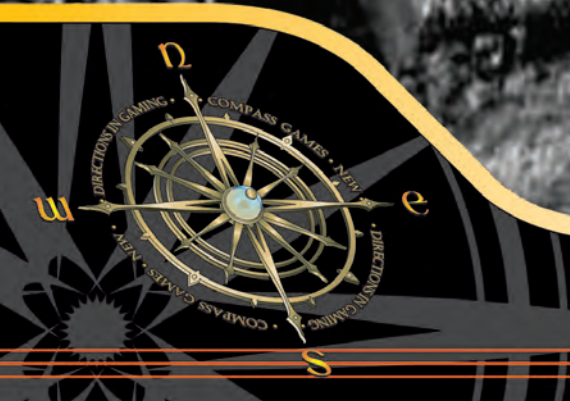




1941 Rulebook



Compass Games
New Directions in Gaming

BARBAROSSA

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1941 is an operational/strategic level game covering the German invasion of the Soviet Union. Using one month turns and corps to army sized units, the game covers the critical period of the invasion, June through December 1941. Optional rules allow the game to be extended to cover the Soviet winter counteroffensive during the first few months of 1942.

1941 is a two player game. One player controls the forces of Germany and the various German allies; he is called the German player. The other player controls the forces of the Soviet Union; he is called the Soviet player. Each player maneuvers his forces and engages in combat, attempting to win the game.

1941

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1. GAME COMPONENTS

1941 consists of a game map, 120 die-cut counters, this rules booklet, 1 player aid card and a six-sided die.

The Map. The game map portrays the western half of European Soviet Union, where the crucial events of the invasion occurred. Overlaid upon this map is a hexagonal grid which serves to regularize the location and movement of the counters.

Each hexagonal cell (hereafter called a hex) is numbered to assist definition of specific hexes. Half hexes along the edges of the map are considered to be full hexes for all game purposes. The map scale is approximately 41 miles (65 kilometers) per hex.

The Counters. The sheet of counters provides the playing pieces (called units), representing the forces which fought in the campaign. Units are color coded to denote side, nationality, and/or ability.

The German player controls all Axis units:

German units (black printing on gray-green counters) and German-allied units (white printing on gray-green counters).

The Soviet player controls all Soviet units:

Shock armies (white printing on gold-brown counters) and all other;

Soviet units (black printing on gold-brown counters).

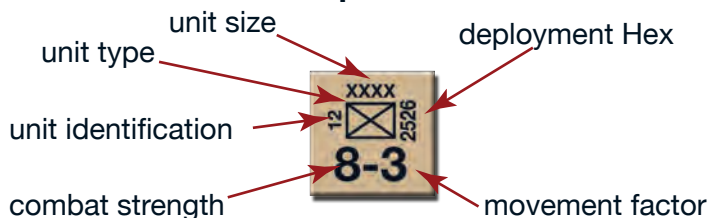
All units on a side are considered to be friendly forces, and all units on the other side are considered to be enemy forces.

The Rules.

This booklet contains all the rules. Charts governing play of the game located on a player aid chart.

The Die. Combat resolution requires a die roll to generate a random number. The die is included in the game for this reason.

Counter Format Example



This particular illustrated unit is the 12th (unit identification) Infantry (unit type) Army (unit size) and starts the game on (deployment hex) hex 2526.

Unit Type Symbols

Armor Type:

 Armor (Tank, Panzer)

Infantry Type:

 Infantry

 Mountain

 Shock

Unit Size Symbols

Army XXXX

Corps XXX

group Group

Unit Abbreviations

Axis:

F Finnish Forces

R Romanian Forces

Soviet:

Cst Coastal

M "Mechanized"

S Shock

2. SEQUENCE OF PLAY

The game is played in a series of game turns, each representing one month of time. Each game turn is composed of a German player turn followed by a Soviet player turn. During the German player turn, the German player is the phasing player and the Soviet player is the non-phasing player. During the Soviet player turn, these roles are reversed. All activity in a player turn is divided into segments and phases, which are executed as follows:

1. **Air Segment.**
The phasing player may use his air power to negate the air power of the non-phasing player.
2. **First Ground Segment.**
 - A. **Movement Phase.**
The phasing player may move any or all of his units up to the limits of their movement abilities. Units may move by rail. Reinforcements and replacements may enter play.
 - B. **Combat Phase.** The phasing player may resolve attacks.
3. **Second Ground Segment.**
 - C. **Movement Phase.**
The phasing player may move any or all of his units up to the limits of their movement abilities. Units may move by rail.
 - D. **Combat Phase.**
The phasing player may resolve attacks.

