the counterlimit). To do so, announce the intention, and roll one die.

The Axis player can make two of these rolls per turn in each of the first two Axis turns after a Soviet Massive Assault begins. Rolls for Alert units cannot be made at any other time.

Once per Massive Assault, the Axis player also automatically gets one “Alarm KG HQ” unit that must set up following the same rules as the Alert Battalions (below) and must stack with at least one of them. There are four of these HQs, one for each possible Massive Assault.

Place a number of Alert Battalions equal to the roll **at or within 3 hexes** of any German HQ, Airbase, German held Village/City, or German Gauge Railroad hex (even if the hex is occupied by Russian units). These units can be split up into as many of the above locations as desired. The placement hex **can** be adjacent to enemy units. Alert Battalions can be generated more than once in this manner — destroyed ones can come back on later rolls. The player



can remove these units at any time so they might be available for future rolls.

2.5d Captured Rolling Stock. The Germans were able to put a small amount of Russian Gauge railroads into use for themselves while they waited for the regauging effort to catch up with the front. One of them is in the **GBII** map area.



The 2T capacity unit (Bryansk) comes into being the first time any German unit enters the Bryansk city hex.

It acts as a German truck that can only move on **Soviet gauge** railway hexes and needs detrainable hexes for loading and unloading. It requires no fuel and cannot move on full-German gauge hexes (including the Railhead hexes). Weather does not affect it. The Russians cannot capture it but it is destroyed when a Russian unit enters its hex (it cannot retreat).

The train is removed from play during the Reinforcement Phase of 1 Feb 42.

2.5g RONA (Russkaia Osvoboditelnaia Narodnaia Armiia) (Russian People's Liberation Army). This anti-partisan unit was formed from Russian volunteers operating in the Bryansk sector. By March 1942 it included



six infantry battalions, one artillery battalion (20 guns) and one tank company (12 vehicles, surely captured ones). It was quite effective in keeping the Navlyam-Lokotiy-Dmitrovsk area (south of Bryansk) free of partisans, even though its methods were savage. This unit was later known as the *Kaminski Brigade*.

These units are shown in the game by four security battalions. These form in Bryansk, one battalion per month, starting on the first turn of each month. This starts the month **after** the Axis captures it until all are in play.

No Partisan attack can be made at or within five hexes of a RONA unit.

2.5h KG Scherer. This security unit was formed in Nov 1941 (and disbanded the following May). It can be created (after it becomes available) in any City or Village hex to which the Russians have cut off trace supply. All it can do is buck up the defense of that hex. It cannot move or be rebuilt.

2.6 German Variants

2.6a Better Winterized Locomotives.

Historically the German units least equipped for the Russian winter weren't the combat troops, but German railway engines. This variant assumes that German locomotive designers somehow understood the future need for engines to withstand ridiculously low temps. Ignore the Dec-March, 41-42 Supply Table columns and use the Oct-Nov, '41 column until 1 Apr 42, then switch to the appropriate column at that point.

This option costs the German player 5 Victory Points.

2.6b A Schwerpunkt should be a Schwerpunkt. In a fit of idiocy, OKH or Hitler (who gets the blame depends on who gets asked), shifted 5,000 tons of Army Group Center's few trucks to Army Group South right before opening the Typhoon Offensive. Using this variant, the German player avoids that detachment and is given 5 additional truck points at start.

This option costs the German player 3 Victory Points.

2.6c No Crete Disaster. This variant assumes that the German invasion of Crete did not cause over 300 Ju-52s to be destroyed. Allow the German player to set up an additional eight Ju-52's at start. Also, allow the 7 Flg Div to start the campaign set up at any German air base, rather than come on as a reinforcement.

This option costs the German player 4 Victory Points.

2.6d Spanish Blue Division. While marching toward Vitebsk in Sept, 41, the Blue Division (250th Inf Div) was expected to be sent into Army Group Center's final drive to Moscow. At the last minute, Hitler intervened and sent the Spaniards north to Leningrad instead. This option allows them to be sent toward Moscow as originally planned.

This option costs the German player 1 Victory Point.

2.6e Hitler Hold on German Tank Production. Hitler held back much German armor production during the first six months of Barbarossa (not wanting to waste them on this, soon-to-be-over, operation). As such, there is a backlog of **six** EQ repls available. If this option is used, the German player has six extra Eq Repls he can bring on as reinforcements whenever he chooses. If the player chooses this option, ignore the Eq Repls given to the German player on the Order of Arrival before 1 Apr 42 as these are the same tanks.

This option costs the German player 2 Victory Points.

2.6f Brandenburgers. The two German Brandenburg companies (9 & 10/800 zvb Commando) can be set up in any German HQ hex at the start of any German Movement Phase. Once placed they can be used for two turns. At the end of the two turns (available until the 2nd player's Clean Up Phase in the turn after creation) they must be removed from the game map. These units can be used together or separately, but regardless of how used, each can only be used once in each year (1941 and 1942). If either unit is destroyed in a mission, it returns as a replacement (available for use) in the next calendar year.



They can be used as an airdrop **or** as a ground-only unit. If airdropped, they can never enter Move Mode. If used as a ground-only unit, they cannot airdrop and must use their Move Mode side.

In either case, they **cannot** airdrop onto Moscow, be placed into Reserve or Strategic Move Mode, or take out Stalin themselves (see 2.6g).

Regardless of the insertion method, Brandenburgers are free from all supply considerations (fuel, trace, combat) during their short life. They can freely move through Russian occupied hexes (provided the German player has not yet used them for any of the actions listed below)...they can even stack with Russian units (they serve no function that allows the German player to look at the stack).

A Brandenburg can execute the following:

- 1) Act as a normal combat unit in attack or defense.
- 2) Spot for artillery or air strikes.
- 3) Capture enemy airfields, supply dumps, trucks, wagons and such.
- 4) If stacked with Russian units it causes their defensive AR to be reduced by 1.
- 5) Anti-Partisan Fighting. The Brandenburgers can be used in an Anti-Partisan Mode. Remove the Brandenburg devoted to this use and eliminate half (round normally) the available Partisan Attacks from the Russian player for each of the next six months.

This option costs the German player 1 Victory Point.

2.6g Operation Red King Checkmate. Historically, the Abwehr was tasked in Oct 43 to assassinate Stalin. This mission went off (under Otto Skorzeny) in August 1944. While all elements were picked up (and presumably eliminated) by the NKVD, such orders could have been issued earlier in the campaign by Hitler (provided his fears of a retaliatory assassination attempt could be overcome). In that case, you could allow the Brandenburgers to attempt just such an operation earlier in the war.

Use the Brandenburgers normally (except the restrictions against airdrop into Moscow and taking out Stalin are eliminated). If one (or both) Brandenburg unit(s) ends a phase stacked with Stalin, roll one die. On a 5 or 6, the attempt succeeds and Stalin is killed. On any other roll, there is no effect on Stalin. Regardless of the success of the roll, remove the Brandenburg. Each Brandenburg unit can make one roll, but there is no other effect for using both units.

This attempt can only be made once in the war and the operation counts as the use of the Brandenburg unit for that calendar year.

Other than the cheap thrill of killing Stalin, this has no effect on game victory. Stalin's ghost (hex location of the counter) is still used for the purposes of being a nominal HQ.

This option costs the German player 1 Victory Point.

3.0 Soviet Special Rules

3.1 Massive Assault

The Russian player can make a number of Massive Assaults during the game as available according to each scenario. A Massive Assault lasts for two turns and, once used, it is gone permanently.

No Massive Assault is allowed before 1 Dec 41.

Declare a Massive Assault in the Russian Movement Phase. There will be no German Reaction Phase in that turn and the Russians have the initiative in the next turn as well. Essentially it allows the Soviet player to create a "double-move" at the time of his choosing (provided the player realizes it is best to do this at the bottom of a turn). This is a game-wide effect—it is not constrained to a specific map set or sets.

Note that use of a Massive Assault allows the German player to make rolls for Alert Battalions and Alarm KG HQs.

Weather and Massive Assaults: Do not roll for flight conditions on the first turn of a Massive Assault (including the first turn of scenarios starting with a Massive Assault, such as anything starting 19 Nov 42). On the first turn, the Russian player can **select** the flight conditions he desires.

***Design Note:** The Massive Assault rule is the result of much experimentation and discussion regarding the best and most elegant way to give the Russians a usable advantage that comes from their superior operational planning and discipline, not to mention their fine art of strategic masking operations. Historically, three of these Assaults were used in the time-frame of the game: Moscow in 1941, Uranus/Mars, and Little Saturn in 1942.*

3.2 Stalin's No Retreat Commands

Soviet Rail Capacity **cannot** be used to move any attack capable combat unit to a position further east than it loaded until a German unit moves east of the A41.xx or B41.xx hexrows (inclusive) **or** 1 November 41, whichever happens first. Up to that point, non-attack capable units and SPs are free to use rail movement in any direction. Attack capable units can only use rail movement if they end up in a hexrow as far or further west than they started the phase (this requirement to end further west does not affect the actual route used to get there).

The 41.xx tripwire **does not** extend onto Map C or comes into effect due to any unit "skirting" around it on Map C or further south.

***Design Note:** This rule does not deal with the micro-management of units, but rather the inability to create a withdrawal of major proportions using the railroads. Such freedom was not available. For the most part, units were able to execute tactical withdrawals with freedom. Here, I'm trying to keep 'strategic' withdrawals under control.*

3.3 Red Air Force

3.3a Hip Shoots. The Red air force cannot use hip shoots.

3.3b Lack of Responsiveness. Until the reforms of the VVS (the Red Airforce) in the spring of 1942 (from 1 Oct 41 until 1 May 42), Soviet aircraft are unable to move or barrage in the **Soviet Reaction or Exploitation Phases**. Until then, they can **only** function in the Soviet Movement Phase.

When this restriction is lifted (1 May 42), the Russian aircraft can use the Russian Movement **and** Exploitation Phases, **but** they **never** get use of the Reaction Phase.

Neither of these restriction periods affect the normal air operations applicable to the various German phases (flak effects, etc.).

Russian aircraft are restricted in that they can only do Fighter Sweep, Barrage and Trainbusting missions at or within 20 hexes of their base.

3.3c Moscow Military District. The MMD aircraft (members of the 6 PVO for the most part) represent those aircraft dedicated to the defense of Moscow itself. These units are marked with a white X to differentiate them from other Soviet aircraft.

Such aircraft can be allocated **only** to the local defense of Moscow. These units can only be based **at or within 5 hexes** of any Major City hex of Moscow. If no such base exists, destroy the MMD aircraft. They can be used (in any desired manner) **but only** at or within 5 hexes of a Moscow city hex (this **includes** Patrol Zone projection and interception).

If any of these units suffer losses, available air repls from the Soviet Repl table must be used to replace MMD aircraft **before** using any to replace non-MMD aircraft.

3.3d Moscow Military District Hiding Aircraft. Players are tempted to place non-MMD aircraft into the MMD basing area so they are safe from enemy attack. This is fine, but any aircraft that bases at or within 5 hexes of any Major City hex of Moscow are subject to all the MMD rules, even though they are not real MMD aircraft. This restriction applies until they transfer to a new base (outside that MMD area) and become Inactive at that base (in other words, they cannot transfer and remain Active). Obviously, such aircraft are not constrained by the 'if no base within 5 hexes exists, they are destroyed' rule.

3.3e Guards Aircraft Conversions. Guard Aircraft Conversions become available according to the Order of Arrival. The Soviet player can upgrade any aircraft he likes (see note below) in much the same way as ground unit Guards conversions. Place the removed aircraft into the dead pile (it is available to be rebuilt in the next Soviet Player Turn). The desired Guards aircraft is placed (Inactive) at the moment of conversion on any Russian airbase. The chosen aircraft can be reduced (the Guards still comes in full strength).

Guards aircraft cannot be rebuilt or have a step replaced using the normal aircraft replacement system. If destroyed, they go back into the available pool of rebuilds. This means that when a Guards aircraft is destroyed, you don't have to (and can't actually) rebuild it using the Air Repls off the Variable Reinforcement Table—just select some other aircraft, in the next turn, to trade in its old counter for a new Guards one (following the upgrade process above). The now dead regular aircraft can be rebuilt normally.

