

# The Russian Campaign, 4th Edition Rule Book

## 1. Introduction

On December 18, 1940, Adolf Hitler issued "Führer Directive No. 21", code-named *Barbarossa*, which said: "The Soviet Union is to be crushed in one swift campaign before the war ends with England." The Germans were confident that victory in Russia would be swiftly won and the risk of a prolonged two-front war would be short-lived.

Losing one valuable month of good weather while his forces invaded the Balkans to bailout his Fascist partner Benito Mussolini, Hitler finally launched Operation Barbarossa on June 22, 1941. More than 3 million German soldiers, most of them veterans of the victorious German campaigns in Poland, France, and the Balkans, launched a *blitzkrieg*-style invasion against 2 million Russian defenders. The initial advance captured hundreds of thousands of prisoners. As German motorized columns sped toward Moscow, Hitler decided on a change of plan. He ordered powerful armor (panzer) forces to link up to the south behind Kiev. This operation captured more than 600,000 prisoners but delayed the attack on Moscow. As a result, the Germans arrived at the gates of Moscow as winter set in. On December 6 the Russians counterattacked the weakened Germans and pushed them back from Moscow. The Germans' best chance for a quick victory passed, and the fortunes of war began to slowly turn against them.

In this game the more mobile German army must strike quickly, and if the offensive fails must then conduct a mobile defense to prevent a Russian victory. It is now June 22, 1941, and in the words of Adolf Hitler: "*When Barbarossa begins all the world will hold its breath.*"

*The Russian Campaign 4th Edition* is a two-player game depicting this terrible struggle. Players may choose to play the full campaign or a shorter scenario, but the same rules apply unless specifically noted otherwise.

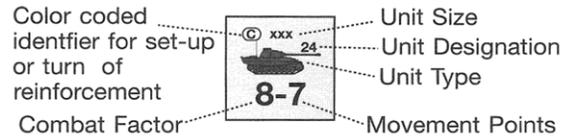
## 2. UNITS and MARKERS

**2.1** The die-cut cardboard counters (henceforth referred to as units or markers) represent military formations or informational markers (see examples in next column).

**2.2** The letter-color code identifier on each military unit aids in the initial set-up of the game or determines the turn and location of arrival for reinforcements. "At Start" units are placed on the mapboard areas indicated on their side's Order of Battle (OB) Card. Reinforcements are units that come into play later in the game. Example:

*The Russian 10th Infantry Army unit is set up within the area designated as the Western Military District (W). The Rumanian 3rd Infantry Corps would be placed on the German OB Card next to number 9: September 1942 reinforcements.*

## UNIT COUNTER INFORMATION:



## UNIT SIZE:

XXX	XXXX	XXXXX
Corps	Army	Army Group

## UNIT TYPES and MARKERS:

Armor	Armor
Panzergrenadier or Motorized	Panzergrenadier or Motorized
Cavalry	Cavalry
Partisans	Infantry
German HQ	Paratroopers
Invasion Markers (2 per side)	Mountain
National Leader (combat value of 1)	Russian HQ
Railhead Marker	Russian Guards
6 Railed Info Markers	Worker
	Stuka Bomber
	Good - Bad Weather Marker

## OPTIONAL & VARIANT UNIT TYPES:

Battle Group (Remnants)	Sturmovik Bomber
V2 Rocket	Fog-of-War (3 per side)
National Leader with combat factor & movement points	Artillery
4 types of SS units are in the counter mix. Choose just one type for play.	Paratroop drop range info marker
	• Variant units are denoted by a red dot in the top left corner.

**TURN** You may use the generic turn marker on a blue background, or use the German or Russian side turn markers.

## NATIONALITY:

R = Rumanian It = Italian  
 F = Finnish H = Hungarian  
 S = Spanish (for variant)  
 AEF = Allied Expeditionary Force (for variant)



**2.3** The size of a unit is important only for stacking considerations (see 6.1).

**2.4** The Combat Factor is a unit's basic fighting strength whether attacking or defending.

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**2.5** Movement Points (MP) are the basic number of hexes that a unit may move through clear terrain in clear weather in the first impulse of a turn.

**2.6** The unit type determines how far that unit may move in the second impulse of a turn (see Movement Allowance Chart).

## 3. PREPARE FOR PLAY - Campaign Game

**3.1** Unfold the mapboard and place it between the players with the German (Axis) player at the west edge and the Russian player at the east edge. Note the hexagonal grid which is used to regulate movement.

**3.2** Punch out the die-cut units and place them on their side's OB Card in the appropriate section according to the letter-color code identifier on each unit.

**3.3** The Russian player sets up first, placing all units under "At Start Forces" on his OB Card in the proper areas designated on the mapboard. Units that have letter code "C" start in specific cities noted. Other Russian units may set up anywhere within their respective Military Districts: "Baltic" (B), "Western" (W), "Kiev" (K), "Odessa" (O), and "Finnish Border" (L = Leningrad).

**3.4** The German player then places his "At Start Forces" on the mapboard, taking care not to place them adjacent to Russian units. Units with letter code "R" must start in Rumania, code "F" units must start in Finland, and the remaining Axis units (codes "N", "C" and "S") may be placed in Germany, Poland, Hungary, and Rumania.

**3.5** Assume that the German player controls all railroad hexes, cities, and oil fields on his side of the gray border start line, and the Russian player controls all the rest.

**3.6** The game begins with the first impulse of the German player turn for the May/June 1941 turn. Place the "Turn" marker on the "May/Jun 1941" space (Turn 0 1) on the Game Turn track next to the map board.

**3.7** The German player has combat restrictions in the first impulse of the May/June 1941 turn. Axis units in Army Group North (code "N") may attack only Russian units in the Baltic Military District, Army Group Center units (code "C") may attack only units in the Western Military District, and Army Group South units (code "S") may attack only units in the Kiev Military District. Axis units in Rumania (code "R") may attack units in the Kiev or Odessa Military Districts, and Finnish units may attack any Russians within reach.

*Note: Axis units coded "N", "C", and "S" may set up adjacent to Russian Military Districts whose units they may not attack on the first impulse. These attack restrictions do not exist on the second impulse of the German May/June 1941 turn.*

## 4. SEQUENCE OF PLAY

Each game turn after the special invasion/surprise first turn represents two months of calendar time. Every game turn consists of two player turns, and each player turn consists of two impulses that are further subdivided into phases. Actions within a phase are performed in any order unless the rules indicate otherwise.

After the first turn of the campaign game (May/June 1941), the first month is always considered the first impulse of a turn, and the second month is the second impulse of that turn. Therefore, a new unit (reinforcement) scheduled to arrive in August of a July/August turn would be placed on the map board at the start of the second impulse of that turn.

### 4.1 German Player Turn

At the beginning of each Mar/ Apr, Sep/Oct, and Nov/Dec turn, the German player determines the weather for the turn by rolling the die and applying a weather die roll modifier (DRM)-unless otherwise specified by the scenario instructions, the DRM starts at zero. The adjusted weather die roll is created by adding the weather DRM to the die roll. The German player then determines the weather for the current turn by referencing the adjusted weather roll against the weather chart (the type of weather indicated lasts for both impulses of each player's turn.) Next to the weather result is a number that is then added to the current DRM to yield a new DRM that is applied to the next weather die roll (see page 19).

#### 4.1.1 German First Impulse Movement Phase

The German player may move as many of his units as he wishes. (Each unit may move up to its maximum Movement Points as permitted on the Movement Allowance Chart.) The German player may add reinforcement and replacement units as noted on the German OB Card for that turn, place Stuka units, and then execute unit withdrawals or other movement as required by the rules and OB Card. Rail and sea movement may also be conducted at his time.

#### 4.1.2 German First Impulse Combat Phase

Battles are resolved by the German player in any order he wishes as long as each battle is completely resolved before the next battle is begun.

#### 4.1.3 German Second Impulse Movement Phase

The German player may now move again any unit with second impulse movement capability that is not in an enemy zone of control (ZOC). No Stukas or railroad movement are allowed, and only HQ unit replacements may be taken. Reinforcements arriving in the game during the second impulse are brought on at this time. Sea movement may be conducted.

#### 4.1.4 German Second Impulse Combat Phase

Battles are resolved as noted for the first impulse.

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## 4.1.5 German Player Turn End Phase

German railhead markers are now advanced to reflect the conversion of the Russian rail line to German use up to that point. All Axis units out of general supply are then eliminated and removed from the mapboard.

## 4.2 Russian Player Turn

### 4.2.1 Russian First Impulse Movement Phase

The Russian player moves as many of his units as he wishes. (Each unit may move up to its maximum Movement Points as permitted on the Movement Allowance Chart.) The Russian player may add reinforcement units as noted on the Russian OB Card for that turn, bring on replacements (as determined by worker units and the Archangel Replacements die roll), drop paratroops, and execute unit withdrawals or other movement as required by the rules and OB Card. Rail and sea movement may be conducted at this time.

### 4.2.2 Russian First Impulse Combat Phase

Battles are resolved by the Russian player in any order he wishes as long as each battle is completely resolved before the next battle is begun.

### 4.2.3 Russian Second Impulse Movement Phase

The Russian player may now move again any unit with second impulse movement capability that is not in an enemy ZOC. No railroad movement is allowed, and the only Russian replacement that may arrive is the STAVKA HQ unit. Reinforcements arriving in the game during the second impulse are brought on at this time. Sea movement may be conducted.

### 4.2.4 Russian Second Impulse Combat Phase

Battles are resolved as noted in the first impulse.

### 4.2.5 Russian Player Turn End Phase

Railhead markers are advanced to reflect the conversion of rail lines back to Russian control. All Russian units out of general supply are then eliminated. Axis minor allied units may surrender (see rule 24). Russian partisans are then relocated. The game turn marker is now moved to the next space on the Game Turn track.

## 4.3 Sudden Death Victory Check

At the end of every Jan/Feb turn, both players check to see if they have won a "Sudden Death" victory.

**4.4** Repeat steps 4.1-4.3 until the last turn of a scenario or campaign game is completed.

## 5. MOVEMENT

**5.1** In the movement portion of your turn you may move as many of your units as you wish: all, some or none.

**5.2** Units are moved in any direction or combination of directions. Units may have their movement curtailed by terrain (see rule 8.2) or enemy units (see rules 7.2 and 8.3). Units may have available to them two other forms of movement: rail movement (see rule 9) and sea movement (see rule 10).

**5.3** Units may move over and stack on top of other friendly units. Movement Points may not be transferred from one unit to another, nor may they be accumulated from impulse to impulse.

**5.4** A unit may move a maximum number of hexes equal to its Movement Points. Exceptions to this include units performing rail movement or sea movement, or a paradrop. Movement is also constrained by the impulse in which the movement is taking place, the weather in effect for that turn, the terrain, the unit nationality, and the unit type. See the Movement Allowance Chart and the Terrain Effects Chart for more details.

**5.5** Units may enter any full or partial hex that is labeled with a hex number. Units may not enter any hexes in Bulgaria or Turkey.

## 6. STACKING

**6.1** Army-sized units may be stacked two per hex. Corps-sized units may stack three units per hex, but combinations of corps and armies may stack only two per hex.

**6.2** Stacking limits may be exceeded during movement but are enforced at the end of each movement phase and after each combat is resolved.

**6.3** Markers, Army Group Headquarters, STAVKA, worker units, Hitler, Stalin, and the 2-7 SS Reserve unit have no stacking value and may be freely added to any stack.

## 7. ZONES OF CONTROL

**7.1** In general, each unit has a Zone of Control (ZOC) which consists of the hex it occupies and the six adjacent hexes. A unit's ZOC extends into all terrain types and into hexes occupied by enemy units. Exception: ZOCs do not extend across the black coastal lines of lakes or seas.

**7.2** Units must stop as soon as they enter an enemy ZOC (exception: see Automatic Victory, 16.1).

**7.3** Partisans and leader units (Hitler and Stalin) project a ZOC only in the hex they occupy.

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## 8. MOVEMENT RESTRICTIONS

**8.1** The Terrain Effects Chart (TEC) indicates the effects that different terrain types have on movement.

**8.2** Units must stop when they enter a woods, mountain, or swamp hex. They may move no further that impulse. EXCEPTIONS: Infantry, mountain, paratroop, and LW (Luftwaffe) infantry units do not have to stop in woods hexes. Mountain units do not have to stop in mountain hexes. Swamps are treated as clear terrain in snow months.

**8.3** Units may not move directly from one enemy ZOC to another. If they begin their first impulse move in an enemy ZOC, they may exit into a hex free of enemy ZOC and may then subsequently move into an enemy ZOC in that same impulse.