Units that move and engage in combat in the first ground segment may move fully and engage in combat in the second ground segment. Since each player has two ground segments in a player turn,

his units are able to move and attack twice before his opponent's units may move.

All activity must be performed in sequence. Activities out of proper sequence may not be performed. The allowed activities are covered in detail in the rules which follow.

3. STACKING

Depending upon unit size, more than one unit may be stacked in a hex. Stacking limits differ slightly between Axis and Soviet units.

Axis.

The German player may not stack any unit with a group or army sized unit. The German player may stack a maximum of two corps sized units per hex. Thus, the German player may have the following combinations of units in a hex:

one group, one army, one corps, or two corps.

Soviet.

In any type of hex except fortifications, the Soviet player may have one unit of any size plus one corps sized unit. Thus, he could stack two corps, a corps and a group, or a corps and an army in a hex, but he could not stack two groups, two armies, or a group and an army in a hex.

In a fortifications hex, the Soviet player may stack two units of any size.

Effects.

Stacking limits are in effect at the end of each movement phase. A unit may ignore the stacking limits during movement as long as the unit does not end the movement phase in violation of stacking. Stacking limits are in effect during each combat phase. If a unit is forced to violate the stacking limits when retreating, the unit must retreat additional hexes until it reaches a hex where stacking is not violated. If it can not do this, it is eliminated instead. Stacking limits are in effect when reinforcements are placed at cities (per Rule 14).

4. CONTROL OF TERRITORY

At the start of the game, all hexes in the Soviet Union are controlled by the Soviet player, and all hexes outside the Soviet Union are controlled by the German player. A player may gain control of hexes as follows:

- 1) a unit of the player occupies the hex, or
- 2) a unit of the player exerts an uncontested zone of control into the hex. (An uncontested zone of control is defined as having a unit exert a zone of control into a

hex which is neither occupied by an enemy unit nor in the zone of control of an enemy unit. Zones of control are detailed in Rule 6.) When a player gains control of a hex, the other player no longer controls that hex. Hexes controlled by a player are called friendly territory or friendly hexes.

5. MOVEMENT

During each movement phase, the phasing player may move any or all of his units. A unit's movement rating expresses the number of movement points (MPs) a unit has available in each movement phase. A unit moves from hex to adjacent hex, spending MPs to enter hexes and, in certain cases, to cross hexsides. In a movement phase, a unit may never spend more MPs than it has available. It may spend less than the total available. A unit may never enter a hex occupied by enemy units.

Terrain Effects.

The movement effects portion of the terrain effects chart specifies the MP costs for the various types of terrain hexes and hexsides. The cost to cross a hexside is in addition to the cost to enter a hex. MP costs differ by unit type: armor-type units use the costs listed in the armor column of the chart and infantry-type units use the costs listed in the infantry column of the chart. The following notations are used on the chart:

NE means that type of terrain has no effect (and thus no MP costs) on movement;

Prohibited means that type of terrain hexside may not be crossed by any unit.

Special Unit Abilities. The MP cost to enter a rough hex is only 1 MP for a mountain unit. The MP cost to enter a swamp hex is only 1 MP for Finnish units (Finnish units are covered in Rule 15).

Movement Ratings. A unit's movement rating may be halved due to a number of reasons, as detailed in later rules. When halving a unit's movement rating, always round remaining fractions up (e.g., half of 3 is 2). All effects halving movement ratings are cumulative.

Rail Movement. Units of the phasing player may move by rail during a movement phase. A unit that moves by rail may not otherwise move in a movement phase. Thus, it must start and end its movement on a railroad. A unit may move by rail only in friendly territory, as determined by the map situation at the instant the unit is moved. (A unit may move by rail at any time during a friendly movement phase.) When moving by

rail, a unit may move an unlimited distance, traveling along connected railroad hexes (i.e., the railroad runs directly from one hex to another). A unit may not start in, end in, or pass through an enemy zone of control at any time during rail movement.

Each player has a rail capacity, which limits the number of units he may move by rail during his player turn. The Axis rail capacity is three corps sized units or one group or army sized unit per friendly player turn. The Soviet rail capacity is eight units of any size per friendly player turn. Unused rail capacity may not be saved for use in later turns.