Note: An aircraft can only be upgraded to Guards status if it has the same parenthesized (or not) status as the Guard aircraft. In other words, a bomber cannot be upgraded to a Guards fighter, nor can a fighter be upgraded to a Guards bomber and so on.

3.4 Soviet Defense Lines

The printed Level 1 Hedgehogs represent the Soviet Defense Lines. They are normal Level 1 hedgehogs in all respects except they cannot be destroyed.

3.5 Soviet Units

3.5a Guards Infantry Exchanges. The Soviet player is periodically given Guards Exchanges per the Order of Arrival. The player can exchange the Guards unit for the non-Guards unit of his choice given the following requirements at the start of the Soviet Movement Phase.

A Guards Exchange can be made using any Soviet unit of the same type with an Action Rating of **no more than TWO less** than the Guards unit obtained. In other words, if the Action Rating of the new Guards unit is four, it must be exchanged for a unit that has an Action Rating of at least two.

Exception: A three brigade Airborne Corps (even if Airborne in name only) can be used to convert into a Guards Division without following the above unit or Action Rating requirements. If not all brigades are available, the new division arrives with one step lost per brigade missing.

The new Guards unit retains any step losses, internal stocks, out of supply or DG status the exchanged unit might have had.

Note that even if the step **size** of the unit changes during the conversion, one step lost before is one step lost after. This applies in the Airborne Corps exchange above as well, even if only one brigade is subject to any of these.

Place the unit removed to make the conversion into the dead pile (it can be rebuilt later).

3.5b Guards Corps Exchanges. The Order of Arrival lists some "Guard Corps Exchanges" (Cav, Tank, Mech Corps). These list both the new Guards units and the units to be removed. Replace them in place on the map with the new Guards unit taking on the status of the unit it is replacing. Some of these units might arrive in the dead pile as a result. If the incoming formation has more counters than the one being removed, simply stack any excess counters with any of the ones that exchange normally. The non-Guard corps that was replaced is removed from play (it cannot be rebuilt).

3.5c Soviet Tank Corps Coordination. All Tank Corps must stay together in a compact formation at all times. This means all on-map units of each Soviet Tank Corps must be adjacent to every other unit in the corps at the end of every Movement Phase (this rule **does not** apply in any other phase than the Soviet Regular Movement Phase). If this restriction cannot be met at the end of any Soviet Movement Phase, all the units of the offending corps are DG (including any units with which they happen to be stacked). This rule has no effect on Soviet Cavalry, Mechanized Infantry or Airborne Corps, or the distance between different corps. This DG does not recover until the end of a Soviet Regular Movement Phase when the Tank Corps is again together. Do not recover normal DGs at that point, only those created by this rule.

Important: A point to consider is that if a Tank Corps has one of its brigades rebuilt it will automatically become DG unless or until the player gets the parts together again. It might be best to take the Tank Corps out of action, rebuild it, and then send it back (the way the Soviets did it...) to avoid this effect.

3.5d Soviet Tank "Battalions". The Russian units shown as Tank Battalions are actually called Regiments in Soviet Orders of Battle. They are only battalions in the Western sense. This has little effect on the game (but might cause some to pause when thinking about the order of battle), basically only the RE size is an issue.

3.5e Soviet Artillery. To make a single Barrage attack, all the firing Soviet Artillery units **must** be stacked together.

3.5f Worker Alert Units. These units can only be created in 1941 in Major or Minor City or Village hexes east of **GBII** 48.xx or **EatG** 25.xx (inclusive) or any city on the Case Blue map set. Create these in the Soviet Reaction Phase. The Russian player can bring on any number of Worker Alert units he wants in the current Reaction Phase. No more than one such unit can be created in one hex each turn. These units cannot be created adjacent to German units.

The countermix restricts the number of these units in play at any one time. Destroyed Worker Alert units can be returned to play (at no cost in Repls) in a subsequent Soviet Reaction Phase.

Once created these units are the same as any other Soviet unit with the following two exceptions:

- 1) They **cannot** build Hedgehogs greater than Level 1.
- 2) They **can** build or improve air bases.

All Worker Alert units are removed from play during the Russian Reinforcement Phase of 1 Jan 42.

3.5i NKVD Border Regiments. NKVD Border Regiments (**only**...not “non-Bdr” NKVD units) **must** apply their AR to their stack when in defense (they have no effect on attack ARs). However, this comes with a cost: all defending options **must** be taken as losses (all other rules that limit, reduce, or negate them are voided in this case). In other words, all options must be taken as losses, including those that might be normally negated for any reason. There is no case where this rule applies yet a Russian option is not taken as a loss.

Also, the NKVD unit **must** be the last step loss taken in the hex. Furthermore, if the NKVD unit is alone in a hex, it defends with an AR of zero (0). Use the zero AR for Attrition purposes, if the Border unit is chosen to provide the needed Action Rating.

3.5j Ski Units.

Separate Ski Battalions. These were formed locally in the winter of 41/42. When these units become available, they can be formed in any Soviet Movement Phase in any Infantry Division hex (generate two ski battalions for each divisional step eliminated—follow the AR requirements of Breakdown regiments). Once on the map, these can be used as any normal unit (given ski movement abilities). They can be reabsorbed like Breakdown regiments if the player desires and there are two such units in the division’s hex. Removed (or held back) battalions can be reused any number of times. These units are removed from play during the Russian Reinforcement Phase of 12 April 42 and can never be used again. During their existence they are limited by the countermix.

Any Separate Ski Battalion that is destroyed in combat is removed from play and cannot be rebuilt or used again in the game. When the battalions are pulled en masse from the game on 12 April 42, convert any remaining to Pax Repls at the rate of one Pax per Bn.

Ski Brigades. In the winter of 42/43, the Red Army formed actual Ski Brigades rather than the more ad hoc battalions of the winter before. When these become available they can be built using Pax Repls. The player can build as many or as few as he wants (given the countermix) and use them normally until disbanded.

Once disbanded, they revert to Pax Repls that can be used normally again. During the Russian Reinforcement Phase of 12 April 43, all remaining Ski Brigades must be disbanded and converted back into Pax Repls at the rate of one Pax per Bde.

Place the recovered Pax Repls into Stalin’s or any Soviet Army HQ’s hex.

3.6 Partisans

Partisans represent bands of soldiers who escaped the early pockets in the Army Group Center area and which loosely harassed German rear areas in the winter of 1941/42. True organized partisan activities (occurring later) are not covered explicitly in the game). The player can use the Partisan Attack markers provided to keep track of the location of Partisan Attacks and the number remaining to be used. The marker remains on the map until the effect is over. The markers have no other effect beyond being a memory aid.

The Soviet player is given a number

of Partisan Attacks available each month per the Order of Arrival. Each Partisan Attack can only be used once during that month and any left over at the end of the month are converted into Pax Repls (place them in Moscow). The player can use any number of the available Partisan Attacks in one turn (this number is not restricted by the countermix).

All Partisan Attacks are announced and executed during the Soviet Movement Phase.

The Soviet Player can use his Partisan Attacks in any hex at or within 10 hexes of any Swamp or Heavy Woods hex on the **GBII** maps.

Each Partisan Attack can be used in **one** of the ways below:

1) **Railroad Interdiction.** The Soviet player identifies a Railroad hex. This does not affect the railroad for trace supply but **doubles** the rail capacity cost of anything moving through that hex. There is no additional effect for more than one attack along a single rail line. The railroad remains interdicted for the remainder of the calendar month.

2) **Airbase Raids.** Partisan Attacks can “raid” any airbase using the Barrage vs Facility Table. Each Partisan Attack does this independently during the Soviet Movement Phase (so more than one can hit a target hex, but they do so separately). Treat the Partisan Attack as a 13 point barrage, but subtract from this value the combat strength of any Axis units in the target hex. Do not apply the terrain shifts from the table.

3) **Conversion into Regular Units.** Partisan Attacks can be exchanged for the “real unit” Partisan Irregular Battalions. Each Partisan Attack can generate one such battalion, given the countermix limit at any one time (8) and the following requirements. Once created, the Partisan Irregular Battalion becomes just another Russian unit with no special abilities or exemptions.

To create a Partisan Irregular Battalion, each of the following must be fulfilled:

- a) There is an Airborne or Guards unit in the desired hex.
- b) The Phasing and location requirements of any Partisan activity are met.
- c) One or more Partisan Attacks are available to be exchanged and the countermix allows additional battalions to be formed.



If all these are met, place the number of desired battalions in the unit's hex fulfilling part a). Any number of battalions can be made at one time and one place, given the counterlimit and the number of available Partisan Attacks.

3.7 Stalin and the Government

The Soviet Government (Stalin) is in the Kremlin in Moscow. Stalin cannot move normally, but the Soviet player can evacuate him (and the Government) for a cost of 5 SPs of Rail Capacity (he can only move by rail from city hex to city hex, or off map). Each time he is evacuated, give the German player 1 Strategic Victory Point.

Stalin has no combat ability and requires no supply expenditures. He may act as an HQ for the purposes of building or rebuilding units.

If any German **attack-capable unit** enters his hex, he is captured and the Germans get bragging rights.

3.8 Soviet Variants

3.8a Red God of War. Here, we assume the Soviet education system produced far more artillery officers capable of the mathematical computations needed to have a much more modern artillery arm. Doctrine, accordingly, is not nearly as restrictive. Remove the artillery restriction in 3.6.

This option gives the German player 2 Victory Points.

3.8b Release of the MMD. This option is based on the rather far-fetched concept that Stalin is not as concerned with the air defense of the capital and chooses to release those aircraft dedicated to its defense to general use. Remove the restrictions of 3.3a.

This option gives the German player 4 Victory Points.

3.8c Soviets Don't Waste Flight Instructors. The Soviets committed many of their flight instructors to the Battle for Smolensk in the late summer. This wasn't particularly effective and had unfortunate long-term consequences. Here you can choose to avoid that trap.

Remove 10 air units from the at-start Soviet Air Force (choose these by random drawing from the air units available at start, counting both regular and MMD air units). The benefit is that on and after 1 March 42 all Soviet air to air ratings are increased by 1.

This option does not cost victory points, the cost is "built in".

3.8d Stalin Doesn't Love Kiev. Stalin listens to Zhukov and pulls his troops out of the Kiev area in time to let the Germans snap their jaws shut on a largely empty Kiev Pocket. Add 10x 12-2-2 Inf Divisions to the front-line at-start forces (remove them from potential future reinforcements). These must set up in the furthest west positions available stacked with or between other Russian units.

This option gives the German player 10 Victory Points.

3.8e Soviet Special Forces (Early Spetznatz). After they become available in Jan 42, the three Soviet Special Forces companies can be set up in any Soviet HQ hex at the start of any Soviet Movement Phase. Once placed they can be used for two turns. At the end of the two turns (available until the 2nd player's Clean Up Phase in the turn after creation) they must be removed from the game map. These units can be used together or separately, but regardless of how used, each can only be used once per year (1942, 1943). If a unit is destroyed on a mission, it returns as a replacement (available for use) in the next calendar year.

They can be used as an airdrop or as a ground-only unit. If airdropped, they can never enter Move Mode. If used as a ground-only unit, they cannot airdrop and must use their Move Mode side.

In either case, they cannot be placed into Reserve or Strategic Move Mode.

Regardless of the insertion method, Soviet SF units are free from all supply considerations (fuel, trace, combat) during their short life. They can freely move through German occupied hexes (provided the Soviet player has not yet used them for any of the actions listed below)...they can even stack with German units (they serve no function that allows the Soviet player to look at the stack).

Each SF unit can execute the following while on the map:

- 1) Act as a normal combat unit in attack or defense.
- 2) Spot for artillery or air strikes.
- 3) Capture enemy airfields, supply dumps, trucks, wagons and such.

Unlike the German Brandenburgers, these Soviet units cannot be used to reduce German ARs.

This option gives the German player 1 Victory Point.

