BARBAROSSA: THE WAR IN THE EAST, 1941-1945

Second Edition
"The Child's Game of Barbarossa"
v 1.0

Game Overview

Barbarossa is a simple simulation representing the battles on the Eastern Front between the Axis and the Soviets. Each player attempts to achieve a military victory over their opponent. If the player is Soviet, this means that the Axis player's armed forces are totally eliminated and all Axis Production Centers are occupied. If the player is Axis, this means that the Soviet player's armed forces are totally eliminated and all Soviet Production Centers shown on the map are occupied by Axis forces (Hitler's 'stop line' would have been achieved).

The game itself consists of a map of the 1940s Soviet Union and the bordering nations, playing tiles and these rules.

The play of the Child's Game of Barbarossa consists of the Game Set-Up and up to seventeen Game Turns. Each Game Turn consists of two Player Turns. A Player Turn consists of four Phases: the Axis Movement/Combat Phase; the Soviet Replacement/Reinforcement Phase; the Soviet Movement/Combat Phase; and the Axis Replacement/Reinforcement Phase. The Turn Marker is advanced one block on the Turn Track, indicating the passage of one three-month Season. The two players are the Axis player (representing the German, Romanian, Hungarian and Italian military and political leadership) and the Soviet player (representing the Soviet political and military leadership).

Terminology

A "tile" is also known as a game piece or a counter.
A "grid" is a square on the map.
The gray units with an iron cross of various colors are the Axis units.
The red and red/white units with a hammer and sickle are the Soviet units.

Game Set-Up

1. The Axis Player places tiles on the Turn Track Blocks containing the "Number +G" indicators. These Reinforcement indicators call for either Three (+3G), Two ("+2G"), or One ("+1G") tiles.

2. The Soviet Player places one of his 20 tiles on those map grids that contain the "hammer and sickle" symbol. These show the locations of Soviet units on June 22, 1941, when the Soviet Union was invaded. (There will be tiles left over that are available as future reinforcements.)

3. The Axis Player now places its remaining 22 tiles, one per grid onto the map to the west of the 1940 Soviet border. These may only be placed on those grids that do not contain a border, mountain, forest, or swamp symbol in the Axis nations.

4. The Turn Indicator (containing the "Turn" label) is placed on the Turn Track on the "June 1941" block to show the current Game Turn. Play begins with the Axis-player's Movement/Combat Phase.

Turn Phases
Each Turn consists of Replacement/Reinforcement and Movement/Combat Phases. In their Replacement/Reinforcement Phases, the current player receives tiles based on the current turn, the number of friendly-controlled Production Centers, and the number of available friendly tiles. In their Movement/Combat Player, the current player now moves and conducts combat with any of their available units.

The Map Board
The map board shows the important cities of the period, the connecting railways, the important physical terrain features, and delineates the Western border of the Soviet Union on June 22, 1941 -- the day of the Axis invasion.   A grid pattern has been overlaid in order to regularize the placement and movement of the players' tiles. The map board has deliberately been simplified and generalized.

All terrain features affect the movement of the current player's tiles. Railways and cities enhance Movement. Mountains, Forests, Swamps, and the Sea prohibit Movement. Cities on the map board are of two types: Production Centers (represented by an encircled number within an Iron Cross or Star) and minor cities (represented by a small red star or green iron cross).

Game Pieces
The playing pieces represent the military forces engaged in the campaign. Each piece contains an illustration in the center and below that the unit's identification on the lower edge. No matter what symbol displayed on the tile, all pieces move and act the same in the game. The symbols and unit names are for esthetics only, but the color of the units does matter.

The Soviet Army consists of both the red and the red/white tiles. Gray tiles are the Axis military forces (with white iron cross signifying a German unit; orange iron cross Rumanian, and a yellow iron cross for the Hungarian, Italian, and Spanish).

Replacement/Reinforcement Phase
After your opponent's movement is complete, you may receive reinforcements (new tiles not previously in play) and/or replacements (tiles previously in play that have been lost through combat). Each Production Center City has a number in it indicating the production from off-board factories that is able to reach it. Previously eliminated tiles that are unable to be brought into play on the current turn may be saved until following game turns and brought back into play then.

All Production Center Cities that your side owns produce each turn, except the Soviet player has two special Production Center Cities: Kharkov (2) and Stalingrad (1), indicated by black asterisks

in the upper left-hand corner. The Soviet player may select which of these two cities produces each turn - but only one of these may produce per turn.

The Axis player has restrictions on the placement of its replacements. Each turn, the first six must be placed on Warsaw (6), the next four must be placed on Bukarest (4), and the last two must be placed on Budapeste (2).