In addition to the Axis rail capacity, Finnish units are allowed a special rail ability, as specified in Rule 15.

6. ZONES OF CONTROL

Each unit has a zone of control (ZOC). A ZOC extends from the unit into the six surrounding hexes. However, a ZOC never extends through an unfrozen all-sea or all-lake hexside.

An infantry-type unit must cease movement for the rest of the movement phase upon entering a hex in an enemy ZOC. If it begins its movement phase in a hex in an enemy ZOC, it may leave the hex. However, it may not move from that hex directly to another hex in an enemy ZOC; it must first enter a hex not in any enemy ZOC.

An armor-type unit is not required to cease movement upon entering a hex in an enemy ZOC. It may continue to move and may enter a hex not in any enemy ZOC without penalty. An armor-type unit may move from a hex in an enemy ZOC directly to another hex in an enemy ZOC as long as it is neither entering nor exiting a ZOC of an enemy armor-type unit. An armor-type unit must spend 2 MPs, in addition to the regular terrain costs, to make this move.

Example: If a German panzer group is in hex 2621 and Soviet infantry armies are in hexes 2522 and 2720, then the panzer group may move from hex 2621 directly to hex 2620, paying three MPs to do so. If Soviet tank units occupy hex 2522 or hex 2720 (or both), then the panzer group may not move from hex 2621 directly to hex 2620.

Other Effects. The effects of ZOCs on other game functions are specified in the appropriate rules sections.

7. COMBAT

During a combat phase, the phasing player's units may attack adjacent enemy units. A unit is never required to attack, but it always has the option of doing so. Combat is resolved as a series of attacks against enemy occupied hexes; the attacking (phasing) player may resolve the attacks against the units of the defending (non-phasing) player in any order he wishes.

Each attack must be directed against the occupants of a single hex. Two or more hexes may not be attacked in a single attack; each defending hex must be attacked separately. All units in an attacked hex defend as a combined total; individual units in a hex may not be attacked separately.

A unit may attack or be attacked only once per combat phase. If a defending unit is retreated to a hex which is subsequently attacked, the unit contributes nothing to the defense of the hex but is affected by all combat results achieved against the defenders of the hex.

Total the combat strengths of the attacking units to determine the attack strength; total the combat strengths of the defending units to determine the defense strength. Strengths of units may be affected by various factors such as terrain, supply, and weather, as detailed in subsequent rules. After modifying the strengths for these factors, compare the attack strength to the defense strength, in the form Attacker:Defender. Simplify this ratio to correspond to one of the odds columns on the combat results table. Always round down in favor of the defender. Thus, an attack of 23:5 (i.e., 23 attack strength against 5 defense strength) would round down to 4:1. The odds are then adjusted due to terrain, armor, and air power effects, if any. Once the final odds are determined, the attacking player rolls the die and cross-indexes the number rolled with the final odds column to obtain a combat result. This result is immediately implemented.

Strengths. The strengths of units may be modified for a number of reasons. When strengths are halved, total the strengths of the units to be halved, halve this total, and then round any fractions up. For example, three 5-3 units attacking at half strength would attack with a strength of $(15/2 = 7 \frac{1}{2} \Rightarrow) 8$. All effects which halve the strengths of units are cumulative. Do all required halving of strengths before rounding any fractions up.

Terrain Effects. The combat effects portion of the terrain effects chart specifies the effects of terrain on combat. Terrain effects on combat are based on the type of hex occupied by the defending units and the

type of hexside across which the attacking units attack. The following notations are used on the chart:

NE means that type of terrain has no effect on combat;

Prohibited means a unit may not attack across that type of terrain hexside;

-1 means that the odds are shifted one column to the left on the combat results table. For example, if a 6-3 unit attacks a 3-3 unit, the odds normally would be 2:1. If the 3-3 unit occupies a forest hex, then the odds would be shifted one column to the left due to the terrain; the combat would be resolved at 1:1 odds in this case.

Combat Results.

AE: Attacker Eliminated. All attacking units are removed from play.

AR: Attacker Retreat. All attacking units are retreated one hex by the attacker.

NE: No Effect. The attack achieved no appreciable result.

DR: Defender Retreat. All defending units are retreated one hex by the defender.

DE: Defender Eliminated. All defending units are removed from play.

EX: Exchange. All defending units are eliminated. The attacking player must remove one unit (only). This must be the unit having a combat strength that most closely approximates the total combat strength lost by the defender.

