



THE RUSSIAN CAMPAIGN

Strategic political variants by Alan Emrich

Strategic wargames often emphasize the military and economic over the political aspects of a campaign. Changing political situations can prove as decisive an element as any military or economic event. Since these three elements of strategy must be considered together in any good strategic level conflict simulation, allow us to present some political possibilities in that classic, and award winning wargame, RUSSIAN CAMPAIGN.

To begin with, use one set of chits numbered one through six. — Both players draw one chit from a cup before setting up and keep them hidden until played. The timing and effect of each chit for each side is as follows:

GERMAN CHIT DRAW RESULTS

1. No anti-Axis coup in Yugoslavia. Germany still invades Greece and Crete, however, the 18th Mountain (3-5) and 65th Infantry (3-4) corps are available for set-up on turn one in Rumania, or with Army Group South. The Yugoslavian 2nd Infantry (2-3) arrives in August 1941, the 5th Infantry (3-3) arrives in November 1941, and the 3rd Infantry (2-4) arrives in May 1942. Yugoslavian units are considered Axis units for all purposes and may be replaced in the usual manner at the rate of one per year. **PLAY THIS VARIANT BEFORE SET-UP.**

2. Heavy bombers manufactured by Germany. Goering gives some support to Weaver's heavy bomber plan. These bombers have the capability of bombing Russia behind the Urals. During each Russian Replacement Phase the German player rolls a die and subtracts the last digit of the current game year, and one additional point during non-clear weather turns. Roll the die, and if it is still a positive number, subtract that number from the Russian replacements for that turn. Ignore strategic bombing results with a zero or negative value. **PLAY THIS VARIANT BEFORE SET-UP.**

3. OKH prepares for winter fighting. Axis combat supply restrictions for snow turns apply only to the first winter, and with the reduced (second winter) restrictions. *I.e. The Axis are in supply if they are within two hexes of a friendly controlled city.* **PLAY THIS VARIANT**

DURING THE FIRST SNOW WEATHER TURN OF THE GAME.

4. Vlasov Army. The Germans promise a Russian Free State to General Vlasov who, in turn, raises a large, anti-communist, Russian 'Liberation' army to fight along side the Axis. As Russian combat units surrender during 1941-1943, roll a die for each unit eliminated. If the die roll is greater than, or equal to, the unit's combat factor, add it to the Vlasov Army by placing it on any Axis controlled Russian city during the next Axis Reinforcement Phase. **NOTE:** The Vlasov Army is limited to its first two armor units only, and no more armor units may be added once these are established. Vlasov Army units are considered Axis allies for all purposes, do not suffer winter combat supply restrictions (*i.e. like the Finns*), and may be replaced on any Axis controlled Russian city at the rate of one unit per clear weather turn. **PLAY WHEN THE FIRST RUSSIAN UNIT SURRENDERS.**

5. Mild German occupation policies and promises of liberation are used to deal with resistance. Change the Victory Condition wording of rule 24 to "must control the following number of cities" rather than "must occupy," and remove Russian partisans from the game completely. **PLAY DURING THE RUSSIAN SEPTEMBER 1941 PLAYER TURN WHEN THE FIRST PARTISAN UNIT IS PLACED.**

6. The Germans encourage Ukrainian Separatists movement and promise a 'Free State' of the Ukraine. The area of the Ukraine (formed by the *Don River* to the Voronezh to Odessa rail line, inclusive, including the Crimea) will only allow one Russian partisan unit within its borders. (*treat Ukrainian troops as SS for anti-partisan capabilities in the Ukraine*). Furthermore, during each reinforcement phase beginning the turn after the

