Thunder in the East - Scenario Book

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SCENARIOS NOTE

Thunder in the East includes six scenarios designed and developed to play as stand-alone games of 8 to 12 turns (or so) each. That many “Weekly” turns at this scale makes for a good weekend of gameplay or, if playing in teams of two players per side, a solid day of great wargaming. If you wish to continue beyond its end, each scenario is also the starting point for playing a Campaign Game. Similarly, each scenario’s ending dates and victory conditions serve as potential “sudden death” ending points during Campaign Game play. Your ETO team has worked diligently on this game to provide you years of great wargaming that rewards your repeated, extended, and continuous play.

As the other Frank Chadwick’s ETO series games are published (The Middle Sea, Decision in the West, Fire in the North, and their “linking kit” Victory at All Costs), each provides its own scenarios, some of which will feature only a portion of their maps (focusing on smaller campaigns), while others can range over their entire front. Thunder in the East is, after all, but one part of an even larger game series!

When combined, you will discover these games provide a total of ten ETO Campaign Games in the Victory at All Costs kit. The ETO Campaign Games feature theater-wide play starting at these synchronized scenario start dates:

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Start Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>#1</td>
<td>November*, 1939</td>
</tr>
<tr>
<td>#2</td>
<td>May, 1940</td>
</tr>
<tr>
<td>#3</td>
<td>July, 1940</td>
</tr>
<tr>
<td>#4</td>
<td>June, 1941, Barbarossa</td>
</tr>
<tr>
<td>#5</td>
<td>October, 1941; Typhoon</td>
</tr>
<tr>
<td>#6</td>
<td>July, 1942, Case Blue</td>
</tr>
<tr>
<td>#7</td>
<td>November, 1942, Uranus</td>
</tr>
<tr>
<td>#8</td>
<td>July, 1943, Citadel</td>
</tr>
<tr>
<td>#9</td>
<td>June, 1944, Bagration</td>
</tr>
<tr>
<td>#10</td>
<td>December, 1944</td>
</tr>
</tbody>
</table>

*Yes, November not September! The invasion of Poland is scheduled for release in Vol. 0: Dark Beginnings, which includes various war start scenarios from 1934 to 1939.

Watch for Historical Setup OOBs on the Victory Point Games website!
[3.0] Setting Up the Game

There are multiple ways to play Thunder in the East. In addition to the different scenarios, a Campaign Game connecting them is also available. The Scenario book provides all of the setup details.

Setup Sequence of Deployment

[3.1] SEQUENCE OF SETUP DEPLOYMENT: Unless otherwise stated for that scenario, the player whose turn is first in a given scenario (usually the Axis) has an advantage in that they set up second.

For example, in the Barbarossa scenario, the Soviets move second, and so deploy their units first, and then the Axis deploys their units.

Generally, the sequence that units deploy on the map is:

1. Player moving second sets up their Front Line units
2. Player moving first sets up their Front Line units
3. A) Player moving second sets up their Partisan units and Detachment markers, if any
   B) Player moving first sets up their Reserve units
4. A) Player moving first sets up their Partisan units and Detachment markers, if any
   B) Player moving second sets up their Reserve units

Exception: In the Bagration Scenario, the Soviets move first and set up first!

Having just completed an exhausting campaign to reconquer Ukraine, the Red Army paused to prepare Operation Bagration. The Axis, for their part, remained watchful and kept their best forces facing known threats. Thus, the Axis set up after the Soviets deploy in that scenario.

Setting Up Front Line Units

[3.2] FRONT LINE DEPLOYMENT: Ground units listed as “Front Line” forces (i.e., in an Axis Army Group or a Soviet Strategic Direction) are set up on the map on your side of the Scenario Front Line (i.e., the Axis to the west of the Front Line; the Soviets to the east of it). The Scenario Setup booklet lists each side’s Ground units in distinct, historical groupings; however, you are free to deploy your Front Line forces as desired, provided:

1. Every hex along your opponent’s side of the Front Line sector has your Ground units’ Zones of Control (see Rule 5.0) extending into it.

   Exception: One-hex-only sections on your side of the Front Line (e.g., a besieged hex such as Odessa, Sevastopol or hex 8728, etc.) are relieved of this ZOC setup requirement, but at least one Ground unit must occupy these hexes.

2. Your Front Line HQ markers are set up in Balanced mode (see 10.3) unless otherwise indicated, in a friendly City hex within six hexes of their side of the Front Line.

3. With the above two obligations filled, place your remaining Front Line Ground units, within the stacking limit (see 11.0), in hexes that:
   - Share a hexside with the Front Line; OR
   - Are one hex behind your Front Line row OR
   - Are in any friendly City hex behind your Front Line.

[3.3] FRONT LINE REORGANIZATION: Per the scenario’s setup instruction, players might be able to Reorganize their Front Line units (i.e., adding and remove steps). Players can always freely combine their Front Line component Corps units into larger formations during setup at this time, if desired (see 12.5). See the organization illustrated on your Faction’s Display mat.
**Setting Up Reserves**

**[3.4] RESERVES DEPLOYMENT:** Ground units listed as General Reserve Rear Area forces set up as follows (enemy Partisans are always set up immediately prior to setting up friendly Reserves).

- **One Rear Area Ground** unit, only, must set up in each unoccupied friendly Supply City hex (i.e., those showing their intrinsic 6-hex Supply Radius).

After occupying every friendly Supply City hex, set up remaining General Reserve units as follows:

- In non-Supply City hexes, one Rear Area Ground unit per City hex, maximum, and that City hex must be at least three hexes away from that player's side of the scenario setup line (i.e., the hex adjacent to the border counting as the first hex), OR

- In a box on that side's Theater Reserve mat (see Optional Rule 102.0).

Ground units listed as General Reserve Garrisons and Defensive Works forces set up as follows.

- Place Garrison Infantry units, within the stacking limit (11.1), in a supplied (7.0): A) City or Rail hex; or B) Coastal hex; or C) Land hex that is also adjacent to another supplied Garrison Infantry unit (allowing you to "build a line" from it).

- Place Improved Defense markers in friendly hexes that are In Communication (7.0), but there can never be any more than one per hex, maximum (11.1).

**[3.5] INITIAL SUPPLY:** Finally, after the setup is complete, the player whose side goes second checks the first player’s supply status (see 7.0) before commencing play.

**[4.0] HOW TO WIN**

There are two types of Victory in Thunder in the East: Automatic and Scenario End.

**Scenario Automatic Victory**

**[4.1] AUTOMATIC VICTORY:** In Thunder in the East, the Axis player achieves an immediate automatic Decisive Victory when:

- **Government Collapse:** Moscow or Kuybyshev is captured and the Stalin marker is present there; OR

**Campaign Game Automatic Victory**

See Campaign Game Rule 202.5.

**[4.2] SCENARIO END VICTORY:** When the final turn of the scenario is complete, count the number of Axis-controlled Soviet Objective cities (Moscow and Leningrad each count as two) and compare it to that scenario's Victory Conditions to determine the winner.

Objective Hexes: Any City hex having one or more of the following features is an “Objective” hex. You can identify these on the map by their red hex vertices. The Campaign Game Economic Map mat also highlights each of these:

- **Capitals:** Belgrade, Bucharest, Budapest, Helsinki, Kaunas, Moscow, Riga, Sofia, Stockholm, Tallinn, Warsaw
- **Factories:** Dnepropetrovsk, Kharkov, Leningrad, Lodz, Stalingrad, Stalino
- **Oil Fields:** Grozny, Maikop, Ploesti, Tbilisi
- **Personnel:** Gorki, Kazan, Kiev, Kuybyshev, Lwow, Minsk, Odessa, Rostov, Voronezh
- **Supply:** Chisinau
- **Major Port:** Constantia, Danzig, Novorossiysk, Varna
- **Naval Base:** Hango, Gdynia, Sevastopol
- **Other Strategic Location:** Astrakhan, Orel, Smolensk

A legal Soviet deployment for Barbarossa. The Northwest Strategic Direction has covered the German side of the Lithuanian border with ZOCs, and the remaining Front Line units are one hex behind. A Rear Area unit could deploy in Kaunas, but not Grodno.

**Partisans Versus Reserves**

Just prior to the Axis setting up their Reserves, the Soviet player must place Soviet Partisan Division units and Detachment markers on the map (per 107.1). The Axis player gets to know where Partisan activity is located before deploying Reserves to counter it.
OPERATION BARBAROSSA

On Sunday, 22 June 1941, Nazi Germany launched the largest and most destructive land campaign in human history: the invasion of the Soviet Union (using their *Blitzkrieg* card to conduct a sneak attack). By the end of 1941, German casualties would reach almost 900,000. Axis Allied casualties contributed another 130,000. Soviet casualties reached almost 5,000,000, of which about 3,000,000 were prisoners taken in the huge battles of encirclement [boosted by the Axis’ *German Generals* card] which became the lasting iconic images of that first long push toward Moscow.

Despite much talk about “limitless Soviet manpower” (which it never was), the Axis began the campaign with a substantial numeric advantage: over 3,600,000 men committed to combat operations (of which over 3,000,000 were German, most of whom were veterans of earlier campaigns in Poland and France) versus about 2,700,000 Red Army troops in the western Soviet Union.

The Soviets mobilized enormous numbers of reservists in the summer and fall [using their *Emergency Mobilization, Militia Mobilized*, and *Great Patriotic War* cards], but were always playing catch-up and could never quite get back to numeric parity. Of necessity, newly-mobilized troops found themselves thrown directly into the furnace of combat to try to repair the latest disaster at the front. Only the German operational pause in late summer allowed the Soviets to reach a front-line strength of 3,500,000, about what the Axis began with – although by then Axis strength had grown to over 4,000,000 with the commitment of additional (mostly German) reserves. It would be until December, at the gates of Moscow, that Soviet front line strength surpassed that of the Axis.

The narrative of this first campaign is familiar to students of military history, but remains exciting even after three quarters of a century of analysis and countless retellings. It is a story of bold, deep, slashing armed drives, of massive pockets and desperate breakout attempts, of mechanized columns outrunning their supply lines and pushing forward anyway while the road ahead remained momentarily open, of hastily-formed and understrength reserve units thrown into the line to plug gaping holes and at least slow, if not stop, those deadly panzer spearheads.

By the end of June IV, which is to say the first game turn, *Lwow*, *Vilnius* had all fallen and *Minsk* was surrounded and would fall next turn. On the second turn (July I), *Riga* fell in the far north, opening the road to *Leningrad*. The Soviets launched massive armored counterattacks in the center, all of which came to grief. Panzer spearheads were in [the *Objective City* hex of] *Smolensk* by turn three (on July II), but that was the last of their offensive surge for several weeks. The now out-of-supply panzers [exacerbated by the Soviet’s *Scorched Earth* card] were unable to close a pocket around Soviet forces north of *Smolensk* even as the rate of advance slowed in the Ukraine.

In August, the front line in the south all but stabilized along the *Dniepr River*. The Germans finally cleared the area north of *Smolensk*, but the Soviets delivered a series of punishing (for both sides) counterattacks south of there. *Army Group HQs* were relocating forward for the next phase of the campaign as the panzers in *Army Group Center* repositioned for a short drive south.

In September, *Guderian’s 2nd Panzer Group* drove into the flank of the Soviet’s *Southwest Front* and surrounded *Kiev* (which fell on the September III turn). By the end of September, with their *HQs* now in place and troops repositioned, the Germans were ready to begin their next major advance, this time focused on Moscow.

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### SCENARIO LENGTH AND STARTING WEATHER

<table>
<thead>
<tr>
<th>First Player:</th>
<th>Axis (see Rule 3.0 for the Setup Sequence)</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Game Turn:</td>
<td>June IV, 1941</td>
</tr>
<tr>
<td>Game Length:</td>
<td>13 Game Turns (ends September IV, 1941)</td>
</tr>
<tr>
<td>Initial Weather:</td>
<td>East Europe, Clear; Middle East, Clear</td>
</tr>
</tbody>
</table>

### SPECIAL RULES (SCENARIO)

- **[3.2, #3] SOVIET ARMY PROXIMITY:** In addition to other Front Line unit setup restrictions, this also applies to the Soviets: *Large* (Army) *size Soviet* *Ground* units cannot set up in adjacent hexes, and must be within three hexes of the setup line.

- **[3.5] INITIAL SUPPLY:** Do not check the supply status of *Axis* units (see 7.0) before commencing play.

- **[7.0] NEUTRALITY:** As the new recipient of a German Declaration of War, all *Soviet* units in the USSR are automatically *In Communication* during the first *Axis Supply* Step. Check their supply normally, but none can be Isolated on the first turn.

- **[7.3] BLOCKED NAVAL LOCS:** During this scenario, the Soviets cannot trace a *Naval LoC* in the *Baltic* Sea; the Axis cannot trace a *Naval LoC* in the *Gulf of Finland* or the *Black* Sea.

### SCENARIO VICTORY CONDITIONS

The Axis player wins an *Automatic Decisive Victory* by capturing *Moscow* if the *Stalin* marker is present there.

Otherwise, apply the following at the conclusion of the September IV, 1941 turn:

- **Axis DECISIVE VICTORY:** The Axis control *13 or more* Soviet Objective hexes.
- **Soviet OPERATIONAL VICTORY:** The Axis control *8* Soviet Objective hexes.

- **Axis STRATEGIC VICTORY:** The Axis control *12* Soviet Objective hexes.
- **Soviet STRATEGIC VICTORY:** The Axis control *7* Soviet Objective hexes.

- **Axis OPERATIONAL VICTORY:** The Axis control *11* Soviet Objective hexes.
- **Soviet DECISIVE VICTORY:** The Axis control *6* or fewer Soviet Objective hexes.

**DRAW:** The Axis control *9* or *10* Soviet Objective hexes.

*The historical outcome was a Draw, ending at the Typhoon Scenario setup line. The Axis controlled 9 Soviet Objectives at the end of September: Tallinn, Riga, Kaunas, Minsk, Smolensk, Lwow, Chisinau, Kiev, and Dnepropetrovsk (with Odessa, Stalino and, briefly, Rostov, soon to follow).*
# SOVIET DEPLOYMENT

**Important:** Note this scenario’s special Soviet Army setup rule:

- Large (Army) size Soviet Ground units cannot set up in adjacent hexes.