Example: A 6-3, 4-3, and 3-3 units attack a 5-3 unit, and an exchange is rolled. The 5-3 unit is eliminated. The 6-3 unit and the 4-3 unit are each within one strength point of the eliminated unit, so the attacker may eliminate either one of them as the unit "that most closely approximates the total combat strength lost by the defender".

If the combat strength of each attacking unit is at least three times the total combat strength lost by the defender, the attacker does not eliminate any of his units due to the exchange. Example: A 16-6 and 14-6 units attack a 4-3 unit, and an exchange is rolled. The 4-3 unit is eliminated. Since the 16-6 and 14-6 units are each at least three times the strength of the eliminated unit, the attacker loses no units in the exchange.

For all exchange calculations, the printed combat strengths of the involved units are used. If a unit contributes nothing to the defense of a hex (due to retreating to a hex that is subsequently attacked), then its combat strength is not counted for exchange purposes.

Retreat.

A unit may not retreat across any hexside that is prohibited to movement. A unit may not retreat into an enemy occupied hex or into a hex in an enemy ZOC unless the hex is occupied by a friendly unit. A unit unable to retreat without violating the preceding conditions is eliminated instead. A unit must retreat according to the following priorities:

1) to a hex not in any enemy ZOC;

2) to a hex in an enemy ZOC that is occupied by a friendly unit. A unit may not end its retreat in violation of stacking. If forced to violate stacking when retreating, it must retreat additional hexes (the minimum necessary) until it no longer violates stacking or is eliminated due to an inability to retreat.

Advance. If a hex is cleared of defending units, then one attacking unit (only) may advance into the hex. This advance must be made before any other combat is resolved. Advance is unaffected by enemy ZOCs and costs no MPs.

8. SUPPLY

Supply affects the ability of units to move and attack. A unit is supplied if a supply line can be traced from the unit to a supply source. A supply line up to three hexes in length may be traced from a unit to a supply source or to a railroad leading to a supply source. This three hex line may not pass across a hexside prohibited to movement and may not enter a hex occupied by an enemy unit or a hex in an enemy ZOC unless the hex is occupied by a friendly unit. The railroad portion of a supply line must be traced to a supply source entirely along connected rail lines; this supply line may only be traced through friendly territory and may not enter a hex in an enemy ZOC unless the hex is occupied by a friendly unit.

Supply Sources. Each side has a number of supply sources. Axis units may never use Soviet supply sources; Soviet units may never use Axis supply sources.

Axis. Any hex containing a railroad leading off the west edge of the map is a supply source for Axis units. Additionally, Finnish units (per Rule 15) may use Helsinki (hex 0416) as a supply source.

Soviet. Any hex containing a railroad leading off the east edge of the map is a supply source for Soviet units. Additionally, all Soviet units occupying a fortifications hex are always in supply.

Supply Effects. The phasing player traces supply for all of his units at the start

of each of his ground segments. If a unit is unsupplied at the start of a segment, it is considered to be unsupplied for the entire segment. An unsupplied unit attacks at half combat strength, has its movement rating halved (round fractions up; e.g., half of 5 is 3), and may not use rail movement. Note that a unit's ability to defend is not affected by supply.

9. ARMOR

Armor-type units may receive a special attack bonus. Basically, when armor-type units (only) attack infantry-type units (only), the odds column on the combat results table is shifted one to the right (e.g., a 2:1 becomes a 3:1). No bonus is received if any infantry-type unit attacks in conjunction with the armor-type units. No bonus is received if any of the defending units are armor-type units.

The bonus may be used only if the defenders occupy a clear hex. (This hex may contain a city, and the attack may be made across a river.) If the defenders occupy any other type of hex, the bonus may not be used.

Weather also affects the use of the armor bonus. The armor bonus may not be used in turns with mud or snow weather conditions.

German Armor. German armor-type units have the following special abilities. A German armor-type unit may trace the non-rail portion of its supply line through hexes in enemy ZOCs, even if those hexes are not occupied by friendly units. It may retreat into a hex in an enemy ZOC even if the hex is not occupied by a friendly unit. It may retreat in this manner only if there is no other legal retreat route available (see Rule 7).

10. AIR POWER

Air power is represented in the game by air points. The players receive a varying number of air points each game turn, as indicated for each game turn on the turn record chart. An air point may be used only once in a game turn. If it is not used on the turn it is received, it is lost and may not be used; i.e., air points may not be accumulated from game turn to game turn.

