

Scenarios

Note: The earlier AGS scenario units are updated with the KtR and Crimea Units, where these were stipulated in the later games.

Scenario #00: AGS Learning Scenario

This is the very short Army Group South Playbook learning scenario.

Scenario #01: AGS Grand Linked Campaign (with Danube)

This is the 'at-start' positions for Barbarossa Army Group South – but also including the southern Danube area omitted from the released game.

For this Campaign the units from two of the Soviet Pool Groups are instead shown on the map in their 'at start' positions. You can adhere to the AGS release conditions and pay the VP points (and require the 'R' result) to move the units north of the yellow southern map.

All reinforcements should also now enter from the southern or western edge of the new map extension – or Romanian edge of map E.

You should also not (in my opinion) take the 2nd Panzer Pool Group – omit it from the game! It is included as a fun 'what if' option, but in the hands of an experienced Axis Player will spoil the historic aspects of game. This Panzer Division was sunk and was not available until mid-September. If an inexperienced Axis Player is playing an experienced Soviet Player then it may open-out the game, but you should agree a turn for its withdrawal, as it is due to be refitted and take part in Typhoon later.

You should also not allow any Axis units that do not enter from Romania on the reinforcement entry to re-enter Romania. This is to preclude the other game-breaking device of moving several Panzer Divisions from their starting positions on map E into Romania and then utilise rail and road to head straight for Odessa. It may be fun – but it did not happen and should not happen! Hitler was still persuading Romania to join the war (which is why Operation Munich is delayed to GT6 start), so the Axis Operational Plan could not assume they had that rout.

The above suggestions are from my own play-tests with an opponent. This Campaign is very long and you do not want to waste time finding what breaks the game.

Scenario #02: AGS Grand Linked Campaign (and AGS Scenario 5)

This is the 'at-start' positions for Barbarossa Army Group South. This allows the Campaign to be played as presented in the published game without the Bessarabia map extension.

See also the comments on 2nd Panzer and Map E Axis entering Romania above.

Scenario #03: Assault on Kiev

This is the small AGS Scenario 1 beginning on GT21.

Scenario #04: Rundstedt Attacks!

This is the AGS Scenario 3 covering the opening six turns of the Army Group South Campaign. It is recommended that this be played through several times from the perspective of both sides to learn what is possible for the Axis and Soviets before attempting the longer Campaigns.

Scenario #05: Operation Munich

This is the AGS Scenario 4 covering the opening turns of the delayed Army Group South Campaign from Romania.

Scenario #06: Uman Pocket

This is the AGS Scenario 6 beginning on Soviet Segment GT9. The Rail-net on map E has been back-filled to allow the game to proceed beyond the end of GT28, effectively merging with the next GT29 scenario, but without requiring the 'special placement' units that were north of Kiev on Map G, since you will now play these yourself!

If 2nd Pz Division group was taken (not advised - not historically present) then it should be withdrawn at end of GT28, or another VP penalty paid to keep it – but it must withdraw by GT50, as it takes part in the Typhoon offensive.

Scenario #07: Rostov Redeemed

This is the Kiev to Rostov mini-Scenario 1.

Scenario #08: Kiev Pocket (and Odessa)

This is the Kiev to Rostov (KtR) Scenario 2 for 'Kiev Pocket' beginning GT 29, with the addition of the Odessa Scenario (which began GT 27). The Odessa reinforcements have been added and moved to bring it up to GT29 positions, but no other combat has taken place.

Players have the option of beginning the whole campaign from GT29 as it is set-up, or playing the Odessa segment for a couple of turns from GT27, then playing the whole Campaign from GT29 onwards.

The Axis Captured Rail has been added to fulfil the Odessa and KtR supply requirements as set-out in the Playbooks. The Captured Rail on this segment would allow one MSU to be transported per turn to meet the KtR capabilities, but should then be removed on the Captured Rail network when it enters Map J (unless mandated by the designer).

The whole of Crimea is set-up to the status as at GT 28. Crimea map Q Soviets should be considered as a separate entity and isolated from the rest of the Campaign, to meet the Garrison requirement set in the KtR Playbook. The exception is any units being sent by Sea Transport to Odessa (and possibly other ports on Map Q). All such units sent are for the defence of the Odessa area (and possibly Kherson and Nikolayev) and must not become part of the Soviet KtR reinforcements.

The map K 'special placement' units represent units engaged in combat west of map K on map G. Note that the KtR Axis Group Two 11Pz Division was part of AGS and is presumably also involved off-map in the Korson area on map G, from where it enters the game. It should be removed as defined in the KtR rules when Kiev falls if playing any scenario up to this point.

Scenario #09: Battle of Sea of Azov

This is the short Kiev to Rostov Scenario 3. This is a nice scenario to practice the Soviets on the attack!

Scenario #10: Battle of Sumy

This is the short Kiev to Rostov Scenario 4. The Axis are on the attack – a popular scenario.

Scenario #11: To Kharkov

This is the Kiev to Rostov Scenario 5. Kiev pocket is over and Axis have crossed the Dnepr and heading east.

Scenario #12: To Rostov

This is the Kiev to Rostov Scenario 6. Axis are fighting the weather and poor supply as much as the Soviets.