## Front Line Forces

*You must cover the Romanian and Hungarian borders, but cannot enter those countries, project ZOCs, or attack across those borders until the July 1, 1941 turn.*

<table>
<thead>
<tr>
<th>NORTHWEST Strategic Direction</th>
<th>WEST Strategic Direction</th>
<th>SOUTHWEST Strategic Direction</th>
</tr>
</thead>
<tbody>
<tr>
<td>3x 8-4 Rifle Inf. Armies [8, 11, 27]</td>
<td>4x 8-4 Rifle Inf. Armies [3, 4, 10, 13]</td>
<td>5x 8-4 Rifle Inf. Armies [5, 6, 9, 12, 26]</td>
</tr>
<tr>
<td>2x 8-4 Mech Corps [select randomly; historically: 3, 12]</td>
<td>6x 8-4 Mech Corps [select randomly; historically: 6, 11, 13, 14, 17, 20]</td>
<td>10x 8-4 Mech Corps [select randomly; historically: 2, 4, 8, 9, 15, 16, 18, 19, 22, 24]</td>
</tr>
<tr>
<td>1x Strategic HQ in Balanced mode [West]</td>
<td>1x Strategic HQ in Balanced mode [Southwest]</td>
<td></td>
</tr>
</tbody>
</table>

## General Reserve Forces

**REAR AREA:** Deploy per Rule 3.4

<table>
<thead>
<tr>
<th>11x 8-4 Rifle Inf. Armies [16, 18 – 24, 28, 29, 44]</th>
<th>9x 8-4 Mech Corps [select randomly; historically: 1, 5, 7, 10, 21, 23, 25, 26, 28]</th>
<th>3x 8-4 Rifle Inf. Corps [select randomly; historically: 7, 9, 23]</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x [1] Improved Defense; place in 8728</td>
<td>1x (2) Garrisons [A]; place in 8728</td>
<td>2x [4] Cav. [1, 2, 4, 7, 8, 9, 15, 17]</td>
</tr>
<tr>
<td>1x (2) Garrison Inf. [Moscow, B – K]</td>
<td>3x [2] Fortified Defense markers; place one each in Brest, Leningrad, and Sevastopol</td>
<td>8x 2-4 [5] Leg/Heavy BGs [various]</td>
</tr>
</tbody>
</table>

## Strategic HQ

- Balanced
- Leader: Stalin: Moscow

## FORCE POOL

<table>
<thead>
<tr>
<th>14x 8-4 Rifle Inf. Armies [7, 15, 30 – 34, 37 – 42, Maritime]</th>
<th>3x Yak-1 Fighters</th>
</tr>
</thead>
<tbody>
<tr>
<td>3x [3] Fortified Defense markers; place one each in Brest, Leningrad, and Sevastopol</td>
<td>4x Pe-2 Fighter-Bombers</td>
</tr>
<tr>
<td>2x [4] Cav. [1, 2, 4, 7, 8, 9, 15, 17]</td>
<td>3x IL-2 Fighter-Bombers</td>
</tr>
<tr>
<td>8x 1-3/1-5 Leg/Heavy BGs [various]</td>
<td>CORPS REMNANTS HOLDING BOX</td>
</tr>
</tbody>
</table>

## REAR AREA: Deploy per Rule 3.4

| 3x 8-4 Rifle Inf. Armies [3, 4, 10, 13] | 5x 8-4 Rifle Inf. Armies [5, 6, 9, 12, 26] |
| 6x 8-4 Mech Corps [select randomly; historically: 6, 11, 13, 14, 17, 20] | 10x 8-4 Mech Corps [select randomly; historically: 2, 4, 8, 9, 15, 16, 18, 19, 22, 24] |
| 1x Strategic HQ in Balanced mode [West] | 1x Strategic HQ in Balanced mode [Southwest] |

### SCRAPPED NEW SHIP BUILDS!

Bolstering the Soviet’s starting PP to 127 and EPs to 35 reflects the fact that Soviet naval units being built were almost immediately scrapped at the outbreak of the war.
**Miscellaneous Setup**

**BARBAROSSA SOVIET CARDS**

**Removed:** None

**Discarded:** 04 [Maskirovka]
10 [You have the nerve?]
11 [Guerilla War]
41 [Amphibious Operation]

**Set Aside:** None

**In Hand:** 17 [Scorched Earth]

**In Deck:** All others

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**OPTIONAL DEPLOYMENT**

When using the Optional Rules, add the following units:

**Front Line Forces**

**NORTHWEST Strategic Direction**
1x 2-4 Airborne Corps [5 VDV]

**WEST Strategic Direction**
1x 2-4 Airborne Corps [4 VDV]

**SOUTHWEST Strategic Direction**
1x 2-4 Airborne Corps [1 VDV]

**General Reserve Forces**

**REAR AREA:** Deploy per Rule 3.4
2x 2-4 Airborne Corps [2 VDV, 3 VDV]

**NAVY**

Baltic Fleet: Leningrad
Black Sea Fleet: Sevastopol

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**Faction Display mat (bottom section)**

**PARTISANS BOX**
17 -{3} Partisan Detachments [various, with no reinforcements]
8x 1-2-(1) Partisan Divisions [various]

**Theater Reserves mat**

**THEATER RESERVES GROUND UNITS**
Desired Rear Area units (see 3.4)

**AIR TRANSPORT HOLDING BOX**
Desired starting Air Mobile units (see 3.4 and 102.2)

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**CAMPAIGN GAME DEPLOYMENT**

When playing a Campaign Game, add the following units:

**Faction Display mat (top section)**
Place all pending units.
## AXIS DEPLOYMENT

### Front Line Forces

#### Army Group NORTH
2x **12-9-6** Panzer Corps [41, 56]
5x **6-4** Inf. Corps [1, 2, 10, 23, 26]
2x **4-6-4** Inf. Corps [28, 38]
1x **2-4-3** 2nd-Line Inf. Corps [101]
1x Strategic HQ in Balanced mode [North]

#### Army Group SOUTH
3x **12-9-6** Panzer Corps [3, 14, 48]
2x **6-4** Inf. Corps [4, 17]
1x **6-4** Mtn. Inf. Corps [49]
4x **4-6-4** Inf. Corps [29, 44, 52, 55]
1x **2-4-3** 2nd-Line Inf. Corps [103]
1x Strategic HQ in Balanced mode [South/B]

#### Army Group CENTER
5x **12-9-6** Panzer Corps [24, 39, 46, 47, 57]
8x **6-4** Inf. Corps [5, 6 – 9, 12, 13, 20]
2x **4-6-4** Inf. Corps [43, 53]
1x **2-4-3** 2nd-Line Inf. Corps [102]
1x Strategic HQ in Balanced mode [Center]

#### IN HUNGARY: Cannot leave Hungary, project ZOCs, or attack across its border until the July 1, 1941 turn.
1x **6-4** Inf. Corps [11]
1x **4-6-4** Inf. Corps [54]
5x **4-4** Rom. Inf. Corps [1, 2, 4, 5, 6]
1x **4-4** Rom. Mtn. Inf. Corps [Mountain]
1x **4-(4)** Rom. Cav. Corps [Cavalry]
2x **2-3-3** Rom. 2nd-Line Inf. Corps [3, 7]
1x **1-2-3** Rom. 2nd-Line Inf. Corps (reduced) [11]
1x **2-1-[5]** Rom. Armored Division [1]
1x **Rom. Operational HQ** in Balanced mode [GHQ]

### General Reserve Forces

#### REAR AREA: Deploy per Rule 3.4
1x (2) Garrisons [1]; place in Warsaw

### Faction Display mat (center section)

#### STARTING RESOURCES

<table>
<thead>
<tr>
<th>Faction</th>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Italian PPs</td>
<td>1</td>
<td>Axis FPs: 18</td>
</tr>
<tr>
<td>Hun. PPs</td>
<td>5</td>
<td>Axis OPs: 10</td>
</tr>
<tr>
<td>Rom. PPs</td>
<td>2</td>
<td>(the Blitzkrieg! card will add 2 more!)</td>
</tr>
<tr>
<td>German PPs</td>
<td>18</td>
<td>Axis EPs: 18</td>
</tr>
<tr>
<td>Italian PPs</td>
<td>1</td>
<td>Axis Rail Capacity: 4</td>
</tr>
</tbody>
</table>

### Faction Display mat (bottom section)

#### FORCE POOL

<table>
<thead>
<tr>
<th>Faction</th>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5x <strong>4-4</strong> Inf. Corps [92 – 96]</td>
<td>7x <strong>2-3-3</strong> Rom. 2nd-Line Inf. Corps [1 Terr. – 7 Terr.]</td>
<td></td>
</tr>
<tr>
<td>1x <strong>(2)</strong> Garrison Inf. [II – XIII]</td>
<td>1x <strong>Bf-109F</strong> Fighter</td>
<td></td>
</tr>
<tr>
<td>1x <strong>2-1-[5]</strong> Rom. Armored Division [2]</td>
<td>1x <strong>Hun. Ca.135</strong> Ground Attack Bomber</td>
<td></td>
</tr>
<tr>
<td>1x <strong>1-[5]</strong> Rom. Mot. Division [5 Cavalry]</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### CORPS REMNANTS HOLDING BOX

<table>
<thead>
<tr>
<th>Faction</th>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>20x <strong>1-3-1-2-[5]</strong> Leg/Heavy KGs [various]</td>
<td>5x <strong>3-2-2-6</strong> Panzer Armies [1, 2, 3, 4, 6 SS]</td>
<td></td>
</tr>
<tr>
<td>4x <strong>1-[3]</strong>/1-2-3 Mobile/Mtn. KGs [various]</td>
<td>3x <strong>2-4-4</strong> Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]</td>
<td></td>
</tr>
<tr>
<td>1x <strong>1-[3]</strong>/1-2-3 Mobile/Mtn. RG [Alessio]</td>
<td>5x <strong>12-10-3</strong> Inf. Armies [4, 9, 12, 16, 18]</td>
<td></td>
</tr>
</tbody>
</table>

### Faction Display mat (top section)

#### 1941 JULY UNITS

<table>
<thead>
<tr>
<th>Faction</th>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>6x <strong>4-6-4</strong> Inf. Corps [30, 34, 35, 42, 50, 51]</td>
<td>3x <strong>2-4</strong> Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]</td>
<td></td>
</tr>
<tr>
<td>1x <strong>4-[4]</strong> Italian Mot. Corps [35 Auto]</td>
<td>5x <strong>12-10-3</strong> Inf. Armies [4, 9, 12, 16, 18]</td>
<td></td>
</tr>
<tr>
<td>1x <strong>1-(4)</strong> Italian Cav. Division [PADA]</td>
<td>1x <strong>6-3</strong> Hun. Army [2]</td>
<td></td>
</tr>
</tbody>
</table>

#### AUGUST UNIT

<table>
<thead>
<tr>
<th>Faction</th>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x <strong>12-9-6</strong> Panzer Corps [40]</td>
<td>1x <strong>2-1-[5]</strong> Hun. Armored Division [1]</td>
<td></td>
</tr>
</tbody>
</table>

#### SEPTEMBER UNIT

<table>
<thead>
<tr>
<th>Faction</th>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x <strong>Do-17</strong> Bomber (remove to Force Pool)</td>
<td>1x <strong>2-4</strong> Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]</td>
<td></td>
</tr>
<tr>
<td>4x <strong>4-2-6</strong> Panzer Divisions [1, 4, 10, 12]</td>
<td>3x <strong>2-4</strong> Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]</td>
<td></td>
</tr>
<tr>
<td>4x <strong>2-[6]</strong> Mot. Divisions [3, 18, 60, 11 SS]</td>
<td>5x <strong>12-10-3</strong> Inf. Armies [4, 9, 12, 16, 18]</td>
<td></td>
</tr>
</tbody>
</table>

---

**The Romanian Air Force**

Note that while Ground units in Romania are inactive on the first game turn, the Romanian Air Force is available for duty!

Remove all other Axis units from the game when playing just this scenario.
### Miscellaneous Setup

**BARBAROSSA AXIS CARDS**
- **Removed:** None
- **Discarded:** 05 [New Model Tank]
- **Set Aside:** None
- **In Hand:** 01 [Blitzkrieg!]
  04 [German Generals]
- **In Deck:** All others

**SUPPLY MARKERS**
Finally, the Soviet player checks your **Ground** units’ supply status (see 7.2) before commencing play.

### Optional Deployment

When using the **Optional Rules**, add the following units:

**Faction Display mat (top section)**
- 1941

**Faction Display mat (bottom section)**
- **PARTISANS BOX**
  3x 1-2-(1) Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]
  6x 1-2-(1) Ukranian Partisan Divisions [A – F]

**Theater Reserves mat**
- Nothing

### Campaign Game Deployment

When playing a **Campaign Game**, add the following units:

**Off-Map Forces**

**HUNGARIAN HOME ARMY:** Enter from the Hungarian west map edge. Release the Home Army when a **Soviet Ground** unit crosses into Hungary or, after 1943, when a **Soviet Ground** unit is within *three* hexes of the Hungarian border.

- 2x 2-4 Hun. Inf. Corps *(reduced)* [1, 5]
- 3x 1-2-3 Hun. 2nd-Line Inf. Corps *(reduced)* [2, 6, 9]

**Faction Display mat (top section)**
Place all pending units.
NOTE: These Campaign Game RPs do not include the July I Season Start Phase activities “baked in.” Conduct a Season Start Phase to commence the July I turn.

STALIN SAYS: When playing a Campaign Game, consider disbanding some of the Soviet Air units in the Destroyed box (203.1) after the Axis’ Blitzkrieg! Sneak Attack. At 2 PP each, the Red Army could really use that manpower!

Reset the starting Resource Points (RP) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Set up the Economic Map mat’s various Economic markers as shown below to reflect the initial state of the economies. Keep this mat current while playing. It will show each Faction’s production during the Season Start Phase each quarter.
In October 1941, to all outward appearances, Operation Barbarossa seemed a spectacular success. Army Group North had put Leningrad under siege, while Army Group South was rapidly advancing into the Crimea and Donbass regions. Only the efforts of Army Group Center had failed to yield its desired results – the Red Army’s resistance at the Objective hex of Smolensk had thrown off the Axis timetable by nearly a month. Moscow, a target that had been slated for capture by the end of September, was still hundreds of kilometers away.

The German autumn offensive, code-named Operation Typhoon, was an all-out effort to capture the Soviet capital. The German’s plan called for a double envelopment of the city by three Panzer Armies, while infantry forces advanced directly towards Moscow from the west.

The Soviets prepared for the impending assault by constructing three Labor Battalions and Conscripts card and by rushing nearly a million newly raised reserves and reinforcements to the front.

The initial German attacks went well, encircling four Soviet Armies at Bryansk and Vyazma. Panzer spearheads reached the second Soviet defensive line when less than two weeks after Typhoon had commenced, the autumn rains began and the countryside became a quagmire. In a phenomenon known as the rasputitsa, the primitive Russian road network transformed into nearly impassable rivers of mud that slowed the German advance to a crawl.

Over the next few weeks the Germans made slow, costly progress as they pushed on toward Moscow, capturing Kaluga, Kalinin, and Smolensk, but German losses were beginning to mount. When temperatures dropped at the end of October, the ground froze solid again. By this time, most German Divisions had lost about a third to half their men, and less than 30% of their vehicles were still working.

After a short respite, the final German push across the now-frozen ground began in mid-November. After two week’s fighting under brutal, freezing conditions, and after suffering severe losses (some regiments in the German spearheads were down to less than a company’s strength), forward German reconnaissance units could “see the spires of the Kremlin” in the distance. However, it was all for naught; this was the high-water mark of the renewed German advance on Moscow that began with Operation Typhoon.

Assured by their leaders that the war would be resolved before the snows came, the Germans were woefully unprepared for winter fighting. The sub-zero weather caused appalling logistical problems for them: lubricants seized up, engine blocks cracked, and the lack of warm winter clothing saw frostbite cases soar.

Days later, the Soviets launched a massive counter-offensive with the goal of “removing the immediate threat to Moscow.” In the face of this massive Soviet counterattack [supported by Shock Armies and playing their “I believe in one thing only, the power of human will” card], the Germans began pulling back to salvage their line, limiting the Soviet advance to relatively slight progress. A week later, Hitler ordered all withdrawals halted [playing the Standfast! card] and sacked a number of senior German officers. Nevertheless, by mid-January losses to both sides during this period were severe (perhaps 400,000 German casualties and over a million for the Soviets). The Soviet offensive halted after having pushed the Germans back between 65-150 miles.

While the Soviets did repulse the Germans from the gates of Moscow, the city was still very much under threat, and that sector of the front remained a priority for Stalin in the new year. It was, however, the first time since Operation Barbarossa had begun that the Red Army had been able to well and truly stop the Axis and knock them back.

**SCENARIO LENGTH AND STARTING WEATHER**

First Player: Axis (see Rule 3.0 for the Setup Sequence)

First Game Turn: October I, 1941

Skip the Season Start Phase! Its activities are “baked in” to the setup. Commence play with the Axis Game Turn.