**8.4** Units in the ZOC of enemy units at the start of a second impulse may not move that impulse, even if those enemy units are eliminated via an automatic victory during second impulse movement.

**8.5** KERCH PENINSULA: Units may not cross black coastal lines except at the Straits of Kerch (located between the Azov and Black Seas, hexes 3720 and 3721).

**8.5.1** Units crossing the Straits move normally until they get to the first hex across the Straits, where they must stop for the rest of that impulse. Units may retreat normally across the Straits. Crossing the Straits does not constitute sea movement.

**8.5.2** Zones of Control do not extend across the Straits. Attacks across the Straits are voluntary for stacks or individual units within an attacking stack.

**8.5.3** Supply lines may be traced across the Straits.

**8.6** The railroad segment between hexes 3421 and 3320 may be used for rail movement only. Normal movement and tracing the path to a railroad hex for general supply may not be done along this railroad segment.

## 9. RAIL MOVEMENT

**9.1** The German player may move up to six units (three during snow turns), and the Russian player up to five units every turn, by rail per game turn. Rail movement takes place in the first impulse only and may convey a unit an unlimited number of hexes.

**9.2** All replacements and reinforcements arriving during the first impulse, including those brought on at specified cities, may be moved by rail in addition to normal rail allotments noted in 9.1 above. This "free" rail movement is available only to units that arrive during the first impulse of the turn they become available. (Units arriving from the Off-Map Units Box or the Russian Paratroop Reserve box do not get free rail moves.)

*Example: In a clear weather turn the German player may move six units by rail plus any and all reinforcements and replacements arriving during the first impulse of that turn.*

**9.3** Units moving by rail must start and finish their first impulse on a rail line. The rail movement must occur along a path of contiguous, connected, and friendly-controlled rail hexes. The unit may not start in, move through, or enter a hex in an enemy ZOC. (Note: Rail movement is allowed if the enemy unit projecting that ZOC is eliminated via an automatic victory prior to the rail movement.) A unit conducting rail movement may not conduct any other form of movement that impulse.

**9.4** Units moving by rail are not impeded by terrain of any type which may also occupy the rail hex. Conversely, units moving normally may NOT utilize rail lines to negate the movement effects of terrain as if the rail line were an open highway.

**9.5** A unit may use rail movement only if it can trace a path free of enemy ZOC and enemy-controlled cities back along the rail line to a city under friendly control or to a friendly mapboard edge. (The south and east edges are friendly to the Russians, west edge to the Axis, while the north edge of the board is friendly to neither side.) A friendly-controlled city may be in enemy ZOC and support rail movement.

**9.6** Rail lines must be controlled prior to the turn of their use. The German player uses the railhead markers to identify the most advanced Axis rail hexes; all rail hexes beyond the railhead markers are assumed to be in Russian control. Each player may adjust railhead markers at the end of their second impulse (after combat). A player may never lose possession of railroad hexes on his own turn. A player may never use rail line in a hex that is an enemy ZOC.

**9.7** A rail junction is a non-city rail hex that contains rail lines that intersect. A player controls a rail junction if he occupies it OR was the last to have it in his uncontested ZOC. A player may also gain control of a junction if all rail lines exiting the junction lead to (1) a friendly-controlled city or board edge with no enemy ZOC on any intervening rail hex and/or (2) a hex passed through by a friendly unit provided that there was no enemy ZOC on any intervening rail hex at the time the friendly unit passed through. Rail junction control can change during movement or combat resolution in either impulse of either player's turn. A rail junction is controlled by neither side if it is vacant but in both players' ZOC, regardless of who controlled it earlier. Junction control impacts rail conversion but not the tracing of supply lines.

**9.8** If either player controls two cities and there are no enemy units, enemy ZOCs, or enemy-controlled rail junctions on a rail line between them, the entire rail line becomes friendly-controlled. A friendly-controlled city may not support rail conversion if it is an enemy ZOC and the rail line in the city hex is not friendly-controlled.

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**9.8.1** Additionally, during the German player end phase, the German player moves each railhead up to the farthest railroad hex occupied or passed through by an Axis unit that turn provided that at the moment of occupation a path free of Russian ZOC can be traced from that hex along the railroad back to an Axis-controlled city or the west edge of the board (the path cannot go through a Russian-controlled city nor an enemy-controlled rail junction hex).

**9.8.2** Additionally, during the Russian player end phase, the Russian player pushes back each railhead marker to the hex beyond the farthest railroad hexes his own units occupied or passed through during that Russian turn, provided that at the moment of occupation a path free of Axis ZOC can be traced from that hex along the railroad back to a Russian-controlled city or the east or south edge of the board (the path cannot go through a Axis-controlled city nor an enemy-controlled rail junction hex).

**9.8.3** If a player controls a city at the end of his turn and it is not in an enemy ZOC, then the rail line in that city hex becomes friendly-controlled.

**9.9** Off-board rail movement between the hexes at which rail lines exit the west, east, and south mapboard edges is permitted, provided that the exit and reentry hexes belong to the same board edge, are free of partisans and enemy ZOC, and have been possessed prior to the turn of their use. Rules 9.1-9.9 inclusive also apply. Off-board rail connections may be used to trace a supply line per 17.1. Only Russian units may use off-board rail movement on the south and east edges. Only Axis units may use off-board rail movement on the west edge. Neither player may use the north edge for off-board rail movement.

## 10. SEA MOVEMENT

**10.1** Limited sea movement is possible using the following rules. Sea movement occurs only in the Baltic Sea and Black Sea/Sea of Azov; hexagons and movement factors play no role in this movement process. Any unit that may not move on a particular impulse may not use sea movement that impulse. (Example: During a MUD turn, only HQ units may use sea movement on the second impulse.) Sea movement may take place during a movement phase only.

**10.2** The Black Sea/Sea of Azov and the Baltic Sea are two separate areas, and no unit may conduct a sea move from one sea area to another in a single impulse.

**10.3** Both sides may sea move one unit per turn (on either impulse) in the Black Sea/Sea of Azov. Sea moves may be conducted at any point during the movement phase, but the sea move must be resolved prior to moving any more units. Sea movement is not impacted by enemy zones of control. A unit may not conduct any form of land or rail movement during the impulse it conducts a sea move; if forced to retreat as a result of combat it is instead

eliminated. In subsequent impulses the unit that conducted the sea movement may move normally. There are three types of sea moves: transfers, invasions, and evacuations. Note: Units arriving from the Off-Map Units Box are treated as reinforcements for purposes of sea movement.

**10.3.1** A player may conduct a "sea transfer" by moving a unit from one friendly port to another friendly port. (The Off-Map Units Box is considered a friendly port for the purposes of sea movement; it borders both the Black Sea/Sea of Azov and the Baltic Sea.) A reinforcement or replacement unit may also be brought into a friendly port as a sea transfer.

**10.3.2** A player may conduct a "sea invasion" with a replacement, reinforcement, or unit from a friendly port. Each side gets two invasions per game. The invading unit may be landed on any non-enemy-occupied hex on the Black Sea/Sea of Azov coastline. An invading unit is automatically considered in general supply and combat supply throughout the turn it invades.

*Example: A German unit that invades in Jan/Feb 1942 would not have to check for general supply until the end of the Mar/Apr 42 turn and would be in combat supply throughout Jan/Feb 42 even if it is not near a friendly city. If not in general supply at the end of Mar/Apr 42 turn, it would be eliminated.*

**10.3.3** A player may conduct a "sea evacuation" from any coastal hex to a friendly port on the same coastline or into the Off-Map Units Box. All units conducting an evacuation must add 1 to their sea move die roll.

**10.4** In the Black Sea/Sea of Azov units moving by sea must roll 1-3 on the die for survival. Subtracting 1 from the die roll for each of the three Black Sea ports (Odessa, Sevastopol, and Rostov) in friendly control at the moment of the sea movement. Control can change during the turn (see 17.3).

**10.5** In the Baltic Sea the German player may conduct sea transfers and evacuations. In the Baltic Sea the Russian player may conduct sea transfers and evacuations only if Leningrad is Russian-controlled. Neither player may conduct sea invasions in the Baltic Sea. Units using sea movement in the Baltic Sea must roll 1-2 on the die for survival. Subtracting 1 from the die roll for each of the four Baltic Sea ports (Riga, Tallinn, Helsinki, and Leningrad) in friendly control at the moment of the sea movement. Control can change during the turn. To reflect German air superiority, all Russian movement in the Baltic must add 2 to the die roll.

**10.6** Units lost at sea are replaceable and are returned to their respective replacement pools. A unit "lost at sea" counts as a sea move (and as an invasion, if it was trying to invade).

**10.7** The German player may not conduct an invasion during the first turn of the game.

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## 11. HEADQUARTERS AND LEADERS

**11.1** The Russian STAVKA unit and the three German Army Group headquarters units are "HQ" units. HQ units may move only during the second impulse. Unlike other units, they may move their full movement factor at this time and are not restricted by weather. HQ units must stop when entering swamp (except in snow weather), woods, or mountains and may not use rail movement. They may use sea movement on second impulse. They may not move into an enemy ZOC unless the destination hex is already occupied by a friendly non-HQ unit.

**11.2** Hitler and Stalin are leader units that represent the political leadership of their respective nations. These two units may use rail movement (first impulse) but may not move otherwise. If forced to retreat they are eliminated. They exert ZOC only in the hex they occupy.

**11.3** To simulate the operational impact of losing a country's leadership, the following penalty is imposed if Hitler or Stalin is eliminated: Units belonging to the country that lost its leader are considered to have a Movement Point of ZERO during their next impulse. (Rail and sea move capabilities are not impacted. Axis minor allies are not affected by this rule.)

*Example: Hitler is eliminated during the second impulse of the Russian March/April 1944 turn. During the first impulse of May/June 1944, all German units have a movement factor of zero.*

## 12. COMBAT

**12.1** Units beginning a combat phase in an enemy ZOC must conduct an attack. During combat the player conducting his player turn is the attacker; his opponent is the defender. All movement for that impulse must be finished prior to resolving attacks. (Exception: Automatic Victory Attacks; see rule 16.1.) During the combat phase each attack must be completely resolved prior to conducting another attack in that combat phase.

**12.2** Multiple attacking units in the same hex may attack adjacent defenders in different hexes. Multiple defending units in the same hex must have their combat factors added into one combined defense factor. The combat factor of an *individual* unit may never be split so as to apply it to more than one battle.

**12.3** When several units attack several defending units the attacker has the choice of how to resolve combat provided that:

**12.31** he attacks every defending unit whose ZOC he is in, and

**12.32** all his units in an enemy ZOC conduct an attack, and

**12.33** each attacking unit is adjacent to the defending unit it is attacking.

**12.4** The attacker may deliberately attack with one or more units at unfavorable odds in order to gain more favorable odds over other defending units. This tactic is called "soaking off" and may not be done at odds worse than 1-6. Attacks at less than 1-6 are illegal, and no unit may move into a position that would create an illegal attack situation unless other units join in to raise the odds to 1-6 or higher.

**12.5** No unit, attacking or defending, may fight more than one battle in anyone impulse, even if it finds itself still adjacent to enemy units after all combat has been resolved. Such units are simply left adjacent and must attack again in the second impulse, OR in the case of adjacent enemy units at the end of the second impulse, it becomes the other player's turn.

**12.6** Sometimes the result of movement or combat will leave a unit in a position where it is forced into an illegal attack. If a player cannot (or chooses not to) bring up enough units to make a legal attack, the unit *surrenders* and is removed from the mapboard at the end of the movement phase before any combat is resolved.

## 13. BATTLE RESOLUTION

**13.1** The "odds" of each battle must be reduced to the simplest ratio as expressed on the Combat Results Table (CRT). To accomplish this, divide the smaller combat factor both into itself and into the larger combat factor. The resulting two numbers (one of which will be "1"), are expressed as a strength ratio, placing the number which represents the attacker first in the ratio. Fractions of any size are "converted" either up or down to the whole number most favorable to the defender. Example: 4 to 9 becomes 1 to 3, 19-10 becomes 1-1, 24-5 becomes 4-1.

**13.2** The attacker rolls the die and resolves the battle according to the result corresponding with that die roll under the proper odds column of the CRT. Eliminated units are put into their respective replacement pools, while surrendered units are permanently removed from the game.

**13.3** The CRT results of combat are interpreted as follows:

**AE: Attacker eliminated.** All attacking units are eliminated.

**A1: Attacker loss.** One attacking unit of the attacker's choice is eliminated. All attacking units are retreated one or two hexes by the attacker.

**AR: Attacker retreat.** All attacking units are retreated one or two hexes by the attacker.

**C: Contact.** No loss or retreats by either side.

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**EX: Exchange.** The attacker loses one involved unit of his choice. The defender then loses one involved unit of his choice. Any remaining defending units retreat one or two hexes.