Scenario #13: The Tartar Ditch

This is the Crimea mini-Scenario 1. The Axis learns siege warfare to break into Crimea. This is a tough scenario for the Axis to win, but well worth the practice before attempting the Crimea Campaign Game.

Scenario #14: Roads to Sevastopol and Crimea Campaign

This is the Crimea Scenarios 3 and 5. The Campaign game is a continuation of the opening Scenario 3, so this pre-load includes both – just stop earlier for ‘Roads’. This really is the continuation after the ‘Tartar Ditch’ phase of the opening attacks to break into Crimea – the first line was broken and now for the second better-resourced offensive with massive Air support.

Soviets have to balance how long to hold at the peninsula and with what force commitment – as almost all of these units will be lost once the Axis break through. Defending the frontal and mountain path approaches to Sevastopol is essential – as is deciding on where to try to build a defence line near Kerch, which you will want to hold onto for as long as possible to prevent Axis forces getting freed-up to all concentrate on Sevastopol.

Axis have to decide how to balance their forces once they eventually break into Crimea, as there is not quite enough to do everything at once.

A nice Campaign Game – but not one for those needing Panzers!

Scenario #15: Sevastopol – First Assault

This is the Crimea Scenario 4. This really is the continuation after the ‘Roads’ phase of the opening and initial exploitation phase of the Campaign into Crimea.

Scenario #16: Kerch – The Party Boss Attack

This is the Crimea mini-Scenario 6.

This is the February 1942 premature attack by the Soviets.

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Scenario #17: Kerch – Operation Trappenjagd

This is the Crimea mini-Scenario 7.

This is the May 1942 well-prepared attack by the Axis to finally clear the peninsula.

Scenario #18: Sevastopol – Operation Storfang

This is the June 1942 successful operation to finally take it. Lots of super-heavy siege Artillery – the most ever concentrated in one place in the whole Russian Campaign

Scenario #19: Kerch – Feodosiya Operation

This is the Crimea Scenario 9 Soviet Amphibious Invasion. A very nice short scenario – one to learn and practice the Naval rules.

Scenario #20: To Kharkov and Crimea

This is the KtR 'To Kharkov' Scenario beginning GT51, with the Crimea also set-up for GT51.

The Odessa evacuation is assumed to take place historically and Soviet units are placed with special placement markers (not available until GT61) in Sevastopol.

GT51 is also the start of the Typhoon game offensive - not part of this module, but part of the Army Group Center and North Module.

This is a good place to begin a more 'historic' Campaign for those that wish to explore the Typhoon timeframe actions of Army Group South and the Crimea invasion.

General Notes:

Units (at different strengths) from the earlier and later games are provided in the mix with (s), (k) or (c) for AGS, KtR and Crimea respectively to allow players to set-up the earlier versions, if they desire.

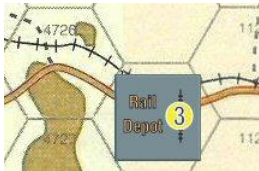
Combined Game Additional Rules

Some rules are required when playing the combined games.

AGS Garrison Requirements

Once the game turn advances to **GT29**, the requirement to Garrison AGS maps E,F and G is lifted. This is because the Axis SEC units used for this in AGS enter into the KtR game, so there must be other security formations not represented as game units which take over that role, to free-up the SEC units to enter into KtR.

ASP Rail Depots



There are some markers included to mark the transit of ASP along the Rail Track before it gets turned into MSUs to move it onwards. This was discussed on CSW with the Designer and agreed as a viable solution to use to link the AGS and KtR games together into a Combined Game. The issue arises, since otherwise the KtR MSU allowance is insufficient when combined with AGS to give the same game play as KtR on its own without the westerly AGS maps over which the ASP must be moved.

In the physical board game it was suggested, following discussion on CSW with the Designer that the numbered markers provided be used for this, but since this is a Vassal Module, a purpose-built unit is provided. No ASP can be drawn from these units; they represent railway trucks in transit or awaiting the MSU trucks and wagons to distribute. Once an MSU becomes free, place it on the Depot and decrement the depot count by one for each MSU placed. MSU can be placed and immediately moved away in the same turn.

Depots may only be used once along any rail network and may not ever be cascaded. This means that ASP may only be staged once by a depot marker. Depot use increases the available Axis Attack supply in the early game.

Players should keep to the Rail Points allocated on each Map in the Games when transporting ASP supply by rail. They should also consider keeping the ASP 'in transit' within the rail capacity allocated to the maps in the rules.

No ASP can be drawn directly from these units; they represent railway trucks in transit or awaiting the MSU trucks and wagons and associated personnel to unload and distribute. Once an MSU becomes free, place it on the Depot and decrement the depot count by one for each MSU placed. MSU can be placed and immediately moved away in the same turn.

1. Players must keep these Depots **total** store of ASP equal to or less than the Rail Points allocated on each Map in the Games.
2. Since these Depots represent rail transport used and awaiting unloading, the total available Rail Transport Points available to the Axis player on all Maps leading to the Depots is **reduced** by the number of ASP held at the Depot at the beginning of the turn.

