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Tank Duel East Front Campaigns

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1.0 Introduction

Hitler had predicted an easy victory at the start of Operation Barbarossa, even stating “Kick down the door and the whole rotten structure will collapse,” but three factors combined to thwart his plans.

1) The T-34 tank was just going into production when the Germans invaded. This tank featured many innovations not previously seen in a mass-produced tank and was the most influential tank design of the war. It seriously outclassed the German tanks at the start of the war and production quickly ramped up to numbers well beyond what the Germans had believed possible before the invasion.

2) Stress caused by the German invasion was expected to shatter the leadership of the Soviet Union and especially the Red Army, which had lost most of its best leaders to Stalin’s political purges. Instead the Russian people responded in their traditional way to foreign invaders and rallied around Stalin, who gave them bloody, but usually effective leadership.

Nazi ethnic-cleansing squads following the German troops and the generally poor treatment of civilians by the Germans caused many Soviet citizens, regardless of ethnicity, to become Partisans and forced the Germans to divert precious manpower to guard their supply lines.

3) Hitler did not believe that the British democratic government would support the totalitarian Soviet government. Although there were vast political differences between Great Britain and the Soviet Union, Churchill decided that Nazi Germany was the greater threat and gave the Soviet Union mostly non-military aid. When the US entered the war, the flow of supplies turned into a torrent and allowed the Soviets to focus more of their manpower on the massive conflict. The Western Allies also provided weaponry that was greeted with varying degrees of enthusiasm by the Soviets.

The consequence of Hitler’s errors in judgment created the largest war zone in the history of the human race; involving millions of soldiers fighting from the Caucasus mountains in the east to central Germany in the west, along a front that was thousands of miles wide from north to south. Tens of millions of civilians were caught between the war machines of two inhumane leaders.

The Red Army losses are estimated at about 10 million with 3.6 million dying in captivity. German military losses are

estimated at 4 million with an additional 2 million missing, presumed dead. The last German POW’s were not released by the Soviet Union until 1956 and were treated poorly at best, most being used as slave labor. There has never been a reliable estimate of civilian casualties; but given the nature of the conflict, it must have been very high.

This massive conflict led to a rapid evolution of tank technology used by both sides. The Soviets eventually triumphed using large quantities of mass-produced, easily-used modern weaponry against a wide variety of German innovations, most of which were either not effective enough or could not be produced in sufficient quantities to stop the Red Army.

2.0 East Front Campaign-specific Rules

The Germans are the attackers in campaigns where the campaign name includes the word “Unternehmen” (German for Operation). The Soviets are the attackers in campaigns named for the general area where the campaign occurred.

2.1 Terrain card swaps

The cards below will be used if a terrain change has been identified.

City	17-19 and 65-79
Buildings	65-66
Rubble (Man-made)	67
Wall	68-72
Hill	70-72
Brush	73-75
Field	76-77

2.2 Soviet standard tank replacement cost

Soviet standard tanks cost 5 VP to be replaced. Reusing an existing crew reduces the cost to 0 VP.

Example: A T-34 M41 with a Seasoned crew suffers a catastrophic hit in the Fall Blau campaign. The replacement tank costs 5 VP and has a Green crew.

A KV-1 destroyed in the same campaign would cost 30 VP and have a Seasoned crew. If the crew survived the destruction of the KV-1, the new tank would cost 25 VP.

E.1 Unternehmen Barbarossa

June 22, 1941 – September 19, 1941

Campaign Introduction: Despite the common perception that Germany had overwhelming force when it invaded the Soviet Union, the Germans were both outnumbered and outgunned and primarily relied on surprise, air power, and superior tactics.

The attack was also seriously hampered by transport and fuel limitations that forced the Germans to rely mostly on infantry marching into battle supported by horse drawn wagons. They reserved trucks and Panzer units for the most important targets.

The above issues forced the German plan to emphasize targets close to the Soviet border and assume that the Soviets would be unable to continue the war after suffering massive losses in a single lightning strike.

Campaign Order of Battle:

German Tanks

Sd. Kfz 232.8-rad (Elite)

PzKpfW III AUSf. G (Standard, Maximum of 7)

PzKpfW III AUSf. H (5 VP, Maximum of 3)

PzKpfW IV AUSf. E (Heavy, 10 VP, Maximum of 3)

Anti-tank Guns

50 mm (Standard)

88 mm (15 VP)

Soviet Tanks

T-26S M39 (Standard)

T-34/76 M40 (Heavy, 15 VP, Green, Maximum of 4)

KV-1 M40 (Heavy, 20 VP, Green, Maximum of 2)

Anti-tank Guns

45 mm (Standard)

Campaign Specific Rules:

German Starting Units: The number of PzKpfW III AUSf. H + PzKpfW IV AUSf. E tanks in the German battle group may not exceed the number of Sk Kfz 232 8-rad + PzKpfW III AUSf. G tanks.

The number of PzKpfW III AUSf. H tanks cannot be more than half the number of PzKpfW III AUSf. G tanks.

Soviet Starting Units: The Soviets may not have more KV-1 tanks than T-34/76 M40 tanks in their battle group.

Starting Objectives: The front line starts in:

- Objective 3 if there are 3 battles in the campaign. German replacements appear in Objective 2 instead of Objective 0. The Soviets may not probe in Objectives 0 or 1.
- Objective 2 if there are 4 battles in the campaign. German replacements appear in Objective 1 instead of Objective 0. The Soviets may not probe in Objective 0.
- Objective 1 if there are 5 battles in the campaign.

German Action Cost: German attack and flank actions cost 5 extra VP when attacking Objectives 4 and 5. This simulates the logistical difficulties the Germans faced during this campaign.

Soviet Action Selection: The Soviets may not select the Retreat Action during this campaign.

The Soviets must select the Hold Action for the first round of the campaign. This simulates the initial Soviet surprise.

Game Setup: Neither side may use Minefields.

The weather for the first game is “No Effect.”

Soviet Strategic Replacements: Soviet replacements start in Objective 5, this simulates the rapid flow of Soviet reinforcements from the east.

A lost KV-1 will be replaced by a T-34/76 M40 with a Seasoned crew for 10 VP regardless of whether the KV-1 crew survived.

Sudden Death Victory: Germans win if they perform an envelopment (winning two consecutive flank actions followed by a successful defense against a Soviet breakout. Only German Attack and successful Soviet Probe actions will interrupt the flanking actions. Holds and unsuccessful Soviet Probes are not counted.

Objective Scenarios:

Objective 1 (Border)	Random
Objective 2	Random
Objective 3 (Bug River)	Establish a Bridgehead
Objective 4 (Grodno)	Secure the Town
Objective 5 (Minsk)	Streets of Steel

Random scenario selection:

Target #	Scenario
0-3	Scenario 1: Merging Forces
4	Scenario 2: Hold the High Ground
5	Scenario 3: Capture Hill 818 (+)
6	NA Scenario 6: Keep the High Ground
7	Secure the Town
8	Scenario 5: Establish a Bridgehead
9	Streets of Steel (+)

(+) = Infantry Required

Strategic Movement Points:

Number of Tanks Per Game	2	3	4
Germans	6	9	12
Soviets	4	6	8

Base Deck and Potential Terrain Changes: Base deck

Target #	Terrain
0-4	No change
5-6	Brush
7-8	Field
8-9	Hill

Weather:

Target #	Weather
0-6	No Effect
7-8	Haze
9	Light Rain

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
Sd. KfZ 232.8-rad			2 Elite
PzKpfw III Ausf G	4	6	7
PzKpfw III Ausf H	2	3	3
PzKpfw IV Ausf E (H)	2	3	3
88 mm Anti-tank gun			1
Starting VP Cost	30	45	60

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
T-26S M39	5	7	10
T-34 M40 (H)	1	2 (1 Green)	2 (1 Green)
KV-1 (H)	1 Green	1	2 (1 Green)
45mm Anti-tank Gun	1	2	2
Starting VP Cost	40	60	80

Campaign History: The Germans killed and captured millions of Soviet troops but the Red Army not only failed to

crack, it brought in even larger numbers of reinforcements to replace their losses.