**DR: Defender retreat.** All defending units are retreated two hexes by the attacker.

**D1: Defender loss.** One defending unit of the defender's choice is eliminated. All remaining defending units are retreated two hexes by the attacker.

**DE: Defender eliminated.** All defending units are eliminated.

**DS: Defender surrenders.** All defending units are removed from the game permanently.

**13.4** The attacker always moves retreating units and may designate the length of the retreat if permitted by section 13.3, but may not designate a retreat route for the defenders which would result in their elimination if alternate, unblocked retreat routes are available. The defending units may at the attacker's discretion, be retreated two hexes along a path that ends up leaving the defenders only one hex from their original hex.

**13.5** Units may not retreat into enemy ZOC, off the board, or across a black coastline (exception: Kerch Straits). If no legal retreat path exists, retreating units are eliminated and placed in their respective replacement pool box.

**13.6** Units may retreat through land terrain types disregarding normal movement costs.

**13.7** Units may not end their retreat in violation of stacking limits. If unable to do so, excess retreating units are eliminated as chosen by the owning player.

**13.8** An attack may always be made at lower odds than actually exist at the option of the attacking player, but lower odds attacks must be announced before the die is rolled.

## 14. TERRAIN EFFECTS ON COMBAT

**14.1** As indicated on the Terrain Effects Chart (TEC) units defending in mountains, major cities, and behind rivers have their combat factors doubled on defense. Additionally, any defending unit whose attackers are all on the other side of the Kerch Straits is also doubled.

**14.1.1** A unit is "behind a river" if *all* attacking units are on river hexes *and* the defender is not occupying a river hex of the same river. (Two adjacent river hexes are considered to be connected by the same river if the river crosses the hex side between the two hexes.) Partial river hexes are treated as rivers.

**14.1.2** A unit's combat factor may never be more than doubled, no matter how many terrain bonuses it has, and a unit's combat factor may be doubled

only when that unit is defending. An attacking unit's combat factor is never doubled.

**14.1.3** Russian units defending behind rivers are not doubled during the first impulse of the May/June 1941 turn.

**14.2** Units attacking from a woods hex do not retreat (even if they wish to) on an AR or A I result. Units defending in woods hexes do not retreat (even if they wish to) on a DR, EX, or O1 result.

## 15. AIR POWER - STUKAS

**15.1** Air power is reflected by the use of bomber units during first impulse combat. Bomber units may not attack by themselves but are used in conjunction with any attack by increasing the odds of that attack. Only the attacker may use bomber units, and only one bomber unit per HQ unit.

**15.2** A bomber unit may be used in only one attack. The defending units must be within eight hexes of a friendly HQ unit. The bomber unit attack is indicated by placing it on the defending units (if more than one stack of defenders is being attacked together, the bomber unit is placed on any of the defending stacks).

**15.3** Bomber units are kept off the board between attacks and are not specifically assigned to any particular HQ unit.

**15.4** Neither terrain nor enemy ZOCs restrict the movement of bomber units. Range across bodies of water is counted as if the hexagonal pattern were continued out over the sea.

**15.5** German air power is represented by the Stuka units. Each German Stuka raises the odds by 3, *i.e.*, a 3-1 becomes a 6-1. Only one Stuka unit may be used per attack. Each German Army Group Headquarters unit may support one Stuka. On the first impulse of the game the Stukas may be used against any Military District within range of the HQ units.

**15.6** The number of Stukas available varies according to the weather and the turn as follows:

**1941** - Clear weather: 3, Light Mud: 1, Mud: 1

**1942** - Clear weather: 2, Light Mud: 1, Mud: 1

**1943** - Clear weather: 1, Light Mud: 0, Mud: 0

Stukas are never available during snow turns or after 1943.

## 16. AUTOMATIC VICTORY ATTACKS

**16.1** Units attacked at 10 to 1 odds surrender without a die roll and are removed permanently from play during the movement portion of the attacker's turn. Units that did not take part in the 10 to 1 attack may move through or onto the surrendered unit's hex and may attack other units. Bomber units may contribute to attaining the 10-1 odds.

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**16.2** Units taking part in an automatic victory (AV) may not move any further that impulse. If conducting an AV during the first impulse, they may NOT move into the ZOC of an enemy unit during their second impulse movement and may not attack during the second combat phase.

**16.3** If units used to obtain an automatic victory are adjacent to enemy units at the start of their second impulse movement, other friendly units must be brought up to attack those enemy units. (This situation is the only instance, after movement, that a unit may be adjacent to one or more enemy units and not participate in an attack.) If friendly units are not brought up to attack those adjacent enemy units, then the automatic victory units may not make a legal attack and must surrender after movement but prior to any other combat being resolved.

**16.4** The Russian player may not conduct AV attacks prior to the January/February 1943 turn.

## 17. SUPPLY

**17.1** There are two types of supply, *general* and *combat*. General supply is determined during the end phase for the phasing player. Combat supply is determined during combat in snow turns in the first two winters. The first winter can occur from Nov/Dec 1941 through Mar/Apr 1942, and the second winter from Nov/Dec 1942 through Mar/Apr 1943.

**17.2 General Supply:** To be in general supply, each unit must be able to trace a line of supply no longer than eight hexes to any supply source. The city and/or the unit itself may be in enemy ZOC, but the supply line (and rail line) between them may not pass through enemy ZOC (nor through an enemy-controlled city). During snow months every supply line is reduced to four hexes instead of eight. Each unit that is not in general supply during its end phase is eliminated. (Exceptions: paratroops, partisans, and units that conducted a sea invasion that turn.)

**17.2.1 Supply Sources - Cities:** Friendly-controlled cities provide general supply. A player controls a city if he occupies it OR if it is out of enemy ZOC and he was the last to occupy it or have it in his uncontested ZOC. (A ZOC in a hex is contested if the enemy also exerts a ZOC on that hex at the same time.) Control of a city can change during movement or combat resolution in either impulse of either player's turn. A city is controlled by neither side if it is vacant but in both players' ZOC, regardless of who controlled it earlier.

**17.2.2 Supply Sources - Rail Hexes:** Friendly-controlled rail hexes can provide general supply provided that, at the moment that supply is being assessed, a continuous line of controlled rail hexes exists between that rail hex and (a) a friendly-controlled city or (b) a rail hex on a friendly mapboard edge. Axis units may be supplied by friendly rail lines leading off the west edge, while

Russian units may be supplied by friendly rail lines leading off the east edge or the south edge.

**17.3 Combat Supply:** Russian and Finnish units always have combat supply. Other units always have combat supply except possibly in Russia during snow turns of the first two winters. Combat supply is determined at the moment of combat and therefore can change during an impulse due to results of earlier attacks.

**17.3.1** Axis units without combat supply have their combat factors halved (each unit rounded up separately; a combat factor of 5 rounding to 3, for example) for both attack and defense. This rounded factor is then doubled for terrain bonuses, if applicable (so a 5 rounds to a 3 which doubles to a 6, for example).

**17.3.2** During the snow turns of the first winter, non-Finnish Axis units in Russia have combat supply if they are in a city or adjacent to an Axis-controlled city.

**17.3.3** During snow turns of the second winter, Axis units in Russia have combat supply if they are in a city or adjacent to an Axis-controlled city. They are also combat supplied if they are adjacent to a hex that is both (a) adjacent to an Axis-controlled city and (b) not in Russian ZOC.

## 18. RUSSIAN PARATROOPS

**18.1** The Russian player has three paratroop corps units that may be dropped during the Russian first impulse of any snow turn. Only paratroop corps units that are in the Paratroop Reserve Box may drop, and the Russian player may drop as many of them as he wishes.

**18.2** On the impulse they become available, paratroop units must go to the Paratroop Reserve Box or Moscow. Paratroop units may be held in the Paratroop Reserve Box as long as the Russian player wishes. Paratroop units in the Paratroop Reserve Box that arrived on prior turns may be brought into play as reinforcements from the east edge.

**18.3** When dropped, paratroop units must be placed on the mapboard within eight hexes of the STAVKA unit. If the STAVKA unit is not on the mapboard then the paratroop unit may not drop. Paratroop units may not be dropped in enemy ZOC, woods, or mountains. They may not conduct any further movement on the turn they are dropped.

**18.4** Paratroop units need no supplies. Paratroop units may not be dropped a second time nor brought back as replacements.

## 19. PARTISANS

**19.1** The Russian player has three partisan units that are used to inhibit Axis movement and supply. The partisans must be placed in Russia in an Axis-controlled city or an Axis-controlled rail hex. Parti-

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sans may not be placed in Axis ZOC nor within five hexes of an SS unit.

**19.2** A partisan unit has a ZOC ONLY in the hex it occupies. Units conducting rail movement may not enter this ZOC, and units moving normally treat it as a normal ZOC - they must stop upon entering it and may not retreat into it. This ZOC does not count for purposes of controlling a city, controlling a rail junction, or converting rail lines. Supply may be traced into, but not through, a hex containing a partisan unit. (A partisan-occupied city is still a source of Axis supply.)

**19.3** At the end of the movement portion of each German player impulse all partisans in Axis ZOC or within five hexes of an SS unit are removed from the board.

**19.4** Partisans may not be permanently eliminated. At the end of the Russian player's second impulse all partisans that have entered the game are relocated as in 19.1 above.

## 20. REINFORCEMENTS

**20.1** At the beginning of each turn, both players should check their OB Card for reinforcements or special game events. The OB Card specifically identifies which units are available, where they arrive, and if any special game events occur. The OB Card identifies a month of arrival for reinforcements; units arriving on the first month of the turn come in on the first impulse, otherwise they arrive on the second impulse.

*Example: Jul/Aug 1941 - The German player receives four units during the first impulse. During the second impulse he receives two more reinforcements.*

*Example: Sep/Oct 1943 - At the start of the first impulse, Italy surrenders and all Italian units must be permanently removed from play.*

**20.1.1** A player may choose to delay entering reinforcements and instead place them in the Off-Map Units Box. (Replacements may not be delayed.) These units may then enter play on any subsequent impulse as reinforcements but do not get free rail movement. Units in the Off-Map Units Box may be brought onto the mapboard at the owning player's discretion. Note: Only delayed reinforcements and units that used a sea move may ever be in the Off-Map Units Box.

**20.2** Reinforcements are placed on the mapboard during the movement portion of their impulse of arrival. The initial placement hex does not count against the movement allowance of the entering unit. Units listed as arriving in a particular city are placed in that city, otherwise they may use sea movement to enter the mapboard or may enter from a board edge as specified below.

**20.3** Units arriving in the first impulse may use normal movement or rail movement; units arriving in the second impulse may use only their normal second impulse movement for that turn. In the second impulse, if the initial placement hex is in an enemy ZOC, then the unit may not move any further that impulse.

**20.4** If the city specified for an arriving reinforcement is enemy-controlled or a unit arriving in a city would be forced to violate stacking limits, the unit must enter from a map board edge. In the case where some arriving units could go to the city while others would be forced to violate stacking limits, the owning player may choose which of the arriving units would come in at the map board edge.

**20.5** Rumanian reinforcements start at Bucharest, Hungarian units on the Hungarian rail line at the west edge of the mapboard, and Italian units anywhere along the west edge. Any German or Russian reinforcements not specified to arrive in cities may be brought in on the west or east edges, respectively.

**20.6 Special:** Northern Finland - If the Russians capture Helsinki the Russian 14th Army unit enters the game on the next Russian first impulse from any unoccupied north edge rail hex. If the Germans capture Archangel, the 36<sup>th</sup> and Dietl Mountain units enter the game from any unoccupied north edge rail hex on the next German first impulse. If all north edge rail hexes are enemy-occupied, the arriving units are held on the OB Card. (Once a north edge rail hex is not enemy-occupied during the owning player's first or second impulse movement, these units are placed in that hex.)

### 20.7 SPECIAL: Bulgarian Garrison

**20.7.1** Starting in 1943, if a Russian unit is moved or retreated such that it is within five hexes of Bucharest, the 15th and 21st Mountain Corps arrive in Bucharest as reinforcements on the German player's next first impulse.

**20.7.2** Starting in 1944, if a Russian unit is moved or retreated such that it is within five hexes of Bucharest, the 91st, 97th, and 5th SS Mountain Corps units arrive in addition to the 15th and 21st Corps units if they have not already arrived.

**20.8 SPECIAL:** Warsaw Garrison Starting in 1944, if a Russian unit is moved or retreated such that it is within two hexes of Warsaw, the 4th SS and the Hermann Goring Armor Corps units arrive in Warsaw as reinforcements on the German player's next first impulse.

