

THE BARBAROSSA CAMPAIGN Sample Game Turn

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SAMPLE GAME TURN

Set up the **Turning Point: Kursk** scenario and play!

1. Events Phase

The Turn Track Events show that Italy will surrender during the Housekeeping Phase (17.3.1) and how many cards are drawn (2 this turn).

The first Event card drawn is #28: **Alternate Plans**. The Axis Strategic Mode (ASM) is **Production**, so the player opts to conduct Strategic Warfare instead and places a Devastation marker in the left-most empty box on the Lend-Lease Track (i.e., <3). The Special Event this card generates afterward is #9 which, when looked up on the Special Events Tables, is **Panzer Production**, so the Panzer unit in the <2 box of the Eliminated Panzers Track is placed back in the Axis Available Box.

The second Event card draw for this Game Turn is #7: **Archangel**. That counter is placed in the green objective hex, but at this point it probably won't affect the game.

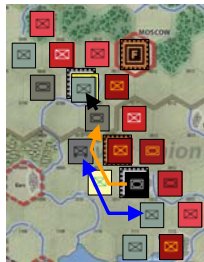
2. Economics Phase

The Game Turn Track indicated that a counter must be pulled from the Soviet Economics Cup, and the **Surge** counter is drawn (7.3.4). It is removed from play. Then two Soviet counters are drawn (one at a time) -- an Industry and a Tank counter. These are placed on the Soviet's Economic Display. "Ugh," the Axis Player groans, "I've lost Armor Superiority" (9.1.4-A).

Finally, an Axis counter is drawn due to the Surge. It is **Draw another Event**. That counter is removed and the next Event card is revealed. It is #39: **Lebensraum**, so the Axis receive another draw from the Axis Economic Cup and gain a Tank counter (though it is not enough to recover Axis Armor Superiority as the opposing values are both 4), then (as per the card) the Axis Player picks Kharkov (0911) to place a Hedgehog counter upon.

3. Axis Redeployment

With the economic tide turning against him (a total of <4 in the preceding Phase), the Axis player senses that he's probably looking at his last Blitz Combat Phase for a long time (perhaps for the remainder of the game) and so decides to conduct a great gamble to restore his fortunes militarily. A desperate *Panzerschlacht* (tank battle) will be launched at Moscow(!), with a secondary attack to retake Rostov in hopes of capturing a Bonus City there. Axis Redeployments are to move as shown, with all three Panzer units placed near Moscow while the Gross Deutschland and Line units trade places (blue arrow).



4. Axis Blitz Phase

Knowing that the Combat Cup is highly favorable due to accepting the second OKW Directive marker (17.1.2) during the previous (Spring 1943) turn, the Axis Player launches Operation *Verrückt* (Crazy) with the Panzer unit in hex 0609 striking the Shock unit to its northeast and drawing a ● chit with an * on it. The * has no effect, but the Panzer unit advances and can Blitz again. This time driving east, the Axis Player draws a ● chit with a white ✕ on it plus a German Initiative Shift (1▶) for "Experience." An **Advance + Again?** provides the needed hex adjacent to Moscow, but without Armor Superiority, this unit cannot conduct another Blitz attack.

Next, the Axis player drives to the east with the ♣ Panzer unit. A ● chit pull results in **Advance + Again?**,

and since Axis Elite Panzers *always* have Armor Superiority (9.1.4-B), another attack is launched to the northeast (next to Moscow). A ● chit results in **Advance + Again?**, but the ♣ unit is content to stop right there.



The white-bordered Soviet Line units were placed on the map to fill in the Front Lines during the Blitz Phase.

This leaves the Soviet Guards Infantry unit remaining next to Moscow (0611) with nowhere to retreat and the last Panzer unit ready to strike it. The Axis Player lashes out at it, drawing a ● chit with an Axis Initiative Shift (1▶) for "Tactics." The **Advance + Again?** result takes the needed hex adjacent to Moscow, ends the Panzer's Blitz attacks, and sends the Soviet Guards Infantry unit to the Soviet Reserves Box where it will return to the map at the end of the turn.

The remaining question is whether to commit the Axis' only Luftwaffe marker to an Infantry Blitz attack to help ensure that Rostov is captured this turn. After some thought, the Axis Player opts to preserve his air force.

