

**Barbarossa**

**TEST SERIES**

**GAMES**

BARBAROSSA

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# Barbarossa

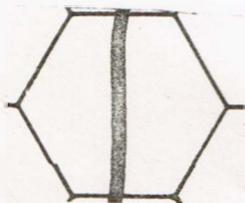
## THE MAPBOARD

The mapboard shows the area where the crucial fighting of the Eastern Front took place (1941-45). A hexagonal grid has been printed on the map and it will be used to determine position and movement. Hereafter, these hexagons shall be called squares. Important terrain features include:

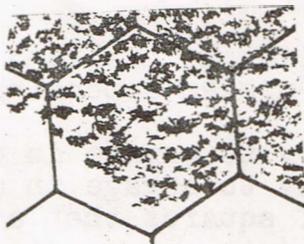
CITIES



RIVERS



MOUNTAINS

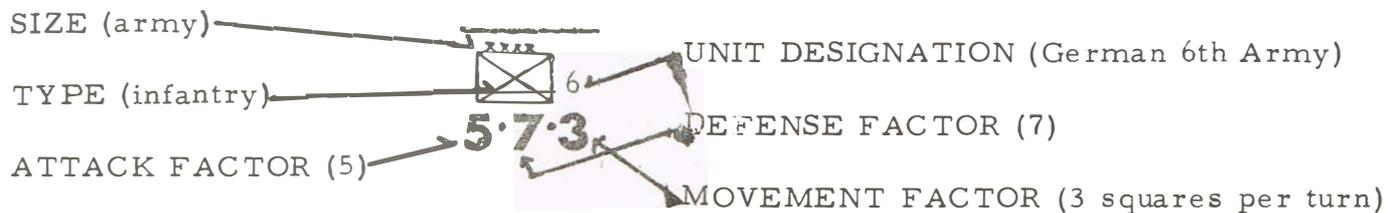


and other rough terrain

## ORDER OF BATTLE AND UNIT COUNTERS

Now study the set of Order of battle Unit counters. Green counters are the German units while red counters are the Russian units. These counters are your chessmen. Hereafter, they will be called units.

Printed on each unit is the information necessary for play of the game:

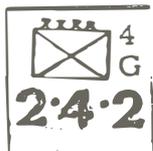


### TYPES

Armoured



Infantry



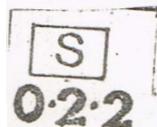
Armoured infantry



Assault Army



supply



Luftwaffe



SIZES: XXXX-Army; XXX-corps

Nationalities: F- Finnish; H- Hungarian; I- Italian; R- Rumanian;  
Unmarked units are either German or Russian depending on their color.

ATTACK FACTOR: The units basic ability to engage in offensive combat.

DEFENSE FACTOR: The units basic ability to engage in defensive combat.

MOVEMENT FACTOR: The maxium number of squares that a unit may move without the aide of railroads.

### HOW TO PLAY

BARBAROSSA is played in complete moves. The system of movement is different from most other games in that the complete moves are broken down into impulses. Two impulses equals a turn and two turns equal a complete move which marks the end of one month of death on the Eastern Front. The following is a condensed step-by-step explanation of the general routine of play:

STEP 1: The German player moves all the units under his command that he chooses to move, in accordance with the rules on how to move units. This is the German

player's first impulse.

STEP 2: The German player now resolves all combat that he chooses to have, in accordance with the rules on combat. This is the end of the German player's first impulse.

STEP 3: The German player may now move again in accordance with the rules governing movement. This is the German player's second impulse. There is no combat after the second impulse. Rail roads may not be used in the second impulse.

STEP 4: The Russian player now moves for his first impulse in the same manner as the German player.

STEP 5: The Russian player now resolves all combat that he chooses to engage in, in the same manner as the German player did in STEP 2. This is the end of the Russian's first impulse.

STEP 6: The Russian player may now move for his second impulse and as in the case of the German's second impulse, rail roads may not be used.

STEP 7: One of the players checks off the completion of one complete move.

STEP 8: Repeat steps 1-7 until 8 turns are completed and the game is over.

### PREPARE FOR PLAY

STEP 1: Lay out the mapboard on a table. The German player sits on the Western edge of the board while the Russian player sits on the Eastern edge of the board.

STEP 2: Separate the units and place the corresponding units on the order of battle card for BARBAROSSA.

STEP 3: The Russian player makes his opening set-up on the board by placing his units within Russian territory. The number and types of units are found on the Order of Battle Card.

~~STEP~~ 4: After the Russian has completed his opening set-up, the German player sets up his units on his side of the board. The number and types of units are found on the Order of Battle Card.

STEP 5: The German player then makes his first move of the game.

### HOW TO MOVE UNITS

1. Each unit has a movement factor which is the total number of clear terrain squares that it may move without any bonuses or reductions.
2. You do not have to move all or any of units. You may move those units which you feel should be moved.
3. Only the rail bonus can increase movement. All other features reduce movement.
4. You may move through an enemy's zone of control but it costs two movement factors for every enemy controlled square that you enter. Thus an average Russian infantry army (2-4-2) can be no more than one box from a German unit if it wishes to move in and attack, as moving into the German's zone of control costs his entire movement factor of two.
5. the effect of terrain is as follows:

Rivers: leaving a river square costs one additional movement factor.

Swamps: moving through a swamp square costs one additional movement factor.

Mountain: moving into a mountain square costs one additional movement factor.

Cities: have no effect on movement

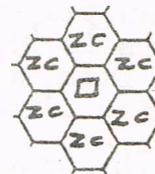
6. To over-run a unit costs four movement factors to every unit which lands on the over-run square.