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So for a Map limit of 6 rail points, if a Depot has 3 ASP, then $6-3=3$ rail points are available that turn for that map. This means that a limited supply of ASP can be transported and then converted into MSUs at the Depot.

Once the Logistics Pause has ended and the Base Units are in-play, the need for the Depots is removed.

For the Combined Game:

From the West - Map E: 6 Rail Points, then another 6 Rail points onto Map G, then 7 Rail point for all other maps onwards.

From Rumania – Map F: 5 Rail Points, 7 Rail point for all other maps onwards.

Once the Logistics Pause has ended and the Base Units are in-play, the need for the Depots is removed.

Logistics Pause

Once the Pause is in effect, the rail capacity is halved. Any Depots present should be removed from play at this point to free-up the logistics efforts required during the pause.

Logistics Base Relocation

This is allowed **once** after the first pause – apply the same rules as before but no additional Armour Points this time, but still the two wagons for trucks swap. Flip **all** (you cannot individually stagger them) the Base units of the particular Army Group being relocated to their ‘relocating’ side for five turns and move them by rail onto a qualifying converted rail hex in a town or city.

Optional: Use the ‘EFS Heavy’ rule and roll one die: Add half the number (round-down) to the five turns of the pause. So a roll of 7 will add 3 turns onto the 5 yielding 8 turns for the pause.

All Axis ASP transport entry is knocked back to beginning at the western map edges of Maps E and F again while this is being done.

RSC Allocations

The Series Designer had increased these to a higher mix of both strong and weak RSCs; these are managed via the ‘Axis RSCs’ pool box:

AGS: 18 Strong, 18 Weak (make-up the mix from ‘S’ and ‘C’ units – see below)

AGN: 12 Strong, 12 Weak

AGC: 18 Strong, 18 Weak

Once the Army Group South **splits** to invade Crimea, then utilise the red ‘**C**’ tagged RSCs from the Game piece pallet for this purpose:

Either add 6 more of each type, or reduce the ‘S’ RSC total and increase the ‘C’ quantity as desired, but they are considered as originating from a common pool of 16 of each type. Only ‘C’ RSCs can be used in Crimea and ‘S’ outside.

It is suggested that the Axis can only change the mix infrequently (every month – use the coloured turn track months to determine when).

Vassal Module Features

A number of features have been added to aid play.

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Player Sides

Axis and **Soviet** sides are available and should be selected by the players before the game begins.

There are also **Axis 2** and **Soviet 2** sides to allow multi-player games.

This will limit access to certain game features and also totally hide the Axis and Soviet Off-Map Boxes from each other. Players can then manage their Air Units and Replacements in private.

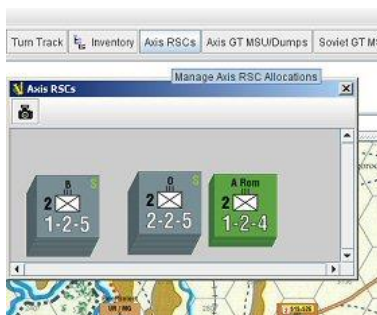
To select a side, press the 'Retire' button on top-left and then select your side.

For solo play there is 'Referee' mode which enables access to both sides for non-Pre-Defined games set-up by the player himself using the 'New' selection.

Air Units are side-specific, so you will need to select that side to flip or move them.

Axis RSC Management

A pop-up box has been added to keep track of Axis RSCs throughout the game, as there is no other good place to store them.



The 'Axis RSCs' button will toggle the box into view, allowing drag and drop management of the RSCs in play. Mouse-over view of the stack also operates. Access and management of the RSC box is restricted to the Axis Player, but is visible to the Soviet Player.

The Right-click option will also sort the RSC into neat stacks of the same type and strength:



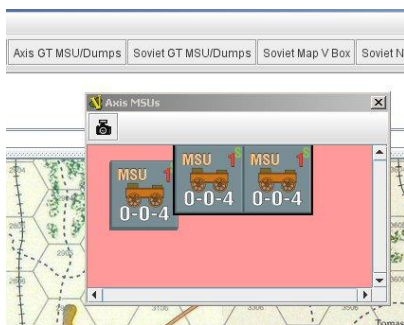
Axis and Soviet ASP into MSU Management

A pop-up box has been added to keep track of both Axis and Soviet ASP allocations into available MSUs each Game Turn, as there is no other good place to store them. When they were stored in the 'Available' rebuild box it is easy to get them mixed-up with MSUs being returned from Dump

construction in movement phase. Using these boxes they can be allocated in the supply phase from the available MSU resource then present into this box and then other freed-up MSUs go back to the ready box. The floating pop-up box allows easier management onto the map railheads, and the right-click 'Send To' feature on the MSU will not only send them to the appropriate box, but also sort them into neat stacks of the same type of MSU.

Procedure:

1. In the supply phase allocate the ASP allowance into MSU/Dump counters and send them to the appropriate 'RSC Pool' box (South or Crimea) for that turn.
2. When the player turn arrives, only these MSUs are available to be entered. For example, any Soviet MSUs made available in the Axis turn by loss go into the Active box and are not available in the Soviet turn.



Soviet Map V and Naval Damage Boxes

These are self-evident. Access is private to the Soviet Player, but is visible to the Axis player (for when bombing ships).