During the air segment of a player turn, the phasing player may use his air points to negate the air points of the non-phasing player. Each air point the phasing player uses for this purpose negates one air point of the non-phasing player. An air point that is negated may not be used. Example: On turn 6, the German player receives three air points and the Soviet player receives two. During his air segment, the German play-

er uses two of his air points to negate both Soviet air points. The German player has one air point remaining for use in this game turn, and the Soviet player has no air points remaining for use in this game turn.

During each combat phase, the phasing player may use his air points to raise the odds of attacks. Each air point allocated to a specific attack shifts the odds one column to the right. For example, a 3:1 attack to which the phasing player allocates two air points would become a 5:1 attack.

During each combat phase, the non-phasing player may use his air points to lower the odds of attacks. Each air point allocated to a specific attack shifts the odds one column to the left. For example, a 3:1 attack to which the non-phasing player allocates two air points would become a 1:1 attack.

For each attack, the phasing player allocates his air points, stating how many he is allocating, before the non-phasing player allocates his air points.

Axis Limitations. The German player may allocate air points only to attacks in which at least one German unit is attacking and against attacks in which at least one German unit is defending.

11. FORTIFICATIONS

Fortifications benefit Soviet units only. Axis units receive no defensive, supply, or stacking benefits for occupying fortifications hexes. Fortifications benefit Soviet units as follows:

- 1) A maximum of two units of any size may occupy a fortifications hex.
- 2) Infantry-type units have their combat strength doubled when defending in a fortifications hex. Armor-type units receive no special defensive abilities when defending in a fortifications hex.
- 3) Units occupying a fortifications hex are always supplied.

A fortifications hex may not be destroyed. If the German player gains control of a fortifications hex and the Soviet player subsequently regains control of the hex, the fortifications hex has full effect for Soviet units.

12. SHOCK ARMIES

The Soviet player has four shock armies. Shock armies operate under certain restrictions and thus are specially color coded for ease of recognition.

During each Soviet ground segment, a shock army attacks at half strength if it moved during the segment's movement phase. A shock army may attack at full strength in a segment only if it did not move during the segment's movement phase.

A shock army may never advance after combat.

13. WEATHER

The weather condition for each turn is specified on the turn record chart. The effects of weather are defined below:

Clear. There are no special restrictions on units.

Rain. Each armor-type unit has its movement rating halved during the movement phase of its second ground segment.

Mud. Each unit has its movement rating halved during each of its movement phases. The MP cost to enter a clear hex is raised from 1 MP to 2 MPs for armor type units. The non-rail portion of the supply line is reduced from three hexes to one hex for each Axis unit. The armor bonus may not be used by either side.

Frost. All rivers and swamps are frozen. A frozen river has no effect on movement or combat. A frozen swamp has no effect on combat; the MP cost to enter a swamp hex is 1 MP for infantry-type units and 2 MPs for armor-type units.

Snow. Each armor-type unit has its movement rating halved. Rivers and swamps are frozen, as described for frost. All lakes plus the Gulf of Onega and the White Sea are frozen; their hexes and hexsides are treated as clear terrain. Each Axis unit has its attack strength halved. The non-rail portion of the supply line is reduced from three hexes to one hex for each Axis unit. The armor bonus may not be used by either side.

14. REINFORCEMENTS & REPLACEMENTS

Reinforcements. Each unit has a deployment code printed in the upper right corner of the counter. Units with a four digit deployment code start the game deployed on the map (see Rule 19). All other units enter the game as reinforcements; their deployment codes specify the turns they enter play. For example, the German 3-3 50th Infantry Corps enters play on turn 2.

Axis reinforcements enter play by entering the map at any friendly clear or rough hex on the west edge. Normal MP costs are paid by the units for their hex of entry. Reinforcements may enter the map using rail movement provided that they enter the map at any Axis supply source on the west edge. Reinforcements

which enter play using rail movement do count against Axis rail capacity.

Soviet reinforcements may enter play in either of two ways:

1) A Soviet reinforcement may enter play by entering the map at any friendly controlled supply source on the east edge. Normal MP costs are paid for its hex of entry. It may enter the map at such hexes using rail movement; it does count against the Soviet rail capacity when doing so.

