Pre-Loaded Scenarios

Eighteen are presently pre-loaded:

Scenario #01: Combined Army Group Center and North Campaign

This is the 'at-start' positions for Barbarossa Army Group Center and North. The units are updated with and units provided for this purpose in the later games in the series.

This game is a combined synthesis of the two existing Army Group North and Center games, extended into the Typhoon Game offensive timescale, with additional material provided by the Series Designer on the 'gap' units (those arriving between GT40 and GT50).

It must be emphasised that this is **not** the new AGC-Typhoon Game, which is yet to appear, but a way of playing the existing published games linked as stated in their documentation as a possibility with some considerable efforts to affect this in the production of this scenario and much appreciated assistance from the Series Designer.

It is hoped that this will enable more players to enjoy this fine series as published and explore the different options that are possible in the longer campaign games.

You will notice that the 5th Panzer Pool Group is omitted it from this game and shown entering along with 2nd Panzer in mid-September.
In the original AGC scenario 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 in transport 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.

Please also read the section at the end of this document on Combined Game considerations.

Scenario Naval Units
The Army Group North Shipping is a provisional early view from the Series Designer of what will be in the new 'Army Group North' re-issued game that will use the newer 'Crimea-standard' naval rules.
It should be noted that there are now Transport Ships to use with recovery rolls and that a couple of Soviet Flotillas are replaced with DD class ships, as specified by the designer.

Scenario #02: Yelnya Offensive
This is the small AGC Scenario 1.

Scenario #03: Counterattack at Lepel
This is the small AGC Scenario 2.

Scenario #04 Minsk Pocket
This is the AGC Min-Campaign of the first few turns.

Good practice at playing Soviet crippled by Invasion Restrictions, poor placement and overwhelming Odds – and as Axis Player to extract the maximum gain while everything is set-up to be going your way; doing badly here is not a good omen for later!

It is recommended to play this through a couple of times before beginning the main Campaign.

Scenario #05 Smolensk Pocket

This is the AGC northern offensive.

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Scenario #06 Guderian Drives South

This is the AGC Southern offensive to form the Kiev Pocket. Soviets must delay to buy time – Axis press-on and capture the objectives.

This is a good scenario to practice Soviet 'fighting withdrawal' defence and Axis Blitzkrieg.

An option to try is allowing rail-capture to begin immediately (see House Rules later in this document).

Scenario #07: Army Group Center Campaign
This is the AGC Scenario 7 Campaign Game.

Scenario #08 Thunder on the Dnepr
This is the AGC Campaign from GT11 onwards.

Note: Before beginning the Soviet player takes the three GMSV markers from Reinforcement turn track 10 and exchanges those for three units pulled from the Soviet Pool GMSV stack. He then flips these to find out which of the three kinds of Untried Militia to place (Vitebsk militia have already been destroyed and removed from the scenario).

Read the notes later in this document concerning the Untried Militia placement and final 'tried' by combat selection.

The painful for Soviet and exciting for Axis first ten turns are over. Many prefer the Campaign to begin from here onwards – so this is your chance to do better or worse than historic.

Scenario #09 Operation Beowulf
This is the AGN Islands offensive.

Scenario #10 Luga Line
This is the AGN later GT24 onwards Campaign Game attacks towards Leningrad.

Note: Before beginning the Soviet player exchanges the on-map L-LG DNO units with red 'pool draw' on them immediately for L-LG DNO units from the pool draw box and does not flip them to find out which type they are before combat.

Read the notes later in this document concerning the Untried Militia placement and final 'tried' by combat selection.

Scenario #11 Army Group North Opening Offensive
This is the AGN Opening single-map first few turns. Good practice for both sides before attempting the full Campaign.

The AGC Version of the set-up is the default used instead of the later nearly identical AGN one.
Players may wish to also set-up and look at both versions to see what effects the re-positioning of the single Soviet 142/5 can have – the unit is toast in both, but...

Also – as **practice** for the Combined Game situation, consider allowing the following three Soviet Units to enter across the AGB:

> **126(-) Rifle** on GT1 at either C3624 or 3722 (or from on-map GT1).
> **5/5 Tk Motorized Regiment** on GT1 at 4021 with 2MP remaining (or from on-map GT1).
> **179 Rifle** on GT1 at C5016 with no MP remaining (or from on-map GT1).