Soviet Pool UR/MG and Untried Militia

There is a pull-down box with these for random selection via drag and drop.



The respective on-map Soviet units are marked with 'Pool Select' and cannot be flipped to reveal their value, but must be replaced by a Unit selected from the appropriate stack in the Pool box. The reason for avoiding the units being pre-placed, is that they will always be in the same place every game and can be 'learnt' – this way the unit is totally unknown until combat in the case of Militia or optionally for the UR Units the Soviet player can draw them and reveal them before combat (but one benefit of Untried Units is that even 0-0-0 dud-units have a ZoC – until turned-over).

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Just drag and drop onto the map from the appropriate stack – Vassal randomises the units and there is more in the stack than shows in the box, as Vassal hides otherwise huge stacks of 30+ units. Then flip the unit and delete the previous on-map marker.

Kiev-Odessa Militia

This is a two-stage selection process. Once the **Kiev/Odessa** Markers have been received on the Reinforcement track, they are then immediately traded for a selection from the left-hand stack shown in the 'Soviet Random Units' Box.

The selected unit can be flipped to reveal if it is for **Kiev** or **Odessa** (it cannot then be flipped back). Place the units untried as specified in the instructions and then **only** draw from the Kiev or Odessa stack (second left and far right) **on combat** to determine the actual Unit.

This may seem cumbersome, but prevents 'peeking' from either side – and ensured that each game will be different, as drawn this way 'on combat' will randomise the selection.

VP Count Management

Since this is private on the Off-Map Axis Chart and is of interest to the Soviet Player, I've included a button to keep this separately managed, by the Axis Player, but visible to the Soviet Player.

Separate Axis and Soviet Inventories

As well as the Master inventory which shows all units, there is a separate specialised one that becomes available to either side on the far-right of the menu bar when a side is selected. This sorts the units into categories for easy checking of types and a **'refresh' will remove from the list all units that have been moved that phase.** This was found useful in play-testing the pre-V1.20 module in the large Campaign Game, where both sides want to ensure they move all units in their phase.

It also helps in the surrender phase to run-through the tagged units:



Add a 'Possible Surrender' marker to Soviet units that qualify as the game proceeds and then use this to run through in the surrender phase. Just click on the item in the list to go to it and roll for Surrender – saves time and effort in the very large Campaign Games.

There is also a 'False' grouping shown in the Soviet Inventory to identify all UR/MG that have not been selected, allowing these to be monitored easily by the Soviet player.

The inventory is also very useful later into the game when both Axis and Soviet units that may have entered earlier from Pool Groups can be checked to see if they are already in the game. Ensure you click the 'moved' button (as the Inventory will hide moved-tagged units) first – then check for duplicates.

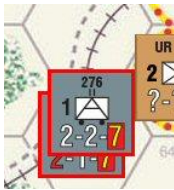
You will find in Kiev to Rostov there are many pool group units that begin reduced in Garrison instead – you either take the pool and pay the VP to get them early – removing the corresponding on-map garrison, or wait to release them later and omit that unit from the pool. Reduce the VP cost in proportion to the number of units omitted from the pool group – rounding-up (so a three unit pool costing 3VP but now missing two units cost 1VP).

New Bessarabia Southern Map and Set-up

This module also includes, the southern maps omitted from the Army Group South Game – these are identified as having a yellow background colour. The at-start location for units on this map is included in this version of the module – provided by the game Developer.

Module 1.30 New Features

- Campaign Game including the Danube region.
- Full Game Piece Pallet to allow flexibility in inter-working with Army Group Center – you can decide what units you want to use for the Kiev Pocket if playing a combined game with Army Group Center.
- **Alternative on-unit Supply Status Markers:**
Coloured borders to denote supply status – these toggle Yellow (Emergency) – Red (OoS) – then back to clear for full supply. Avoids supply marker clutter! Markers are still present for those that prefer them.
Select the unit or group of units desired and either ‘Shift S’ or right-click ‘Supply Status’ will toggle overlay masks which are either clear (full supply), yellow boarder (Emergency Supply) or red border (Out of Supply). These allow the on-unit markers to be dispensed with for those players who wish to see the units easier.



It should be noted that if the scenario loads with unit that do not appear to have this feature (it was added quite late in module development) then the ‘Tools->Refresh Counters’ pull-down menu at the top left-hand corner of the module will enable this feature.

Please note: this can also sometimes reset all supply statuses of units back to ‘full’ – so do not use this option once a game is in-play and units are not in full supply. If you do need to use it – place the old supply counters on the relevant units and then remove them and reset the supply for each afterwards.

- **Air Non-Op Marker:** This is for those that wish to use the various House Rules to allow Air Units to make a HQ go Non-Op (such as rolling less than the interdiction rating achieved) on the HQ ‘Place Marker->Air-NonOp’. The intent here is that the HQ so tagged will **auto-recover** in the end of turn Interphase. This is to distinguish this form of non-Op from that inflicted on the HQ by having Panzers and the like driving over them as opposed to an air-strike. The Axis get their chance to take advantage of this boon if achieved, but not for too long – otherwise the Soviet Player will end-up withdrawing all HQs which will spoil the game IMO.
- **Axis Control and Soviet Control Markers:** These allow towns to be tagged when controlled by the appropriate side. Prevents arguments later when one side or the other wants to use air-lift behind your lines!
- **Line of Communication:** these markers are a play-aid and have an option to highlight an area of hexes – place on critical supply points.
- **Possible Surrender:** In larger Games it can be difficult to keep track of these, so the Axis Player should place these on top of units in his turn and the Soviet Player remove those that he rescues in his, In the

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Surrender phase the 'Inventory' button will group all these together and allow a 'click-check' surrender process to be run-through quickly without missing any.