### 20.9 SPECIAL: Withdrawing Units

**20.9.1** Units that must be withdrawn are simply picked up off the mapboard and removed from play.

**20.9.2** In May 1944, prior to taking replacements, the German player must withdraw two armor corps

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from play or he loses the game immediately. These two armor corps are placed on the OB Card, from which they will return in the first impulse of the January/February 1945 turn. The two armor corps withdrawn in May 1944 must be SS armor corps if at all possible.

**20.9.3** The German player must withdraw one German corps (any type) in March 1945 and another in May 1945.

## 21. AXIS REPLACEMENTS

**21.1** Axis replacements enter the game in the same manner as reinforcements, with all Finnish units entering at Helsinki.

**21.2** Axis replacements are available on the May/June turn in 1942, 1943, and 1944. HQ units arrive on the second impulse; all others arrive on the first impulse. All replacements must be identified prior to the beginning of movement.

**21.3** Replacements are taken from eliminated (not surrendered) units in the German Replacement Pool box. Replacements may not be accumulated, and any not taken in the turn they are due are lost for that year.

**21.4** During the replacement turn the German player may replace the following units: one German armor corps for each oil field hex controlled by the Axis; all SS, Luftwaffe, and HQ units; one 3-4, one 4-4, and one 5-4 German infantry corps; one German mountain corps; one German motorized corps; and one unit from each of the four minor Axis countries (Finland, Italy, Rumania, and Hungary). Oil field hexes are controlled as with cities: Each oil field is controlled by the player who occupies it or the last player to have it in his uncontested ZOC. The German 1st Cavalry Corps unit may never be replaced.

**21.5** The German player receives no Italian replacements in 1943 or 1944.

**21.6** If the German player is entitled to replace a German unit but cannot because no unit of that type is in the replacement pool box, he may substitute and replace a German 3-4 infantry unit in its place. He may substitute a 3-4 infantry unit for each of the following units he cannot replace: one 3-4 instead of the German mountain corps; one 3-4 instead of the German motorized corps; one 3-4 for each of the German infantry corps. For each armor corps he may replace but cannot, the German player may take a 3-4 infantry unit OR a German motorized corps. The German player may not take a 3-4 infantry unit in place of Axis minor ally units, SS units, Luftwaffe infantry units, or Army Group Headquarters units. Axis minor ally units may never be substituted for German units or vice versa.

## 22. RUSSIAN REPLACEMENTS

**22.1** Calculating Russian Replacement Points: The number of replacement factors the Russian has that

turn is equal to the total of all available worker units' replacement values plus any available Archangel Replacement factors. A worker unit in a surrounded city may generate replacements. New worker units generate replacements starting on the turn they arrive.

**22.2** Properties of Worker Units: The number on the worker unit refers to both its combat and replacement values. Worker units do not count against stacking limits and may not move once placed. Worker units count as combat units for purposes of projecting a ZOC, attacking, defending, and taking losses. Workers may not be replaced and always surrender if eliminated or retreated.

**22.3** Placing Worker Units: New worker units enter as specified on the OB Card. They may be placed in any major or minor city in Russia that was Russian-controlled at the beginning of the turn and that does not already contain a worker unit. (If all such cities contain a worker unit, any arriving worker units may be placed without restriction in any of those cities.)

**22.4** Archangel Replacements: Commencing with the Jan/Feb 1942 turn, Archangel provides 3 extra replacement factors that represent Allied arms shipments. Archangel generates replacements only when it is controlled by the Russians at the beginning of their turn. Once controlled by the Axis, Archangel stops generating replacements permanently. No Archangel replacements are received in 1945.

**22.5** Choosing Replacement Units: The Russian player may replace units whose combined combat factors do not exceed his worker units' and Archangel replacement value total. Among the units being replaced there may only be ONE armor unit (including Guards armor) and only ONE Guards infantry or cavalry unit. Unused replacement factors are lost and may not be accumulated for use in later turns. Replacement units must be identified prior to the beginning of movement.

**22.6** Placing Replacement Units: Russian replacement units arrive on the first impulse. Replacements enter the game in the same manner as east edge Russian reinforcements OR may be placed in any city containing a worker unit. Starting with the turn the worker unit is available, a maximum of one replacement unit per city per turn is allowed, regardless of the actual number of worker units in that city or their individual replacement values.

**22.7** Russian Industrial Mobilization: Beginning in May/June 1943, and for all subsequent turns, the replacement value of all worker units doubles. (This doubling does not apply to Archangel replacements).

**22.8** The STAVKA unit may be replaced once per year during the Jan/Feb turn at a cost of one replacement factor. It may enter the mapboard during the second impulse from Moscow. It may not be replaced if Moscow is Axis-controlled.

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## 23. MOBILIZATION

**23.1** In Jul/Aug and Nov/Dec of 1943, the German player may substitute motorized units for German infantry corps that are on the mapboard. These substitutions occur at the beginning of the first impulse.

**23.1.1** The 11th Motorized Corps may be substituted for any 4-4 German infantry corps.

**23.1.2** The 26th Motorized and 29th Motorized Corps may be substituted for any 3-4 German infantry units.

**23.1.3** The 43rd Motorized Corps may be substituted for any 5-4 German infantry corps.

**23.2** If no appropriate type exists, the German player may choose any German infantry unit of greater combat value for the substitution. If no such unit exists, the motorized unit is eliminated.

## 24. AXIS MINOR ALLIES

**24.1** When an Axis minor ally (Hungary, Finland, Rumania, Italy) surrenders, all of its units are also surrendered and removed permanently from play (including those not currently on the mapboard), and units from that nation play no further part in the game.

**24.2** Hungary surrenders when there are five or more Russian units in Hungary, after supply is checked, during the Russian player turn end phase.

**24.3** Finland and Rumania surrender when their capitals (Helsinki and Bucharest) are controlled by the Russians, after supply is checked, during the Russian player turn end phase.

**24.4** Italy surrenders at the beginning of the September/October 1943 turn.

**24.5** Finland surrenders at the beginning of the first Axis impulse of any turn beginning with September/October 1944 unless Leningrad is Axis-controlled. Upon surrender, Helsinki is considered controlled by the Russians from that point on. Neither player may enter Finland for the rest of the game. Any German or Axis minor ally units in Finland are eliminated at the end of the turn that Finland surrenders.

## 25. VICTORY CONDITIONS

A player wins by achieving either a "Campaign" victory or a "Sudden Death" victory. A game must end by the May/June 1945 turn, but a "Sudden Death" victory may shorten the game.

### 25.1 Campaign Victory Conditions

**25.1.1** The Axis player wins IMMEDIATELY by:  
(1) controlling Moscow AND eliminating Stalin  
OR

(2) controlling Berlin at the end of the May/June 1945 turn.

**25.1.2** The Russian Player wins IMMEDIATELY by controlling Berlin at any point.

### 25.2 Sudden Death Victory Conditions

The game ends IMMEDIATELY as soon as either player achieves a Sudden Death victory. A Sudden Death victory occurs if a player achieves ALL objectives associated with that year. An objective is the capture of a specific oil field or city hex OR an event such as the surrender of an Axis minor ally. A player achieves an objective by controlling that specific oil field hex or city hex at the time the check for Sudden Death victory is done OR if the specified event has occurred.

**25.2.1** At the end of the Jan/Feb turn of each year, both players simultaneously check for a Sudden Death victory. If neither player has achieved all the objectives, the game continues.

**25.2.2** In 1942, the objectives are Kalinin, Kharkov, Kiev, Leningrad, Rostov, and Stalino.

**25.2.3** In 1943, the objectives are Maikop Oil Fields, Moscow, Kursk, Leningrad, Rostov, and Stalingrad.

**25.2.4** In 1944, the objectives are Dnepropetrovsk, Kharkov, Kiev, Leningrad, Sevastopol, and Smolensk.

**25.2.5** In 1945, the Russian objectives are the surrender of Finland, Rumania, and Hungary; and control of at least one city in Germany; and control of all oil field hexes.

**25.2.6** In 1945, the German objectives are to prevent the surrender of Rumania and Hungary; and control of all cities in Germany; and control of at least one oil field hex.

## 26. OPTIONAL RULES

The previous sections 1-25 detail the "classic" *The Russian Campaign* rules that are very similar to those associated with the earlier editions of the game. The following rules are intended to add historical authenticity. Note: The optional rule supersedes the classic rule only if both players agree to this at the beginning of the game.

### 26.1 OPTIONAL: SS Replenishment

Historically, SS units were always given priority when replenishing their losses. If these units are not eliminated, replacements become available to flesh out regular army formations. If the SS units listed below are not surrendered or in the German replacement pool box when replacements are taken, the German player may take an extra replacement of the type indicated:

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Year	SS Unit	German Replacement
1942, 1943, 1944	SS Res	3-4 infantry
1944	1st SS(10-8)	Armor, motorized of 3-4 inf
1943, 1944	2nd SS(9-8)	Armor, motorized of 3-4 inf
1943, 1944	3rd SS(7-7)	Armor, motorized of 3-4 inf
1944	6th SS (4-4)	3-4 infantry

## 26.2 OPTIONAL: Industrial Evacuation

**26.2.1** Starting in Sep/Oct 1941, the Russian player may use rail movement to move one worker unit per turn to an east edge rail hex. This costs the Russian player two rail moves for EACH worker FACTOR that the Russian wishes to move.

**26.2.2** Once at the edge rail hex, the worker unit is placed *three turns ahead* on the Game Turn track. While on the track, this worker unit does not generate replacement factors. On its arrival turn, the worker unit is placed in the Urals Off-Map Holding Box [coming in the Expansion Kit] and immediately contributes to the replacement total. (Worker units that arrive as reinforcements may be evacuated on the turn they arrive, but the Russian player still must expend rail moves to do so.)

*Example: The Russian player uses four rail moves to evacuate the Kharkov worker in Sep/Oct 1941. That worker unit is placed on the Mar/Apr 1942 box on the Game Turn track. Starting in Mar/Apr 1942, that worker unit contributes to the Russian replacement total.*

**26.2.3** The worker unit does not generate replacement factors the turn it is evacuated, nor may new replacements be placed in a city whose sole worker unit is being evacuated that turn. A new worker unit may be placed in a city that had a worker unit previously evacuated that turn or on an earlier turn.

## 26.3 OPTIONAL: Historical Weather

Those wishing to simulate the actual campaign should consult the following chart instead of rolling for weather each turn.

	Mar/Apr	Sep/Oct	Nov/Dec
<b>1941</b>	Mud	Lt Mud	Snow
<b>1942</b>	Mud	Clear	Lt Mud
<b>1943</b>	Lt Mud	Clear	Lt Mud
<b>1944</b>	Snow	Lt Mud	Mud
<b>1945</b>	Clear		

## 26.4 OPTIONAL: Battlegroups (BG)

Starting in 1942, when defending Russian Guards, German armor, motorized, infantry, or SS units are eliminated in EX, D 1, or DE results, their remnants, hereafter known as battlegroups, survive if able to retreat. Only one battlegroup may survive from each hex. The eliminated defender is put into the appropriate replacement pool box and the battlegroup unit is placed on the mapboard in the

eliminated unit's hex where it is then retreated by the attacker. These battlegroups are available only if the counter mix allows and (a) must be of the same or lower movement point value than the eliminated unit and (b) the eliminated unit has a normal combat strength of 3 or more. Battlegroup never surrender, even if they are subject to an automatic victory or a DS result. Such units are available for later use.

**26.4.1** Battlegroups count as corps for stacking purposes. Battlegroups project a ZOC into the hex they occupy and all adjacent hexes. Except for SS battlegroups, battle groups may not move into an enemy ZOC. SS battlegroups DO NOT inhibit the placement of partisans outside the ZOC of the battlegroup itself.

**26.4.2** Replacements may enter the game on hexes occupied by friendly battlegroups at no movement cost. The battlegroup must be removed from the map and must be of the same type of unit as the replacement: infantry for an infantry battlegroup; armor or motorized for an armor battlegroup. Russian battlegroup units must be replaced for eliminated Guards units, while German army and SS units have their own separate battlegroup units. German armor may replace motorized battlegroups. All battlegroup replacements must occur prior to movement.

**26.4.3** German battlegroups may be subjected to an automatic victory (A V) by Russian units that attain 10-1 battle odds during their movement phase. (See rule 16 and apply the same rules to the Russians.) The Russian player's ability to AV battlegroups is not restricted and may occur *prior* to January/February of 1943.

## 26.5 OPTIONAL: Off-board Encirclements

Due to the constraints of the mapboard, the following rules are put in place to reflect the activities necessary to perform and/or prevent encirclements or deep flanking maneuvers performed near the edges of the mapboard.

