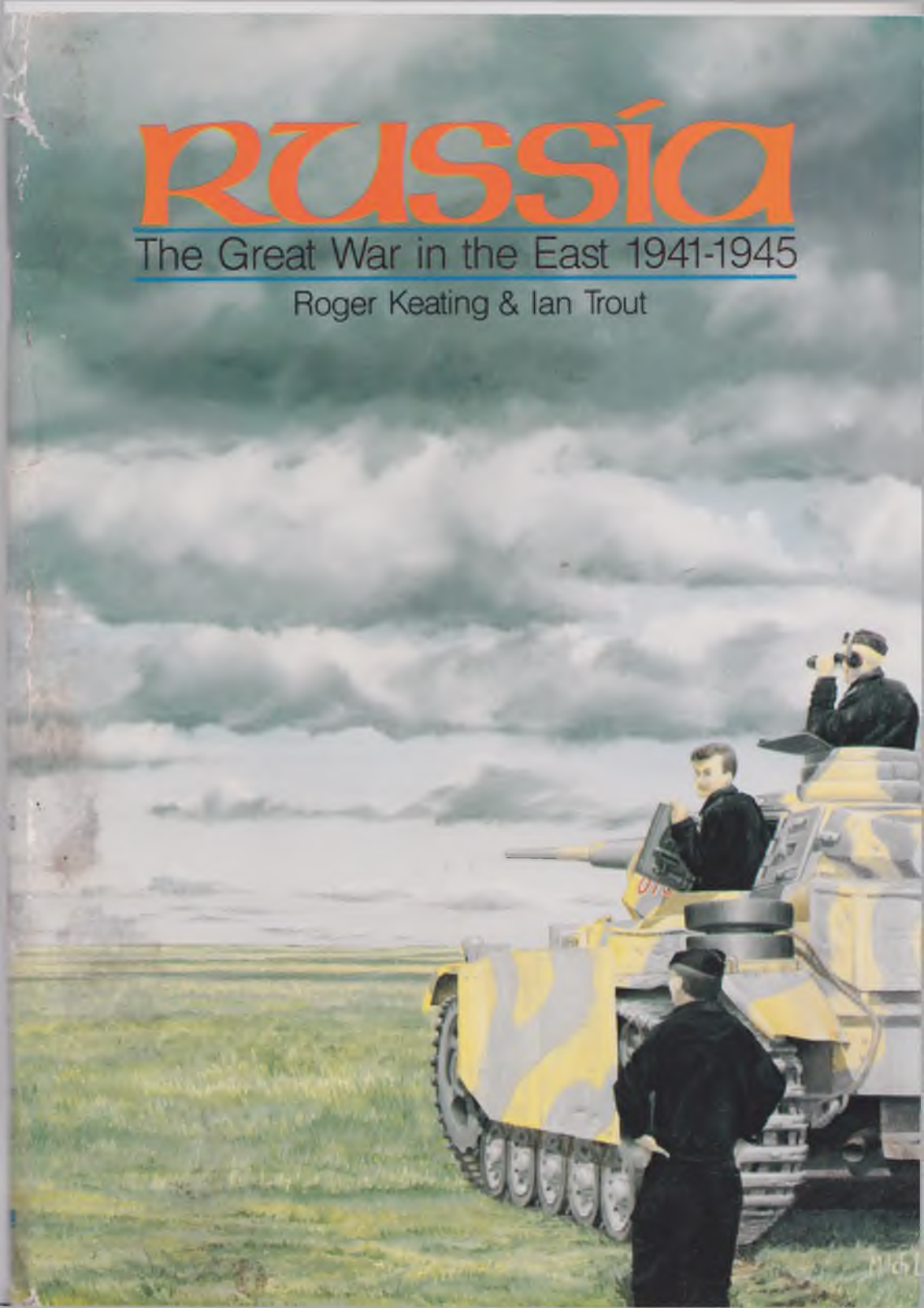


# Russia

The Great War in the East 1941-1945

Roger Keating & Ian Trout



# run 5

## THE UNIQUE COMPUTER GAMING MAGAZINE

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# PLAYER'S MANUAL

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Typeset in 10 pt Helvetica on an Apple Macintosh and Laserwriter.

Printed in Australia by Maxwell printing Co. Pty Ltd, Sydney, for the publishers, Strategic Studies Group Pty Limited, P.O. Box 261 Drummoyne, 2047. AUSTRALIA.



## PART ONE

# THE GAME ROUTINES

## 1. INTRODUCTION

*Russia* is a simulation of the greatest military struggle in the history of mankind. Almost 50 million fighting men participated in the four-year conflict and more than 20 million of them were casualties.

You may take the role of supreme commander for either the Axis or Soviet forces or you may choose to accept a subordinate role and command a single theatre of operations. Or again, you may choose to combine the roles and command a number of positions. The choice is yours. Your computer will control those forces not assigned to human hands.

The complete package consists of an album, 2 map cards, 4 menu cards, a floppy disk, this player's manual and a strip of save-game labels.

If this isn't the case, let us know about missing components, or return defective ones, and we'll replace them immediately. If you live in North America, send defective components to our US Office; if you live elsewhere, send them to our Australian Office.

Furthermore, if you have any questions relating to the play of the game, please address them to our Australian Office, regardless of where you live.

## 2. WHAT'S IT ALL ABOUT?

Before asking you to go through the introductory tutorials, we recommend you read the next two chapters.

The German war effort in Russia was directed by *OKH* (Oberkommando des Heeres) which, as the war progressed, and his distrust of his generals grew, increasingly came to mean Hitler himself. Its Soviet counterpart was *Stavka* (formally *Stavka Glavnovo Komandovaniya* or Headquarters High Command), which was always run by Stalin, who trusted no-one.

OKH and Stavka form the strategic level of play in *Russia*. The decisions made at this level include allocation of reserves and reinforcements and issuing directives

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to the subordinate Army Groups and Theatres. The strategic turn occurs once per month.

Of course, neither Hitler or Stalin were able to restrict themselves to the lofty plane of strategic command, and interfered constantly in operational matters. You will be able to do likewise.

Operational command in **Russia** is represented in weekly turns and consists of decisions made at three levels of military hierarchy.

Directly controlled by OKH are three Army Groups, known for most of the war as Army Group North, Army Group Centre and Army Group South. Each Army Group can command from 1 to 6 *Armees* and each *Armee* can command from 1 to 6 Korps. The armies under each Army Group are written in the German *Armee*, to avoid confusion with Russian formations of a different level. Thus a partial chain of command for the Germans might run as follows; Army Group North - 4th Panzer *Armee* - 41st Panzer Korps. For the Germans, the Korps is the unit represented on the map and doing all the fighting.

For the Russians, the commands immediately below Stavka are called Theatres A, B and C. Each Theatre commands from 1-6 Fronts and each Front commands 1-6 Armies. You will notice that for the Russians the unit of combat and manoeuvre is the Army, which is equivalent to the German Korps, while the German *Armee* is equivalent to the Russian Front. For the Russians, a partial chain of command might run as follows; Theatre A - Leningrad Front - 23rd Army.

While the Korps/Army is the basic formation for organising and moving troops, each Korps is actually composed of a number of divisions. These divisions never appear on the map and are always either included in a Korps/Army formation or held in a HQ reserve. There are three basic types of divisions; infantry, motorised and armoured.

In the campaign game the player can choose to play OKH/Stavka and/or any or all of the Army Group/Theatre commands. Playing an Army Group/Theatre involves directing all of its subordinate formations.

In a scenario, there is no strategic command (i.e. no OKH/Stavka) and only one Army Group/Theatre per side.

There are three scenarios included in the game. They cover the initial drive of Army Group North to capture Leningrad in the summer of 1941, the Axis attempt to capture Stalingrad and the subsequent Soviet counter-attack in 1942 and the climactic armour clash, and its aftermath, at Kursk in 1943. The Leningrad scenario, being the smallest, is used as an introductory tutorial to make you familiar with operational decision-making.

The campaign game covers the entire conflict from June 1941 until May 1945 or until a conclusion is reached whether it be in 1943 or 1947! The opening months of the campaign game are used as an introductory tutorial to give you some

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experience with the strategic decisions you will have to make in the course of the war.

Furthermore, the powerful Game Design Kit we have developed will allow you to customise any of the set scenarios or the campaign game. You may even create entirely new scenarios or campaign games, beginning them from any time between 1939 and 1945.

Such additional scenarios and variants will appear from time to time in our company magazine, *Run 5*. If you haven't seen a copy of it yet, complete the enclosed registration card and send it along to our US Office (if you live in North America) or our Australian Office (if you live elsewhere). We'll send you a complimentary copy by return post.

## Special Note

*Russia* actually involves four levels of military hierarchy. For the Germans they are OKH/Army Group/Armee/Korps. For the Russians, they are Stavka/Theatre/Front/Army. In order to avoid confusion we will use the German terms throughout these rules. Unless otherwise stated, a rule which describes a German formation will be applicable to the corresponding Soviet force. For example, the statement that two **Korps** cannot occupy the same hex at the end of the movement routines should also be read as meaning that two **Armies** may not do so either.

## 3. HOW A SCENARIO PLAYS

This chapter should be read before starting the scenario tutorial.

A scenario (not a campaign game) of *Russia* goes something like this.

Choose the scenario you wish to play. Experienced players may wish to vary an existing scenario or to create an entirely new one.

Choose a handicap level for the game. Handicap levels in *Russia* act as a multiplier on the points accumulated by either player. They do *not* affect the artificial intelligence or the combat performance of the protagonists.

Choose whether the game will be played between two humans, one human (either as the Axis or Soviet player) or no humans.

Each scenario lasts for a set number of turns; up to 31. Each turn represents about one week of real time so that the maximum scenario length is 8 months.

The military forces at your command are Korps size units for the Axis and Army size units for the the Soviet. These are your basic formations for organizing and moving troops. Each Korps or Army, depending on type, will contain several infantry, motorized and/or armoured divisions.



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In a scenario, there will be only one Army Group and Theatre involved.

Each Korps/Army will contain a variable number of divisions, based on availability, the type of Korps and its current order. A divisional reserve is maintained at each Armee/Front as well as a variable number of ground support assets (artillery, anti-tank etc) and air support assets. These assets are apportioned out each turn to those Korps/Armies in need of them. A further reserve of divisions and assets are maintained at Army Group/Theatre level. Finally, a replacement pool is available to both sides to rebuild depleted divisions in the field provided they meet the eligibility criteria. Korps (Armies) are defined by type (e.g. SS Panzer, Gds Tank, Siberian, etc) and these ratings, together with their current order, largely determine their exact divisional composition.

The battlefield on which you fight is a field of hexagons divided into blocks of 9x9 hexes. The campaign map is composed of twelve of these blocks. A scenario map will use some of these. The ground scale is approximately 40 miles per hex. Different types of terrain are represented by different terrain icons. Railways and cities are shown and victory points are awarded for control of the latter.

It is your job as Army Group/Theatre commander to use this time, these forces and these conditions to capture and hold as many cities as you can, to destroy as many of the enemy formations as you can get your hands on and, of course, to prevent your opponent from doing this to you. The player who has scored the most number of points by the end of the scenario is the winner.

Your interface with the game is a structured set of menus which become very easy to use. Trust me! (Those of you who have played **Battlefront** know they can!)

These menus give you the power to manoeuvre and deploy your formations, to send them into battle and to refit and re-organize them when necessary. Each Armee (Front) has its doctrine specified however, unlike **Battlefront**, individual Korps (Armies) may be given orders relating to their tactical situation. Ground and air assets are allocated to Korps (Armies) in contact with the enemy.

Only one Korps/Army can occupy a single hex at the end of a turn. This does not prevent them moving through each other when executing your orders.

Railways play an important part in supplying troops and the rail nets in the game are differentiated into Axis and Soviet gauges (i.e. narrow and wide gauge).

You have only limited control over the positioning of individual Korps/Armies. The orders given to Armees/Fronts will determine the response of their component Korps/Armies.

You can examine a variety of reports, including area weather conditions, which will provide the information to base your decisions on.

All orders are issued before any action takes place. Combat between opposing forces is resolved and described by a short report. Other orders are then executed.



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This manual contains a short briefing for each scenario which will give you some idea of what must be accomplished in order to win.

On average you can expect a scenario of four months length to take 60 minutes to finish in solitaire mode; a little longer if your opponent is human.

Victory Points (VPs) are accumulated weekly in a scenario.

A scenario is won by the side with the greatest number of VPs on the final turn. Note that an automatic victory is awarded *in a scenario* when the city containing the enemy's Army Group HQ (Theatre) is captured.

## 4. PLAYING YOUR FIRST SCENARIO

As a warm up to your adventure in Russia, we invite you to spend the next forty minutes reliving the first frantic months of the German drive to capture the vital Baltic port of Leningrad. You will take the role of General von Leeb and command Army Group North in its dash to reach Leningrad before the combination of Soviet reinforcements and bad weather can stall your offensive. You have only twelve weeks (12 turns) to get the job done! You can't afford to waste a moment!

As well as this manual, you'll need to have in front of you the terrain effects map, the Axis scenario menu and the start menu card. Start instructions for Apple computers are on one side, Commodore instructions are on the other.

### Starting Up

Start up your computer using the procedure given on the start menu card. Menu A (Start Up Menu) appears to the right of the title page. As is the case with every menu in the game, you use the arrow keys to locate your choice from the menu and then type (RET) to select it.

If you select the wrong menu, don't worry. Type (ESC/f1) to go back to the previous menu.

Hit the right arrow key a few times. Now hit the left arrow key and you'll see the cursor moves in the opposite direction. Every menu works the same way.

### Selecting the Leningrad Scenario

Before we can start play, we have to select the Leningrad scenario, tell the computer to control the Russian forces and decide whether we wish to use a handicap.

Use either arrow key to locate the <GAME> line and type (RET) to go to Menu B (Location Select).

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Use an arrow key to locate the <SCENARIO> line and type (RET) to go to Menu C (Scenario Menu). Apple owners will have to turn the disk to the scenario side.

Use an arrow key to locate the <LENINGRAD> line and type (RET) to go to Menu E (Edit Utility). The scenario briefing screen is displayed to the left of the menu window.

Use an arrow key to locate the <EDIT> line and type (RET) to go to Menu F (Handicap Utility). We must now decide whether to use a handicap. Let's give ourselves all the help we can get! The handicaps below the <NO EFFECT> line benefit the Soviet player; those above benefit the Axis player.

Use the arrow keys to select the <MAJOR> Axis line and type (RET) to go to Menu G (Player Select). You must assign human or computer control to each player in the game. The panel above the menu window displays the name of the command position. You will be asked to assign control for <AG NORTH>. This is you, so use the arrow keys to locate the <HUMAN> line and type (RET). You will now be asked to assign control for Theatre A (the Soviet command). Use the arrow keys to locate the <COMPUTER> line and type (RET).

Once all the command positions have been assigned, the cursor is thrown into the briefing screen and you have the opportunity to change the commander's names. Do this if you wish, otherwise type (RET) until you get back to Menu E (Edit Utility).

Use an arrow key to locate the <START> line and type (RET) to go to Menu H (Game Master). Apple owners will have to turn the disk back to the master side.

That's the preliminaries over with. We're just about ready to play.

## Reviewing Your Forces

Put aside the start menu card and pick up the Axis scenario menu card.

The date and a current turn briefing appear above the menu window. It is week 4 of June, 1941. This is the first of the twelve weeks for which the game will run. Below the menu window is a small weather summary map. Each of the twelve map sectors is clear. It's the middle of summer. There is a chance that the more northerly map sectors will still have some mud remaining from the previous winter. The map area displayed is the Riga Sector. Have a look at the Terrain Effects Map; the Riga Sector is the second from the left of the top row.

The <SOVIET> and <RUN 5> lines in the menu have been overprinted with a solid bar to show that you cannot access them. The solid bar will disappear from the <RUN 5> line after the <AXIS> line has been accessed. This is to guard against accidentally selecting <RUN 5> before issuing your orders. The <SOVIET> line will always be overprinted in *this* game; the computer does not want you to see what it is doing!

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Locate the <AXIS> line and type (RET) to bring up Menu 2 (Operations Master). The map is updated by the addition of the Axis gauge rail net (i.e. narrow gauge). Date, turn number and current victory point total are displayed below the menu window.

**[Historical Note.** In case you're wondering why the Axis rail net extends into Russia, here is the explanation. In 1939, in conjunction with the Axis-Soviet dismemberment of Poland, the Soviet Union annexed the Baltic States of Latvia, Lithuania and Estonia as well as a large hunk of eastern Rumania. The rail systems of these countries were, by and large, compatible with Europe rather than Russia. By the time of the Axis invasion, only a small part of these rail nets had been converted to the wider Soviet gauge. Once Axis forces capture these narrow gauge rail hexes, they can be used immediately for transportation.]

Before issuing any orders to our men, we'll review our forces and the environment in which they'll have to fight.

The four Axis units in the bottom left hand corner of the map are ours. They are opposed by three units from the Soviet Baltic Front immediately to the right. Have a look at the chart of screen symbols on the following page.

Select the <REPORTS> line from Menu 2 and type (RET) to bring up Menu 4 (General Reports). This is just a branch menu. Select the <STATUS> line to bring up Menu 5 (Unit Status).

The map has been replaced with a full-screen display showing the condition of every unit under your command. There are two pages to this report. Type (RET) to bring up the second page. The length of the report is determined by the size of your force.

Look at the first page. The top line identifies Army Group North, displays the date and the number of pages in the report.

There are 4 Armees attached to AG North; 4Pz, 18th, 16th and 9th Armees. Note that 9 Armee was historically part of AG Centre. For the purposes of this scenario, however, it has been detached to AG North.

Four Korps are attached to 4Pz Armee; 10 (Inf), 39 (Pz), 56 (Pz), and 41 (Pz). Only the 41 Pz begins the game deployed on the map. The other three arrive as reinforcements at specified times. Type (ESC/f1) to exit the report.

Don't worry about memorizing all the information on this screen. As you become familiar with the game, you'll get more and more use from it.

Return to Menu 4 and select Menu 6 (Map Walk). This menu contains a variety of information which we can have a brief look at. At the moment the cursor will be flashing on the map. You may use the arrow keys, the 1-6 keys or the I,J,K,M keys to move the cursor over the map. The map will scroll when you reach the edge. You may type (0) to centre the screen on the cursor. This works on any screen where the cursor is flashing.



## GENERAL AXIS/SOVIET SYMBOLS

(VISIBLE TO BOTH PLAYERS)



AXIS INF. KORPS



AXIS INF. KORPS (FORT.)



AXIS PZ. KORPS



AXIS PZ. KORPS (FORT.)



AXIS KORPS (KIA)



AXIS KORPS (ENTRAINED)



ARMEE/FRONT HQ



SOVIET INF. ARMY



SOVIET INF. ARMY (FORT.)



SOVIET TANK ARMY



SOVIET TANK ARMY (FORT.)



SOVIET ARMY (KIA)



SOVIET ARMY (ENTRAINED)



ARMY GROUP/THEATRE HQ

## SPECIFIC AXIS/SOVIET SYMBOLS

(VISIBLE ONLY TO CONTROLLING PLAYER)



AXIS INFANTRY KORPS



AXIS PANZER KORPS



AXIS MOUNTAIN KORPS



AXIS SS INFANTRY KORPS



AXIS SS PANZER KORPS



AXIS-ALLIED KORPS



SOVIET INFANTRY ARMY



SOVIET TANK ARMY



SOVIET GUARD INF. ARMY



SOVIET GUARD TANK ARMY



SOVIET MOUNTAIN ARMY



SOVIET CAVALRY ARMY



SIBERIAN ARMY

## A NOTE ON MONITORS AND SOUND

If you are using a black and white monitor, type  
Cntl(B) to enter monochrome mode.