4.0 Victory

4.1 Basic Victory Concepts

What follows is the original GBII victory calculation system. It will be needed for the smaller scenarios and can be used as it always has to serve for campaign game victory. Owners of CB can elect to use the victory conditions for that game, but only for campaign scenarios.

Only the German player counts Victory Points in this game. Certain Soviet actions give or take VPs from the German player, but only one total is maintained.

A player "holds" a hex for victory purposes if he occupies the hex or was the last to occupy it. A city is "held" only if each city hex associated with that city is held (one or two hexes in most cases, the seven Major City hexes in the case of Moscow).

Each scenario will list the Victory Point levels applicable to that scenario.

Victory Points are awarded due to the German player holding certain cities, options used, and if Stalin is captured or evacuated.

Add VPs given to the German player and subtract VPs listed as costs from the German player's on-map VPs to determine the German VP total.

Victory in this game is determined by simply doing better or worse than the historical frontal location.

4.2 Moscow: The Big Plum

Victory is a long term issue in this game. Moscow is a major issue, but is not the magic bullet that will end the war in one fell swoop. If the Germans hold over half the city (4 of the 7 Major City Hexes) the effects set out below take effect. These effects are turned on or off automatically as the city hexes change hands (there is no redress for effects already suffered in earlier turns), with the exception of 4.2b. If the Germans hold all 7 hexes at the end of play, they get the VPs for Moscow as well.

4.2a Incoming Russian Repls, SPs, Rail Cap. Divide Repls and Rail Cap by 2 (round normally). Remainder is lost. Russian Supply Table rolls are always considered to be a "2" (i.e. the table minimum).

4.2b Partisans. No Partisan Attacks allowed from this point on. This restriction does not end if the Russians regain control of the city.

4.2c Russian Action Rating 4 Units. No Soviet reinforcements arrive that have an Action Rating of 4. No Guards conversions to AR 4 are allowed. Dead AR 4 units cannot be rebuilt.

4.2d No New Trucks. No Soviet Truck Point reinforcements arrive, including any from the Repl Table.

Design Note: Some feel that the capture of Moscow would end the War in the East. I do not believe this to be the case. What would happen, I believe, is that Stalin's war machine would continue, but would be hurt badly, by the loss. You will find that the Russians are still in the war should they lose Moscow (and have a chance to retake the city), but that they are hurt in transportation and some production (4.2a), and will to fight (4.2b, 4.2c). 4.2d reflects the loss of some Lend Lease truck shipments from the US. The net effect of this rule is to give the Germans something serious to aim for in the early parts of the campaign (rather than digging in to hold on for the long haul) and to keep players from charging after Sudden Death windmills.

Case Blue Rules Changes

1) The Axis **cannot** make use of unconverted Russian Railways south of Rostov (do not apply **CB** 1.12c). The Axis can, however, use Secondary Roads (but never Tracks) for Trace purposes south of Rostov.

The Russians, meanwhile, can use all Secondary Roads and Tracks for Trace Supply purposes south of Rostov.

2) Reword the first sentence of 1.6a replacing "rail entry hex" is with "rail, road, or track entry hex" instead. These include all the "Star" hexes on the south map edge as well.

3) Russian aircraft are restricted in that they can only do Fighter Sweep, Barrage and Trainbusting missions at or within 20 hexes of their base.

Optional Rules for Guderian's Blitzkrieg II & Case Blue

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Introduction

With the publication of **Guderian's Blitzkrieg II** and **Case Blue** players can simulate most of the eastern front in WW2 from October 1941 into March of 1943. Dean's philosophy has always been to focus on the player as the operational commander and keep the "extra-theater" elements to a minimum. There are two very good reasons for this: to maintain playability and to contain the design challenge. This focus and apparently simple game mechanics are hall-marks of the *OCS* system. While the series started as an examination of limited operational situations, the "Typhoon" offensive in 1941 and the "Uranus" offensive of 1942-43, the combined **Guderian's Blitzkrieg II** and **Case Blue** games cover such a large period that strategic considerations are unavoidable.

These optional rules give players the ability to add some strategic variables back into the game. Much of the following is based on the works by Richard J. Evans' *Third Reich in Power*, Adam Tooze's *The Wages of Destruction* and the DVA Series *Das Deutsche Reich und der Zweite Weltkrieg*.

For simplicity, **CB** rule and scenario numbers are used throughout.

Hindsight and Morality

Hitler's Nazi-Germany and Stalin's Soviet Union were two of the most odious regimes in history. The War in the East is intimately linked to the increasing brutality of the Nazi regime culminating in the planned annihilation of entire peoples. For military historians the conflict continues to be of interest as it is one of the largest and most intense campaigns ever fought. These optionals are in the spirit of examining the conflict from a historical military perspective.

For most post-war observers, that Hitler felt that the USSR presented much less of a military obstacle than France is mind-boggling. German preparation for the entire initial campaign was planned by a miniscule staff based on a delusory and ridiculously low Intelligence estimate. Conversely the USSR had begun many reforms that would

ultimately ensure victory but, under Stalin, adopted a strategic posture that was equally wrong. Worse, Stalin continued to maintain the fiction that his pre-war strategy was valid well beyond the point of reason, costing the Soviet Union well over 4.3 million casualties including 2 million killed and captured in 1941 alone. Since players benefit from hindsight, the various options are balanced based on the *likelihood* of actual occurrence and not necessarily in relation to the *effort* required to implement. So some very easy things, such as not ordering that all Soviet Communist leadership be shot on sight (the Commissar Order), were a fundamental part of the Nazi ideology and as such should be very difficult to change in the game's context.

Axis Options

One of the elements that has emerged from scholarship is just how inefficient the Nazi-German economy was and how much of this inefficiency was driven by the unalterable and terrible irrationality of the ideology. Perversely enough, within the ideological constraints of the Hitler Regime, the Nazi-State did manage to run things more efficiently than previously assumed. The result is that structural changes have far more to do with "changing" the ideology of the Nazi-regime than any technical or economic factor. A classic example is the use of Luftwaffe Ground personnel. From any functional perspective, creating a duplicate "Army" out of nothing in the middle of a war made no sense. But through the lens of Nazi Ideology, the Luftwaffe was a "pure" creation of the Nazi-State untainted by "recidivist" thinking like that in the Prussian "Feudal" dominated Army. Since Nazi-ideology stated that the "Will to Victory" was more important than mere tactical and technical competence, it followed naturally that the Luftwaffe should be a far better fighting force. When it failed, the Party's Army, the SS, was entrusted with "saving" the Reich.

a) Luftwaffe Ground Force Rationalization

Typical of the Nazi regime's fiefdoms, when Army losses needed to be replaced Goering refused to allow Luftwaffe personnel to be made available. When finally forced by the Stalingrad debacle to release Luftwaffe personnel, the soldiers were introduced under separate Luftwaffe formations.

Here the Axis player can simply take the manpower as part of the regular Army (*Heer*) replacement pipeline. Convert any

entering Luftwaffe units to Repls they would use to be built, but have them arrive one month later than they would have. This simulates the additional training needed.

Ignore any Luftwaffe ground unit removals or transfers.

A few specialty Luftwaffe units are not converted and remain as is, coming into play at the normal time (to include possible removals and transfers). This includes all **Abn Inf units** (such as 100 zbV or the Sturm regiment battalions) and the **7 Flg Div**.

b) 1st Kavallerie Division remains Cavalry

This famous Prussian Cavalry formation was withdrawn in the winter of 1941 and reconstituted as the 24th Panzer Division. Here players can keep the Division as a Cavalry formation and put the replacements to other uses, at a cost.

Keep the 1st Cavalry Division on the map until the first moderate frost. Then either 1) remove the division until the following 1st “mud” turn (any) or 27 game-turns whichever is **longer** or 2) choose to keep the division.

If the division is removed for the winter, you can rebuild 2 Pax worth of losses “for free”.

If not removed, immediately eliminate 3 Wagon Points and receive no “free” replacements. *Russian winters were extremely hard on European horses.*

Players must make this choice during both winters 41-42 and again 42-43.

Using this option, the Axis player can remove one panzer division any time before 15 November 1941 and rebuild it for “free” (excluding any organic trucks) but including its Motorized Infantry to PG conversion and its PJ Battalion. This is **one-time only**, so consolidating and shipping the most destroyed panzer division is advisable. The division returns on 1 June 1942 and remains in play normally thereafter.

The 24th Panzer Division is not used if this option is chosen.

c) 11th Army: The “Siege Army” German 54 Corps and 30 Corps

Historically the 11th Army with these two Corps were tasked with the job of taking Sevastopol “prior” to the Axis campaign in the south in 1942 (Fall Blau). Historically, this took until the 4 July. Immediately following its fall, the 11th Army was transferred north to Leningrad where it was to take the city in the same fashion. The campaign’s estimated expenditure of 70,000 Axis casualties (2,000 officers) and the 50,000 tons (100 30-car trains) of ammunition (mostly artillery) was never made good. The 11th Army was broken up piecemeal to fill AGNs need for replacements in the face of strong local Soviet attacks during the latter half of 1942. Leningrad was never attacked.

In this option the Axis player is forced to aggressively attack towards Rostov and Sevastopol both in 1941 and 1942 or lose forces to other theaters. Earlier than historical success for the Axis garners Strategic Victory Points. The requirement to make this effort will impact the campaign game by swinging the balance more toward the Russians—as few players ever expend anything like the effort done historically to achieve these objectives, saving those resources to cause havoc elsewhere.

1941 Axis Required Effort versus Rostov and Sevastopol

Required effort in 1941: By 1 Jan 1942 the Axis player must have launched at least **one** spotted (units adjacent) barrage on any city hex of Rostov and any level 3 or higher Hedgehog hex of Sevastopol. Failure to barrage **either** of them results in the permanent removal the 22 Inf Division on 1 Jan 1942. If only one is barraged, permanent removal of the 22 and 132 Inf Divisions, 610 Flak Bn and 30 Corps HQ on that date.

Required Effort in 1942: If by 1 August 1942 the Axis player has taken Sevastopol itself, only the historical withdrawals occur, otherwise he must withdraw the equivalent in **full-strength** units instead and cannot use any eliminated or units with destroyed steps to fulfill the requirements. This includes all steps of any multi-unit formation.

The 1942 Siege Train

Hitler felt the whole of the Crimean and above all Sevastopol posed a critical threat to the Rumanian oil fields. In early 1942 OKW/OKH released a massive siege train to reduce the fortress, arguably the most heavily fortified city in the world at the time. In this option the siege train arrives in the spring of 1942, as it did historically:

1 Apr 1942: 2x Siege Arty Bn
1 May 1942: Dora RR Gun Bn, 2xRail Mortar Bn (Odin, Thor), 459 RR Gun Bn, 688 RR Gun Bn

11th Army Order of Battle and Location Status

Arrival	Departure	Unit	New Arrival	Notes
Start	15 Aug 42	54 Corps HQ		To AGN
Start	15 Aug 42	30 Corps HQ		To AGN
1 Apr 42	15 Aug 42	28 Jäger Div		To AGN
5 Oct 41	1 Aug 42	170 Inf Div		To AGN
Start	15 Aug 42	24 Inf Div		To AGN
Start	Remain	46 Inf Div		To AG “A”
Start	Remain	50 Inf Div		To AG “A”
Start	19 Aug 42	72 Inf Div		To AGC
Start	1 Aug 42	22 Inf Div		To the Aegean
12 Oct 41	26 Aug 42	132 Inf Div		To AGN
Emergency	1 Aug 42	Dora RR Gun	1 May 42	
Emergency	1 Aug 42	2xRail Mortar Bn (Odin, Thor)	1 May 42	
Emergency	1 Aug 42	459 RR Gun Bn	1 May 42	
Emergency	1 Aug 42	688 RR Gun Bn	1 May 42	
Emergency	1 Aug 42	2x Siege Arty Bn	1 Apr 42	36-2-1
Start	1 Aug 42	2x Arty Bde		26-2-2
5 Dec 41	1 Aug 42	RR Bn 106		
Start	1 Aug 42	Flak Bn 22		(7)-4-3
Start	1 Aug 42	Flak Bn 610		(7)-4-6
15 May 42	5 Aug 42	(Fkl) 300		renamed (Fkl) 301

d) Major German Airlift

Remove all Ju-52s from Emergency Reinforcements and OoA. Ignore the transport aircraft arriving on 1 Jan 1943.