German losses were much smaller but still substantial and could not be replaced as quickly, especially in the units that led the attack and were most distant from the German border.

Later in the campaign, the Germans adjusted their plan to attack Soviet industrial centers in the western border regions. This forced the Soviets to trade vast quantities of men and obsolete equipment to slow the Germans while they moved

vital industries across the Ural mountains. Local Soviet counter-attacks were common but were not generally successful.

The campaign continued after September 19 but at a much slower rate because of the withdrawal of Panzer units for Taifun.

E.2 Unternemen Taifun

October 2, 1941 – December 5, 1941

Campaign Introduction: Barbarossa achieved all of its objectives but the Soviets kept fighting and it became obvious that Germany was now in a fight to the death with a formidable opponent.

Taifun's goal was to end the Soviet resistance by capturing Moscow which was the hub of the Soviet political and transportation network. Three Panzer Corps participated in the attack but losses from earlier fighting had reduced their effectiveness. To make matters worse, German air power was also much diminished and the first autumn rain briefly turned the roads to mud on October 13, foreshadowing future weather challenges.

Campaign Order of Battle:

German Tanks

PzKpfW III AUSf. G (Standard, Elite, Maximum of 8)

PzKpfW III AUSf. H (Maximum of 4)

PzKpfW IV AUSf. E (Heavy, 5 VP, Maximum of 3)

PzKpfW IV AUSf. F1 (Heavy, Green, 5 VP, Maximum of 1)

Anti-tank Guns

50 mm (Standard)

88 mm (15 VP)

Soviet Tanks

T-26S (Standard)

T-34/76 M40 (Heavy, Elite, 15 VP, Maximum of 1)

T-34/76 M41 (Heavy, Green, 15 VP, Maximum of 4)

KV-1 (Heavy, 25 VP, Maximum of 2)

Anti-tank Guns

45 mm (Standard)

Campaign Specific Rules:

German Starting Units: The number of PzKpfW III AUSf. H may not be more than half the number of PzKpfW III AUSf. G tanks rounded down.

Soviet Starting Units: The T-34/76 M41 can be played using the T-34/76 M40 mat and the gun information from the T-34/76 M43 tank.

The Soviets may not have more KV-1 tanks than T-34/76 M40 + T-34/76 M41 tanks in their battlegroup.

Starting Objectives: The front line starts in:

Objective 3 if there are 3 battles in the campaign. German replacements appear in Objective 2 instead of Objective 0. The Soviets may not probe in Objectives 0 or 1.

Objective 2 if there are 4 battles in the campaign. German replacements appear in Objective 1 instead of Objective 0. The Soviets may not probe in Objective 0.

Objective 1 if there are 5 battles in the campaign.

German Action Cost: German Attack and Flank strategic orders cost 5 extra VP when attacking Objectives 2 and 3 and 10 extra VP when attacking Objectives 4 and 5. This simulates the logistical difficulties the Germans faced during this campaign.

Game Setup: The Soviets receive 30 Cover for free in Objective 4. This simulates the large network of trenches dug by the citizens of Moscow.

German Strategic Replacements: When a German tank is replaced, flip a card and look at the target number. If the number is less than twice the current Battle ID on the Campaign Log (which includes both Battles and Skirmishes), the replacement tank is actually the tank from the row above the current row, paying normal replacement costs.

If the Germans already have the maximum number of tanks of that type then the replacement comes from the row above that one unless it is the top row of the available German tanks.

The Germans get a 5 VP discount if the crew from the original tank survived, but they do not get to keep the experience points if the replacement is a different type of tank than the original.

Example: The Germans lose their PzKpfW IV AUSf. F1 in the first battle and the crew does not survive. They draw a card and the target number is "1." This means that they would get a PzKpfW IV AUSf. E instead but they already have 3 PzKpfW IV AUSf. E so they receive a PzKpfW III AUSf. H and pay only 10 VP instead of the 20 VP they would have paid if they had replaced the PzKpfW IV AUSf. F1.

Sudden Death Victory: The Germans win a sudden death victory if they win the “Streets of Steel” scenario in Objective 5.

Objective Scenarios:

Objective 1	Random
Objective 2	Random
Objective 3	Random
Objective 4 (Tula)	Secure the Town
Objective 5 (Moscow)	Streets of Steel

Random scenario selection:

Target #	Scenario
0-3	Scenario 1: Merging Forces
4	Scenario 2: Hold the High Ground
5	Scenario 3: Capture Hill 818 (+)
6	NA Scenario 6: Keep the High Ground
7	Secure the Town
8	Scenario 5: Establish a Bridgehead
9	Streets of Steel (+)

(+) = Infantry Required

Strategic Movement Points:

Average # of Tanks Per Battle	2	3	4
Germans	5	7	10
Soviets	5	7	10

Base Deck and Potential Terrain Changes: Base deck

Target #	Terrain
0-4	No change
5-6	Brush
7-8	Field
8-9	Hill

Weather:

Target #	Weather
0-4	No Effect
5-6	Haze
7-8	Light Rain
9	Light Snow

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
PzKpfw III Ausf G	3 Elite	6 Elite	8 Elite
PzKpfw III Ausf H	1	2	4
PzKpfw IV Ausf E (H)	3	3	3
PzKpfw IV Ausf F1 (H)	1	1	1
88mm Anti-tank gun			1
Starting VP Cost	25	25	40

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
T-26S	5	8	7
T-34/76 M40 (H)	1 Elite	1 Elite	1 Elite
T-34/76 M41 (H)		1	2
KV-1 (H)	1	1	1
45 mm Anti-tank Gun	1	1	2
Starting VP Cost	40	60	80

Campaign History: The Germans reached the outskirts of Moscow despite difficult weather and heavy resistance, but paid a high price in men and equipment that they would later regret.

E.3 Moscow

December 6, 1941 – January 7, 1942

Campaign Introduction: The winter of 1941 was one of the coldest on record and the Germans, wearing summer uniforms, were forced to defend what they had captured during Taifun. Both Soviet and German strength had been seriously depleted during Taifun and the Soviets barely outnumbered the Germans at the start of the campaign but they had the initiative and carefully massed whatever tanks were available to get a 2:1 advantage against the frost-bitten German troops.

Britain and the US sent the Matilda II, Valentine II, and M3 Stuart (Honey) tanks via Lend Lease. Although the Soviets liked the Matilda II's heavy armor, its slow speed and inability to accommodate a bigger main gun led them to stop using the tank as quickly as possible. The M3 Stuart was actively disliked for its small gun, light armor, and narrow treads which kept getting bogged in the snow and mud.

The Soviets liked the Valentine II's ease of use, reliability and low silhouette and received about 3,800 as it was replaced in the British army by more capable tanks. But it was badly outgunned and its armor was too weak so it was relegated to support roles after 1942 in spite of continual Soviet tinkering with the design.

Campaign Order of Battle:

Soviet Tanks

M3 Stuart Mk.II (Honey) (Green, Maximum of 1)

T-26S M39 (Standard, Elite)

Valentine Mk.II (Heavy, Green, 5 VP, Maximum of 1)

Matilda Mk.IV A12 (Heavy, Green, 10 VP, Maximum of 1)

T-34/76 M41 (Heavy, 15 VP)

KV-1 M40 (Heavy, 20 VP)

Anti-tank Guns

45 mm (Standard)

German Tanks

PzKpfW III AUSf. G (Elite, Maximum of 6)

PzKpfW III AUSf. H (Standard, Maximum of 3)

PzKpfW III AUSf. J (Green, Maximum of 1)

PzKpfW IV AUSf. E (Heavy, 5 VP, Maximum of 3)

PzKpfW IV AUSf. F1 (Heavy, 10 VP, Maximum of 3)

Anti-tank Guns

50 mm (Standard)

88 mm (15 VP)

Campaign Specific Rules:

Soviet Starting Units: The T-34/76 M41 can be played using the T-34/76 M40 mat and the gun information from the T-34/76 M43 tank.