If you don't wish to listen to the sound effects, type  
Cntl(S) to turn them off.

Repeat the keystroke to reverse the effect.

---

Position the cursor over the Axis armour unit at the bottom of the screen. An arrow flashes alternately with the unit symbol to indicate the targeted enemy unit. A unit must be adjacent to an enemy unit to be targeted. The right hand column of the screen displays the identity and condition of the friendly unit.

Position the cursor over an enemy unit. You are told the unit's Front and Army designation and its level of activity in the previous week.

Position the cursor over the city of Riga. Now move the cursor to Pskov. Pskov is the trigger city for an off-board region. That region is named and the bonus VPs awarded for its capture are displayed above the city data. It's not necessary to worry about the details now; read Chapter 8 when you've finished the tutorial for a complete description of the Map Walk routines.

Type (RET) to move the cursor to the menu window.

To turn on a display, use the arrow keys to select which piece of information you wish to examine. Type (RET) again and the cursor will return to the map and the screen will display the information requested.

To turn off a display, type (RET) to move the cursor to the menu window, select the display you wish to turn off and type (RET).

While more than one display can be on at any one time, very often information from one display will be concealed by another display. For this reason we recommend you examine one display at a time; at least for your first few games.

The <Cities> options work slightly differently. They allow you to examine any city on the map. Select <NAME> and a box containing a square cursor will appear above the menu window. Type in the name of the city you wish to go to. As soon as you have entered enough characters for the computer to recognise the city, the screen will centre on it and information concerning its status will appear to the right of the screen. Type (RET) to go back to the menu window. Select <CYCLE> and the cursor will return to the nearest city on the map. Use the arrow keys to examine each city in turn. Type (ESC/f1) to exit the cycle routine.

Type (ESC/f1) to exit the menu. All displays will automatically be turned off.

<CONTROL> allows you to examine which side controls each hex on the map.

<CLEAR MAP> allows you to examine the terrain uncluttered by units. For example, to examine cities occupied by units, you must first switch on the <CLEAR MAP> routine before positioning the cursor over the chosen city.

<RAIL NET> superimposes a full display of all rail lines, regardless of gauge or control.

<COMMUN'S> superimposes the communication value of each hex. Basically, communications affect the performance of your logistic net. Have a look at the communications map on the reverse of the terrain map. What this means is that it is much harder to supply your forces in the wilderness.

---

<WEATHER> superimposes an icon representing the current sector weather in each hex.

All of these reports and displays are fully explained in Chapter 8 (The Game Menus Described).

Have a look through them for a few minutes, then type (ESC/f1) until you get back to Menu 2 (Operations Master).

## The Weather and Army Group Summary

The next item in the menu is the weather report. Return to Menu 2 and select <WEATHER>. There are five separate displays on this screen. Below the menu window is an active map display. Map sectors in play are identified by a square, others by a plus sign (+). The square containing your Army Group HQ is solid, other squares are hollow.

Four separate displays have replaced the sector map. The top two displays repeat the turn and weather details described earlier. The bottom left display describes Army Group North, its HQ location, the total VP value of all cities on the map and the number of these currently controlled. The bottom right display is a breakdown of the military forces attached to Army Group North. Only those Korps and Armees in play are recorded; reinforcements are not. KIAs are casualties currently absorbed by AG North.

An Air Support Point (ASP) is approximately equivalent to an Axis Geschwader (30-40 aircraft) or two Soviet Air Regiments (40-50 aircraft).

A Ground Support Point (GSP) is approximately equivalent to a regiment-sized artillery, anti-tank or equivalent HQ asset.

Divisions are your basic fighting units and come in three types; armour, motorized and infantry. Further specialization of types is handled by the Korps type to which the division is assigned; for example, the *inf* divisions in a Soviet Cavalry Army are considered cavalry divisions and are treated as such for all game purposes. Historically, a division could contain from 9,000 to 16,000 men at full strength; much less when depleted. Soviet tank and mechanized corps are treated as division-sized units.

Replacements are regiment-sized bodies of men, organized in the same categories as your divisions. They are never present on the map. They provide on the spot reinforcement for divisions depleted by battle or attrition. While you have no direct mechanism to assign them, their availability for use is determined by the logistic and administrative condition of the units that need them. You can never have too many replacements!

For comparison, three replacements are the manpower equivalent of one full strength division. Casualties (KIAs) are taken in regiment-sized steps.



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## The Reinforcement Schedule

Go back to Menu 2 and select Menu 7 (Reinforcement Schedule).

Each line shows the reinforcements to be expected on a specific turn. Arrival dates for reinforcements are every fortnight. Reinforcements will arrive at the Army Group North HQ (i.e. as reserves) and be distributed from there as necessary. The combat value of each division type and the size of the replacement pools are displayed above the schedule.

Note that reinforcing Korps and Armees are handled differently. They arrive on their assigned hexes in the particular week specified in the creation routines. Sooner or later we hope you will get around to having a look at the design features of the game; this distinction will then become obvious.

And now we can start operations against the pesky Russians in earnest.

## Choosing Army Doctrine

Select Menu 8 (Army Group Operations). Friendly units have their general symbol replaced with their specific symbol.

Above the menu window, we see that AG North is at moderate activity. It won't be after we've given our orders! Below the menu window, we are told the AG HQ is at Konigsburg, where it will stay for the duration of the scenario. (Army Group and Theatre HQs can only be moved in campaigns.) Supply and Admin are at 7 each (the maximum), all GSPs have been allocated to Armee HQs, 16 ASPs are present and three infantry divisions are being held in reserve. There is a small chance that these numbers will be slightly different from game to game. The mechanisms handling unit organization within an Army Group are explained in more detail in Chapter 10 (Game Mechanics and Tactics).

We will set the doctrine and objectives for each Armee in our command. Locate the <DOCTRINE> line and type (RET) to select Menu 9 (Select Armee). The 16 Armee display appears on the right of the screen and only those Korps belonging to the 16 Armee are represented by their specific symbol. 16 Armee has 1 Korps attached (a second Korps will arrive on the next turn), normal doctrine, its HQ is in Tilsit, a *line of supply* is open to the AG HQ, supply and admin are 7, 3 GSPs are available, 16 ASPs may be drawn upon and two infantry divisions are in reserve.

Note that since Axis ASPs are allocated from the Army Group HQ rather than an Armee HQ, every Armee can call upon the Army Group pool of ASPs.

Use the arrow keys to cycle through the three Armees attached to AG North. The 9 Armee will appear on turn four. Don't worry about the orders displayed for Armees and Korps; they are default values and we'll soon sort them out.

Locate the 4 Pz Armee and type (RET) to go to Menu 10 (Select Doctrine). In order to advance upon an enemy held objective, an Armee must have Main Effort

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doctrine. Select <MN EFFORT>. The cursor has been thrown into the map and we have been asked to select an objective. I prefer to send the tanks to Dvinsk initially and leave Riga to be captured by the Infantry Armies. Use the arrow keys to select Dvinsk and type (RET). You have been thrown back to Menu 9 (Select Armees). The doctrine for 4 Pz Armees now reads <MN EFFORT> and its objective is Dvinsk.

Use the arrow keys to locate 18 Armees, type (RET) and set it to <MN EFFORT> with Riga as its objective. Put 16 Armees on <MN EFFORT> with Vilna as its objective. Type(ESC/f1) to go back to Menu 8. The Army Group activity is now *high*.

## Choosing Korps Orders

Locate the <ORDERS> line and type (RET) to select Menu 13 (Select Korps). The arrow keys will cycle you through every Korps. The top four lines of text repeat the Armees doctrine; all other information refers to the Korps currently identified by the cursor. Locate the 41 Pz Korps. You are told the Korps' designation, its type, its last order (a default value in this case), its status (experience, fatigue and losses) a LOS is open to the 4 PzA HQ, supply and admin are 7, GSPs and ASPs are not allocated as yet and the Korps contains two armoured and one motorized division.

The cursor alternates between the specific Korps symbol and a directional arrow showing the Korps' intended target. The computer determines which enemy unit each Korps will target upon; the factors which influence its decision are listed in Chapter 10 (Game Mechanics and Tactics).

The 41 Pz Korps will have either the enemy unit north or north-east of itself as its target. Type (RET) to bring up Menu 16 (Allocate Ground and Air Support). We're going to attack. Allocate all the GSPs and one-third of the ASPs. Once this is done, Menu 17 (Contact Orders) will appear. Select <ASSAULT>. You will be returned to Menu 13 and the updated Korps display will confirm the orders you have just issued. A description on the type and condition of the target appears in the top panel of information. Wherever possible, confine your attacks to vulnerable targets.

Give the 17 Korps half of the 18 Armees's GSPs, half of the remaining ASPs and an <ASSAULT> order. Give the 28 Korps the other half of the 18 Armees's GSPs, all the remaining ASPs and an <ASSAULT> order. Finally, give the 1 Korps an <ADVANCE> order. Korps not adjacent to enemy units cannot use GSPs or ASPs and there is no mechanism for you to give them any.

That's everything you need to do to complete the turn. The invasion surprise flag is in effect so that you can confidently expect to hand out a thorough thrashing to the enemy arrayed against you.

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Go back to menu H (Game Master) and select <RUN 5>. Each battle is identified and described by a report. Press the (SPACE BAR) to examine the outcome of the next battle. Once all battles have been resolved, the computer will execute the movement orders of each unit.

It's a little hard to predict where each unit will end up; even which units will still be around. Fight as hard as you can for Riga; the sooner you control it the better. Once you have reached an objective, the Armee's doctrine will change to normal. You will not be allowed to go to main effort again until the sum of the Armee's supply and admin is at least eight, nor is it a good idea to do so unless the objective is undefended. For an enemy city to be a legitimate objective, it must be within 7 hexes of the Armee HQ. This distance is reduced to 4 or 5 hexes in mud and snow weather respectively. Armee's with normal orders can transfer their HQs to friendly controlled cities within 7 hexes. Armee's may only go on rest in supplied cities.

Play through the rest of the scenario and don't worry if certain orders are denied you at times or if things happen you don't understand. What you are attempting to do is capture Pskov as quickly as possible. An attack on Leningrad itself is impractical from any other jump-off point. When you've finished the scenario, read through Chapters 8 and 10 and then have another go at the scenario.

You may also like to play the scenario a third time, taking command of the Russian forces.

Please don't start playing the campaign until you have played all the scenarios; the wait will be worthwhile and you'll enjoy it all the more.

## 5. HOW A CAMPAIGN PLAYS

This chapter should be read before starting the campaign tutorial.

A full campaign game of *Russia* goes something like this.

Choose the campaign game.

Choose a handicap level for the game, just as you did for the scenario.

Choose which positions will be played by humans, the computer will command the rest.

The campaign runs for 48 turns. In a campaign game, each turn represents one month of real time. Customized campaigns may run for as long as 60 months; i.e. 5 years.

The primary difference between a campaign game and a scenario is the addition of the strategic cycle. Each Army Group/Theatre commander will operate his forces pretty much the same as he would in a scenario, so we won't go into those details again here.



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Every month there is an interruption in the weekly processing of events and a strategic cycle must be completed.

Each month, new units in the form of both fresh divisions and assets as well as replacements will become available to the OKH and Stavka commands. These must be allocated between the three Army Groups or Theatres. Furthermore, the OKH player may move troops to and from the Western Front.

The supreme commanders issue directives to their subordinate commands.

Issuing directives and allocating reinforcements is a delicate matter. Expecting too much from your men can lead to their destruction.

The campaign game will take from four to twenty hours to complete, depending upon how many roles have been taken by humans.

Victory Points (VPs) are accumulated monthly in a campaign game.

A campaign game is won by the side with the greatest number of VPs on the final turn, unless an automatic victory has been achieved earlier. Each side has a specified minimum VP value. Should a side earn fewer than this minimum value for two consecutive turns (months), then it has been automatically defeated and the game will end at that point.

## 6. PLAYING YOUR FIRST CAMPAIGN

In this tutorial we're going to go through the first strategic cycle from the Axis vantage and get some experience in the basic decision making necessary to keep an army of several million men in fighting shape.

### Selecting the Campaign Scenario

Boot the disk, select <GAME>, then <SCENARIO>, then <RUSSIA> which will take you to Menu E (Edit Utility). Select <EDIT>, then the handicap of your choice. There are 8 command positions which must be allocated. Place OKH under human control and the remaining 7 commands under computer control. Change any names you wish, then select the <START> line from Menu E.

The game begins with a strategic cycle. You will be sent straight to Menu 18 (Strategic Events). Every month begins with a strategic cycle. As the campaign begins in week 4 of June, there will be only one week between the first cycle and the next. Thereafter, there will be four weeks between every cycle.

### Reviewing Reports

<REPORTS> and <REINF'S> provide the same information as supplied to Army

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Group commanders. Note that even though reinforcements have been scheduled for the full campaign, only those arriving in the upcoming 15 months are displayed.

<WEATHER> is different. Select the <WEATHER> line and the map is replaced with eleven separate displays, each one describing the status of a single map sector. You are told the name of the sector, current weather condition and the number of cities (together with their VP value) controlled by each side. The presence, or otherwise, of enemy controlled cities in each sector gives an excellent summary of current progress.

## Allocating Forces

Select <DIV ALLOC>. The screen facing you has two major components. Filling the bottom half of the screen are three Army Group displays. They show the military composition of each Army Group and will be already familiar to you.

Above these displays is the entry screen for allocating forces. Type (RET) to cycle the cursor through the legal entry points. You will see that only the three Army Group lines and the <OKW> line may be entered. The <OKH> and the <REQUIRED> line may not.

Reinforcing units (i.e. ASPs, GSPs, armoured, motorized and infantry XXs) appear in the OKH line. Units appearing in the Army Group lines are those held in the AG HQ reserve.

To add units from OKH to an Army Group, simply position the cursor in the appropriate place and enter the new number. For example, there are 4 GSPs in the OKH reserve and none at all in the AG HQ reserves. Let's give them to AG Centre. Type (RET) until the cursor is in the GSP column and the AG Centre row. Type (4) (RET). Give the 5 infantry XXs to AG Centre; i.e. position the cursor in the INF column and the AG Centre row and type (8) (RET). This assumes that there are 3 inf XXs there already. If not, then add 5 to the number present and enter that.

To transfer units between Army Groups, you must first subtract from one AG which will increase the OKH reserve and then add to the other AG. For example, to transfer 2 infantry XXs from AG North to AG South, position the cursor on the AG North line and subtract 2 from the number. Move the cursor to the AG South line and add 2 to the number.

Note that the values in the Army Group displays are updated to reflect the changes made in the allocation screen.

The Axis player must also concern himself with OKW which abstractly represents the rest of the Axis commitments. The <REQUIRED> line is fixed by the yearly values entered in the briefing routines. If the Axis player does not meet these

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requirements, various penalties will apply as described in Chapter 8. Similarly, if he exceeds these requirements, certain bonuses can be realized.

Initially, we recommend you stick to the <REQUIRED> OKW force pool.

As a useful rule of thumb, we suggest the Axis player allocates his forces so that there are at least 3 ASPs per Korps, 4-5 GSPs per Korps and 3-4 divisions of the appropriate type per Korps. The Soviet player should maintain 5 ASPs per Army, 4-7 GSPs per Army anywhere from 3-6 divisions per Army.

These decisions should be modified by the directives you intend to issue and the status of your AGs. AGs essentially on the defensive, especially when enemy activity is not expected to be intense, can get by with less, particularly support points. AGs in good condition (status) will be more resilient than battered ones.

What you must remember is that 4 weeks will elapse before you next get a chance to redistribute your forces. In other words, don't take big risks until you're sure you know what you are doing.

## Issuing Directives

Return to Menu 18 and select <DIRECTIVE>. There are two components to the screen facing you. At the bottom of the screen are the city control displays for each AG which are already familiar to you.

Above this is the entry screen for issuing directives to each AG. The values you see there at the moment are default values and will soon be changed. Type (RET) to cycle the cursor through the three entry locations. There are 4 directives to choose from. 0 = <RETIRE>, 1 = <DEFEND>, 2 = <ACTIVE> and 3 = <ATTACK>.

The <LAST ORDERS> column reminds you of the directives you issued in the previous strategic cycle while the <GAINS> column tells you the net change in the VP value of the cities controlled by each AG.

Total VPs are displayed in the top left-hand corner. The <MIN> value is critical. Should you fail to score this many VPs for two consecutive cycles, then you will instantly lose the game.

In this tutorial, the Axis decisions are simple. Type (3) for each AG to give them all <ATTACK> orders.

That's completed OKH's responsibilities. Exit the strategic cycle then watch the computer resolve the first week of operations. Once this is finished, another strategic cycle will occur. There should be no reason to change your directives and the bulk of the reinforcements are probably best sent to AG Centre.

Good Luck!



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## 7. THE TYPES OF GAME MENUS

The order menus which drive the game can be divided into four types.

(a) **Branch Menus** - These menus signpost the route to other menus [H, 2, 4, 8, 9, 13 and 18]. Note that most of them also provide some information.

(b) **Information Menus** - These menus provide specific information on the various forces and functions in the game [3, 5, 6 and 7].

(c) **Action Menus** - These menus are the centre of the game system. All of the orders used in the game are given through them [10, 11, 12, 14, 15, 16, 17, 19 and 20].

(d) **Single Function Menus** - [1].

## 8. THE GAME MENUS DESCRIBED

As a general note throughout this chapter, references made to Axis formations (e.g. Army Groups, Armies and Korps) also apply to Soviet formations (e.g. Theatres, Fronts and Armies) unless specifically stated otherwise.

### Menu H (Game Master)

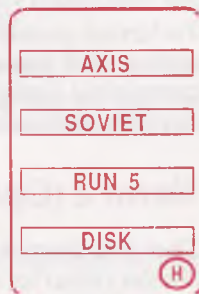
This screen always appears at the beginning of each turn. It is the first screen you will see after completing the campaign or scenario details and selecting <START>.

Above the menu window is the date and current turn number. Below the menu window is a small weather summary screen. The prevailing weather condition for each of the 12 map sectors is displayed; C=Clear, M=Mud, F=Frost and S=Snow. Even if all the map is not used, the weather summary will still display the condition of every sector. This is to allow a player to detect an approaching change in the weather.

The <RUN 5> line will be overprinted with a solid bar until all human players have accessed their commands. All commands under computer control will be overprinted with a solid bar to stop you examining their orders.

<RUN 5> is the key which activates the turn. Do not select it until all players have issued their orders.

The <DISK> line can be accessed at any time and is the means by which the *save game* routines are utilized. please see Menu 1 (Save Game Utility) for full details of these routines.



## Menu 1 (Save Game Utility)

This is a single function menu which allows you to load or save a game or to format a save game disk. Use the arrow keys to locate the <DISK> line on Menu H and type (RET). This brings up the save game utility screen which has three options, <LOAD>, <SAVE> and <FORMAT>.

To save a game, locate <SAVE> with the arrow keys and type (RET). If you have only one disk drive you will be asked to insert the appropriate disk and type (RET). You will then see a list of the games on the disk in the large catalog box at the top of the screen. Use the arrow keys to move the highlighted bar to the location in which you wish to save the game, and type (RET). The menu window now displays the <COMMENT> and <SAVE GAME> lines. Choosing <COMMENT> allows you to edit the boxes containing the name of the game and a three line synopsis, which are in the middle of the screen. When you are ready, locate the <SAVE GAME> line and type (RET).