**Note** that Odessa begins the game Soviet controlled!

Game Length: 11 Game Turns (ends January II, 1942)

Initial Weather: East Europe, Clear; Middle East, Clear.

**SPECIAL RULE (SCENARIO & CAMPAIGN GAME)**

[7.3] Blocked Naval LOCs: During this scenario only, the Soviets cannot trace a Naval LOC in the Baltic Sea; the Axis cannot trace a Naval LOC in the Gulf of Finland or the Black Sea.


[23.4] Frostbite: During Extreme Cold weather turns of December 1941 and January 1942, at the end of the Axis Supply Step (only, the Soviets are immune to Frostbite), the Axis player must apply the following Frostbite effect (including during a Campaign Game):

Frostbite Effect: At the end of the Axis Supply Step (which is at the beginning of the opponent’s turn), the Axis player must reduce 1 step each from any two full-strength German Ground units in EZOCs. If there are no such units to reduce, make no frostbite reductions.

**SCENARIO VICTORY CONDITIONS**

The Axis player wins an **Automatic Decisive Victory** by capturing Moscow if the Stalin marker is present there.

Otherwise, apply the following at the conclusion of the January II, 1942 turn:

**Axis DECISIVE VICTORY:** The Axis control 16 or more Soviet Objective hexes.

**Axis STRATEGIC VICTORY:** The Axis control 15 Soviet Objective hexes.

**Axis OPERATIONAL VICTORY:** The Axis control 14 Soviet Objective hexes.

**DRAW:** The Axis control 12 or 13 Soviet Objective hexes.

**Soviet OPERATIONAL VICTORY:** The Axis control 11 Soviet Objective hexes.

**Soviet STRATEGIC VICTORY:** The Axis control 10 Soviet Objective hexes.

**Soviet DECISIVE VICTORY:** The Axis control 9 or fewer Soviet Objective hexes.

The historical outcome was a Draw; the Axis controlled 13 Soviet Objectives at the end of January: Tallinn, Riga, Katvaru, Minsk, Smolensk, Orel, Lwow, Chisinau, Kiev, Odessa, Dnepropetrovsk, Kharkov, and Stalin.
SOVIET DEPLOYMENT

**Front Line Forces**

**NORTHWEST Strategic Direction**
9x 4-5-4 Rifle Inf. Armies (reduced) [4, 8, 11, 27, 34, 42, 52, 54, 55]
1x 3-4 Rifle Inf. Corps (historically Coastal)
1x Strategic HQ in Balanced mode [Northwest]

**SOUTHWEST Strategic Direction**
(At least one army in Odessa; historically: [Maritime])
12x 4-5-4 Armies (reduced) [Maritime, 6, 9, 12, 18, 21, 37, 38, 40, 44, 51, 56]
1x 3-4 Rifle Inf. Corps [historically 9]
1x 3-4 Mtn. Inf. Corps [3]
1x 2-4(4) Cav. Corps [5]
1x Strategic HQ in Balanced mode [Southwest] with a -2 Countdown marker

**General Reserve Forces**

**REAR AREA:** Deploy per Rule 3.4
2x 4-4 Rifle Inf. Corps [1 Guards from 3-4 pool, 2 Guards]

**GARRISONs AND DEFENSIVE WORKS**
11x [1] Improved Defense; place in 9027, 9837, 9839, Kaluga, Tula, Orel, Kharkov, Stalino, 9762, 9861, and Sevastopol
7x [1] Improved Defense [Rzhev Line]; place in 9435, 9436, 9437, 9438, 9439, 9440, and 9441
7x (2) Garrisons [B – H]; place in 9439, Kaluga, Tula, Orel, Voronezh, Kharkov, and Stalino
4x [2] Fortified Defense markers; place one each in Moscow, Leningrad, 8728, and Sevastopol
4x [3] Hardened Garrisons [Lenin., A, Moscow, Sevast.]; place one each in Leningrad, 8728, Moscow, and Sevastopol

**Front Line Reorganization**
The Soviet player may reduce 2-Step Rifle Inf. Army units anywhere on the map, replacing them with their corresponding component Corps unit (?-4). For each of these reductions, the Soviet player increases one other Army unit of the same type to its full strength (3-Step) side.

**Leader**
Stalin: Moscow

**Available (READY)**
1x Yak-1 Fighter
1x SB-2 Night Bomber
1x TB-3 Heavy Bomber/Transport

**Air Display mat FLOWn (READY)**
1x I-16 Fighter
1x I-153 Fighter
1x MiG-3 Fighter
1x LaGG-3 Fighter
1x DB-3 Bomber

**FLOWN (DAMAGED)**
1x I-16 Fighter
1x I-153 Fighter
1x IL-2 Fighter-Bomber
1x Pe-2 Fighter-Bomber
1x Yak-1 Fighter
3x SB-2 Night Bomber

**Faction Display mat (top section)**

**Trading Places Holding Box**

**Undesirables Holding Box**
10x ?-4 Rifle Inf. Corps [1 – 10 Conscript]

**JULY 1941**

**Units Still to Convert**
2x 4-4 Guards Inf. Corps [5 and 6 Guards]

**January 1942**

**REINFORCEMENTS**
1x Pe-8 Heavy Bomber
1x P-40 Fighter
4x IL-4 Bombers
1x Hurricane
2x Li-2 Transports

**Faction Display mat (bottom section)**

**Force Pool**
5x 12-8-4 Shock Armies [1 – 5 Shock]
28x 8-4 Rifle Inf. Armies [5, 7, 10, 15, 23, 26, 28, 39, 41, 45, 46, 47, 48, 53, 57 – 70]
2x 4-4 Rifle Inf. Corps [3 Guards, 4 Guards]
1x 3-4 Mtn. Inf. Corps [40]

**Reinforcement**
27x ?-4 Rifle Inf. Corps
[face down in a draw pool, historically: 2, 4 – 8, 13, 14, 23, 30, 31, 33 – 37, 44, 45, 47, 55, 65, 1 – 6 Militia]
6x 3-1-[6] Tank Corps [1 – 6]
8x 2-[4] Cav. Corps [1, 4, 6, 7, 8, 9, 15, 17]
3x (2) Garrison Inf. [I, J, K]
2x Strategic HQ units [Caucasus, Stavka]

**Air Display mat**

1x Su-2 Ground Attack Bomber
1x SB-2 Night Bomber
3x Pe-2 Fighter-Bombers
2x IL-2 Fighter-Bombers

**Corps Remnants Holding Box**
8x 1-3/[1-5] Leg/Heavy BGs [various]

**Starting Resources**
Soviet FPs: 44
Soviet OPs: 0
Soviet EPs: 35
Soviet Rail Capacity: 4

**1942**

**January Resources Added**
Soviet OPs: +7
Soviet EPs: +4
Soviet PPs: +8

**Change Box:** See Rule 12.0
6x 10-6-[6] Tank Armies [1 – 6]
6x 12-8-[6] Guard Tank Armies [1 – 6]
5x 6-4-[5] Cav-Mech. Groups [1, 2, 5, 6, 7]

**Remove all other Soviet units from the game when playing this scenario.**

Developed by Lance McMillan
**Miscellaneous Setup**

**TYPHOON SOVIET CARDS**

<table>
<thead>
<tr>
<th>Removed:</th>
<th>01 [Emergency Mobilization]</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>14 [Militia Mobilized]</td>
</tr>
<tr>
<td></td>
<td>17 [Scorched Earth]</td>
</tr>
</tbody>
</table>

| Discarded: | 04 [Maskirovka] |
|           | 10 [You have the nerve?]   |
|           | 11 [Guerilla War]         |
|           | 21 [Enlistment Propoganda] |
|           | 41 [Amphibious Operation]  |

**Set Aside**: None

**In Hand**: Select your October card(s) normally.

**In Deck**: All others

**SUPPLY MARKERS**

None

---

**CAMPAIGN GAME DEPLOYMENT**

When playing a Campaign Game, add the following units:

**Faction Display mat (top section)**

- Place all pending units.

**Game Turn Track**

- 1942
- JANUARY

- Relocating Factory markers: Leningrad, Dnepropetrovsk

---

**OPTIONAL DEPLOYMENT**

When using the Optional Rules, add the following units:

**General Reserve Forces**

**REAR AREA**: Deploy per Rule 3.4

2x 2-4 Airborne Corps [4 VDV, 5 VDV]

**NAVY**

- Baltic Fleet: Leningrad
- Black Sea Fleet: Sevastopol

*Just prior to the Axis setting up their Reserves (3.4), roll 1 die and place that many Partisan Detachment markers on the map (per 107.1). Place the remaining Detachment markers in the Faction Display mat (bottom section).*

---

**Faction Display mat (bottom section)**

**PARTISANS BOX**

- 17 (less 1d6) \(\leq\) 3 Partisan Detachments [various, with no reinforcements]
- 8x 1-2-(1) Partisan Divisions [various]

**FORCE POOL**

- 3x 2-4 Airborne Corps [1 VDV, 2 VDV, 3 VDV]

---

**Theater Reserves mat**

**THEATER RESERVES GROUND UNITS**

- Desired Rear Area units (see 3.4)

**AIR TRANSPORT HOLDING BOX**

- Desired starting Air Mobile units (see 3.4 and 102.2)
**AXIS DEPLOYMENT**

**Front Line Forces**

**ARMY GROUP NORTH**
- 1x 12-9-[6] Panzer Corps [39]
- 4x 6-4 Inf. Corps [1, 2, 10, 26]
- 4x 4-6-4 Inf. Corps [28, 38, 42, 50]
- 1x Strategic HQ in Balanced mode [North]

**ARMY GROUP SOUTH**
- 2x 12-9-[6] Panzer Corps [3, 14]
- 3x 6-4 Inf. Corps [4, 11, 17]
- 1x 6-4 Mtn. Inf. Corps [49]
- 7x 4-6-4 Inf. Corps [29, 30, 44, 51, 52, 54, 55]
- 1x 4-[4] Italian Mot. Inf. Corps [35 Auto]
- 1x 1-(4) Italian Cav. Division [PADA]
- 1x 4-4 Rom. Mtn. Inf. Corps [Mountain]
- 1x 4-4 Rom. Cav. Corps [Cavalry]
- 4x 2-4 Rom. Inf. Corps (reduced) [1, 4, 5, 6]
- 1x 2-3-3 Rom. 2nd-Line Inf. Corps [3]
- 1x Rom. Operational HQ in Balanced mode [GHQ]
- 1x Strategic HQ in Balanced mode [South/B] with a -2 Countdown marker

**General Reserve Forces**

**REAR AREA:** Deploy per Rule 3.4 after Soviet Partisans

- 3x 2-4-3 2nd-Line Inf. Corps [101, 102, 103]
- 2x 2-4 Hun. Inf. Corps (reduced) [3, 4]
- 2x 1-2-3 Hun. 2nd-Line Inf. Corps (reduced) [7, 8]
- 1x 2-4 Rom. Inf. Corps (reduced) [2]
- 1x 2-3-3 Rom. 2nd-Line Inf. Corps [7]
- 1x 1-2-3 Rom. 2nd-Line Inf. Corps (reduced) [11]

**GARRISONS AND DEFENSIVE WORKS**

- 4x (2) Garrison Inf. [1 – IV]
- 5x [1] Improved Defense; place in friendly hexes that are In Communication (7.0)

**Front Line Reorganization**

Among the Axis Front Line Forces’ Army Groups, the Axis player flips to reduced strength a total of 3 (out of 11) Panzer Corps and 8 (out of 33) German Inf. and Mtn. Inf. Corps units that have medals.

**Air Display mat**

**Available (READY)**
- None

**Flown (DAMAGED)**
- 1x Ju-88 Bomber

**Destroyed (DAMAGED)**
- None

**Faction Display mat (center section)**

**NOTE:** This scenario’s initial Seasonal Production RPs are “baked in.”

**1942**

**STARTING RESOURCES**

- Italian PPs: 1
- Hun. PPs: 5
- Rom. PPs: 2
- German PPs: 12
- Axis EPs: 11
- Axis FPs: 9
- Axis OPs: 5

**JANUARY RESOURCES ADDED**

- Italian PPs: +0
- Hun. PPs: +1
- Rom. PPs: +1
- German PPs: +4
- Axis EPs: +3
- Axis FPs: +2
- Axis Rail Capacity: 4

**Faction Display mat (top section)**

**1941**

**NOVEMBER UNIT**

1x Bf-109F Fighter (remove to Force Pool)

**1942**

**JANUARY MARKER**

1x Hun. Operational HQ (GHQ) (in Force Pool)
Thunder in the East - Scenario Book - Operation Typhoon

**Faction Display mat (bottom section)**

**FORCE POOL**

5x 4-4 Inf. Corps [92 – 96]
8x (2) Garrison Inf. [V – XII]
2x 2-1-[5] Rom. Armored Division [1, 2]
1x 1-[5] Rom. Mot. Division [5 Cavalry]

7x 2-3-3 Rom. 2nd-Line Inf. Corps [1 Terr. – 7 Terr.]
1x Do-17 Night Bomber
1x Bf-109F Fighter
1x Hun. Ca.135 Ground Attack Bomber

**CORPS REMNANTS HOLDING BOX**

20x 1-3/1-2-[5] Leg/Heavy KGs [various]
4x 1-[3]/1-2-3 Mobile/Mtn. KGs [various]
1x 1-[3]/1-2-3 Mobile/Mtn. RG [Alessio]

**CHANGE BOX: See Rule 12.0**

5x 24-16-[5] Panzer Armies [1, 2, 3, 4, 6 SS]
5x 12-10-3 Inf. Armies [4, 9, 12, 16, 18]
4x 10-3 Inf. Armies [2, 6, 11, 17]
8x 7-[4] Semi-Mot. Inf. Corps [1, 2, 4 – 9 Mot]
4x 4-2-[6] Panzer Divisions [1, 2, 4, 10, 12]
4x 2-[6] Mot. Divisions [3, 18, 60, 11 SS]
3x 2-4 Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]
1x 6-3 Hun. Army [2]
1x 2-1-[5] Hun. Armored Division [1]
1x 2-(4) Hun. Cav. Division [1]
2x 8-6-3 Rom. Armies [3, 4]

**Miscellaneous Setup**

**TYPHOON AXIS CARDS**

Removed: 28 [Romania Annexes]

Discarded: 01 [Blitzkrieg!]
05 [New Model Tank]
10 [Army Organization]
17 [Forced Labor]

Set Aside: None
In Hand: Select your October card(s) normally.
In Deck: All others

COUNTDOWN MARKER

Kiev: -2 Countdown

SUPPLY MARKERS

Finally, the Soviet player checks your Ground units’ supply status (see 7.2) before commencing play.

**OPTIONAL DEPLOYMENT**

When using the Optional Rules, add the following units:

**General Reserve Forces**

REAR AREA: Deploy per Rule 3.4

1x 2-4 Airborne Division [7]

**Theater Reserves mat**

THEATER RESERVES GROUND UNITS

Desired Rear Area units (see 3.4)

AIR TRANSPORT HOLDING BOX

Desired starting Air Mobile units (see 3.4 and 102.2)

**Faction Display mat (top section)**

1941

DECEMBER UNIT

1x 2-4 Airborne Division [7] (remove from play)

**Faction Display mat (bottom section)**

**PARTISANS BOX**

3x 1-2-[1] Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]
6x 1-2-[1] Ukranian Partisan Divisions [A – F]

**CAMPAIGN GAME DEPLOYMENT**

When playing a Campaign Game, add the following units:

**Off-Map Forces**

HUNGARIAN HOME ARMY: Enter from the Hungarian west map edge. Release the Home Army when a Soviet Ground unit crosses into Hungary or, after 1943, when a Soviet Ground unit is within three hexes of the Hungarian border.