2) A Soviet reinforcement may appear at any friendly controlled major city in the Soviet Union. There is no MP cost for placing a Soviet reinforcement at a major city. It may not be placed at a major city unless a supply line can be traced from the city to a supply source on the east edge of the map. Reinforcements appearing at major cities must be placed before any units move in the phase; stacking limits must be observed when placing these reinforcements. (Example: The Soviet player has an infantry army and a tank corps at Kalinin. He may not place any arriving reinforcements at Kalinin, since doing so would violate the stacking limits.)

Reinforcements of the phasing player enter play during the movement phase of the first ground segment. Reinforcements entering from a map edge may enter at any time during the movement phase of the first ground segment. Reinforcements may not be delayed: they must enter play on the turn specified. If a reinforcement may not enter play due to enemy control of its entry hexes, it is eliminated instead.

Replacements. The Soviet player receives replacements, which may be used to return previously eliminated Soviet units to play. The Soviet player receives replacements each turn from August 1941 (turn 3) through December 1941 (turn 7); the turns he receives replacements are marked with asterisks on the turn record chart.

Each turn the Soviet player may replace either four infantry-type units plus one tank corps or three infantry-type units plus one tank group. Regardless of which replacement option the Soviet player uses in a turn, only one unit with a combat strength greater than four may be taken; the remaining units taken must have combat strengths of four or less. Within the preceding limits, the Soviet player may take any previously eliminated Soviet unit as a replacement.

Soviet replacements must enter play from the east

edge of the map, in the same manner as Soviet reinforcements. Soviet replacements may not enter play by being placed at major cities.

Unused replacement ability is not accumulated. If, for any reason, the Soviet player does not use his full replacement ability in a turn, he does not receive any extra replacement ability in later turns.

If Moscow (hex 1808) is German controlled, then the Soviet replacement rate is reduced by one infantry-type unit (i.e., either three infantry-type units plus one tank corps or two infantry-type units plus one tank group). If Moscow is recaptured by the Soviet player, his replacement rate returns to normal on following turns.

15. AXIS NATIONS

Hungary. No unit (Soviet or Axis) may enter any hex of Hungary on turn 1 (June 1941). Units may enter Hungary starting with turn 2.

Finland. Finnish units may use Helsinki as a supply source, in addition to the regular Axis supply sources. The MP cost for a Finnish unit to enter a swamp hex is 1 MP.

In addition to the Axis rail capacity, the German player may move one Finnish unit per turn by rail, if the unit can trace a supply line entirely by rail to Helsinki. However, no Finnish unit may move by rail using the regular Axis rail capacity unless a supply line can be traced from the unit to an Axis supply source on the west edge of the map.

On turn 1, no Finnish unit may move across or attack across the Finnish-Soviet border. On subsequent turns, Finnish units are under the following restrictions. Finnish units may not attack Leningrad (hex 0712) except in conjunction with German units attacking the hex. Finnish units may not attack Soviet units that are south of the Svir River or east of the White Sea Canal unless Leningrad is controlled by the German player. Example: Finnish units occupy hexes 0708 and 0809; Soviet units occupy hexes 0707, 0808, and 0910. Assuming that Leningrad is not controlled by the German player, then the Finnish units in hex 0708 could attack the Soviet units in hex 0707 but could not attack the Soviet units in hex 0808; the Finnish units in hex 0809 could not attack the Soviet units in hex 0910.

Note: Finnish units are marked with an F as part of their unit identifications and start the game deployed in Finland.

16. SURRENDER

At the end of each game turn, certain unsupplied Soviet units surrender. An unsupplied Soviet unit will surrender if there is no supplied Soviet unit within five hexes of the hex it occupies. A unit which surrenders is removed from play; it may be taken as a replacement in later turns.

17. INVASION (TURN 1)

Certain special rules are in effect on game turn 1.

In each player turn, the second ground segment consists solely of a movement phase; the combat phase in this segment is omitted. Thus on turn 1, the German player turn ends when the German player completes the movement phase of his second ground segment and the game turn ends when the Soviet player completes the movement phase of his second ground segment.

The German player may not move any unit by rail on turn 1. The Soviet rail capacity is reduced to two units on turn 1.

Soviet ZOCs do not extend across border hexsides into hexes in Greater Germany (only) throughout the German first ground segment of turn 1.

The German player, not the Soviet player, retreats all Soviet units that are required to retreat due to combat during both player turns of turn 1. The regular rules of retreat must be followed, but the German player may retreat the Soviet units as he wishes within these limitations.