Axis first control both Kiev and Odessa, the Axis may add Ukrainian Army units to their forces. These units to be placed on any Axis controlled city in the Ukraine. These units may never leave the Ukraine voluntarily, and must return directly (*even by combat*) if forced to leave. The Ukrainian Army consists of (1) 2-3, (2) 3-4, and (1) 4-3 Infantry unit, and may be replaced at the rate of two per year during the first clear weather turn of each year. They are to be brought in in the same manner as Ukrainian reinforcements. If no Ukrainian cities remain Axis controlled, the Ukrainian forces on the board continue fighting for the Axis, but they may no longer be replaced. **PLAY WHEN THE FIRST UKRAINIAN UNITS ARE READY TO ARRIVE.**

RUSSIAN CHIT DRAW RESULTS

1. No winter war with Finland. Finland is a neutral country throughout the game and cannot be invaded. Remove all Finnish units and reinforcements. Russian units assigned to set-up on the Finnish border may be placed in any non-military district city with normal stacking limits. The northern Finland special reinforcement enters in July 1941. **PLAY BEFORE SET-UP.**

2. Factory Evacuation. At the start of each of his Replacement Phases, the Russian player may move one Worker Point by rail off of the east edge of the map, and move it to 'Siberia'. This move consumes two of the Russian rail movement allowance for that game turn, with the Worker unable to produce reinforcement points for five game turns. All reinforcement workers may be placed directly in Siberia, with only a three turn loss of production. **NOTE:** A record should be kept in order to keep track of how

many Worker Points are left from partially evacuated counters, and when relocated workers will once again begin productive. **PLAY WHEN FIRST WORKER IS RELOCATED.**

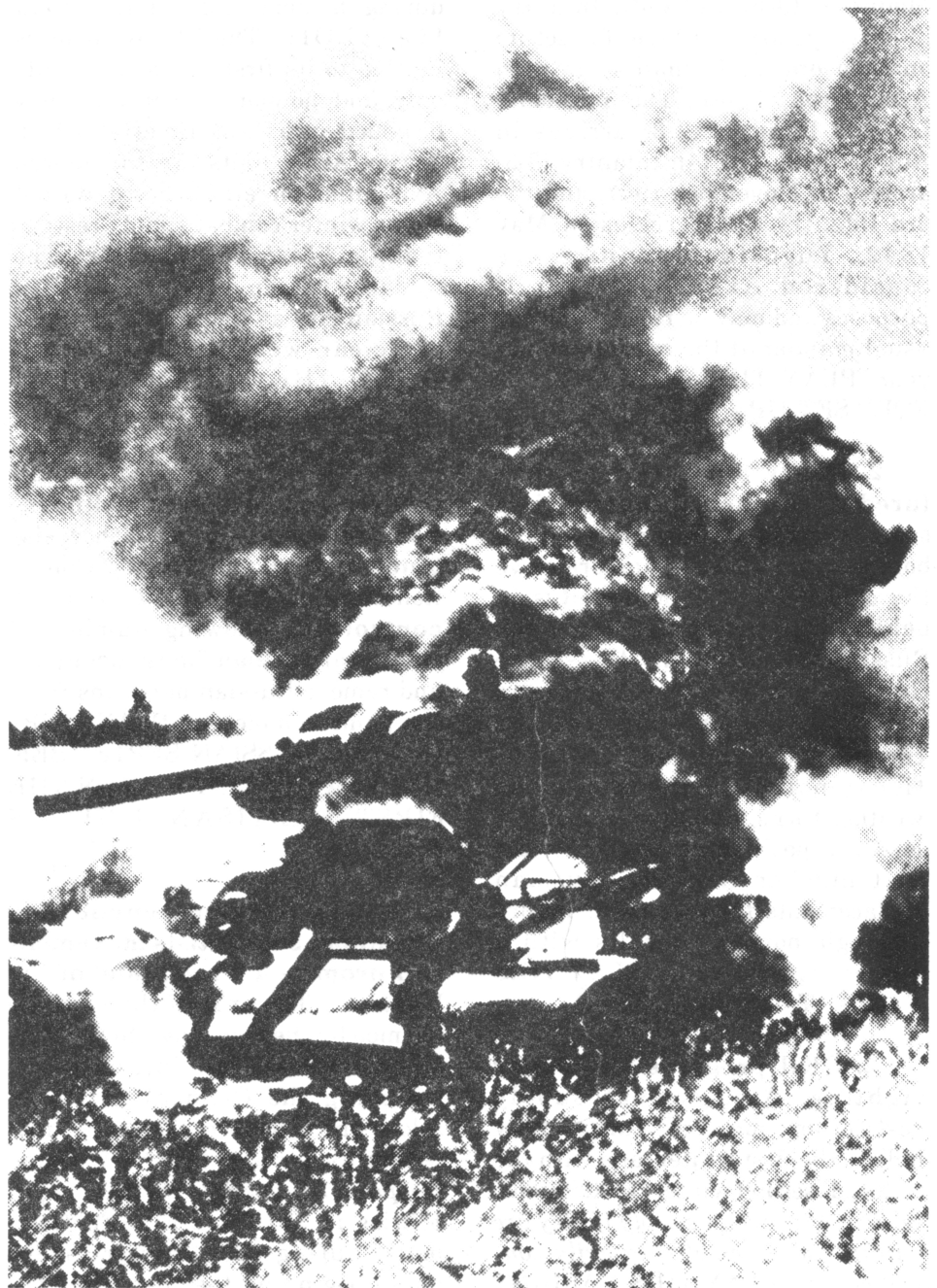
3. Stalin allows for defensive preparedness, so the invasion is not a surprise. Ignore rule 14.3. Because they are not surprised, Russian units **are doubled** behind rivers during the first impulse of the May 1941 turn. Furthermore, the Stalin Line is constructed along the entire line of hexes, one hex east of all the Military District boundary lines. Russian units defending in these hexes in 1941 or 1942 add 'one' to each of their combat values (*which is not doubled for terrain*) and may ignore retreat results as if defending in woods (**rule 41.4**). **PLAY BEFORE SET-UP.**