2x 2-4 Hun. Inf. Corps (reduced) [1, 5]
3x 1-2-3 Hun. 2nd-Line Inf. Corps (reduced) [2, 6, 9]

**Faction Display mat (top section)**

Place all pending units.
NOTE: These Campaign Game RPs include all Season Start Phase activities “baked in.” Do not conduct a Season Start Phase to commence a Campaign Game; just dive right in!

Starting Resources
Reset the starting Resource Points (RPs) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Starting Economics
Set up the Economic Map mat’s various Economic markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction’s production during the Season Start Phase each quarter.

Thunder in the East - Scenario Book - Operation Typhoon

CAMPAIGN GAME ECONOMIC MAT

Developer by Lance McMillan
CASE BLUE

The Soviet winter counteroffensive ran out of steam. It spread the Red Army’s resources all across the front and tried pushing everywhere, so Soviet progress bogged down and the front line stabilized. In the spring of 1942, the Soviets committed their new Tank Corps units into a concentrated offensive beginning in May to recapture Kharkov in the south (the Second Battle of Kharkov) and, in the process, they managed to upset German plans for a resumption of offensive operations. In fact, the Germans were in a better shape on the ground than the Soviets had thought, employing their newly assembled mobile reserves to surround and then destroy the bulk of the Soviet offensive armies in June. This paved the way for the renewed German offensive in July [a Major Offensive using their Blitzkrieg! card once again].

The Soviets had to consider a renewed Axis drive on Moscow and readied its defenses. But the Axis offensive, when it came, was aimed at remedying the glaring strategic weakness the German war machine suffered from: lack of oil. The main effort of the German drive would be to the south and east to capture the Soviet oilfields in the Caucasus, which were the most productive oilfields in the world outside the Western Hemisphere at the time.

Despite a promising beginning, the German offensive did not go as planned. The panzers quickly gained ground to the east, reaching the outskirts of Voronezh by the end of the first turn (July I), and then turning south to cut behind the main line of Soviet resistance and pocket the forward rifle armies. In fact, this was the principle aim of the early attacks – to surround and destroy large parts of the remaining Soviet armies in the south – but this plan failed. The Soviets withdrew, suffering losses along the way but still delaying the German advance and, much to the Germans’ surprise, avoided large encirclements that nearly destroyed the Red Army during the previous year. Rostov fell to the Germans on July IV, but the Axis were merely pushing back Soviet units ahead of them, not encircling and destroying them.

While the Soviets held firm along the upper Don River, from Voronezh southeast toward Stalingrad, they withdrew south of there and, by the end of July IV, the German spearheads were in supply difficulties. They continued to advance, taking Maikop on August II, but were unable to take Grozny in the face of stiffening Soviet resistance. The Soviet Naval Base at Novorossiysk fell and the Germans finished clearing the Crimean Peninsula, but lacked the strength to push south across the Caucasus Mountains into the heart of the Soviet oil fields.

In early September, the Germans launched their first attacks on Stalingrad, but those would grind on for over a month before finally clearing the bulk of the city. The strong defensive “shoulder” the Soviets had built up along the Don River required a major diversion of Axis strength from the battle for Stalingrad, a contributing reason why the drive in the Caucasus failed.

As it was, the grinding battle of attrition in Stalingrad would set the stage for the most dramatic counteroffensive of the war.

SCENARIO VICTORY CONDITIONS

The Axis player wins an Automatic Decisive Victory by capturing Moscow if the Stalin marker is present there.

Otherwise, apply the following at the conclusion of the September IV, 1942 turn:

Axis DECISIVE VICTORY: The Axis control 20 or more Soviet Objective hexes.


Axis STRATEGIC VICTORY: The Axis control 19 Soviet Objective hexes.


Axis OPERATIONAL VICTORY: The Axis control 18 Soviet Objective hexes.

Soviet DECISIVE VICTORY: The Axis control 13 or fewer Soviet Objective hexes.

DRAW: The Axis control 16 or 17 Soviet Objective hexes.

The historical outcome was a Draw; the Axis controlled 17 Soviet Objectives at the end of September: Tallinn, Riga, Kaunas, Minsk, Smolensk, Odor, Lwow, Chisinau, Kiev, Odessa, Sevastopol, Novorossiysk, Dnepropetrovsk, Kharkov, Stalino, Rostov, and Maikop (with Stalingrad soon to follow).

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SOVIET DEPLOYMENT

Front Line Forces

NORTHWEST Strategic Direction
2x 7-5-4 Shock Armies (reduced) [1 Shock, 2 Shock]
11x 4-5-4 Rifle Inf. Armies (reduced) [4, 8, 11, 27, 34, 42, 52, 53, 54, 55, 59]
1x 1-4 Rifle Inf. Corps [historically Coastal]
1x Strategic HQ in Balanced mode [Northwest]

SOUTHWEST Strategic Direction
9x 4-5-4 Rifle Inf. Armies (reduced) [9, 12, 18, 21, 28, 37, 38, 56, 57]
1x 4-2-[6] Tank Corps [1+]
6x 3-1-[6] Tank Corps [2, 11, 13, 14, 22, 23]
1x 2-(4) Cav. Corps [17]
1x 3-(4) Cav. Corps [3 Guards]
1x Strategic HQ in Balanced mode [Southwest]

CAUCASUS Strategic Direction
(no units can deploy in Sevastopol except [3] Hardened Garrison unit)
4x 4-5-4 Rifle Inf. Armies (reduced) [44, 46, 47, 51]
1x 3-4 Mtn. Inf. Corps [3]
1x Strategic HQ in Balanced mode [Caucasus]

General Reserve Forces

REAR AREA: Deploy per Rule 3.4
12x [1] Improved Defense; any hex per 9.4
4x (2) Garrisons [B – E]; place in Kaluga, Tula, Voronezh, and Rostov
4x [2] Fortified Defense markers; place one each in Moscow, Leningrad, 8728, and Sevastopol
4x [3] Hardened Garrisons [Lenin., A, Moscow, Sevast.; place one each in Leningrad, 8728, Moscow, and Sevastopol

Faction Display mat (top section)

TRADING PLACES

UNDESIRABLES
10x ?-4 Rifle Inf. Corps [1 – 10 Conscript]

Faction Display mat (center section)

NOTES: There is no scenario Soviet PP spending floor as in the previous scenarios because, from this point on, the Soviets have committed everything to keep the Front Line intact.

STARTING RESOURCES

Soviet FPs: 41
Soviet OPs: 1
Soviet Rail
USSR PPs: 40

Faction Display mat (bottom section)

FORCE POOL
1x 12-8-4 Shock Army [5 Shock]
11x 10-4 Guards Inf. Armies [1 – 11 Guards]
19x 8-4 Rifle Inf. Armies [6, 7, 15, 19, 23, 24, 26, 32, 45, 60, 62, 64 – 70, Maritime]
5x 4-4 Rifle Inf. Corps [2 – 6 Guards]
1x 3-4 Mtn. Inf. Corps [40]
6x (2) Garrison Inf. [F – K]
28x ?-4 Rifle Inf. Corps [face down in a draw pool, historically: 2, 4 – 9, 13, 14, 23, 30, 31, 33 – 37, 44, 45, 47, 55, 65, 1 – 6 Militia]
3x 1-16 Fighters
3x 1-153 Fighters

CORPS REMNANTS
8x 1-3-1-[5] Leg/Heavy BGs [various]

CHANGE BOX: See Rule 12.0

Thunder in the East - Scenario Book - Case Blue

Developed by Lance McMillan
When playing a Campaign Game, add the following units:

**Faction Display mat (top section)**
- Place all pending units.

**Faction Display mat (bottom section)**
- 1x Pe-8 Heavy Bomber

**FORCE POOL**

**Miscellaneous Setup**

**CASE BLUE SOVIET CARDS**

- **Removed:**
  - 01 [Emergency Mobilization]
  - 02 ["I Believe In...”]
  - 14 [Militia Mobilized]
  - 17 [Scorched Earth]
  - 39 [The Boss]

- **Discarded:**
  - 07 [New Model Tank]
  - 09 [“There Are No...”]
  - 11 [Guerilla War]
  - 21 [Enlistment Propaganda]

**Set Aside:** None

**In Hand:** 22 [Factories Surpass Quotas] and select your July card(s) normally.

**In Deck:** All others

**SUPPLY MARKERS**

- None

**OPTIONAL DEPLOYMENT**

When using the Optional Rules, add the following units:

**General Reserve Forces**

**REAR AREA:** Deploy per Rule 3.4

- 2x 2-4 Airborne Corps [4 VDV, 5 VDV]

**NAVY**

- Baltic Fleet: Leningrad (damaged)
- Black Sea Fleet: Sevastopol (damaged)

*Just prior to the Axis setting up their Reserves (3.4), roll 2 dice and place their sum of Partisan Detachment markers on the map (107.1). Place the remaining Detachment markers in the Faction Display mat (bottom section).*

**Faction Display mat (bottom section)**

- PARTISANS BOX
  - 22 (less 2d6) •-{3} Partisan Detachments [various, including • reinforcement group]
  - 8x 1-2-(1) Partisan Divisions [various]

- FORCE POOL
  - 3x 2-4 Airborne Corps [1 VDV, 2 VDV, 3 VDV]
  - 2x Li-2 Transports

**Theater Reserves mat**

**THEATER RESERVES GROUND UNITS**

- Desired Rear Area units (see 3.4)

**AIR TRANSPORT HOLDING BOX**

- Desired starting Air Mobile units (see 3.4 and 102.2)
AXIS DEPLOYMENT

Front Line Forces

ARMY GROUP NORTH
1x 12-9-[6] Panzer Corps [39]
4x 6-4 Inf. Corps [1, 2, 10, 26]
3x 4-6-4 Inf. Corps [28, 38, 50]
1x Strategic HQ in Balanced mode [North]

ARMY GROUP CENTER
4x 12-9-[6] Panzer Corps [41, 46, 47, 56]
5x 6-4 Inf. Corps [6, 9, 12, 20, 23]
4x 4-6-4 Inf. Corps [27, 35, 43, 53]
1x Strategic HQ in Balanced mode [Center]

ARMY GROUP B
6x 12-9-[6] Panzer Corps [3, 14, 24, 40, 48, 57]
6x 6-4 Inf. Corps [4, 7, 8, 11, 13, 17]
1x 6-4 Mtn. Inf. Corps [49]
5x 4-6-4 Inf. Corps [29, 51, 52, 54, 55]
2x 4-4 Hun. Inf. Corps [3, 4]
1x 2-1-[5] Hun. Armored Division [1]

ARMY GROUP A
(place within 4 hexes of Sevastopol)
3x 4-6-4 Inf. Corps [30, 42, 44]
1x 4-4 Rom. Mtn. Inf. Corps [Mountain]
1x Strategic HQ in Balanced mode [A]

General Reserve Forces

REAR AREA:
Deploy per Rule 3.4 after Soviet Partisans
4x 2-4-3 2nd-Line Inf. Corps [59, 101, 102, 103]
1x 6-4 Inf. Corps [5]
5x 2-4 Rom. Inf. Corps [reduced] [1, 2, 4, 5, 6]

GARRISONS AND DEFENSIVE WORKS
13x [1] Improved Defense; any hex per 9.4
4x [2] Fortified Defense; any hex per 9.4

Front Line Reorganization

Among the Axis Front Line Forces’ Army Groups, the Axis player flips to reduced strength a total of 5 (out of 11) Panzer Corps and 12 (out of 32) German Inf. and Mtn. Inf. Corps units that have medals.

Air Display mat

Available (READY)
None

Flown (READY)
1x He-111 Bomber
2x Ju-88 Bombers
1x Ju-87 Ground Attack Bombers
1x Bf-109E Fighter

Flown (DAMAGED)
1x He-111 Bomber
1x Ju-88 Bomber
1x Bf-109F Fighter

Destroyed (DAMAGED)
None

Faction Display mat (center section)

STARTING RESOURCES

Italian PPs: 5
Hun. PPs: 8
Rom. PPs: 6
German PPs: 12

Axis EPs: 11
Axis FPs: 12
Axis OPs: 4
Axis Rail Capacity: 4

Faction Display mat (top section)

1942 AUGUST UNITS

1x Bf-109E Fighter (remove to Force Pool)
1x Italian MC.200 Fighter
1x 4-6-4 Italian Mtn. Inf. Corps [Alpini]
1x 4-4 Italian Inf. Corps [2]
1x 2-3-3 Italian 2nd-Line Inf. Corps [23]
1x Ita. Operational HQ in Balanced mode [8]
### Optional Deployment

When using the **Optional Rules**, add the following units:

<table>
<thead>
<tr>
<th>Theater Reserves mat</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>THEATER RESERVES</strong></td>
</tr>
<tr>
<td><strong>GROUND UNITS</strong></td>
</tr>
<tr>
<td>Desired <strong>Rear Area</strong> units (see 3.4)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Faction Display mat (bottom section)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PARTISANS BOX</strong></td>
</tr>
<tr>
<td>3x <strong>1-2-(1) Baltic States Partisan Divisions</strong> [Estonia, Lithuania, Latvia]</td>
</tr>
<tr>
<td>6x <strong>1-2-(1) Ukrainian Partisan Divisions</strong> [A – F]</td>
</tr>
</tbody>
</table>

### Campaign Game Deployment

When playing a **Campaign Game**, add the following units:

<table>
<thead>
<tr>
<th>Off-Map Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>HUNGARIAN HOME ARMY:</strong></td>
</tr>
<tr>
<td>Enter from the Hungarian west map edge. Release the Home Army when a <strong>Soviet Ground</strong> unit crosses into Hungary or, after 1943, when a <strong>Soviet Ground</strong> unit is within three hexes of the Hungarian border.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Faction Display mat (top section)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Place all pending units.</strong></td>
</tr>
</tbody>
</table>

### Miscellaneous Setup

<table>
<thead>
<tr>
<th><strong>CASE BLUE AXIS CARDS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Removed: <strong>11 [Standfast!]</strong></td>
</tr>
<tr>
<td><strong>28 [Romania Annexes]</strong></td>
</tr>
<tr>
<td>Discarded: <strong>05 [New Model Tank]</strong></td>
</tr>
<tr>
<td><strong>07 [Luftwaffe Comb-out]</strong></td>
</tr>
<tr>
<td><strong>09 [Strategic Redeployment]</strong></td>
</tr>
<tr>
<td><strong>22 [Refit &amp; Reorganize]</strong></td>
</tr>
<tr>
<td><strong>23 [German Officers Show Initiative]</strong></td>
</tr>
<tr>
<td><strong>30 [Reich Labor Service]</strong></td>
</tr>
</tbody>
</table>

**Set Aside:** None

**In Hand:** None (historically, **01 [Blitzkrieg]** was the July draw)

**In Deck:** All others

**SUPPLY MARKERS**

Finally, the Soviet player checks your **Ground** units’ supply status (see 7.2) before commencing play.
CAMPAIGN GAME ECONOMIC MAT

Starting Resources

Reset the starting Resource Points (RPs) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Starting Economics

Set up the Economic Map mat's various Economic markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction's production during the Season Start Phase each quarter.
OPERATION URANUS

Beginning in September 1942, as Operation Blue started losing steam, the Soviets prepared to launch their own series of counteroffensives. After carefully husbanding their reserves throughout the summer despite the danger of the Axis offensive, the Soviets planned a trio of major operations codenamed Mars, Uranus, and Saturn. The plan was simply to break the back of the German Army through attrition and seizing military positions that would threaten the Axis’ positions at those sectors along the front. Of these, only Operation Uranus was an unqualified success.