7. The reducing effect of terrain and enemy units is cumulative.

Thus, a unit leaving a river into an enemy's zone of control would expend three movement factors even though he advanced only one square. This is because it costs two movement factors to enter a unit's zone of control and it costs one additional movement factor to leave a river square.

## HOW TO HAVE COMBAT

Each unit has a zone of control consisting of the six squares that are adjacent to his position as illustrated in the diagram at the right. To have combat the two combating powers must have their units adjacent. A unit does not have to attack every enemy held square that he is adjacent to, nor does he have to attack any one adjacent enemy.



Should he decide to attack an enemy held square then he must battle all the enemy units on that square in one battle. He may not split attacks against several units defending one square, he must fight them all in one battle as if they were one unit with the combined defense factors of all units in the square.

To determine the combat odds compare the attackers total combat factors to the total defense factor of the defender taking into account the effects of any terrain. The comparison will yield a ratio of attacking factors to defending factors. Round off the ratio to one of the ratios appearing on the combat results table. When rounding off, always round off in favor of the defender. For example: an attack by two panzer armies on a Russian infantry army has the following ratio: 22-4. After rounding it off the odds are reduced to 5-1. Having found the odds the die is rolled and the combat results table is consulted for the results of the battle.

## ATTACKING

1. You may move as many units as possible next to the enemy in order to bring up more force for an attack.
2. You resolve the battles one at a time at the attackers choice.
3. You do not have to have combat with every enemy unit that you are adjacent to. But, should you decide to attack an enemy held square you must attack all the enemy units defending that square as if they were one unit with the combined defense factor of all units in that square.
4. Units that are out of supply may not attack. Should a supply line be opened to a friendly isolated unit during the player's combat portion of his turn, the now supplied unit may attack any enemy held square that is adjacent to him that wasn't already attacked. This may be done only after the supplies are opened up.
5. No unit may attack more than once in any complete turn.
6. A condition of over-run is not considered to be an attack. Over running is merely a condition in which the enemy was so overwhelmed that he only slowed down the over-running units without putting up a determined resistance.
7. Over-running happens when the following conditions are met:
  - a. a unit is 'moved on' by enemy forces that are at least 10 times his defensive capacity. If the odds of 10-1 or better are obtained before the first impulse or second impulse movement is over.
  - b. to be considered 'moved on', the defenders square must be passed over or moved on by enemy forces totaling 10 times defense ability of the defender.
  - c. All units that participate in an over run must participate in the over run simultaneously.

Should these conditions be met, the unit is removed before combat and the

attacker may move over his square with other units paying the penalties in movement as outlined in the How to Move Units sections. Supply lines may be traced over the enemy's over-run unit, and attacking units may retreat into its now crushed zone of control.

8. To over run a unit expends no supplies and is done during the movement part of the turn.

9. Units which participate in an over-run may attack in the combat portion of their turn as an over-run is not considered to be an attack.

10. If their movement factor allows, units may over-run more than one enemy held square per turn.

DEFENDING

1. The defending player is never allowed to move or withdraw any units while the attacker is moving or about to resolve combat.

2. A unit's defense factor may vary according to the terrain (see chart on terrain effects).

3. All units in a square are used to defend that square as if they were one unit with the combined defense factor of all counters in the square.

4. Should the defender be forced to retreat he heads east if he is Russian and retreats to the west if it is a German unit. If it is impossible to retreat in that direction then the attacker decides where to send the defender as long as the defeated units attempt to go as close to the direction of their determined direction as possible.

SUPPLY

1. Supplies come from two different places: The East and West edges of the map and from the various supply units available to both sides.

2. A unit which is out of supplies for more than one turn is eliminated.

Example: A Russian Army which is isolated on turn one of the game is eliminated if after the Russian move of turn one it is still isolated.

3. To attack, a German unit must be able to trace a supply line no more than six squares to a German supply unit. The supply line may go through Russian zone's of control but may not pass over Russian units.

4. To attack, the Russians must be able to trace a supply line no more than three squares to a supply unit. The Russians may not trace a supply line through the zone of control of German units.

5. When tracing a supply line, the Russians may trace a supply line over their own units as German zones of control do not extend over a units square.

6. After each attack (s) the supply units used for the attack (s) are removed from the board.

7. One supply unit may supply as many as possible attacks within its range.

8. Thus there are two types of supplies: general, used for maintaining oneself in the field and offensive supplies which are used to support offensive combat. Supply units can provide both functions while supply from the edge of the board can provide only general supplies.

SUPPLY UNITS

1. Supply units do not count for stacking purposes.

2. Supply units may use the rail bonus on their second impulse of their turn but never the first impulse.

## EFFECT OF TERRAIN ON COMBAT

1. Terrain can only increase the defense factor of units. It never increases the attack factor.
2. The effect of terrain on combat is as follows:
  - Cities: All units defending in city squares have their defense factor doubled.
  - Rivers: All units who are attacked only by enemy units on river squares have their defense factor doubled. Should one of the enemy units which attack be on a plain square then the defender gets no advantage because of the river.
  - Mountains: All units defending on a mountain square are doubled when attacked; even if the enemy also comes from a mountain square.
3. The defender can never be more than doubled.

## RAILROADS

1. During the first impulse of each player's turn the railroad bonus may be taken.
2. When the railroad bonus is taken units may be moved 12 squares.
3. During the 12 square movement:
  - a. the transported unit can not move onto or through an enemy's zone of control.
  - b. The transported unit can not take the rail bonus if it started in zone of control of enemy units.
  - c. Units moving by rail may not go past the front line or pass beyond the area held by their side at the beginning of the impulse.
  - d. Units moving by rail may not move again in the first impulse with their normal movement but may move in the second impulse.
  - e. Any number of units may be moved by rail.
4. No rail movement is allowed during the second impulse.