Since these units are allowed to enter these locations in the Combined Game and there is not a lot the Axis can do to prevent it – play it through and see how it changes the game.
These three units are shown on the map in the AGC area of the map highlighted in yellow to differentiate them

as optional units to be entered by the Soviet Player. Either pay VPs for each and enter them, or deleted them as desired. These are only intended as a variant to the official AGN Scenario.

Scenario #12 Army Group North full Campaign

This is the full Campaign for Army Group North.

Scenario #13 The Assault on Leningrad

This is later into the AGN Campaign than the Luga Line scenario.

Scenario #14 The Tikhvin Offensive

Even Later – Leningrad is cut-off. This is the last gasp of AGN in 1941 to further strangle Leningrad.

Scenario #15 The Last Gamble for Moscow

This is the latter parts of the Typhoon Offensive in mid-November in the **North**. Typhoon Scenario 1.

Scenario #16 The Last Battle for Tula

This is the latter parts of the Typhoon Offensive in mid-November in the **South**. Typhoon Scenario 2.

Scenario #17 Renewed Typhoon Offensive

This is the latter parts of the Typhoon Offensive in mid-November, combining the above two scenarios. Typhoon Scenario #3.

Scenario #18 Guderian Drives North

This is the entrance of Guderian's forces returning from their Kiev Pocket operation and joining the Typhoon Offensive.

Scenario #19 The Typhoon Offensive Campaign

This is the Typhoon Offensive in October. Typhoon Scenario #5.

Non-Op HQs in Typhoon:
There are several rules for the setting of the Non-Op status of HQs at the beginning of this offensive to consider that were added onto the game later.
Personally I'd like some element of randomness that some HQs are not automatic Non-Op.

There are about **18 HQs** along the whole front line, so something that allows the Axis to specify a number that are definitely non-op and a die-roll for the others to go Non-op would make for more variety of game-play - such as roll a die: then that number of HQs as specified by the Axis Player are put non-op and ten minus that rolled number is the number to roll for the remainder to also go non-op.

> So if a 3 is rolled, the Axis select three HQs to be Non-Op and 7 or less will make the others Non-Op.
> Roll 10: ten selected HQs are Non-Op no more than that allowed!
> Or if roll a 1: one HQ Non-Op but 9 or less for the rest...etc...

Whatever you decide – agree with your opponent first!

Scenario #20 Army Group Center and North Linked- Campaign

This is the lined 'AGC 'Thunder on the Dnepr' (GT11 start) and AGN 'Leningrad Defensive Operation' (GT10 start).

This allows players to launch into the later phase of the campaign after the initial ten turns of Blitzkrieg are losing their momentum and the Soviets are beginning to be able to form a viable defence.

Things are still not great for the Soviets though – good Axis play will punish the defenders in AGN and AGC with several pockets and force the Soviets to implement a well thought-out defence plan to avoid disaster, especially in AGC.

READ THESE NOTES BEFORE PLAY

There is a staggered-start to this scenario, beginning on GT10 in AGN with AGC beginning on GT11.

NO GT10 MOVEMENT SOUTH OF Army Group Boundary (**AGB**) units may cross from AGN south.

GT10: Play begins in AGN (only) on GT10 with the Axis Segment. Weather, Replacements and Air are pre-defined for GT10.

GT11: Play in AGN is as normal from now on. Play in AGC begins with the Axis Segment. Weather, Replacements and Air are pre-defined for AGC on GT11.

GT12 onwards: Play is normal from now on.

Pre-game set-up:

The Soviet Player:

1. He must choose the exact position of the Militia units for Gomel, Mogilev and Smolensk. These are placed on the map, but can be relocated if desired as noted. They are tagged with the yellow 'supply' boarder to quickly identify them, re-tag them back to in supply when placed in their final locations.
2. Soviets also have two **'R'** points to spend in AGC for GT11 (select pools or release Garrisons). These are shown by the new 'R' star markers on the Soviet on the off-map box.
3. Soviets must decide if to keep the AT unit in H3509 (Dovsk) or place it at full strength on the turn track to arrive on GT15.
4. Any MSUs in the 'Soviet GT MSU/Dump' pop-up box were allocated in the Supply Phase and are to be placed on the map in the Soviet movement segment.