One Ju-52 arrives on the first turn of the very first Soviet Massive assault and one more on 19 August 42. The remainder arrive after any Soviet massive Assault on or after 1 Sep 1942 as follows:

Turn	Unit
+1	1x Ju-52
+2	1x Ju-52
+4	1x Ju-52
+13	2x He.111zbV, Ju.86 Fw.200 Do.17 w/ Glider, He.46 w/Glider He.111zbV w/Glider He.111z w/Glider

e) No Waffen-SS

In this option, the SS is confined to its internal security function and does not duplicate the field army structure. This option can only be chosen for a October 1941 campaign start.

All of the SS mobile formations **except** the Wiking Division and Das Reich Panzer Division (DR) are permanently removed from play.

Do not use the LAH Bde, R Mtr Div, SS Cavalry Division, LAH and TK.

All independent SS units remain and enter and exit per the OoA normally except where noted.

Ignore the Aufklärungs Battalion Reorganization on 29 March 42. They all remain in play and can be rebuilt normally.

Additionally, roll one die for each Eq Repl obtained from the Axis Repl Table.

Roll	Receive...
1-2	...only the original Eq Repl
3-4	...the Eq Repl plus one Pax Repl
5-6	...the Eq Repl plus another Eq Repl.

This simulates the removal of major inefficiencies that were historically incurred by the adding yet another “ground Army” in the form of the Waffen SS.

Wiking was maintained initially by a large percentage of foreign volunteers, though this changed as the war went on. Below the DR SS Panzer Division is being used as a stand-in for an up-gunned Wiking.

“No Waffen-SS” arrival and set up changes in addition to those listed in the rules above:

- **GBII Oct 41 Start:** Add the 5th Panzer Div (Organic Truck); 3rd Panzer Div (III/6 Pz Bn); 26-2-2 Arty Bde; 5x 4-4-3 Breakdown Rgts and 1x Eq Repl anywhere on or behind the start line.
- **5 April 42:** Do not remove the 4-4-4 SS Cav Rgt (1 SS, 2 SS), and replace one destroyed Arty Rgt (not Bde), if there is one in the dead pile.
- **1 June 42:** Add the GD Mtr Div (2 Pz Bn), and the GD 26-4-3 Arty Rgt is retained throughout the game.
- **1 Oct 42:** Rebuild any four German Panzer, AG, Pz Recon or Krad Bns, one PJ or Flak Bn, plus one Arty unit (any kind), and one Organic Truck. Add 4x Pax Repls to the reinforcements. *This represents the SS LAH being released prior to the end of the campaign season instead of being held back to form a Corps. Remove SS Wiking (all).*
- **1 Dec 42:** Rebuild any six German Panzer, AG, Pz Recon or Krad Bns, one PJ or Flak Bn, plus one Arty unit (any kind), and one Organic Truck. Add 4x Pax Repls to the reinforcements. *This represents the SS TK being released earlier instead of being held back to form a Corps.*
- **1 Jan 43:** GD Mtr Div (Tiger Co); plus it can be rebuilt **twice**.
- **29 Jan 43:** SS Panzer Corps HQ (simulating an Army HQ with extra transport); Enter SS-DR Pz Div (R Aufk Bn, 1-DR, 2-DR Pz Bn, DR AG Bn, Führer PG Rgt, Deutld Mtrd Inf Rgt, DR PJ Bn, DR Arty Rgt, Organic Truck), rebuild any 16-2-3 Werfer Bn. *This represents the Wiking converting from a “volunteer” unit to the SS showcase combat formation.* Instead of taking the SS-DR Division, Players can elect to rebuild any five German Panzer, AG, Pz Recon or Krad Bns, one PJ or Flak Bn, plus one Arty unit (any kind), and one Organic Truck. Add 4x Pax Repls to the reinforcements.

f) Centralized Axis Logistics

Use both of these existing optionals:

- Better winterized locomotives
(GBII 2.6a, CB 6.0d)
- Reduced Infantry attrition
(Ignore 2.3c)

Soviet Options

An appreciation that has emerged since opening (and now sadly closing) of Soviet-era archives is of just how well the Soviets ran their war economy and they're ability to "out-think" the German High command on a strategic level. This contrasts greatly with the terrible Soviets operational performance through the second period of the war which improved, but was still making serious operational mistakes, until the end of the war. This creates two problems:

- Firstly, when it comes to numbers of replacements and quality of weapons most historians would agree that the Soviets were at the apex of expected efficiency, in contrast to the Nazi-German government. This limits the number of plausible major options open to the Soviets.
- Secondly, the operational matters are what the system itself is about and Dean has placed as few restrictions as possible on both players. This leaves little room for modification.

That said, the Soviets do get some options and can try to build a higher-quality force sooner at the cost of large, low-quality forces earlier on.

a) Better Soviet Infantry Training

Many of the lower AR Soviet Infantry in 1941 and 1942 were so rated because of the hurried training of both troops and their leadership, especially in higher formations. Here the Soviet player can elect to increase the quality of the lower AR forces by allowing them more time to train.

Replace any 10-0-1 or 11-1-1 Infantry Divisions on map or arriving as a replacement with an 11-1-1 or 12-2-2 upgrade.

A single Action Rating upgrade (i.e. 10-0-1 to 11-1-1 or 11-1-1 to 12-2-2) pushes the unit off map for 8 plus 1d6 turns at which time it enters as a regular reinforcement. Place lower Action Rating unit into the dead pile.

A 10-0-1 can upgrade all the way to 12-2-2 by the same process but for a 16 plus 1d6 turns of delay.

No division can become an Action Rating 3 unit in this way.

This option expires on 1 Sep 1942.

b) Earlier Commissar Military Reforms

The Soviets maintained a separate military and political leadership chain-of-command that was finally disbanded in late 1942. This "split" leadership was to ensure that the Party retained final control. While allowing the Soviet state to maintain cohesion through ruthless discipline during the critical first 18 months, this dual command structure often lead to poor combat results. Here players can move to a unified command structure from the start.

At the beginning of any Scenario starting in 1941 or June 1942, the Soviets can declare that the Commissars have been subordinated to the military commanders. Exactly one month (9 turns) later Soviet combat results are affected as follows:

When any Action Rating 1 or 2 unit or any unit with a Move Mode Action Rating less than it has in Combat Mode (many Soviet Mech and Armored units) is selected to be the Action Rating unit of a combat (the combat's "brain") the surprise roll itself determines if there is a change to the unit's Action Rating.

Roll	Result
Doubles	Reduce the Action Rating by 1
7	Use the printed Action Rating
Other	Increase the Action Rating by 1

Doubles defined as both dice reading the same numeric result.

This effect ends on 1 Nov 1942.

Historical Note: The Soviet command structure grew together in large part because 'bad' commanders usually being killed or captured by the Axis and 'good' commanders, either Commissars or military, being given control. The political control early on was able to maintain military cohesion in the face of catastrophes that probably would cause most governments to collapse. But this did result in very unimaginative, doctrinaire thinking that almost certainly increased the size and scope of these disasters.

c) Earlier Soviet Mechanized Corps Formation

The Soviet Mechanized Corps evolved into their premier offensive force, but due to losses couldn't be staffed until the end of 42 and didn't come into their own until the summer of 43. In this option the Soviet player can choose to form the first wave of Mechanized Corps earlier, but this delays the formation of follow on Mechanized Corps.

Note: No cadre is left to form the other corps.

- 1 Mech Corps, 2 Mech Corps and 3 Mech Corps enter 3 months early: 1 Mech Corps on 8 June 1942, 2 Mech Corps on 12 June, and 3 Mech Corps on 19 June.

- All others enter 2 months late, including all Guards conversions: 4 Mech Corps on 15 December 1942, 1 Gds Mech Corps & 13 Mech Corps on 1 Jan 1943, 6 Mech Corps on 5 February, 5 Mech Corps on 12 February, 3 Gds Mech Corps on 19 February, and 2 Gds Mech Corps on 22 February.

d) Soviet "Maskirovka" Operational Deception: The Front Reserve Box (FRB)

The Soviets were able to conduct large scale deception operations with varying success throughout the war. This option allows the Soviets to create a hidden "off-map" holding box. This notional box, the Front Reserve Box (FRB), can then be filled with units and supply (but no air units) which do not appear on the map. The purpose is to allow the ability to build large force concentrations without alerting the Germans. The Front Reserve Box units are spread out over a very large area surrounding the placement hex but in much lower states of readiness. The units were formed into combat capable units shortly before being committed to battle. These operations use large amounts of staff and logistical resources, hence the SP cost.

Earlier in the war the Soviets had trouble coordinating and managing their Maskirovka operations which accounts for the smaller sizes and greater chances of delay at that time.

Creation & Placement: The Soviet player can “buy” a certain-sized Front Reserve Box by expending SPs. SPs are expended in the usual manner as if the FRB hex was drawing them itself.

The Front Reserve Box must be located on a hex that contains both:

1. A rail connection to a functioning supply source or map edge.
2. A city, minor city or village.

Once selected the FRB **cannot** be moved, although the FRB can be emptied and a new one purchased elsewhere. A given FRB cannot be ‘upgraded’ after placement.

Record the location of the FRB and it can begin to accumulate units and SPs.

An FRB has a duration, the maximum number of turns it may exist after its creation. **Example:** 5 turn duration box is created on the Nov 1 turn it would have to be released no later than the Nov 19 turn.

While the FRB exists, it (and the units theoretically within it) is unaffected by any Barrage that happens to hit its hex.

Filling: A Front Reserve Box is filled by moving units to its hex location by rail or regular movement, in any phase. Extenders **cannot** be stored in a FRB. Truck and Wagon Points can be and can be loaded while in the FRB. Units cannot be in Reserve while in an FRB. There are no additional entry costs other than that of normal movement. Road movement costs can be used. Once in the hex, place the unit/SP/Transport Point in any convenient place off map. Units inside an un-Activated FRB do not count for stacking, density or any other purpose. Once Activated, the units that successfully release become normal on-map units for stacking and so on.

Emptying: Units can be moved out at any time (except an actual Activation, which follows the rules below instead) but at a cost of all their MA (i.e. they move out one hex and stop using the “you can always move one hex” rule. An FRB can be emptied by moving all the units out of it, thus freeing it for use elsewhere.

Activating an FRB: To Activate a Front Reserve Box, first place any convenient marker on the FRB’s hex at the beginning of a Soviet turn. Following the Soviet Combat Phase, the units in the FRB get to move (in their own little post-Combat Movement Segment, provided they pass the *Release Dice Roll* below by rolling the

listed value or more). If released, they can move from FRB hex using their full MA. They cannot overrun or move into ZOCs, but they can move adjacent to enemy units. Units released from a FRB are not eligible for any activity in the Exploitation Phase, nor can they enter Reserve Mode the turn they are released.

An FRB can be Activated from the turn following its creation until automatically released at the end of its duration.

Release Dice Roll: Roll two dice for each unit (once for a multi-unit formation), each SP, and each Transport Point. If the unit/SP/Transport Point passes the roll, it arrives in the release turn. If not, it enters as a regular reinforcement in the next Soviet player turn (and not directly from the FRB).

The Soviets often had trouble getting units into position on time. The delay actually a staff error resulting in units not getting sent to the right places.

Discovery: Following each Soviet Combat Phase, the Soviet player checks each FRB to see if it is discovered [yeah you gotta trust your gaming buddies]. Roll one die for each FRB, it is discovered on a modified roll of 1 or less.

Discovery Roll Modifiers:

- FRB inside Soviet Patrol Zone: +1
- FRB inside Axis Patrol Zone: -3
- FRB at or within 2 hexes of an Axis unit that is in Trace Supply: -1

All are cumulative.

If an FRB is discovered it activates that turn and all Release Dice Rolls are modified by -3.

