

# THE BARBAROSSA CAMPAIGN

## SPECIAL EVENTS TABLES

### 1941

#### Card Special Event

- 1-8 **Operational Pause:** You may receive the *Gross Deutschland* Special Infantry unit as a reinforcement (if not already in play) and 1 *inverted* Luftwaffe marker that **must** be spent *this turn* (even in Winter) to initiate a Luftwaffe supported Blitz attack (9.2). **If you do so**, then you **must** also fortify **one** of these: Leningrad, Moscow, Sevastopol, Stalingrad, or any other city on the Soviet Front Line, in *that* priority order.
- 9-11 **Luftwaffe Surge:** Receive 1 Luftwaffe marker.
- 12-16 **Blitzkrieg Momentum:** During the upcoming *Blitz Combat Phase*, do not draw a Combat chit for each Panzer or Luftwaffe supported Blitzing unit's initial attack. Instead, it is automatically a plain "yellow" result (●).
- 17-24 **Panzergruppe Guderian:** Up to two of your Panzer units can each immediately advance into an adjacent, Clear terrain hex.
- 25-28 **Soviet Purges:** Place reminder marker in **Moscow**. Skip the Soviet Counterattack **and** Initiative Combat Phases this turn.
- 29-32 **Soviet Industrial Problems:** Place a Devastation marker in the left-most empty box of the Soviet Industry Track (16.3.5).
- 33-37 **Siberian Reserves:** Place its (◀1) reminder marker [1 time].
- 38-40 **Soviet Counter-Attack:** Immediately apply a red (●) result on the Soviet Counter-Attack Table versus the "most engaged" (13.0) Axis hex (your choice if more than one is available). *Be sure to draw a chit for a possible Breakthrough!*

### 1942

#### Card Special Event

- 1-4 **Operational Pause:** You may receive the *Gross Deutschland* Special Infantry unit as a reinforcement (if not already in play) and 1 *inverted* Luftwaffe marker that **must** be spent *this turn* (even in Winter) to initiate a Luftwaffe supported Blitz attack. **If you do so**, then you **must** also fortify **one** of these: Leningrad, Moscow, Sevastopol, Stalingrad, or any other city on the Soviet Front Line, in *that* priority order.
- 5-6 **STAVKA Turmoil:** Place its (1▶) reminder marker [1 time].
- 7-8 **Soviet Industrial Problems:** Place a Devastation marker in the left-most empty box of the Soviet Industry Track (16.3.5).
- 9-13 **Siege Artillery:** Remove one Soviet Fortification adjacent to a German unit.
- 14-20 **Panzergruppe Hoth:** One of your Panzer units can immediately advance into an adjacent, Clear terrain hex.
- 21 **Ukrainian Separatists (if a non-Winter Turn):** Use its marker to conduct one free Luftwaffe supported Blitz attack (9.2) south of the Operations Line during this turn's Blitz Combat Phase.
- 22 **Vlasov Army:** Immediately conduct up to two Regular attacks (10.0) with German Line units north of the Operations Line.
- 23-27 **Siberian Reserves:** Place its (◀1) reminder marker [1 time].
- 28-35 **Soviet Guard:** Upgrade one Soviet unit to Guard status (as per 13.2.7).
- 36-40 **Soviet Counter-Attack:** Immediately apply a red (●) result on the Soviet Counter-Attack Table versus the "most engaged" (13.0) Axis hex (your choice if more than one is available). *Be sure to draw a chit for a possible Breakthrough!*

### 1943

#### Card Special Event

- 1-6 **Axis Reinforcements:** You immediately receive **one** of the following (*see 6.2.8*):
- 1 Luftwaffe marker
  - Up to 2 Hedgehog markers
  - Upgrade one German unit to a Special or Elite unit of the same type (Infantry or Panzer)
- 7-10 **Panzer Production:** Place the right-most (last) counter on the Eliminated Panzer Units Track (if any are there) in the Axis Units Holding Box.
- 11-13 **Special Offensive:** Use this marker like a Luftwaffe marker during your Blitz Combat Phase to attack with *any* Special unit (even on a Winter turn or when the Soviets have the Initiative).
- 14-16 **Axis Counter-Offensive (if the Initiative is Contested or the Soviets have it):** Place one (2▶) reminder counter **if** the Axis capture one or more Soviet-controlled cities this turn [2 times].
- 17-23 **Soviet Guard:** Upgrade one Soviet unit to Guard status (as per 13.2.7). This must be a Tank unit, if available.
- 24-34 **Soviet Fortifications:** Place a Soviet Fortified marker (if one is currently available in the Unused Pieces Holding Box) in the "most engaged" (13.0) Soviet-controlled hex (your choice if more than one is available).
- 35-36 **Allied Strategic Bombing:** Place its (◀1) reminder marker [2 times].
- 37-40 **Advances by the West:** Place its (◀1) reminder marker [2 times].

### 1944-45

#### Card Special Event

- 1-3 **Axis Reinforcements:** You immediately receive **one** of the following (*see 6.2.8*):
- Up to 2 Hedgehog markers
  - Upgrade one German unit to a Special or Elite unit of the same type (Infantry or Panzer)
- 4-9 **Volkssturm:** Put one Hedgehog marker in a city in greater Germany.
- 10-11 **Axis Counter-Offensive (if the Initiative is Contested or the Soviets have it):** Place one (2▶) reminder counter **if** the Axis capture one or more Soviet-controlled cities this turn [2 times].
- 12 **Special Offensive:** Use this marker like a Luftwaffe marker during your Blitz Combat Phase to attack with *any* Special unit (even on a Winter turn or when the Soviets have the Initiative).
- 13-18 **Advances by the West:** Place its (◀1) reminder marker [2 times].
- 19-24 **Allied Strategic Bombing:** Place its (◀1) reminder marker [2 times].
- 25-32 **German Military (OKH) Purges:** Place its (◀3) reminder marker [1 time].
- 33-36 **Soviet Guard:** Upgrade one Soviet unit to Guard status (as per 13.2.7). This must be a Tank unit, if available.
- 37-39 **Political / Economic Demands:** You must remove any one marker with a "1▶" symbol from the map, if available.
- 40 **Hitler Assassinated:** Place its (◀2) reminder marker and withdraw all ♣ units from the game [1 time].