The Axis Player:

1. MSUs in the 'Axis GT MSU/Dump' pop-up box are to be placed on the map in the Axis movement segment.
2. Some units are marked 'Special Placement' with a release turn. These are released early then if Soviets manage to move next to them. *(also see notes on the individual units as to when/where they could enter without VP penalties)*
3. Some optional '**Depot**' units are placed in AGC maps: please decide if to use them (read the notes in the document) – or remove them if deciding not to use them. These assist the Axis player – at the cost of using-up available rail capacity. Remember **not** to cascade them – only one allowed along any rail line.

Scenario Notes for Barbarossa: Army Group Center, North and Typhoon – 1941 (version 1.22)

Axis Special Placement Units: These may be released up to 5 turns early at a cost of 1VP per unit released early. Only one unit may be so released early per turn.

GAME-PLAY NOTE - Reminder:

This scenario is constructed from two separate scenarios in AGC and AGN, in which AGN begins one turn early on GT10. So do not move any units in the AGC zone south of the Army Group Boundary on GT10 - there is no turn. All units move as normal from GT11 onwards.

Play begins in AGN on GT10 with the Axis Segment (Weather and Air done) - no AGC units move on turn 10, but Soviet AGN units may cross the border into AGC (but not into an EZoC).

Play continues normally in GT11 in AGN rolling for Weather, Replacements etc...

Play for AGC begins Axis Segment (Weather, Soviet Replacements and Air done)

REINFORCEMENTS and POOLS:

Follow the AGN and AGC main Campaign Game scenario rules using the units on the Module Scheduled Reinforcement Track

General Notes – All scenarios:

Units (at different strengths) from the earlier and later games are provided in the mix with (m), (n) or (t) for AGC, AGN and Typhoon respectively in the scenarios from those games, or to allow players to set-up the earlier versions, if they desire.

Combined Game Additional Rules

ASP Rail Depots
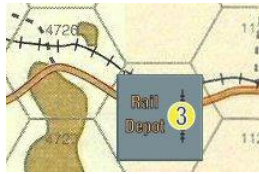
There are some markers included to mark the transit of ASP along the Rail Track before it gets turned into MSUs to move it onwards.

This is an option only – it **has** now been play-tested for use in Army Group Center and North. Depots may only be used **once** along any rail network **and may not ever be cascaded**. Their use increases the available Axis Attack supply in the early game.

It was part of the available options for the Axis Player in the partnering **Army Group South** Module, which has been play-tested and enables the Army Group South and Kiev to Rostov games to be joined, so it will be described here for possible use.

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.

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.

Logistics Pause

The Base Units (first introduced in KtR) for these games is included, as the Series Designer has confirmed their use in the rest of the series. The same KtR rules apply – see the charts section of the module for more information. The Pause can begin at a different time in North and Center.

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.

All Axis ASP transport entry is knocked back to beginning at the western map edges of Maps C and D again while this is being done. This represents the considerable Axis logistics problem between the pause of AGC and Typhoon Offensive.

RSC Allocations

The Series Designer had increased these to a higher mix of both strong and weak RSCs; these are shown pre-loaded to the new limits in the 'Axis RSCs' pool box:

> **AGN**: 12 Strong, 12 Weak
> **AGC**: 18 Strong, 18 Weak

Vassal Module Features

A number of features have been added to aid play. Most features required are obtained by right-clicking on a unit; for example, Air Interdiction capable Air Units can drop and Interdiction marker under them – Supply state can be toggled – activation state shown...etc.

The intent is to minimise the time needed to search through the piece pallet. All units required for a game are pre-loaded. You should never have to get extra MSUs – they are all on the turn-track or reinforcement pools box.

Player Sides

Axis and **Soviet** sides are available and should be selected by the players before the game begins. This will limit access to certain game features and also 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.
It is intended that players should toggle between sides using the 'Retire->Choose Side' process to learn good game etiquette for when not playing solo.

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

Charts

This contains most of what is needed to speed play - in a series of tabbed panels. The aim is to remove the need to keep looking-up ASP allocations, rail conversion rates...etc. You still need access to the BSRs and Play Books to understand and properly play the games, as it was not the intent to include everything, just the regular look-up items.

Axis RSC Management

A pop-up box has been added to keep track of Axis RSCs throughout the game.

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

Pop-up boxes 'Axis GT MSU/Dumps' and 'Soviet GT MSU/Dumps' has been added to keep track of both Axis and Soviet ASP allocations into available MSUs each Game Turn.

The total available pool of MSUs is stored on that side's off-map private box in the 'Active' Box of the relevant sector (North or Center for this module).