The game will be saved to the highlighted location with whatever name you have chosen for it. Note that the catalog box displays the turn on which the game was saved. This is done automatically. Hitting the (ESC/f1) key will now return you to the game. One drive users will be prompted for the appropriate disk.

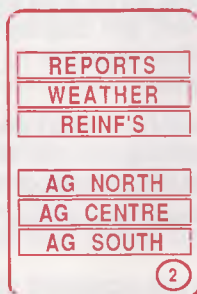
To load a game choose <LOAD>. One drive users will be asked for their scenario or save game disk. Use the arrow keys to move the highlighted bar to the desired game location and type (RET). The chosen game will be loaded. Hitting (ESC/f1) will now return you to the game.

To format a new save game disk choose <FORMAT>. A warning message will appear and you will be asked to insert the disk to be formatted. Hitting (RET) will completely erase any information that was on the disk and provide eight unused save game locations. Please exercise some care in choosing this option.

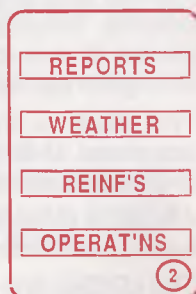
## Menu 2 (Operations Master)

This is a branch menu. The Operations Master menu for a scenario is a modified form of the menu used in a campaign game. Use the arrow keys to locate the desired line and type (RET) to select it.

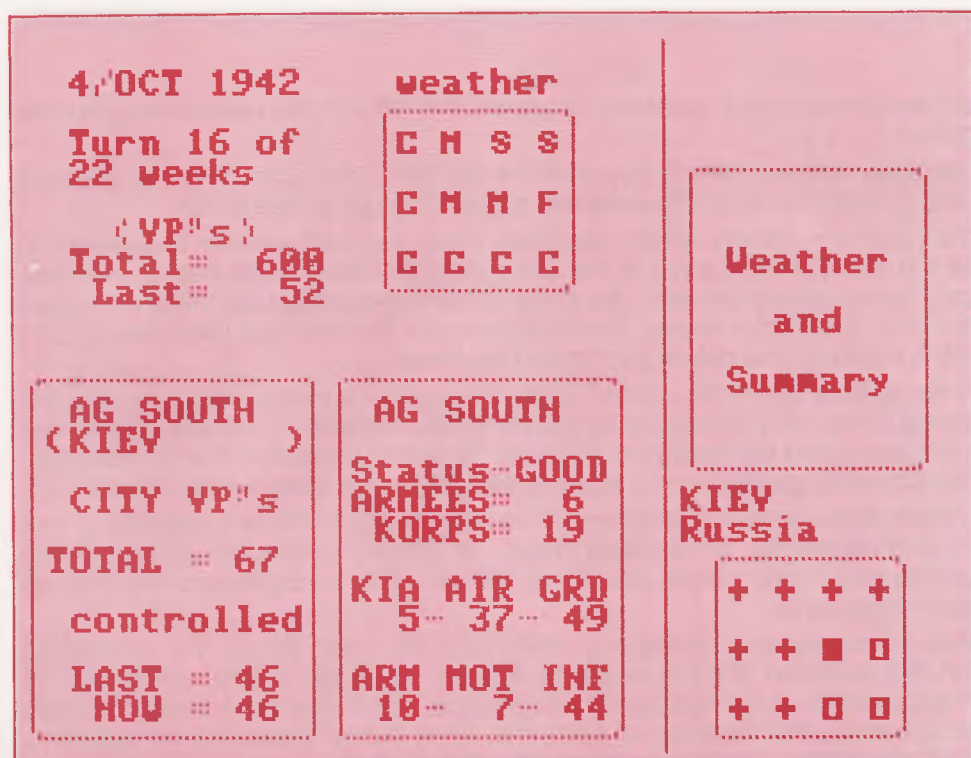
All you really need to know about this is to make sure you use the correct side of the menu card. If you're playing a scenario, use the Axis or Soviet scenario menu card. Until you are confident with the game systems, we recommend you examine all reports every turn.



Campaign



Scenario



**Fig G1. Operational Weather Display**

In either case, the panel of information below the menu window will tell you the date, the turn number and your current VP tally.

### Menu 3 (Weather Display)

This is an information menu. The screen displayed to an Army Group commander is different from the screen displayed to the OKH commander.

An Army Group commander is presented with a composite screen. In a scenario there will be one page to the report. In a campaign there will be one page for each Army Group. Type (RET) to cycle through the reports.

Examine **fig G1**. There are five components to this screen. Below the menu window is a schematic representation of the active sectors of the map. Active sectors are denoted by a square, inactive sectors are denoted by a plus sign (+). In a campaign, all sectors must be active; in a scenario there must be some inactive sectors. Furthermore, the sector containing the Army Group HQ is distinguished by a solid square; other squares are hollow. In the example, only



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four sectors are active and Army Group South's HQ is in the sector corresponding to Kiev.

The date, turn and VP display is in the top left of the screen; in this example 4/OCT 1942, turn 16 of 22 weeks and a total VP score to date of 600.

The weather summary screen described in the preceding section is repeated in the top centre of the screen. In the active portion of the sample map, the Odessa and Rostov sectors are clear, the Kursk sector has mud and the Voronezh sector has frost. The winter snows have started in the Moscow and Gorki sectors; it's only a matter of time before they spread southward.

In the bottom left of the screen is the city control summary. You are told the identity of the Army Group, the location of its HQ, the total VP value of all the cities in the game and the number of cities (in VP terms) controlled this turn and last. This screen is updated once a month in campaigns and every week in scenarios.

In the bottom centre is a summary of the Army Group's military composition. You are told the identity of the Army Group, its status, the number of subordinate Armees and Korps, current casualties, ASP and GSP strengths and the totals of each division type.

Status is measure of the fighting condition of the Army Group. It is determined from the condition of the subordinate Armees which are, in turn, determined by Korps condition. A formula incorporating supply, admin and casualties is the basis for assessing the condition of each unit. Army Group status can be excellent, good, fair or poor. Don't do anything if the status is poor.

KIAs measure the number of casualties carried by subordinate units. Casualties (and replacements) are approximately equal to one-third of a division (i.e. a regiment). Losses are made good by the replacement routines. The other mechanism for rationalizing losses is cannibalization. This is the forced amalgamation of divisional remnants which can happen when losses in a Korps reach high levels. Korps not in contact with the enemy will *not* be cannibalized.

This screen provides a summary of everything you need to make your basic strategy decisions. Refer to it every turn, at least until you have some experience with game system.

The OKH commander sees a different screen.

Examine **fig G2**. The eleven map sections are each represented by a data display which shows the name of the section, the prevailing weather condition and a summary of the progress being made in each map section. The top left section corresponds to Sweden and is off-limits in the game.

The weather condition will be clear, mud, frost or snow. Both combat effectiveness and resupply abilities are seriously curtailed in mud and snow, less so when the condition is frost. Please see Chapter 10 (Game Mechanics and Tactics) for details of the supply and admin mechanisms in the game. Don't worry too much about mastering the subtleties of logistics in your first games; the

|                                       |                                      |                                        |                                      |
|---------------------------------------|--------------------------------------|----------------------------------------|--------------------------------------|
|                                       | <b>RIGA</b>                          | <b>MOSCOW</b>                          | <b>GORKI</b>                         |
|                                       | clear<br>Ax Sv<br>2 C 6<br>3 V 7     | clear<br>Ax Sv<br>... C 9<br>... V 20  | clear<br>Ax Sv<br>... C 3<br>... V 5 |
| <b>BERLIN</b>                         | <b>MINSK</b>                         | <b>KURSK</b>                           | <b>VORONEZH</b>                      |
| clear<br>Ax Sv<br>7 C ...<br>16 V ... | clear<br>Ax Sv<br>2 C 7<br>4 V 10    | clear<br>Ax Sv<br>... C 10<br>... V 16 | clear<br>Ax Sv<br>... C 5<br>... V 9 |
| <b>BUDAPEST</b>                       | <b>BUCH'EST</b>                      | <b>ODESSA</b>                          | <b>ROSTOV</b>                        |
| clear<br>Ax Sv<br>5 C ...<br>13 V ... | clear<br>Ax Sv<br>4 C ...<br>7 V ... | clear<br>Ax Sv<br>... C 8<br>... V 15  | clear<br>Ax Sv<br>... C 6<br>... V 8 |

**Fig G2. Strategic Weather Display**

computer handles all the paperwork. Just be aware that bad weather will reduce your soldiers' effectiveness and it's wise to tread softly.

There are two items of information displayed in the weather window.

(C). The number of cities in a region is the sum of the cities under Axis and Soviet control. Contested sections of the map will contain cities controlled by both players; map sections in the rear will (hopefully) have all cities under friendly control.

(V). The victory points (VPs) awarded each month for the control of cities are shown.

In the example, the weather is clear in every map section.

The Minsk map section contains nine cities; Axis forces control two of them, Soviet forces control the other seven. The Axis controlled cities are worth a total of 4 VPs. The Soviet controlled cities are worth a total of 10 VPs.

|           |    |        |       |            |         |             |  |
|-----------|----|--------|-------|------------|---------|-------------|--|
| THEATRE B |    | RETIRE |       | 4/JUN 1941 |         | Page 2 of 3 |  |
| MOSCOW    | 22 | Inf    | Fresh | Trn"d      | Good    |             |  |
| BRYANSK   | 21 | Inf    | Fresh | Trn"d      | Good    |             |  |
| LOS open  | 19 | Inf    | Fresh | Trn"d      | Good    |             |  |
| NORMAL    | 16 | Inf    | Fresh | Trn"d      | Good    |             |  |
|           |    |        |       |            |         |             |  |
| WESTERN   | 6  | Inf    | Fresh | Trn"d      | Excel"t |             |  |
| MINSK     | 1  | Tank   | Fresh | Trn"d      | Excel"t |             |  |
| LOS open  | 13 | Inf    | Fresh | Trn"d      | Excel"t |             |  |
| NORMAL    | 4  | Inf    | Fresh | Trn"d      | Excel"t |             |  |
|           | 10 | Inf    | Fresh | Trn"d      | Excel"t |             |  |
|           | 3  | Inf    | Fresh | Trn"d      | Excel"t |             |  |
|           |    |        |       |            |         |             |  |
|           |    |        |       |            |         |             |  |

**Fig G3. Army Group Status**

## Menu 4 (General Reports)

This is a branch menu that directs you to the two report menus. Use the arrow keys to select the required report and then type (RET).

## Menu 5 (Unit Status)

This is an information menu. The map is replaced with a full screen text display of the current state of OKH's first Army Group.

There are displays for each Armee assigned to the Army Group. Since there can be up to six Armees assigned to an Army Group at any one time, these reports may extend over two pages.

The boxed information on the left of the display identifies each Armee and reports on its location, doctrine and supply route to the AG HQ.



Up to six Korps may be attached to an Armee and a line has been allocated to each to list its current combat condition. Reading from left to right, you are told the Korps ID, its type, its fatigue state, its experience level and overall status. Korps scheduled to arrive as reinforcements are so noted in the status location. **Fig G3** shows a typical unit status display.

In this example, the Moscow Front of Theatre B has its HQ at Bryansk, it has a *line of supply* to Theatre B HQ and normal doctrine. Four Armies are attached to the Moscow Front.

Type (RET) to bring up the second page of reports if appropriate, otherwise the next Army Group report will appear. The status reports for all three Army Groups are accessed in this way; i.e. one after the other.

The principal value of this information is that it will give you a concise summary of the combat condition of every Korps in an Army Group on a single screen. It complements the information available in Menu 9 (Select Armee) and Menu 13 (Select Korps).

## Menu 6 (Map Walk)

This is an information menu. On selecting <MAP WALK> from Menu 4, the cursor is thrown into the map. Use the I,J,K,M keys, the arrow keys or the 1-6 keys to march the cursor across the map which will scroll once the cursor reaches the edge. Type (0) to centre the screen on the cursor.

At any time you may type (RET) to bring up the menu window. You may examine the ownership of hexes, examine the terrain by temporarily clearing units from the map, examine the rail network, examine communication values and examine the weather.

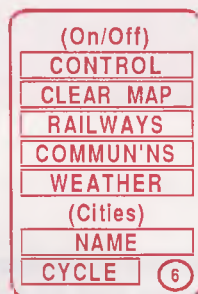
You may also move the cursor from city to city either by naming the city you wish to go to or using the arrow keys to cycle through them.

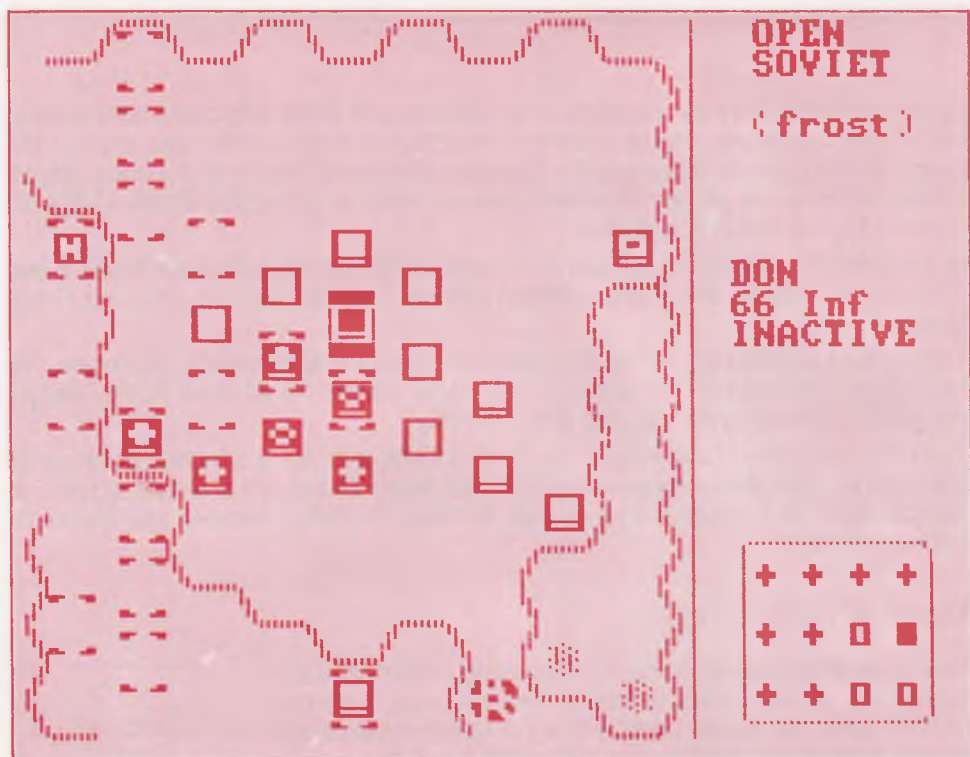
Use the arrow keys to select the piece of information you wish to examine and then type (RET). To terminate a display, type (RET) to place the cursor in the menu window, use the arrow keys to select the display you wish to turn off and type (RET) again to complete the process.

More than one display may be examined at the same time. Be warned, however, that in some cases the information from one display will overprint another.

Once you have finished, type (ESC/f1) to return to Menu 4. All displays will be turned off.

You can (and should) use this menu to get information on enemy units. It is also useful for examining terrain, especially in active portions of the map, and as





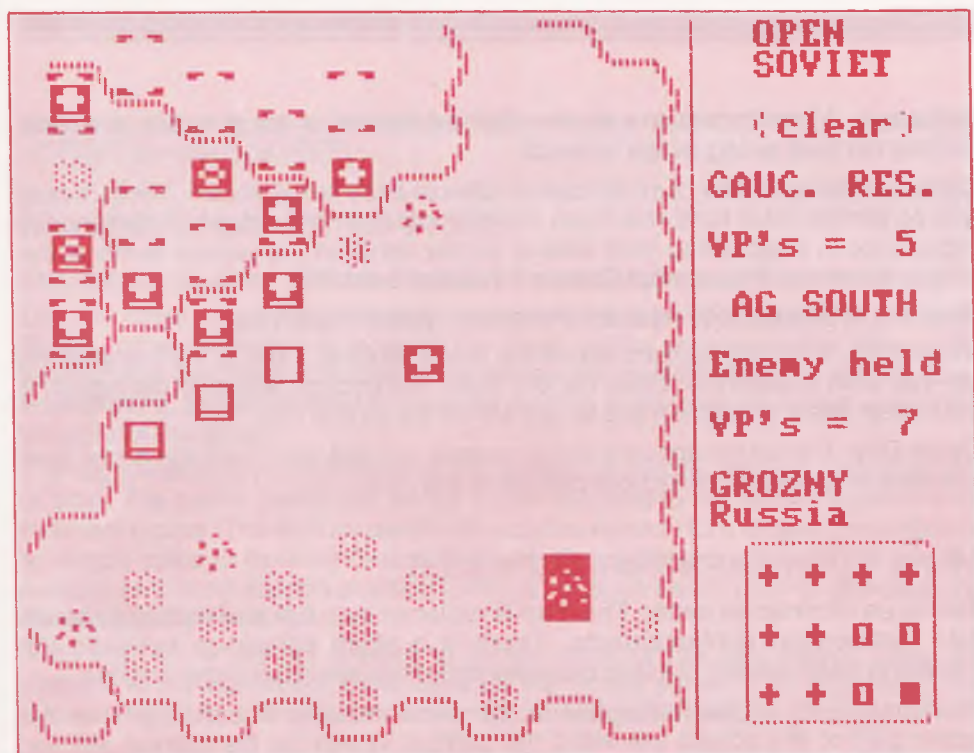
**Fig G4. View Enemy Unit**

another source of information on the condition of friendly units. Position the cursor over an enemy unit. Enemy units are identified by Armee and Korps IDs and level of activity in the previous week.

Examine **fig G4**. In this example, Army Group South is told the Soviet Army identified by the cursor is the 66 Inf. Army attached to the Don Front. The hex is open terrain, controlled by the Russians and the weather condition there is frost. Note that the mini-map in the lower right of the screen displays the active sectors of the map. The solid square identifies that part of the tactical map currently on view.

You may also position the cursor over a friendly unit. The information presented on the unit is in exactly the same format as the information available to you when you cycle through the Menu 13 (Select Korps). Please see that menu for full details.

If you position the cursor over a city hex unoccupied by any units, you will be told the city name, the country, the VP value, the Army Group to which it is assigned



**Fig G5. View City Details**

and the details of any off-board region attached to it. If the off-board region is under friendly control, you will be told its garrison (troop) value and lend lease details. If the off-board region is under enemy control, you will be told its additional VP value. Friendly supply source cities are also identified.

Examine **fig G5**. Army Group South sees Grozny as an enemy controlled Russian city with a VP value of 7. The Cauc. Res. (Caucasus Reserve) region is attached to it. The Axis player will receive 5 additional VPs each turn he controls Grozny.

Finally, when the cursor is positioned over a non-city hex and there are no units present, the information display at the bottom of the screen will describe the terrain type in the hex and which player is in control of the hex.

**Control.** All terrain icons are replaced with the Axis and/or Allied control icon. Hexes containing units do not display a control icon; in every case a hex occupied by a unit will be controlled by that unit. It is difficult to overstate how important hex control is in the play of the game. Units moving in friendly territory move more freely than they will in enemy territory.



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**Railways.** All rail hexes are shown. Rail movement is not possible in enemy territory nor over wrong gauge railroads.

**Communications.** The communication value of each hex is shown. Those hexes with no printed value have maximum communications. This value has tremendous importance in establishing valid lines of supply between the various levels of the military hierarchy. Please read Chapter 10 for more details.

**Weather.** A weather icon replaces the terrain symbol in each hex.

**Name City.** A cursor appears above the menu window. Type in the name of the city you wish to examine. Once the computer has enough letters to distinguish it from other cities, the screen and cursor will centre on that city.