The KV-1 uses the T-34/76 M43 gun table and has 1 APCR round.

No more than one third (rounded down) of the Soviet tanks may be KV-1 + T-34 tanks. This simulates the severe losses the Soviets had suffered during Taifun. The Soviet force may not have more KV-1 tanks than T-34 tanks.

KV-1 tanks may not outnumber T-34 tanks.

M3 Stuart Mk.II (Honey) tanks have a Move of 5 for this campaign due to the snow covered ground.

German Starting Units: The quantity of PzKpfW III AUSf. H tanks cannot be greater than the quantity of PzKpfW III AUSf. G tanks.

German Initial Placement: After placement, the Germans must move the following units to different objectives.

# of Tanks Per Game	Setup changes
2	1 tank from Objective 1 to 4 1 tank from Objective 2 to 5
3	1 tank from Objective 1 to 4 1 tank from Objective 2 to 5 1 tank from Objective 3 to 5
4	2 tanks from Objective 1 to 4 1 tank from Objective 2 to 5 1 tank from Objective 3 to 5

This rule simulates the Germans continually being forced to move units to deal with the Soviet attacks.

The *Robata* will move the smallest tank as defined by the *Robata* tank selection rules in the Reference Book to the higher numbered objectives.

Strategic Action Selection: The Germans must perform a "Hold" action the first round. This simulates Hitler's determination not to give ground.

Game Setup: Neither side may use Cover or Minefields. This simulates both the difficulty of digging in during this particularly frigid winter and the aggressive nature of the leaders on both sides.

The weather for the first game of the campaign is automatically “Extremely Cold.”

German Strategic Reinforcements: Flip a card and look at the target number when a German tank needs to be replaced. If the number is less than or equal to twice the current Game ID on the Campaign Log, the replacement tank is the tank from the row above the current row, paying normal replacement costs. If the Germans already have the maximum number of tanks of that type then the replacement comes from the row above that one unless it is the top row of the available German tanks. The Germans get a 5 VP discount if the crew from the original tank survived, but they do not get to keep the experience points if the replacement is a different type of tank than the original.

Example: The Germans lose their PzKpfW IV AUSf. F1 in the second game and the crew does not survive. They draw a card and the target number is “5.” If it had been a “4” or less they would get a PzKpfW IV AUSf. E instead.

Single Game: The German Strategic Reinforcement rule applies if the target number is 4 or less. The 5 VP discount for crew survival is not used.

Sudden Death Victory: The Soviets win if they force the Germans to forfeit a game (section 5.1 of the Campaign rulebook).

Objective Scenarios:

Objective 1	Random
Objective 2	Random
Objective 3	Random
Objective 4 (Naro-Fominsk)	Streets of Steel
Objective 5 (Maloyaroslavets)	Streets of Steel

Random scenario selection:

Target #	Scenario
0-3	Scenario 1: Merging Forces
4	Scenario 2: Hold the High Ground
5	Scenario 3: Capture Hill 818 (+)
6	NA Scenario 6: Keep the High Ground
7	Secure the Town
8	Scenario 1: Merging Forces
9	Streets of Steel (+)

(+) = Infantry Required

Base Deck and Potential Terrain Changes: Base deck

Target #	Terrain
0-4	No change
5-6	Brush
7-8	Field
9	Hill

Weather:

Target #	Weather
0-5	No Effect
6	Haze
7	Light Snow
8-9	Extreme Cold

Strategic Movement Points:

Number of Tanks Per Game	2	3	4
Soviets	5	8	10
Germans	4	6	8

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
T-26S	5 Elite	8 Elite	11 Elite
Valentine (H)	1 Green	1	
Matilda Mk.IV A12 (H)		1	1 Green
T-34/76 M41 (H)	1	1	2
KV-1 (H)	1	1	2
Starting VP Cost	40	60	80

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
PzKpfW III AUSf. G	2 Elite	3 Elite	5 Elite
PzKpfW III AUSf. H	2	3	3
PzKpfW III AUSf. J	1	1	1
PzKpfW IV AUSf. E (H)		1	2
PzKpfW IV AUSf. F1 (H)	2	3	3
50 mm Anti-tank Gun			1
88 mm Anti-tank Gun	1	1	1
Starting VP Cost	40	55	60

Campaign History: The Soviets drove the Germans away from the vital communication links around Moscow at great cost to both sides.

Although the Soviets had lost almost 5 million soldiers and enormous amounts of equipment by the end of 1941, they were now in a much better position to win than they had been at the start of the invasion because of the lessons they had learned and their increasingly effective weapons. German

losses had been less severe but they had lost their best troops and equipment.

The Soviet success in this campaign set the tone for the rest of the war, with the Soviets becoming increasingly powerful and the Germans attempting to compensate for smaller quantities of troops with ever more powerful and complex weapons.

E.4 Unternemen Blau

June 28, 1942 – November 1, 1942

Campaign Introduction: The German high command realized after the Moscow campaign that they needed more resources, particularly oil, in order to win the war. So Hitler ordered attacks towards the Soviet oil facilities in the Caucasus mountains in the summer of 1942. This change in direction caught the Soviet high command by surprise because they had been expecting another assault on Moscow.

The initial German attacks were very successful and they easily captured large amounts of land against the numerous but poorly armed Soviet units. Resistance stiffened as the German supply lines grew ever longer and the Soviet high command adapted to the situation.

This campaign starts when the Germans are seeking to cross the Donets river early in the campaign.

Campaign Order of Battle:

German Tanks

PzKpfW III AUSf. H (Elite, Standard)

PzKpfW III AUSf. J (Maximum of 4)

PzKpfW IV AUSf. E (Elite, Heavy, 5 VP, Maximum of 2)

PzKpfW IV AUSf. F1 (Elite, Heavy, 5 VP, Maximum of 2)

PzKpfW IV AUSf. F2 (Heavy, 10 VP, Maximum of 2)

Sd.Kfz. 131 (Marder II) (Green, Heavy, 5 VP, Maximum of 2)

PzKpfW IV AUSf. G (Heavy, Green, 10 VP, Maximum of 2)

Anti-tank Guns

50 mm (Standard)

75 mm (10 VP)

88 mm (15 VP)

Soviet Tanks

Valentine Mk.II (Elite)

Matilda Mk.IV A12 (Heavy, Elite, Maximum of 1)

T-34/76 M41 (Standard, 5 VP)

T-34/76 M43 (Heavy, Green, 5 VP, Maximum of 1)

KV-1 M40 (Heavy, 10 VP, Maximum of 3)

Anti-tank Guns

45 mm (Standard)

76 mm (10 VP)

Campaign Specific Rules:

Soviet Starting Units: The T-34/76 M41 can be played using the T-34/76 M40 mat and the gun information from the T-34/76 M43 tank

The KV-1 uses the T-34/76 M43 gun table and has 1 APCR round.

The number of KV-1 tanks cannot exceed the number of T-34 tanks of all versions.

Game Setup: Neither side may not use Minefields.

Soviet Refit Phase: T-34/76 M43 tanks are worth 4 VP when destroyed or abandoned.

Sudden Death Victory: The Germans win if they win two consecutive Attack or Flank actions (Hold and unsuccessful Probe actions do not count) and then win the Establish a Bridgehead scenario.

Objective Scenarios:

Objective 1	Random
Objective 2	Random
Objective 3	Random
Objective 4	Secure the Town
Objective 5 (Tsimilyanskaya)	Streets of Steel

Random scenario selection:

Target #	Scenario
0-3	Scenario 1: Merging Forces
4	Scenario 2: Hold the High Ground
5	Scenario 3: Capture Hill 818 (+)
6	NA Scenario 6: Keep the High Ground
7	Secure the Town
8	Scenario 5: Establish a Bridgehead
9	Streets of Steel (+)

(+) = Infantry Required

Base Deck and Potential Terrain Changes: Base deck, add field, brush, and hill cards.

