

Scenarios

Scenario #1: AGS Campaign

This is the 'at-start' positions for Barbarossa Army Group South. The units are updated with the KtR and Crimea Units, where mandated in the later games.

Scenario #2: Uman Pocket

This is the AGS Scenario beginning on Soviet Segment GT9. The units are updated with the KtR and Crimea Units, where mandated in the later games. The Rail-net on map E has been back-filled to allow the game to proceed beyond the end of GT28, effectively merging with the next GT29 scenario, but without the 'special placement' units.

If 2nd Pz Division group was taken (not historically present) then it should be withdrawn at end of GT28, or another VP penalty paid to keep it – but it must withdraw by GT50, as it takes part in the Typhoon offensive.

Scenario #3: Kiev Pocket and Odessa

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

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

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

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

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

Scenario #4: To Kharkov and Crimea

This is the KtR 'To Kharkov' Scenario beginning GT51, with the Crimea also set-up for GT51. Odessa evacuation is assumed to have taken place historically and units are placed with special placement markers (until GT61) in Sevastopol. GT51 is also the start of the Typhoon game offensive (not part of this module).

Scenario #5 To Rostov

This is just the KtR scenario 'To Rostov' game set-up for GT69 – there is no set-up for Crimea, as there is no similar time-frame scenario 'at start' positions available to use.

General Notes:

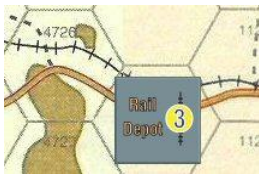
Units (at different strengths) from the earlier and later games are provided in the mix with (s), (k) or (c) for AGS, KtR and Crimea respectively to allow players to set-up the earlier versions, if they desire.

Combined Game Additional Rules

AGS Garrison Requirements

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

ASP Rail Depots



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

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

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

For the Combined Game:

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

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

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

Vassal Module Features

A number of features have been added to aid play.

Player Sides

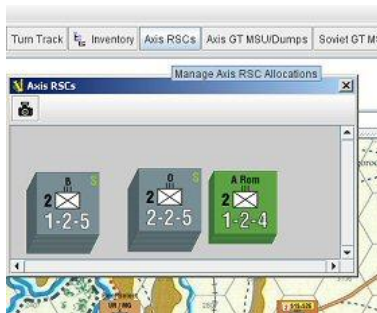
Axis and **Soviet** sides are available and should be selected by the players before the game begins. This will limit access to certain game features and also totally hide the Axis and Soviet Off-Map Boxes from each other. Players can then manage their Air Units and Replacements in private.

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

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

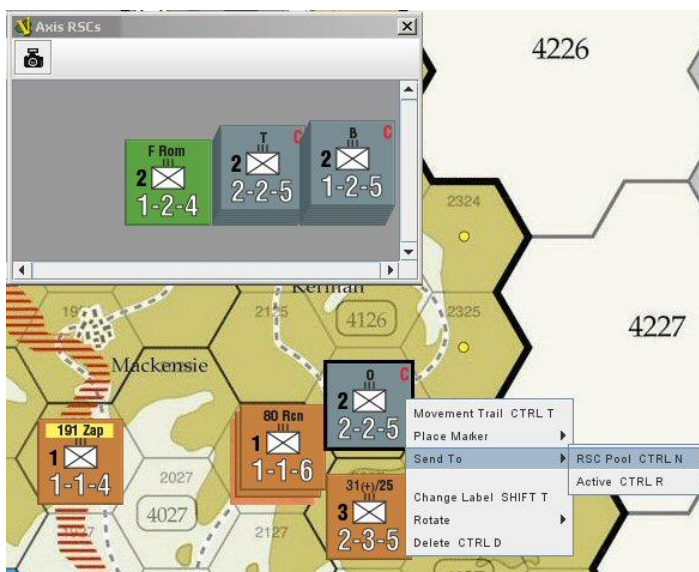
Axis RSC Management

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



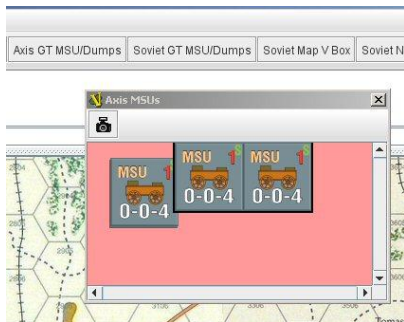
The 'Axis RSCs' button will toggle the box into view, allowing drag and drop management of the RSCs in play. Mouse-over view of the stack also operates. Access and management of the RSC box is restricted to the Axis Player, but is visible to the Soviet Player.