**26.5.1** Units of either side may exit the map at an "enemy board edge" at a cost of one movement point. Axis units may exit the east edge at any hex containing a rail line. Russian units may exit at any west edge hex containing a rail line.

**26.5.2** After one player exits one or more units off an enemy mapboard edge, the other player MUST, on his next turn, move at least as many combat factors off the same mapboard edge using normal, rail, or sea movement. The mapboard edge hex they move off need not be a rail hex. Arriving replacements and/or reinforcements may be removed to match exited enemy units, and none may be placed on the mapboard until all exited enemy combat factors are matched. Until off-board enemy units are matched, the player may not conduct any off-board rail movement.

**26.5.3** If it is impossible for the player to match units exited off an enemy board edge, as many combat factors as possible must be matched. On subsequent turns, the player must continue to attempt to match combat factors until all enemy combat factors are matched.

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## 26.6 OPTIONAL: Artillery

**26.6.1** At the start of the Jan/Feb 1943, 1944, and 1945 turns, the Russian player may add an Artillery Corps to his Replacement Pool Box. At the start of the May/June 1942 turn, the German player may bring on his Artillery Corps unit as a reinforcement.

**26.6.2** The Russians may bring back one artillery unit per turn at a cost of 1 replacement factor. The Germans may bring in their one artillery unit from the replacement pool box, if eliminated, in the May/June turns of 1943 and 1944. Should the German artillery unit not be eliminated, no substitution replacement is allowed.

**26.6.3** When ATTACKING, in addition to using their combat factor, these artillery units ALSO increase the odds level of the attack they are involved in. Each attacking artillery unit raises the odds one level, *i. e.*, a 5-1 becomes a 6-1. More than one artillery unit may attack the same target. When artillery units are combined with bomber units, the maximum odds level shift is three levels.

**26.6.4** Russian artillery moves like regular Russian infantry, *i.e.*, no second impulse movement, while the German artillery unit moves like German infantry.

**26.6.5** Artillery units are eliminated if forced to retreat.

**26.6.6** Artillery units have no ZOC other than the hex they occupy.

## 26.7 OPTIONAL: Russian Air Power-Sturmoviks

The following rules reflect the increasing capabilities of the Russian Air Force on the Eastern Front.

**26.7.1** Russian bomber units adhere to the rules outlined in the "Air Power- STUKAS" rules section unless otherwise indicated.

**26.7.2** A Russian Sturmovik bomber unit raises the odds level by 1, *i.e.*, a 3-1 becomes a 4-1.

**26.7.3** Sturmoviks may take part in a battle only if they are within eight hexes of the STAVKA unit. (If the STAVKA unit is eliminated, then the Sturmoviks may trace their range from Stalin. If both STAVKA and Stalin are not presently on the mapboard, Sturmoviks are not available.)

**26.7.4** Sturmoviks become available in July/August 1943. The number of Sturmoviks varies according to the weather and the turn as follows:

**1943** - Clear weather: 1, Light Mud: 0, Mud: 0  
**1944** - Clear weather: 2, Light Mud: 1, Mud: 0  
**1945** - Clear weather: 3, Light Mud: 1, Mud: 1

Sturmoviks are never available during snow turns or before 1943.

**26.75** The Russian player may apply as many Sturmoviks as he has available to any one combat or in different combats. They may attack in conjunction with artillery units but the combined number of odds level shifts may never exceed three levels. One or more Sturmoviks may contribute to the 10-1 odds required to acquire an AV.

## 26.8 OPTIONAL: National Restrictions

**26.81 Finland:** Finnish units may move into but not further south of 0617 (Riga), and no further south than hex row 07XX. The Germans may attempt only two sea moves to Helsinki during the game, regardless of the success of these moves. Neither of these two units may be armor.

**26.82 Italy, Hungary, and Rumania:** Units from these nations may not be moved north of the Vitebsk hex row (12XX) nor may they end the German player turn in another Axis ally country. No Axis ally unit may stack with units of a different Axis ally.

**26.83** The Russian player may not dictate a retreat that would violate one of these rules unless no alternative retreat route exists. At the end of any German turn that ends with Axis units not conforming to these rules, the German player must eliminate sufficient minor ally units to conform to these national restrictions.

## 26.9 OPTIONAL - Historical Naval Restrictions

**26.91** Invasions may not be conducted in snow weather turns. (Sea transfer and evacuation movement is not impacted by weather.)

**26.92** The German may conduct ONE invasion, while the Russians may conduct TWO.

**26.93** Only infantry units may conduct invasions.

**26.94 OPTIONAL - Increased Sea Invasion Capability.** There is no limit to the number of invasions each side may make in the Black Sea/Sea of Azov during the game. Once any sea movement fails (the transported unit is eliminated without landing), that side may not use ANY sea movement on the Black Sea/Sea of Azov for the remainder of the game.

## 26.10 OPTIONAL - Bidding for Sides

This rule is intended for tournament play but is also recommended for games where players both want to play the same side.

Players bid to play the Germans or the Russians. Each bid represents extra replacement factors being given to the Russian over the course of the game. The bidding will be an open auction with the lower-seeded player bidding first. (Alternatively, roll a die and the higher-rolling player may choose to bid first.) Bidding continues until a player declines to bid, at which point his opponent has the German side at the stated bid. The extra replacements will be evenly

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distributed to the number of turns available with earlier turns having priority. Negative bids are allowed; if the final bid is negative, remove replacements to satisfy the bid by starting with the last turn and moving backward.

*Example bidding session: Assuming a ten-turn scenario, Player A bids 10 for the Germans. Player B mulls this over and then bids 11. Player A accepts this bid. Player B will play the Germans giving the Russian player two extra replacements on the first turn and one extra replacement on each of the subsequent nine game turns.*

*Example bidding session: Assuming a ten-turn scenario, Player A wants to play the Russian side. He bids -2 for the Germans. Player B mulls this over and then bids -3. Player A accepts this bid. Player B will play the Germans, and the Russian player will lose one replacement on the eighth through tenth turns of this scenario.*

## 26.11 OPTIONAL - Weather Balancing

This rule is intended to further mitigate the impact of weather. During 1941 and 1942, for each clear weather roll that occurs, one is added to the Russian replacement total. Similarly, one is subtracted for each snow weather roll that occurs. These modifiers are cumulative.

*Example: "Clear" is rolled in Sep/Oct 1941. The Russian player will have one extra replacement factor that turn. "Snow" is then rolled in Nov/Dec 41. The total replacement modifier for weather is now zero. If "Light Mud" had instead been rolled in Nov/Dec 41, the Russian player would have received one extra replacement factor. Note that no replacement modifiers are created for turns in which the weather is automatically "Clear" or "Snow."*

## "What If" VARIANTS

By Richard Hamblen

### ALTERNATIVE STRATEGIC SCENARIOS

Any or all of the following historical variations may be used in **TRC4**. Set up the game and proceed normally until the game turn indicated in each historical variation. At that point the appropriate player may decide whether to initiate the variation.

### THE MEDITERRANEAN DISTRACTION

Hitler decides not to invade the Balkans. The Greek and Crete campaigns do not happen. Italy remains tied up in Albania, Balkan politics are less favorable to the Germans, and the British, undistracted by the Greek campaign, are able to concentrate on Erwin Rommel's Afrika Korps.

After the Russian set-up, but before the German set-up, the German player decides whether to employ this variant. If he does:

**1.** The game starts with the March/April 1941 turn. The German player sets up as per his OB Card (except in Rumania - see below) and then rolls for weather. If "snow" is the result, Axis units are NOT halved because of supply - the "first winter" mentioned in the supply rules is always the winter starting in late 1941/early 1942. (If the players agree beforehand, they may use the historical weather: Mud.)

**2.** Rumania and Hungary are neutral and may not be entered by Axis or Russian units. Neither side may trace supply lines through either country.

Rumanian and Hungarian units become available as listed on the German OB Card, but they must stay within their respective countries, at least one hex away from any border. The German player may move these units normally, subject to the above limitations.

As long as Rumania remains neutral, the German player may not use sea movement in the Black Sea/Sea of Azov, and the Russian player does not have to roll for his sea movement -Russian sea movement automatically succeeds. Also, as long as Rumania is neutral the German player does not receive any replacements for the Rumanian oil field hex.

Rumania and Hungary enter the war immediately as soon as the Axis player controls Odessa, Sevastopol, and Rostov. At that point all the above restrictions disappear, and units may move into/through Hungary and Rumania normally.

**3.** Remove all Italian units from the game.

**4.** All German units must set up in Poland and East Prussia and may attack only the adjacent Russian Military Districts on the first impulse. The German 11th, 30th, and 54th Infantry Corps (formerly in Rumania) are not restricted as per rule 3.7 and may attack any Russian units they can reach on their first impulse.

The German Paratrooper Corps is not wrecked in the invasion of Crete and the Germans do not discontinue parachute training. The following units are introduced into the game:



Available at start



May 1943 exchange for any 3-4 in play

**a.** German paratroop units may drop during the first impulse of any clear weather turn; they may drop into any non-woods, non-mountain hex within eight hexes of a German Army Group HQ unit. On the turn they drop they must start the turn off the board - they move off the west edge of the board by rail, sea

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or normal movement, and they may be kept off the board as a potential threat. They may be dropped repeatedly.

**b.** German paratroop units may land in enemy ZOC.

**c.** German paratroop units may land on top of enemy units. In this case they attack only the stack they land on top of; while in the same hex with Russian units their ZOC does not extend into adjacent hexes and they do not have to attack adjacent Russian units. However; if they do land on top of Russian units, all those Russian units must be eliminated or retreated out of that hex. If in the same hex with Russian units at the beginning of a second impulse, a German paratroop unit is immediately destroyed.

**d.** German paratroops have to trace supply as other Axis units.

**e.** Paratroop units may never be replaced.

**f.** At the start, the German paratroop unit may set up in Poland or off the board.

**6.** The Russian player doubles his Archangel Replacements to 6 per turn.

For purposes of determining victory, both players control Bucharest as long as Rumania is neutral.

## THE RUSSIAN REACTION

Russian dictator Josef Stalin may decide to immediately transfer his forces from Siberia west to defend against the Germans. Russian reinforcements arrive earlier, but with the Far East stripped of troops the Japanese are tempted to attack Russia.

**1.** At the start of his Mar/Apr 1941 turn, the Russian player must decide whether to bring in his Siberians earlier. If there is no Mar/Apr 1941 turn (the German player did not activate "The Mediterranean Distraction" variant outlined above), then the Russian player may not use this variant.

**2.** All Russian reinforcements listed as arriving on the east edge during 1941 arrive one full turn earlier than shown on the Russian OB Card.

**3.** If the Russian player activates this section, then the German player may activate "The Japanese Gambit" variant outlined below.

## THE ITALIAN SELLOUT

Hitler decides to not send the Afrika Korps to bolster Mussolini's feeble war effort in North Africa. Italy withdraws from the war and the British commit their forces to Operation Sledgehammer - the 1942 invasion of Europe.

**1.** Immediately before the German May 1941 impulse, the German player may decide to not commit forces to North Africa and instead send them to the Eastern Front.

**2.** The German armor unit "DAK" appears as a reinforcement unit in July 1941.

**3.** Two German armor corps units must move off the west edge of the mapboard in the first impulse of May 1942 or the German player loses the game. These are in addition to the two SS panzer (armor) corps (or substitutes) that must leave the mapboard in May 1944.

**4.** All Italian units are removed from the game.

**5.** Starting in September 1941, each turn that the Russian player controls at least one Black Sea port city, he rolls a die. This die roll equals extra replacement points the Russian player receives that turn and is in addition to the Archangel Replacements that start in January 1942.

**6.** The German player receives replacements for the Rumanian oil field hex even if Rumania is neutral.

## THE JAPANESE GAMBIT

With the Russian military forces in Siberia greatly reduced, the Japanese are tempted to attack Russia. Japanese formations are diverted for this attack, and the British are able to concentrate on establishing a supply line to Russia through Persia and the Caspian.

**1.** This variant may be activated only if the Russian player has activated "The Russian Reaction" variant outlined above. The German player must decide before his December 1941 impulse whether the Japanese will attack Russia. If they do, the following rules apply.

**2.** Starting in December 1941, the Russian player must send one of his replacement units to Siberia each time he receives replacements. These units are kept in a separate pile; they are not surrendered but may not be taken as replacements again. If the Russian player is not able to divert one of his arriving replacements he loses the game.

**3.** As soon as he has sent units that total 40 factors to Siberia, the Russian player need not send any more units. He may send more units if he wishes. However, he may never send more than one replacement unit per turn, and only replacement units may be sent.