5. Axis Regular Combat Phase

Starting south of the Operations Line to save the drama at Moscow for the climax, the Axis Player uses his German Line infantry unit to attack east into Rostov, but to no avail. A ● chit with a black ✕ on it is **No Advance**. The Motorized Infantry unit has success, drawing a ● chit (**Advance Special Infantry**) with a white ✕ on it plus an Axis Initiative Shift (1▶) for Nazi "Propaganda." This is well-earned, as the card draw for the City Conquest (9.3) is #3 with a **Bonus: South Only** result. "They'll be reading about that in the morning papers!"



The next Line Infantry (in Kharkov) is in a target-rich environment. It could attack to the northwest and try to knock out the Fortified marker, attack east and push the Soviet Tank unit away, or attack northeast and try its luck against the Guard Tank unit and, if successful, cut off the Soviet Guard Infantry unit in the Fortified hex. The latter plan is adopted and succeeds thanks to a ● chit draw. The Guards Infantry is isolated, but the trap is not

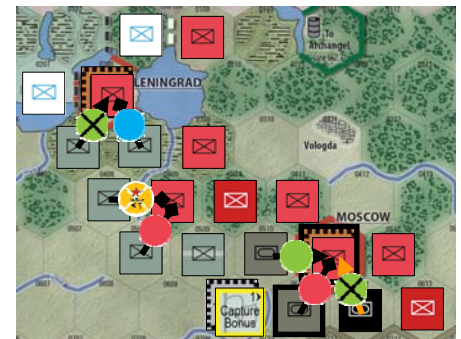
tightly sealed; the Axis Player decides to attack the pocketed Guards Infantry unit and eliminate it before the Soviets can relieve it.

So, the next part of the Axis master plan is to reduce the Fortified marker in hex 0811. (This would be Kursk, if such a city were large enough to warrant inclusion on the map.) The Axis Line unit in 0810 pulls a ● chit, and that is enough to eliminate the Fortified marker but not the Guards Infantry unit stacked with it. Thus, it is up to the Hungarians to finish the job. Unfortunately, they pull a ● chit and get nowhere. And, while things could have gone a little better in the south, the Axis don't look bad at all.

North of the Operations Line, the Axis Player tries for the umpteenth time to take out the Fortified marker at Leningrad, so that the city itself can be pressed on the following turn. The Line Infantry in 0307 scores an **Advance** by pulling a ● chit with a black ✕, but that first Advance is ignored versus a Major City, so the Line unit in 0308 needs to finish the job; however, it draws a ● chit which is **No Advance**, so Leningrad's fortifications remain intact and defiant.

The Soviet Line unit in the salient at hex 0409 is the next target. The Axis Line unit in hex 0408 attacks to the east but is unsuccessful after pulling a ● chit with a white ✕ on it plus a Soviet Initiative Shift (<1) for "Tactics." "Oh, great! That's all the Soviets need, another Initiative Shift. I'd better get Moscow soon." But before attacking Moscow, another attack on the 0409 salient, this time from hex 0508, fails with a ● chit.

Neither Finnish unit can attack due to the Finnish Advance Line in the east (18.1), and Axis Allies cannot attack a Major City (i.e., Leningrad; 10.2.1).



The black-bordered Fortified marker and Panzer unit are eliminated; the latter is replaced by a German Line unit.

The main event to take Moscow begins auspiciously with the success of the Panzer unit in 0610 (● chit pick), but that is only the first **Advance** and so is ignored. "One down, two to go." The next chit pick for the Panzer unit in 0711 is a disaster, a ● chit, which **Eliminates** a Special unit attacking a Fortified Major City. The Panzer unit is replaced by a Committed (flipped) German Line Infantry unit (being north of the Operations Line) and the Panzer unit is moved to the Eliminated Panzer Units Track on the German Economic Display and placed in the second box (that was just emptied during the Events Phase).

"Crud! Now what do I do with the ♣ Panzers?" The answer to that is to damn all and attack Moscow once more -- another success will at least remove the Fortified marker, and maybe there will be another opportunity next turn. Fearing another red chit pick, the Axis Player is relieved to pull a ● chit with a black ✕, and that will do. The Fortified marker is removed as the Combat Cup grows more hostile with the green ✕ chit's removal.

At the end of the Axis Regular Combat Phase, all the Committed Axis units are flipped back face-up.

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