## STACKING

1. The Germans may not stack units except when forced to by retreating.
2. The Russians may stack two units high.

## SPECIAL FORTRESS RULE

1. Due to the heroic actions on the part of the Russian people in defending their cities after the initial shock of invasion, the combat ability of their troops was increased tremendously.
2. To reflect this fact, when ever a Russian unit is defending in a city with a supply unit in it he can not be forced to retreat and the city falls only when a Defender eliminated is rolled.
3. This option can not be taken till after the Russian move for July 1941.

## GENERAL WINTER

During the winter months of December, January, and February all German armored units lose three movement factors and all German Infantry units lose one movement factor; the Russians are not affected.

THE LUFTWAFFE

- 1. Luftwaffe units: The German player has three Air Armies which he can use to bolster the combat abilities of his troops. The Luftwaffe units may add their factors to any German unit with in four squares of their unit. The Luftwaffe Armies may only help one German army per unit.
- 2. Luftwaffe units may not use railroads to move.
- 3. If attacked and forced to retreat they are eliminated instead.
- 4. The Luftwaffe can be used to supply an isolated army by air. This may be done only once per year in the campaign game or once per game in Stalingrad or Barbarossa. The army may be supplied for only one month and all luftwaffe units can not fly any other mission for that turn.

THE FINNS

- 1. Finnish forces may never go more than six squares from Finland.
- 2. All Finnish forces are considered to be supplied from Helsinki.
- 3. All Finnish forces are doubled on the defense when attacked within the boundaries of Finland.
- 4. The Finns must be able to trace a supply line to a German supply unit in order to attack when out of Finland. (This supply line may not be traced over the impassable sea squates.)

BREAK DOWN UNITS

- 1. The German player may break his strong armoured units (11-8-8) into three corps with factors of 3-2-8. In this manner the German player may be able to sacrafice concentration in order to cover a greater front area.
- 2. The breaking down of the armoured armies may be done during the movement portion of either impulse, but only during the German players turn.
- 3. To reform the army all that is needed is to bring three armoured corps together on the same square.

HOW TO WIN

- 1. Barbarossa is won on points.
- 2. Points are received for destroying enemy units and for capturing or holding on to key afeas. Each city has its point value printed on the map.
- 3. Points for units are as follows

RUSSIAN	POINTS
INFANTRY ARMY	ONE (2-4-2)
ARMORED CORPS	THREE (2-1-5)
TANK ARMY	FIVE (6-5-5)
ASSAULT ARMY	FOUR (5-9-3)
MOTORIZED CORPS	TWO (1-2-5)
GERMAN (includes Allies)	
INFANTRY ARMY	THREE (5-7-3 & 2-4-2)
PANZER ARMY	SIX (11-8-8)
LUFTWAFFE ARMY	EIGHT (2-1-2)
INFANTRY CORPS	ONE (1-2-2)
PANZER KORPS	TWO (3-2-8)

## GAME VARIATIONS

STALINGRAD, ZITADELLE AND BERLIN are additional games within the framework of Barbarossa so that the players may now fight every aspect of the Eastern Front throughout its time period. The various additional games follow the same rules as Barbarossa with the slight variations appearing on the back of each map depicting the opening set-up for each additional game.

## THE CAMPAIGN GAME

The Campaign game is an advanced game included to add one more variation on the Barbarossa theme so as to tie in all the different games into one long East Front Campaign.

Follow the rules for Barbarossa with the following exceptions;

1. Use all optional rules.
2. The Russians may build tank armies from Oct. 1942 on, and Assault armies from Dec. 1941 on.
3. For the Russians to win, they must either:
  - a. Force or destroy all German units off the board; or
  - b. Drive all German forces out of Russia and send off 10 armies on the mapboard's west edge. Armies must be supplied for at least two turns, or
  - c. Send 20 armies off the west edge of the board and keep them supplied two turns.
4. The German wins if he could either
  - a. Eliminate all Russian forces from the board for two turns.(consecutive)
  - b. Capture Leningrad, Moscow and Stalingrad and hold them for one year without any Russians recapturing the cities or without Russians moving west of the line Leningrad, Moscow, Stalingrad.
  - c. Place all of the Russian cities on the board behind their lines for six months consecutively without interruption.

# BARBAROSSA

## GAME 1: BARBAROSSA (June 1941-January 1942)

TIME RECORD	GAMES										German Reinforcements	Russian Reinforcements
	1	2	3	4	5	6	7	8	9	10		
1 (June)												
2 (July)											one 5-7-3	six 2-4-2's (in Smolensk, if not possible then next turn in Moscow)
3 (August)											two 1-2-2's	From Moscow: two 2-4-2's From ESB: one 2-4-2, one 2-1-5.
4 (September)												From Moscow: two 2-4-2's
5 (October)											one 1-2-2	From Moscow: two 2-4-2's
6 (November)												From Moscow: two 2-4-2's, From ESB: two 2-4-2's, four 2-1-5's.
7 (December)												From Moscow: two 2-4-2's, one 2-1-5
8 (January)												From Moscow: two 2-4-2's

ESB-East Side of Board. If Moscow is captured reinforcements coming from there come instead from the ESB on the following turn. Germans come from west side of board.