**4.** As soon as the Russian player has sent units that total 60 factors to Siberia, on his next turn he may start bringing these units back onto the mapboard. These units are brought back one unit per turn and appear as additional replacements. He may continue to bring them back until all these units have returned. The Russian player never needs to send units to Siberia again even if the total factors there falls below 40 factors.

**5.** A British supply line is established through the Caspian Sea. Starting in May 1943, each turn that the Russian player controls the port city of Astrakhan, he rolls a die. This die roll equals extra replacement points the Russian player receives that turn and is in addition to the Archangel Replacements that start in January 1942 and Black Sea replacements noted in "The Italian Sellout."

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## TUNISIA OR NOT TUNISIA

Hitler decides to abandon the Mediterranean when the Allies invade North Africa behind the Afrika Korps. German forces there are evacuated and additional divisions are not committed. However, the Allies are not tied up in the Mediterranean and are free to execute Operation Roundup, the 1943 invasion of Europe.

1. This variant may not be activated if the Germans initiated "The Italian Sellout" variant outlined above. The German player must decide whether to implement this variant before his November 1942 impulse.
2. All Italian units are removed from the game.
3. The Herman Goring Armor Corps appears as a reinforcement in January 1943.
4. The two SS panzer (armor) corps must be removed in May of 1943 instead of May 1944.
5. The German player receives an extra armored replacement in 1943.

## PUTTING THE BULGE ON THE RUSSIANS

Hitler decides to employ his last-ditch reserves against Russia instead of against the Americans in the Ardennes.

1. The German player must decide whether to implement this variant before his September 1944 turn.
2. The two German SS armor corps withdrawn in May 1944 appear as reinforcements in the October 1944 impulse. If not already in play, the Herman Goring Armor Corps also appears that same turn.
3. On his November 1944 turn, the German player takes replacements.
4. The German player must win, or he loses. A draw counts as a Russian win.

**The Russian Campaign 4th Edition (TRC4):** These 2003 rules supersede all earlier editions. It would be wise to make sure your opponent is utilizing the same edition rulebook before starting any game.

**TRC4** can be a long game between players of equivalent experience and ability. If the players wish to play a shorter game, the following scenarios have been provided. The scenarios also provide convenient starting points to play a campaign game.

### Starting the Game:

Both players should agree on the scenario to be played as well as which optional rules are to be used. If both players want to play the same side, they should then bid for sides using the optional rule 26.10.

**Setting Up:** The "Turn" marker is placed on the starting turn for the scenario being played. All designated reinforcements are placed on the appropriate Order of Battle Card. All scenario starting units are available for deployment on the mapboard; surrendered units are placed in the game box, and remaining units are placed in the appropriate Replacement Pool Box.

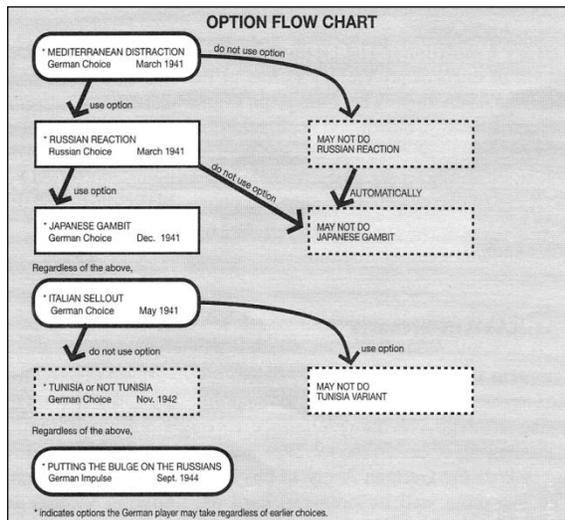
Start lines are identified on the scenario set-up map: a green line for Fall Blau (1942), dotted red for Zitadelle (1943), and solid red for Bagration (1944). Russian units may set up only on the eastern side of the scenario line, while German units are placed on the western side. Excluding the Barbarossa scenario, both players must set up such that every hex on the friendly side of the start line is either occupied or in a friendly ZOC. Only Finnish units may set up in Finland or Karelia (the area north of hex row 05XX and east of Leningrad). No more than one Russian worker may be set up in any city.

The German player is assumed to control all railroad hexes, rail junctions, cities, and oil field hexes on his side of the start line, and the Russian player controls all the rest. Railhead markers should be placed on the German side of the start line to reflect this. On the first turn of the scenario, both sides will receive their normally available replacements and/or reinforcements.

**Ending the Scenario:** A scenario can end on the specified turn or, if both sides agreed before starting, they may play through to the end of the campaign game (May/June 1945). If using victory points to assess victory, uncontrolled cities and oil fields on the eastern side of the scenario line do not count against the Russians, and uncontrolled cities and oil fields on the western side of the scenario line do not count against the Germans. Should the players play a campaign game with a scenario start, victory conditions are those associated with the campaign game.

## BARBAROSSA Scenario

**Scenario Description:** The war in the east is launched! This scenario starts with the Germans pos-



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sessing advantages in numbers, tactical ability, and air support. They must use these to advance deeply into Russia and destroy as much of the Russian Army and industrial capacity as possible. The Red Army will be mobilizing rapidly and must constantly balance the need to preserve its forces and yet fiercely contest key cities against potentially overwhelming odds. Poor weather may impede the Axis advance but the Russians will ultimately rely on courage and tenacity to halt the Axis drive east.

**Scenario Length:** May/June 1941 - Nov/Dec 1942 (ten turns)

**Determining Sides:** Per optional rule 26.10

**Set-up:** The scenario set-up is identical to the campaign game starting set-up.

**Victory Conditions:** The German player wins if his point total equals or exceeds 4 Victory Points at the end of the Russian Nov/Dec 1942 turn. The Campaign Game victory conditions, including Sudden Death, are used. In addition, the German player IMMEDIATELY wins if he controls Moscow at any point in 1941. Each city east of the Fall Blau scenario line controlled by the German player counts as positive points. Each city west of the Fall Blau scenario line controlled by the Russian player counts as negative points. Major cities and oil field hexes are worth 2 points each, and minor cities are worth 1 point each.

## FALL BLAU Scenario

**Scenario Description:** The winter is but a bad memory, and the German Army rouses itself for another campaign season. In an attempt to strangle the Russian Bear, the reinforced German Army will throw itself at the economic heartland of the Soviet Union. The Red Army now has a significant counterattack capability but must be careful to not fritter it away prematurely, while the Germans have their full mobility and the Luftwaffe dominates the skies.

**Scenario Length:** May/June 1942 - July/Aug 1943 (eight turns)

**Determining Sides:** Per optional rule 26.10

**Set-up:** Each side has the forces identified in the Orders of Battle specified below. The Fall Blau scenario line is the green line on the set-up map. The Germans set up first and the game begins with the German player turn of the May/June 1942 turn. Note that Leningrad and Sevastopol are Russian-controlled and are on the Russian side of the scenario line. The German and Russian players may each conduct one sea invasion. The weather DRM is -1.

### Russian Order of Battle:

Workers: Leningrad, Moscow, 4x1-factor workers, 2-factor worker  
Cavalry: 2-7, 3-7, 5-7

Infantry: 8-4, 4x7-4, 5x6-3, 9x5-3, 1 Ox4-3, 2x3-3  
Armor: 10-7, 6-5, 2x3-5, 2-5

Misc: Stalin, STAVKA, and one of the 5-3's must start in Moscow. A 1-factor worker must start in Stalingrad. Three Russian partisans are available. One airborne corps (1-2) is available in the Russian Paratroop Reserve box.

Surrendered Units: 2-7, 3-7, 2x2-5, 2x3-5, 3-3, 2x4-3, 2x5-3, 2x1-2

### German Order of Battle:

German Infantry: 4x5-4, 12x4-4, 7x3-4

German Armor: 3x8-7, 4x7-7, 3x6-7

Misc: SS Res, 5-5 Mtn, Hitler, 3 HQs, 4-6 Mot

Finns: 2x4-3, 3-4, 2-3

Rumanians: 3-4, 2-4

Italians: 2-4, 2-3

Hungarians: 4-6

Misc: Hitler must start in Berlin.

**Victory Conditions:** The German player wins if his point total equals or exceeds 4 Victory Points at the end of the Russian July/Aug 1943 turn. The Campaign Game victory conditions, including Sudden Death, are used. Each city east of the Fall Blau scenario line controlled by the German player counts as positive points. Each city west of the Fall Blau scenario line controlled by the Russian player counts as negative points. Major cities and oil field hexes are worth 2 points each, and minor cities are worth 1 point each.

## ZITADELLE Scenario

**Scenario Description:** German hopes for victory perished with the Sixth Army in Stalingrad, Now they can only hope for peace with honor through decisive battlefield victories. The Russians are confident that they have beaten the best forces the German Army could field and now the time has come to drive the hated Nazis out of the Motherland. The turning point of the war in the East will be the apocalyptic armor battles in central Russia that will determine who has the initiative for the rest of the conflict.

**Scenario Length:** May/June 1943 - Mar/Apr 1944 (six turns)

**Determining Sides:** Per optional rule 26.10

**Set-up:** Each side has the forces identified in the Orders of Battle specified below. The Germans set up first and the game begins with the German player turn of the May/June 1943 turn. The Zitadelle scenario line is the dotted red line on the set-up map and delineates the set-up boundary for both sides. Note that Leningrad is Russian-controlled. The German player may not conduct any sea invasions, while the Russians may conduct one. The weather DRM is zero.

### Russian Order of Battle:

Workers: Leningrad, Moscow, 5x1-factor workers, 2x2-factor workers

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Cavalry: 2x3-7, 2x4-7  
 Infantry: 8-4, 6x7-4, 4x6-3, 14x5-3, 9x4-3, 3-3  
 Armor: 10-7, 3x8-6, 3x6-5, 2x3-5, 2x2-5  
 Misc: Stalin, STAVKA, and one of the 5-3 's must start in Moscow.  
 Three Russian partisans are available.  
 Surrendered Units: 2-7, 3-7, 2x2-5, 2x3-5, 3-3, 2x4-3, 2x5-3, 6-3, 3x1-2

## German Order of Battle:

German Infantry: 5-4, 10x4-4, 6x3-4  
 German Armor: 3x8-7, 4x7-7, 3x6-7  
 SS: Res, 7-7  
 Misc: 5-5 Mtn, Hitler, 3 HQs, 4-6 Mot, LW  
 Finns: 2x4-3, 3-4, 2-3  
 Rumanians: 2-2  
 Misc: Hitler must start in Berlin.

**Victory Conditions:** The German player wins if his point total equals or exceeds -6 Victory Points at the end of the Russian Mar/Apr 1944 turn. The Campaign Game victory conditions, including Sudden Death, are used. Each city east of the Zitadelle scenario line controlled by the German player counts as positive points. Each city west of the Zitadelle scenario line controlled by the Russian player counts as negative points. Major cities and oil field hexes are worth 2 points each, and minor cities are worth 1 point each.

## BAGRATION Scenario

**Scenario Description:** Military defeat seems all but assured for the German Army; it is now up to the politicians and scientists to try to salvage Germany's future through deft diplomatic maneuvering or breakthrough superweapons. Nevertheless, it is the task of the German Army to buy time for the Third Reich. The Russians will be pressing hard as, knowing victory is inevitable, they want to overrun as much of Europe as possible before Germany surrenders.

**Scenario Length:** May/June 1944 - May/June 1945 (seven turns)

**Determining Sides:** Per optional rule 26.10

**Set-Up:** Each side has the forces identified in the Orders of Battle specified below. The Bagration scenario line is the solid red line on the set-up map. The Russians set up first and the game begins with the German player turn of the May/June 1944 turn. Note that Leningrad is Russian-controlled. Neither player may conduct any sea invasions. The weather DRM is + 1.

## Russian Order of Battle:

Workers: Leningrad, Moscow, 5x1-factor workers, 2x2-factor workers  
 Cavalry: 2-7, 3-7, 5-7  
 Infantry: 8-4, 7x7-4, 5x6-3, 10x5-3, 8x4-3, 3-3  
 Armor: 10-7, 3x8-6, 3x6-5, 2x3-5, 2-5  
 Misc: Stalin and one of the 5-3's must start in Moscow.  
 Three Russian partisans are available.