Each turn the number of ASPs allowed can be turned into either MSUs of Dumps from the units sitting in the Off-Map Using these boxes they can be allocated in the **Supply Phase** from the available MSU units then present in the off-map Active Box and into the 'GT MSU/Dumps' box. Use the '*Send To'* right-click to choose a destination and choose '*Asp Allocation'* to ping them into the Axis/Soviet GT MSU/Dump Box.

This 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. When the MSU is on-map and needs to be removed, you can use

the *Send-to->Active Center/North* as required. It is recommended you try this out and get familiar with the operation – it save a lot of time later.
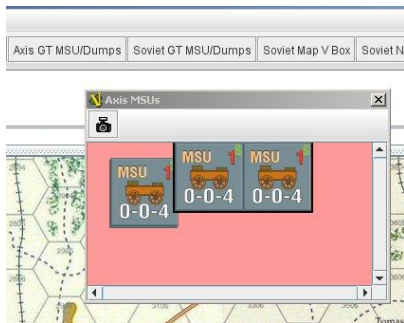
Soviet Off-Map and Axis and Soviet Naval Damage Boxes

These are self-evident. Access is private to the Soviet Player, but is visible to the Axis player (for when bombing ships). Axis Ships may also be damaged by Coastal Artillery.

Soviet Pool UR/MG and Untried Militia

There is a pull-down box with these for random selection via drag and drop. There are sections for UR/MG for the three Army Groups colour-coded from left to right: Blue for North, Yellow Center and Green for South. Although South is not currently part of this module it is included now for a possible future expansion.

To the right of these three URMG stacks is a lighter-yellow area for other random selection of different types of units. These different stacks will be described, as some need a little more explanation than others.

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 (drag and drop) 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 even Untried Units that may be 0-0-0 dud-units have a ZoC).

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, showing the top four only. Flip the drawn unit and delete the previous on-map marker.

Axis Victory Plans

To save space and use the randomising 'shuffle' feature of the Soviet Pool box the Axis Victory Plans are also placed there in an empty space for draw at the appropriate time in the game. They can only be drawn by the Axis Player, so if playing solo as 'referee', you need to take the 'Axis' side to draw

these. One of the plans for Typhoon, not yet part of AGC is also in the stack; if this is drawn, then draw another valid AGC timeframe plan then replace for use later in the Typhoon timeframe.

Gomel-Mogilev-Smolensk-Vitebsk Militia (or G-M-S-K)

A 'marker' for these units is received on the replacement track. These markers have 'Pool Draw' written on them in red to show there is a process to follow to get the unit for on-map placement.

Once any of these Markers have been received on the Reinforcement track, they are <u>immediately</u> traded for a selection from the 'G-M-S-V' stack shown in the 'Soviet Random Units' Box.
The selected unit is then flipped to reveal if it is for Gomel, Mogilev, Smolensk or Vitebsk (it cannot then be flipped back).
Place the units untried as specified in the scenario Playbook or set-up card instructions and then **only** draw from the relevant stack **on combat** to determine the actual 'tried' 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.

Leningrad Militia (or L-LG)

Follow an identical procedure to that described above for these, but once the L-LG DNO is flipped it will be either an L DNO or LG DNO unit – place this unit as described in the scenario instructions then draw from the appropriate stack and replace it on being tried in combat.

This process may seem a bit cumbersome at first, but is quickly learnt and has the great advantage that every game is different and there is no chance of the temptation to 'peek' at that unit you wanted to overrun before the actual moment of contact.

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 tracks for North (Nord) and Center (Mitte) are shown.

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 that have been moved that phase. This is helpful in the larger Campaign Games, where both sides want to ensure they move all units in their phases and don't forget any!

It also helps in the surrender phase to run-through the tagged units:
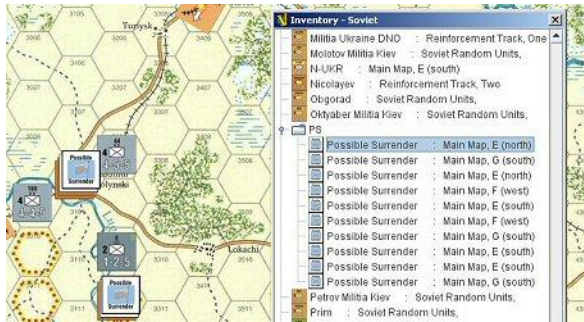
Just click on the item in the list to go to it and roll for Surrender – saves time and effort in the early Campaign Game.