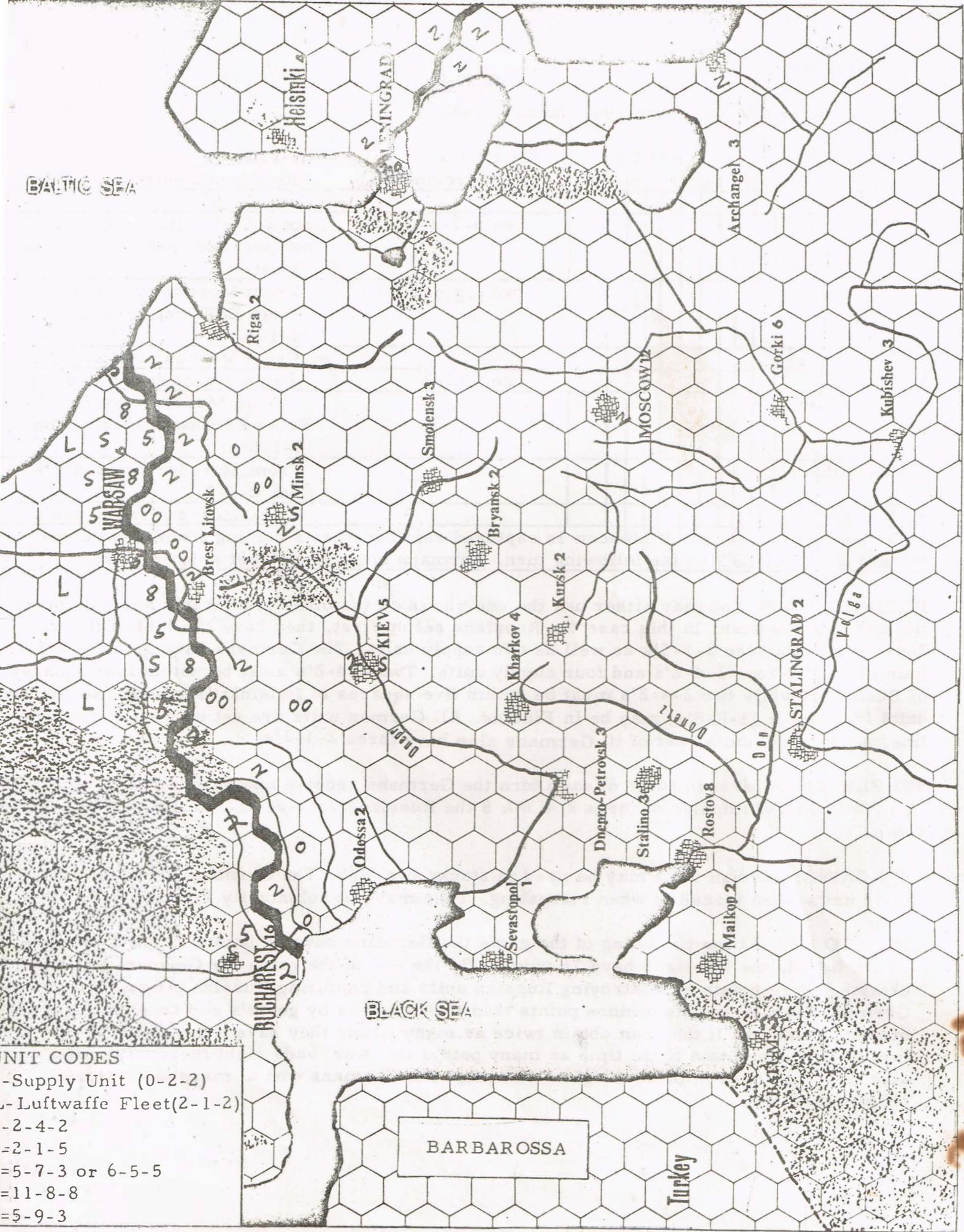
INITIAL SET UP: You may either use the one shown on the other side of this sheet or place the units as you wish. In this case the Russians set up first, they have available fifteen 2-4-2's and fourteen 2-1-5's as well as two supply units. The Germans have seven 5-7-3's, four 11-8-8's, four 2-4-2's and four supply units. Two 2-4-2's must be within four squares of Bucharest while two 2-4-2's must be within five squares of Helsinki (Finland). No German units (5-7-3's & 11-8-8's) may be in Finland. All German units are set up west of the front line, all Russian units east of it. Germans also have three 2-1-2's

SUPPLY: On the first impulse of each turn the Germans receive one supply unit (if available). On the first impulse of turns 2, 4, 6 & 8 the Russians receive one supply unit (if available).

STACKING: Russian units may be used in stacks two high. The Germans, may only stack their units when forced to when retreating. They may not voluntarily form a stack.

HOW TO WIN: At the beginning of the game the Germans have 24 points in cities that are on the board, the Russians have 76 points. By the end of the game the Germans will have obtained more points by destroying Russian units and capturing Russian cities. If the Germans manage to obtain more points than the Russians by game's end they have won a marginal victory. If they can obtain twice as many points they have won a tactical victory and if they obtain three times as many points the war ends right there with a decisive German victory. In the original campaign the Germans won a marginal victory (80 points to 47).

BALTIC SEA



UNIT CODES

- Supply Unit (0-2-2)
- Luftwaffe Fleet(2-1-2)
- 2-4-2
- 2-1-5
- =5-7-3 or 6-5-5
- =11-8-8
- =5-9-3

BARBAROSSA

# BARBAROSSA

## GAME 2: STALINGRAD (July 1942-February 1943)

TIME RECORD	GAMES												German Reinforcements	Russian Reinforcements
	1	2	3	4	5	6	7	8	9	10	11	12		
1 (July)														three 2-4-2's, one 2-1-5
2 (August)														three 2-4-2's, one 2-1-5
3 (September)														three 2-4-2's, two 2-1-5's
4 (October)														three 2-4-2's, two 2-1-5, one 1-2-5.
5 (November)														four 2-4-2's, two 2-1-5, one 1-2-5.
6 (December)														four 2-4-2's, two 2-1-5, one 1-2-5.
7 (January)														four 2-4-2's, two 2-1-5, one 1-2-5
8 (February)														five 2-4-2's, two 2-1-5, one 1-2-5.