**Cycle City.** The cursor appears on the nearest city and from there the arrow keys are used to cycle the cursor from one city to the next.

## Menu 7 (Reinforcement Schedule)

This is an information menu. The map is replaced by a full screen display which lists forthcoming reinforcements. There is a slight difference between the campaign and scenario displays but essentially they serve the same function.

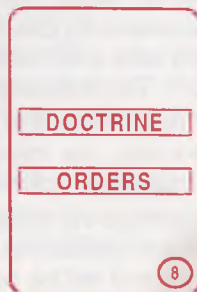
Reinforcements appear fortnightly in scenarios, monthly in campaigns. In the upper part of the screen are listed the combat values for the current armour, motorized and infantry division models as well as the current combat values for ASPs and GSPs. Available replacements are also shown.

Each line shows the reinforcements to be expected on a specific turn. Reinforcements will arrive at the Army Group HQ in a scenario. They will be added to the OKH reserve in campaign games.

## Menu 8 (Army Group/Theatre Operations)

This is a branch menu. It is used to select between assigning doctrine to the component Armées of an Army Group and issuing orders to the Korps attached to those Armées. There are two panels of information displayed, one above the menu window and the other below it.

The name of the Army Group and its current activity are displayed above the menu window. Below the menu window you are informed of the Army Group HQ's location, the state of its supply route to the national capital, the AG's supply and admin status and the number of ground support points (GSPs), air support points (ASPs) and divisions attached to the AG's HQ reserve.



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Use the arrow keys to select between Armee <DOCTRINE> and Korps <ORDERS> and type (RET).

## Menu 9 (Select Armee/Front)

This is a branch menu. It is used to locate a particular Armee in the Army Group.

Use the arrow keys to cycle through all the Armees currently attached to the Army Group. As each Armee is located, the block cursor appears at the Armee HQ location and the Korps attached to the Armee are identified by their specific icon. Furthermore, three panels of information relating to the chosen Armee appear on the right of the screen.

The top panel tells you the name of the Armee, its current doctrine and objective (if any). The centre panel lists all the Korps attached to the Armee together with their last orders. The bottom panel tells you the Armee HQ's location, the state of its supply route to its Army Group, the Armee's supply and admin status and the number of ground support points (GSPs), air support points (ASPs) and divisions attached to the Armee's HQ.

Note that ASPs are not present at Armee level for the Axis player. They are present at the equivalent Front level for the Soviet player. This represents the superior flexibility of the *Luftwaffe* over its Soviet counterpart.

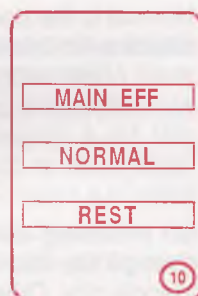
## Menu 10 (Armee/Front Doctrine)

This is an action menu. The information in the top and bottom panels is the same as shown in Menu 9. The menu window identifies the three levels of readiness (or doctrine) which can be assigned to an Armee. They are <MAIN EFF>, <NORMAL> and <REST>.

Main Effort is the doctrine to be chosen when you wish to launch a major offensive. The Armee's supply and admin capabilities will be directed to co-ordinating the Korps' operations with the consequence that these values will fall while this doctrine is in effect. However, only Armies with main effort doctrine can select objectives.

In fact, they must select an objective. A valid objective is an enemy controlled city assigned to the Army Group's sphere of operations and within 7 hexes of the Armee's HQ. This radius decreases to 5 hexes in snow and 4 hexes in mud. Note that an Armee with main effort doctrine which does not select an objective will have its doctrine changed to normal immediately you exit the select routine.

The <MAIN EFF> line will be overprinted and inaccessible unless the combined total of the Armee's supply and admin values are at least 8. An Armee may



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continue a main effort if these values fall below 8, although this should be done with some caution as your troops are at their most vulnerable when their logistics are inadequate. Axis-Allied Armées (Rumanian, Hungarian and Italian) must have combined supply and admin values of at least 10 before they can launch a main effort.

Korps belonging to an Armée with main effort doctrine will attack and advance, if given the appropriate orders, in the direction of the chosen objective, doing their best to occupy it as soon as possible. Once the objective is under friendly control, a new objective must be selected or the Armée will revert to normal doctrine. Note that unless the conquest was unusually easy, you would be well advised to rest the Armée for a few weeks before planning another offensive as the supply and admin drain, as well as combat losses, from the participating Korps, will need to be made good at both Korps and Armée level.

Not every offensive you start is going to be successful; even the authors' plans sometimes go awry. One of the hardest skills to master is knowing when to accept the inevitable and call off a failing offensive. An Armée exhausted and depleted from fighting too long is the easiest prey in the game. Your greatest disasters will come when an unexpected counter-attack catches worn out men still trying to capture an impossible position. Curiously, Germany's greatest disasters in the war were caused by this same disregard for reality. The comfort you can take from this fact is that you will be in good company when it happens to you.

On choosing <MAIN EFF>, you will bring up Menu 11 (Select Objective) and you then use the arrow keys to locate and select the target enemy city.

Normal is the doctrine to be chosen in all other front line situations. Korps may still attack with this doctrine but they will be marginally less effective than when on main effort as there is no overall co-ordination for a specific offensive. Supplies and admin are consumed at a slower rate, allowing the Armée to operate without rest for a longer period than a main effort colleague. You should choose this doctrine when the bulk of the Armée's Korps are engaged; i.e. adjacent to enemy units, but a main effort offensive is inappropriate or ill-advised.

On choosing <NORMAL>, you will bring up Menu 12 (Move HQ). If you wish to change the site of an Armée HQ, use the arrow keys to locate and select the friendly city. Otherwise type (RET/f1).

Rest is the doctrine to be chosen when the component Korps of the Armée are out of contact with the enemy and in need of rebuilding, resupplying and reorganizing. Korps may not be given <ASSAULT> orders while their Armée has a rest doctrine and in other combat conditions, Korps in a resting Armée will be at a disadvantage. Rest doctrine may only be ordered when the Armée HQ is in a friendly, *supplied* city.

In most circumstances, you will find an Armée needs about as many periods of rest as it gets on main effort while an Armée with normal doctrine will only need to



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rest after sustained action or high losses. On choosing <REST>, you will be returned to Menu 9. Armées with rest doctrine may not relocate their HQs.

Note that you may examine the status of the Korps belonging to a particular Armée in more detail by having a look at Menu 13 (Korps Select). A general summary of every Korps and Armée in a particular Army Group is to be found in Menu 5 (Unit Status).

## Menu 11 (Select Objective)

This is an action menu. The arrow keys will cycle through every eligible objective. Once you have located the chosen objective, type (RET) to select it. Alternatively, you may type in the city name and bring up the Name City routine you are familiar with from Menu 6 (Map Walk).

To be eligible as an objective, a city must be under enemy control, assigned to the Army Group's sphere of operations and within 7 hexes of the Armée's HQ. This distance drops to 5 hexes in snow and 4 hexes in mud. The weather condition prevailing at the Army Group's HQ determines which radii is used. The information in the panels above and below the menu window is the same as those found from examining the city using Menu 6 (Map Walk).

Once selected, the city will be the objective of the Armée until one of three things happens. The city is captured by friendly forces. The main effort doctrine is changed to normal or rest. A new objective is selected in the current or subsequent turn.

Once a city is captured by friendly forces, the Armée HQ will immediately relocate to the occupied objective and the Armée's doctrine will change to normal.

A single city may be the objective of more than one Armée and there will be times in the course of the game where a joint drive from two directions will produce a resounding victory. What you must remember is to avoid getting your advancing Armies so mixed up that they become an homogeneous blob and you find it takes a couple of weeks to get them sorted out. This is easier said than done but by being aware of the danger, at least you will spot potential trouble spots early enough to take some preventive measures.

In campaign games, cities are assigned to the sphere of operations of a particular Army Group. Armées from one Army Group cannot be targeted on cities assigned to other Army Groups. There is some flexibility with this system. Any city directly connected by rail (functional or otherwise) to a city assigned to a different Army Group, is also a legitimate target for that Army Group. What this means is that there is a buffer region between the boundaries of each Army Group.

In scenarios, all cities are assigned to the single Army Group so this situation doesn't arise.

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## Menu 12 (Move HQ)

This is an action menu. The arrow keys will cycle through every eligible friendly city. The name city routine can be used as well. Once you have located the chosen city, type (RET) to select it.

To be eligible, a city must be under friendly control, within 7 hexes of the Armee HQ's present location and assigned to the Army Group's sphere of operations. Unlike selecting a main effort objective, the radius does not decrease in bad weather. The Armee HQ will move directly to the chosen city and this will be the new base of operations for the Armee.

There are several things to keep in mind when relocating Armee HQs.

When ordering Armees up to the front from rear areas, select a friendly controlled city close to the sector of front you intend the Armee to operate in. Except in emergencies, Armees should be up to strength, fully supplied and with good or excellent admin before they are sent to the front. Component Korps of the Armee will use rail or ground movement as appropriate to get into position around the new HQ location.

When pulling Armies out of the front for refit, remember that the further from the Armee HQ that a Korps is, the more likely it is to be out of supply, especially in bad weather. Please see Chapter 10 (Game Mechanics and Tactics).

If you have sufficient reserves, send exhausted and/or depleted Armies well to the rear to allow them an uninterrupted opportunity for recovery.

## Menu 13 (Select Korps/Army)

This is a branch menu. It is used to locate a particular Korps.

Use the arrow keys to cycle through all the Korps currently attached to an Army Group. Korps are grouped by their Armee attachment so that all Korps from a particular Armee will appear sequentially. A flashing cursor identifies each Korps as it is located and three panels of information describing the Korps appear; one above the menu window, another below it and the third in place of it. Korps adjacent to enemy units alternate a directional arrow (showing their line of advance) with their specific icon. Korps in other circumstances flash their specific icon.

The top panel tells you the Armee details. The centre panel displays information on the Korps. You are told the Korps' ID, its type, current order, experience and fatigue and its overall status. The bottom panel tells you the state of the Korps' supply route to its Armee HQ, the Korps' supply and admin values, the number of ground support points (GSPs) and air support points (ASPs) currently assigned to the Korps as well as the divisions (armoured, motorized and/or infantry) which make up its basic fighting strength.

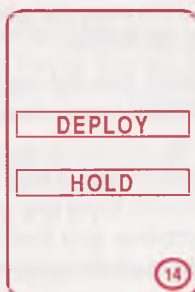
## Menu 14 (Deploy Orders)

This is an action menu. Korps belonging to Armees with normal or rest doctrine and which are also **not** adjacent to enemy units will use this menu to select a Korps order.

Korps ordered to <DEPLOY> will seek out the best defensive position within the control radius of the Armee HQ (2 hexes) with reference to the presence of nearby enemy units. Korps already in good positions which receive this order will treat it as a <HOLD> order.

Korps ordered to <HOLD> will not move from their position. They will continue fortifying until they reach a level 3 fortification. You cannot dig in any deeper than that.

Korps will keep their last order as a default value unless an enemy unit moves adjacent to them.



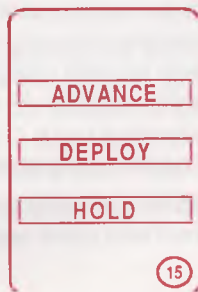
## Menu 15 (Advance Orders)

This is an action menu. Korps belonging to Armees with main effort doctrine and which are also **not** adjacent to enemy units will use this menu to select a Korps order.

Korps ordered to <ADVANCE> will move as best they can to the Armee's chosen objective and attempt to engage any enemy units which get in the way.

Korps ordered to <HOLD> will not move from their position. They will continue fortifying until they reach a level 3 fortification. Korps ordered to <DEPLOY> will retire to their Armee HQ location or within 2 hexes of it and <HOLD> there in a subsequent turn.

Korps will keep their last order as a default value unless an enemy unit moves adjacent to them.



## Menu 16 (Allocate Support)

This is an action menu. All Korps which are adjacent to enemy units have the opportunity of improving their combat effectiveness by making use of available air and ground support points (ASPs and GSPs). Korps in other circumstances may not utilize support points, nor would there be any benefit to them if they could.

The menu window is replaced with a small allocation screen. The total ASPs and GSPs available are displayed and you should enter the number of each you wish



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to use following the cursor prompts. There is a maximum of 7 ASPs which may be allocated to a particular Korps, regardless of the total available. A maximum of 7 GSPs may be allocated to an Axis Korps; however, Soviet Fronts can receive up to 15 GSPs.

Once the entries have been made, Menu 17 (Contact Orders) appears and you should issue an order to the Korps.

The source of support points varies for each nationality. GSPs are held at Armee (Front) and Army Group (Theatre) level for both sides. Only those GSPs at Armee (Front) level are available for allocation. The computer will transfer GSPs between Armies and their Army Group, based upon the doctrine assigned to each. OKH decides on transfer of GSPs between Armee Groups and the OKH reserve.

Soviet ASPs are treated exactly as GSPs. Axis ASPs are held only at Army Group level and in the OKH reserve. The greater flexibility of Axis ASPs reflects the organizational superiority of the *Luftwaffe* throughout most, if not all, of the war.

What this means is that careful planning is required to have enough assets available when an offensive is to be launched. Above and beyond their combat contribution, both types of assets are necessary to balance the divisional components of the Korps. Assets are necessary in both attack and defence and even a small number of them is infinitely better than none.

Once the combat routines have been completed, surviving assets are returned to their source and will be available for allocation in future turns. Korps judged to be out of supply do not return their GSPs to the Armee reserve, nor can they be allocated fresh GSPs while they remain out of supply. ASPs are not affected by a Korps' supply state.

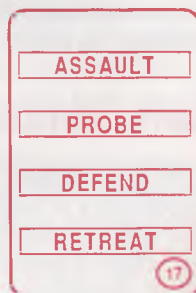
ASPs are subject to attrition throughout the year. GSPs are subject to attrition in mud and snow weather.

## Menu 17 (Contact Orders)

This is an action menu. Korps belonging to Armies which are adjacent to enemy units, regardless of doctrine, will use this menu to select a Korps order.

Every friendly Korps targets an enemy unit as a potential opponent for the combat routines. Its location is shown by the direction of the combat arrow which flashes alternately with the specific symbol in Menu 13 (Select Korps/Army). You are told the enemy unit's Armee and Korps designation and its level of activity in the previous week.

Korps ordered to <ASSAULT> will launch a major offensive against their targeted opponent.



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Korps ordered to <PROBE> will launch a spoiling attack against their targeted opponent.

Korps ordered to <DEFEND> will not move from their position unless the enemy attack is overwhelming. The likelihood of a defending Korps being forced to retreat is related to its experience, fatigue, strength, location and level of fortification as well as the Korps' perception of its own danger.

Korps ordered to <RETREAT> will retire to their Armee HQ location or within 2 hexes of it and <DEPLOY> there in a subsequent turn.

The default value for Korps not given an order is <DEFEND>.

In general, assaults should be made when a Korps' superior formation is on main effort, assets are plentiful, supply and admin values are high, the Korps is up to strength and the weather is good. Obviously, these conditions will hardly ever be present at the same time.

This is where good generalship is important. What really matters is that your men are in better shape than your opponents'. Except for the opening months of the campaign (and probably the closing months), the forces confronting each other will be more or less equal.

To achieve a breakthrough you will have to concentrate your forces at a weak point before your opponent can react, cut through the defences and compel your opponent to counter-attack you in unfavourable circumstances. Without any doubt at all, your worst reverses will happen when you mount unfavourable attacks.

If you can make your opponent do this, you'll be well on the way to a great victory.

For more suggestions on effective tactics, please see Chapter 10 (Game Mechanics and Tactics).

## Reading the Combat Report

Every battle is described by a combat report. Examine **fig G6**.

The attacking Korp(s) are identified by directional arrows pointing at the defending Korps. The panels of information to the right of the screen display the size of both forces and the casualties taken.

*Hits* is a measure of the combat strength of the force. *Losses* indicate approximately how many KIAs will be taken. Tough defensive positions will reduce the ratio of losses to hits. Please read Chapter 10 for more details.

In this example, the Soviet Army attacking the Axis Korps in Balashov has suffered a major reverse. The presence of two Axis Korps KIA symbols, however, indicate that this Soviet Army's colleagues had better luck. The Soviet Army contains 4 infantry divisions supported by 7 ASPs and 1 GSP. The Axis Korps contains 2 motorized divisions supported by 7 ASPs and 6 GSPs.

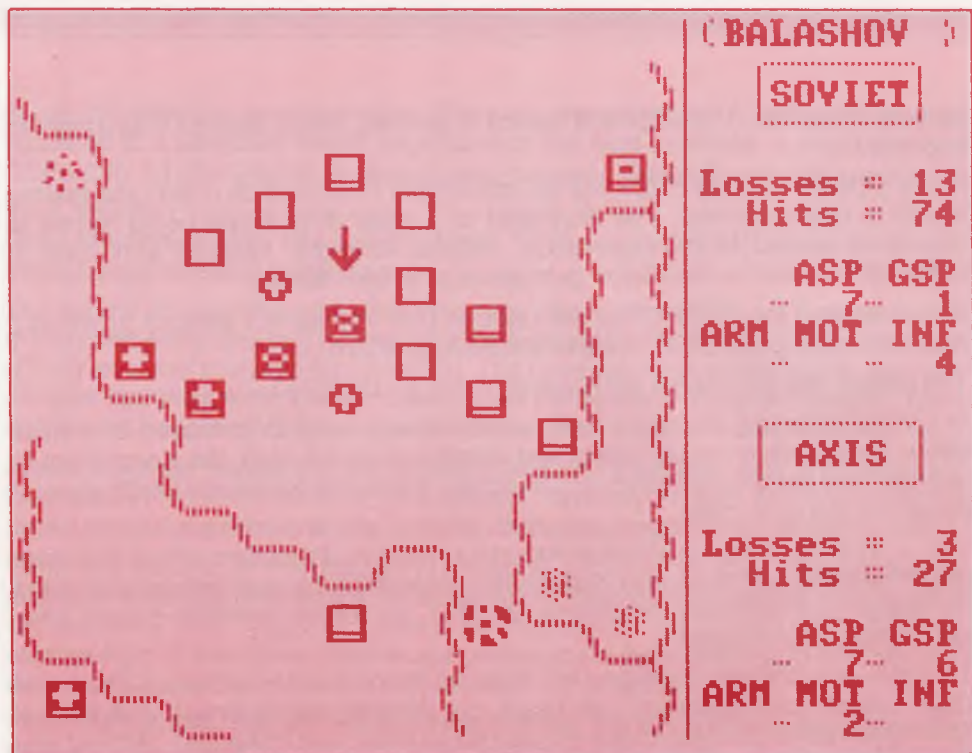
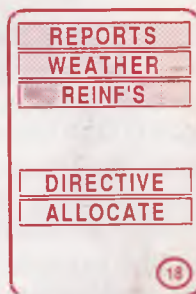


Fig G6. The Combat Report

## Menu 18 (Strategic Operations)

This is a branch menu. It is used only in campaign games. Prior to the first week of each month, a strategic cycle occurs and this menu will be presented instead of Menu 2 (Operations Master). There is also a strategic cycle prior to the first week of a campaign, regardless of which week this is. This is the only time you will have access to this menu. You will not be allowed to exit the strategic cycle until you have at least entered Menu 20 (Issue Directives). Once you have exited Menu 18, you may not return to it until the next strategic cycle. If you forget to do something, I'm afraid it's just tough luck.

Menus 4 (General Reports) and 7 (Reinforcement Schedule) are the same as an Army Group commander receives. The differences in the weather displays have





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already been described in the notes on Menu 3. The remaining two menus are for use purely with campaign games.