Only the Axis player receives reinforcement tiles. These are indicated by the "+6G"; "+2G"; and "+1G" notations on the Turn Track. On the turn they arrive these may be placed on any of the three Axis Production Center at the Axis player's choice. They may also be delayed to a later turn at the Axis player's choice.

Reinforcement/replacements may never be brought in on a Production City that was held by the other player at the start of the game.

Movement/Combat Phase
Unlike most war games, movement and combat take place simultaneously. This represents the extremely fluid combat conditions during the campaign and the time represented in a turn. All tiles have a movement factor of two (2). Their combat factor is dependent on the side and the turn.

Movement may never occur through prohibited terrain (see Legend on the map).

Movement is limited to two grids overland or a maximum of two Production Centers/cities by interconnecting railways, or a combination of those. Also note that diagonal movement is allowed. "Overland" and "Railway" movement by a tile can be combined during a turn. A tile's movement may be in any direction or combination of directions. Overland movement must be directly from one land grid to an adjacent land-connected land grid. Rail Movement is limited to the passage into rail connected Production Centers and/or cities. All rail movement must be traced from one rail grid to an adjacent rail-connected rail grid.

Combining overland and rail movement is allowed in the following ways.
1. A unit that is not on a railway may move onto one and then use rail movement to the next city (or stop short of it).
2. A unit that uses its second movement factor on the railway may move along the railway and then "jump off" the rail into a non-railway grid before the second city is reached. That combination of railway and overland movement is a permitted use of the second movement factor.
3. Units may not "jump off" when using the first movement factor. They can, however, move off the railway before reaching the first city by using the second movement factor.

Only one tile may be moved by its player at a time. Once its movement is complete, it may not be moved again during the current game turn (usually the tile is flipped over to indicate it's been moved). Tiles may not move through an enemy-occupied grid. Combat must occur before an enemy-occupied grid can be moved through.

Example: It is the Axis player turn during Winter 1942. The Soviets have been pushed back well away from the border. An Axis unit starts its turn in Warsaw. It moves along the railway two grids to the east and arrives at Brest. This costs 1 movement factor. It then continues south along the railway that leads to Kiev. However, it stops when it is adjacent to Kiev, and then moves overland diagonally to the grid just south of Kiev.

Combat

Combat is a function of movement. In order to have combat, a player must have units worth more than the opponent's unit on and adjacent to the grid occupied by the opponent's unit. The value of all of a player's units is the same for each game turn. This value will change from one game turn to the next, reflecting the weather, weapons, tactics, and experience of the military forces engaged. These combat values are shown on each Turn Block on the Turn Track Record. The numbers given are the combat values of each side, with the Axis unit's values in black and the Soviet unit's values in red, such as "2" for the Axis and "1" for the Soviets for the June 1941 turn.

To win a combat, a player must have move combat value present in and adjacent to the target grid.

The value for each Axis tile and each Soviet tile remains the same throughout a turn. For the June 1941 turn, the Axis player needs only to move onto and occupy a grid that contains a Soviet tile in order to eliminate that tile. That's because a single Axis unit is worth "2" but an single Soviet unit is worth only "1." Once a Soviet unit is thus defeated, other Axis tiles could freely move through that grid because the Soviet tile is no longer effective.

For the first turn the Soviet player would need to move and occupy two adjacent grids to an Axis tile (these tiles are supporting the attack) prior to moving a third tile onto and occupying an Axis tile in order to eliminate that Axis tile. All three Soviet tiles would cease movement for the remainder of the current Game Turn. Other Soviet tiles could now move through this Grid because the Axis tile no longer exists.

During a turn like the Winter 1941 turn, each side's units are worth "1." This means both sides require an adjacent support unit in addition to the unit moved into the target grid.

Support Restriction: A unit that is stacked with another unit may not provide support.

Example:

In the example below, the Axis "1 Armor Division" moves two grids along the railway to attack the Soviet 18 Tank Corps. The Axis unit's combat value is "2" and the Soviet unit's value is only "1" so no additional support is needed.
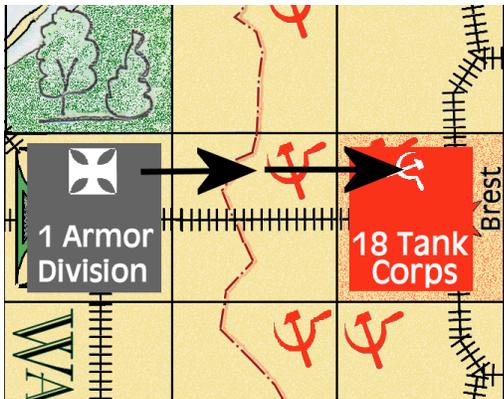
After the Axis unit defeats the Soviet, flip the Axis unit to show that it has moved and remove the eliminated Soviet unit. Here the reverse side of the Axis unit is shown:
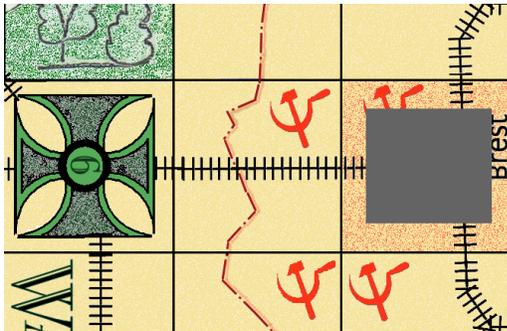
In this second example, the Soviets are counterattacking an Axis unit during the Autumn 1941 turn, when Axis units are worth "2" and Soviet units are worth only "1."

Note that three Soviet units are required to defeat the single Axis unit, 98 Inf Division. The black arrows show the movement paths that each Soviet unit took. Note that the 18 Tank Corps and the 62 Army provided "support" while the Moscow Motor Division moved into the same grid held by the 98 Inf Division. With three units worth "1" each, the Soviets have a total of "3," thus defeating the Axis unit which is worth "2."
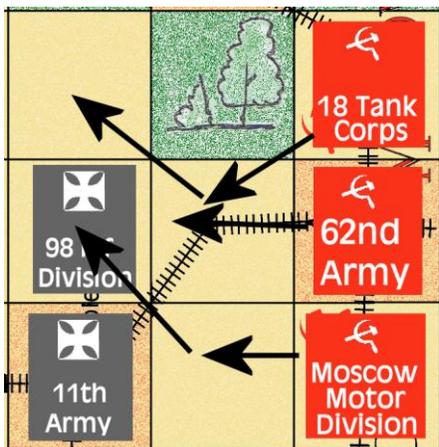
After movement and combat is completed, the front looks like this (normally, the Soviet units would be flipped over to indicate that they have already moved, but we've left them face up so you can see where the Soviet units ended their turn):

Stacking
Stacking refers to having more than one unit in a grid at the same time. Stacking at the end of a player's turn is one unit only. Stacking above one may occur during the turn, but at the end of the turn any excess units are removed.

Special Movement/Combat Rules
1. Panzerblitz ("Armored Lightning"). When the Axis attack began, the Soviet forces were completely overwhelmed by the surprise of the attack and the effectiveness of their tactics. To reflect this complete Axis supremacy throughout June 1941, all Axis tiles may ignore Soviet tiles for the purposes of Movement. Thus Axis units may move over Soviet-occupied grids without first stopping to eliminate them. Furthermore, all Axis tiles may move up to three (3) Grids using Overland Movement on the first tame turn only. Note this bonus does not apply to rail movement.
2. Soviet Partisans. The Axis player must occupy every Soviet Production Center (and city) that Axis tiles pass through. An Axis unit may not leave the city until another Axis unit arrives there and stops its movement.
3. Hitler's "No Retreat" Order. The Axis player may never abandon a captured Soviet city. The only way that an Axis tile may leave a Soviet city is either by replacing it with another Axis tile, or by the Soviet player capturing it through Combat.
4. Railroad Construction. Some railways were built or improved during the war. Their date of their appearance is marked on the railway. Before that date, the railway does not exist.

Game Play Tips
- Once you assess your goals for the turn, try to move the hindmost units first. They can often reach grids to provide support adjacent to a grid that can only be reached by a unit on the front. Save your frontline units for the furthermost advances.

- Stretching your unit movement to the maximum will help you. When the time comes to be on the defense, position units to make city capture harder. Slowing railway movement is a key to slowing the enemy.
- Prepare one turn before your "good attack" turns as much as you can. For example, the Soviets get their first decent attack in Winter 1941, and it's coupled with a decline in Axis offensive power. Take advantage of the combination to recapture territory and destroy as many Axis units as possible.
- As the war wears on, each year the Soviets get closer to parity with the Axis on offense. By 1944 they are equal, but because there are more Soviet units than Axis, the Soviets can better press their advantage.
- Finally in 1945, the Soviets reach what the Axis had on turn one: offensive prowess. Even though there are only two turns like this, the Soviet player must be prepared to advance along the railways to take those Axis production centers - and the Axis must do what he can to hold at least one of them.