Surrendered Units: 2-7, 3-7, 3x2-5, 3x3-5, 2x3-3, 3x4-3, 2x5-3, 6-3, 3x1-2

## German Order of Battle:

German Infantry: 1x5-4, 10x4-4, 6x3-4  
 German Motorized: 5-6, 4-6  
 German Armor: 2x8-7, 2x7-7, 2x6-7  
 German SS: 4-4, Res, 9-8  
 Misc: 5-5 Mtn, Hitler, 3 HQs, LW  
 Finns: 2x4-3, 2-3  
 Rumanians: 2-4, 2-2  
 Hungarians: 3-3  
 Misc: Hitler must start in Berlin.

**Victory Conditions:** Victory is determined using the Campaign Game victory conditions.

## EXAMPLES OF PLAY:

### Weather Chart

1. At the beginning of each turn where variable weather is possible, one 6-sided die is rolled to determine the weather for that game turn. A "Die Roll Modifier" is used to ensure that the weather is relatively balanced. This DRM is added to each turn's variable weather roll and carries over from turn to turn.

The + or - DRM counter is used to track the modifier. Note: Do not roll for weather for Jan/Feb, May/Jun & Jul/Aug as weather for these turns are "fixed". The DRM does carryover from prior turns.

*Example: If the + DRM Weather Marker is placed on turn number 2 on the turn chart (Jul/Aug 41), it would indicate that the current DRM is + 2.*

2. The number rolled is added to the current DRM and then referenced against the Weather Chart to derive the current turn's weather and a modifier.

*At the beginning of the game, unless otherwise specified by the scenario instructions, the DRM starts at zero.*

3. The modifier is added to the current DRM to yield a new DRM to be used in the next turn.

DRM modifier is ZERO.	Die Roll	Sep/Oct	Nov/Dec
			+1 DRM
A die roll of 3 is rolled in Sept 41.	3	CLEAR +1	MUD -2
	4		SNOW -3

Therefore, a 3 rolled in the Nov weather roll turns into a 4 as the DRM is +1. A 4 is SNOW with a -3 DRM. (+1-3=-) -2 DRM for the Mar/Apr turn.

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Example: A 3 is rolled in Sep/Oct which yields CLEAR weather. The modifier, as indicated on the Weather Chart, is now + 1 which produces a DRM of + 1. (The prior DRM was 0).

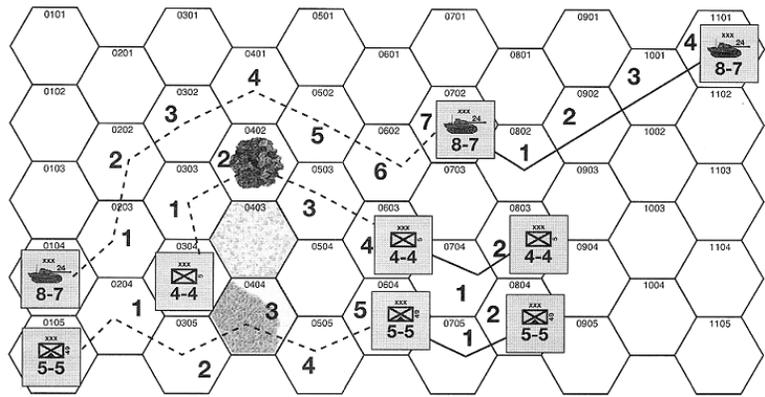
that the weather for Nov/Dec is Snow. Snow in Nov/Dec carries with it a -3 modifier which means that the new DRM is now -2. (+1-3=-2). This -2 DRM will then modify the weather roll in the subsequent Mar/Apr turn.

A 3 is then rolled in Nov/Dec. The current DRM (+ 1) is added to the die roll, making it a '4', which means

## Examples of Movement

### Clear Weather:

The 48th Mountain Corps begins its movement in hex 0105. It may move through the mountain hex in 0404 and continue to 0604 where it must stop after expending all of its five Movement Points. The 5th Infantry at 0304 may not move through hex 0404, a mountain hex, or hex 403, a swamp hex, as doing so would immediately force it to cease movement. It may, however, move through the woods at 0402 and proceed to 0603 and expend its full four points of movement. The 24th Armor on hex 0104 must stop upon entering any of the terrain features shown in this example. Its first impulse movement is depicted by a dotted line. In the 2nd impulse, the movement is depicted by a solid line.



### Mud Weather:

The three units depicted above would be able to move along the dotted line path no further than the hexes labeled with the number 2, expending only two movement points each. (As specified on the Movement Allowance Chart, each unit may spend maximum of two movement points in Mud weather months.) No second impulse is allowed.

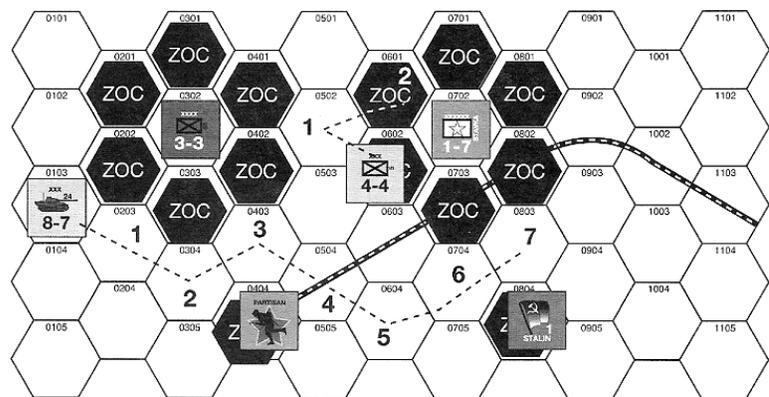
## Examples of ZOC

### ZOC or Zone of Control:

All units have a ZOC. Some, like the Partisan and Leader units, only influence the hex they are in.

Other units, like armor, infantry, cavalry, HQ, mountain, paratroops and STAVKA, exert a ZOC in all of the adjacent hexes, including the one they occupy.

All units must stop upon entering the ZOC of an enemy unit. The German 24th Armor in hex 0103 could move around the ZOC of the Russian infantry on hex 0302, around the ZOC of the Partisan (which only exerts a ZOC in its own hex at 0404), and finally, to hex 0803 where it ceases movement after expending all of its seven movement points. It may move no further. The German 5th Infantry, starting in hex 0602 in the ZOC of the STAVKA unit in 0702, may not move directly from one ZOC to another ZOC. If it wants to go to hex 0601, it must first move into hex 0502 (or any other non-ZOC hex) and then into 0601. Units may never move into the hex occupied by an enemy unit.

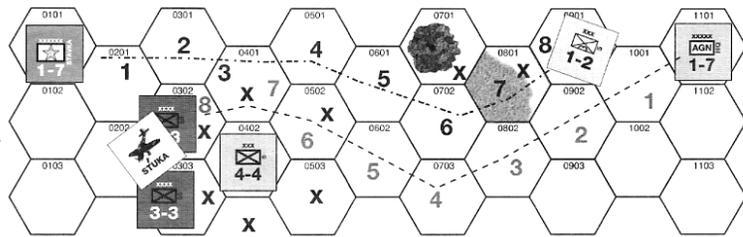


Note that the leader unit at 0804 does not project a ZOC into the adjacent hexes. This allows the German armor unit to effectively "run around" the leader unit as there are no ZOCs to hinder its movement.

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## Examples of Stuka and Paratrooper Ability:

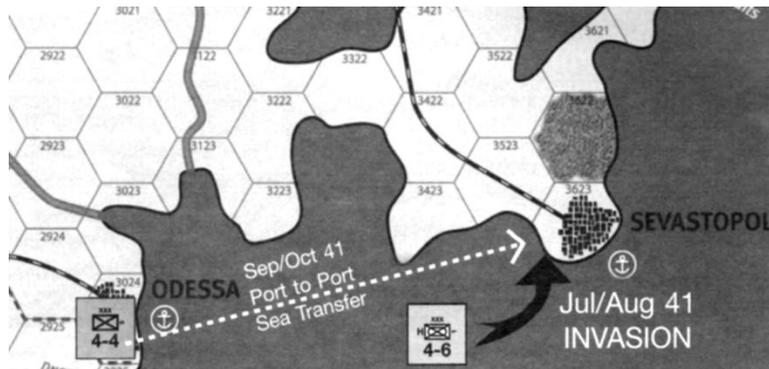
Paratroopers may drop anywhere within 8 hexes of STAVKA but not in an enemy ZOC or certain terrain. In this example, prohibited hexes are marked with an "X." Stukas may attack any enemy unit anywhere within 8 hexes of a German HQ.



## Examples of Sea Invasion & Transport

**Example 1:** It is the start of the July/Aug 1941 turn. In the first impulse movement phase, the German player captures Odessa. Subsequently, during the SAME movement phase, the German declares an INVASION of Sevastopol using the Hungarian unit as shown. A sea invasion in the Black Sea will succeed on a die roll of 1-3. By gaining control of Odessa this turn, the German player will get a -1 modifier to this die roll for the attempted invasion. The invasion will now succeed on a roll of 1-4. As a player may conduct only one sea invasion or one transport per sea area per turn, the German player may not conduct any form of sea move in the Black Sea in the second impulse of this turn.

**Example 2:** It is now the start of the Sep/Oct 1941 turn. (In the prior turn, the German player conducted a successful invasion as described above.) The Hungarian unit is now in Sevastopol. During the first movement phase of this turn, the German player decides to SEA TRANSPORT the infantry unit in Odessa to the port of Sevastopol. Sea transport is successful upon a die roll of 1-3. As the German currently controls two Black Sea ports (Odessa and Sevastopol), the modifier to the sea transport die roll is -2. The sea transport would then succeed on a die roll of 1-5.



Should the German also control Rostov at the time of any later sea movement in the Black Sea, no die roll is required as the -3 modifier would ensure that the sea transport or invasion would automatically succeed. (This doesn't impact the limit of two sea invasions per side, per game.)

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## Example of AV Attacks (Automatic Victory)

It is the start of the first impulse movement phase. The Axis units will conduct an Automatic Victory (AV) attack against the Russian 2-7 unit. 20 attack factors are required to get 10-1 odds.

Diagram A shows the available units for the attack.

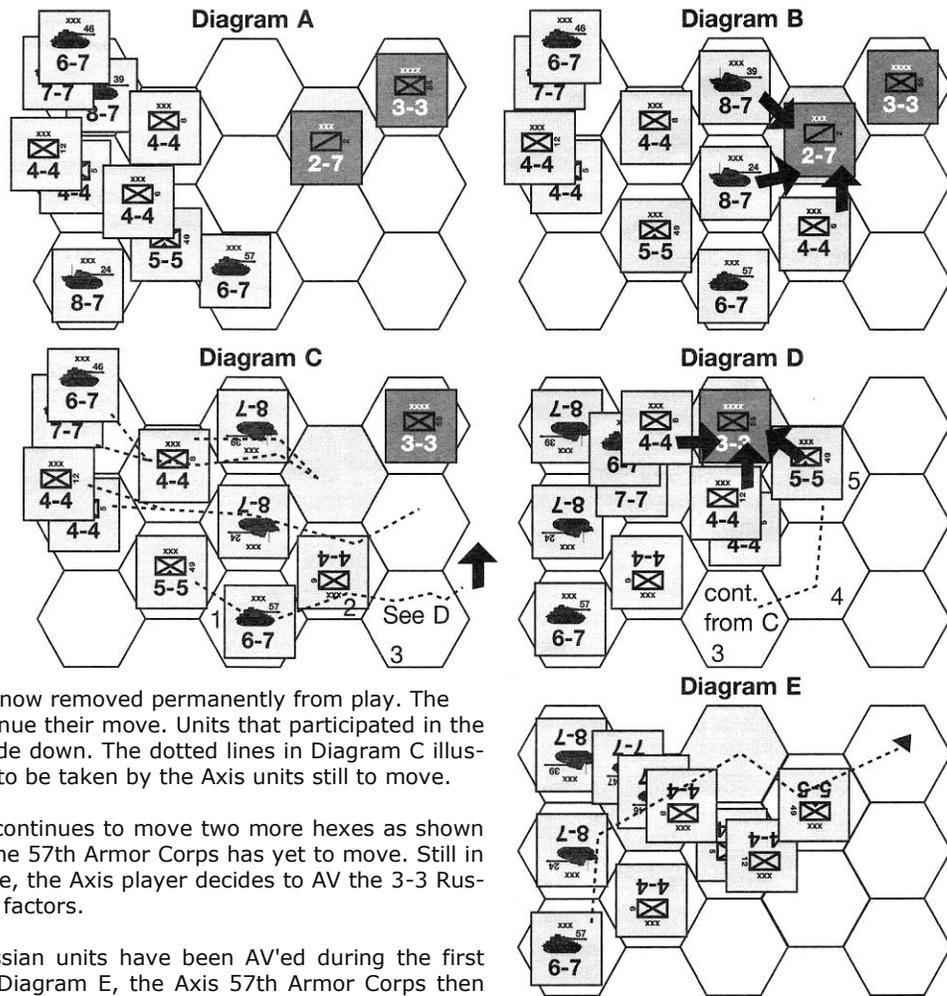
Diagram B shows the units conducting the AV attack DURING the movement phase. The Axis player moves 3 units adjacent to the Russian 2-7 totaling 20 attack factors and declares an AV attack.