It is important to realize the inter-relationship between the two strategic menus. Remember that the decisions you make in one menu must be supported by complementary decisions in the other if you wish to get the most from your men.

Use the arrow keys to locate the desired line and type (RET) to select it.

## Menu 19 (Issue Directives)

This is an action menu. The map is replaced with a full-screen display. This menu is used to set a level of activity for each Army Group.

The three blocks of information below the centre line of the screen summarize the latest achievements of each Army Group (or Theatre).

The total VP value of all cities assigned to each Army Group's area of operations is displayed. Underneath this piece of information is the VP total of occupied cities, both this turn and last. A comparison between the two values is an excellent indicator of the Army Group's progress.

Above the centre line is the mechanism for issuing directives to each Army Group. The first column shows the real gain in VPs over the previous month. The second column is a reminder of the directive issued in the previous strategic cycle.

The third and final column contains the cursor. Use the arrow keys to place the cursor over each Army Group line and then enter a value between 0 and 3 to define a current directive for each Army Group.

Type (0) for <RETIRE>. Issue this directive when you are in trouble; i.e. your forces are too weak or exhausted to effectively contest an enemy advance. Note that the Soviet player may have this directive randomly altered while the invasion surprise flag is set.

Type (1) for <DEFEND>. This should be your most common directive. Your forces will be directed to hold their ground, conducting local attacks when an opportunity arises.

Type (2) for <ACTIVE>. This directive will result in a limited offensive. Only those Armies with particularly attractive targets will go on main effort.

Type (3) for <ATTACK>. This directive will produce an all-out offensive. It won't be long before supplies and admin start to run low.

Decisions made on this screen do not become irreversible until the strategic cycle has been completed and Menu 18 (Strategic Master) has been exited.

If you have taken the OKH role and the computer is playing any of the Army Group commanders, your electronic general will do his best to obey his directives. However, you must deal with a human subordinate who fails you as you see fit.

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When the computer controls OKH, it will show its displeasure with those who fail to meet its expectations by curtailing the flow of reinforcements and, in extreme circumstances, transferring your Armees to other Army Groups.

If you have directed one or more Army Groups to launch major offensives, then you must support them by assigning them the necessary divisions and assets to get the job done. You must also make sure they have enough cities to conquer. The bottom line here is that ill-equipped, undersupplied and exhausted men are not much use for anything; you will be on the wrong end of a resounding thrashing if you expect them to over-achieve.

Please read Chapter 10 for more information.

## **Menu 20 (Allocate Divisions and Assets)**

This is an action menu. The map is replaced with a full-screen display. This menu is used to allocate divisions and assets to each Army Group (or Theatre).

The three blocks of information below the centre line of the screen summarize the condition of each Army Group.

An Army Group's status is an overall measure of the current condition of each Armees and Korps assigned to it.

Air and ground support assets are listed as well as the current casualty (KIA) level. Finally, you are told the number of Armees, Korps and Divisions in each Army Group. This is the same display that you are familiar with from the summaries in Menu 3.

Experience is, of course, the best guide for the allocation of reinforcements. Failing that, please see Chapter 10 (Game Mechanics and Tactics) for a discussion on strategic operations.

There is a major difference between the Axis screen and the Soviet screen.

In addition to managing the Eastern Front, OKH must keep in mind the needs of the other German theatres. For game purposes, these abstracted theatres are identified as OKW. The penalties for failing to meet OKW requirements are severe and the Axis commander should not do so except in desperate circumstances.

Each column of the display shows the distribution of one type of division or one type of support point. The entry screen is operated by typing (RET) to advance the cursor from one location to the next and adjusting the numbers in each to suit.

You will not be able to transfer more units than there are in total and the final numbers of each type of unit will, of course, be the same as when you entered this screen. Decisions made on this screen do not become irreversible until the strategic cycle has been completed and Menu 18 (Strategic Master) has been exited.

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The <Required> line under OKW forces tells you how many units of each type must be present to avoid a penalty. The <OKW> line tells you how many units of each type are currently at OKW's disposal.

If the OKW value is below the required value at the end of the strategic cycle, the penalty will apply. This penalty is judged separately for each unit type. The penalty is measured in terms of VPs conceded to your opponent and future IRs and MRs forfeited. Furthermore, a shortfall will increase the likelihood of attrition to those units remaining with OKW.

The second front value in the data base determines the rate of Allied progress on the Western Front. The higher this number, the greater the attrition on OKW forces. D-Day and Salerno are special events which increment the required OKW force pools on a one-off basis.

On the brighter side, by maintaining more units in the OKW force than are required, you will earn VPs as well as reducing the attrition rate.

## 9. WINNING THE GAME

In a scenario, the player who has earned the greatest number of VPs will be declared the winner. The scenario will stop the instant either player loses the city containing his Army Group HQ. That player loses. Remember that this number may be modified by a handicap. VPs are accumulated weekly in scenarios.

In a campaign game, the winning side will be the one who has earned the greatest number of VPs by game's end, unless an automatic victory has occurred earlier. If a side fails to earn the min VP value for two consecutive strategic cycles, it will immediately lose. Please see Chapter 5 of the Design Rules. VPs are accumulated monthly in campaigns.

## 10. GAME MECHANICS AND TACTICS

This chapter is an attempt to put into some sort of perspective the game routines managed by the computer. There are a great many of these. The order in which they have been placed in this chapter more or less reflects their importance; leastways to this author.

We expect to promote considerable discussion of our design priorities for *Russia* in forthcoming issues of *Run 5*. If there is anything you'd like to say, or any questions you have, about the game, please write to us at our Australian office.

**Important Note.** You don't have to read this chapter to play the game. We have included it as a source of information for those of you who want to know what lies behind the game routines.



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## (i). Headquarters - Logistics and Organization Supply

Supply works like this. Imagine a pipeline starting at OKH and flowing first through the Army Group HQs, thence through the Armee HQs and terminating at the Korps. The rate of flow of supply through this pipeline is affected by a number of factors which can best be illustrated by an example. Take note that the real beauty of this structure is that *you*, the player, don't have to lift a finger to see the results of your hard-working, logistics chief-of-staff. All you need to do while playing the game is to keep an eye on the supply and admin values of your formations. Once they get low, rest your men. It's as simple as that. Read on for more detail.

The 56 Pz Korps is 1 hex southwest of Velikye Luki and ready to attack a Soviet infantry army defending the town. The 4 Pz Armee HQ is at Dvinsk while the Army Group North HQ is further back at Konigsburg. 56 PzK has a supply value of 6 and an admin value of 5. It has a valid supply line to its parent HQ (4 PzA). An assault order will consume 1-4 supply points depending on the admin value of the Korps, and a random component.

4 PzA HQ is on main effort and will consume 2-4 supply points depending on the admin value of the Armee, the number and nationality of the Korps in the Armee and a random component. It has a supply value of 5 and an admin value of 6. It has a valid supply line to its parent HQ (AG North). (Had 4 PzA been on normal doctrine, only 1-3 supply points would have been consumed while 56 PzK would not have been allowed to make an assault if 4 PzA had been on rest doctrine.)

Army Group North commands 16 Armee and 18 Armee as well as 4 Pz Armee. Both the infantry armies are on main effort. This places AG North on high activity. 2-5 supply points will be consumed by AG North. It has a supply value of 4 and an admin value of 4. It has a valid supply line to the national capital (Berlin). (Had AG North been on moderate activity, the supply consumption would have been 1-3 supply points or 0-2 supply points if AG North HQ had been on low activity.)

The battle is resolved and the supply and admin values stand at 4,3 for 56 PzK, 2,4 for 4 PzA and 1,2 for AG North. We'll discuss the factors responsible for admin fluctuations in the next section; just take them for granted at the moment.

The computer calculates all this in the twinkling of an eye (about 0.05 seconds in the campaign game, less in scenarios) then promptly resupplies everybody.

Resupply begins at Army Group level. AG North is on high activity and will receive from 0-2 supply points, depending upon national supply and admin values, its own admin value and a random component. 4 PzA is on main effort and will receive from 0-2 supply points, depending upon AG North supply and admin values, its own admin value and a random component. 56 PzK is assaulting and will receive 0-3 supply points, depending upon 4 PzA supply and admin values, its own admin value and a random component.

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Thus, the final supply and admin states in this example could be 5,3 for 56 PzK, 3,4 for 4 PzA and 2,4 for AG North.

Note that resupply values are greatly reduced if a formation cannot trace a valid supply line to its parent formation. Please see the appropriate section in Chapter 8 (The Game Menus Described). In addition, weather plays an important part in resupply. Mud and snow conditions can play havoc with your resupply facilities.

## Admin

Admin works like this. Given enough time, even the sloppiest soldiers can more or less get themselves ready for action. The maximum admin value of 7 represents that the formation is ready for battle, i.e. everything is organized, all forms have been filled out, the divisional barber has sharpened his razor. . . everyone supposedly knows what to do. A falling admin value reflects the gradual disorganization inherent in any activity, especially actual fighting!

Like supply, admin is first consumed and then replenished. Refresh your memory with the previous example. Korps admin consumption is affected by experience, combat order, proximity of enemy units and a random component. Armees admin consumption is affected by doctrine, number of Korps and a random component. Army Group admin consumption is affected by activity, number of Armees and a random component.

OKH admin is fixed. It measures just how well the nation is organized for war. The higher the value, then the faster will subordinate formations replenish their admin.

Army Group admin replenishment is affected by activity, OKH admin, and a random component. Armees admin replenishment is affected by doctrine, Army Group admin, and a random component. Korps admin replenishment is affected by combat order, fatigue, experience, Armees admin, proximity of enemy units and a random component.

Weather and the presence of valid supply lines have some effect on admin replenishment. The effect is less drastic than the effect on supply replenishment.

## Division and Support Point Organization

Have a look at the following tables of organization and equipment (TO&Es). They show the optimum divisional compositions for the various types of Korps under various combat conditions. The computer knows what type of divisions to place into which Korps. Examine **fig G7**.

The general principles guiding division and asset distribution are listed below.

An Army Group HQ on low activity will attract divisions and assets from subordinate formations. An Army Group HQ on high activity will direct divisions and assets to subordinate formations.

| KORPS/ARMY ORDER | AXIS KORPS TYPE |       |    |     |     |      | SOVIET ARMY TYPE |       |    |     |     |     |     |
|------------------|-----------------|-------|----|-----|-----|------|------------------|-------|----|-----|-----|-----|-----|
|                  | SSPz            | SSInf | Pz | Inf | Mtn | Ally | GdTk             | GdInf | Tk | Inf | Cav | Mtn | Sib |
| ASSAULT          | 5               | 6     | 3  | 4   | 4   | 5    | 7                | 6     | 4  | 5   | 5   | 4   | 8   |
| PROBE/DEF.       | 4               | 5     | 3  | 3   | 3   | 4    | 5                | 3     | 3  | 3   | 3   | 4   | 6   |
| ADVANCE          | 4               | 5     | 3  | 3   | 3   | 4    | 5                | 4     | 4  | 3   | 4   | 4   | 6   |
| HOLD/DEPLOY      | 3               | 4     | 2  | 3   | 2   | 3    | 3                | 3     | 3  | 3   | 3   | 3   | 4   |

**Fig G7. Optimum Korps/Army Organization**

An Armee HQ on rest doctrine will attract divisions and assets from subordinate formations and direct them to superior formations. An Armee HQ on main effort doctrine will direct divisions and assets to subordinate formations and attract them from superior formations.

Obviously, occasions will arise where there are conflicting pressures placed upon division and asset distribution. The computer resolves these as best it can, using prevailing admin, supply and situation factors as its guide.

## Armee and Korps Reorganization

The distribution and transfer of Armees and Korps is handled by the computer. It makes its decisions after examining the relative strengths and needs of each Army Group and Armee and the directives issued to them.

## Army Group HQ Movement

The computer determines the best location for the siting of each Army Group HQ. It takes into account all subordinate Armees so as to maintain a valid line of supply with as many of them as possible.

## (ii). Supply Lines

All stages of the resupply process require the presence of an intact supply line.

The line of supply from a Korps to its parent Armee HQ is determined by the supply value of the Korps type and the communication value of the terrain through which it passes. To decide whether a valid line of supply exists between a Korps and its parent Armee HQ, the computer traces a path of hexes between the two units, subtracting the current communications value of each hex from the Korps' supply allowance. If the Korps' supply allowance reaches 0 before the path is complete, then a valid line of supply does *not* exist.

The line of supply from an Armee HQ to its parent Army Group HQ is determined by the presence or otherwise of a rail and/or road connection between the two HQs. Every Armee HQ is considered to have a supply allowance of 2. This allowance may be used to establish a line of supply from the Armee HQ to the



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nearest functional rail hex. The rail connection between the two HQs may be of any length.

The line of supply from an Army Group HQ to the national capital must be along a path of functional rail hexes.

Resupply between each link in the supply chain is only 10%-25% as efficient where the line of supply is broken. In summary, the establishment of lines of supply at every level is vital. Minimal resupply of cut-off troops can still occur but this is wholly inadequate in any but the most temporary of circumstances.

### **(iii). Combat Mechanics**

All combat is carried out by Korps, each Korps fighting as a discrete element. Combat between Korps is simultaneous. However the order in which Korps are selected to carry out combat is heavily biased towards those with high admin, supply and leadership values and aggressive doctrine choices.

The choice of target is determined by the computer. Factors influencing the choice are activity, orders and doctrine, fortifications, admin, leadership and weather.

The resolution of each combat consists of three steps. Calculate a combat strength, reference this to the Korps combat effectiveness and distribute casualties as modified by terrain effects. The factors affecting each element of the equation are described below.

The basic fighting strength of a Korps is determined by the combat factor (as set in the design kit) of its component divisions. ASPs and GSPs add their combat factors. Divisional combat factors are modified by Korps losses, fatigue and experience.

The following factors affect Korps combat effectiveness: Korps supply, Korps type, supporting Korps, ASP ratio, GSP ratio, fortifications and current Korps order.

A terrain effect is generated by evaluating the defender's hex, the 6 hexes adjacent to it and the intervening hex-sides. Rivers and cities add to the defensive value while weather plays havoc with both attacker and defender. Very low national admin values can negate some of the effect of good defensive terrain.

In summary, a total combat factor (or combat strength) is calculated, compared with a combat effectiveness value to produce a number of hits which are then related to a terrain effect to decide how many of the hits become actual casualties.

The ultimate effect of the combat equation is to award a number of casualties to the attacker(s) and the defender. Units with very high admin values may dodge a small proportion of these.

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## (iv). Movement Routines

These are simple and straight-forward. Infantry type units may move overland a maximum of two hexes per week; cavalry and armoured type units have a three hex maximum. This number is reduced by combat participation, fatigue, bad weather and/or rugged terrain (swamp and mountain). There is a small chance that an extra hex may be moved, determined by the units experience, type, leadership and luck.

Units moving by rail do not have a set maximum distance. One Korps per Armee may use rail movement, conditions permitting. HQs move from city to city; they do not have a movement allowance as such.

## (v). Western Front and OKW

Why have we bothered to include the Western Front at all in a simulation of the Eastern Front?

Historically, Germany constantly transferred units from one side of Europe to the other; sometimes in an effort to gain a temporary superiority in one theatre, more often in an attempt to avert impending disaster.

From early 1943 until the Salerno and D-Day landings, Allied threats to establish a second front in Europe had forced an increasing deployment of scarce German ground forces to the west. When these landings actually occurred, the demand rose again.

What we have done is to provide players with an abstract representation of the Western Front. Whenever the Axis player allows the OKW forces to fall below the required levels, the western Allies are considered to be doing better than they did historically. The price the Axis player pays for this is a loss of available replacements as well as a VP penalty. The size of these penalties grows exponentially with the size of the shortfall.

When OKW forces exceed the required levels, the Axis player is considered to be doing better against the western Allies than his historical counterpart. Bonus VPs are the reward for this achievement.

To produce a dynamic effect on the Western Front, a second front value is introduced from the briefing screen. This determines Allied activity for a given year. The higher the value, the greater is Allied activity.

The second front value determines OKW's casualty rate. As units are destroyed in the OKW force pool, reinforcing units must be used to replace them or the aforesaid penalties apply. Note that a surplus of units in the OKW pool will reduce the casualty rate while a shortfall will increase it.

Finally, all activity on the Western Front occurs in the strategic cycle.

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## **(vi). Partisans**

At its peak, Russian partisan activity tied up some 25 German divisions. These were mostly security divisions, not actually represented in the game.

In game terms, partisan effects include the destruction of German infantry replacements as well as causing a reduction in the supply values of Axis Army Groups. The likelihood and extent of these effects are related to the percentage of Russian cities under Axis control and the current partisan value listed in the briefing screen.

Partisan effects are implemented in the strategic cycle. Typically, 0 - 6 infantry replacements could be lost and 0 - 2 supply points deducted from each Army Group.

Partisan activity in Yugoslavia is accounted for in the OKW garrison.

## **(vii). Axis-Allied Forces**

Axis Allied forces are treated somewhat differently to German forces. The Rumanian, Hungarian and Italian contingents each have their own Armee HQ and subordinate Korps. They will almost always be attached to Army Group South. They do not have access to the German replacement and reinforcement routines; rather they are closed systems depending upon the national values entered for them in the briefing screen. They do have access to German ASPs and GSPs.

Other nations to send troops to Russia were Slovakia, Spain and Bulgaria. The Baltic States as well as the Ukraine supplied some 'volunteers'. In each case, the contribution was too small to warrant their separate inclusion.

Axis Allies may surrender independently of German fortunes. Each nationality has its own criteria.

Rumania will surrender 1 to 4 months after Bucharest has been captured by Soviet forces. If Bucharest is subsequently recaptured in the interim between capture and surrender, then the surrender process is temporarily halted. If Bucharest is again captured by the Soviet player, the time to surrender is reduced by the amount previously elapsed.

Hungary will surrender 1 to 4 months after Prague has been captured by Soviet forces. The same provisions affect the capture of Prague as affect the capture of Bucharest.

Italy will surrender 1 to 4 months after the date of the Salerno invasion. If no Salerno invasion has been scheduled, no surrender will occur.

Once an Axis Allied surrender has taken place, nothing can be done to resurrect its forces.



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## **(viii). Fortifications**

Axis Korps and Soviet Armies will attempt to improve their current fortification level whenever their orders permit. To construct fortifications, a unit must remain stationary and not be adjacent to an enemy unit or, if adjacent, it must have defend orders *and* not be the subject of an attack that week. Level 1 fortifications are the easiest to build and it gets progressively harder to build level 2 and level 3 defences. Fortifications disappear when the unit leaves the hex or is destroyed; i.e. forts vacated by one unit cannot be occupied by another.

The fixed fortifications associated with cities are the same as level 3 fortifications. They provide no extra benefit. A fixed fortification is permanently destroyed when the city is captured by the enemy.

## **(ix). Finland (Or the Lack of It)**

There are several reasons for the exclusion of the Finnish theatre of war. In historical terms, little of significance occurred north of Lake Lagoda. The Finns were content with reclaiming that part of Finland annexed by the Russians in the aftermath of the Russo-Finnish War of 1939-1940. They made no attempt to assist in the capture of Leningrad.

Some skirmishing did occur in the Arctic Circle. The Germans made two attempts (both feeble) to capture Murmansk from their bases in northern Norway. Neither even came close to success.

The Soviet forces deployed against the Finns are represented in the regional garrisons of Finland and Karelia. Should the triggering cities for these regions come under Axis control, the forces tied up there will be released.