All Russian reinforcements come from the east side of the board.

**INITIAL SET UP:** You may use either the original one shown on the other side of this sheet or place the units as you wish. In this case the Russians set up first. They have available twenty-five 2-4-2's, four 5-9-3's, five 2-1-5's and two supply units. The Germans have seven 5-7-3's, four 11-8-8's, five 2-4-2's, two 2-1-2's and three supply units. Three 2-4-2's must be in Finland, no other German units are allowed there. All German units are set up west of the front, all Russian units east of it.

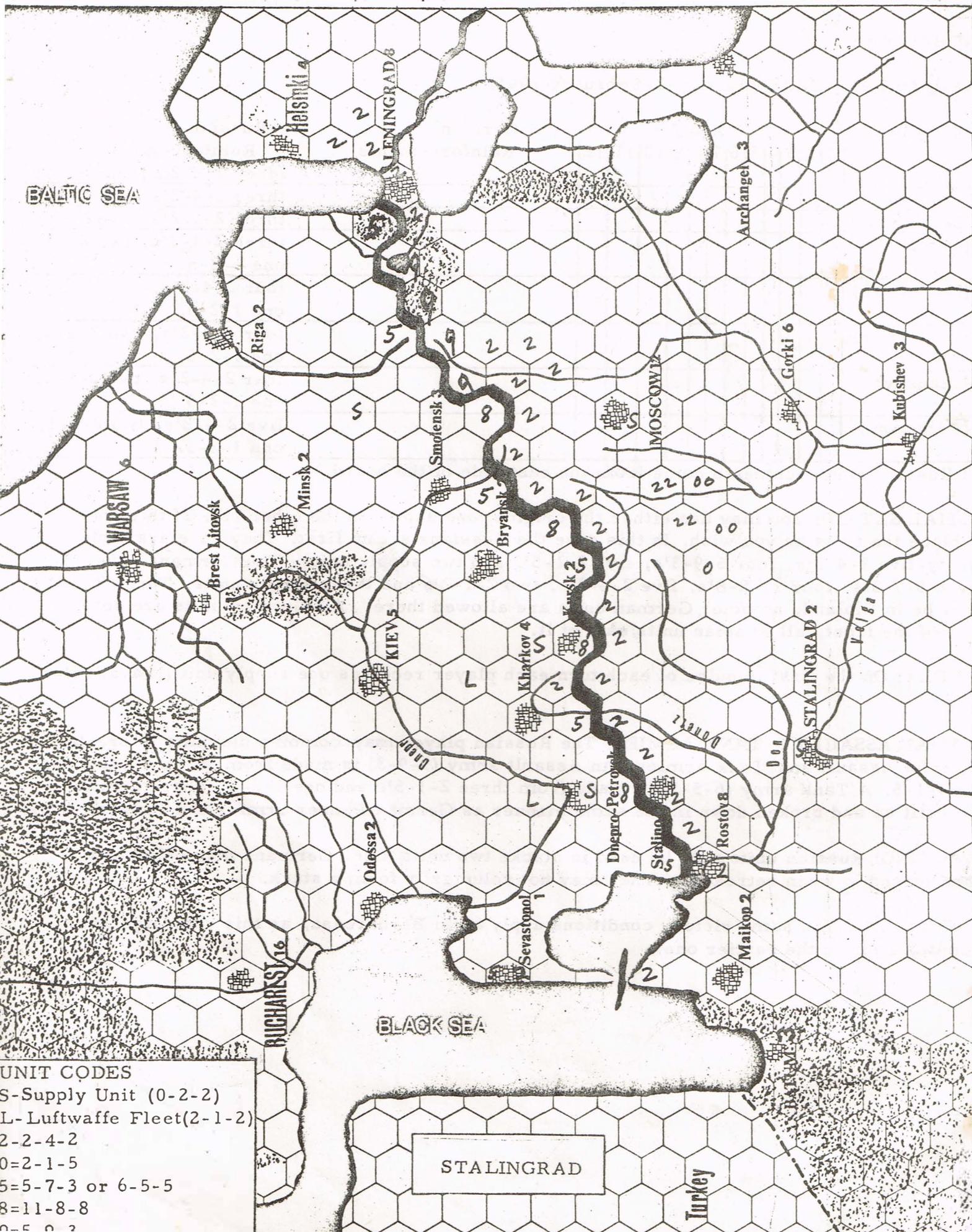
**SUPPLY:** On the first impulse of each turn each player receives one supply unit (if available).

**RUSSIAN ASSAULT & TANK ARMIES:** The Russian player may combine his units to create powerful Assault and Tank armies. An Assault army (5-9-3) is made from three 2-4-2's and one 2-1-5. A Tank army (6-5-5) is made from three 2-1-5's and one 1-2-5. These armies are built up and broken down in the same manner as German Panzer armies and Panzer Korps.

**STACKING:** Russian units may be used in stacks two units high. Germans may only stack when forced to when retreating. They may not voluntarily form a stack.

**HOW TO WIN:** The same victory conditions apply as in Barbarossa, as this campaign was a continuation of the earlier one.

BALTIC SEA



UNIT CODES

- S-Supply Unit (0-2-2)
- L-Luftwaffe Fleet(2-1-2)
- 2-2-4-2
- 0=2-1-5
- 5=5-7-3 or 6-5-5
- 8=11-8-8
- 0-5 0 2

# BARBAROSSA

## GAME 3: ZITADELLE (July 1943-March 1944)

TIME RECORD	GAMES												German Reinforcements	Russian Reinforcements	
	1	2	3	4	5	6	7	8	9	10	11	12			
1 (July)															six 2-4-2's, 2 2-1-5's one 1-2-5
2 (August)															six 2-4-2's, two 2-1-5 one 1-2-5.
3 (September)														one 2-4-2	five 2-4-2's, two 2-1-5 one 1-2-5.
4 (October)															four 2-4-2's, two 2-1-5 one 1-1-5.
5 (November)															three 2-4-2's, two 2-1-5's, one 1-1-5
6 (December)															two 2-4-2's, three 2-1-5's, two 1-2-5.
7 (January)															two 2-4-2's, three 2-1-5's, two 1-2-5's.
8 (February)															one 2-4-2, three 2-1-5, two 1-2-5's.
9 (March)															one 2-4-2, three 2-1-5, three 1-2-5.