There is also a 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 have alternative entry turn units that may have been entered earlier from Pool Groups or as reinforcements; these can be checked to see if they are already in the game to avoid duplication.

Other Module Features

- **Planning Markers** for Axis and Soviet Units are available at the bottom of the Markers -> Axis (or Soviet) section. They are for the Soviet: 'Soviet Marker', Soviet Marker SP', 'Soviet Railnets' and for the Axis: 'Axis Marker' and 'Axis Railnets'
  These have an Invisibility trait that once activated by the owning side can only be seen by that side as transparent once placed. Useful for outlining proposed advance/retreat locations and rail-nets – especially useful for planning Soviet Asymmetric movements.
- **Rail Transport Planning aid boxes**: the A Rail and S Rail buttons with up/down and reset back to full allowance functions for those not wanting to keep their turn rail point tally in their heads or on bits of paper.
- **Orders (Private):** these have the three types – 'No Retreat', 'Additional Retreat' and 'No Orders' in forms that can only be flipped by the designated side.
- **Supply markers** are coloured boarders to denote which side they belong to.
- **Alternative on-unit Supply Status Markers:**
  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 will also 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.

- **Non-Motorized Breakdowns**: Units are located in the relevant sides Motorized Game Piece box and Transport Markers->Axis/Soviet->Breakdown Non-Mot. This is **not** an official EFS rule, but a 'House Rule' option for those wishing to explore it (see description below).

- **Soviet HQ Command Range and Extended ranges**: The latter is for use with a House Rule for 'encouraging' Soviet Mandated Attacks. There is also a marker to allow a HQ to be allocated the attack with associated constraints and advantages. Again, not official – pure BSR people please ignore!

- **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.

- **Offensive Boundary Markers**: For use with optional House Rules covering the preparation and launching of Offensives during the larger Campaign Game.

- **Weather Markers**: these have up/down features for better and worse weather – and now have Storm Weather too. I also clone them and place in the turn track to keep track of the Weather – useful with some Weather House Rules.

- **Soviet Naval Base Air Range**: Useful when using Naval Air to aid Soviets plan their naval air support range.

- **Axis Fuel Shortage**: Has a flip-side with red 'fuel depleted' for use in a house rule that allows for fuel rationing of some formations.

- **Numbered Attack Markers**: These are for larger games and PBEM games.

- **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!

- **AG Boundary**: These semi-transparent markers are to be able to agree and alter the Army Group Boundary. They are pre-positioned in the north between Army Group Center and North. There are conventions on allowing the Axis player to reposition this an agreed number of hexes once.

- **AG Transfer**: A two-sided marker to tag units crossing the boundary. Consider this a House Rule play aid. Such units are out of a proper command chain for a turn and cannot attack for one turn and cannot receive artillery support. Remove this marker at the beginning of that player's turn and place any new markers in the turn as required.

- **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 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.

- **Fortified Line Destroyed**: This is a transparent marker depicting a destroyed line. It does unfortunately have an unfortunate side-effect that units can get trapped under it on a module game save and re-open (a vassal feature/bug). The marker has a 'Shift-select' operation to be able to select it; this was to allow stacks to be placed and moved without dragging this maker. If a future Vassal update fixes the loss of 'stack position' on re-opening a game, it will be more useful.
- **Axis Garrison**: A marker to remind the Axis Player of what will happen to his VP if there is not a unit there!
- <mark>**Mandated Attacks Saved**</mark>: A couple of markers are included to allow operation of an Operational House Rule for the Soviets.
  These markers are gained when the Soviet attacks with the required number of steps, or gains the needed odds to qualify for a Mandated Attack, but there was no actual Mandated Attack. This encourages the Soviet player to attack at more opportune moments to offset getting a Mandated Attack at a less desirable moment. Two types of marker are provided – one has a flip-side and lasts for two turns.
  The markers are either traded-in at the beginning of his turn to remove a Mandated Attack order (he has already anticipated and done it early – Stalin is pleased) or they are flipped to the one-turn side or removed; the idea is they are temporary and cannot be horded for long.

  This rule has been play-tested (using the 'saved for 2 GT' markers) and does end-up with more Soviet attacks, which was the aim of the Mandated Attack mechanism.