Diagram C shows the 2-7 now removed permanently from play. The remaining Axis units continue their move. Units that participated in the AV attack are turned upside down. The dotted lines in Diagram C illustrate the movement path to be taken by the Axis units still to move.

Note, the 49th Mountain continues to move two more hexes as shown in Diagram D. Note that the 57th Armor Corps has yet to move. Still in the same movement phase, the Axis player decides to AV the 3-3 Russian unit using 30 combat factors.

In this example, two Russian units have been AV'ed during the first movement phase and in Diagram E, the Axis 57th Armor Corps then conducts its movement as shown by the dotted line. In the 2nd impulse, all units shown upside down may move their regular 2nd

impulse movement but they may not attack any Russian units. The 57th Armor Corps may attack any units it chooses to attack as it did not participate in any of the AVs in the first impulse.



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## Examples of RIVER ATTACKS

A river hex is a hex with any amount of river symbol in it (hexes "A" and "X").

Diagram A: Defending unit in "D" is doubled when attacked from "A" because "A" is on a river hex.

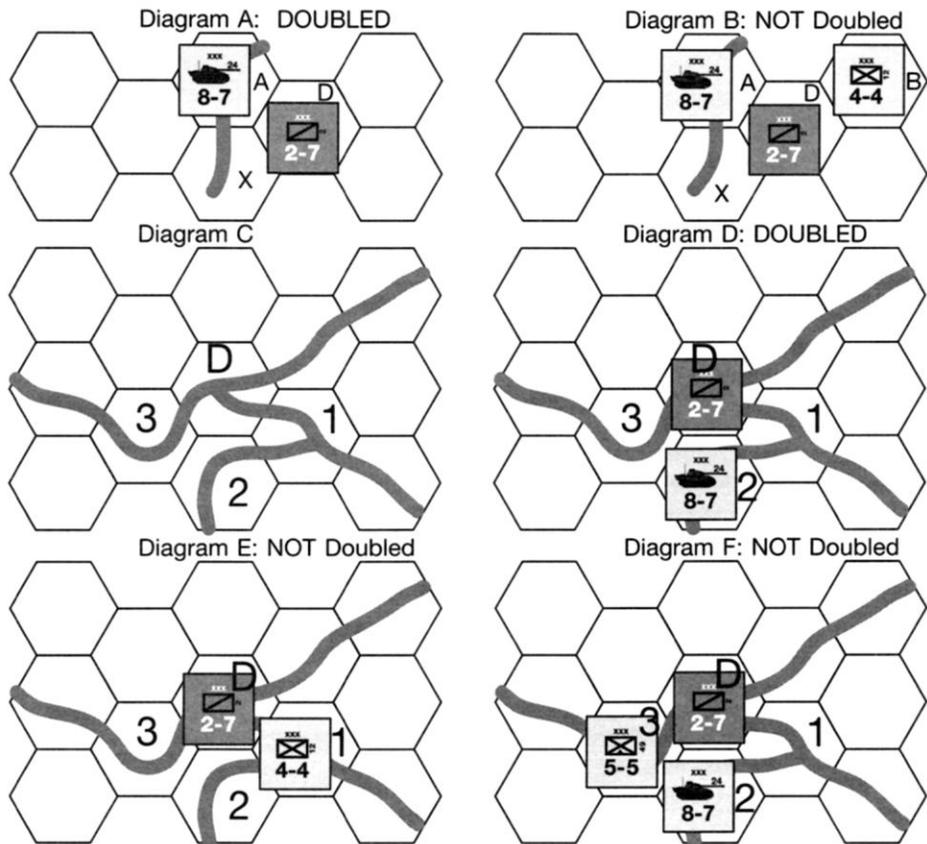
Diagram B: Defender in "D" is not doubled because one of the attackers (on "B") is not on a river hex.

Diagrams C and D: Hex "D" is a fork hex (river splits). An attacker on hex "2" is on a different river hex. Therefore, the defender on hex "D" is doubled.

Diagram E: The defending unit in "D" is not doubled against attacks from the same river (hex "1") connected to its fork hex.

Diagram F: The defending unit in "D" is not doubled against attacks from the same river (hex "3") even if also attacked from other river hexes (hex "2") in the same attack.

Diagram E: NOT Doubled



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## Examples of COMBAT and COMBAT ODDS

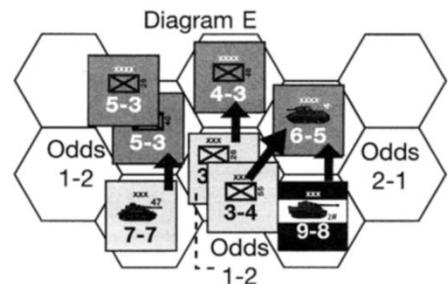
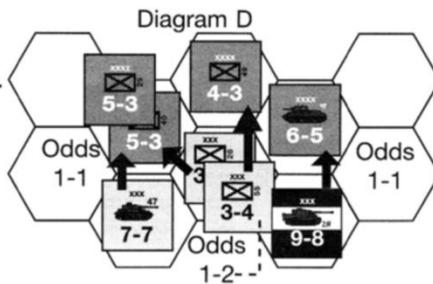
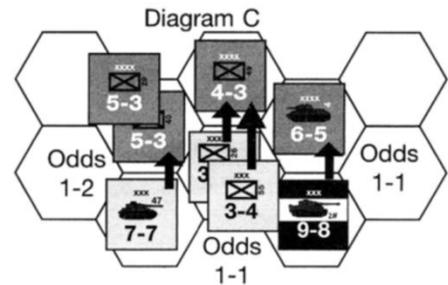
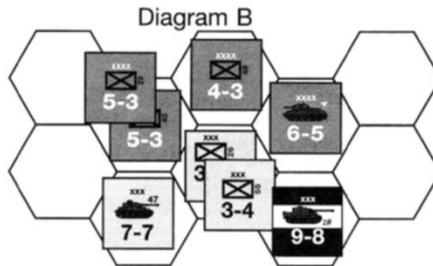
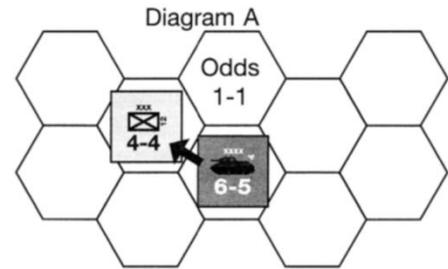
Diagram A shows a Russian unit attacking a German unit. The attacker has 6 combat factors and the defender has 4. The resultant odds are 1-1. Note that fractional odds are rounded down in favor of the defender.

Diagram B shows a combat situation that could be fought in many ways. (The German player is attacking.)

Diagrams C, D and E show several alternative sets of attacks the German player could choose to make during his combat phase.

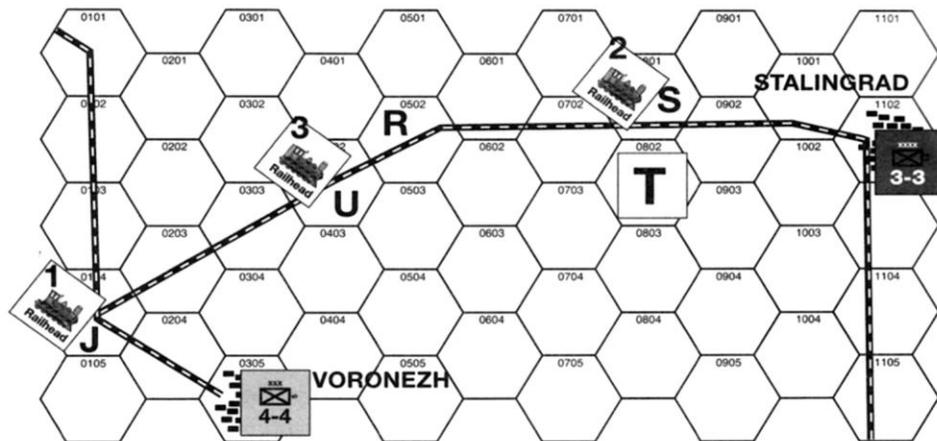
Note that all of these battles address the multi hex combat requirements:

- Every Russian unit adjacent to a German unit is attacked at odds of 1-6 or more.
- Every German unit that is adjacent to a Russian unit conducts an attack.
- Every German unit is adjacent to the Russian unit it is attacking.



## Examples of Rail Conversion

Assume Voronezh is controlled by the Axis, Stalingrad by the Russian. Also assume that the rail line leading off the diagram, to the left, leads to a Russian controlled city. By definition, hex 0104 ("J") is a junction hex. (In this example, the junction is initially German controlled. Railhead markers 1 & 2 indicate the initial extent of German rail control.



1) During Russian movement, a unit passes through hex "R." The rail line from "R" back to Stalingrad comes under Russian control at the end of the second impulse; move the railhead marker to "U", one hex beyond "R" to show the limit of Axis control (Railhead marked "3").

2) During German movement, a unit passes through hex "S" and stops in hex "T." The railhead (3) is adjusted to "S" since the Germans control the rail junction "J."

3) During German movement, a unit passes through hex "S" and stops in hex "T" AND a different unit passes through "J". The railhead in "U" is moved to "S." Another railhead is placed in "J" to indicate that the rail in that hex is German controlled.

# The Russian Campaign, 4th Edition Rule Book

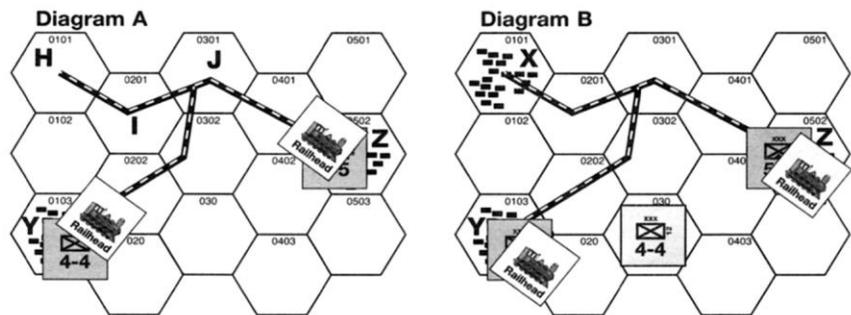
4) Then assume that a Russian moves to "U" and stops there. Because there is a German ZOC on the rail segment leading to Stalingrad, and a German controlled rail junction to the left, NO change in possession occurs. Railheads are not adjusted. The segment of railroad line from "R" to "S," while still in German possession, cannot be used by the Axis because the Russian ZOC blocks the path back to an Axis controlled city.

5) The Axis player now AV's the Russian at "U" on the first impulse. There is now a path free of enemy ZOC back to a friendly city. The rail line is usable, because it never left Axis possession.

6) Now assume the Russian unit is still at "R", and the Russian also capture Voronezh. The railhead at "J" will be removed and another placed on a rail line just outside Voronezh to indicate that the rail line to Voronezh has changed control. (The rail junction changes to Russian control because all rail lines out of the hex lead to a friendly city or a rail hex passed through by a friendly unit ("U") with no intervening enemy ZOCs.) The rail segment marked by the railheads at "R" and "S" remains under Axis control because of the German ZOC imposed by the unit in "T."

## Examples of Rail Junction Conversion

City Y and city Z (diagram A) are German controlled. In order for the rail junction at "J" to convert to German control to link the two cities together, a German unit has to pass through one of the hexes labeled "H", "I", or "J". If a German unit moves through one of those hexes, a railhead marker will be placed in that hex and all other rail hexes between cities Y and Z will convert to German control. In diagram B, city "X" is not German controlled. Should city "X" be captured or come under German ZOC, the rail net between all three cities would convert to German control.



Special thanks to noted contributors Tom Gregorio, Dana Lombardy and Janice Sellers for their tireless effort and input. Also, a special thanks to some of the best TRC players in the world for their advice, play testing and contributions.

The Russian Campaign 4th Edition™ has the following components:

- 1 One piece, heavy stock game map
- 1 384 5/8" die cut counters
- 1 Rule book
- 1 Combat Results Table/Terrain Effects Chart
- 1 German OB Card
- 1 Russian OB Card
- 1 Mini Map Scenario Card
- 1 Aide De Camp 2 CD
- 1 d6 Die