All Russian reinforcements come in from the east side of the board, German from the west.

**INITIAL SET UP:** You may use either the original one shown on the other side of this sheet or place the units as you wish. In this case the Russians set up first. They have available forty-three 2-4-2's, five 6-5-5's, one 5-9-3, one 2-1-5 and two supply units. The Germans have eight 5-7-3's, four 11-8-8's, four 2-4-2's. All 2-4-2's are in Finland, no other German units are allowed there. Also, the Germans have one 2-1-5 and three supply units. All German units are set up west of the front, all Russian units east of it.

**SUPPLY:** Each player receives, on the first impulse of each of his turns, one supply unit (if available).

**RUSSIAN ASSAULT AND TANK ARMIES:** The Russian player may combine his units to create powerful Assault & Tank armies. An Assault army (5-9-3) is made from three 2-4-2's and one 2-1-5. A Tank army is made from three 2-1-5's and one 1-2-5. These armies are built up and broken down in the same manner as German Panzer armies and Panzer Korps.

**STACKING:** Russian units may be used in stacks three high. Germans may only stack when forced to when retreating. They may not voluntarily form a stack.

**HOW TO WIN:** To win the Germans must destroy Russian units. A marginal victory is won by destroying at least 30 Russian attack factors, a tactical victory by destroying at least 50 Russian attack factors and a decisive victory by destroying at least 90 Russian attack factors. Points for destroyed German units are subtracted from the Russian total. If the Germans destroy less than 30 attack factors it is a marginal Russian victory, less than 20 attack factors a tactical Russian victory and less than 10 attackfactors a decisive Russian victory.



# BARBAROSSA

## GAME 4: BERLIN (June 1944-November 1944)

TIME RECORD	G A M E S												RUSSIAN
	1	2	3	4	5	6	7	8	9	10	11	12	REINFORCEMENTS
1 (June)													one 2-4-2, two 2-1-5's, two 1-2-5's.
2 (July)													one 2-4-2, two 2-1-5's, two 1-2-5.
3 (August)													two 2-1-5's, two 1-2-5's.
4 (September)													one 2-1-5, one 1-2-5.
5 (October)													one 2-1-5, one 1-2-5.
6 (November)													one 2-1-5, one 1-2-5.

All Russian reinforcements come in from the east side of the board.

**INITIAL SET UP:** You may use either the original one shown on the other side of this sheet or place the units as you wish. In this case the Russians set up first. They have available 37 2-4-2's, four 5-9-3's, two 6-5-5's, two 2-1-5's and three supply units. The Germans have seven 5-7-3's, four 11-8-8's and three 2-4-2's (no German units are in Finland) as well as two supply units. All Germans are set up west of the front and all Russians east of it.

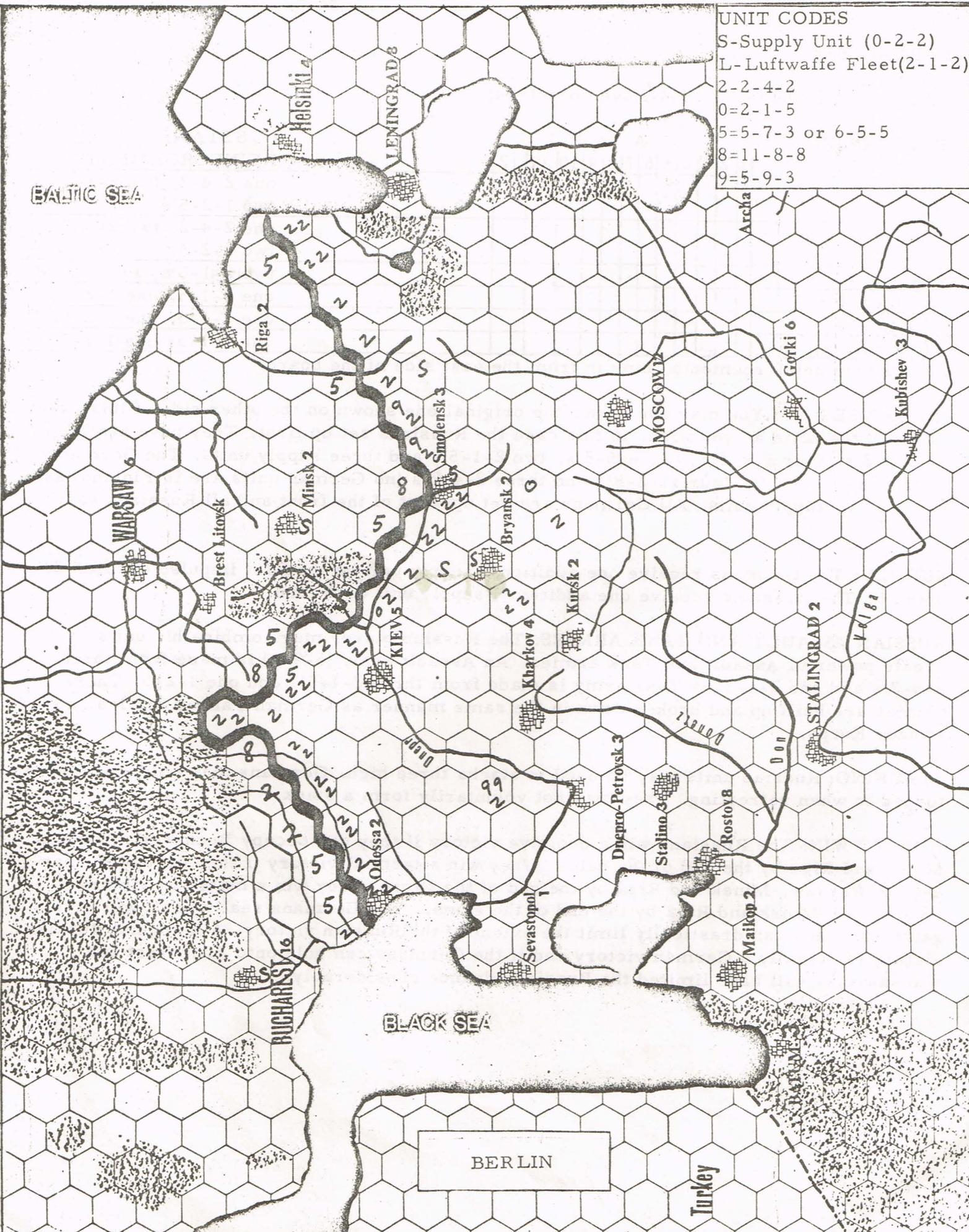
**SUPPLY:** The Germans receive one additional supply unit on the first impulse of turns 2, 4 and 6. The Russians receive one additional supply unit each turn.