There are a number of other play-aid markers too – explore the Markers-> Axis or 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 offset some 'gamey' techniques that can be used.

For occasions where advance after combat would require the units to either cross an un-bridged Major River or enter a swamp hex, the unit may breakdown and advance after combat in their non-motorized state if desired (leaving their transport units behind).

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 of 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 fully-motorized Infantry 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 than 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.
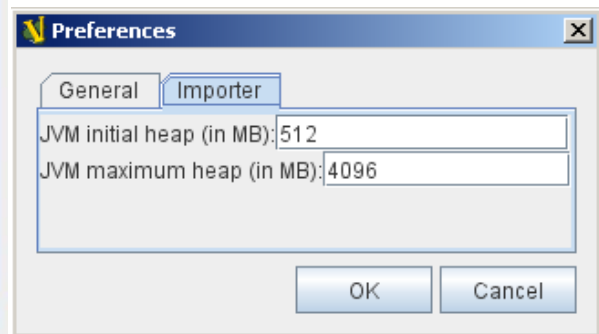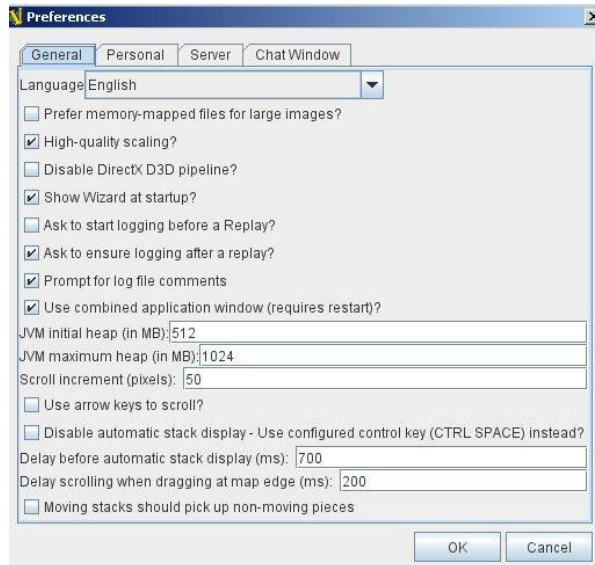
Combined Game Considerations

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

Air Power

The Soviet Air force is in two parts: Naval Air (dark blue profile) and Non-Naval (brown). The Naval Air must operate within 25 Hexes of a Base or Naval HQ unit. Naval HQs are considered to also contain Naval Base unit functionality.

All Axis and Soviet non-naval Air units begin assigned to their Army Group as described in the Playbooks. The 25 Hex ranges for single-engine planes should be measured from designated friendly (in the last GT) towns or Cities. There 'control' markers that can be placed to make this clearer. Both players should designate suitable Towns or Cites as the focus for the forward Air Campaign Efforts.

Don't forget the **+2 DNM** penalties when re-basing Air Units between the Northern and Central 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!

So you cannot just group all air units together and use anywhere as desired. Reassignment takes place in the Air Readiness phase – such units cannot be used for combat that turn and have the DNM 2 turns marker placed on them, **so they are effectively out of play for __two__ turns**!

You need to think-through the Operational Plans you have and have the Air assets you will require positioned where you need them when you need them.

The game has separate sets of Air Holding boxes (and Cadre/Eliminated Rebuild); these should be managed separately.

The Army Group Boundary is the demarcation between the areas of operations of the different Air assets.

Dummies
You cannot transfer of use the 'Dummy' Air markers outside of their theatre; these represent the tactical capabilities of the sector, not actual aircraft. So the Soviets cannot transfer their Northern dummy markers to Center – you will have to wait until they arrive on GT12!

Also included are specific markers for **Soviet Naval Dummies**, which should only be used with a Naval Air Group. Although not mandated by the rules, it would be more realistic to keep the Soviet Naval Air operating independently of the other air, as they did not fall under the same command.

Strategic Choices

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

There are Strategic Decisions outside your control that will give the focus to your Operational Game. In this Combined Module the two main considerations are:

1. **Guderian Drives South** to complete Kiev Pocket – then returns.
2. The transfer of forces **North** to assist Army Group North's attacks on Leningrad.

Guderian Drives South (and back again)

If you are not also playing a separate Army Group South game in parallel then the timing for Guderian must be the historic one as specified in the KtR Game's entry and exit, so these are set-up as the defaults.