- **Axis Garrison:** A marker to remind the Axis Player of what will happen to his VP if there is not a unit there!

There are a number of other play-aid markers too – explore the [Markers-> Axis](#) or [Markers-> Soviet](#) boxes and choose those that aid your play.

Motorized Units – Non-Motorized Breakdowns

A description of House Rule option – to be agreed by both players first:

Where provided for in the mix – non-motorized breakdowns are possible for motorized units. This represents such units leaving their vehicles and moving some distance on foot.



Generic Transport units of the relevant MA (such as '0-0-7' and '0-0-9' Transports for Axis Motorized, and '0-0-5' for Soviets) are provided to facilitate this. The breakdown and recombination process is similar to that described for RSCs; units can either breakdown or reform at the **end of the Axis movement phase** or **end of the Soviet Motorized Movement phase**.

The reason for limiting breakdowns and recombination to the end of the first movement phase of the segment is to limit some 'gamey' techniques.

An exception is allowed for occasions where advance after combat would require the units to either cross an un-bridged Major River or enter a swamp hex – in these cases the unit may breakdown and advance after combat in their non-motorized state.

The transport units are treated as zero defence strength units (similar to MSUs) and are automatically eliminated if an enemy combat unit enters their hex or attacks them.

They may move independently of their troops, suffer fuel shortage (unlike MSUs) and can **only** be used to carry their original unit troops; label the generic markers as they are used with the Unit ID and store them on the off-map cards for re-use.

The transport units have 'steps' as shown by small [dashes](#) in the top right-hand corner, [one dash for each carrying step](#). If steps are lost from either the Transports or non-motorized troops, then a step of either kind can be replaced at the cost of one type I point. This is equivalent to the cost of two type I points for a motorized step.

If re-built from scratch, the transport units re-enter the game just like other rebuild units, but they must immediately be sent towards their host unit.

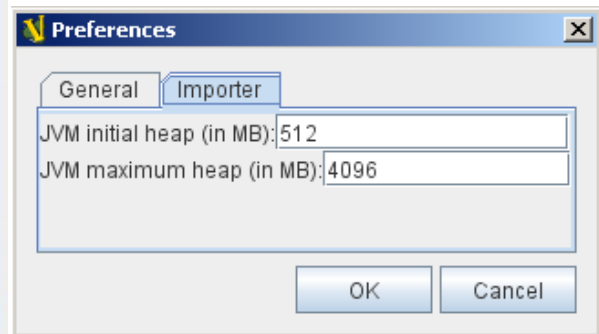
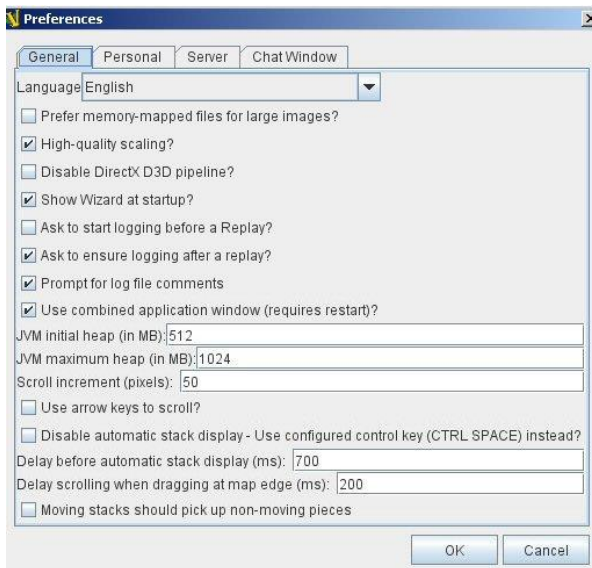
Play-testing has shown that this is far more realistic when crossing Major Rivers that letting motorized units hop-over and then speed away in the motorized phase. The Axis player is forced to mount a proper assault and get a bridge across before getting his assaulting motorized units back into their vehicles.

Vassal Memory Settings

This is a large module and you will get 'Out of Memory' warnings when accessing all of the map unless you set your initial heap to 512 MB and maximum heap to 1024 (double the defaults); these are located in the top left-hand buttons of the module.

Also change the preferences on the Main Vassal Application to JVM initial and maximum heap to 512 and 4096 MB.

It should all work OK from then-on.



Other Combined Game Considerations

These are just some play suggestions to give focus and avoid ambiguities in the larger-scale Campaign.

Air Power

The Soviet Crimea Air force is in two parts: Naval Air (dark blue profile) and Non-Naval (brown). These operate as described in the Crimea Playbook, so the 25 Hex range for the non-naval should be measured from their base at Simferopol (Q4321). As per the Playbook, no other base is allowed for these in Crimea, so when captured you lose air-cover.