Target #	Terrain
0-4	No change
5-6	No Hill
7	No Field
8-9	No Brush

Weather:

Target #	Weather
0-6	No Effect
7-8	Haze
9	Light Rain

Strategic Movement Points:

Number of Tanks Per Game	2	3	4
Germans	6	8	12
Soviets	4	6	9

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
PzKpfW III AUSf. H	2 Elite	3 Elite	4 Elite
PzKpfW III AUSf. J	2	3	4
PzKpfW IV AUSf. E (H)			2 Elite
PzKpfW IV AUSf. F1 (H)	1 Elite	2 Elite	2 Elite
PzKpfW IV AUSf. F2 (H)	2	2	2
PzKpfW IV AUSf. G (H)	1	2	2
Starting VP Cost	40	60	70

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
Valentine Mk.II	3	4	6
T-34/76 M41	2	4	4
T-34/76 M43 (H)	1	1	1
KV-1 M40 (H)	1	2	3
76 mm Anti-tank Gun	1	1	2
Starting VP Cost	40	60	60

Campaign History: Stalin initially thought the German attack was a diversion and delayed releasing his most powerful units from the defense of Moscow. This allowed the Germans to capture bridges over the Donets river and opened the way to Stalingrad and the oil fields.

The Germans mostly used PzKpfW III AUSf. H and J tanks for this campaign but were starting to phase them out in favor of the more powerful PzKpfW IV long-barreled tanks.

E.5 Stalingrad

November 19-23, 1942

Campaign Introduction: The Germans captured the only Soviet direct rail route to the Caucasus at Rostov in September and started capturing or destroying Soviet oil production infrastructure. Soviet oil reserves started dropping dramatically and was made worse by anti-Soviet insurrections in the Caucasus mountains.

The Germans intended to defend the northern flank of the invasion of the oil fields using the Volga river and the key to doing so was securing the northwestern edge of the Volga river line at Stalingrad.

The Soviet high command took advantage of the German preoccupation with the savage fighting in Stalingrad to rout the Axis armies (mostly Italian, Hungarian, and Romanian) protecting the city's flanks and surround the German 6th Army, eventually forcing its surrender. This campaign explores what might have happened if the Germans maintained stronger mobile forces to defend against this possibility.

The British sent about 300 Churchill tanks in small groups via Lend Lease, the Soviets felt the design was unfinished and never expressed interest in receiving more but used what they had to good effect.

Campaign Order of Battle:

Soviet Tanks

Valentine Mk.II (Elite)

T-34/76 M43 (Standard)

Churchill Mk IV A22 (Heavy, Green, Maximum of 1)

KV-1 M40 (Heavy, Elite, 5 VP)

Anti-tank Guns

45 mm (Standard)

76 mm (10 VP)

German Tanks

PzKpfW III AUSf. J (Elite)

Sd.KfZ. 131 (Marder II) (Maximum of 3)

PzKpfW IV AUSf. G (Standard, Maximum of 5)

StuG III AUSf. G (Green, 5 VP, Maximum of 4)

PzKpfW VI AUSf. E (Tiger) (Heavy, Green, 15 VP, Maximum of 1)

Anti-tank Guns

75 mm (Standard)

88 mm (5 VP)

Campaign Specific Rules:

Soviet Starting Units: The KV-1 uses the T-34/76 M43 gun table and has 1 APCR round.

The Churchill Mk.IV A22 does not have HE ammunition for this campaign, use the Valentine Mk. VIII row when conducting Anti-Infantry fire.

Game Setup: Neither side may use Minefields.

Soviet Strategic Reinforcements: The Churchill Mk IV A22 is replaced by a T-34/76 M43 when it is lost.

German Strategic Reinforcements: The PzKpfW VI AUSf. E (Tiger) is replaced by a PzKpfW IV AUSf. G with a Seasoned crew at no cost when it is lost.

Sudden Death Victory: The Soviets win if they perform an envelopment (winning two consecutive flank actions followed by a successful defense against a German breakout. Only Soviet Attack and successful German Probe actions will interrupt the flanking actions. Holds and unsuccessful German Probes are not counted.

Objective Scenarios:

Objective 1	Random
Objective 2	Random
Objective 3	Random
Objective 4	Random
Objective 5 (Sovetskry)	Secure the Town

Random scenario selection:

Target #	Scenario
0-3	Scenario 1: Merging Forces
4	Scenario 2: Hold the High Ground
5	Scenario 3: Capture Hill 818 (+)
6	NA Scenario 6: Keep the High Ground
7	Secure the Town
8	Scenario 5: Establish a Bridgehead
9	Streets of Steel (+)

(+) = Infantry Required

Base Deck and Potential Terrain Changes: Base deck, add field, brush, and hill cards.

Target #	Terrain
0-4	No change
5-6	No Hill
7	No Field
8-9	No Brush

Weather:

Target #	Weather
0-5	No Effect
6	Haze
7-8	Light Snow
9	Extreme Cold

Strategic Movement Points:

Number of Tanks Per Game	2	3	4
Soviets	7	10	13
Germans	5	8	10

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8	12	16
T-34/76 M43	4	6	8
KV-1 M40 (H)	4 Elite	6 Elite	8 Elite
Starting VP Cost	20	30	40

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8	12	16
PzKpfW III AUSf. J		1 Elite	3 Elite
Sd.KfZ. 131 (Marder II)	1	1	1
PzKpfW IV AUSf. G	3	5	5
StuG III AUSf. G	2	3	4
PzKpfW VI AUSf. E (Tiger) (H)	1	1	1
75 mm Anti-tank Gun	1	1	1
88 mm Anti-Tank Gun			1
Starting VP Cost	40	50	60

Campaign History: The second-rate Axis troops defending the flanks of Stalingrad were easily crushed by the powerful armored forces assembled by the Soviets and the German 6th Army was cut off in four days.

It is easy to say that the Germans should have prepared for this possibility before disaster struck but they thought they were very close to victory in Stalingrad and Hitler knew that capturing or destroying the Soviet oil fields was his last chance to knock the Soviets out of the war.

The loss of Stalingrad followed by the Soviet 1943 winter offensive forced the Germans to retreat hundreds of miles

from the Caucasus oil fields while under constant harassing attacks by the Red Army.

The Soviet spent the next few months repairing damage to their infrastructure and putting down the rebellion.

E.6 Unternemen Zitadelle

July 5 – 17, 1943

Campaign Introduction: Hitler was intent on maintaining the initiative in 1943 but the increasingly powerful Red Army left few opportunities for a decisive attack. The sole plan that seemed to offer any hope for success was pinching off the Soviet salient surrounding the city of Kursk.

Nobody in the German high command, including Hitler, was enthusiastic about the plan but nobody could think of a better plan and Hitler feared ceding the initiative to the Red Army more than he feared a potential disaster.

Hitler was aware that the Soviets were fortifying the Kursk region but the Germans failed to realize that the Soviet high command was setting a giant trap. The first part of which to heavily fortify the region around Kursk, resist the German advance, and causing maximum casualties.

The large number of different types of German tanks shows the effect of the losses of the last year and the confusion caused by the German efforts to field more effective types of tanks to replace the losses.

Campaign Order of Battle:

German Tanks

PzKpfW III AUSf. J (Elite)

PzKpfW IV AUSf. F1 (Elite, Maximum of 2)

PzKpfW IV AUSf. F2 (Elite, Maximum of 2)

Sd.KfZ. 131 (Marder II) (Maximum of 5)

PzKpfW IV AUSf. G (Standard)

PzKpfW IV AUSf. H (Green)

StuG III AUSf. G (10 VP)

PzKpfW V AUSf. A (Panther) (Heavy, Green, 20 VP)

PzKpfW VI AUSf. E (Tiger) (Heavy, 20 VP, Maximum of 3)

Panzerjager Tiger (P) (Ferdinand) (Heavy, Green, 40 VP, Maximum of 1)

Anti-tank Guns

75 mm (Standard)

88 mm (5 VP)

Soviet Tanks

T-34/76 M43 (Standard)

Churchill Mk.IV A22 (Maximum of 1)

KV-1 (Elite, 5 VP, Maximum of 1)

KV-85 (Heavy, Green, 15 VP, Maximum of 2)

Anti-tank Guns

76 mm (Standard)

Campaign Specific Rules:

German Starting Units: Roughly half of the PzKpfW IV AUSf. F1 were actually PzKpfw III AUSf N but they were similar enough to be used interchangeably for the purposes of this campaign.