Soviet reinforcements arriving on turn 1 must enter play as follows:

- 1) The unit with the deployment code of 1:Od must be placed at Odessa. If Odessa is controlled by the German player, the unit is eliminated instead.
- 2) The unit with the code of 1:E must enter the map at any Soviet supply source on the east edge.

18. VICTORY

The game is played for seven turns, June through December 1941. Upon the conclusion of turn 7, play ceases and victory is determined.

Victory is determined through the awarding of victory points and the calculation of losses, based on the situation at the end of the game. The German player

accumulates victory points (VPs) for the capture or encirclement of various Soviet cities and loses VPs if the Soviet player controls certain cities. These awards are specified on the victory point table. Both players examine the map to determine the status of the listed cities, with the German player gaining or losing VPs depending upon the map situation.

Control of cities is governed by the same rules as control of territory (see Rule 4). A city is encircled if it is Soviet controlled but a functioning supply line can not be traced from the city to a Soviet supply source on the east edge of the map.

To determine the level of victory, total the VPs gained and lost by the German player and consult the victory table. The level of victory is adjusted as follows:

Shift the level of victory by one in favor of the German player if forty or more Soviet units are eliminated. For example, if a German marginal victory was achieved and there were 43 eliminated Soviet units, then the level of victory would become a German substantial victory.

Shift the level of victory by one in favor of the Soviet player if twenty-five or more Axis units are eliminated. For example, if a German marginal victory was achieved and there were 27 eliminated Axis units, then the level of victory would become a Soviet marginal victory.

Losses are based upon the situation at the end of the game. Thus, a Soviet unit that was eliminated and then returned to play as a replacement does not count as eliminated. Note that if both sides suffer excessive losses, then the losses' effects upon victory cancel out.

German Strategic Victory. The German player wins a strategic victory if all Soviet major cities on the map plus Archangel and Sevastopol are either German controlled or encircled. This rule reflects the expectations of the German High Command for the 1941 campaign rather than any level of victory the German player can reasonably expect to obtain given minimally competent Soviet play.

19. PREPARING FOR PLAY

Each player should sort his units, placing all reinforcements aside (placing them on the turn record chart on the turn they enter play may be helpful). Each remaining unit has a four digit deployment code printed in the

upper right corner of the counter. This number specifies the hex in which the unit must be placed. For example, the Soviet 11th Army has a deployment code of 1222 and thus must be placed in hex 1222.

After both players have deployed their units, the game begins. See Rule 17 for the special rules governing play on turn 1.

20. OPTIONAL RULES

The following rules sections are optional and may be used only by agreement of both players. Each of the following optional rules may be used by itself or with other optional rules.

21. SOVIET NAVAL ABILITY

The Soviet player has some limited naval abilities in the Gulf of Finland and the Black Sea/Sea of Azov sea areas. The German player may use his air power to neutralize Soviet naval ability.

Baltic Sea Fleet. The Soviet player may move one infantry-type unit per friendly movement phase across the all-sea hexside between Leningrad (hex 0712) and hex 0713.

If the Baltic Sea Fleet is neutralized, Soviet units may not cross the 0712/0713 hexside. Additionally, hex 0713 is no longer considered to be a fortifications hex and is treated as clear terrain. Over-stacking in this hex may occur when the Baltic Sea Fleet is neutralized: the Soviet player must meet the stacking limits in this hex by the end of his first movement phase following neutralization of the fleet or else eliminate units from the hex until the stacking limits are met.

Black Sea Fleet. In each Soviet ground segment, the Soviet naval ability in the Black Sea/Sea of Azov area may be used to do one of the following:

- 1) to move one infantry-type unit during the movement phase from a Soviet controlled port to another Soviet controlled port in this area. A port is any city (major or reference) in a coastal hex.
- 2) to move one infantry-type unit during the movement phase across one all-sea hexside in this area, regardless of the presence of ports. The unit must start and end its movement on a land hex.
- 3) to allow one infantry-type unit to attack across an all-sea hexside in this area during the combat phase. The unit is treated as attacking across a

river; it may advance after combat. The attack may be made alone or in conjunction with other units attacking normally.

If the Black Sea Fleet is neutralized, then none of the three preceding abilities may be used.

Restrictions. A unit using the Soviet naval ability to move may not otherwise move during the movement phase. That is, it may neither move overland nor by rail during a movement phase it moves across one or more all-sea hexsides.