The Operations of the Naval Air is different, as described in the Crimea Playbook: 25 Hexes from a Naval Base Unit or the **Map T Holding Box (Q7017)**. This does allow Odessa to get more support while it has the Base there.

Don't forget the **+2 DNM** penalties when re-basing Air Units between the Northern 'AGS' and Southern 'Crimea' theatres. This is not just the aircraft flying to a different place, but the relocation of all the ground support crews. Players that omit this procedure introduce an unfair Operational advantage – it is cheating put simply! The Crimea game is shown as having a separate set of Air Holding boxes (and Cadre/Eliminated Rebuild); these should be managed separately.

Soviet forces operating from Crimea need to be managed from the Crimea boxes throughout the game.

Axis forces which take part in the attack on and into Crimea (south of the Qxx03 line) should at that point begin to be managed from the Axis Crimea Boxes. All aircraft that are to operate South of this line should be transferred and suitable (friendly at supply determination phase - and in supply) Airbase locations be identified; this can be relocated as the campaign progresses, using the above criteria.

The Axis player should designate a suitable Town or City as the focus for the Crimea Campaign Air Efforts near the edges of Maps J/Q, to make the range calculations, where appropriate, understandable to both players.

When using the KtR Air Transfer withdrawals for the Crimea invasion, you will need to offset them to when you are actually going to use them.

Strategic Choices

This is an Operational Game and you have your orders on what is expected and by when!

The **Axis** player has a lot to achieve and must push hard against supply problems, weather and the huge Soviet Armies to do so. He has a big advantage in not being subject to Hitler/Command indecision at certain phases of the game where historically there were pauses and changes in direction. The Axis player is rewarded by forming a clear plan and keeping to it throughout – not being tempted by those 'easy to pocket' units the better Soviet players will tempt him to divert for to waste his effort. Choose your logistics rout that will get you where you need to be and drive to open them out – almost reckless effort early on in the game to keep the Blitzkrieg rolling is rewarded; the Soviet will try to slow the game down into a slower additional slog that he can win.

The **Soviet** Player has a 'Mandated Attack' mechanism which has been subject of discussion on CSW as to its effectiveness in enforcing the more 'Active Defence' required for an enjoyable closer to

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historic game by both sides. If the Soviet withdraws all his Armies hundreds of miles and set-up a fortified line with reserve it will win him the game (probably) on VP count – but it never happened!

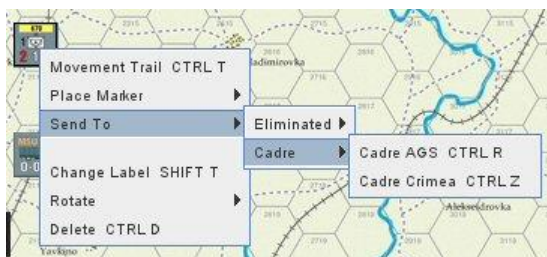
Stalin and associated political officers were not as tolerant of orders being ignored as can be done in the game, so the Soviet player should, in my opinion, not be able to have full operational flexibility to withdraw units East if there are standing Mandated Attacks.

Also there has been some interesting discussion on the role of HQs, so perhaps these should be more prominent in such movements – so perhaps no movements eastwards unless within range of a HQ with no standing Mandated Attacks.

Lots of interesting ways to make the longer Campaign Game the fantastic Challenge it can be for both sides.

Logistics

There is a split into 'AGS' (which also includes the KtR Game) and 'Crimea' as far as tracking MSUs, ASPs, Rail Conversion and Axis RSC pools. Given that the choices of which theatre got these supplies were Strategic, they are separately shown and managed. Also note that the 'Send To' right-click on Units will give options on where units get sent to rebuild – you should keep the units in the theatre they are presently operating within.



You will also notice that the MSUs tagged with 'S' for 'South/Sud', then you get some 'C' Crimea ones starting to appear after GT28 which are meant to be used initially in the Odessa area then in Crimea - and some 'M' for 'AGC/Mitte' entering with the Guderian AGC Units, which are meant to be sourced from the **North-edge of K** and the Railheads that enter.

The Crimea 'C' MSUs should be for the Southern non-KtR battles of Odessa and Crimea - I tried to keep as close to the Games as I could. You probably could define a line **roughly South of Nikolayev** as the area for Southern Battles and North for KtR. When the KtR Base Units arrive, then you should only use these for the KtR 'S' MSUs.

You could also take that demarcation for the Air Operations too when transferring Air units (remember the DNM 2GT Markers when transferring, to allow all the ground crews to get there too).

Super-Heavy Ammo

There is a marker for this included for use on the Inset. Use the Crimea rule to use ASP to purchase this ammo for the SH Artillery when used on any Inset Map.

Roadnets

These have a 'Show Area' select to show the maximum extent as a play-aid.

Attacks

There are Numerical incremental attack markers to allow unique tagging and sequencing of attacks. There is also a '*No Orders*' Orders Marker for those who want to confuse their opponent. There are also (further down the list) Axis and Soviet versions of all three typed of Orders marker, which can only be flipped by the stated side, if this is desired.