Do not roll for discovery for an FRB that is being activated that turn by the player.

Adjacent to Axis Units: An FRB is automatically discovered if any Axis unit moves adjacent to its hex.

At the moment this happens, pause the Axis Player Turn for the Soviet player to make his Release Dice Rolls (with the -3 above). Soviet units that pass set-up anywhere at or within a 2 hexes of the FRB, including hexes adjacent to Axis units (ZOC or no ZOC), but not in any hex containing Axis units (including the one that triggered the release). Following this procedure, the Axis player resumes his turn and can continue to move with the triggering unit should it have MA remaining.

FRBs Nov 1941 through

March 1942

Number of FRBs allowed in play at any one time: 1

Cost	Cap	Duration	Release Dice Roll Pass on...
6 SPs	4 REs	5 turns	6 or more
10 SPs	7 REs	3 turns	7 or more

FRBs April 1942 through

August 1942

Number of FRBs allowed in play at any one time: 2

Cost	Cap	Duration	Release Dice Roll Pass on...
12 SPs	8 REs	8 turns	6 or more

FRBs September 1942 through end of game

Number of FRBs allowed in play at any one time: 3

Cost	Cap	Duration	Release Dice Roll Pass on...
8 SPs	6 REs	10 turns	4 or more
18 SPs	12 REs	7 turns	5 or more
30 SPs	20 REs	5 turns	6 or more

***Play Note:** Combining Front Reserve Boxes with a Massive Assault gives the Soviet player the ability to gain an incredible operational surprise. However, FRBs are expensive both in SPs and in the resources necessary to keep them from being discovered (both strong fighter coverage and solid frontlines). They also take time to fill and have a limited duration so timing is very important. The smaller, cheaper and longer duration FRBs are useful on the defense as they can be placed along likely routes of advance and the released for shock effect on the flanks. A major effect will be the existing threat that the FRB places on the Axis, empty looking flanks in backwater sectors might no longer be ‘empty.’*

Other Options

a) Additional Soviet Off

Map Airbases

Saratov: Level 2 Airbase, AEP at EatG C62.27:15 Hexes

Saratov is just-off the north east corner of EatG Map C along the Volga from Kamyshin. It can be improved to Level 3 normally. Supply and units, (up to 6 REs), can be stored there for transport use or airborne landings. Pay normal refit costs here; thus base is not free.

Ryazan: Level 2 Airbase, AEP at EatG C9.35:45 Hexes

Ryazan is in GBII E17.10 and within the air umbrella of the Moscow PVO (The "Death Star"). It cannot be improved and no supply or units can base there. There are no refit costs here. Use this as an off-map Airbase only when GBII is not in play.

b) Emergency Forces

The real emergency forces are split between the emergency force pool and regular OoA. This option breaks them out and attaches them to specific game events.

Axis Emergency Forces

The bulk of the Axis emergency forces were created and released as the result of large-scale Soviet Offensives, in OCS the "Massive Assaults."

The first Massive Assault was the "Stalin Offensive" launched on 5 December 1941, but in game turns declared at the "bottom" (Soviet player turn) of 1 Dec 41. The Germans were woefully unprepared for these attacks and virtually no manpower reserves existed.

The actual turn as well as the 'tracking time' from when the massive assault was launched is noted below.

When used, this rule replaces the existing Emergency Reinforcement system in its entirety.

The first "Massive Assault" in each period unlocks the extra Axis reinforcements listed. The "start turn" is the 'bottom half' of the turn the Soviets declare the Massive Assault; the "Track" is the number of turns after that declaration that the listed reinforcements enter. The extra reinforcements enter at any City or HQ hex in trace supply. Aircraft can enter on any supplied Air Base. The "Maps" column indicates the map-set a unit **must** be placed; if that map-set is not in play the reinforcement does not enter.

Oct 1941 through March 1942

Track	Unit	Maps
+2	1x Ju-52	GBII
+3	Schlemm Bde	GBII

Axis Emergency Forces from April 1942 through March 1943

Track	Unit	Maps	Notes
+1	Mieth Corps HQ 6-5-3 LW KG (Stahel). Mtrd Inf KG (Adam, Heilman, Huffman, Spang) LW KG (Heinemann) Cossack Cav KG (v.Pannwitz)	Any Any Any CB	
+2	6 Pz Div (I/11 Pz Bn, II/11 Pz Bn, 6 Krad MC Bn, 4 Mtr Inf Rgt, 114 PG Rgt, 76 Rgt, Organic Truck) Lt Pz Bn (700 zbV), Fkl Pz Co (Abndrth)	Any Any	From Strategic Reserve in France
+4	Ost Bn (615, 616, 617, 619)		
+5	8 Pz Div (I/10, III/10 Pz Bn, 8, 28 Inf Rgt, 59 Aufk Bn, 8 Krad Bn, 43 PJ Bn, 8 Arty Rgt, Organic Truck)	GBII	From AGN; arrives either via rail or any Axis controlled road/rail hex on the north edge of GBII
+6	20 Mtr Div (76, 90 Mtrd Inf Rgt, 30 Krad MC Bn, 20 Arty Rgt, Organic Truck)	GBII	From AGN; arrives either via rail or any Axis controlled road/rail hex on the north edge of GBII
+7	Ost Inf Div (v.Stumpfld)	EatG or CB	

Soviet Emergency Forces

There are no longer any "Emergency" or "South Edge Box" forces. Those forces in **Case Blue** are now part of the Iran & Turkish Border Force and are released when or if the following conditions are met.

Group 1: Release if any Axis unit moves **south** of row xx.20 on Map F (Crimea) or on the 15 Dec 41 turn whichever happens first. Enter at the port of Novorossiysk.

- 44 Army HQ,
- 12-2-2 Inf Div (151),
- 10-2-2 Mtn Inf Div (138)
- 11-1-1 Inf Div (386, 390)

Group 2: Released if any Axis unit comes **within 3 hexes of Krasnodar or Armavir** whichever occurs first. Enter at Grozny or any south edge supply source.

- 10-3-3 Mtn Inf Div (77, 83)
- 12-2-2 Inf Div (394)
- 11-1-1 Inf Div (75, 345, 400, 402, 404, 408)
- (2)-0-3 NKVD Sec Rgt (116 RR, 119 RR)

Group 3: Released if any Axis unit comes **within 10 hexes of Grozny**. Enter any south edge supply source or South Edge Map Box.

- 45 Army HQ,
- 13-4-3 Mtn Inf Div (20)
- 10-3-3 Mtn Inf Div (83)
- 12-2-2 Inf Div (409)
- 11-1-1 Mil Div (1 Baku, 2 Baku, 3 Baku)
- 10-1-2 Mtn Inf Div (68)

Soviet Special First Turn Breakout

This rule applies to all Oct 1941 Scenarios (7.1 & 7.2), the 29 June 1942 Scenarios (7.5 & 7.6) and the 8 July 1942 Scenarios (7.7 & 7.8). It can be applied **only** on the *first* turn of these scenarios.

All restrictions on ZOCs, and range-to-supplied friendly units are lifted.

Especially in the first turns of the GBII Oct 41 Scenario (7.1) players have optimized the opening Axis moves such that a disproportionate amount of Soviet forces get trapped without any chance at breakout. This rule mitigates this super-optimization. Soviets will still be trapped in large numbers, but a third of them will still achieve breakout.

Logistical Inertia

What follows is a series of adjustments to the logistical network in **Case Blue** and especially in massive linked games of **Case Blue** and **GBII**. These are concepts jotted out by Dean from notes and ideas from Morris and Thomas. One should be cautioned in that these options are designed with **expert** play levels in mind. If you are just starting out in *OCS* or these massive games, I'd advise sticking to the *rules as written* until you get a great deal of confidence in your ability to squeeze every bit of performance out of your *OCS* army. At that point, you'll be ready to deal with the "brakes" being applied below. Interjected too soon in your development and you'll find they make a difficult task nearly impossible.

Each rule indicates if it is *merely* ("Level 1") or *intensely* restrictive ("Level 2"). Even experts will have difficulty operating under any Level 2 rules, even if the result is a better simulation of the actual events.

RR Conversion Slowdown (Level 1)

Each RR unit can only convert 2 hexes per turn. Such units can stack (to a maximum of three in one hex) so that they convert a 6 hex length per turn.

Extenders (Level 1)

The player can convert regular Transport Points to Extenders as per the normal rules, but once converted, they must remain an Extender for the remainder of the game (in other words, they **cannot** return to "free truck/wagon" status). Any Extenders specified in the set up must remain as such for the entire game. Transport Points must "unload" any cargo before converting. Extenders can never carry actual SPs. To convert into an Extender, the Transport Points pay 1/2 MA.

Extenders have two modes (both using the same counter-side, so designate them by their orientation in the hex): Move and Emplaced. It costs 1/2 MA to switch from one mode to the other.

Move Mode Extenders move using an MA of 10 (giving both Truck and Wagon Extenders the same "speed" when changing location). Move Mode Extenders cannot be used for Trace Supply.

Emplaced Extenders can move 1 hex per turn or can be moved by Rail Cap at a cost of 5 REs. Emplaced Extenders can be used for Trace Supply.

Do not roll for capture if the enemy enters a hex containing an Extender. Merely place the Extender into Move Mode and displace it up to 10 hexes out of the way.

Oct 1941 Starts Special Rules

Panje Wagons (Level 2)

Do not use Panje Wagon Commandeering or Truck Attrition. Instead, on the first Freeze (of any type) in 1941, convert each *Truck* Extender on the **GBII** maps into a *Wagon* Extender. Allow the new Wagon Extender to shift position up to 5 hexes so as to allow the Trace Supply network to continue to function as best it can.

Russians with Greater Depth (Level 1)

Allow the Russian player to redeploy 6 infantry divisions (12-2-2 or 11-1-1) and one Army HQ from within 10 hexes of Spas Demansk to any desired hexes nearer to Moscow.

Distribution Inefficiency (Level 2)

In the first winter during any Freeze turn (any type), the Axis cannot pay 1 SP per Corps or 1 SP per division for fuel. Instead, he must pay 1T per unit.

Summer of 1942 Special Russian Reinforcements (Level 1)

Allow the Russian player to obtain two 12-2-2 (or worse) infantry divisions from the dead pile each turn as reinforcements from 29 Jun 42 until 15 Aug 42. *These represent the release of additional strategic reserves during the disastrous initial period of the German 1942 summer offensive.*

OCS Rebuilds

Not specific to just **CB** or **GBII**, this option is applicable to all *OCS* games. It addresses the fully justified habit of players to hoard Repls such that their "good" units are already rebuilt should they get killed off. There are several elements below, use all of them if you want this option to work as intended.

No Hoarding

Allow no Repls received to actually enter the map. They must be used at the moment they are created to rebuild what is available in the dead pile or to replace step losses on the map. If a scenario comes with Repls set up and in play, those (and only those) can be hoarded for later rebuilds using the usual rules.

Since rebuilds from the dead pile occur instantly, the resultant unit enters play at any friendly HQ that is in Trace Supply. Step losses being replaced on the map **require** the unit in question to be in real Trace Supply (not Tree Bark Soup, Sausages, or other stand-ins).

One Repl Rebuilds

Every step costs only one Repl to rebuild, regardless of what the Common Rebuild Table calls for. If the table calls for 2x Pax, then the step rebuilds with 1x Pax. If it is a mix (e.g. 1x Pax, 1x Eq), then the step is rebuilt using 1x Pax unless the unit has a Tracked MA (on either side of the counter), in which case it costs 1x Eq.

Cheap Russian Infantry

One Pax rebuilds any 12-2-2, 11-1-1 or 10-0-1 Russian Infantry Division from the dead pile to full strength. Select the division **randomly** from all those of these three types currently in the dead pile (use a cup).

Only one such 'cheap' division can be built in a single turn. A single Pax can also replace one step in such a division on the map, but that is obviously wasteful. (No, you can't rebuild the step losses in two divisions for 1x Pax.) This one will throw balance toward the Russians somewhat, take care when loading it in on top of the other options that make life much more difficult for the Germans.