If you <u>are</u> playing the entire Barbarossa then congratulations! You now have full flexibility on when, where and if to do this transfer.

Leningrad Diversion

The default for this is the historic dates as provided in the game. Hitler was adamant that Leningrad be at least cut-off, so you have to try to do it – or be 'removed' by your leader.

It is important this diversion of Axis forces takes place, as the game has 'Mandated Attacks' which constrain the Soviets Operationally, so the larger Strategic steer must exist.

If you get that job done early, or want to divert earlier to achieve this then you are free to do so, but you cannot delay past the time for withdrawals stated in the scenarios otherwise. You may decide to divert different units north – but they must be **at least** equal in capability to those diverted historically.

On the other hand, if Army Group North has been more successful that historically and has either cut-off Leningrad or has troops attacking on the Inset Map then you get to decide differently.

So you cannot ignore the two flanking Army Groups and just 'attack Moscow'!

Logistics

There is a split into 'AGC' (which also includes the Typhoon Game) and 'AGN' as far as tracking MSUs, ASPs, Rail Conversion and Axis RSC pools. All Army Group Center Games MSUs have an 'M' for Mitte, rather than a 'C' which is reserved for 'Crimea' in the other partnering module.

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.

Overall – Campaign Options

The Axis player has a lot to achieve and must push hard against supply problems, weather and the huge Soviet Armies to do so.

The **Soviet Player** has a 'Mandated Attack' mechanism which has been subject of discussion on CSW forum as to its effectiveness in enforcing the more 'Active Defence' required for an enjoyable closer to historic game by both sides. Some of this may be addressed in the new BSRs when they appear.

If the Soviet withdraws all his Armies hundreds of miles and set-up a fortified line with reserves it *may* win him the longer game on VP count – but it never happened – and it will be a tedious dull game to play.

Stalin was not happy that his empire was being rapidly removed from him, so he and STAVKA were not tolerant of any mandated orders issued by them being ignored on convenience, as can sometimes be done in the game.

You are in charge and phone Stalin to tell him *'don't worry about that attack you ordered – I didn't bother and now that Axis have captured anther city VP, so it has gone away and you are happy – right*? Do you think you will still be alive for much longer as Stalin tells your local NKVD what he thinks?

The Soviet player should, in my opinion, not be able to speedily withdraw units East if there are outstanding Mandated Attacks – consider reducing all movement allowances of units by 2 if they want to go Eastward when under these Mandated Attack orders if there is no intent that GT to carry them out, and ban all train movement used to withdraw units is just a suggestion.

Declaring a '**rout**' of certain units could also be an option if the Soviet insists on a run-away: consider any unit withdrawing more than its MA -2 to have an 'routed/**overrun**' marker on it, so it loses its ZoC (do not withdraw the markers placed for this purpose in the interphase, so it is present next Axis turn!) Also allow the Axis Motorized movement phase to have full movement (not half) if it begins its motorized phase within 5 Hexes of **any** marked routed unit the next turn.
If units have orders to attack and are doing something else then there is a breakdown of control and unit cohesion.

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 strategic movements unless within command-range of a HQ with no standing Mandated Attacks. I have play-tested this over an extended period and it alters Soviet play to operated their forces grouped as Armies to be able to utilise strategic movement.

> Also for the **Axis Player** – if he has ASP and attack-capable units sitting near to Soviet units (within 3 hexes) and can muster at least a 3:1 attack he should be obliged to do so! At least one Axis attack or overrun attempt should take place per Army Group per turn if it is possible.
> If no Axis attacks are made when it could have been fulfilling the criteria above, then **return an Axis MSU (Soviets choice)** to the Axis off-map box at the end of the Axis turn, per Army Group.
> Hitler was also not known for his patience of commanders waiting to get 'perfect' odds before they attacked.

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

Axis Rail Conversion: rate changes

There is an opinion, based on my own play-testing with an experienced EFS opponent - and the also opinion of one of the original EFS Developers, that Axis rail conversion is **too fast** outside Bessarabia, Poland and the Baltic States.

When playing the Combined game this 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.

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 *(Capture was not part of AGN/C games originally)* .

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 capably 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-focussed 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.

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 former two are within the scope of the Army Group North and Center Campaigns. As to where to define the transition – use the Army Group Boundary. Two incremental weather markers are bottom of the turn track for this for the turn.