Axis Rail Conversion: rate changes

I strongly suggest using this opinion for the longer Campaign games. Based on my own play-testing with an experienced EFS opponent - and the also opinion of one of the original EFS Developers, that existing Axis rail conversion is **too fast** outside Bessarabia, Poland and the Baltic States.

When playing the Combined game this accumulates and becomes very significant. When playing the separate AGC and Typhoon games then the 10 turn 'gap' allows the reset to historic, but if conversion continues at 4 hexes per turn for 10 turns in the gap then there is no Axis pause for Typhoon Offensive and the AGC game just continues with railheads advancing far too quickly.

It is suggested that conversion costs outside of Bessarabia, Poland and the Baltic States be **doubled**. So it requires 2 points to convert a clear dry rail hex and 4 points to convert marsh/swamp or in mud – double the existing conversion rates.

Also **for AGC only** allow **one** line to have 6 conversion points spent on it on maps H or I.

So 4 conversion points will convert 2 dry clear hexes and 1 hex otherwise – and 6 conversion points will convert 3 dry clear hexes and 1 hex otherwise.

For **AGN** do not allow the 6 conversion points until after the Logistics Pause to better represent the Axis logistics problems, as most conversion is already in the Baltic States.

For **AGS** allow one line 6 conversion points on map G or K up to the Logistics Pause.

Also allow 6 conversion points to be used on one line on map F, but if used, remove one point from map G.

After the Pause the rate allowed is 6 points on one line.

Combined with Rail-Capture, this leads to more historic play, as it better represents the historic Axis conversion capabilities.

In the Combined Game, using the existing faster rates will lead to very ahistorical situations – essentially Typhoon begins about two months earlier than historic and there are no real Axis supply problems.

Axis Rail-Capture

There are no existing rules provided by the Series Designer as I write this, so I've provided the system below as a workable way to implement Rail-Capture:

Rail-capture becomes an Operational choice of the Axis Player from **GT25** onwards. He can capture one Rail Line per Army Group per turn at a rate of 12 rail-capture points per turn. Note that this rate is effectively halved by the doubling of conversion rates outside Bessarabia, Poland and Baltic States discussed above. This effectively gives 6 clear dry rail hexes or 3 swamp/marsh or mud rail hexes per turn.

- 1. Define the Rail-Capture as beginning GT25**, as is leads to the KtR Playbook description of the rail-net near Crimea.
- 2. Define the Operational Conversion:**
One line captured per turn per Army Group.
- 3. Limited Supply Capacity:** Tie the '5-Hex within 5 Hexes' limited resupply capacity rule (or the alternative 24 stacking points within 5 hexes house rule) for the rail-capture network

to each Axis Railhead feeding the rail-capture network. This assumes that the supply capacity is determined by what appears at each Axis Railhead. So one Railhead feeding a rail-capture network only allows five hexes of resupply. If two Axis railheads join the same rail-capture network then ten hexes (five per Axis railhead).

- 4. Expend MSU for Limited Supply (Optional):** If you really want to give the Axis an Operational problem (with the means to pay for its solution), make this 5-Hex limited resupply be gained by **expending an MSU** which must be placed on the Axis railhead (or on the line within six hexes of the railhead to allow for positioning prior to conversion). This then allows the Rail-capture network to 'throw-out' the MSU along the captured rail but spends an MSU per group of five hexes resupplied. This makes it an Operational choice with a price (an MSU) which must be planned - and ties it to the existing rules for using MSUs for resupply when unable to trace to rail/roadnets.

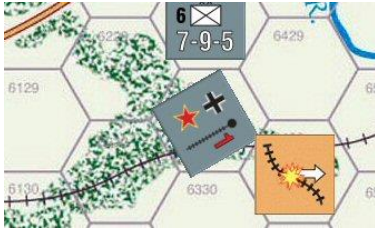
I personally like this approach, as once the Logistics bases appear Axis supply is so much better that this will introduce some difficult Operational decisions to pay for having Armies a long way from main supply road-rail networks, rather than them being instantly and automatically in free-supply. One could also make it random: 1-5 Expend an MSU, 6-10 Limited Supply is free (DRMs: -1 for more than 10 stacking points; +1 for less than 6 stacking points).

- 5. Limited Resupply to 24 Stacking Points Only (Optional):** Instead of the 5-Hexes limited resupply, allow limited resupply to **any** number of hexes within 5 hexes of the captured railhead, but up to 24 stacking points. This better represents the capability of resupply and removes some 'gamy' stacking of units in five hexes to maximise their resupply. This is the rule from Ed Rains EFS Heavy House Rules and should also apply to any resupply from MSUs as well.

I prefer this approach. Play-testing shows that good Axis play allows their supply situation to be far better than historic, so this makes it more challenging – which it should be.

- 6. Captured Transport Capacity:** The availability of the '1' transport capacity: set it at zero until a City hex is captured along any rail-capture network east of Smolensk or after GT25. **Only one rail line per Army Group is allowed to have this capacity, once gained.** When the captured rail-net reaches the **City hex** roll a die: **1-3** make the capacity the maximum '1' limit, 4-10 unchanged - do this for every city hex intersected along the rail-capture network until the '1' transport capacity (maximum) is set. Flip the rail-capture counter to show '1' on the flip-side to denote this. This '1' transport capacity exists along any captured line connected to the city where it was gained.