And finally, of course, the amount of memory saved by excluding this vast frontage was of the order of 1,200 bytes. Roger can do a lot with 1,200 bytes.

## **(x). Naval Operations**

Offensive naval operations were not a part of the war in Russia. The few exceptions to this were small affairs and conducted so closely to the site of associated ground operations that their separate inclusion would have been inconsistent with existing game mechanics. Neither protagonist had the experience or wherewithal to conduct distant amphibious assaults.

Naval resupply is another matter. Major ports in the Baltic and Black Seas with the facilities to handle large logistic movements are assigned an intrinsic supply flag. For example, Sevastopol has an intrinsic supply flag for both Axis and Soviet forces. Only the player controlling the city can make any use of the supplies.

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While the movement of whole Korps/Armies through ports is not permitted, replacements, reinforcing divisions and support points will use this transport route.

## (xi). Airborne Operations

There are no separate airborne mechanics. Again, the historical evidence would suggest that airborne forces were available in insufficient strength to both sides for decisive, independent airborne operations.

The resupply of isolated troops by air was common Axis practice. It was certainly no substitute for conventional supply columns but a little is better than nothing.

## (xii). Relocation of Soviet Industry

In the closing months of 1941, the Soviets moved a substantial part of their industrial capacity to the relative safety of the Ural Mountains. This relocation is accounted for in the reinforcement schedule as well as in the effects of German capture of Soviet cities. MRs lost following the capture of Soviet cities decrease considerably after November 1941. IRs lost are not affected by industrial relocation but are recovered when the cities are recaptured.

## (xiii). Greg Whiley's Last Minute Advice

There are no free lunches in *Russia*, nor are there necessarily right answers. The dynamics of the game merely produce a range of costs for each possible action. Naturally, the possible benefits are always held before you, as an incentive. In this game most choices can have effects far beyond the immediate objective and the immediate moment of that choice. Winning play demands that you recognize this.

For instance; Korps recovery is best when the Korps is not in contact with the enemy and its Armee has high supply and admin values. Armee supply and admin recover best when the Armee is on rest and Army Group values are high. Army Group values are highest when all its subordinate formations are making the least demands. So the recovery of the Korps will be profoundly influenced by the actions of all other Korps and Armees as well as its own tactical situation.

If your Army Group supply and admin read 1/1, resupply at all lower levels will be poor. Even if your Armees currently have high values, these will not be quickly replenished once exhausted. You could be heading for disaster. On the other hand, Moscow may only be one hex away. Whatever your choice, one thing is certain. You will have paid for it.

"The price of victory is blood." **Napoleon Bonaparte**

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## 11. SCENARIO NOTES

### Scenario 1 (Leningrad)

**Axis.** You have only 12 weeks to get as close to Leningrad as you can. You must take Pskov first. There are several ways to do this, all of which require that you capture Riga as soon as possible. More than once the Axis have been soundly thrashed by underestimating the effort needed to take the Balkan capital. You don't need to capture Leningrad to win provided you take all the other cities promptly. Beware of the extra forces released to the Soviets once Pskov falls.

**Soviet.** If you can hold onto Pskov and Leningrad then you'll win the game. If you're lucky enough to save some men from the front line, then defend Riga for as long as possible. Don't expect heroics from your men while the invasion surprise rules are in effect. Unfortunately, there is no way of knowing for sure when the effect will wear off; it's somewhere between 3 and 10 weeks. If it's 10 weeks, I'm afraid you'll have a tough job of it.

### Scenario 2 (Stalingrad)

**Axis.** This is a long scenario against an opponent gaining in strength every turn. You must take Voronezh and Rostov immediately. Beware of Balashov. Its capture will release part of the Moscow reserve and thereby swell the burgeoning Soviet Army even further. Once Voronezh falls, send 6 Armee south. Launch simultaneous assaults against Krasnodar and Kotelnikov. Your supply lines will be stretched and if bad weather comes early, pull back. If you have killed enough Russians, there may be an opportunity to drive on Stalingrad.

**Soviet.** Resign yourself to the fact that there will be a massacre on your front line in the first two weeks. Do what you can to delay the fall of Voronezh and Rostov. Every additional week you keep them, the longer it will take Axis Armies and Korps to rebuild their logistics. Meanwhile, you can be building up at Stalingrad. Don't counter-attack until you're sure your targets are running out of steam.

### Scenario 3 (Kursk)

**Axis.** There is not much chance that you can break through the tough defensive positions in front of Kursk. What you should be able to do is avoid the catastrophic rout brought on by the Soviet counter-attack. In other words, don't keep pressing hopeless assaults. You may be able to work some deft strokes against a too-aggressive Russian.

**Soviet.** You have everything going for you at last. The combination of your tank armies and GSPs have the potential to blitz the Axis in a stand-up fight. Just remember not to over-work these formations. If you can hold all your original territory and recapture Kharkov you should be in for an easy win.



## PART TWO

# THE DESIGN ROUTINES

## 1. INTRODUCTION

The design process is your chance to get your hands on the levers of power. If you think Hitler was a terrible commander (and you would not be alone in this), here is your chance to make real changes. Using this design kit you can change anything from the composition or location of a single Korps to the entire Order of Battle.

For the Russians, you can advance the date of D - Day (as Stalin consistently tried to do), or elect to be unsurprised by the initial German invasion (as he should have been). The design kit gives you immense power over your game. Do not be afraid to use it.

Those of you who have used the design kits in any of our previous games will find this design kit almost identical.

## 2. USING THE DESIGN MENUS

A schematic display of the design menus is provided on a separate menu card. They operate in the same way as the game menus you have already used.

In *Russia*, only historical or created games can be edited through the design menus. These are all distinguished by having a turn number of 0 on the load/save disk catalog. In other words, a saved game cannot be edited. The data gets so messed around during the running of a scenario that it's just not possible to reorganize it. Any historical or created game saved through the design menus will be saved as a turn 0 file.

To put it more simply, games identified as turn 0 games in the load/save catalog can be edited. Games with any other turn number cannot be interfered with.

This will not cause any problems as long as you remember never to save a game in progress over the same location as your created game. Doing so will overwrite the original scenario with the saved game. Note you will not be allowed to save a game in an historical game location. See Chapter 3 below on preparing and using disks.

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## 3. PREPARING A DISK

Whether you are working with historical scenarios or creating new games, all work should be saved on a save game disk. Follow the instructions in Chapter 3 of the Game Routines if you have not formatted a save game disk.

When changing an existing scenario or campaign, select the <CREATE> line from Menu A and type (RET) to obtain Menu B.

If you are varying a file from a scenario disk select the <SCENARIO> line and type (RET) to obtain Menu C. Select the required scenario and you will be taken through to Menu J (Create Master).

If you are varying a file from a save game disk select the <DISK> line and type (RET). Load the chosen file from Menu D and you will be taken through to Menu J (Create Master).

After making the desired changes return to Menu J. Select the <DISK> line to go to Menu D. Select the <SAVE> line, locate the desired save location with the arrow keys and then type (RET). Use the comment facility if desired, then select the <SAVE GAME> line and type (RET).

When you are creating original scenarios, repeat the above procedure but use the <CLEAR> line in Menu J to erase those data bases you don't need before entering any data.

## 4. VARYING A SCENARIO

As a short example of what must be done to make a simple change to an historical scenario, follow the instructions below for an interesting variant to the Stalingrad scenario.

Stalingrad was the turning point in the struggle in the east. A not particularly important Russian city was turned into a trap for an entire German Army, chiefly through the interventions of Hitler. The 11th Army in the Crimea, consisting of the 30th and 54th Infantry Korps, was the only German reserve in the South. Convinced that the Russians were totally beaten, Hitler packed this unit onto the train for Leningrad. We will reverse this premature decision by creating the two Korps as reinforcements for the 6th Army.

Load in the Stalingrad scenario using the instructions in Chapter 3.

From Menu 4 select the <UNIT DATA> line. From Menu 8 select the <TROOPS> line. From Menu 9 select <KORPS> to obtain the create unit function for Korps.

You can use the <FORWARD> function or the <GOTO> function to find Korps # 21, which should be the first unused Axis Korps. Select the <EDIT> function. The cursor should now be flashing in the Korps ID box and we can create the 30th Infantry Korps.

|                          |                       |                                                                                                                                                                                                        |
|--------------------------|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| (0-3)-<br>Fortify = 0    | (I D)<br>30           | (Infantry)                                                                                                                                                                                             |
| (0-7)-<br>Type = 1       |                       | 21                                                                                                                                                                                                     |
| Supply = 5               | MAP LOC<br>( 18, 16 ) | EDIT                                                                                                                                                                                                   |
| Admin = 5                |                       | FORWARD                                                                                                                                                                                                |
| Experience = 5           | Divisions             | BACK                                                                                                                                                                                                   |
| Fatigue = 7              | ARM NOT INF           | GOTO                                                                                                                                                                                                   |
| Losses = 0               | 0- 0- 4               | MAP                                                                                                                                                                                                    |
| (0-18)-<br>Armee = 3     |                       | CLEAR                                                                                                                                                                                                  |
| (0-60)-<br>Reinforce = 6 |                       |                                                                                                                                                                                                        |
| Army Group (AG SOUTH)    |                       |                                                                                                                                                                                                        |
| Armee                    |                       | Korps                                                                                                                                                                                                  |
| num                      | num                   |                                                                                                                                                                                                        |
| 1 1 PANZER               | 10 51 Infantry        | <div style="border: 1px solid black; padding: 5px; text-align: center;">             KIEV<br/>Russia<br/>             + + + +<br/>             + + ■    <br/>             + +                   </div> |
| 2 3 RUH ARM              | 11 43 Infantry        |                                                                                                                                                                                                        |
| 3 6 ARMY                 | 12 17 Infantry        |                                                                                                                                                                                                        |
| 4 4 PANZER               | 13 40 Panzer          |                                                                                                                                                                                                        |
| 5 2 ARMEE                | 21 50 Infantry        |                                                                                                                                                                                                        |
| 6 2 RUH ARM              | ...                   |                                                                                                                                                                                                        |

Fig D1. Axis Korps Creation Screen

Type (30) (RET), (0) (RET), (1) (RET), (5) (RET), (5) (RET), (5) (RET), (7) (RET) (0) (RET), (3) (RET), (6) (RET) (18) (RET), (16) (RET) (0) (RET), (0) (RET) (4) (RET).

The cursor should now be back in the Korps ID box. You will have noticed various things occur as we created the Korps. The Korps type 'Infantry' was displayed in the top right of the screen when it was defined, and the Army and its component Korps were displayed at the bottom of the screen when we defined the Korps subordination. Since we located the Korps in a city, the city name was also displayed. Fig D1 shows you what the completed screen should look like.

Type <ESC/f1> to leave the creation screen. Select <FORWARD> then <EDIT>. Create the 54th Infantry Korps as above except that the ID should read 54 and the location (19,16).

Type <ESC/f1> until you return to Menu J. Select the disk option and save the variation in appropriate location.

We could have disposed of our reserves in another fashion. As it stands we have added two extra formations to 6th Army, which historically was where they were



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most needed. However, even if Hitler had left them in reserve, there is no guarantee that they would have been available for Stalingrad. The troops of 1st Panzer Army, struggling through vast spaces of the Caucasus were also in great need of more men.

For extra flexibility, and hence less certainty, we could have simply added the component divisions of 30 and 54 Korps to the Army Group South reserves. You may like to try this instead to see if it makes a large difference. This is typical of the decisions you will face in creating your own scenarios, so the more experience you have, the more confident you will be in your own decisions.

## 5. THE DESIGN MENUS

This section describes the various menus together with explanations of their functions. The order in which they are presented represents a convenient sequence for the creation of a new scenario.

### 5.1 MAP DATA

#### 5.11 Map Size (Menu 6)

The map size in *Russia* is variable. Each map sector is 9 hexes wide by 9 hexes deep. There may be up to 4 sectors across and 3 down. Thus, the maximum size of a battlefield is 36 by 27 hexes. At a ground scale of 40 miles per hex, this represents an area of a little over one-and-a-half million square miles.

In creating a scenario, map size *must* be set before anything else. Select the <SIZE> line from Menu 5 and you will be asked to select an *active map size*. This is done by nominating the top left sector and the bottom right sector. Campaign games must use the whole map (i.e. the top left sector is 0 and the bottom right sector is 11) while scenario maps can use any size other than the complete map. For example, the map for the Leningrad scenario is 1,2 while the map for the Stalingrad scenario is 6,11.

The box at the bottom of the screen will tell you whether you have set up a campaign or scenario.

#### 5.12 Map Edit Utility (Menu 7)

The most important point to note about the map edit facilities in *Russia* is that there are only a limited number of features which can be altered.

The game system is not designed for, nor is it applicable to, any situation other than the war in Russia.

When you enter Menu 7 (Create Map), you may use the arrow keys or the I,J,K and M keys to move the cursor around the map. Type (RET) to bring up the list of features which may be edited using this screen.

**(a). Hex Control.** At all times in the course of a game, each hex on the map will be under Axis or Soviet control. Control of a hex will change when a friendly Korps/Army passes through an enemy controlled hex. In addition, enemy controlled hexes adjacent to friendly units will change sides provided the hex in question does not contain a city or is itself adjacent to an enemy unit.

To edit hex control when creating or modifying a game, select the <AXIS> or <SOVIET> line from Menu 7. Use the arrow keys or the I,J,K,M keys to move the block cursor across the map, and the control icon of the nationality you selected will be placed in each hex you pass through. Type (RET) when you have finished and then select <EXIT> to exit the control facility.

**(b). Railways.** The rail networks in Germany and Russia played a vital part in the conduct of the war. One of the major handicaps faced by Germany in the first year of the war was the difficulty of moving supplies and reserves over the Russian rail net. The gauges between the two countries were incompatible and while some Russian rolling stock was captured in the early months of the war, for the most part the Russian railways were unusable until converted by German engineers. To a lesser extent, the Soviets faced the same problem in 1944.

To edit the rail net when creating or modifying a game, select the <RAILWAY> line from Menu 7. Use the arrow keys or the I,J,K,M keys to move the block cursor across the map to the hex location you wish to edit. Type (W) to create an Axis rail hex or (E) to create a Soviet rail hex. Type (Q) to erase a rail hex from the map. Axis rail lines are distinguished by the numeral 1, Soviet rail lines by the numeral 2. Type (RET) when you have finished and then select <EXIT> to exit the railway facility.

We strongly recommend you do not use this facility to create *new* rail lines. It is provided to allow you to change the gauge of existing rail lines. If you can't resist the temptation, be warned that masses of interconnecting rail lines will probably cause a tremendous traffic jam!

Rail lines are considered to be operative for each player when they are of the correct gauge and under friendly control.

While the computer is executing the game routines (i.e. during run time), the rail network is invisible. This is for aesthetic purposes. Once you enter your order menus, functioning friendly rail hexes will be displayed.

Conversion of rail hexes to the proper gauge is handled by the computer. In general, formations on main effort will get priority in conversion with the computer

|         |
|---------|
| AXIS    |
| RUSSIAN |
| RAILWAY |
| COMMUN- |
| EXIT    |

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doing its best to provide rail services to every HQ not connected by operable rail to the capital.

One thing to note in the Campaign and Leningrad scenarios is the presence of narrow gauge railways in western Russia. The explanation is that these regions are the recently conquered Baltic States (Latvia, Lithuania and Estonia) and the Russian share of Poland. The Russians had not yet converted these railways into their own wide gauge, except for a single line running to Riga. Axis progress in these areas will be a little faster than elsewhere.

**(c). Communications.** Each hex in the game is assigned a communication value. The flip-side of the game map shows the communication values of each hex for the campaign game. This represents the extent and usability of the roads in the hex. Good communications are vital if supplies are to be readily available to troops in forward areas. Communication values range from 0 - 3, with 0 being atrocious and 3 being good. Note that hexes with a communications value of 3 have no number in the hex; it's a little easier on the eyes. Bad weather will temporarily reduce the communication value of a hex.

When tracing a valid supply line from a Korps to its Army HQ, the Korps' supply allowance (see Menu 12) is compared with the communication value of each hex through which the supply line passes. An amount is deducted from the supply allowance of the Korps in relation to the communications difficulty of each hex the line of supply passes through. Korps which exceed their supply allowance in tracing to their Army HQ are judged to be **out of supply** which greatly reduces the likelihood of their receiving supply and admin increases. Note that supply and admin increases will trickle through to unsupplied Korps; it's just that they will use more than they can replenish if they try to do anything!

To edit communication values when creating or modifying a game, select the <COMMUN-> line from Menu 7. The current communication values of each hex are displayed.

Use the arrow keys or the I,J,K,M keys to move the block cursor across the map to the hex location you wish to edit. Type (Q) to set a value of 0, (W) to set a value of 1, (E) to set a value of 2 or (R) to set a value of 3. Type (RET) when you have finished and then select <EXIT> to exit the communication facility.

## 5.2 UNIT DATA

### 5.21 City Creation (Menu 13)

Examine the blank city roster in Appendix A. We recommend you prepare the data on each city before entering it into your computer.

The first thing to be aware of is that you will not be allowed to change the name or location of any city. All other variables can be edited.



**VICTORY.** Enter a 0-7 value to distinguish the importance of the city. Cities with a value of 0 will be treated as worthless and cannot be chosen as objectives by either side. This artifact is provided for use in those scenarios where it is desired to prevent play from spilling onto unused portions of the map. For example, in the Leningrad scenario, all cities east of Leningrad have values of 0 to ensure that those areas of the map remain off-limits. In campaigns, all cities should have a value of at least 1. Examine the city data in the campaign game for a suggested victory point (VP) distribution.

|         |
|---------|
| EDIT    |
| FORWARD |
| BACK    |
| GOTO    |
| MAP     |
| CLEAR   |

**COUNTRY.** Enter the value which will correspond to the country code. 0 = Germany, 1 = Hungary, 2 = Rumania, 3 = Baltic States, 4 = Poland, 5 = spare, 6 = Yugoslavia, 7 = Russia.

**ARMY GROUP.** Enter a number from 1 - 3 to define which Army Group the city has been allocated to. 1 = AG North, 2 = AG Centre, 3 = AG South. All cities must be allocated to an Army Group. The AG to which a city has been allocated is its *primary* assignment. Secondary assignments are explained in Chapter 10 (Game Mechanics and Tactics). In scenarios, this value will always be set to 1 as only one AG is operable.

**THEATRE.** This variable is treated exactly as the previous one. This time the city is allocated to the Soviet command structure. Enter a number from 1 - 3 to define which Theatre the city has been allocated to. 1 = Theatre A, 2 = Theatre B, 3 = Theatre C.

**MAJOR CITY.** Enter a value of 1 if the city is a major city; 0 if a minor city. There should be no need to change these values in either scenarios or campaigns.

**CAPITAL.** Enter a value of 1 if the city is the capital of the country; 0 if it is not. The German and Russian capitals are the site of OKH and STAVKA respectively. They are the ultimate sources of supply and admin for both sides. Should the German or Russian capital be captured, a new location will be selected by the computer and the supreme HQ transferred. There will be considerable dislocation of supplies and admin immediately following such a move. Minor countries will surrender when their capitals are captured. All armies under their control will begin to disintegrate and within three months should be totally demobilized.

**FORTRESS.** Enter a value of 1 if the city has been permanently fortified; 0 if not. A permanent fortification is the equivalent of a level 3 fort constructed by ground troops. Note that there is no extra benefit for a fortified unit in a fortress.

**AXIS SUP.** Enter a value of 1 if the city provides an independent supply base for Axis forces; 0 if not. This entry is most useful in scenarios to provide links with off-board portions of the map. For example, in the Leningrad scenario, Vilna is

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designated as an Axis supply source because, once captured, Axis supply could be traced through it even though the railway connecting it to greater Germany is cut by the map edge. In campaign games, it is used to allow certain *edge-of-the-board* cities to provide additional supplies.