Abbreviations

Abn—Airborne
AG—Assault Gun
Arty—Artillery
AT—Anti-Tank
Aufk—Aufklarungs
Bde—Brigade
Bdr—Border
Bn—Battalion
Brkdw—Breakdown
Brynsk—Bryansk
Cav—Cavalry
Cdo—Commando
Co—Company
Com—Composite or Communist
d—Dismounted
Deutld—Deutschland
Div—Division
Dp—Deep
DR—Das Reich Panzer Div
Est—Estonian
FA—Field Artillery
FJ—Fallschirmjäger
Fld—Field
Flg—Flieger
Füs—Füsilier
GD—Grossdeutschland
Gd—Guard
Gren—Grenadier
Grp or Gp—Group
Hun—Hungarian
Ind—Independent
IRGD—Infanterie Regiment Grossdeutschland
Jg—Jäger
Katy—Katyusha
KG—Kampfgruppe
Kor—Korück
Krd—Kradschutzen
L—Lehr
Lat—Latvian
Lngmk—Langemarck
Lt—Light
LVF—Legioné Volunteer Francais
LW—Luftwaffe
M—Mech
MC—Motorcycle
MG—Machine Gun
Mil—Militia
Mod—Moderate
Mos—Moscow
Mtn—Mountain
Mtr or Mtrd—Motorized
NKVD—Soviet Internal Security
Para—Parachute
PG—Panzer Grenadier
Pio—Pioneer
PJ—Panzer Jäger
Pol—Police
Pz—Panzer
R—Reich or Rifle
Rec—Reconnaissance
Rgt—Regiment
RONA—Russian People's Army
RR—Railroad
Sec—Security
Sep—Separate
Sp—Spanish
T—Tokenkopf Mtrd Div
TK—Tokenkopf Panzer Div
Tk—Tank
UR—Fortified Area
Werfer—Nebelwerfer

For Further Reading...

There are a number of fine works that can be used to gain a better understanding of what happened on the central section of the Eastern Front during this time period. Let me just say that Guderian's *Panzer Leader*, Haupt's *Army Group Center* or *Assault on Moscow, 1941*, Stolfi's *Hitler's Panzers East*, Fugate's *Operation Barbarossa*, and anything by "Paul Carell" are **not** among them. Feel free to disagree, but that is my opinion—each of these fails in one way or in many (take your pick).

The best volumes on the Battle for Moscow are Klaus Reinhardt's *Moscow—The Turning Point* (ISBN 0-85496-695-1) from the German perspective and *Battle for Moscow: The Soviet 1942 General Staff Study*, Michael Parrish, editor (ISBN 0-08-035977-9) from the Soviet point of view.

More general works that have reasonably complete discussions of this fairly forgotten portion of the front are Ziemke's *Moscow to Stalingrad: Decision in the East* (good sections on the "clean up battles" in 1942), as well as Clark's *Barbarossa* (ISBN 0-688-04268-6) and Seaton's *The Russo-German War, 1941-45* (ISBN 0-89141-392-8). These volumes (together with Ziemke's *Stalingrad to Berlin*) form the best commonly available general histories of the War in the East, though Clark and Seaton do not discuss the summer 42 operations in AGC in their effort to cover the preparations and execution of the Stalingrad Campaign. For a better view from the Soviet side of the hill, I suggest John Erickson's two volume set *The Road to Stalingrad* and *The Road to Berlin*.

Of interest to players looking for much more information on the German side of the war, I can suggest looking into *Germany and the Second World War* which is being reprinted by Oxford in English from the German originals. They are in the process of putting out Volume V (in two parts), Volume IV covers the opening of the war against Russia (earlier volumes covered the German pre-war build up, the initial conquests and the Mediterranean theater). I am not sure how many volumes are in the offing, but these are as close to a German version of Official Records of WW2 we are likely to ever see.

Naturally, any of the many works by Col. David Glantz are worth a read for you in general, but for the game's topic I can suggest *Zhukov's Greatest Defeat* (ISBN 0-7006-0944-X) which covers Operation Mars in great detail and his self-published works on *The Forgotten Battles of the Soviet-German War* (especially volumes I through III). His various atlases were of some help in the design of the game, but were less useful than you might think as the maps in the books were difficult to make out and sometimes sketchy on their coverage.

Designer's Notes (Original)

GBII is part of a project of mine that has been sneaking its way to completion a little at a time over the years. The goal is to be able to fight the Eastern Front at 5 miles per hex. Originally, I had planned to do the three projected games covering the opening stages of Barbarossa first, capping that project with a remake of the first OCS game (*Guderian's Blitzkrieg*), but this plan changed along the way. First, it was obvious that while the German player would be having a great time stomping the Red Army into the ground, the Russian player would be assigned to "just take your lumps and enjoy it". Next, a rival game series appeared and promptly put out games on the very subjects we were projecting.

So, rather than follow the original plan, I chose to change direction and instead focus on a set of linked games covering the swing period of the War in the East (late 41 until the summer of 43). I feel this period gives both players more to do and makes for a more interesting game than the early stage I originally intended. The early stage reflected a Russian force ill-equipped and prepared to handle the much more experienced and well-trained German Army. By the summer of 43, however, the Red Army has overcome most or all of its original problems, gained the experience and doctrine needed to make the Germans dance to their tune as needed (even when the Germans pick the time and place, as at Kursk). Therefore between the last sputters of Barbarossa in the fall of 1941 and the summer campaign of 1943, the best situation presents itself: the Germans are just off their peak, with plenty of punch remaining and the Russians are at the tail-end of their poor performance

time and building throughout the period into a world-class operational level force (in the latter respect they arguably became the world's finest operational-level army by 1944). All that made for a great game subject.

My next concern was how to implement this concept into game form. Putting it all in one box would create something of frightening proportions and price (not to mention strained backs and liability claims from UPS and Postal workers!). Splitting the game would be the only way to get the job done. That said, I already had a goodly-sized chunk of the project done (in the form of **EatG**) and figured that it was time to put together the remake of **GB** with correct linkages into **EatG** and a capstone of the planned **Case Blue** game to flesh out the entire Eastern Front from Lake Ilmen to the Caucasus Mountains, Oct 41 through May 43.

In that process, I chose to redo the **EatG** maps so the graphics and terrain features would correctly link with the re-researched **GB** maps. In that process, besides creating the Replacement map set you'll need for the linkage, I also shifted the original **GB** maps further west. This did two things: it allowed for the furthest western advance of the Russians during this period (to Velikiye Luki) and created the need for more map space to the east (to bring Moscow into play). The shift was a very good thing for the game, as the additional eastward area included space needed by the Germans for any attempt to encircle Moscow as well as the area around Stalinogorsk where Guderian's Panzer Group did go, but wasn't covered in the original maps.

Finding that quite a few **EatG** units appear in this game (some with revised unit values and all with revised graphics), I made a decision to include in **Case Blue** all remaining **EatG** counters. That plus the mapset will fully replace the **EatG** game within the framework of the linkage, so not only will the most up-to-date systems and methods be used (in graphics, unit portrayal in the system, and research), but a guy could put together the entire linkage with **GBII**, the **EatG** mapset, and **Case Blue** and won't need **EatG** itself.

Air Units

Some air unit types and values are different here from earlier games. The Po-2 and Bf.110 have both been re-organized as "Fighters" (however poor they might be at it). Given the changes to the air system over the years (downgrading the perfect defensive nature of CAP), the bar to what is and what is not a fighter could be lowered somewhat to allow these types into the "club". On the bonus countersheet, you'll find replacements for the earlier game's air units to reflect these changes.

Likewise, the barrage strengths of Ju-88's and Ju-87b's have been revised (many thanks to Kurt Gullies for pointing this out). My information for the Ju-87b shorted it some load capacity (especially when compared to the later Ju-87d). Kurt would argue that the "b" should have the same value as the "d", but the now smaller difference between the two reflects the ammunition changes occurring by the time the "d" is in service rather than specifically more bomb load. As for the Ju-88, my original figures had its bomb load too small **and** I made no allowance for its limited dive bombing abilities. These new numbers fix these issues and as above replacements for the earlier games have been provided.

The Red Airforce and its restrictions were the subject of much debate during testing. At first there were no restrictions. Later we tried various levels (to include a limitation on how far from their base many could operate—a rule which was a pain to use and pretty much took the Russian air force out of the game). It is important to remember that what little the Red Airforce can manage to do in the early stages of this game is important to the Russian player—it represents one of the few things he has to work with! The rule evolved to its most restrictive form and then (amazingly) arguments started based on the Russians being too easy to trample. I backed off the most restrictive forms to the version you see here which feels "about right". It is a compromise, of course, because it must balance real capabilities in a way that does not become a playability nightmare. Suffice it to say, there are loads of Russian aircraft here (more and more as time goes on), but they are hindered in being as useful and flexible as their German counterparts.

This is the first OCS game to include separate air replacements on the Repl Tables. This was done due to the nature of the combat here. I could not allow the air replacements to be handled literally as the numbers coming in were almost (or were) matched by losses happening behind the scenes (training losses, mechanical failures, accidents, and so on). Since these extra losses were not accounted for literally, having the literal replacements show up would mean both side's air forces would grow to an over-abundant level very rapidly. The same would be true if a player had good luck in keeping his real losses low. Tying the air replacements to the Repl Table and to only those air units actually lost or damaged meant that the player could (probably) keep his air units up to strength (given the differences between the two sides) but would not have an excess to create more air units than his side could really support. A great help in this area was Kurt Gullies' wonderful air OOB which allowed me to find the strength maximums and production rates for everything so as to make that all work.

Opening Moves

Much testing work was done on the very first moves of the game (on the theory that if things didn't work out very well in the beginning relative to what history showed, the game would diverge too quickly into never-never land). The game shouldn't track the history too well (as that would make for overly predictable outcomes), but it also shouldn't diverge too rapidly (so as to ensure that the model was performing accurately). This process led to a number of special rules and a slow realization of just how tight things were on the German side at the start of this campaign.

Several playthroughs showed the Germans forming the historical pockets at the right times, but that the pockets collapsed too quickly and that the numbers of Soviet units that did escape from the pockets historically could not do so. The Attrition Table itself was grounded in a number of historical pockets (the table was designed using eight historical pockets and a computer model reflecting the expected life span of each—comparing this to the historical result allowed the table to be fine-tuned to give the appropriate rates). Given that the table would give the proper answers

with the correct inputs, the rapid pocket disintegration could only mean that there wasn't enough supply in the pockets when they were formed (the ARs in this game were technically better than the ones that the table was based on, so that wasn't the issue).

Giving the Russians more forward supply was tossed around (and tried) as a means of extending the life of the pockets. This had the right effect (the pockets lasted longer), but had a severe drawback: the Germans could capture some of the supply and to the SP-hungry Germans, these points were a goldmine. This is where the Tree Bark Soup supply came from as a means of giving both players a limited ability to live off the land. Tree Bark couldn't be captured and used to fuel a Panzer Division (as real supply could) plus the exchange between the players kept it from being used too frequently.

Some might argue: "OK, I won't use any Tree Bark so the Germans don't get it." The problem is, as a Russian, you'll need those historical pockets to help tie down Germans which would otherwise be rushing forward to Moscow. It is a balancing act, but it is better to err on the side of using too much Bark, than not enough. Your mileage may vary!

The other issue we ran into was the number of Russian infantry divisions which managed to escape from the loosely held pockets (before the German infantry could seal them more tightly). None of the Russian players would dare try this as they knew the slow moving infantry would get part-way out into the open only to get overrun out in the open. Their answer, predictably, was to not bother trying. The Breakout Rule was invented to allow these slow units a chance to pole-vault to friendly lines when the opening presented itself (which only occurs in loosely held pockets).

1942

How to handle the 1942 strategic issues was a very important matter to me in this design. This will be negated when the final linkage is completed (as the player will just "do it" the way he wants). However, for **GBII** I wanted the decision to not be a trivial matter. While the Germans lose quite a few troops to an effort in the south, they take with them a large pile of Russians. It may turn out to the German player's advantage to go south so as to keep his gains from being lost more easily as the game progresses... or the player might find himself in need of additional ground so as to win. Lastly, there are those who will want to see what 1942 looks like with a Moscow objective instead.