4. No Red Army purges. The Soviet Army officer corps is freed from political worries and allowed to function more efficiently. All Russian army sized units may now stack like corps sized units. **PLAY BEFORE SET-UP.**






















5. Increased Soviet efforts promote highly effective resistance. Paratroop units may be brought into the game as partisan counters (*in lieu of air dropping*), with each unit brought in replacing one normal partisan counter for the remainder of the game. They are placed as per **rule 19.1**, and may now be placed in Poland as well, within three hexes of Warsaw. **Rule 18.4 and 19.2** still apply to these counters, and they may also conduct movement and combat like normal Russian units, receiving all terrain benefits. **Rule 19.3** no longer applies since the Axis player may















only eliminate these partisan units by combat. **NOTE:** SS units attacking partisans do so at double strength. **Rule 19.4** is now changed by deleting the words, '**whether or not.**' These partisan units may only be replaced and brought back onto the board at the rate of one per turn if eliminated. **PLAY WHEN FIRST USED.**








6. The Soviets concentrate on trucking industries and adopt a mobile warfare doctrine. Increase Russian Infantry movement allowances to four, and Infantry Battlegroups to three. Armor movement allowances are increased by one to six or seven (maximum). This includes Armor Battlegroups. **PLAY DURING SET-UP.**



COUNTER SHEET FOR "RUSSIAN CAMPAIGN II"

 3	Siberia	 2	Siberia	 2	Moscow	 1	Leningrad	 1	Kiev	 1	Siberia	 1	Siberia
 4	Siberia	 5		 1	Moscow	 1	Kharkov	 1	Stalino	 1	Siberia	 1	Siberia
		 2-5		 2-5		 2-5		 2-2		 2-2		 2-2	

 2-5	 2-5	 2-5	 2-5	 2-3	 3-5	 2-7
 2-3	 2-3	 2-3	 2-3	 2-3	 3-4	 2-4

 3-4	 3-3	 2-3	 2-3	 3-4	 4-3	 4-3
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