The PzKpfW IV AUSf. H can be played using a PzKpfw IV AUSf G and the StuG III AUSf. G gun.

Soviet Starting Units: The KV-1 uses the T-34/76 M43 gun table and has 1 APCR round.

Soviet Action Selection: The Soviets may not choose the Retreat Action. They must purchase at least one minefield, and at least 5 VP of Cover in each game where they are the defender.

Game Setup: Soviet tanks start Hold Actions hull down at 600 m unless the scenario states otherwise. Reinforcements arrive at the normal positions.

Game Rules: The Germans may use Panzerfausts if Infantry is used.

Robata Game Rules: Soviet tanks closer than 800 meters may only move if they have a flank, terrain, or command card in their hand. The command card will be used to go hull down at the end of the move. Soviet tanks will not advance more than 200 m if they started in the red range. The Robata will always purchase Cover 30.

German Refit Phase: Flip a card and check the target number when the Panzerjager Tiger (P) (Ferdinand) participates in a game and survives.

Target	Effect
0-5	No effect
6-9	Panzerjager Tiger (P) (Ferdinand) is disabled by maintenance issues. The Germans may use a Mulligan point to attempt to change the result. The Soviets do not receive any VP if this

happens.

This rule simulates the mechanical unreliability of this complicated design.

German Strategic Reinforcements: When the Panzerjager Tiger (P) (Ferdinand) is disabled or destroyed, it is replaced by a StuG III AUSf. G with an Elite crew for 0 VP in the Strategic Replacement phase.

Soviet Strategic Reinforcements: If the Churchill MkIV A22 is destroyed or disabled, it is replaced by a T-34/76 M43 with a Seasoned crew for 10 VP.

Sudden Death Victory: Germans win if they score at least 20 more VP than the Soviets in more than half of the battles.

Objective Scenarios:

Objective 1	Random
Objective 2	Random
Objective 3 (Hill 241.6)	Hold the High Ground
Objective 4 (Hill 226.6)	Capture Hill 818 (+)
Objective 5 (Prokhorovka)	Secure the Town

Random scenario selection:

Target #	Scenario
0-3	Scenario 1: Merging Forces
4	Scenario 2: Hold the High Ground
5	Scenario 3: Capture Hill 818 (+)
6	NA Scenario 6: Keep the High Ground
7	Secure the Town
8	Scenario 5: Establish a Bridgehead
9	Streets of Steel (+)

(+) = Infantry Required

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
Sd.KfZ. 131 (Marder II)	2	3	4
PzKpfW IV AUSf. G	3	4	6
PzKpfW IV AUSf. H		2	2
StuG III AUSf. G	2	3	2
PzKpfW VI AUSf. E (Tiger) (H)	1	1	2
Starting VP Cost	40	60	80

Base Deck and Potential Terrain Changes: Base deck, add brush cards.

Target #	Terrain
0-4	No change
5-6	Hill
7-8	Field
9	No Brush

Weather:

Target #	Weather
0-6	No Effect
7-8	Haze
9	Rain

Strategic Movement Points:

Number of Tanks Per Game	2	3	4
Germans	6	8	12
Soviets	6	8	12

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
T-34/76 M43	4	7	10
Churchill Mk.IV A22	1	1	1
KV-1		1 Elite	1 Elite
KV-85 (H)	2	2	2
76 mm Anti-tank Gun	1	1	2
Starting VP Cost	40	45	45

Campaign History: The Germans did better than they should have, but never came close to achieving their goals. Their success can be attributed to the quality of the soldiers and the effectiveness of the new weapons, including the PzKpfW IV AUSf. H, PzKpfW V AUSf. A (Panther), Panzerjager Tiger (P) (Ferdinand) and the first Panzerfausts.

E.7 Kursk

July 17 – August 12, 1943

Campaign Introduction: As Zitadelle ground to a halt with heavy casualties on both sides, the Soviet high command launched the second part of their trap, assaulting the German flanks with large quantities of fresh troops in the north and south. The goal was to destroy or encircle the German armies which had participated in the Zitadelle attack.

The Valentine Mk.IX was both welcome and annoying to the Soviets. The larger gun made the tank relevant again but it did not include a coaxial machine gun or sufficient stocks of high explosive ammunition, both of which the Soviets regarded as critical failings.

Campaign Order of Battle:

Soviet Tanks

T-34/76 M43 (Standard)

Valentine Mk.IX (Green, Maximum of 1)

Churchill Mk.IV A22 (Maximum of 1)

KV-85 (Heavy, 20 VP, Maximum of 3)

Anti-tank Guns

76 mm (Standard)

German Tanks

PzKpfW IV AUSf. G (Standard)

PzKpfW IV AUSf. H (5 VP, Maximum of 2)

Sd.Kfz. 131 (Marder II) (Elite, 5 VP, Maximum of 3)

StuG III AUSf. G (10 VP)

PzKpfW V AUSf. A (Panther) (Heavy, 25 VP)

PzKpfW VI AUSf. E (Tiger) (Heavy, Elite, 25 VP)

Panzerjager Tiger (P) (Ferdinand) (Heavy, 45 VP, Maximum of 1)

Anti-tank Guns

75 mm (Standard)

88 mm (5 VP)

Campaign Specific Rules:

Campaign Setup: The campaign cannot have 4 tanks per battle.

Use the rules for larger quantities of APCBC rounds and infantry Panzerfausts that start in August 1943.

Optional Rules: Infantry is recommended.

German Starting Units: The PzKpfW IV AUSf. H can be played using a PzKpfW IV AUSf. G and the StuG III AUSf. G gun.

Soviet Starting Units: The Valentine Mk.IX can be played with the Valentine VIII mat using the following changes: it has 2 APCBC rounds (see Churchill tank for penetration values), -1 to the Fire value and there is no Loader crew member. The Commander takes Loader hits.

Game Setup: The cost of Cover and Minefields is doubled.

The Soviets may add tank to each Attack or Flank action at no extra cost. This simulates the much greater number of Soviet tanks used during the attack.

Game Rules: The Germans may use Panzerfausts if Infantry is used.

German Refit Phase: Flip a card and check the target number when the Panzerjager Tiger (P) (Ferdinand) participates in a game and survives.

Target	Effect
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0-6	No effect
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7-9	Panzerjager Tiger (P) (Ferdinand) is disabled by maintenance issues. The Germans may use a Mulligan point to attempt to change the result. The Soviets do not receive any VP if this happens.
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This rule simulates the mechanical unreliability of this complicated design.

Soviet Strategic Replacements: If the Churchill MkIV A22 is destroyed or disabled, it is replaced by a T-34/76 M43.

German Strategic Replacements: When the Panzerjager Tiger (P) (Ferdinand) is disabled or destroyed, it is replaced by a StuG III AUSf. G with an Elite crew for 0 VP in the Strategic Replacement phase.

Sudden Death Victory: Soviets win if they perform an envelopment (winning two consecutive flank actions followed by a successful defense against a German breakout. Only Soviet Attack and successful German Probe actions will interrupt the flanking actions. Holds and unsuccessful German Probes are not counted.