Alternatively, use the historic Cities: **Bryansk** (for AGC), **Melitopol** (for AGS) and **Simferopol** (for Crimea) and none for AGN.



These are just some ideas I've considered - as some of us are playing the longer campaigns and want to at least try some set of rules. We found that with well-focused Axis rail conversion you very quickly obtain better than historic supply. The conversion reductions bring this back to historic and introduce more logistical challenges for the Axis.

Romanian General Supply

This section is verbatim from Ed Rains 'EFS Heavy' House Rules for Romania. From several plays of the Romanian front these give a far more accurate depiction of the problems:

Design Note: *The logistical infrastructures of Romania, and the supply capabilities of the Romanian Army, were inferior to those of the major combatants. Romanian roads and railroads were in generally poor shape compared to those in Poland. There was also a severe shortage of trucks and locomotives, both within the Army, and throughout the broader civilian economy. Many Romanian units encountered serious supply problems almost immediately after crossing the border into Bessarabia. In game terms, much of the Romanian Army was actually "out of supply" even before the liberation of Bessarabia was complete.*

These limitations were well known to the Germans, who took them into account in their plans. The original plan for Fall Barbarossa included a full panzerkorps beginning the campaign from Romania, but this was soon dropped, after it was realized that the Romanian road and rail nets could not support the necessary logistical requirements. (An additional factor in the decision was that it would have been impossible to conceal the presence of so much German armor in Romania from Soviet intelligence, thus threatening the element of surprise considered vital to the success of the campaign.)

To more accurately reflect the logistical constraints of the Romanian Army and the Romanian road and rail nets, use the following rules:

Romanian Line of Communication (LOC) Length

The LOC length of any Axis unit tracing General Supply to any Romanian supply source, main road or railroad hexes may never be more than **five contiguous hexes**. This distance is not reduced by weather or terrain considerations, however.

Romanian Road Net

The length of the road net of any Axis unit tracing General Supply to any Romanian supply source, main road or railroad hexes may never be more than **fifteen connected main road hexes**. This distance is not reduced by weather or terrain considerations.

Romanian Attack Supply

Axis units tracing General Supply to a Romanian supply source, or via any Romanian main road or railroad hexes, may have an LOC of no more than **five contiguous hexes to an Axis Attack Supply Point** (ASP) in order to be in Attack Supply. This distance is not reduced by weather or terrain considerations.

Weather

The Weather is rolled separately in each Geographic Zone the Game takes place in, so there are Four Zones in the Entire Series:

North : Army Group North

Center: Army Group Center and Typhoon!

South: Army Group South and Kiev to Rostov

Crimea: Crimea and Odessa

The latter two are within the scope of the Army Group South Campaigns. As to where to define the transition – a suggestion is to take the line south of the City of Nikolayev, as this then roughly matches the Games and includes the Odessa area.

To make things a little easier, it may be worth only rolling for the Weather separately once either the Campaign enters Crimea itself, or the Mud season arrives (around **GT 54**) – whichever is first, as this is where the Climates are different.

Two incremental weather markers are bottom of the turn track for this.

A Weather Table for the four games is included in the module to show the different die rolls in the different weather zones. When using the Combined Game with Army Group South I suggest the following topographic ‘weather line’ between AGS and AGC:

[Rail line hexes from K1009 to Chernigov in AGC.](#)

[North of Desna River from Chernigov to intersect with Seym River K3306 in AGC.](#)

[North of Seym River from K3306 to KK4102 in AGC.](#)

[KK4203 and KKxxo3 hexes eastwards to map edge at 5103 \(Gorodishche\) in AGC](#)

There are other possibilities – I prefer to follow topographic features when these serve rather than Hex-rows – just agree it with your opponent before play!

Flotillas: When these move into a ‘storm’ zone, either stop their movement at the end of the movement phase they use to enter, or agree to stop them on entering the storm zone.

There is also a ‘Weather DRM’ chart tab: this is a personal ‘House Rule’ option that was found to work well in the larger Campaign games in Dry Climate to preclude too much mud or dry weather. Simply add the DRM if the condition applies in the given game turn segment you are in to skew the weather back towards historic.

For example:

if it has been Mud on the previous turn and there is a second consecutive mud turn rolled, add -1 DRM and apply result. Compound this every turn until Dry is obtained. If a run of three consecutive Dry turns, then begin to use the -1 DRM (compounded every further dry turn) until there is a change.

Apply these DRMs compounded every turn until the weather changes from a dry spell to mud or mud to dry. Then return to normal, but re-start the procedure when the conditions trigger it again.

There are lots of ways of playing this, but this method avoids deterministic ‘knowing’ the weather which you can get using some other methods. In my opinion the Weather aspect of East Front gets a lot of complaint, but in fact I find it removes a large degree of otherwise deterministic play from the game and in fact opens-up the game – turning it one way then another unexpectedly and adds realism. It helps remove from the EFS Game any chess-like aspects which can otherwise enter over several turns. This took me many plays to come to appreciate, but I find it is fundamental to adding unexpected situations into the game.