Victory

As in **DAK**, I opted for bare-bones victory assessment in this game. In keeping with my philosophy that **playing** the game is what is the "fun", not counting up points at the end, I chose to evaluate the victory based on the historical happenings. To win this game as the Germans you must do better than they did historically. End up with the historical number or less, you lose (I decided that the pure historical example was effectively a German loss...feel free to argue if you come out exactly on that number.)

Additionally, I stayed away from any rules forcing historical behavior. There is a big carrot on the map (Moscow) and it will be in the German players best interest to try to capture it while the chance exists (early on), but if he decides to take a few western edge cities and sit tight, that's his business. I think he is making a big mistake, but I won't stand in his way. He might be thinking he can entrench where he is with limited losses and hold the ball until the time runs out. What he is forgetting is that he won't be damaging the Russians as much as was done historically and, historically, they were able to recapture much of the map. He just made the amount of work they must do far less than it was before. I think he'll find his "position of strength" to lack the depth he needs to make it to the finish line.

Scenarios

The meat of this game is in the big scenarios. I don't know how many gamers have told me that they don't bother to play the small scenarios as they prefer to jump into the main event. Likewise, players of small games have complained that small scenarios of larger games aren't interesting to them (as they want to play the whole thing, too). Here, both groups get what they asked for: a wide range of really interesting big scenarios and only a handful of littler ones.

Credits and Thanks...

As has always been my fortune in these big projects, many have come forward to selflessly provide help where and when needed.

The researchers (especially Lynn Brower, Kurt Gullies and Robert Rossiter) truly gave their all in finding difficult bits of information and assembling them into a form that made them most useful to me. Jesper Schneider provided wonderfully detailed information concerning the incredibly sorry state of the Reich railway system in the east and the exaggeration of the muddy season during that first winter.

The testers (some of whom were especially long suffering) came through with the energy and effort needed to run more of this game through the mill than any of my earlier designs. Special thanks must go to Andrew Fischer for his many edits and the player's notes below (as well as having to slog through the opening turns more than any human alive), to Maurice Buttazoni and Bill Quoss who made the effort to link up with myself (requiring many hours of driving) so as to play the game here with me, and to Bruce Webb for going over the OOA's endlessly looking for conflicts. Several of the testers gave long and detailed accounts of (what seemed to be) the move of every counter in their games.

Naturally, after all the efforts of so many people to make this game as great as possible, my power was limited to thwarting their efforts by making errors I didn't allow them to catch. Enjoy your game!

Player's Notes

by Andrew Fischer

Set out below are some of the observations I made and conclusions I reached while playtesting this game.

The first thing players must realize is that this is a big game, comprising some six maps and thousands of counters. It is also a long game, extending over some 20 months of operations (180 game turns). Therefore, the ways to victory, for both sides, are long and varied—players may opt for the historical approaches taken by both sides or may follow their own strategic paths to victory. Certainly the German player is required to make a fundamental decision in the spring of 1942, either to go south or to focus on Moscow.

German Player

You have a mobile army with high action ratings and a highly responsive airforce. You also start the game with the operational initiative. However, you are operating at the very end of your lines of communication with a limited rail capacity. In addition, resources are limited both in terms of supplies and reinforcements.

So what does all this mean to you? Have a PLAN! It is essential that you determine your operations very carefully, ensuring that the units are available, the supply has been stocked and distributed and the operational objectives are clearly defined.

Use your tactical strengths to your advantage—conduct hip shoots at key locations, overrun during the Movement Phase using your mobile divisions, and use your ample supply of Reserve markers to penetrate mobile units deep into the Russian rear areas in the Exploit Phase.

Your limited supply position means that you will have to destroy your enemy by encirclement and mass surrender rather than by bludgeoning him to death. Most of your supply will be spent fueling your mobile units, leaving almost no supply for artillery fires and positional battles. The shortage of adequate reinforcements also means that you need to husband your forces carefully.

Make your operations swift, striking quickly and at objectives some distance behind the Russian main line of resistance—the Russian will find it

difficult to relocate units towards the rear to counter your deep thrusts.

You will need to make the most of the first few weeks when the weather is still favorable to operations, i.e. before the mud sets in. During this time you must be very aggressive, encircling and destroying as much of the Russian army as possible and advancing as far as you can. The Russian will receive many more reinforcements than you during the course of the game and you will need the space later in the game when the Russian commences his offensive operations.

MUD—the scourge of the German Army! Or is it? The mud, when it comes, will reduce your transport and operational capability to almost zero. You will find it difficult to make progress during the Rasputitsa or mud season, and you need to prepare yourself for the onset of the mud. Ensure that your forward supply dumps are fully stocked, rail lines are converted as far forward as possible and HQ's are optimally positioned. However, the mud will also be your ally, as the Russian will also be hampered in his efforts to conduct any meaningful operations. Use the time to organize yourself for the next phase in the game, making ready for the next operation.

By December 1941, the Russian Army will be significantly stronger and better positioned than the foe you encountered in October. You will also be suffering the effects of the first winter, which will greatly damage your Army both in terms of materiel and flexibility. At about this time the operational initiative will switch to the Russian player, and your focus will change from complete offense to active defense.

Active defense is probably the most difficult concept that the OCS player has to master, and in this game you will get all the practice you need. The front line is long and the units available to you are insufficient to cover the length of the front. This is especially true if you choose the historical (Southern Front) option in summer 1942. A number of good articles on this very subject can be found in Operations.

Russian Player

You have a slow, lumbering, as yet immature giant of an army. You start the game at a severe operational disadvantage, still reeling from the defeats of the previous three months. Your army has been reduced to barely trained conscripts, is badly positioned and ripe for the picking by a German Army that appears to have all the advantages. However, you should not despair—the game is long and there will be many twists and turns along the road to victory.

Dean's advice to you in the first version of Guderian's Blitzkrieg remains—DON'T PANIC. While this may appear easier said than done, especially after you have lost some thirty divisions over the first two turns, the advice is well founded. The key to successful play is to maximize your advantages, trade space and units for time, and do things the German player does not expect you to do or does not want you to do.

At the beginning of the game you will be presented with an awesome challenge—to extricate some fifty divisions from two or more large pockets created by the German mobile formations, while denying control of the main roads and rail lines to the German for as long as possible. You will probably not succeed, but plan your defense well - establish pre-determined fortified lines of resistance that will be filled with reinforcements and units retreated from the front lines. Use breakout movement to free units from loose pockets. Use your transport assets to get some supply into the pockets—save the tree bark soup markers as the German will also have a need for them in the winter of 1941.

The German Army, although highly mobile, will be forced to advance along certain lines of communication (roads and rail lines). Identify choke points and likely axes of advance, and defend these points in depth, making use of hedgehogs and artillery in reserve. You are also blessed (cursed?) with a number of NKVD Border regiments, that with their action rating of 4 are useful for holding key hexes (to the last man!). However, beware of the penalty for their use, especially in terrain of the German player's choosing. You will not be able to defend the entire frontline, nor will this be necessary. Hedgehogs will compensate somewhat for the action rating differential, and may force the

German to conduct positional assaults using his artillery.

Counterattack the German whenever you get the opportunity, even if the odds may not be all that favorable. Such attacks will hopefully divert the German's attention away from more important issues and may make the German cautious. Sometimes a small counterattack will elicit a massive response from the German, a clear sign that you have hit a live nerve. The major risk of not counterattacking is that you give the German player complete freedom of operations, something that will probably cost you a great deal more in the long run than any losses suffered due to counterattacks.

When the mud season arrives you will get a respite from the German attacks. Use this time to deepen your main defensive lines, get supply into the forward lines, deploy your reinforcements and develop a reserve force, however small, to counter breakthroughs by the German player. The mud will end soon enough and the German will no doubt come at you again.

By the winter of 1941 your army will have grown into a substantial force, still woefully unresponsive and slow, but the German should have paid a high price for the gains he has made thus far. And the effects of the first freeze turn will have weakened his army. Your time has come to launch some offensive operations of your own. Beware—your army is not the German Army—you will need to have realistic, achievable objectives for your operations, plenty of supply for your artillery and infantry combats and a healthy dose of humor (there will be quite a few defender surprise results, and it's better to laugh than cry). The German will be thin on the ground, with many lines held by a thin screen of units, and any losses he suffers will be sorely missed.

Like your Army, your airforce is large, ungainly and until the summer of 1942 totally unresponsive. However, use your airforce well and the German player will complain no end about the lack of balance in the air war. Just tell him that 'quantity has a quality all of its own'. Take every opportunity to tackle the Luftwaffe, sweep his fighters, and bomb his airbases. Look for opportunities to strike at his forward mobile units, many of which will be beyond CAP range and adjacent to your units.

You are also blessed with a large rail capacity—many players do not appreciate the benefits this strategic mobility affords you, focusing instead on the tactical situation to the advantage of the German player. Use your trucks and wagons to move supply around the map, saving your rail capacity to move your units to key positions. The German will be surprised to see lines of resistance forming where it previously appeared there were none.

Because you have so many units on the map, there will be plenty of opportunities for you to practice what the Russians called *MASKIROVKA*, the art of masking your intentions by concealing units. This will have the German paranoid about where the next blow might fall. Hopefully, you can keep the German player off balance for large parts of the game.

By the end of summer, 1942 the German player will be firmly on the defensive and you will be able to exact vengeance for all the suffering you endured during the early part of the game.

I need to say a few words about the Russian cavalry divisions (actually regiments by western standards). These units can be highly effective in cutting German lines of communication, as they can move through EZOC's, have high Movement Allowances, some fair Action Ratings and can use tree bark soup to forage. Combined with the use of the partisans, you can create quite some havoc in the German rear areas, tying up units that the German sorely needs in the front line.

Both Players

Gaming, like any other competitive pursuit, is also a psychological battle. Few players take account of this unseen, but very real, level in their games, yet it is often the decisive element in most games. Therefore, do something unexpected and out of character, try something different, take a chance, do something the other guy does not want you to do—you may just throw your opponent completely off balance.

A final word about Tree Bark Soup—there is a tendency, especially early on for the Russian, to use tree bark soup markers almost frivolously to save any group of units. Beware—once used these markers pass to the other player, he may find a more judicious use for them than you, leaving you to rue your earlier decisions. You have been warned.

Soviet OOB Notes

by Lynn Brower

PBI (Poor Bloody Infantry)

Soviet infantry units went through a huge transformation between 1941 and mid 1943. In October 1941 Soviet infantry consisted of units which had survived or avoided the initial German assault and subsequent encirclements. The majority of new infantry units arriving in the front lines were the last of the mobilization of prewar trained reservists and untrained militia. The Japanese attack on the US reduced the threat to the Soviet far east. This allowed Stalin to redeploy some well trained first line units from central and eastern Siberia to bolster the western defense.

Both the quality and size of Soviet infantry units varied greatly in late 1941 and early 1942. Prewar divisions and division fragments with current combat experience were mixed with newly mobilized regular reserve units and raw militia levies with no combat experience and often little or no training. The prewar (April 1941) Soviet Table of Organization & Equipment (TOE) called for a fully equipped infantry division to have three rifle regiments (9 infantry Bn) two artillery regiments (5 artillery Bn) and a large complement of specialist battalions including antitank, antiaircraft, engineers and support services (medical, signals, maintenance). Fully manned, this unit would have 14,454 officers and enlisted. Three months later and after the

opening German attack the official Soviet infantry division TOE called for three rifle regiments one artillery regiment and reduced support units totaling 10,790 officers and enlisted. Nevertheless the average size of Soviet infantry divisions facing the Germans on the Moscow front on 1 October 1941 was only 7000 men.

Mobilization of manpower, training and equipment for rebuilt and new infantry units was a problem for the Soviet Army but the most severe shortage was experienced officers. The combination of prewar Stalinist purges of the officer corps and the destruction of units in encirclement battles left a desperate shortage of officers.