It may also be worth keeping track of the weather you actually had in your campaign by using the twin-track on the Replacement Table – just place and clone a couple of Weather markers every turn using the top track for North and bottom for Center.

There are some House Rules for weather that may be useful. Like applying a cumulative -1 DRM per turn of consecutive Mud in Dry climate, so tracking the weather can help in determining this (so second turn of Mud DRM=-1, third turn =-2 etc. until Dry).

> Also on the turn track for GT13-20 is shown a **'+1' Weather DRM** as recommended in the AGC Playbook; agree this suggested option first with your partner.
> You can also agree that when using this option, the +1 DRM disappears the moment that the historic number of mud turns is reached if the rolls have been 'unlucky' for the Axis.

Personally - follow the advice of the playbook and use the +1DRM. As anyone who has actually played AGC knows, the Soviets get very quickly destroyed by the vastly superior Axis forces and an otherwise enjoyable long Campaign may be over a bit too soon – and nobody wanting to play the Soviets against you again.

Scenario Notes for Barbarossa: Army Group Center, North and Typhoon – 1941 (version 1.22)

Playbook Harmonisation

There are some rules in the Playbooks that do not fit the latest BSRs (Barbarossa Standard Rules), so you will need to have alternatives. The Series Designer has not as yet confirmed what these will be, so the following are just suggestions until then:

Armor Rebuilds

Rules for the Armor rebuilding are very different:

> KtR Rule 3.22d: Starting GT30, Division-size (XX) Armor and Motorized cannot be strengthened with RPs.

> AGC Rule 14.8.1b: Starting GT21, only Soviet Brigades and Battalions can be strengthened.

> AGN Playbook states GT30 for rebuilds (or when not able to trace LoC?)

The situation in AGC may be different and require the earlier GT 21 threshold, or perhaps the rules from AGN and KtR which mandate GT30 may be more up to date that those for AGC, which is a lot older game from the series than the other two. It is difficult to understand why AGC should be earlier – but at least agree any change with your opponent. I'd prefer them all to align unless there is good reason otherwise, but perhaps the AGC situation was different.

Also AGC states Divisions and Regiments cannot be rebuilt, wheras KtR only specifies Divisions (XX). In this case I'd allow Regiments to be rebuilt but not full Divisional formations. Some Regiments served until a lot later, such as the Moscow First Guards Motorized, which contains an Armoured regiment, so it should be supported, as well as regiments belonging to other formations. Keep it simple – only **Armour Divisions cannot be rebuilt from GT30**.

I've also suggested that the AGN GT30 threshold for getting to use the A point on the replacement table should come earlier if Leningrad gets cut-off earlier, as the Tank factories would not be able to send their production out elsewhere to AGC.

Option: If playing the combined game, if you roll an A result in both AGN and AGC and want to take the A rebuild in AGN before AGC if Leningrad is cut-off, then also remove the A point from AGC, as that was where some of the tanks would have come from!

AGN 'Type I' Rebuilds

The AGN Type I Playbook rule to limit Soviet rebuild choices **after GT35** (**how the 2nd and 3rd type I point can be used**), which is in conflict with the later BSRs:

AGN Rule 6.7.2b/c URMG drawn from cup or Militia from elim/cadre.

Since you cannot rebuild URMG and Militia units this way anymore, instead either:

Strengthen on-map Militia Divisions, rebuilding Militia Divisions from Cadre/Elim, or only non-divisional Infantry (non-Motorized) must be rebuilt (the 2-2-4 regimental units and the like).

AGN Naval Interdiction

Do you allow all Aircraft with interdiction ratings to also be able to perform Naval Interdiction against shipping in AGN, like in Crimea, or only Ju88 and 87 as specified in the Playbook?

I'm not in position to answer – it depends on the Aircrews shipping-attack capabilities, so until the Series Designer says otherwise, only allow the Air units that AGN specified as Naval Interdiction Capable.

AGN Amphibious Assault range

The Naval situation for AGN was significantly different to that in Crimea. In AGN there were considerable Naval assets on both sides which will impact on Amphibious Assault range. In Crimea the only Naval power was Soviet, so the capabilities are one-sided towards the Soviets there, as reflected in the Crimea Rules.

For AGN apply the AGN Playbook limit of 10 hexes.

This will prevent attacks into Germany by Soviet Commandos and similar Axis Attacks into Leningrad.

AGN Amphibious Assault range