**RUSSIAN ASSAULT AND TANK ARMIES:** The Russian player may combine his units to create powerful Assault and Tank armies. An Assault army (5-9-3) is made from three 2-4-2's and one 2-1-5. A Tank army is made from three 2-1-5's and one 1-2-5. These armies are built up and broken down in the same manner as German Panzer armies and Panzer Korps.

**STACKING:** Russian units may be used in stacks three high. Germans may only stack when forced to when retreating. They may not voluntarily form a stack.

**HOW TO WIN:** The Russians win a decisive victory if they can occupy Bucharest, Warsaw Minsk and Riga by the end of the game. They win a tactical victory if they occupy Bucharest OR Warsaw, Minsk and Riga by the end of the game. They win a marginal victory if they occupy Minsk and Riga by the end of the game. The Germans really can't win in this game, but they can drastically limit the extent of the Russian victory. A marginal Russian victory is actually a German victory and if the Germans can hold onto Bucharest and Warsaw they will have limited the Russian advance considerably.

UNIT CODES	
S	Supply Unit (0-2-2)
L	Luftwaffe Fleet(2-1-2)
2-2-4-2	
0=2-1-5	
5=5-7-3 or 6-5-5	
8=11-8-8	
9=5-9-3	



BARBAROSSA

GAME 5: THE CAMPAIGN GAME (June 1941-February, 1945)

TIME RECORD

For turns 1-8 use

Game 1.

TURN	GAME						RUSSIAN	GERMAN
	1	2	3	4	5	6	REINFORCEMENTS	REINFORCEMENTS
9 (February'42)							two 2-4-2's	X
10 (March'42)							X two 2-4-2's, one 2-1-5	X
11 (April'42)							two 2-4-2's	X
12 (May'42)							X two 2-4-2's, one 2-1-5	X
13 (June'42)							X three 2-4-2's	X three 2-4-2's (1 in Finland)
14 (July'42)							X three 2-4-2's, one 2-1-5	X
15 (August'42)							X three 2-4-2's, one 2-1-5	X
16 (September'42)							X three 2-4-2's, two 2-1-5's	X
17 (October'42)							X three 2-4-2's, two 2-1-5's, one 1-2-5	X
18 (November'42)							X four 2-4-2's, two 2-1-5's, one 1-2-5	X
19 (December'42)							X four 2-4-2's, two 2-1-5's, one 1-2-5	X
20 (January'43)							X four 2-4-2's, two 2-1-5's, one 1-2-5	X
21 (February'43)							X five 2-4-2's, two 2-1-5's, one 1-2-5	X
22 (March'43)							X four 2-4-2's, two 2-1-5's, one 1-2-5	X
23 (April'43)							X five 2-4-2's, two 2-1-5's, one 1-2-5	X three 2-4-2's (1 Finnish)
24 (May'43)							X six 2-4-2's, two 2-1-5's, one 1-2-5	X
25 (June'43)							X six 2-4-2's, two 2-1-5, one 1-2-5	X
26 (July'43)							X six 2-4-2's, two 2-1-5's, one 1-2-5	X
27 (August'43)							X six 2-4-2's, two 2-1-5's, one 1-2-5	X
28 (September'43)							X five 2-4-2's, two 2-1-5's, one 1-2-5	X
29 (October'43)							X four 2-4-2's, two 2-1-5's, one 1-2-5	X
30 (November'43)							X three 2-4-2's, two 2-1-5's, one 1-2-5	X
31 (December'43)							X two 2-4-2's, three 2-1-5's, two 1-2-5's	X
32 (January'44)							X two 2-4-2's, three 2-1-5's, two 1-2-5's	X
33 (February'44)							X one 2-4-2, three 2-1-5's, two 1-2-5's	X
34 (March'44)							X one 2-4-2, three 2-1-5's, three 1-2-5's	X
35 (April'44)							X one 2-4-2, two 2-1-5's, two 1-2-5's	X
36 (May'44)							X one 2-4-2, two 2-1-5, two 1-2-5	X
37 (June'44)							X one 2-4-2, two 2-1-5's, two 1-2-5's	
38 (July'44)							X one 2-4-2, two 2-1-5's, two 1-2-5's	X
39 (August'44)							X two 2-1-5's, one 1-2-5	
40 (September'44)							X two 2-1-5's, one 1-2-5	X
41 (October'44)							X two 2-1-5's, one 1-2-5	
42 (November'44)							X two 2-1-5's, one 1-2-5	X
43 (December'44)							X two 2-1-5's, one 1-2-5	
44 (January'45)							X two 2-1-5's, one 1-2-5	X
45 (February'45)							X two 2-1-5's, one 1-2-5	

All Russian reinforcements come from the east side of the board, all German from the west side of the board (except for those which appear in Finland).