Objective Scenarios:

Objective 1	Random
Objective 2	Merging Forces
Objective 3	Random
Objective 4 (Zolochov)	Secure the Town
Objective 5 (Kharkov)	Streets of Steel (+)

Random scenario selection:

Target #	Scenario
0-3	Scenario 1: Merging Forces
4	Scenario 2: Hold the High Ground
5	Scenario 3: Capture Hill 818 (+)
6	NA Scenario 6: Keep the High Ground
7	Secure the Town
8	Scenario 5: Establish a Bridgehead
9	Streets of Steel (+)

(+) = Infantry Required

Base Deck and Potential Terrain Changes: Base deck, add brush cards.

Target #	Terrain
0-4	No change
5-6	Hill
7	Field
8-9	No Brush

Weather:

Target #	Weather
0-6	No Effect
7-8	Haze
9	Rain

Strategic Movement Points:

Number of Tanks Per Game	2	3
Soviets	5	7
Germans	4	6

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units
T-34/76 M43	5	8
Churchill Mk.IV A22	1	1
KV-85 (H)	2	3
Starting VP Cost	40	60

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units
PzKpfW IV AUSf. G	4	3
PzKpfW IV AUSf. H		1
Sd.KfZ. 131 (Marder II)	1 Elite	2 Elite
StuG III AUSf. G	1	2
PzKpfW VI AUSf. E (Tiger) (H)	1 Elite	1 Elite
75mm Anti-tank Gun	1	2
Starting VP Cost	40	60

Campaign History: The Soviets deployed 7500 T-34 tanks plus a few other types and accepted huge casualties (roughly 7000 Soviet tanks were destroyed) in exchange for grinding the Germans down. The Germans avoided the

intended envelopment but were forced to concede the strategic initiative to the Soviets for the rest of the war. The high casualty count forced the Soviet high command to start considering tactics that relied less on attrition.

E.8 Ukraine

January 24 – February 17, 1944

Campaign Introduction: The Soviets launched a series of powerful but poorly prepared attacks in the south in the autumn of 1943 to recapture Ukraine before the wheat harvest could be collected by the Germans. Although these attacks were not successful, they kept the Germans off-balance and set up the Soviet winter offensive of 1944.

The first phase of the winter offensive had two goals: to recapture the German holdings east of the Dneiper river, which were providing large quantities of resources to the Germans and to cross the Dneiper river wherever possible.

Unlike the previous two winters, the weather this year was unusually warm and wet, which forced both sides to contend with high water in the rivers (the Dneiper was 3 miles wide in some spots during this offensive) and large amounts of mud.

Hitler's usual refusal to consider an organized retreat forced the Germans to defend a long line with increasingly fatigued troops while the Soviets brought in fresh units. The Soviets crossed the Dneiper at multiple points, mostly in the north, and captured Kiev.

This campaign covers the first use of the IS-2 tank in the Korsun-Shevcheskovsk Operation, which took place during one of the few frozen periods.

The Valentine Mk.X finally met all the Soviets desires but the 57mm gun was now nearly obsolete on the East Front battlefield.

The British were mystified by the continuing Soviet affection for the Valentine, a design they considered obsolete, but they kept the factories open solely to meet Soviet demand.

Campaign Order of Battle:

Soviet Tanks

Valentine Mk.X (Elite)

T-34/76 M43 (Standard, Elite)

Churchill Mk.IV A22 (Elite, Maximum of 1)

KV-85 (Heavy, 15 VP)

IS-2 (Heavy, 30 VP, Maximum of 3, Green)

Anti-tank Guns

76 mm (Standard)

85 mm (5 VP)

German Tanks

Sd.KfZ. 131 (Marder II) (Elite, Maximum of 1)

PzKpfW IV AUSf. H (Standard)

StuG III AUSf. G (5 VP)

PzKpfW V AUSf. A (Panther) (Heavy, 20 VP)

PzKpfW VI AUSf. E (Tiger) (Heavy, 20 VP, Elite)

Panzerjager Tiger (P) (Ferdinand) (Heavy, 40 VP, Maximum of 1)

Anti-tank Guns

75 mm (Standard)

88 mm (5 VP)

Campaign Specific Rules:

Optional Rules: Infantry is recommended.

Soviet Starting Units: The Valentine X uses the Valentine VIII mat with the following changes: its red triangle anti-infantry fire number is 45, it has 2 APCBC rounds (see Churchill tank for penetration values), -1 Fire value and there is no Loader crew member. The Commander take Loader hits.

German Starting Units: The PzKpfW IV AUSf. H can be played using a PzKpfW IV AUSf G and the StuG III AUSf. G gun.

German Refit Phase: Flip a card and check the target number when the Panzerjager Tiger (P) (Ferdinand) participates in a game and survives.

Target	Effect
0-7	No effect
8-9	Panzerjager Tiger (P) (Ferdinand) is disabled by maintenance issues. The Germans may use a Mulligan point to attempt to change the result. The Soviets do not receive any VP if this happens.

This rule simulates the mechanical unreliability of this complicated design.

Soviet Strategic Replacements: When the Churchill Mk.IV A22 is destroyed or disabled, it is replaced by a T-34/76 M43 with an Seasoned crew for the normal cost.

German Strategic Replacements: When the Panzerjager Tiger (P) (Ferdinand) is disabled or destroyed, it is replaced by a StuG III AUSf. G with an Elite crew for 0 VP.

Sudden Death Victory: The Soviets win if they perform an envelopment (winning two consecutive flank actions followed by a successful defense against a German breakout. Only Soviet Attack and successful German Probe actions will interrupt the flanking actions. Holds and unsuccessful German Probes are not counted.

Single Game: The replacement for the Churchill Mk.IV A22 is a T-34/76 M43 with an Elite crew.

Objective Scenarios:

Objective 1	Random
Objective 2	Random
Objective 3	Random
Objective 4	Secure the Town
Objective 5	Streets of Steel (+)

Random scenario selection:

Target #	Scenario
0-3	Scenario 1: Merging Forces
4	Scenario 2: Hold the High Ground
5	Scenario 3: Capture Hill 818 (+)
6	NA Scenario 6: Keep the High Ground
7	Secure the Town
8	Scenario 5: Establish a Bridgehead
9	Streets of Steel (+)

(+) = Infantry Required

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
T-34/76 M43	6 Elite	8 Elite	11 Elite
KV-85 (H)	2	4	5
Starting VP Cost	30	60	75

Base Deck and Potential Terrain Changes: Base deck, add field cards.

Target #	Terrain
0-5	No change
6	No Field
7-8	Brush
9	Hill

Weather:

Target #	Weather
0-4	No Effect
5-7	Haze
8	Light Rain
9	Light Snow

Strategic Movement Points:

Number of Tanks Per Game	2	3	4
Soviets	5	7	9
Germans	4	6	8

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
Sd.KfZ. 131 (Marder II)	1 Elite	1 Elite	1 Elite
PzKpfW IV AUSf. H	4	7	6
StuG III AUSf. G			4
PzKpfW V AUSf. A (Panther) (H)		1	1
PzKpfW VI AUSf. E (Tiger) (H)	2 Elite	2 Elite	2 Elite
75 mm Anti-tank Gun	1	1	2
Starting VP Cost	40	60	80

Campaign History: The Germans retreated under massive Soviet pressure, conducting a series of fighting withdrawals while the Soviets attempted to encircle them and sometimes succeeded. Mud dominated the battlefield, which allowed the Germans to extract some of their men but forced them to leave behind large amounts of equipment.

The Soviets were less inhibited by the mud than the Germans because of the 4 and 6 wheel drive trucks provided by the US and Great Britain while the Germans only had 2 wheel drive vehicles.

By the end of the offensive, Army Group South had 60 tanks left out of a starting 2500. The Soviets started the campaign with 2100 tanks and ended it with 2600 tanks but lost nearly 4700 tanks.

The success of this offensive forced the Germans to rush increasingly scarce reserves to protect the oil fields in Romania, many of which came from Army Group Center which was the target of the next Soviet attack.

Although it was effective in combat, the KV-85 was discontinued in favor of the T-34/85, which was easier to manufacture.

