

THE BARBAROSSA CAMPAIGN Sample Game Turn

6. Encircled Axis Units Phase

There are no isolated Axis units; this Phase is skipped.

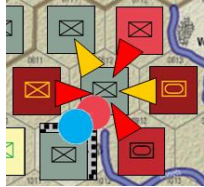
7. Axis Winter Build-up Phase

It's Summer, so this Phase is skipped too.

8. Soviet Counterattack Combat

Two Axis hexes are the **most engaged** versus 4 Soviet units: the **SS Panzer** unit and the Line Infantry in hex 0812. A quick glance at their situations shows that the Soviets' most favorable attack (after applying column shifts) is against the poor Line Infantry unit, so that attack **must** be conducted instead of the other.

The base attack of 4 adjacent Soviet units is shifted 3➡ (1➡ for half of the attacking Soviet units being Special, 1➡ for the Soviets having the Initiative, which they currently *share* and which means that *both* sides are considered to have it, and 1➡ for a Soviet Tank type unit attacking). So, on the 7+ column, a ● chit is drawn for a **Disaster! + Promotion** result. The *least engaged* unit is the Guards Tank, so it must advance and occupies that hex (0812). A second chit is drawn for the possible Breakthrough. A ● chit is enough when there are Guards units involved in that Battle, so the advancing Guards Tank unit seizes a second hex. The Axis player chooses to give up the hex to the northwest, retreating out of it with the Guards Tank unit in hot pursuit. Finally, the Soviet Line unit in 0712 is promoted to a Guards Infantry unit.



The **SS Panzer** unit is next, and its situation just got a lot worse! With the Breakthrough advance of that Soviet Guards Tank unit and the promotion of a neighboring Line unit to Guards status, there are now 5 units attacking with a net 1➡ (the same 3➡ for the Soviets again, and ➡2 for an Axis Elite Panzer unit defending). The best Axis chit in the cup is pulled, a ● chit with a German Initiative Shift (1➡) for "Doctrine," but the situation remains grim. The **SS Panzer** is retreated onto the committed Line unit (the one that replaced the eliminated Panzer unit during the Regular Combat Phase) and removed from the map



to the Axis Reserves box. (At least it will be returning.) Among the least engaged Soviet units is the new Guards Infantry unit, which then advances into hex 0612. Because they are no longer adjacent to an Axis unit, the Shock unit and the Line infantry next to Moscow are placed in the Soviet Reserves and Available boxes, respectively.

Two major Counterattacks and neither have produced a surviving Axis unit (i.e., one flipped over to its Committed side). The pressure is relentless! Looking for the most engaged unit to Counterattack next, there are **four** potential Battles with 3 units attacking. After quickly computing the column shifts (see the illustration), the Soviet's best attack is 3➡ against the German Line Infantry unit near Moscow (0611). The other attacks are ignored for now and that one is conducted (since **most engaged** is re-determined after each Battle). A ● chit with an * is pulled. The result on the 6 column is E+P. When shifted one column to the right for the asterisk, it remains an E+P outcome.

The German Line unit in 0611 is Eliminated (returned to the Axis Available box) and a new Line Infantry is placed

in Smolensk on its Committed side to fill the line. The least engaged unit (Guard Infantry) advances, and no Promotion is possible as all four Guard Infantry units are currently in play.



Let's look at one last Counterattack (this is going to be a long Phase), then we'll skip ahead to the aftermath and the next Phase.

After the latest Soviet advance, the Panzer unit in 0510 now finds itself as the most engaged Axis unit (at 4) and the shifts net out at 1➡. A ● chit on the 5 column is a T result, which has No Effect since the Soviets have no Tank units in this Battle. "Whew!" The Panzer unit is flipped to its Committed side and is no longer subject to attack for the duration of this Phase.



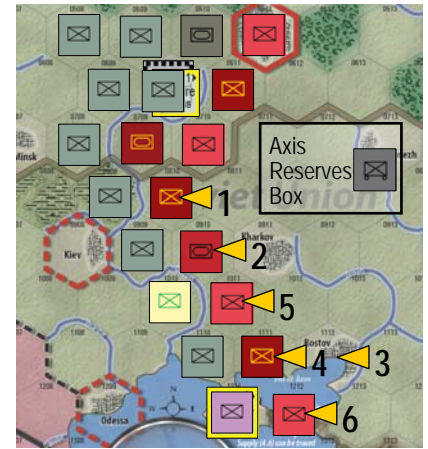
9. Soviet Initiative Combat Phase

After more Soviet Counterattacks, the lines are poked and prodded and, while matters could have gone worse in the south (Rostov held on), the Front Lines are very crooked north of the Operations line.

A card is drawn for the Soviet Initiative attacks. The result is 6 ⚡, and that means six hexes south of the Operations Line could be lost (and 6 is a lot).

Sizing up the situation, the Axis player is down to only one Panzer unit on the map, and it is north of the Operations Line anyway, so is of no use on this occasion (14.4.3). "Well, the Front Line is still pretty far east, and I've had some good Initiative chit draw during combat this turn..." Spending the only available Luftwaffe marker to reduce the result by two to a 4 doesn't seem like an urgent priority either.

"So, it's 6 hexes huh? Well, if I give up Rostov I can pull the line back in good order. Let's see..."



The Initiative Index is at -5, which means two adjacent Axis Front Line hexes must fall, and the total penetration cannot be deeper than two hexes, so the Soviets will get a broad-front advance. The exact hexes surrendered are as shown in the illustration.

10. Encircled Soviet Units Phase

There are no isolated Soviet units anymore.

11. Calculate Initiative Index

Axis Economy: Four Armor Track boxes filled (4➡); two Eliminated Panzer units (➡2); and one Controlled Objective: Ukraine (1➡).

Other Counters in Effect: Siberian Reserves (➡1), Advances by the West (➡1), and both OKW Directives (➡2). Six Combat chits were added this turn: Axis Doctrine (1➡); Tactics (1➡); Experience (1➡); Nazi Propaganda (1➡); Soviet Tactics (➡1) and Tenacity (➡1).

Soviet Economy: There are four boxes filled in the Armor Track (➡4), three on the Industry Track (➡5); and two on the Lend-Lease Track (➡2).

On Map: Four Axis Bonus counters: Riga, Smolensk, Kiev and Sevastopol (4➡ total).

Net Initiative Differential This Turn: -6

"Oh, no! Now it's Soviet Initiative instead of contested. There's goes my Blitz Combat Phase next turn!"

12. Set Axis Strategic Mode

"Dear Adolph, send more Panzers! - von Dumkopf"

The ASM marker is left on Tank Production.

13. Housekeeping

Italy surrenders; its unit is removed from play.

Remembering to remove the Combat chits from the Other Initiative Counters Currently in Effect Box, the ✕ chits are placed in their Holding Box on the Soviet Economic Display and the others, plus those in the Recycle Bin, are returned to the Combat Cup.

The two Soviet Reserve units are placed next. Without a lot of options, the Guard Infantry and Shock unit are assigned to Moscow and the hex adjacent to it.

The Axis player places the two units in the Axis Reserves box back on the map. The **SS Panzer** in Smolensk and the Motorized Infantry in 0809.



Finally, counting the length of the Axis Front Line, it is 14 hexes long and the two required Axis Ally units are already in place on the Front Line.

The Game Turn counter is advanced to Autumn of 1943 and that new turn commences.