INITIAL SET UP: The campaign Game begins with Game 1 (BARBAROSSA) and you may use the same set up options as found in that game.

SUPPLY: This symbol (X) on the time record indicates turns in which each side receives a supply unit.

STACKING: Up till turn 23 the Russians may stack units only two high. From turn 24 to the end of the game they may stack three high. The Germans may never stack, except when forced to by a DB on the CRT. They may never stack voluntarily.

RUSSIAN ASSAULT AND TANK ARMIES. Beginning in turn 13 the Russians may form ASSAULT and TANK armies. An Assault Army (5-9-3) is formed from three 2-4-2's and one 2-1-5. A Tank Army is formed from three 2-1-5's and one 1-2-5. These armies are built up and broken down in the same manner as German Panzer Armies and Panzer Korps.

HOW TO WIN: SEE GAME RULES

#### OTHER GAME VARIATIONS

The most interesting are the "what if" situations. For example:

1-WHAT IF the Germans had had one additional  
11-8-8 and 5-7-3 in BARBAROSSA (game 1).

2-WHAT IF the Germans had had one additional  
11-8-8 and 5-7-3 in STALINGRAD (game 2).

3-WHAT IF the Germans had had two additional  
11-8-8's and two additional 5-7-3's in BERLIN as well as a supply unit every turn.

Additional German counters have been provided so that you may develop your own WHAT IF situations. None are provided for the Russians, as the cards were stacked against the Germans as it was.

Most Russians will tell you that it was the Red Army which won the Second World War. There is a lot of evidence to support their case. It is a fact that for most of the war over 80% of the German army was fighting desperately in Russia and that the Russians did produce most of their own weapons and equipment. Whether or not the Russians could have eventually won against the German invader with<sup>out</sup> the aid and support of the western Allies is a moot question. It is the purpose of "games" to attempt to answer such questions. It is this particular question that BARBAROSSA attempts to answer.

The Germans invaded Russia (Game 1) with 3.4 million men (including their allies). The Russians had available in European Russia only some 2.3 million men although another half million were available in the eastern parts of Russia. By the end of the year the Russians had lost over four million men. But their highly effective reserve system saved them. In July 1941 alone the Russians called up some two million trained reservists. By the end of the year they had called up over two million more. The Russian winter caught the Germans over-extended and the Russians pushed them back somewhat. In Game 2 (STALINGRAD) the Germans had built their army back up to 3.5 million men after having lost some 1.5 million during Game 1 (although only about one third of these were permanently lost. The Russians were better prepared this time and the Germans were taking more chances. This battle ended in the crushing defeat at Stalingrad. By the end of the campaign the Germans had lost some 2.2 million men. And the Russians were getting stronger every month. At the start of Game 3 (ZITADELLE) the Germans have only a slim chance of launching a successful offensive. In the original campaign they did, and lost considerably as a result. What they should have done was save their supplies and cut the Russians off as they attack. Game 4 (BERLIN) doesn't even offer the Germans much chance for attacking. The best they can hope for is to wage a successful defense. Something they have a good chance of doing. In the original campaign the German dictator, Hitler, insisted that German units defend in place while they should have been exploiting their superior mobility and fighting power by moving around the slower Russians. This, of course, is where the game comes in.

In the game the advantages of the Russian and German armies are reflected in the rules and components. The German units were better trained and equipped for mobile warfare. The Russians, as the war went on, became more numerous and better able to attack and destroy the German units. If the Germans are to win they must win early. As the game goes on their chances become less. But when the Russians go over to the offensive the Russian player, who presumably was good enough at the defense to have lasted that long, may prove unable to exploit his offensive capabilities. The Russians can lose the war while attacking. Particularly in Games 2 and 3. Even in Game 4 they can be severely cut up.

The game is an abstraction, obviously. And some of the more abstract elements should be explained. For example, there is the question of German casualties. Although it doesn't show up that much in the game the Germans ARE taking casualties. But we assume that German replacements will be "self-regulating", that is, the German high command will only send enough to replace current losses. A function of the supply units is to supply "replacements" who are, in a very real sense used ("expended") somewhat like ammunition and gasoline during offensive operations. In the defensive the Germans make up for replacements by taking advantage of the Russian ineptness in conducting offensive operations.

Thus throughout most of the game only the Russian army really changes. Whatever the further technical details of this system (it can be explained mathematically, but how many would understand it?) it works.

While speaking of replacements, one important rule was left out of Game 5. It is given below:

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GERMAN REPLACEMENTS: Throughout the game the Germans may replace, if lost, one 11-8-8 and two 5-7-3's (three 3-2-8's = one 11-8-8). An example of this would be the German army lost at Stalingrad in January 1943. The "new" army comes into the game like a supply unit on the third turn after it has been lost. Only one new army may be brought on at a time/

Another abstraction in the game is Finland. Also the military activity in northern Finland. This has been left as a constant. Russian units have been deducted from the Russian replacement rate to account for the activity in that area.

There were numerous other rules and elements which could have been added to the game. But we wanted as clean a game as possible which would accurately recreate the largest military campaign ever conducted. We think we have succeeded. Let us know how you feel about it.