Intended to encircle Axis forces in and around Stalingrad, Uranus involved large numbers of Soviet tank and mechanized forces conducting a classic double envelopment, and then breaking through into the Axis rear. The opening attacks caught the Germans unprepared [through use of their carefully Maskirovka card]. Without local reserves to stem the rapid Soviet advance, the Axis faced an impending crisis. Taking advantage of the over-stretched Axis lines near Stalingrad, the Soviets deliberately focused their opening attacks against the relatively weak Romanian 3rd and 4th Armies to the northwest and south of the city.

The Soviets began their attack on the morning of 19 November (III November), preceding the assault with a massive artillery bombardment [using their Kayusha Rockets card]. By evening the next day, both Romanian armies were in headlong retreat, and late on the evening of 22 November the Soviet spearheads linked up near the town of Kalach, trapping some 290,000 Axis troops in Stalingrad.

Reluctant to relinquish the gains his troops made in a month of brutal house-to-house fighting to take Stalingrad, Hitler refused to allow the forces trapped in the pocket to attempt a breakout, instead ordering the Luftwaffe to supply the city by air.

As Soviet forces consolidated their positions around Stalingrad and struggled to reduce the large pocket, the Germans initiated a counteroffensive (Operation Wintergewitter: Winter Storm) in an effort to relieve their forces trapped in the city. Led by Field Marshal Erich von Manstein, the effort kicked off on December 12 (II December). Within a week, it had pushed back to within 30 miles of Stalingrad. But Hitler’s continued refusal to allow the trapped forces to attempt a breakout and escape their looming fate, coupled with worsening weather and severe losses to the relief column, doomed the effort.

Meanwhile, the Soviets began their own follow-up offensive: Operation Saturn. Although scaled back from its originally intended scope, the 1st and 3rd Guards Armies [augmented by play of the “There are no invincible armies” card] still managed to break through the Italian 8th Army, which put pressure on the Axis left flank and threatened to take Rostov. Faced with the possibility of having Army Group A trapped in the Caucasus, the Germans called off Wintergewitter, abandoning the troops trapped in Stalingrad to their fate. With the German relief effort defeated, the Soviets were free to concentrate on the destruction of the Stalingrad pocket and expanding their gains to the west.

Manstein brilliantly blocked Saturn from causing a total collapse of the southern portion of the Eastern front, but the damage was done. Trapped in the city, the German 6th Army fought on until the end of January. However, lacking supplies, the outcome was a foregone conclusion. The last German troops in Stalingrad surrendered on February 3, 1943 (I February 1943).

**Scenario Start Line**
## Front Line Forces

### Army Group North
- 4x 3-4 Inf. Corps (reduced) [1, 2, 10, 26]
- 5x 2-3-4 Inf. Corps (reduced) [28, 30, 38, 50, 54]
1x Strategic HQ in Balanced mode [North]

### Army Group Center
- 5x 6-5-[6] Panzer Corps (reduced) [39, 41, 46, 47, 56]
- 5x 3-4 Inf. Corps (reduced) [6, 9, 12, 20, 23]
- 4x 2-3-4 Inf. Corps (reduced) [27, 35, 43, 53]
1x Strategic HQ in Balanced mode [Center]

### Army Group B
- 3x 6-5-[6] Panzer Corps (reduced) [14, 24, 48]
- 6x 3-4 Inf. Corps (reduced) [4, 7, 8, 11, 13, 17]
- 3x 2-3-4 Inf. Corps (reduced) [29, 51, 55]
- 2x 4-4 Hun. Inf. Corps [3, 4]
- 1x 2-4-3 Hun. 2nd-Line Inf. Corps [7]
- 1x 2-1-[5] Hun. Armored Division [1]

### Army Group A
- 3x 6-5-[6] Panzer Corps (reduced) [3, 40, 57]
- 1x 3-4 Mtn. Inf. Corps (reduced) [49]
- 1x 3-4 Inf. Corps (reduced) [5]
- 3x 2-3-4 Inf. Corps [42, 44, 52]

## General Reserve Forces

### Rear Area: Deploy per Rule 3.4

<table>
<thead>
<tr>
<th>Description</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>5x 2-4-3 2nd-Line Inf. Corps [59, 101, 102, 103, 2 LW]</td>
<td></td>
</tr>
<tr>
<td>1x 2-3-3 Italian 2nd-Line Inf. Corps [23]</td>
<td></td>
</tr>
<tr>
<td>1x 2-4-3 Hun. 2nd-Line Inf. Corps [8]</td>
<td></td>
</tr>
<tr>
<td>1x 2-3-3 Rom. 2nd-Line Inf. Corps [3]</td>
<td></td>
</tr>
</tbody>
</table>

### In Hungary
1x 2-(4) Hun. Cav. Division [1]

## Axis Deployment

### Front Line Reorganization

Among the Axis Front Line Forces’ Army Groups, the Axis player flips to full strength a total of 4 (out of 11) Panzer Corps and 20 (out of 32) German Inf. and Mtn. Inf. Corps units.

### Rear Area: Deploy per Rule 3.4

<table>
<thead>
<tr>
<th>Description</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>5x 2-4-3 2nd-Line Inf. Corps [59, 101, 102, 103, 2 LW]</td>
<td></td>
</tr>
<tr>
<td>1x 2-3-3 Italian 2nd-Line Inf. Corps [23]</td>
<td></td>
</tr>
<tr>
<td>1x 2-4-3 Hun. 2nd-Line Inf. Corps [8]</td>
<td></td>
</tr>
<tr>
<td>1x 2-3-3 Rom. 2nd-Line Inf. Corps [3]</td>
<td></td>
</tr>
</tbody>
</table>

### In Hungary
1x 2-(4) Hun. Cav. Division [1]

### General Reserve Forces

#### Garrisons and Defensive Works
- 22x [1] Improved Defense; any hex per 9.4
- 4x [2] Fortified Defense; any hex per 9.4
- 9x (2) Garrisons [1 – IX]; deploy in City hexes per Rule 3.4

### May not set up a Fortified Defense marker in Stalingrad (hex B652).

### Faction Display mat (top section)

#### 1943

**January Units**


### February Unit
1x 2-4-3 2nd-Line Inf. Corps [3 LW]

### Faction Display mat (center section)

#### Starting Resources

<table>
<thead>
<tr>
<th>Description</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>German PPs:</td>
<td>6 Axis EPs: 5</td>
</tr>
<tr>
<td>Rom. PPs: 0</td>
<td>Axis FPs: 3</td>
</tr>
<tr>
<td>Hun. PPs: 1</td>
<td>Axis OPs: 1</td>
</tr>
<tr>
<td>Italian PPs: 0</td>
<td>Axis Rail Capacity: 4</td>
</tr>
</tbody>
</table>

#### 1943

**January Resources Added**

<table>
<thead>
<tr>
<th>Description</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axis FPs: +5</td>
<td>Hun. PPs: +2</td>
</tr>
<tr>
<td>Axis EPs: +8</td>
<td>Rom. PPs: +2</td>
</tr>
<tr>
<td>Italian PPs: 0</td>
<td>German PPs: 8</td>
</tr>
</tbody>
</table>

### Air Display mat

**Available (READY)**

- 1x Hun. Re-2000 Fighter
- 1x Bf-109F Fighter
- 1x Fw-190A Fighter-Bomber
- 1x He-111 Bombers
- 1x Ju-88 Bomber

**Flown (READY)**

- 1x Ju-88 Bomber
- 1x Bf-110E Fighter-Bomber
- 1x Italian MC.200 Fighter

**Flown (DAMAGED)**

- 1x Ju-87 Ground Attack Bomber
- 1x Rom. JRS-79 Bomber

**Destroyed (DAMAGED)**

- None
### Faction Display mat (bottom section)

<table>
<thead>
<tr>
<th>FORCE POOL</th>
<th>CHANGE BOX: See Rule 12.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x 4-6-4 Inf. Corps [34]</td>
<td>5x 24-16-[5] Panzer Armies [1, 2, 3, 4, 6 SS]</td>
</tr>
<tr>
<td>5x 4-4 Inf. Corps [92 – 96]</td>
<td>5x 12-10-3 Inf. Armies [4, 9, 12, 16, 18]</td>
</tr>
<tr>
<td>3x (2) Garrison Inf. [X – XII]</td>
<td>4x 10-3 Inf. Armies [2, 6, 11, 17]</td>
</tr>
<tr>
<td>1x 1-[5] Rom. Mot. Division [5 Cavalry]</td>
<td>4x 4-2-[6] Panzer Divisions [1, 4, 10, 12]</td>
</tr>
<tr>
<td>1x Bf-109F Fighter</td>
<td>3x 2-4 Mtn. Divisions [1 GJ, 4 GJ, 5 GJ]</td>
</tr>
<tr>
<td>3x Bf-109F Fighters</td>
<td>1x 6-3 Hun. Army [2]</td>
</tr>
<tr>
<td>1x Ju-88 Bomber</td>
<td>2x 8-6-3 Rom. Armies [3, 4]</td>
</tr>
<tr>
<td>1x Rom. PZL-P.11 Fighter</td>
<td></td>
</tr>
<tr>
<td>CORPS REMNANTS</td>
<td></td>
</tr>
<tr>
<td>HOLDING BOX</td>
<td></td>
</tr>
<tr>
<td>20x 1-3/1-2-[5] Leg/Heavy KGs [various]</td>
<td></td>
</tr>
<tr>
<td>4x 1-[3]/1-2-3 Mobile/Mtn. KGs [various]</td>
<td></td>
</tr>
<tr>
<td>1x 1-[3]/1-2-3 Mobile/Mtn. RG [Alessio]</td>
<td></td>
</tr>
</tbody>
</table>

### Optional Deployment

When using the Optional Rules, add the following units:

#### Faction Display mat (top section)

**1942**

- **DECEMBER UNIT**
  - 1x Ju-52 Transport

**1943**

- **FEBRUARY UNIT**
  - 1x Ju-52 Transport (remove to Force Pool)

### Theater Reserves mat

- **THEATER RESERVES**
  - Desired Rear Area units (see 3.4)
- **AIR TRANSPORT HOLDING BOX**
  - Nothing

### Faction Display mat (bottom section)

**PARTISANS BOX**

- 3x 1-2-(1) Baltic States Partisan Divisions
- 6x 1-2-(1) Ukrainian Partisan Divisions [A – F] [Estonia, Lithuania, Latvia]

### Campaign Game Deployment

When playing a Campaign Game, add the following units:

#### Off-Map Forces

**HUNGARIAN HOME ARMY:**

Enter from the Hungarian west map edge. Release the Home Army when a Soviet Ground unit crosses into Hungary or, after 1943, when a Soviet Ground unit is within three hexes of the Hungarian border.

- 2x 2-4 Hun. Inf. Corps (reduced) [1, 5]
- 3x 1-2-3 Hun. 2nd-Line Inf. Corps (reduced) [2, 6, 9]

### Faction Display mat (top section)

Place all pending units.

### Miscellaneous Setup

**URANUS AXIS CARDS**

- **Removed:** 11 [Standfast!], 28 [Romania Annexes]
- **Discarded:** 01 [Blitzkrieg!], 02 [Air Offensive], 05 [New Model Tank], 07 [Luftwaffe Comb-out], 08 [Coal-Burning], 09 [Strategic Redeployment], 22 [Refit & Reorganize], 23 [German Officers Show Initiative], 30 [Reich Labor Service]

- **Set Aside:** 04 [German Generals], 24 [Collaborators]
- **In Hand:** 16 [Anti-Bolshevik Crusade]
- **In Deck:** All others
SOVIET DEPLOYMENT

Front Line Forces

**NORTHWEST STRATEGIC DIRECTION**

10x 4-5-4 Armies (reduced) [8, 11, 27, 34, 52, 53, 54, 55, 59, 67]
1x 7-5-4 Shock Armies (reduced) [2 Shock]
1x 3-4 Rifle Inf. Corps (revealed) [Coastal]
1x Strategic HQ in Balanced mode [Northwest]

**SOUTHWEST STRATEGIC DIRECTION**

13x 4-5-4 Rifle Inf. Armies (reduced) [6, 21, 24, 28, 38, 40, 51, 57, 60, 62, 64, 65, 66]
1x 7-4 Guards Inf. Army (reduced) [1 Guards]
2x 4-2-[6] Tank Corps [1+, 1 Guards]
5x 3-1-[6] Tank Corps [4, 13, 16, 17, 18]
1x 3-(4) Cav. Corps [3 Guards]
3x 2-(4) Cav. Corps [4, 7, 8]
2x Strategic HQ in Balanced mode [Southwest, Stavka]

**CAUCASUS STRATEGIC DIRECTION**

7x 4-5-4 Rifle Inf. Armies (reduced) [9, 37, 44, 46, 47, 56, 58]
1x 3-(4) Mtn. Inf. Corps [3]
1x 3-(4) Cav. Corps [4 Guards]
1x Strategic HQ in Balanced mode [Caucasus]

West Strategic Direction

18x 4-5-4 Armies (reduced) [3, 5, 10, 13, 16, 20, 22, 29, 30, 31, 33, 39, 41, 43, 48, 49, 50, 61]
3x 7-5-4 Shock Armies (reduced) [1 Shock, 3 Shock, 4 Shock]
3x 3-1-[6] Tank Corps [6, 9, 10]
1x 3-(4) Cav. Corps [1 Guards]

1x Strategic HQ in Balanced mode [West]

**General Reserve Forces**

REAR AREA: Deploy per Rule 3.4

3x 4-5-4 Rifle Inf. Armies (reduced) [4, 68, 70]
1x 4-2-[6] Tank Corps [2 Guards]
4x 3-1-[6] Tank Corps [5, 12, 23, 25]
1x 4-4 Guards Inf. Corps (revealed) [1 Guards]

GARRIIONS AND DEFENSIVE WORKS

16x [1] Improved Defense; any hex per 9.4
3x [2] Fortified Defense markers; place one each in Moscow, Leningrad, and 8728
3x [3] Hardened Garrisons [Lenin., A, Moscow]; place one each in Leningrad, 8728, and Moscow

Air Display mat

Available (READY)

1x TB-3 Heavy Bomber/Transport

Flown (READY)

1x Yak-1 Fighter
1x Pe-2 Fighter-Bomber
1x Yak-1 Fighter
1x P-40 Fighter

1x La-5 Fighter
1x Pe-2M Fighter-Bomber
1x La-5 Fighter
1x Pe-2 Fighter-Bomber

1x IL-2 Fighter-Bomber
1x Pe-2M Fighter-Bomber
1x IL-2M Fighter-Bomber
1x IL-4 Bomber

1x P-39 Fighter-Bomber
2x IL-4 Bombers
2x P-39 Fighter-Bombers
1x Tu-2 Bomber

Destroyed (DAMAGED)

1x La-5 Fighter
1x IL-2 Fighter-Bomber
1x Yak-1 Fighter
1x IL-4 Bomber
1x Hurricane Fighter
1x Pe-2M Fighter-Bomber

Front Line Reorganization

The Soviet player may reduce 2-Step Rifle Inf., Shock, or Guards Inf. Army units anywhere on the map, replacing them with their corresponding component Corps unit (2 for Rifle Inf. and Shock, or 4-4 for Guards Inf.). For each of these reductions, the Soviet player increases one other Army unit of the same type to its full-strength (3-Step) side.

**Faction Display mat** (top section)

TRADING PLACES HOLDING BOX


UNDESIRABLES HOLDING BOX

10x ?-4 Rifle Inf. Corps [1 – 10 Conscript]

1943

JANUARY UNITS

2x A-20G Bombers
6x Yak-9 Fighters

**Faction Display mat** (center section)

NOTE: Scenario and Campaign Game RPs starting amounts are the same (the Soviets have committed everything).