The Soviet Army tried several expedients to increase the number of infantry formations for front line duty. The earliest expedient was raising untrained militia units. Soviet Army high command quickly realized that these units were ineffective and militia units were converted to regular units or used to provide manpower for damaged units starting in late 1941. Infantry units were also raised from other Soviet security and military branches primarily NKVD and Soviet Navy.

The next expedient was infantry brigades which appeared in front line armies starting with the first Soviet winter counter offensive in Dec 41—Jan 42. Infantry brigades were used to counter the shortage of officer cadre, especially field grade officers who usually commanded and staffed regiments and divisions. The Soviet infantry brigade was highly variable in composition but nominal TOE was 3 infantry battalions, light and heavy mortar battalions, 1 artillery battalion, antitank battalion and a limited number of support and service units usually company sized. Such a brigade contained 4,350 officers and enlisted. These units were equivalent to many infantry divisions currently in combat. The biggest problem with the Soviet infantry brigade was lack of staying power. Support organizations in the brigades, especially logistic services, were small in size and poorly trained. Infantry brigades went into the line or into attacks in late 41 and early 42 and melted away because they could not supply and support their combat units. In late 1942 the Soviet Army was reorganizing surviving infantry brigades to full divisions and disbanding others to provide replacements for damaged

infantry divisions.

The first Guards infantry divisions started appearing in late 1941. Guards designation was most often awarded to units which conducted successful offensive operations. Renaming a unit as Guards with special badges and extra pay was a morale support to the unit and set an example for other units to achieve. But perhaps the greatest benefit to the Soviet Army was identification of units which could be relied on to perform in combat. Early Guards divisions had the same organization as their founding unit. Starting in late 1942 Guards divisions were given their own TOE with from 10-30% extra automatic weapons, 7-10% more manpower and one extra battery of artillery.

In late 1941 Soviet Army infantry was a mix of prewar organizations, mobilized reservists and untrained militia. Unit quality and combat power varied widely. From late 1941 throughout 1942 the Soviet Army searched for a sustainable infantry force capable of both defensive and offensive combat operations. The pattern for that force emerged in early 1943 as a mix of guards and regular infantry divisions. These divisions were organized to reduce the manpower and increase the firepower compared to the prewar divisional structure.

Soviet Tank Force

All Soviet Army organizations underwent change after the Germans attacked in 1941. But no component of the Soviet Army underwent greater change than Soviet tank forces. All Soviet tank units larger than battalion were effectively totally destroyed by the end of July 1941. In the middle of a war, the Soviet Army completely rebuilt its tank forces.

The pre-war organization of Soviet Army tank forces went through many changes between 1930 and June 1941. On the eve of the German attack the Soviet tank park consisted of 23,106 vehicles organized in 29 motor-mechanized corps and 7 separate divisions. But, quoting Charles Sharp, "... by 1941 the Red Army's tank forces were so unorganized, untrained, poorly maintained & equipped that 90% of the largest tank force in the world was massacred in less than 6 weeks." The time period presented in **Guderian's Blitzkrieg II** follows the

rebirth of the Soviet Army tank force.

In August 1941 the Soviet Army started forming tank brigades. In some cases brigades were formed from the wreckage of destroyed units in other cases they were assembled out of units in training. The driving force in late 1941 was the necessity of getting operational tank units to the front line armies to oppose the German advance.

The basic pattern of the tank brigade organization used for the rest of the war was set with the first official TOE of 23 August 1941; 2 tank battalions and 1 motorized infantry battalion. That first TOE grouped the tanks under a regimental headquarters and listed a light antiaircraft battalion as a fourth battalion. By 13 September 1941 (3 weeks later) the official TOE removed the regimental HQ and the AA battalion. This brigade structure contained recon, signal, maintenance, and medical companies in the brigade headquarters. The only significant change to this basic structure (except better tanks) was the addition of a third tank battalion in mid-1943.

The tank brigade was a simple effective combat unit structure which embodied the combined arms principle of tank-infantry cooperation directly in its organization. The unit was effective in combat and could be controlled by officers with limited training and experience in mechanized unit operations.

The problem with the tank brigade was limited endurance in combat, especially in offensive operations. The Soviet Army's solution to this problem was the tank corps which began to appear in the spring of 1942. The May 1942 tank corps TOE called for 3 tank brigades and a motorized rifle brigade plus guards mortar, antiaircraft, motorcycle battalions and an expanded maintenance capability with both motor vehicle and armored vehicle maintenance battalions.

The Soviet Army tank corps unit structure was continually refined during the rest of the war in the east. Changes included improvements in tanks and the addition of assault guns and artillery components. However the tank brigade and the tank corps remained the basic unit structure for Soviet Army tank forces in World War II.

The Last Cavalry War

The battle on the Eastern Front in World War II was the last cavalry war. The Soviet Army fielded by far the largest cavalry force in World War II. Thirteen divisions on June 22 1941 became 81 cavalry divisions and 7 separate regiments in January 1942 at the high point of the Soviet cavalry force. Soviet cavalry was successful because of two factors. First the Soviet Army inherited and expanded a tradition of cavalry forces. They had the experience and infrastructure to raise, train and equip effective cavalry forces.

The second factor was operational mobility in the terrain of Soviet Russia. Cavalry had lost its place on the tactical battlefield long before World War II. But a soldier on horseback could still move farther faster than a soldier on foot. In fact, in road-poor Russia, horse mounted forces could sometimes move farther and faster than motorized forces.

In late 1941, Soviet cavalry units provided the operational mobility to conduct offensive operations in the winter counter-offensive which drove the Germans back from the gates of Moscow. The cavalry division TOE for July 1941 contained three regiments of 940 men each and a horse artillery battalion. However actual cavalry organizations in the field varied widely especially after December 1941. With infantry units as snow-bound as Germans and with large tank units destroyed in the summer fighting, the Soviet Army formed operational or pursuit groups from one to three cavalry divisions and sometimes included an infantry brigade or ski battalions and even small tank units.

In early 1942 most of the cavalry divisions were grouped into cavalry corps with two to three cavalry divisions each. These units had the same manpower strength as a full strength infantry division but they did not have the firepower of either the infantry division or a tank corps. The main advantage of the cavalry corps was better mobility in poor terrain and/or bad weather. The rebuilding of the Soviet Army tank forces resulted in a steady decline in the number of cavalry divisions after early 1942.

Soviet Artillery

Soviet non-divisional artillery is depicted in OCS as brigade-size units. Historically the first Soviet artillery brigades appeared early in 1943 as the Soviet Army deployed artillery divisions. From the start of the war until 1943 the largest Soviet artillery organization was the regiment. Soviet artillery is shown in OCS as brigades to reduce the number of unit counters and to better simulate the Soviet operational use of artillery.

In June 1941, the Soviet Army had over 112,000 guns and mortars and deployed over 230 non-divisional artillery regiments. By December 1941 the Soviet Army had lost 100,000 guns and mortars. Even with wartime production priority artillery weapon strength in the Soviet Army in December 1941 was half that at the start of the invasion. This was the low point. From 1942 on, the number of artillery weapons in the front line armies steadily increased.

Even with these losses the Soviet Army's problem was not lack of weapons, but how to use the weapons they had effectively. The solution was two-fold: a reorganization of artillery control and a new weapon system.

Controlling artillery fire on targets the gunners cannot see requires a group of well trained specialists using optical observation, ground survey, and communications equipment. The Soviet Army's problem was not enough specialists or special equipment. The prewar Soviet organization located indirect fire specialists at the artillery regiment, division and corps level. After June 22 1941, these specialists were relocated and concentrated at Army level. For example, the pre-war infantry division had two artillery regiments; a light artillery regiment (24 guns 1038 men) and a motorized howitzer regiment (36 guns 1,277 men). Non-divisional artillery regimental organizations were similarly large and complex. After 1941, an infantry division had one light artillery regiment with 24 guns and 557 men. Divisional artillery in the Soviet Army was organized and trained to fire directly on targets the gunners could see. Indirect fire capabilities and the specialists that made it possible were concentrated at the army command level. Non-divisional artillery regiments became units which moved, maintained and fired the guns at targets identified and directed from army staff.

The Guards "Mortar" unit was the second method for providing effective artillery firepower used by the Soviet Army. Guards "Mortar" was the name given to rocket artillery units in the Soviet Army—the Katyushas. Rocket artillery provided the Soviet Army with two significant advantages. The weapons were simple and inexpensive to produce and operate compared to conventional artillery. And they reduced the need for indirect fire control specialists. Each individual rocket was inherently inaccurate compared to a single well directed artillery shell, but unleashing several hundred (or thousand) rocket rounds in less than a minute could produce a highly effective area fire saturation barrage.

The OCS use of artillery or Katyusha brigade counters is a method for simulating Soviet operational use of artillery in World War II. Soviet artillery doctrine relied on mass fires centrally controlled. The use of brigade size units simulates Soviet practice of massing artillery units. Using brigade reduces the number of counters (and player work load) that would be required to track hundreds of artillery regiments.

Soviet Army—odds and ends Airborne

The Soviet Army was one of the first military forces in the world to experiment with delivery of military units to the battlefield entirely by parachute. Airborne units in the Soviet Army survived the initial German onslaught and were developed and used both as elite assault infantry and as air dropped units.

The winter of 1941-42 saw the first Soviet air drop operations. Unfortunately the lack of sufficient air transport capacity meant that none of these initial operations could be conducted with forces larger than a brigade. These operations were not successful and the Soviet airborne forces gained more notable success as elite assault infantry. The Soviet Army attempted only one more large scale airdrop operation at Kanev in 1943. This operation again demonstrated that the quality of the troops was good but the support organization for transport and resupply of such complex operations had not been mastered.



Ski Units

The Soviet Army formed the first regular ski units in the late fall of 1941. As so much else that was done that first year of the war these units were improvised on the spot. There were a few pre-war reserve Ski regiments but most of the first winter's ski battalions were formed by the simple expedient of pulling out all the men in a given unit who could ski. This kind of ad-hoc formation often led to units with very little cohesion and predictably low combat performance.

The failures and successes of the improvised ski battalions of the first winter led to the formation and improved training of brigade size units which saw combat in the second and subsequent winters in Russia.

Aerosans

Of all the unit types field by the Soviet Army, aerosan's have a good claim to being one of the strangest. Basically an aerosan was a snowmobile, but not the familiar compact track-driven vehicle of the late twentieth century. An aerosan was a large box mounted on a sled and driven over snow covered surfaces by an airplane engine driving a propeller. The closest comparison is the air boat used in the

Florida everglades. They were originally developed and used in the Soviet Arctic regions in the 1930's.

Large numbers of aerosans were built and deployed but they had little success as combat vehicles. By the second winter most remaining battalions were relegated to transport operations and patrolling the rail lines in the Arkhangelsk Military District.

NKVD

People's Commissariat for Internal Affairs is the closest translation of the acronym. The NKVD was not part of the Soviet Army. NKVD operated units that had impact on combat operations in three areas during the war on the eastern front. Among the functions of the NKVD were provision of "border" and "internal" guard forces.

On 22 June 1941 there were 47 ground and 6 naval Border Guard units. The average ground unit contained 1000 -1500 men and was equivalent to a lightly armed infantry regiment. In most areas these were the first units to experience

the German assault. According to Sharp; "on 25 June 1941, three days after the war started, an order was issued giving the Border Guards a new mission: covering the rear areas of the Soviet Army and the new 'State Border'."

NKVD as an internal state security organization was lead by trusted Communist Party members and certainly contained more committed party members than were found in Soviet Army units. NKVD units and personnel were used to form cadre's for regular army units especially in the first year of the war. Many of the units formed from NKVD cadre's provide reliable combat performance.

NKVD as the general internal security force provide a number of specialized units for controlling and protecting the railroads of the Soviet Union.

Finally a note should be made of the NKVD Special Motorized Brigade for Special Assignments. Again quoting from Sharp: "Whenever the Soviets use the modifier 'special' twice in the same title, look for something very peculiar indeed!" In October 1941 two of these brigades were reformed as motorized regiments in a single brigade "For Special Assignments". These units were the forerunner of the postwar Spetsnaz groups.