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



Axis and Soviet ASP into MSU Management

A pop-up box has been added to keep track of both Axis and Soviet ASP allocations into available MSUs each Game Turn, as there is no other good place to store them. When they were stored in the 'Available' rebuild box it is easy to get them mixed-up with MSUs being returned from Dump construction in movement phase. Using these boxes they can be allocated in the supply phase from the available MSU resource then present into this box and then other freed-up MSUs go back to the ready box. The floating pop-up box allows easier management onto the map railheads, and the right-click 'Send To' feature on the MSU will not only send them to the appropriate box, but also sort them into neat stacks of the same type of MSU.



Soviet Map V and Naval Damage Boxes

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

Soviet Pool UR/MG and Untried Militia

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



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

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

Kiev-Odessa Militia

This is a two-stage selection process. Once the Kiev/Odessa Markers have been received on the Reinforcement track, they are traded for a selection from the left-hand stack shown in the 'Soviet Random Units' Box. The selected unit can be flipped to reveal if it is for Kiev or Odessa (it cannot

Scenario Notes for Barbarossa: Army Group South 1941

then be flipped back). Place the units untried as specified in the instructions and then draw from the Kiev or Odessa stack (second left and far right) on combat to determine the actual Unit.

Note: For compatibility with games began on pre V1.20 versions of the module, a 'K/O Pool' box is provided into which to place the correct number of Militia for Kiev and Odessa (from the Soviet-> UR/MG & Militia-> Untried Militia Game Piece tab). This is all automatically randomly shuffled in games began from the V1.20 module, but will be missing from Games began in pre-v1.20. Just select the correct number of Units from the 'Militia KO-Kiev' and 'Militia KO-Odessa', shuffle and place into the 'K/O Pool' box. Not the elegant solution I wanted, but it works. Skip this paragraph if you are starting a new game and just ignore the box.

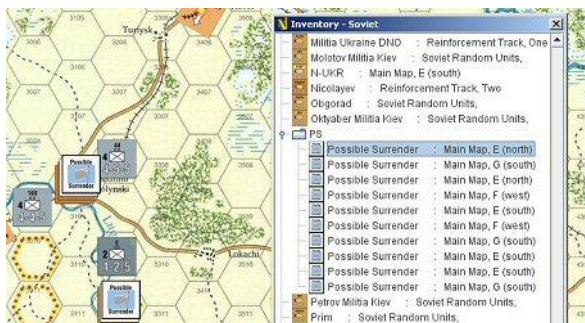
VP Count Management

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

Separate Axis and Soviet Inventories

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

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



Just click on the item in the list to go to it and roll for Surrender – saves time and effort in the early Campaign Game.

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

The inventory is also very useful later into the game when both Axis and Soviet units that may have entered earlier from Pool Groups can be checked to see if they are already in the game.

New Bessarabia Southern Map

This module also includes, for the first time, the southern maps omitted from the Army Group South Game – these are identified as having a yellow background colour. The precise at-start Units locations for units on these maps is not included in this version of the module, as it is not known to me as of yet.

For those wishing to play this area I'd suggest a free set-up of units within the area behind the borders with about the same density of Soviet Strongpoints and a few additional UR/MG as shown

on the rest of the boarder (probably about 8 Strongpoints and 4 UR/MG – recycle the first four units that get eliminated – flip them and place them back on the Pool stack to randomise them again for re-draw).

Utilise the Soviet units from the two Pool Groups (Pool 1 and the Danube Group) and for the Axis utilise only Rumanian units not shown in at-start locations already and ‘variable entry’ after Danube group and the Rumanian units shown for the first 10 turn reinforcement can instead begin on this map on GT6 at-start (but must then not re-enter earlier onto the northerly maps but remain engaged in the southern maps).

The series designer may issue some suggestions on how to play on these maps, and I do not want to pre-empt this, but suggest possible ways ahead in the meantime.