E.9 Byelorussia

June 22 – August 19, 1944

Campaign Introduction: The Soviet high command launched this offensive two weeks after the Normandy invasion, with the goals of destroying or capturing the German Army Group Center and pushing the front line to the German borders.

Campaign Order of Battle:

Soviet Tanks

Valentine Mk.X (Elite)

T-34/76 M43 (Elite)

T-34/85 (Standard, Green)

KV-85 (Heavy, 20 VP, Elite, Maximum of 1)

IS-2 (Heavy, 35 VP)

Anti-tank Guns

76 mm (Standard)

85 mm (5 VP)

German Tanks

PzKpfW IV AUSf. H (Standard, Elite)

StuG III AUSf. G

PzKpfW V AUSf. A (Panther) (Heavy, 10 VP)

PzKpfW VI AUSf. E (Tiger) (Heavy, 10 VP, Elite, Maximum of 2)

Panzerjager Tiger (P) (Ferdinand) (Heavy, 30 VP, Maximum of 1)

Anti-tank Guns

75 mm (Standard)

88 mm (5 VP)

Campaign Specific Rules:

Optional Rules: Infantry is recommended for this campaign.

Soviet Starting Units: The number of T-34/76 M43 tanks must be less than the number of T-34/85 tanks.

The Valentine X uses the Valentine VIII mat with the following changes: its red triangle anti-infantry fire number is 45, it has 2 APCBC rounds (see Churchill tank for penetration values), -1 Fire value and there is no Loader crew member. The Commander take Loader hits.

German Starting Units: The PzKpfW IV AUSf. H can be played using a PzKpfW IV AUSf. G and the StuG III AUSf. G gun.

German Refit Phase: Flip a card and check the target number for each Panzerjager Tiger (P) (Ferdinand) or Tiger II participated in the game and survived.

Target	Effect
0-7	No effect
8-9	The unit is disabled by maintenance issues. The Germans may use a Mulligan point to attempt to change the result. The Soviets do not receive any VP if this happens.

This rule simulates the mechanical unreliability of both these complicated design.

German Strategic Replacements: When the Panzerjager Tiger (P) (Ferdinand) is disabled or destroyed, it is replaced by a PzKpfW V AUSf. A (Panther) with an Elite crew at no cost.

Sudden Death Victory: The Soviets win if they perform an envelopment (winning two consecutive flank actions followed by a successful defense against a German breakout. Only Soviet Attack and successful German Probe actions will interrupt the flanking actions. Holds and unsuccessful German Probes are not counted.

Objective Scenarios:

Objective 1 (Beresina River)	Establish a Bridgehead
Objective 2 (Minsk)	Streets of Steel (+)
Objective 3	Random
Objective 4 (Polotsk)	Secure the Town
Objective 5 (Grodno)	Secure the Town

Random Scenario selection:

Target #	Scenario
0-1	Scenario 1: Merging Forces
2	Scenario 2: Hold the High Ground
3	Scenario 3: Capture Hill 818 (+)
4	NA Scenario 6: Keep the High Ground
5-6	Secure the Town
7	Scenario 5: Establish a Bridgehead
8-9	Streets of Steel (+)

(+) = Infantry Required

Base Deck and Potential Terrain Changes: Base deck.

Target #	Terrain
0-3	No change
4-5	Brush
6-7	Field
8-9	Hill

Weather:

Target #	Weather
0-5	No Effect
6-8	Haze
9	Light Rain

Strategic Movement Points:

Number of Tanks Per Game	2	3	4
Soviets	6	9	12
Germans	5	8	11

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
T-34 M43	3 Elite	3 Elite	4 Elite
T-34/85	4	8	10 (5 Green)
KV-85 (H)	1	1	1 Elite
IS-2 (H)			1
Starting VP Cost	40	60	80

Base Defending Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
PzKpfW IV AUSf. H	3 Elite	5 Elite	6 Elite
StuG III AUSf. G	2	3	4
PzKpfW V AUSf. A (Panther) (H)		2	2
PzKpfW VI AUSf. E (Tiger) (H)	1 Elite	2 Elite	2 Elite
Panzerjager Tiger (P) (Ferdinand) (H)	1	1	1
75 mm Anti-tank Gun	1	1	2
Starting VP Cost	40	60	70

Campaign History: The German high command response was less effective than usual due to their preoccupation with the Western Allies and successful Soviet deceptions. As a result, over 350,000 German soldiers were

trapped in a pocket and forced to surrender. The offensive finally stopped near the Polish-German border.

The German troops on the front lines fought with their customary skill and the Red Army lost over 750,000 men

and nearly 3,000 tanks. The Soviet high command started worrying seriously about running out of men after three years of attrition warfare.

E.10 Unternehmen Frühlingserwachen

March 6-15, 1945

Campaign Introduction: The Soviet winter campaign of 1945 had been a disaster for Germany with the loss of most of Hungary and the last oil fields available to the Germans. This possibility had been anticipated and Hitler ordered an immediate counterattack code-named Operation Spring Awakening to recapture the oil fields before the German economy ground to a complete halt. However the Germans needed almost 2 weeks to gather the required forces and the Soviets detected the preparations and made hasty plans of their own.

The Soviets envisioned another Kursk with the Germans attacking heavily fortified lines and the Soviets attacking the German flanks once the Germans were worn down, but the Germans attacked in an unexpected direction and avoided most of the fortifications.

Neither the Soviets or Hitler understood how badly the Germans were worn down before the start of the campaign. The Germans attacked with 11 mechanized and Panzer divisions which had only 400 armored vehicles between them. This would have been the nominal strength of three Panzer divisions in mid 1944.

To make matters worse for both sides, the spring thaw was underway, making off-road travel more difficult. Heavy clouds negated the Red Air Force.

Campaign Order of Battle:

German Tanks

PzKpfW IV AUSf. G (Elite)

PzKpfW IV AUSf. H (Elite, Standard)

StuG III AUSf. G (Maximum of 3)

PzKpfW V AUSf. A (Panther) (Maximum of 4, 10 VP)

PzKpfW VI AUSf. E (Tiger) (Heavy, Maximum of 3, 10 VP, Elite)

Anti-tank Guns

88 mm (Standard)

Soviet Tanks

T-34 M43 (Elite, Maximum of 2)

T-34/85 (Standard, Maximum of 5)

SU-100 (Heavy, 10 VP)

Anti-tank Guns

76 mm (Standard)

85 mm (5 VP)

Campaign Specific Rules:

Campaign Start: There cannot be more than three tanks on each side.

Optional Rules: Infantry is recommended.

German Starting Units: The PzKpfW IV AUSf. H can be played using a PzKpfW IV AUSf. G and the StuG III AUSf. G gun.

Action Selection: Add 10 VP to the cost of Flank and Probe attacks. This simulates the effect of mud.

Game Setup: The Germans have only 2 APCR rounds per tank instead of 3.

Robata Game Setup: The Robata will purchase a minefield if its VP total at the beginning of the game if its VP score is higher than the Germans and the terrain is not city.

German Strategic Replacements: When a German tank is replaced, the replacement tank is taken from the row above the current row tank for the lost tank in the Order of Battle, paying normal replacement costs.

If the Germans already have the maximum number of tanks of that type then the replacement comes from the row above that one.

The Germans will receive a PzKpfW IV AUSf. G to replace a lost PzKpfW IV AUSf. H.

The Germans get a 5 VP discount if the crew from the original tank survived, but they do not get to keep the experience points if the replacement is a different type of tank than the original.

Sudden Death Victory: None

Single Game: The Germans receive 5 VP when their replacement tank is cheaper than the tank that was replaced

(e.g. replacing a PzKpfW V AUSf. A with a StuG III AUSf. G)

Objective Scenarios:

Objective 1	Random
Objective 2 (Simontomya)	Secure the Town
Objective 3	Random
Objective 4	Random
Objective 5 (Baja)	Secure the Town

Random Scenario selection:

Target #	Scenario
0-1	Scenario 1: Merging Forces
2	Scenario 2: Hold the High Ground
3	Scenario 3: Capture Hill 818 (+)
4	NA Scenario 6: Keep the High Ground
5-6	Secure the Town
7	Scenario 5: Establish a Bridgehead
8-9	Streets of Steel (+)

(+) = Infantry Required

Base Deck and Potential Terrain Changes: Base deck.