**SOVIET SUP.** This entry is similar to the previous one. Enter a value of 1 if the city provides an independent supply base for Soviet forces; 0 if not.

## 5.22 Region Creation (Menu 14)

Examine the blank region roster in Appendix A. We recommend you prepare the data on each region before entering it into your computer. Have a look at the data in the campaign game as an example.

Regions are those off-board areas which are not included on the map but which exerted (or could have exerted) some influence on the war. Regions are linked to the map by a specific city attachment.

Should it be captured, various things will happen. Soviet Lend-Lease supplies will be cut while for both sides, reinforcements generated by the garrison value will be added to the new units available next turn. The capturing player will earn bonus VPs.

**REGION.** Enter a 1 - 9 character name to identify the region.

**CITY ATTACHMENT.** Enter the ID number of the city attached to the region.

**LEND-LEASE VALUE.** Throughout the war, the Russians received munitions and equipment, in varying quantities, from the Western Allies. This value represents that assistance. Enter a number between 0 - 15. Each point of this number will generate the following reinforcements; 1 mot RP, 0.5 GSP, 0.5 ASP and 0.5 arm RP.

**ADDITIONAL VP VALUE.** Enter a value from 0 - 15. When a region is captured by the *non-original* owner, then that player receives the listed number of VPs every strategic cycle until he loses control of the region. If he subsequently recaptures it, he again gets the points. The original owner of the region can never earn VPs from it, no matter what the circumstances.

**REGIONAL GARRISON.** Enter a value from 0 - 7. This value is a measure of the size of the force garrisoning the region. It is assumed that they become available for deployment once the *trigger* city is captured. In the following strategic cycle, a number of units proportional to the garrison value appear as OKH/STAVKA reinforcements and may be appropriated in the usual way. For each point of regional garrison, the following units are received; 2.5 inf XXs, 0.5 mot XXs, 0.5 arm XXs, 1.5 ASPs and 1.5 GSPs.

**INITIAL CONTROL.** Enter a value of 0 if the region begins the game under Axis control. Enter a value of 1 if the region begins the game under Soviet control.

|                                                                   |                                                             |                                                                    |  |
|-------------------------------------------------------------------|-------------------------------------------------------------|--------------------------------------------------------------------|--|
| <div>I D</div> <div>AG SOUTH</div>                                |                                                             | <div>1</div>                                                       |  |
| <div>(0-7)...</div> <div>Supply :: 6</div> <div>Admin :: 6</div>  | <div>Reserves</div> <div>ARM NOT INF</div> <div>0 0 0</div> | <div>EDIT</div> <div>FORWARD</div> <div>BACK</div> <div>GOTO</div> |  |
| <div>(0-63)...</div> <div>Air :: 39</div> <div>Ground :: 55</div> |                                                             | <div>MAP</div> <div>CLEAR</div>                                    |  |
| <div>(0-76)...</div> <div>Based at :: 40</div>                    | <div>KIEV</div>                                             |                                                                    |  |

| Armee |           | Korps |    |     | numbers |     |     |
|-------|-----------|-------|----|-----|---------|-----|-----|
| 1     | 1 PANZER  | 1     | 2  | 3   | 4       | 5   | 6   |
| 2     | 3 RUN ARM | 7     | 8  | 9   | ...     | ... | ... |
| 3     | 6 ARMEE   | 10    | 11 | 12  | 13      | ... | ... |
| 4     | 4 PANZER  | 14    | 15 | ... | ...     | ... | ... |
| 5     | 2 ARMEE   | 16    | 17 | 18  | ...     | ... | ... |
| 6     | 2 HUN ARM | 19    | 20 | ... | ...     | ... | ... |

Fig D2. Army Group South (Stalingrad)

### 5.23 Troop Creation (Menu 10)

Examine the blank Army Group/Theatre roster in Appendix A. One of these should be prepared for each Army Group/Theatre in the game. Do not attempt to edit the screen until these rosters have been completed.

Armed with your completed roster and referring to the example in Chapter 4 (Varying a Scenario), you can create the components of the Army Group.

The following notes will explain the factors which must be valued or rated. See fig D2 for a completed example from the Stalingrad scenario.

### Army Groups/Theatres

**I.D.** Enter a 1-9 character name to identify the Army Group or Theatre.

**SUPPLY.** Enter a 0-7 value to describe the supply state of the Army Group or Theatre HQ. 0 = dreadful. 7 = excellent.



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**ADMIN.** Enter a 0-7 value to describe the admin state of the Army Group or Theatre HQ. 0 = dreadful. 7 = excellent.

**AIR.** Enter the number of air support points (ASPs) assigned to the Army Group or Theatre HQ. The maximum number is 63.

**GROUND.** Enter the number of ground support points (GSPs) assigned to the Army Group or Theatre HQ. The maximum number is 63.

**BASED AT.** Every city in the game is identified by a distinguishing number. A list of these numbers is given in Appendix B. Enter the number of the city where you wish to deploy the Army Group or Theatre HQ. As an alternative, you may use the <MAP> line to enter the map and then use the arrow keys or 1-6 keys to locate the chosen town.

**RESERVES.** Enter the number of divisions of each type (armour, motorized and infantry) assigned to the Army Group or Theatre HQ reserve. The maximum number for each is 7.

The bottom third of the Army Group/Theatre creation screen displays a summary of the units subordinate to the Army Group or Theatre. Both Armies/Fronts and Korps/Armies are identified by their IDs. This portion of the screen cannot be edited. The information in it is drawn from the Army/Front and Korps/Army data bases. This screen is common to all the troop creation routines.

## Armies/Fronts

**I.D.** Enter a 1-9 character name to identify the Armee or Front.

**TYPE.** This line is for Axis forces. The nationality of the Armee is specified. 0 = German, 1 = Rumanian, 2 = Hungarian, 3 = Italian. All Soviet fronts are Russian; enter a value of 0.

**SUPPLY.** Enter a 0-7 value to describe the supply state of the Armee or Front HQ. 0 = dreadful. 7 = excellent.

**ADMIN.** Enter a 0-7 value to describe the admin state of the Armee or Front HQ. 0 = dreadful. 7 = excellent.

**REINFORCE.** Enter the turn number on which the Army or Front HQ is to appear in the game. A value of 0 specifies that the HQ will begin the game on the map.

**BASED AT.** Every city in the game is identified by a distinguishing number. A list of these numbers is given in Appendix B. Enter the number of the city where you wish to deploy the Army Group or Theatre HQ. As an alternative, you may use the <MAP> line to enter the map and then use the arrow keys or 1-6 keys to locate the chosen town.

**ARMY GROUP/THEATRE.** Enter a value between 1 and 3 to identify the Army Group HQ to which the Armee is subordinate. Enter a value between 4 and 6 to identify the Theatre HQ to which the Front is subordinate. Please see the note at the end of this section on the creation of administrative HQs.

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**RESERVES.** Enter the number of divisions of each type (armour, motorized and infantry) assigned to the Army or Front HQ reserve. The maximum number for each is 7.

## Korps/Armies

**I.D.** Enter a 1-3 character name to identify the Korps or Army.

**FORTIFY.** The level of fortification at which the Korps or Army begins the game is specified. 0 = none, 1 = basic field fortifications, 2 = fixed defenses, 3 = more or less permanent fortifications including extensive anti-tank obstacles. The relationship between the levels of fortification is not linear. There is an exponential increase as the level rises. Similarly, the likelihood of a Korps or Army improving its fortification level decreases as the level rises.

**TYPE.** This line specifies the type of Korps or Army created. For the Axis 1 = Infantry, 2 = Panzer, 3 = SS Infantry, 4 = SS Panzer, 5 = Mountain and 6 = Axis-Allied. For the Soviets 1 = Infantry, 2 = Cavalry, 3 = Tank, 4 = Mountain, 5 = Guard Infantry, 6 = Guard Tank and 7 = Siberian.

**SUPPLY.** Enter a 0-7 value to describe the supply state of the Korps or Army. 0 = dreadful. 7 = excellent.

**ADMIN.** Enter a 0-7 value to describe the admin state of the Korps or Army. 0 = dreadful. 7 = excellent.

**EXPERIENCE.** Enter a number between 0 and 7. 0 = green and pretty well useless, 7 = elite troops of the highest quality.

**FATIGUE.** Enter a number between 0 and 7. 0 = totally exhausted, 7 = bright-eyed and bushy-tailed.

**LOSSES.** In normal circumstances, a Korps or Army will begin a game with no losses accumulated. On occasion, however, it may be necessary to represent recently incurred casualties that have not as yet been replaced. A typical example would be troops which begin a game cut off or have not recovered from a major battle. Each point of loss corresponds to one replacement point and is the approximate equivalent of one-third of a division.

**ARMEE/FRONT.** Enter a value between 1 and 18 to identify the Armee HQ to which the Korps is subordinate. Enter a value between 19 and 31 to identify the Front HQ to which the Army is subordinate. Please see the note at the end of this section on the creation of administrative HQs.

**REINFORCE.** Enter the turn number on which the Korps or Army is to appear in the game. A value of 0 specifies that the unit will begin the game on the map.

**LOCATION.** Enter the x,y map co-ordinates of the Korps' or Army's start or arrival hex. Do not place two units in the same hex. *Administrative* HQs do not need an x,y location. As an alternative, you may use the <MAP> line.

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**DIVISIONS.** Enter the number of divisions of each type (armour, motorized and infantry) assigned to the Korps or Army. The total divisions assigned may not exceed 7.

**A Note on the Creation of Administrative HQs.** There will be occasions when you will wish to create HQs for administrative purposes only, especially in campaign games. These HQs become available for use on their turn of arrival.

An administrative Armee/Front HQ should have a specified type and arrival value but all other values should be set to 0. Supply and admin values will automatically be set to 7 when the HQ is activated. Have a look at the 5Pz Armee in the Axis data base of the campaign game.

An administrative Korps/Army HQ should have a specified type and arrival value but all other values should be set to 0. Supply, admin and fatigue values will automatically be set to 7, losses will be set to 0 and experience will be set to the current national Korps leadership value when the HQ is activated. Have a look at the 2SS Pz Korps in the Axis data base of the campaign game. Please see Chapter 10 (Game Mechanics and Tactics) of the Game Routines.

## 5.24 Supply Allowance (Menu 12)

For each type of Korps or Army, you must select a supply allowance. This value determines the length of the communication link which can be traced from the Korps or Army to its superior HQ. The larger the value, the longer the link. The maximum value is seven. The minimum value is 0.

We suggest that mobile Korps types such as panzer, tank and cavalry formations be given longer supply lines than the basic infantry types. Except for special circumstances, the values given in the campaign game should be good enough.

Please read section 5.12c of the Design Routines and Chapter 10 in the Game Routines for more information on logistics and administration.

## 5.25 Division Types (Menu 11)

Throughout the war, the composition and effectiveness of divisional formations changed radically. For example, a 1944 Panzer Division is a much more powerful unit than its 1941 equivalent.

In a scenario, only one model of each division type is allowed. You are asked to enter a combat value for each division type. The range is 0 - 9. These values will have a profound effect on the performance of your army.

In campaigns, up to three models of each type of division are allowed. In addition to rating the combat power, you must also specify the month on which the new model is introduced into service. Older models are not instantly discarded; rather a gradual reorganization occurs over a period of approximately six months.



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## 5.3 BRIEFING

### 5.31 Scenario Details (Menu 16)

Enter a 1-16 character name for the scenario or campaign. There are three 26 character lines which you may use for a sub-title to your game.

Enter a 1-16 character name for the senior commander on each side.

Enter a 1-16 character name for each Army Group and Theatre command in the game.

### 5.32 Length Details (Menu 17)

**START DATES.** Enter the week (1-4), month (1-12) and year (39-45) that the game is scheduled to begin.

**INVASION SURPRISE.** By setting this value to 1, the disastrous effects of Russian unpreparedness are recreated. If your scenario does not involve the initial German invasion, then set this value to 0. Operational surprise, such as that achieved by the Soviets in 1944 when Army Group Centre was encircled and annihilated is best represented by manipulating the doctrine, admin and fatigue values of the surprised forces. Please see Chapter 10 of the Game Routines.

**FIRST WINTER (Campaigns Only).** Germany did not make a sensible provision for an extended winter campaign in 1941. They expected to have the war won before the onset of bad weather. By setting this value to 1, the high attrition and supply shortages experienced by Germany in their first winter in Russia are properly accounted for. In other circumstances, set the value to 0. Please see Chapter 10 of the Game Routines.

**LENGTH.** Enter the number of turns that the game will run for. In a campaign game, each turn represents one month and the maximum duration is 60 months. In a scenario, each turn represents one week and the maximum duration is 31 weeks.

**AXIS MIN VP (Campaigns Only).** Enter a value between 0 - 250. If the Axis fail to earn the stated number of VPs for two consecutive strategic cycles, then they are automatically defeated.

**SOVIET MIN VP (Campaigns Only).** Enter a value between 0 - 250. If the Soviets fail to earn the stated number of VPs for two consecutive strategic cycles, then they are automatically defeated.

**D-DAY (Campaigns Only).** Enter a value which will correspond to the month that the Allied invasion of France occurs. Enter a value to describe the effect of this invasion upon Axis deployment. 0 = minimal effect. 7 = tremendous effect. The historical level is 5. Please see Chapter 10 of the Game Routines for an explanation of the interaction between OKW and the Allied Second Front.

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**SALERNO (Campaigns Only).** Enter a value which will correspond to the month that the Allied invasion of Italy occurs. Enter a value to describe the effect of this invasion upon Axis deployment. 0 = minimal effect. 7 = tremendous effect. The historical level is 2.

### 5.33 Axis Briefing (Menu 18)

Examine the blank briefing roster in Appendix A. We recommend you complete this roster before entering it into your computer.

Each of the entries made on this screen must have a separate value entered for each calendar year of the campaign. Only one value for each variable need be entered for a scenario. Note that some screens do not require an entry for a scenario.

**AIR SUPPORT.** Enter a value to describe the combat effectiveness of Axis air support points (ASPs). 0 = useless. 7 = overwhelming. Note that values greater than 5 should only be used where enemy air-to-air opposition is of a poor calibre.

**GROUND SUPPORT.** Enter a value to describe the combat effectiveness of Axis ground support points (GSPs). 0 = useless. 7 = overwhelming.

**KORPS LEADERSHIP.** Enter a value to describe the quality of Axis leadership at the Korps level. 0 = hopeless. 7 = brilliant.

**ARMEE LEADERSHIP.** Enter a value to describe the quality of Axis leadership at the Army level. 0 = hopeless. 7 = brilliant.

**OKH ADMIN.** Enter a 0-7 value to describe the national admin state. 0 = dreadful. 7 = excellent. This is a fixed value and is a major contributor to the fluctuation in admin and supply values at Army Group, Army and Korps level. If the national admin is low, then your men are not going to do too well.

**OKH SUPPLY.** Enter a 0-7 value to describe the national supply state. 0 = dreadful. 7 = excellent. This is a fixed value and is a major contributor to the fluctuation in supply values at Army Group, Army and Korps level. If the national supply is low, then your men are going to get very hungry.

**RUMANIAN.** Enter a 0-7 value to describe the rate of replacement and reinforcement for the Rumanian forces. Replacements are received every week on a Korps basis. Reinforcements are received on a monthly basis.

**HUNGARIAN.** Enter a 0-7 value to describe the rate of replacement and reinforcement for the Hungarian forces. Replacements are received every week on a Korps basis. Reinforcements are received on a monthly basis.

**ITALIAN.** Enter a 0-7 value to describe the rate of replacement and reinforcement for the Italian forces. Replacements are received every week on a Korps basis. Reinforcements are received on a monthly basis.

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**Note.** Axis Allied forces do not use the same replacement procedures as German forces. They do, however, have access to German ASPs and GSPs. Please see Chapter 10 of the Game Routines.

**OKW (Campaigns Only).** The functions of OKW are explained in Chapters 8 and 10 of the Game Routines. The values entered here are the *Required* units necessary for the Axis player to meet the minimum monthly OKW garrison. When the campaign begins, the computer will allocate automatically a numbers of units to the OKW force exactly equal to these initial values.

### 5.34 Soviet Briefing (Menu 19)

Examine the blank briefing roster in Appendix A. We recommend you complete this roster before entering it into your computer.

With a few minor exceptions, the values entered here correspond exactly with those entered in the Axis briefing menu.

**AIR SUPPORT.** See Axis briefing.

**GROUND SUPPORT.** See Axis briefing.

**ARMY LEADERSHIP.** See Axis briefing.

**FRONT LEADERSHIP.** See Axis briefing.

**STAVKA ADMIN.** See Axis briefing.

**STAVKA SUPPLY.** See Axis briefing.

**SECOND FRONT (Campaigns Only).** Enter a value between 0 - 7 to describe the pace of Allied progress in the other theatres of the war; i.e. Western Europe and North Africa. This value will be the primary factor in determining the attrition of OKW forces. Please see Chapter 10 of the Game Routines.

**PARTISANS (Campaigns Only).** Enter a 0-7 value to describe the effect of Soviet partisans on German logistics and rear area garrisons. 0 = no effect. . . 7 = profound effect. This value is compared to the extent of Axis occupation of Soviet territory to determine partisan activity. Please see Chapter 10 of the Game Routines.

### 5.4 REINFORCEMENTS (Menu 21)

Examine the blank reinforcement schedule in Appendix A. We recommend you complete this schedule before entering it into your computer.

The Reinforcement routines are divided into Axis and Soviet screens. As the entries to be made in each are identical, a general description is provided. Units scheduled to arrive during the course of a scenario or campaign are entered through this screen. All new units arrive through the reinforcement procedure.



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In a scenario, there is only one page to the screen for each side; in a campaign there are four pages per side.

Reinforcements arrive on a fortnightly basis in a scenario. They arrive on a monthly basis in a campaign.

The screen corresponds with the Menu 7 (View Reinforcements) screen. It is simply a matter of organizing the reinforcements into their appropriate categories for each turn in the game. The maximums which may be entered for each type of reinforcement are - ASPs and GSPs (31), arm and mot XXs (7), inf XXs (250) and MRs and IRs (15).

Reinforcements are in the form of ASPs and GSPs, armour, motorized and infantry divisions and mechanized and infantry replacements.

A single German mechanized replacement (MR) will produce 2 arm RPs, 2 mot RPs, 1 GSP and 0.5 ASPs.

A single German infantry replacement (IR) will produce 1.5 inf RPs.

A single Soviet mechanized replacement (MR) will produce 1.5 arm RPs, 1 mot RP, 1.5 GSPs and 1 ASP.

A single Soviet infantry replacement (IR) will produce 2.5 inf RPs.

IRs and MRs are affected by on board events in a campaign. The capture of Soviet cities will reduce the number of IRs and MRs received, although the loss of MRs will gradually decrease to reflect the relocation of Soviet industry to the safety of the Ural Mountains.

Failure to meet the minimum OKW garrisons will result in the loss of Axis MRs and IRs as well as a victory point penalty.

Other reinforcements are not affected by on board events.

## 6. ACKNOWLEDGEMENTS

Like Napoleon and Hitler before us, both Roger and I have underestimated the enormity of Russia. There have been times in the last few months when we were certain we were lost somewhere the wrong side of Stalingrad. No matter how much experience we get, that meagre 64K doesn't seem to get any bigger!