Other Module 1.20 New Features

- The multi-step Soviet DNO Militia Units now have their reduced side.
- A couple of the larger UR Units are available as a two-step unit option.
- **Planning Markers** for Axis and Soviet Units are available at the bottom of the Markers -> Axis (or Soviet) section. These have an Invisibility trait that can only be activated by the owning side and once activated can only be seen by that side once placed. Useful for outlining proposed advance/retreat locations and rail-nets.
- **Rail Transport Planning aid boxes:** the A Rail and S Rail buttons with up/down reset and logistic pause functions for those not wanting to keep their turn rail point tally in their heads or on bits of paper.
- **Orders (Private):** these have the three types – ‘No Retreat’, ‘Additional Retreat’ and ‘No Orders’ in forms that can only be flipped by the designated side.
- Supply markers now have coloured borders to denote which side they belong to.
- **Non-Motorized Breakdowns:** If you think that a unit ought not to be able to retain its heavy vehicles when crossing a Major River until there is a bridge – then these are for you. Located in the relevant Motorized Game Piece box. Not official, but a ‘House Rule’ option.
- **Soviet HQ Command Range and Extended ranges:** The latter is for use with a House Rule for beefing-up Soviet Mandated Attacks. There is also a marker to allow a HQ to be allocated the attack with associated constraints and advantages. Again, not official – purists ignore.
- **Offensive Boundary Markers:** For use with optional House Rules covering the preparation and launching of Offensives during the larger Campaign Game.
- **Weather Markers:** these have up/down features for better and worse weather – and now have Storm Weather too. I also clone them and place in the turn track to keep track of the Weather – useful with some Weather House Rules.
- **Soviet Naval Base Air Range:** Useful when using Naval Air. Also a Map T ‘Hidden’ Off-Map Base Unit for Map Q to aid Soviets.

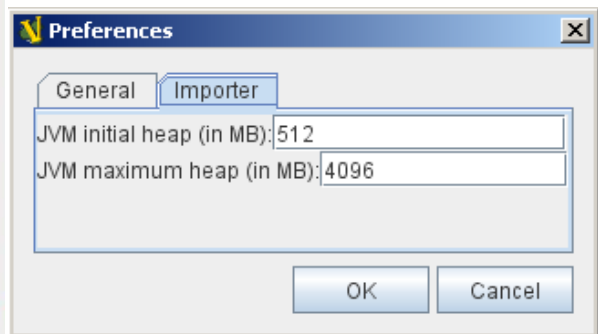
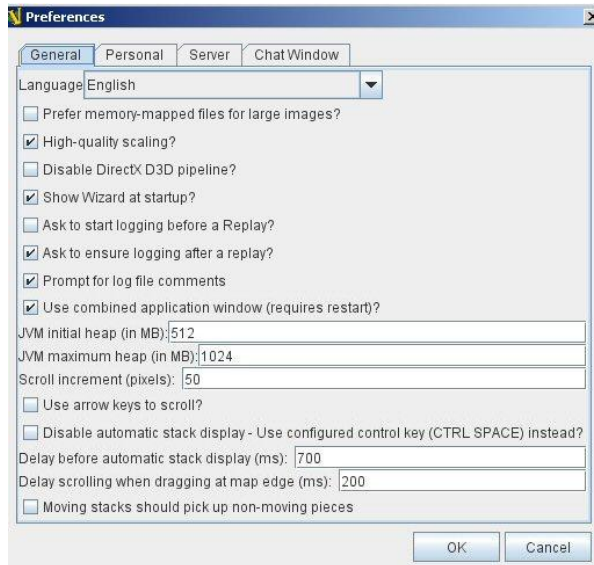
There are a number of other play-aid markers too.

Vassal Memory Settings

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

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

It should all work OK from then-on.



Other Combined Game Considerations

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

Air Power

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

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

Don't forget the +2 DNM penalties when re-basing Air Units between the Northern 'AGS' and Southern 'Crimea' theatres. The Crimea game is shown as having a separate set of Air Holding boxes (and Cadre/Eliminated Rebuild); these should be managed separately.

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

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

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

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

Strategic Choices

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

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

The Soviet Player has a 'Mandated Attack' mechanism which has been subject of discussion on CSW as to its effectiveness in enforcing the more 'Active Defence' required for an enjoyable closer to historic game by both sides. If the Soviet withdraws all his Armies hundreds of miles and set-up a fortified line with reserve it will win him the game (probably) on VP count – but it never happened!

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

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

Scenario Notes for Barbarossa: Army Group South 1941

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

Logistics

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



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

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

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

Super-Heavy Ammo

There is a marker for this included for use on the Inset.

Roadnets

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

Attacks

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

Scenario Notes for Barbarossa: Army Group South 1941

Weather

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

North : Army Group North

Center: Army Group Center and Typhoon!

South: Army Group South and Kiev to Rostov

Crimea: Crimea and Odessa

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

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

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