Target #	Terrain
0-2	No change
3-4	Field
5-6	Brush
7-9	Hill

Weather:

Target #	Weather
0-3	No Effect
4	Fog
5-7	Haze
8	Light Rain
9	Light Snow

Strategic Movement Points:

Number of Tanks Per Game	2	3
Germans	4	6
Soviets	5	7

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units
PzKpfW IV AUSf. H	1 Elite	2 Elite
StuG III AUSf. G	2	3
PzKpfW V AUSf. A (Panther) (H)	2	3
PzKpfW VI AUSf. E (Tiger) (H)	2 Elite	3 Elite
88mm Anti-tank gun	1	1
Starting VP Cost	40	60

Base Defending Force: All crews are seasoned unless noted otherwise.

Starting force size:	8 Units	12 Units
T-34 M43	1 Elite	2 Elite
T-34/85	4	5
SU-100 (H)	2	4
85 mm Anti-tank Gun	1	1
Starting VP Cost	25	45

Campaign History: The German attack had some success initially but the drive petered out in a matter of days

due to weak German reinforcements and lack of fuel. The Soviets counterattacked a couple of days after the German

attack stalled and forced the Germans to retreat back to their starting positions with heavy casualties.

The failure of this offensive was the last of the very many nails in the coffin of Nazi Germany.

E.11 Berlin

April 16 – May 7, 1945

Campaign Introduction: Nazi Germany was clearly doomed by April 1945, caught between the Western Allies surging over the Rhine river and the Soviet spring offensive aimed at capturing it's capital, but the German people in the east generally chose to fight to the bitter end. The unofficial Soviet motto for the Berlin campaign, "two eyes for an eye," presaged the savage battles that followed, with the Soviets rarely offering a chance to surrender and the Germans rarely accepting it while they had a weapon available.

The PzKpfW IV became a second-line tank as the Germans moved their surviving tank production capacity to producing PzKpfW V (Panther) tanks which could compete with the heavier Soviet tanks. Although the Germans considered the StuG III AUSf. G tank destroyer to be a first-line unit, it was increasingly outdated compared to its Allied counterparts like the SU-100.

Campaign Order of Battle:

Soviet Tanks

T-34/85 (Standard)

SU-100 (Heavy, 10 VP)

IS-2 (Heavy, 30 VP)

Anti-tank Guns

76 mm (Standard)

85 mm (5 VP)

German Tanks

PzKpfW IV AUSf. G (Elite)

PzKpfW IV AUSf. H (Elite)

StuG III AUSf. G (Standard, Elite, 5 VP)

PzKpfW V AUSf. A (Panther) (10 VP)

PzKpfW VI AUSf. E (Tiger) (Heavy, Elite, 10 VP, Maximum of 2)

Panzerjager Tiger (P) (Ferdinand) (Heavy, 30 VP, Maximum of 1)

Anti-tank Guns

88 mm (Standard)

Campaign Specific Rules:

Optional Rules: Infantry is recommended

German Starting Units: The PzKpfW IV AUSf. H can be played using a PzKpfw IV AUSf G and the StuG III AUSf. G gun.

Starting Objectives: The front line starts in:

Objective 3 if there are 3 battles in the campaign. Soviet replacements appear in Objective 2 instead of Objective 0. The Germans may not probe in Objectives 0, 1, or 2.

Objective 2 if there are 4 battles in the campaign. Soviet replacements appear in Objective 1 instead of Objective 0. The Germans may not probe in Objective 0 or 1.

Objective 1 if there are 5 battles in the campaign.

Game Setup: The Germans start with 2 APCR rounds per tank instead of 3.

Robata Game Setup: The Robata will purchase a minefield if it has more VP than its opponent and the terrain is not city.

German Refit Phase: Flip a card and check the target number when the Panzerjager Tiger (P) (Ferdinand) participates in a game and survives.

Target	Effect
0-6	No effect
7-9	Panzerjager Tiger (P) (Ferdinand) is disabled by maintenance issues. The Germans may use a Mulligan point to attempt to change the result. The Soviets do not receive any VP if this happens.

This rule simulates the mechanical unreliability of this design.

The Germans gain 10 VP each strategic round the front line Objective number does not increase.

Example 1: The strategic action outcome is a Hold. The Germans gain 15 VP. The normal 5 VP for the defender during a Hold action plus 10 VP.

Example 2: The Soviets attack and do not force the Germans to retreat. The Germans gain an additional 10 VP.

Example 3: The strategic action outcome is Retreat. The Germans do not gain 10 VP.

Example 4: The strategic action outcome is a Delaying Action, the Germans win the game but choose to retreat. They do not gain 10 VP.

German Strategic Replacements: German replacements start in Objective 5 because the Germans are unlikely to have enough strategic movement points to get the replacements into the game otherwise.

When a German tank is replaced, the replacement tank is taken from the row above the current row tank for the lost tank in the Order of Battle, paying normal replacement costs. If the Germans already have the maximum number of tanks of that type then the replacement comes from the row above that one.

The Germans do not receive a replacement for a lost PzKpfW IV AUSf. G.

The Germans get a 5 VP discount if the crew from the original tank survived but they cannot keep the experience points.

Example: The Germans lose their Panzerjager Tiger (P) (Ferdinand) and the crew survives, this means that they would get a PzKpfW VI AUSf. E (Tiger) as a replacement with a 5 VP discount.

Sudden Death Victory: None

Single Game: The Germans receive 5 VP when their replacement tank is cheaper than the tank that was replaced (e.g. replacing a PzKpfW V AUSf. A with a StuG III AUSf. G)

Objective Scenarios:

Objective 1 (Oder River)	Establish a Bridgehead
Objective 2 (Seelow Heights)	Keep the High Ground
Objective 3 (Potsdam)	Secure the Town
Objective 4 (Berlin Edge)	Streets of Steel (+)
Objective 5 (Berlin)	Streets of Steel (+)

Random Scenario selection:

Target #	Scenario
0-1	Scenario 1: Merging Forces
2	Scenario 2: Hold the High Ground
3	Scenario 3: Capture Hill 818 (+)
4	NA Scenario 6: Keep the High Ground
5-6	Secure the Town
7	Scenario 5: Establish a Bridgehead
8-9	Streets of Steel (+)

(+) = Infantry Required

Base Deck and Potential Terrain Changes: Base deck.

Target #	Terrain
0-2	No change
3-6	Field
7-8	Brush
9	Hill

Weather:

Target #	Weather
0-4	No Effect
5	Fog
6-8	Haze
9	Light Rain

Strategic Movement Points:

Number of Tanks Per Game	2	3	4
Soviets	6	9	12
Germans	4	6	8

Base Attacking Force: All crews are seasoned unless noted otherwise

Starting force size:	8 Units	12 Units	16 Units
T-34/85	6	8	10
SU-100 (H)	1	3	5
IS-2 (H)	1	1	1
Starting VP Cost	40	60	80

Base Defending Force: All crews are seasoned unless noted otherwise.

Starting force size:	8 Units	12 Units	16 Units
PzKpfW IV AUSf. H	2 Elite	4 Elite	4 Elite
StuG III AUSf. G	2 Elite	2 Elite	4 Elite
PzKpfW V AUSf. A (Panther)	2	4	4
PzKpfW VI AUSf. E (Tiger) (H)	1 Elite	1 Elite	2 Elite
88 mm Anti-tank Gun	1	1	2
Starting VP Cost	40	60	80

Campaign History: The Soviet assault leveled most of Berlin and did major damage to most other cities in eastern Germany before Hitler committed suicide and the Germans finally surrendered.

Despite using new tactics that emphasized firepower over attrition, the Red Army lost over 1 million soldiers killed and wounded in the final operation of the war.