Neutralization. During the German air segment, the German player may neutralize a Soviet fleet by using three air points to do so. All three air points must be spent in the same air segment in order to neutralize a fleet. Over the course of the game, the German player may neutralize either or both Soviet fleets. Once a fleet is neutralized, it remains neutralized for the rest of the game. The effects of neutralization are specified above, per fleet.

In addition to neutralization by air power, the German player neutralizes the Baltic Sea Fleet if he ever gains control of hex 0713.

In addition to neutralization by air power, the German player neutralizes the Black Sea Fleet if he ever simultaneously controls all Soviet ports on the Black Sea.

22. PARTISANS

The Soviet player may disrupt Axis rail capacity through the use of partisans. At the start of each game turn, the Soviet player indicates if he is using his partisan ability on that turn. If he does, then the Axis rail capacity (see Rule 5) is reduced to one corps sized unit for that turn. The Soviet player may use his partisan ability twice per game, but he may not use this ability prior to turn 3.

23. BOMBING SOVIET RAILROADS

During the German air segment, the German player may use his air points to bomb Soviet railroads. Each point used for this purpose reduces the Soviet rail capacity by two units for the turn.

24. SOVIET WINTER COUNTEROFFENSIVE

Instead of ending on turn 7, the game may be extended through turn 10, covering the Soviet winter counteroffensive in the first months of 1942. The game is played as normal with the following modifications and additions.

Weather. Any unit occupying an all-sea or all-lake hex when the weather changes from snow to mud is immediately eliminated.

Soviet Replacements. For each turn of 1942, the Soviet replacement rate is reduced by two infantry-type units (i.e., the rate is two infantry-type units plus one tank corps or one infantry-type unit plus one tank group). The penalty for German control of Moscow remains in force and is in addition to the reductions for 1942.

Partisans. If the partisan rule (Rule 21) is used along with this rule, then the Soviet player may use his partisan ability on every turn of 1942 in addition to the times he may use it prior to 1942.

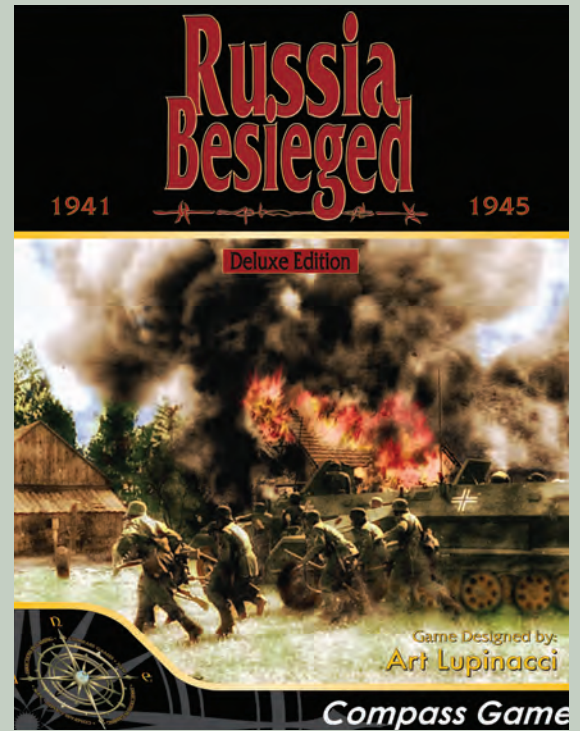
Victory. VPs are awarded for cities as specified in Rule 18. Additionally, 2 VPs are subtracted from the total for each German panzer group eliminated. The victory table and excessive losses modifications from Rule 18 are not used. Instead, the winter victory table is used.

WINTER VICTORY TABLE	
VP TOTAL	LEVEL OF VICTORY
0 or Less	Soviet Major Victory
1	Soviet Substantial Victory
2	Soviet Marginal Victory
3	Stalemate
4 or more	German Victory

25. AIR SUPPLY

During the German air segment, the German player may use air points to supply his units. 1 air point will supply one corps sized unit and 2 air points will supply one group or army sized unit. These units are considered to be supplied for the entire player turn, even if they move from the hex. However, an air point may not be used to provide supply to a hex unless at least one German unit occupies the hex.

Russia Besieged Game, Expansion Kits and Support material are all available from *Compass Games.*



Visit the **Compass Games** website for ordering details.

The **Player's Guide** comes with **Variant Counters**, **Historical Setup Scenario Cards**, **new Variant Rules**, tips and much more. The **Finnish Expansion** includes the **First Turn Analysis** and **KURSK HISTORICAL STUDY** by Paul Popejoy.

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