STARTING RESOURCES

Soviet FPs: 22
Soviet EPs: 20
Soviet Rail Capacity: 4

USSR PPs: 15

1943

JANUARY RESOURCES ADDED

Soviet FPs: +10
Soviet EPs: +7

LEADER

Stalin: Moscow

**Thunder in the East - Scenario Book - Operation Uranus**

Developed by Lance McMillan
### Faction Display mat (bottom section)

<table>
<thead>
<tr>
<th>FORCE POOL</th>
<th>FORCE POOL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x 12-8-4 Shock Army [5 Shock]</td>
<td>1x 3-4 Mtn. Inf. Corps [40]</td>
</tr>
<tr>
<td>13x 8-4 Rifle Inf. Armies [7, 12, 15, 18, 19, 23, 26, 32, 42, 45, 63, 69, Maritime]</td>
<td>5x I-16 Fighters</td>
</tr>
<tr>
<td>9x 10-4 Guards Inf. Armies [3 Guards – 11 Guards]</td>
<td>1x MiG-3 Fighter</td>
</tr>
<tr>
<td>28x 3-4 Rifle Inf. Corps [face down in a draw pool, historically: 2, 4 – 9, 13, 14, 23, 30, 31, 33 – 37, 44, 45, 47, 55, 65, 1 – 6 Militia]</td>
<td>1x MiG-3 Fighter</td>
</tr>
<tr>
<td>3x 2-(4) Cav. Corps [1, 6, 15]</td>
<td>1x La-5 Fighter</td>
</tr>
<tr>
<td>1x 3-(4) Cav. Corps [5 Guards]</td>
<td>2x IL-2 Fighter-Bombers</td>
</tr>
<tr>
<td>4x (2) Garrison Inf. [Sevast., I, J, K]</td>
<td>4x IL-2M Fighter-Bombers</td>
</tr>
<tr>
<td>4x I-153 Fighters</td>
<td>4x Pe-2 Fighter-Bombers</td>
</tr>
<tr>
<td>4x I-16 Fighters</td>
<td>4x Pe-2M Fighter-Bombers</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CORPS REMNANTS HOLDING BOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>8x 1-3-1-[5] Leg/Heavy BGs [various]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CHANGE BOX: See Rule 12.0</th>
</tr>
</thead>
</table>

### Miscellaneous Setup

<table>
<thead>
<tr>
<th>URANUS SOVIET CARDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Removed: 01 [Emergency Mobilization]</td>
</tr>
<tr>
<td>02 [&quot;I Believe In...&quot;]</td>
</tr>
<tr>
<td>14 [Militia Mobilized]</td>
</tr>
<tr>
<td>17 [Scorched Earth]</td>
</tr>
<tr>
<td>39 [The Boss]</td>
</tr>
</tbody>
</table>

| Discarded: 07 [New Model Tank] |
| 09 ["There Are No..."] |
| 10 [You have the nerve?] |
| 11 [Guerilla War] |
| 21 [Enlistment Propaganda] |
| 22 [Factories Surpass Quotas] |
| 23 [Kuibyshev Becomes...] |
| 37 [Flood the Skies] |
| 40 [Rokossovsky] |

<table>
<thead>
<tr>
<th>SUPPLY MARKERS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finally, the German player checks your Ground units’ supply status (see 7.2) before commencing play.</td>
</tr>
</tbody>
</table>

### Optional Deployment

When using the Optional Rules, add the following units:

<table>
<thead>
<tr>
<th>General Reserve Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>NAVY</td>
</tr>
<tr>
<td>Baltic Fleet: Leningrad (reduced)</td>
</tr>
<tr>
<td>Black Sea Fleet: Removed</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Air Display mat</th>
</tr>
</thead>
<tbody>
<tr>
<td>NAVY</td>
</tr>
<tr>
<td>Available (READY)</td>
</tr>
<tr>
<td>1x Li-2 Transports</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Theater Reserves mat</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEATER RESERVES GROUND UNITS</td>
</tr>
<tr>
<td>Desired Rear Area units (see 3.4)</td>
</tr>
<tr>
<td>AIR TRANSPORT HOLDING BOX</td>
</tr>
<tr>
<td>Desired starting Air Mobile units (see 3.4 and 102.2)</td>
</tr>
</tbody>
</table>

Just prior to the Axis setting up their Reserves (3.4), roll 2 dice and place their sum of Partisan Detachment markers on the map (107.1). Place the remaining Detachment markers in the Faction Display mat (bottom section).

### Campaign Game Deployment

When playing a Campaign Game, add the following units:

<table>
<thead>
<tr>
<th>Game Turn Track</th>
</tr>
</thead>
<tbody>
<tr>
<td>1943</td>
</tr>
<tr>
<td>MARCH</td>
</tr>
<tr>
<td>Full-strength Black Sea Fleet returns per 209.2.</td>
</tr>
</tbody>
</table>

| April |
| Relocating Factory markers: Stalingrad |

<table>
<thead>
<tr>
<th>Campaign Game Deployment</th>
</tr>
</thead>
<tbody>
<tr>
<td>FORCE POOL</td>
</tr>
<tr>
<td>22 (less 2d6) 6–3 Partisan Detachments [various, including reinforcement group]</td>
</tr>
<tr>
<td>5x 2-4 Airborne Corps [1 VDV – 5 VDV]</td>
</tr>
<tr>
<td>1x Li-2 Transport</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FORCE POOL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x Pe-8 Heavy Bomber</td>
</tr>
</tbody>
</table>

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CAMPAIGN GAME ECONOMIC MAT

Starting Resources

Reset the starting Resource Points (RPs) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Starting Economics

Set up the Economic Map mat's various Economic markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction’s production during the Season Start Phase each quarter.
OPERATION CITADEL

The Soviets came close to breaking the back of the Axis forces in the Stalingrad battles, but a brilliant improvised counterattack near Kharkov (Manstein’s famous “Backhand Blow” [as represented by the German Generals card]) halted the Soviet drive and forced an operational pause while both sides caught their breath and rebuilt badly damaged forces.

In July of 1943, the Axis powers and the Soviets both amassed more troops than they had ever done before: 6,725,000 Red Army troops at the front facing about 4,000,000 Axis troops (of which a record 3,400,000 were German). Neither side would exceed these numbers for the rest of the war in the east. Although the Soviets would continue to field in excess of 6,000,000 men for most of the balance of the war, the Axis (particularly German) totals would decline steadily, in large part because of the growing demands of the Italian front from the Autumn of 1943 and the front in Northwest Europe from the Summer of 1944 on.

In the summer of 1943 the Axis command could see the growing danger in the west, and realized that if they were to strike a blow, it was now or never. They decided to strike [by, again, playing their Blitzkrieg! card and launching a Major Offensive], not for key objectives on the ground, but rather to aim at the Red Army itself. The front had settled into a Major Offensive, not for key objectives on the ground, but rather to aim at the Red Army itself. They decided to strike this salient and destroy the Soviet troops in it, thus breaking the power of the Red Army for at least a year.

The Germans retained a tactical edge on the battlefield [using their New Model Tank deployed as husbanded Panther tanks poured into the battles], although that tactical edge was narrowing as the Soviets learned their lessons the hard way. If anything, the Soviet command was pulling ahead of the Germans at the operational level, particularly in the art of massing troops, as the array of forces at Kursk showed. While the odds along the entire front were about 1.7 Soviet soldiers for every 1 Axis soldier, when the Germans attacked at Kursk they threw 800,000 troops against 1,900,000 Soviets, or about 2.4 Soviets for every 1 German. Thus, the odds were actually worse at Kursk for the Germans than they were along the rest of the front! Although this was literally a last-chance offensive for the Germans, and although they delayed its launch until they had amassed an impressive armored force, and although the Germans picked the point of attack, the Soviets still managed to out-concentrate them at the decisive place and time.

The results of the German offensive at the Kursk salient were by no means a foregone conclusion. The concentration of German armored formations at Kursk packed a tremendous punch and, at least in the southern wing of the attack, caused crippling Soviet losses. Had the northern arm of the attack done as well, things might have gone differently. As it was, the Germans called off the attack when the Allies invaded Sicily and hastily pulled some of the best mobile divisions out of Army Group South to shore up the west.

This opened up the door for the Soviets to use this German withdrawal as the springboard for their own offensive in the summer of 1943 and to permanently press the invaders from the Soviet Union. Guderian wrote: “With the failure of Zitadelle we have suffered a decisive defeat. Needless to say the [Soviets] exploited their victory to the full. There were to be no more periods of quiet on the Eastern Front. From now on, the enemy was in undisputed possession of the initiative.”

SCENARIO LENGTH AND STARTING WEATHER

First Player: Axis (see Rule 3.0 for the Setup Sequence)
First Game Turn: July 1, 1943

Skip the Season Start Phase! Its activities are “baked in” to the setup. Commence play with the Axis Game Turn.

Game Length: 8 Game Turns (ends August IV, 1943)
Initial Weather: East Europe, Clear; Middle East, Clear.

SCENARIO VICTORY CONDITIONS

The Axis player wins an Automatic Decisive Victory by capturing Moscow if the Stalin marker is present there.

Otherwise, apply the following at the conclusion of the August IV, 1943 turn:

Axis DECISIVE VICTORY: The Axis control 17 or more Soviet Objective hexes.
Axis STRATEGIC VICTORY: The Axis control 16 Soviet Objective hexes.
Axis OPERATIONAL VICTORY: The Axis control 15 Soviet Objective hexes.

Soviet OPERATIONAL VICTORY: The Axis control 12 Soviet Objective hexes.
Soviet DECISIVE VICTORY: The Axis control 10 or fewer Soviet Objective hexes.

DRAW: The Axis control 13 or 14 Soviet Objective hexes.

The historical outcome was a Draw; the Axis controlled 13 Soviet Objectives at the end of August. Tallinn, Riga, Kaunas, Minsk, Smolensk (which would fall very soon), Lvow, Chisinau, Kiev, Odessa, Sevastopol, Novorosystyk, Dnepropetrovsk, and Stalin.
### SOVIET DEPLOYMENT

#### Front Line Forces

**NORTHWEST STRATEGIC DIRECTION**
- 12x 4-5-4 Rifle Inf. Armies (reduced) [4, 8, 22, 31, 34, 39, 42, 43, 54, 55, 59, 67]
- 4x 7-5-4 Shock Armies (reduced) [1 – 4 Shock]
- 4x 3-4 Rifle Inf. Corps (revealed) [Coastal]
- 1x Strategic HQ in Balanced mode [Northwest]

**WEST STRATEGIC DIRECTION**
- 12x 4-5-4 Rifle Inf. Armies (reduced) [3, 5, 10, 13, 33, 48, 49, 50, 61, 63, 65, 70]
- 1x 10-4 Guards Inf. Army [11 Guards]
- 1x 10-6-[6] Tank Army [2]
- 5x 3-1-[6] Tank Corps [5, 9, 19, 20, 25]
- 2x 4-2-[6] Tank Corps [1 Guards, 1+]
- 1x 3-(4) Cav. Corps [6 Guards]
- 1x Strategic HQ in Balanced mode [West]

**SOUTHWEST STRATEGIC DIRECTION**
- 9x 4-5-4 Rifle Inf. Armies (reduced) [6, 28, 38, 44, 51, 57, 60, 69]
- 1x 7-5-4 Shock Armies (reduced) [5 Shock]
- 4x 7-4 Guards Inf. Army (reduced) [1 Guards, 3 Guards, 6 Guards, 7 Guards]
- 1x 10-6-[6] Tank Army [1]
- 2x 4-2-[6] Tank Corps [2 Guards, 5 Guards]
- 2x 3-1-[6] Tank Corps [2, 23]
- 1x 3-(4) Cav. Corps [1 Guards]
- 2x Strategic HQ in Balanced mode [Southwest, Stavka]

**CAUCASUS STRATEGIC DIRECTION**
- 4x 4-5-4 Rifle Inf. Armies (reduced) [9, 18, 56, 58]
- 1x 3-4 Mtn. Inf. Corps [3]
- 1x 3-(4) Cav. Corps [4 Guards]
- 1x Strategic HQ in Balanced mode [Caucasus]

#### General Reserve Forces

**REAR AREA: Deploy per Rule 3.4**
- 11x 4-5-4 Rifle Inf. Armies (reduced) [11, 12, 20, 21, 27, 37, 46, 47, 52, 53, 68]
- 5x 7-4 Guards Inf. Army (reduced) [2 Guards, 4 Guards, 5 Guards, 8 Guards, 10 Guards]
- 1x 4-4 Guards Inf. Corps (revealed) [1 Guards]
- 2x 10-6-[6] Tank Army [3, 4]
- 1x 12-8-[6] Tank Army [5 Guards]
- 2x 4-2-[6] Tank Corps [3 and 4 Guards]
- 1x 3-1-[6] Tank Corps [10]

#### GARRISON WORKS

- **2x [1] Improved Defense; place in Tula and Voronezh**
- **4x [1] Improved Defense; place in Moscow Line; place in A034, A135, A136, and A237**
- **16x [1] Improved Defense; any hex per 9.4**

- **3x [2] Fortified Defense markers; place one each in Moscow, Leningrad, and 8728**
- **3x [3] Hardened Garrisons [Lenin, A, Moscow]; place each one in Leningrad, 8728, and Moscow**
- **3x [3] Hardened Garrisons [I, J, K]; place in any hex per 9.4**

- **LEADER**

### Front Line Reorganization

The Soviet player may reduce 2-Step Rifle Inf., Shock, or Guards Inf. Army units anywhere on the map, replacing them with their corresponding component Corps unit (2-4 for Rifle Inf. and Shock, or 4-4 for Guards Inf.). For each of these reductions, the Soviet player increases one other Army unit of the same type to its full-strength (3-Step) side.

#### Air Display mat

**AVAILABLE (READY)**
- 1x La-5 Fighter
- 1x Yak-1 Fighter
- 1x Yak-9 Fighter
- 1x P-39 Fighter-Bomber
- 2x IL-4 Bombers
- 1x P-39 Fighter-Bomber

**FLown (READY)**
- 1x La-5 Fighter
- 1x Yak-1 Fighter
- 1x Yak-9 Fighter
- 1x A-20G Ground Attack Bomber
- 2x IL-2M Fighter-Bombers

**DEstroyed (DAMAGED)**
- 1x P-40 Fighter
- 1x La-5 Fighter
- 1x Yak-1 Fighter
- 1x IL-2M Fighter-Bombers

### Faction Display mat (top section)

**TRADING PLACES HOLDING BOX**

**UNDESIRABLES HOLDING BOX**

### Faction Display mat (center section)

**NOTE:** Scenario and Campaign Game RPs starting amounts are the same.

### STARTING RESOURCES

| Soviet FPs: 12 | Soviet OPs: 2 |
| Soviet EPs: 13 | Soviet Rail Capacity: 4 |
| USSR PPs: 22 | |
**Faction Display mat (bottom section)**

**FORCE POOL**

- 16x 8-4 Rifle Inf. Armies [7, 15, 16, 19, 23, 24, 26, 29, 30, 32, 41, 45, 62, 64, 66, Maritime]
- 1x 10-4 Guards Inf. Army [9 Guards]
- 5x 4-4 Guards Inf. Corps [2 Guards – 6 Guards]
- 28x 2-4 Rifle Inf. Corps [face down in a draw pool, historically: 2, 4 – 9, 13, 14, 23, 30, 31, 33 – 37, 44, 45, 47, 55, 65, 1 – 6 Militia]
- 1x 3-4 Mtn. Inf. Corps [40]
- 6x 3-1-[6] Tank Corps [13, 14, 21, 22, 27, 28]
- 4x 2-(4) Cav. Corps [1, 4, 6, 15]
- 1x (2) Garrison Inf. [Sevast.]
- 4x I-153 Fighters
- 5x I-16 Fighters
- 2x LaGG-3 Fighters
- 1x La-5 Fighter
- 1x MiG-3 Fighter
- 2x Yak-9 Fighters
- 4x IL-2 Fighter-Bombers
- 2x IL-2M Fighter-Bombers
- 2x Pe-2 Fighter-Bombers
- 4x Pe-2M Fighter-Bombers
- 1x Su-2 Ground Attack Bomber
- 1x A-20G Ground Attack Bomber
- 4x DB-3 Bombers
- 6x SB-2 Night Bombers
- 1x Tu-2 Bomber

**CORPS REMNANTS HOLDING BOX**

- 8x 1-3/1-[5] Leg/Heavy BGs [various]

**CHANGE BOX:** See Rule 12.0

- 1x 3-(4) Cav. Corps [2 Guards]
- 2x 4-2-[6] Tank Corps [18+, 29+]
- 9x 3-1-[6] Tank Corps [3, 6, 8, 11, 12, 15, 16, 30, 31]

**Faction Display mat (bottom section)**

**FORCE POOL**

- 2x 10-6-[6] Tank Armies [5, 6]
- 5x 12-8-[6] Guard Tank Armies [1 – 4, 6]
- 4x 6-4-[5] Cav.-Mech. Groups [1, 5, 6, 7]

Remove all other Soviet units from the game when playing this scenario.