There are a couple of people whose efforts have been instrumental in completing what has turned out to be a massive undertaking and who have gone unpraised in the Design Credits. Dave O'Connor of Panther Games provided some useful information on the forces involved. The detailed Order of Battle prepared by John Astell of Game Designers' Workshop for their impending release *Scorched Earth* has been of tremendous value to us.

Roger Keating and Ian Trout  
Sydney, March 1987.

## APPENDIX A

# BLANK DESIGN FORMS

When preparing the information necessary to create your own scenarios, we recommend you first enter the data onto blank designs sheets. To this end, we have provided blank copies for the most important design routines.

You have our permission to copy these as often as necessary for personal use. We do *not* allow unauthorized commercial use of our products.

## AXIS BRIEFING

|               |       |  |  |  |  |  |  |  |
|---------------|-------|--|--|--|--|--|--|--|
| YEAR          | 39-50 |  |  |  |  |  |  |  |
| ASP VALUE     | 0-7   |  |  |  |  |  |  |  |
| GSP VALUE     | 0-7   |  |  |  |  |  |  |  |
| KORPS LEADER. | 0-7   |  |  |  |  |  |  |  |
| ARMEE LEADER. | 0-7   |  |  |  |  |  |  |  |
| OKH ADMIN     | 0-7   |  |  |  |  |  |  |  |
| OKH SUPPLY    | 0-7   |  |  |  |  |  |  |  |
| RUMANIAN      | 0-7   |  |  |  |  |  |  |  |
| HUNGARIAN     | 0-7   |  |  |  |  |  |  |  |
| ITALIAN       | 0-7   |  |  |  |  |  |  |  |
| OKW ARM. XXs  | 0-63  |  |  |  |  |  |  |  |
| OKW MOT. XXs  | 0-63  |  |  |  |  |  |  |  |
| OKW INF. XXs  | 0-63  |  |  |  |  |  |  |  |
| OKW ASPs      | 0-63  |  |  |  |  |  |  |  |
| OKW GSPs      | 0-63  |  |  |  |  |  |  |  |

## SOVIET BRIEFING

|               |       |  |  |  |  |  |  |  |
|---------------|-------|--|--|--|--|--|--|--|
| YEAR          | 39-50 |  |  |  |  |  |  |  |
| ASP VALUE     | 0-7   |  |  |  |  |  |  |  |
| GSP VALUE     | 0-7   |  |  |  |  |  |  |  |
| ARMY LEADER.  | 0-7   |  |  |  |  |  |  |  |
| FRONT LEADER. | 0-7   |  |  |  |  |  |  |  |
| STAVKA ADMIN  | 0-7   |  |  |  |  |  |  |  |
| STAVKA SUPPLY | 0-7   |  |  |  |  |  |  |  |
| SECOND FRONT  | 0-7   |  |  |  |  |  |  |  |
| PARTISANS     | 0-7   |  |  |  |  |  |  |  |

## CITY ROSTER (1)

| CITY NUMBER   | FIXED | 1       | 2      | 3       | 4      | 5       | 6      | 7      |
|---------------|-------|---------|--------|---------|--------|---------|--------|--------|
| CITY NAME     | FIXED | Rostock | Berlin | Dresden | Prague | Stettin | Zagreb | Vienna |
| MAP LOCATION  | FIXED | 0,8     | 1,10   | 1,13    | 1,15   | 2,9     | 2,22   | 3,18   |
| VICTORY PTS   | 0-7   |         |        |         |        |         |        |        |
| COUNTRY       | 0-7   |         |        |         |        |         |        |        |
| ARMY GROUP    | 1-3   |         |        |         |        |         |        |        |
| THEATRE       | 1-3   |         |        |         |        |         |        |        |
| MAJOR CITY    | 0-1   |         |        |         |        |         |        |        |
| CAPITAL       | 0-1   |         |        |         |        |         |        |        |
| FORTRESS      | 0-1   |         |        |         |        |         |        |        |
| AXIS SUPPLY   | 0-1   |         |        |         |        |         |        |        |
| SOVIET SUPPLY | 0-1   |         |        |         |        |         |        |        |

| CITY NUMBER   | FIXED | 8       | 9      | 10       | 11     | 12     | 13     | 14       |
|---------------|-------|---------|--------|----------|--------|--------|--------|----------|
| CITY NAME     | FIXED | Breslau | Posnan | Budapest | Danzig | Kracow | Szeged | Belgrade |
| MAP LOCATION  | FIXED | 4,13    | 5,11   | 6,20     | 7,8    | 7,15   | 7,22   | 7,24     |
| VICTORY PTS   | 0-7   |         |        |          |        |        |        |          |
| COUNTRY       | 0-7   |         |        |          |        |        |        |          |
| ARMY GROUP    | 1-3   |         |        |          |        |        |        |          |
| THEATRE       | 1-3   |         |        |          |        |        |        |          |
| MAJOR CITY    | 0-1   |         |        |          |        |        |        |          |
| CAPITAL       | 0-1   |         |        |          |        |        |        |          |
| FORTRESS      | 0-1   |         |        |          |        |        |        |          |
| AXIS SUPPLY   | 0-1   |         |        |          |        |        |        |          |
| SOVIET SUPPLY | 0-1   |         |        |          |        |        |        |          |

| CITY NUMBER   | FIXED | 15       | 16     | 17     | 18     | 19    | 20        | 21    |
|---------------|-------|----------|--------|--------|--------|-------|-----------|-------|
| CITY NAME     | FIXED | Konigsbg | Warsaw | Tilsit | Lublin | Cluj  | Bialyst'k | Lwow  |
| MAP LOCATION  | FIXED | 9,8      | 9,12   | 10,7   | 10,14  | 10,21 | 11,11     | 11,16 |
| VICTORY PTS   | 0-7   |          |        |        |        |       |           |       |
| COUNTRY       | 0-7   |          |        |        |        |       |           |       |
| ARMY GROUP    | 1-3   |          |        |        |        |       |           |       |
| THEATRE       | 1-3   |          |        |        |        |       |           |       |
| MAJOR CITY    | 0-1   |          |        |        |        |       |           |       |
| CAPITAL       | 0-1   |          |        |        |        |       |           |       |
| FORTRESS      | 0-1   |          |        |        |        |       |           |       |
| AXIS SUPPLY   | 0-1   |          |        |        |        |       |           |       |
| SOVIET SUPPLY | 0-1   |          |        |        |        |       |           |       |



# APPENDIX A

## CITY ROSTER (2)

| CITY NUMBER   | FIXED | 22     | 23        | 24       | 25   | 26    | 27       | 28       |
|---------------|-------|--------|-----------|----------|------|-------|----------|----------|
| CITY NAME     | FIXED | Grodno | Brest-Lit | Balashov | Riga | Vilna | Tarnopol | Cernauti |
| MAP LOCATION  | FIXED | 12,10  | 12,13     | 31,13    | 13,4 | 13,8  | 13,17    | 13,19    |
| VICTORY PTS   | 0-7   |        |           |          |      |       |          |          |
| COUNTRY       | 0-7   |        |           |          |      |       |          |          |
| ARMY GROUP    | 1-3   |        |           |          |      |       |          |          |
| THEATRE       | 1-3   |        |           |          |      |       |          |          |
| MAJOR CITY    | 0-1   |        |           |          |      |       |          |          |
| CAPITAL       | 0-1   |        |           |          |      |       |          |          |
| FORTRESS      | 0-1   |        |           |          |      |       |          |          |
| AXIS SUPPLY   | 0-1   |        |           |          |      |       |          |          |
| SOVIET SUPPLY | 0-1   |        |           |          |      |       |          |          |

| CITY NUMBER   | FIXED | 29      | 30    | 31        | 32     | 33    | 34    | 35       |
|---------------|-------|---------|-------|-----------|--------|-------|-------|----------|
| CITY NAME     | FIXED | Tallinn | Bacau | Bucharest | Dvinsk | Pskov | Minsk | Zhitomir |
| MAP LOCATION  | FIXED | 14,1    | 14,22 | 13,25     | 15,6   | 17,2  | 16,10 | 16,16    |
| VICTORY PTS   | 0-7   |         |       |           |        |       |       |          |
| COUNTRY       | 0-7   |         |       |           |        |       |       |          |
| ARMY GROUP    | 1-3   |         |       |           |        |       |       |          |
| THEATRE       | 1-3   |         |       |           |        |       |       |          |
| MAJOR CITY    | 0-1   |         |       |           |        |       |       |          |
| CAPITAL       | 0-1   |         |       |           |        |       |       |          |
| FORTRESS      | 0-1   |         |       |           |        |       |       |          |
| AXIS SUPPLY   | 0-1   |         |       |           |        |       |       |          |
| SOVIET SUPPLY | 0-1   |         |       |           |        |       |       |          |

| CITY NUMBER   | FIXED | 36      | 37        | 38        | 39      | 40    | 41    | 42       |
|---------------|-------|---------|-----------|-----------|---------|-------|-------|----------|
| CITY NAME     | FIXED | Polotsk | Leningrad | Vel. Luki | Mogilev | Kiev  | Uman  | Novgorod |
| MAP LOCATION  | FIXED | 17,7    | 18,0      | 18,6      | 18,10   | 18,16 | 18,19 | 19,2     |
| VICTORY PTS   | 0-7   |         |           |           |         |       |       |          |
| COUNTRY       | 0-7   |         |           |           |         |       |       |          |
| ARMY GROUP    | 1-3   |         |           |           |         |       |       |          |
| THEATRE       | 1-3   |         |           |           |         |       |       |          |
| MAJOR CITY    | 0-1   |         |           |           |         |       |       |          |
| CAPITAL       | 0-1   |         |           |           |         |       |       |          |
| FORTRESS      | 0-1   |         |           |           |         |       |       |          |
| AXIS SUPPLY   | 0-1   |         |           |           |         |       |       |          |
| SOVIET SUPPLY | 0-1   |         |           |           |         |       |       |          |

## CITY ROSTER (3)

|               |       |       |        |          |          |           |         |         |
|---------------|-------|-------|--------|----------|----------|-----------|---------|---------|
| CITY NUMBER   | FIXED | 43    | 44     | 45       | 46       | 47        | 48      | 49      |
| CITY NAME     | FIXED | Gomel | Odessa | Demyansk | Smolensk | Cherkassy | Tikhvin | Roslavl |
| MAP LOCATION  | FIXED | 19,12 | 19,22  | 20,4     | 20,8     | 20,18     | 21,0    | 21,10   |
| VICTORY PTS   | 0-7   |       |        |          |          |           |         |         |
| COUNTRY       | 0-7   |       |        |          |          |           |         |         |
| ARMY GROUP    | 1-3   |       |        |          |          |           |         |         |
| THEATRE       | 1-3   |       |        |          |          |           |         |         |
| MAJOR CITY    | 0-1   |       |        |          |          |           |         |         |
| CAPITAL       | 0-1   |       |        |          |          |           |         |         |
| FORTRESS      | 0-1   |       |        |          |          |           |         |         |
| AXIS SUPPLY   | 0-1   |       |        |          |          |           |         |         |
| SOVIET SUPPLY | 0-1   |       |        |          |          |           |         |         |

|               |       |         |           |        |         |         |           |           |
|---------------|-------|---------|-----------|--------|---------|---------|-----------|-----------|
| CITY NUMBER   | FIXED | 50      | 51        | 52     | 53      | 54      | 55        | 56        |
| CITY NAME     | FIXED | Konotop | Sev'topol | Vyasma | Bryansk | Kalinin | Dnepro'sk | Zaporozhe |
| MAP LOCATION  | FIXED | 21,14   | 21,26     | 22,8   | 22,11   | 23,5    | 23,19     | 24,21     |
| VICTORY PTS   | 0-7   |         |           |        |         |         |           |           |
| COUNTRY       | 0-7   |         |           |        |         |         |           |           |
| ARMY GROUP    | 1-3   |         |           |        |         |         |           |           |
| THEATRE       | 1-3   |         |           |        |         |         |           |           |
| MAJOR CITY    | 0-1   |         |           |        |         |         |           |           |
| CAPITAL       | 0-1   |         |           |        |         |         |           |           |
| FORTRESS      | 0-1   |         |           |        |         |         |           |           |
| AXIS SUPPLY   | 0-1   |         |           |        |         |         |           |           |
| SOVIET SUPPLY | 0-1   |         |           |        |         |         |           |           |

|               |       |       |       |           |        |      |         |         |
|---------------|-------|-------|-------|-----------|--------|------|---------|---------|
| CITY NUMBER   | FIXED | 57    | 58    | 59        | 60     | 61   | 62      | 63      |
| CITY NAME     | FIXED | Orel  | Kursk | Krasnog'd | Moscow | Tula | Kharkov | Stalino |
| MAP LOCATION  | FIXED | 24,11 | 24,13 | 24,18     | 25,6   | 25,9 | 25,16   | 26,20   |
| VICTORY PTS   | 0-7   |       |       |           |        |      |         |         |
| COUNTRY       | 0-7   |       |       |           |        |      |         |         |
| ARMY GROUP    | 1-3   |       |       |           |        |      |         |         |
| THEATRE       | 1-3   |       |       |           |        |      |         |         |
| MAJOR CITY    | 0-1   |       |       |           |        |      |         |         |
| CAPITAL       | 0-1   |       |       |           |        |      |         |         |
| FORTRESS      | 0-1   |       |       |           |        |      |         |         |
| AXIS SUPPLY   | 0-1   |       |       |           |        |      |         |         |
| SOVIET SUPPLY | 0-1   |       |       |           |        |      |         |         |

# APPENDIX A

## CITY ROSTER (4)

| CITY NUMBER   | FIXED | 64       | 65    | 66       | 67        | 68      | 69     | 70        |
|---------------|-------|----------|-------|----------|-----------|---------|--------|-----------|
| CITY NAME     | FIXED | Mariupol | Livny | Voronezh | Novoros'k | Vologda | Rostov | Krasnodar |
| MAP LOCATION  | FIXED | 27,21    | 27,11 | 28,14    | 27,25     | 28,0    | 29,21  | 29,24     |
| VICTORY PTS   | 0-7   |          |       |          |           |         |        |           |
| COUNTRY       | 0-7   |          |       |          |           |         |        |           |
| ARMY GROUP    | 1-3   |          |       |          |           |         |        |           |
| THEATRE       | 1-3   |          |       |          |           |         |        |           |
| MAJOR CITY    | 0-1   |          |       |          |           |         |        |           |
| CAPITAL       | 0-1   |          |       |          |           |         |        |           |
| FORTRESS      | 0-1   |          |       |          |           |         |        |           |
| AXIS SUPPLY   | 0-1   |          |       |          |           |         |        |           |
| SOVIET SUPPLY | 0-1   |          |       |          |           |         |        |           |

| CITY NUMBER   | FIXED | 71    | 72        | 73        | 74     | 75    | 76      |  |
|---------------|-------|-------|-----------|-----------|--------|-------|---------|--|
| CITY NAME     | FIXED | Gorki | Kot'nikov | Staling'd | Grozny | Kazan | Saratov |  |
| MAP LOCATION  | FIXED | 31,5  | 32,20     | 33,17     | 34,25  | 35,4  | 35,11   |  |
| VICTORY PTS   | 0-7   |       |           |           |        |       |         |  |
| COUNTRY       | 0-7   |       |           |           |        |       |         |  |
| ARMY GROUP    | 1-3   |       |           |           |        |       |         |  |
| THEATRE       | 1-3   |       |           |           |        |       |         |  |
| MAJOR CITY    | 0-1   |       |           |           |        |       |         |  |
| CAPITAL       | 0-1   |       |           |           |        |       |         |  |
| FORTRESS      | 0-1   |       |           |           |        |       |         |  |
| AXIS SUPPLY   | 0-1   |       |           |           |        |       |         |  |
| SOVIET SUPPLY | 0-1   |       |           |           |        |       |         |  |

## SOVIET FRONT ROSTER

|               |       |  |  |  |  |  |  |  |
|---------------|-------|--|--|--|--|--|--|--|
| FRONT NUMBER  | 19-31 |  |  |  |  |  |  |  |
| FRONT ID      | [9]   |  |  |  |  |  |  |  |
| FRONT TYPE    | 0-3   |  |  |  |  |  |  |  |
| SUPPLY        | 0-7   |  |  |  |  |  |  |  |
| ADMIN         | 0-7   |  |  |  |  |  |  |  |
| ARRIVAL       | 0-60  |  |  |  |  |  |  |  |
| BASED AT      | 0-76  |  |  |  |  |  |  |  |
| THEATRE       | 0/5-7 |  |  |  |  |  |  |  |
| ARMOURED XXs  | 0-7   |  |  |  |  |  |  |  |
| MOTORIZED XXs | 0-7   |  |  |  |  |  |  |  |
| INFANTRY XXs  | 0-7   |  |  |  |  |  |  |  |



[illegible][illegible]

# REGION ROSTER

|                 |      |  |  |  |  |  |  |  |
|-----------------|------|--|--|--|--|--|--|--|
| REGION NUMBER   | 0-7  |  |  |  |  |  |  |  |
| REGION NAME     | [11] |  |  |  |  |  |  |  |
| CITY ATTACH.    | 1-76 |  |  |  |  |  |  |  |
| LEND LEASE      | 0-15 |  |  |  |  |  |  |  |
| ADDIT. VP's     | 0-15 |  |  |  |  |  |  |  |
| GARRISON        | 0-7  |  |  |  |  |  |  |  |
| INITIAL CONTROL | 0-1  |  |  |  |  |  |  |  |

# AXIS ARMEE ROSTER

|               |       |  |  |  |  |  |  |  |
|---------------|-------|--|--|--|--|--|--|--|
| ARMEE NUMBER  | 1-18  |  |  |  |  |  |  |  |
| ARMEE ID      | [9]   |  |  |  |  |  |  |  |
| ARMEE TYPE    | 0-3   |  |  |  |  |  |  |  |
| SUPPLY        | 0-7   |  |  |  |  |  |  |  |
| ADMIN         | 0-7   |  |  |  |  |  |  |  |
| ARRIVAL       | 0-60  |  |  |  |  |  |  |  |
| BASED AT      | 0-76  |  |  |  |  |  |  |  |
| ARMY GROUP    | 0/1-3 |  |  |  |  |  |  |  |
| ARMOURED XXs  | 0-7   |  |  |  |  |  |  |  |
| MOTORIZED XXs | 0-7   |  |  |  |  |  |  |  |
| INFANTRY XXs  | 0-7   |  |  |  |  |  |  |  |

\_\_\_\_\_

# AXIS KORPS ROSTER

[illegible]

# SOVIET ARMY ROSTER

[illegible]

## AXIS ARMY GROUP ROSTER

|             |      |  |  |
|-------------|------|--|--|
| ARMY GRP #  | 1-3  |  |  |
| ARMY GRP ID | [9]  |  |  |
| SUPPLY      | 0-7  |  |  |
| ADMIN       | 0-7  |  |  |
| AIR         | 0-63 |  |  |
| GROUND      | 0-63 |  |  |
| BASED AT    | 0-76 |  |  |
| ARM. XXs    | 0-7  |  |  |
| MOT. XXs    | 0-7  |  |  |
| INF. XXs    | 0-7  |  |  |

## SOVIET THEATRE ROSTER

|            |      |  |  |
|------------|------|--|--|
| THEATRE #  | 4-6  |  |  |
| THEATRE ID | [9]  |  |  |
| SUPPLY     | 0-7  |  |  |
| ADMIN      | 0-7  |  |  |
| AIR        | 0-63 |  |  |
| GROUND     | 0-63 |  |  |
| BASED AT   | 0-76 |  |  |
| ARM. XXs   | 0-7  |  |  |
| MOT. XXs   | 0-7  |  |  |
| INF. XXs   | 0-7  |  |  |

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