**OPTIONAL DEPLOYMENT**

When using the Optional Rules, add the following units:

**General Reserve Forces**

**REAR AREA:** Deploy per Rule 3.4

- 2x 2-4 Airborne Corps [4 VDV, 5 VDV]

**NAVY**

- Baltic Fleet: Leningrad (reduced)
- Black Sea Fleet: Sochi

**Faction Display mat (bottom section)**

**PARTISANS BOX**

- 27 (less 3d6) 6-{3} Partisan Detachments [various, including ● and ○ reinforcement groups]
- 8x 1-2-(1) Partisan Divisions [various]

**FORCE POOL**

- 3x 2-4 Airborne Corps [1 VDV – 3 VDV]
- 1x Li-2 Transport

**Theater Reserves mat**

**THEATER RESERVES GROUND UNITS**

- Desired Rear Area units (see 3.4)

**AIR TRANSPORT HOLDING BOX**

- Desired starting Air Mobile units (see 3.4 and 102.2)

Just prior to the Axis setting up their Reserves (3.4), roll 3 dice and place their sum of Partisan Detachment markers on the map (107.1). Place the remaining Detachment markers in the Faction Display mat (bottom section).

**Miscellaneous Setup**

**CITADEL SOVIET CARDS**

**Removed:**

- 01 [Emergency Mobilization]
- 02 [“I Believe...”]
- 08 [Human Wave Assaults]
- 14 [Militia Mobilized]
- 17 [Scorched Earth]
- 39 [The Boss]

**Set Aside:** None

**In Hand:** Select your July card(s) normally.

**In Deck:** All others

**Discarded:**

- 03 [Vasilevsky]
- 09 [“There Are No...”]
- 11 [Guerilla War]
- 23 [Kuibyshev Becomes...]
- 25 [Cavalry Mobilization]

**CAMPAIGN GAME DEPLOYMENT**

When playing a Campaign Game, add the following units:

**Faction Display mat (top section)**

Place all pending units.

**Faction Display mat (bottom section)**

**FORCE POOL**

- 1x Pe-8 Heavy Bomber

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## Front Line Forces

**Army Group North**
- 5x 3-4 Inf. Corps (reduced) [1, 2, 8, 10, 26]
- 4x 2-3-4 Inf. Corps (reduced) [28, 38, 50, 54]
- 1x Strategic HQ in Balanced mode [North]

**Army Group Center**
- 2x 6-5-[6] Panzer Corps (reduced) [39, 56]
- 7x 3-4 Inf. Corps (reduced) [6, 7, 9, 12, 13, 20, 23]
- 5x 2-3-4 Inf. Corps (reduced) [27, 35, 43, 53, 55]
- 1x Strategic HQ in Balanced mode [Center]

**Army Group B**
- 3x 6-5-[6] Panzer Corps (reduced) [24, 40, 57]
- 3x 3-4 Inf. Corps (reduced) [4, 11, 17]
- 4x 2-3-4 Inf. Corps (reduced) [29, 30, 42, 52]
- 1x Strategic HQ in Balanced mode [South/B]

**Army Group A**
- 6x 6-5-[6] Panzer Corps [2 SS, 3, 41, 46, 47, 48]
- 1x 3-4 Mtn. Inf. Corps (reduced) [49]
- 1x 3-4 Inf. Corps (reduced) [5]
- 1x 2-3-4 Inf. Corps (reduced) [44]

**Front Line Reorganization**
Among the Axis Front Line Forces’ Army Groups, the Axis player flips to full strength a total of 6 (out of 11) Panzer Corps and 15 (out of 31) German Inf. and Mtn. Inf. Corps units.

## General Reserve Forces

**Rear Area:**
- Deploy per Rule 3.4 after Soviet Partisans
- 6x 2-4-3 2nd-Line Inf. Corps [59, 101, 102, 103, 2 LW, 3 LW]
- 2x 2-4-3 Hun. 2nd-Line Inf. Corps [7, 8]
- 1x 2-3-3 Rom. 2nd-Line Inf. Corps [3]

**In Hungary**
- 1x 2-4 Hun. Cav. Division [1]

**In Romania**
- 1x Rom. Operational HQ [GHQ]
- 1x 2-4 Rom. Inf. (reduced) [1]

**Garrisons and Defensive Works**
- 16x [1] Improved Defense; any hex per 9.4
- 5x [2] Fortified Defense; any hex per 9.4
- 6x (2) Garrisons [1 – VI]; deploy in City hexes per Rule 3.4
- 3x [3] Hardened Garrisons [VII – IX]; deploy in City hexes per Rule 3.4

## Air Display Mat

**Available (READY)**
- 1x Bf-109F Fighter
- 1x Fw-190A Fighter-Bomber
- 2x He-111 Bombers
- 2x Ju-87 Ground Attack Bombers
- 2x Ju-88 Bombers
- 1x Hun. Bf-109G Fighter
- 1x Hun. Hs-129 Bomber

**Flown (READY)**
- 2x Bf-109G Fighters
- 1x Fw-190A Fighter-Bomber
- 1x Rom. IAR-80 Fighter

**Flown (DAMAGED)**
- None

## Faction Display Mat

### Top Section

**1943 August Units**
- 1x 12-9-[6] Panzer Corps [2 SS] (returns 1944 April)
- 1x Ju-87 Bomber (remove to Force Pool)
- 1x 6-4-[5] or 3-2-[5]* Hun. Armored Corps [Armored] substitutes for:
  - 1x 4-[4] or 2-[4]* Hun. Mobile Corps [Mobile] (remove from play) – *if removed from the map as a 1-step unit, it is replaced with a 1-step unit


## Starting Resources

**Hungarian PPs:** 5
**Romanian PPs:** 2
**German PPs:** 12
**Axis EPs:** 11
**Axis FPs:** 10
**Axis OPs:** 5
**Axis Rail Capacity:** 3
**CAMPAIGN GAME DEPLOYMENT**

When playing a Campaign Game, add the following units:

**Off-Map Forces**

**HUNGARIAN HOME ARMY:**
Enter from the Hungarian west map edge. Release the Home Army when a Soviet Ground unit crosses into Hungary or, after 1943, when a Soviet Ground unit is within three hexes of the Hungarian border.

- 2x 2-4 Hun. Inf. Corps (reduced) [1, 5]
- 3x 1-2-3 Hun. 2nd-Line Inf. Corps (reduced) [2, 6, 9]

**Miscellaneous Setup**

<table>
<thead>
<tr>
<th>CITADEL AXIS CARDS</th>
<th>FORCE POOL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Removed: 11 [Standfast!]</td>
<td>2x 2-1-[5] Rom. Armored Division [1, 2]</td>
</tr>
<tr>
<td>Discarded: 02 [Air Offensive]</td>
<td>9x 2-3-3 Rom. 2nd-Line Inf. Corps [7, 11, 1 Terr. – 7 Terr.]</td>
</tr>
<tr>
<td>09 [Strategic Redeployment]</td>
<td>1x Bf-109E Fighter</td>
</tr>
<tr>
<td>10 [Army Organization]</td>
<td>1x Bf-110E Fighter-Bomber</td>
</tr>
<tr>
<td>17 [Forced Labor]</td>
<td>1x Hun. Ca.135 Ground Attack Bomber</td>
</tr>
<tr>
<td>22 [Refit &amp; Reorganize]</td>
<td>1x Hun. Re-2000 Fighter</td>
</tr>
<tr>
<td>23 [German Officers Show Initiative]</td>
<td>1x Rom. PZL-P.11 Fighter</td>
</tr>
</tbody>
</table>

**SUPPLY MARKERS**

Finally, the Soviet player checks your Ground units’ supply status (see 7.2) before commencing play.
NOTE: These Campaign Game RPs include all Season Start Phase activities “baked in.” Do not conduct a Season Start Phase to commence a Campaign Game; just dive right in!

Developed by Lance McMillan

CAMPAIGN GAME ECONOMIC MAT

Starting Resources
Reset the starting Resource Points (RPs) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Starting Economics
Set up the Economic Map mat’s various Economic markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction’s production during the Season Start Phase each quarter.
OPERATION BAGRATION

Following the successful defensive of the Kursk salient in July of 1943, the Red Army seized the initiative and launched a series of offensives throughout the rest of 1943 which recaptured Kharkov, Stalino, Dniepropetrovsk, and Kiev, pushing the Axis back to, and in places, across the Dnieper River in the Ukraine. The Red Army winter offensives in early 1944 drove the Axis back from Leningrad in the north and took back most of the Ukraine up to the Romanian border in the south, putting Axis forces in the Soviet Union under serious pressure.

By April of 1944, however, the Red Army had expended itself and needed a period to both move its supply forward and replace losses, which had been considerable. By May of 1944, the Red Army was down to less than 6,400,000 troops at the front (from their peak of 6,900,000 at the height of the Kursk build-up). Tanks and self-propelled gun strength at the front fell from over 8,000 at the start of 1943 to less than 6,000 by the start of 1944, a testament to the extent to which the tank forces bore the brunt of the fighting in that year of many victories, but also of the many losses those victories cost. In game terms, the Soviets are still preparing and organizing their Bagration offensive as this scenario begins on June I: Key units require building and replacing, and they will need relocating to their new lines of departure; HQs need to arrive; and the Red Air Force is in need of a rest to fully recover.

Fortunately for the Soviets, the Allied invasion of Italy (and the subsequent defection of Italy from the Axis cause), as well as the looming threat of a massive Allied cross-channel invasion into France, saw many German troops pulled to the west. A massive mobilization of new Romanian and Hungarian units could not make up the difference, and total Axis strength on the front fell to 3,370,000. This meant that the strength ratio had risen slightly from the 1.7:1 ratio at the time of Kursk, to 1.9 Soviets for every 1 Axis soldier at the front as Operation Bagration readied to launch.

The big difference this time was that the Soviets were launching their own strategic drive and could pick their target. They chose Army Group Center, but by keeping their largest mobile formations (the tank armies) mostly in the south, the Soviets managed to convince the Germans that the next Soviet blow would come from that direction. Reinforcing to hinder the expected blow in the south, the German front in the center was spread thin and stripped of most of its mobile reserves.

The Soviets launched several concurrent partisan attacks in Belorussia to kick off Operation Bagration with hopes of hitting Axis railroads and communications [at last using their Partisan Offensive card]. Commencing on June III, partisans placed numerous explosive charges on Axis rails; though many were cleared, they had an undeniable disruptive effect. Partisans also formed Divisions that assisted in mopping up encircled German forces after the Red Army had roared past.

When the concentric Soviet attacks hit from the south, east, and northeast [using their Maskirovka card], Army Group Center’s front almost immediately collapsed. You can see the speed and scope of the offensive from the list of historically captured cities.

The Soviets were still preparing and organizing their Bagration offensive as this scenario begins on June III. By the next turn of the offensive (June IV), Vitebsk, Orsha, and Mogilev fell. On the next turn (July I), Polotsk, Minsk, and Baranovichi followed. Vinniuz and Pinsk fell on July II, Lublin and Kovyl on July III, Brest and Bialystok on July IV, and by that point the Soviets closed up against the German’s Vistula River defense line [assembled using the Axis Reich Labor Service card].

The Germans lost up to a quarter of their entire active strength on the Eastern Front during Operation Bagration and would never recover.

ABOUT THE BAGRATION SCENARIO:

To create two turns of “lull” before the storm breaks loose, some Soviet HQ markers set up with Countdown markers, some key Soviet Armies are reduced that, two weeks hence, were built up to full-strength and ready to go, and no setup “adjustments” are allowed for the Soviets as they receive in other scenarios. So, be aware that the Soviets had some “build up” turns while they watched to see if the Allies would hold the beaches and make a fight in France.

SCENARIO LENGTH AND STARTING WEATHER

First Player: Soviet (see Rule 3.0 for the Setup Sequence, but note that the Soviets also set up first in this scenario)

First Game Turn: Soviet half of June I, 1944

Game Length: 11.5 Game Turns (ends August IV, 1944)

Initial Weather: East Europe, Clear; Middle East, Clear.

SPECIAL RULE (SCENARIO)

[7.1] BLOCKED NAVAL LOCS: During this scenario only, the Soviets cannot trace a Naval LoC in the Baltic Sea; the Axis cannot trace a Naval LoC in the Gulf of Finland.

SCENARIO VICTORY CONDITIONS

The Axis player wins an Automatic Decisive Victory by capturing Moscow if the Stalin marker is present there.

Otherwise, apply the following at the conclusion of the August IV, 1944 turn:

Important: At the end of this scenario, subtract Soviet-controlled Objectives outside of the Soviet Union from the count of Axis-controlled Objectives inside the Soviet Union (which includes Bessarabia) to determine the net Axis control count.

Axis DECISIVE VICTORY: The Axis control 5 or more net Soviet Objective hexes.  
Soviet OPERATIONAL VICTORY: The Soviets control 0 or 1 net Axis Objective hexes.

Soviet STRATEGIC VICTORY: The Soviets control 2 net Axis Objective hexes.

Axis OPERATIONAL VICTORY: The Axis control 3 net Soviet Objective hexes.  
Soviet DECISIVE VICTORY: The Soviets control 3 or more net Axis Objective hexes.

DRAW: The Axis control 1 or 2 net Soviet Objective hexes.

The historical outcome was a Soviet Operational Victory; the Axis controlled 2 Soviet Objectives (Tallinn and Riga), and the Soviets gained control of Bucharest, Ploesti, and Constanta when Romania switched sides at the end of August, for a net Soviet control of 1 Axis Objective.
SOVIET DEPLOYMENT

NORTHWEST
Strategic Direction
3x 7-5-4 Shock Armies (reduced) [1 – 3 Shock]
1x 7-4 Guards Inf. Army (reduced) [6 Guards]
6x 4-5-4 Rifle Inf. Armies (reduced) [8, 22, 42, 43, 54, 67]
1x 4-2-6 Tank Corps [1+]
2x 3-1-6 Tank Corps [5, 19]
1x Strategic HQ in Balanced mode [Northwest] with a -3 Countdown marker

SOUTHWEST
Strategic Direction
(At least one army in Odessa)
3x 7-4 Guards Inf. Armies (reduced) [1 Guards, 3 Guards, 4 Guards]
12x 4-5-4 Rifle Inf. Armies (reduced) [13, 18, 27, 37, 38, 40, 46, 52, 53, 57, 60, 69]
1x 7-5-4 Shock Army (reduced) [5 Shock]
2x 4-6 Mech. Corps [4 Guards, 6 Guards]
2x 3-6 Mech. Corps [5, 9]
4x 4-2-6 Tank Corps [4 Guards, 5 Guards, 6 Guards, 7 Guards]
3x 3-1-6 Tank Corps [11, 23, 25]
1x 4-4 Rifle Inf. Corps [1 Polish]
3x 3-4 Cav. Corps [1 Guards, 2 Guards, 5 Guards]
1x Strategic HQ in Balanced mode [Southwest] with a -3 Countdown marker

Front Line Reorganization
None. This scenario begins two weeks prior to the Soviet’s actual offensive launch date (June III) to destroy Army Group Center. Instead of reorganizing prior to setting up, use these added turns to reorganize and redeploy your forces.

WEST
Strategic Direction
1x 7-4 Guards Inf. Armies (reduced) [2 Guards]
14x 4-5-4 Rifle Inf. Armies (reduced) [3, 5, 28, 31, 33, 39, 47, 48, 49, 50, 51, 61, 65, 70]
1x 4-6 Mech. Corps [3 Guards]
2x 4-2-6 Tank Corps [2 Guards, 8 Guards]
3x 3-1-6 Tank Corps [9, 16, 31]
2x 3-4 Cav. Corps [6 and 7 Guards]
1x Strategic HQ in Balanced mode [West] with a -2 Countdown marker

Front Line Forces

General Reserve Forces

REAR AREA: Deploy per Rule 3.4
1x 7-4 Guards Inf. Army (reduced) [9 Guards]
1x 4-5-4 Rifle Inf. Army (reduced) [63]
2x 4-2-6 Tank Corps [1 Guards, 3 Guards]
2x 3-4 Cav. Corps [3 Guards, 4 Guards]
1x Strategic HQ in Balanced mode [Stavka] with a -3 Countdown marker

LEADER
Stalin: Moscow

Faction Display mat (top section)

GARRISONS AND DEFENSIVE WORKS
4x [1] Improved Defense [Moscow Line]; place in A034, A135, A136, and A237
30x [1] Improved Defense; any hex per 9.4
9x (2) Garrisons [B – J]; place in any hex per 9.4
3x [2] Fortified Defense markers; place one each in Moscow, Leningrad, and 8728
5x [2] Fortified Defense markers; any hex per 9.4
3x [3] Hardened Garrisons [Lenin, A, Moscow]; place one each in Leningrad, 8728, and Moscow
1x [3] Hardened Garrisons [K]; place in any hex per 9.4

TRADING PLACES HOLDING BOX
27x ?-5 Mech. Corps [1 – 26, 28]

UNDESIRABLES HOLDING BOX
10x ?-4 Rifle Inf. Corps [3 – 6 Militia, 5 – 10 Conscript]

Faction Display mat (center section)

STARTING RESOURCES AND RESERVES
Soviet FP's: 10  Soviet OP's: 1
Soviet EP's: 10  Soviet Rail Capacity: 5
USSR PP's: 21

1944

JULY RESOURCES ADDED
Soviet FP’s: +10  USSR PP’s: +14
Soviet EP’s: +7

Air Display mat

Available (READY)
1x P-39 Fighter-Bomber
1x Pe-2M Fighter-Bomber

Flown (READY)
1x La-5 Fighter
1x Pe-2M Fighter-Bomber
2x IL-4 Bombers

Flown (DAMAGED)
4x Yak-9 Fighters
1x P-40 Fighter
1x La-5 Fighter

Destroyed (DAMAGED)
1x P-39 Fighter-Bomber
1x P-39 Fighter-Bomber
2x Pe-2M Fighter-Bombers
1x IL-2M Fighter-Bomber
1x Tu-2 Bomber
2x A-20G Ground Attack Bombers
1x Tu-2 Bomber
**Faction Display mat (bottom section)**

**FORCE POOL**
- 7x 4-6 Mech. Corps [1 Mech, 1 Guards, 2 Guards, 5 Guards, 7 Guards, 8 Mech, 8 Guards]
- 4x I-153 Fighters
- 9x 3-1-6 Tank Corps [8, 10, 13, 14, 20, 21, 22, 27, 28]
- 1x Hurricane Fighter
- 5x I-16 Fighters
- 2x LaGG-3 Fighters
- 1x La-5 Fighter
- 2x MiG-3 Fighters
- 1x MiG-3 Fighter
- 3x Yak-1 Fighters
- 4x IL-2 Fighter-Bombers
- 4x IL-2 Fighter-Bombers
- 2x IL-2M Fighter-Bombers
- 4x Pe-2 Fighter-Bombers
- 2x Pe-2M Fighter-Bombers
- 1x Su-2 Ground Attack Bomber
- 4x DB-3 Bombers
- 5x 4-4 Rifle Inf. Corps
- 5x 4-6 Guards
- 1x (2) Garrison [Sevast.]
- 30x 4-4 Rifle Inf. Corps
- 1x 3-4 Rifle Inf. Corps
- 1x 3-4 Rifle Inf. Corps
- 1x Czech
- 1x 2-6 Guards
- 5x 4-2-6 Tank Corps
- 5x 9-11 Guards, 18+, 29+]
- 1x SB-2 Night Bombers
- 1x TB-3 Heavy Bomber/Transport
- 1x I-153 Fighters
- 1x SB-2 Night Bomber
- 1x TB-3 Heavy Bomber/Transport

**CORPS REMNANTS HOLDING BOX**
- 8x 1-3/1-5 Leg/Heavy BGs [various]

**CHANGE BOX:** See Rule 12.0
- 5x 6-4-5 Cav.-Mech. Groups [1, 2, 5, 6, 7]
- 2x 8-5 Guards Cav.-Mech. Groups [3 Guards, 4 Guards]
- 6x 10-6-6 Tank Armies [1 – 6]
- 6x 12-8-6 Tank Armies [1 – 6 Guards]

**Miscellaneous Setup**

**Bagration Soviet Cards**

**Discarded:**
- 05 [Exile Forces]
- 11 [Guerilla War]
- 12 [Labor Battalions]
- 21 [Enlistment Propaganda]
- 23 [Kuibyshev Becomes...]
- 40 [Rokosovsky]

**Set Aside:** None

**In Hand:** Select your June card(s) normally.

**In Deck:** All others

**Supply Markers**

Finally, the German player checks your Ground units’ supply status (see 7.2) before commencing play.

**Optional Deployment**

When using the Optional Rules, add the following units:

**General Reserve Forces**

REAR AREA: Deploy per Rule 3.4
- 2x 2-4 Airborne Corps [4 VDV, 5 VDV]

**Baltic Fleet:** Leningrad (damaged)

**Black Sea Fleet:** Sevastopol (damaged)

**Air Display Mat**

Available (READY)
- 1x Li-2 Transport

**Faction Display Mat (bottom section)**

**Partisans Box**

32 (less 2d6) 6-6-3 Partisan Detachments [various, including all reinforcement groups]

**Rear Area**

Desired Rear Area units (see 3.4)

**Air Transport Holding Box**

None

Just prior to the Axis setting up their Reserves (3.4), roll 2 dice and place their sum of Partisan Detachment markers on the map (107.1). Place the remaining Detachment markers in the Faction Display Mat (bottom section).

**Theater Reserves Mat**

**Theater Reserves Ground Units**

**Campaign Game Deployment**

When playing a Campaign Game, add the following units:

**Faction Display Mat (top section)**

Place all pending units.

**Faction Display Mat (bottom section)**

**Force Pool**

- 3x 2-4 Airborne Corps [1 VDV – 3 VDV]
- 1x Li-2 Transport
- 1x Pe-8 Heavy Bomber

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**Axis Deployment**

### Front Line Forces

<table>
<thead>
<tr>
<th>Army Group North</th>
<th>Army Group Center</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x 10-[6] Panzergrenadier Corps [3 SS]</td>
<td>2x 6-5-[6] Panzer Corps (reduced) [39, 41]</td>
</tr>
<tr>
<td>4x 3-4 Inf. Corps (reduced) [1, 2, 10, 26]</td>
<td>6x 3-4 Inf. Corps (reduced) [6, 8, 9, 12, 20, 23]</td>
</tr>
<tr>
<td>5x 2-3-4 Inf. Corps (reduced) [28, 38, 43, 50, 54]</td>
<td>4x 2-3-4 Inf. Corps (reduced) [27, 35, 53, 55]</td>
</tr>
<tr>
<td>1x Strategic HQ in Balanced mode [North]</td>
<td>1x Strategic HQ in Balanced mode [Center]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Army Group B</th>
</tr>
</thead>
<tbody>
<tr>
<td>6x 6-5-[6] Panzer Corps (reduced) [2 SS, 3, 24, 46, 48, 56]</td>
</tr>
<tr>
<td>1x 2-3-4 Inf. Corps (reduced) [42]</td>
</tr>
<tr>
<td>1x Strategic HQ in Balanced mode [South/B] with a -2 Countdown marker</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Army Group A</th>
</tr>
</thead>
<tbody>
<tr>
<td>2x 6-5-[6] Panzer Corps (reduced) [40, 57]</td>
</tr>
<tr>
<td>1x 2-4 Rom. Mtn. Inf. Corps (reduced) [Mountain]</td>
</tr>
<tr>
<td>1x Strategic HQ in Balanced mode [A] with a -3 Countdown marker</td>
</tr>
<tr>
<td>1x Rom. Operational HQ in Balanced mode [GHQ]</td>
</tr>
</tbody>
</table>

### In Hungary

**Hungarian Home Army**

Place every unit in a Hungarian City hex, but no more than one unit per City hex. *Budapest, by the way, is two City hexes.*

| 1x 3-2-[5] Hun. Armored Corps (reduced) [Arm] |
| 2x 2-4 Hun. Inf. Corps (reduced) [1, 5] |
| 3x 2-4-3 Hun. 2nd-Line Inf. Corps [6, 7, 8] |
| 2x 1-2-3 Hun. 2nd-Line Inf. Corps (reduced) [2, 9] |
| 1x Hun. Operational HQ in Balanced mode [GHQ] |

### Front Line Reorganization

Among the Axis Front Line Forces’ Army Groups, the Axis player flips to full strength a total of 2 (out of 10) Panzer Corps and 8 (out of 29) German Inf. and Mtn. Inf. Corps units.

### General Reserve Forces

#### Rear Area:

Deploy per Rule 3.4 *after Soviet Partisans*

| 1x 3-4 Inf. Corps (reduced) [11] |
| 4x 2-4-3 2nd-Line Inf. Corps [6 SS, 59, 72, 102] |
| 6x 2-3-3 Rom. 2nd-Line Inf. Corps [3, 7, 1 - 4 Terr.] |

#### Garrisons and Defensive Works

| 30x [1] Improved Defense; any hex per 9.4 |
| 2x [2] Fortified Defense; any hex per 9.4 |
| 8x (2) Garrisons [I – VIII]; deploy in City hexes per Rule 3.4 |
| 2x [3] Hardened Garrisons [IX, X]; deploy in City hexes per Rule 3.4 |

### Air Display Mat

**Available (READY)**

- 1x He-111 Bomber
- 2x Bf-109G Fighters
- 2x Fw-190A Fighter-Bombers
- 1x Ju-88 Bomber
- 1x Hun. Bf-109G Fighter

**Flown (DAMAGED)**

- 1x Rom. Bf-109G Fighter
- 1x Hun. Me-210 Fighter-Bomber

**Destroyed (DAMAGED)**

- 1x He-111 Bomber
- 1x Rom. Hs-129 Ground Attack Bomber

### Faction Display Mat (Top Section)

#### 1944

**July Units**

- 1x 12-9-[6] Panzer Corps [4 SS]
- 1x 4-(4) Cav. Corps [1]
- 1x 2-4-3 2nd-Line Inf. Corps [16]

### Faction Display Mat (Center Section)

#### Starting Resources

| German PPs: 7 | Axis FPs: 4 |
| Rom. PPs: 2 | Axis OPs: 0 |
| Hun. PPs: 6 | Axis Rail |
| Axis EPs: 6 | Capacity: 2 |

#### 1944

**July Resources Added**

| German PPs: +8 | Axis EPs: +7 |
| Rom. PPs: +2 | Axis FPs: +5 |
| Hun. PPs: +2 | |
### Faction Display mat (bottom section)

#### FORCE POOL

- **2x 12-9-[6]** Panzer Corps [14, 47]
- **2x (2)** Garrison Inf. [XI, XII]
- **1x 6-4** Inf. Corps [5]
- **2x 4-6-4** Inf. Corps [34, 51]
- **5x 4-4** Inf. Corps [92 – 96]
- **4x 2-4-3** 2nd-Line Inf. Corps [2 LW, 3 LW, 101, 103]
- **2x 2-1-[5]** Rom. Armored Divisions [1, 2]

#### CORPS REMNANTS HOLDING BOX

- **20x 1-3/1-2-[5]** Leg/Heavy KGs [various]
- **4x 1-[3]/1-2-3** Mobile/Mtn. KGs [various]

#### CHANGE BOX: See Rule 12.0

- **5x 24-16-[5]** Panzer Armies [1, 2, 3, 4, 6 SS]
- **5x 12-10-3** Inf. Armies [4, 9, 12, 16, 18]
- **4x 10-3** Inf. Armies [2, 6, 11, 17]
- **8x 7-[4]** Semi-Mot. Inf. Corps [1, 2, 4 – 9 Mot]

- **1x 4-(4)** Rom. Cav. Corps [Cavalry]
- **1x 1-[5]** Rom. Mot. Division [5 Cavalry]
- **4x 2-3-3** Rom. 2nd-Line Inf. Corps [11, 5 Terr. – 7 Terr.]
- **2x 4-4** Hun. Inf. Corps [3, 4]
- **1x Bf-109E** Fighter
- **4x Bf-109F** Fighters
- **1x Bf-110E** Fighter-Bomber

#### CORPS REMNANTS HOLDING BOX

- **20x 1-3/1-2-[5]** Leg/Heavy KGs [various]
- **4x 1-[3]/1-2-3** Mobile/Mtn. KGs [various]

### Optional Deployment

When using the Optional Rules, add the following units:

- **1x Ju-52** Transport

#### Theater Reserves mat

**THEATER RESERVES GROUND UNITS**

Desired Rear Area units (see 3.4)

**AIR TRANSPORT HOLDING BOX**

None

#### Partisans Box

**PARTISANS BOX**

- **3x 1-2-(1)** Baltic States Partisan Divisions [Estonia, Lithuania, Latvia]
- **6x 1-2-(1)** Ukrainian Partisan Divisions [A – F]

### Miscellaneous Setup

#### Bagration Axis Cards

- **Removed:** 11 [Standfast!], 28 [Romania Annexes]
- **Discarded:** 01 [Blitzkrieg! – Hitler has plans to use this card against the West], 02 [Air Offensive], 09 [Strategic Redeployment], 10 [Army Organization], 30 [Reich Labor Service]

- **Set Aside:** 04 [German Generals]
- **In Hand:** Select your June card(s) after Soviet Reserve setup.
- **In Deck:** All others

### Campaign Game Deployment

When playing a Campaign Game, add the following units:

**Faction Display mat (top section)**

Place all pending units.
CAMPAIGN GAME ECONOMIC MAT

Starting Resources

Reset the starting Resource Points (RPs) and add the starting Morale and Air Defense values as shown in the At Start boxes illustrated below.

Starting Economics

Set up the Economic Map mat's various Economic markers as shown below to reflect the initial state of the economies.

Keep this mat current while playing. It will show each Faction's production during the Season Start Phase each quarter.