

THE ARDUOUS BEGINNING

THE ATTACK OF ARMY GROUP CENTER: JUNE – AUGUST, 1941

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game’s components, procedures for play, the game’s core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a rule’s general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in **red text**.

References to **examples** of a Rule or Case are in **blue text** and **this font**.

Text in **shaded boxes**, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

Operation Barbarossa was the code name for the German Army’s surprise attack against the Soviet Union in the late spring of 1941. Although the offensive covered a broad front and was the largest military operation in history, the critical sector was in the center, where the German’s *Army Group Center* fought against the Soviet *Western Front* along the road to Moscow. The first several weeks of that struggle are the subject of **THE ARDUOUS BEGINNING**.

THE ARDUOUS BEGINNING is played on a map of the former Soviet Union where the battle was fought. It uses playing pieces that represent the actual military units that participated in this campaign. Each player represents a General commanding an Army Group of troops (for the Germans) or a Front of Soviet Armies. The individual German ground units represent Corps (from the Latin word “Corpus,” meaning body) of approximately 25,000 soldiers. The Soviet ground units are Armies of approximately 60,000 men each or Corps of half or less of that strength.

[2.0] GENERAL COURSE OF PLAY

THE ARDUOUS BEGINNING is a two-player game: one player assumes the role of the **Germans** (the German *Wehrmacht*) and the other player assumes the role of the **Soviets** (the Red Army). Each player moves his units and executes attacks on enemy units in turn, attempting to fulfill the game’s Victory Conditions.

To move from one space to another, each unit expends a portion of its **Movement Allowance**. Combat is resolved through **Battles** by comparing the total **Strength Points** of adjacent opposing units and expressing the comparison as a simplified probability ratio (“**odds**”). A die is rolled and the outcome indicated on the **Combat Results Table** (CRT) is then applied to the units involved.

[3.0] GAME EQUIPMENT

Parts Inventory

- 1 11” x 17” map
- 1 set of 40 5/8” square game pieces
- 1 Player Aid mat
- 1 Rules booklet

Not included is one 6-sided die needed for resolving battles.

[3.1] The Game Map: The map portrays the area along and to the east of the Soviet 1941 frontier where the German Army

made its fateful drive to destroy the Red Army and open the road to Moscow. A hexagonal grid is superimposed on the terrain features on the map. These hexagonal spaces (we call them “**hexes**”) define units’ positions just like the squares of a chessboard. The map also shows important terrain such as forests, cities, swamps, rivers, etc.

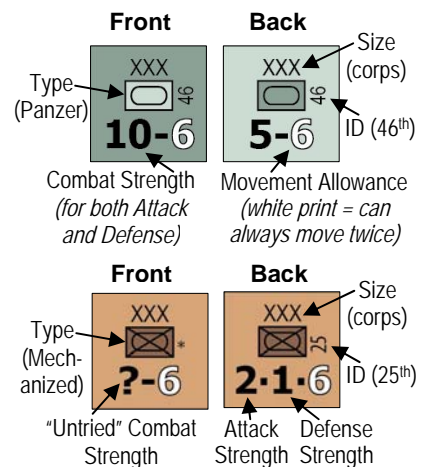
Explanations of the various terrain features are found on the **Terrain Effects Chart** (TEC) on the Player Aid mat.

[3.2] Game Charts & Tables: Various game aids are provided for the players in order to simplify and illustrate certain game functions. These include the **Combat Results Table** (CRT), the **Terrain Effects Chart** (TEC), and the **Turn Record Track**. They are explained where presented in the appropriate rules section.

[3.3] The Playing Pieces: The playing pieces represent actual military units that fought in this campaign. The numbers and symbols on the playing pieces represent the strength and type of unit simulated by that particular playing piece. The playing pieces are referred to in these rules as “**units**.”

Sample Ground Units

The German player controls the German (field gray) units. The Soviet player controls the other (red/brown) units.



Unit Type Symbols



Infantry: composed primarily of Infantry divisions

“Tank:” Soviet Mechanized (or “**Mech**”) and **German Panzer:** composed of primarily armored and motorized

Infantry divisions. Collectively, these unit types are referred to as “**Tank.**”

Unit Size Symbols

XXX Corps XXXX Army

Combat Strength measures a unit’s value when attacking *and* defending in a Battle as expressed in **Strength Points**; higher numbers are stronger. Soviet Mechanized units have a separate Combat Strength that they use when attacking (an “**Attack Strength**”) and defending (a “**Defense Strength**”).

Movement Allowance determines how far the unit can move at each opportunity as expressed in **Movement Points**.

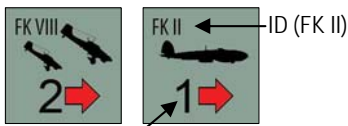
Unit Size affects **stacking** (i.e., having more than one unit in a hex).

Unit ID (identification) is included purely for historical interest and has no effect on game play.

All ground units have two sides: most ground combat units have a **full-strength** (front, two-step) side and a **reduced-strength** (back, one-step) side (in a different shade of color for easy recognition during play) that is half the Combat Strength of its full-strength side (rounded down). Soviet Mechanized units and the Brest Garrison unit have only a reduced-strength (one-step) side.

Air Support Markers

The German player has markers to indicate his use of air support in attacks. These are not ground units; they are placed (not moved) and stack (temporarily) for “free.”



Number of Column Shifts when supporting an attack

The six-sided die (⚀), which players must provide, is used only with the Combat Results Table to determine the result of attacks. The die has nothing to do with the movement of units.

[4.0] SEQUENCE OF PLAY

Game Length: There are seven Game Turns in **THE ARDUOUS BEGINNING**.

Time Scale: Each Game Turn represents approximately seven or eight days.

How the Turns Work: Each turn is divided into nine parts or “**Phases**” that are performed in the exact order listed below.

All actions in one Phase must be finished before the next Phase can begin.

The first four Phases comprise the German “**Player Turn,**” the next four comprise the Soviet Player Turn.

Procedure

German Player Turn

1. **German Build-Up Phase.** The Germans receive replacements.
2. **German Movement Phase.** All German units can move.
3. **German Combat Phase.** All German units can attack.
4. **German Special Movement Phase.** All German *Panzer* and *Reserve* units (only) can move again.

Soviet Player Turn

5. **Soviet Build-Up Phase.** The Soviets receive replacements and reinforcements.
6. **Soviet Special Movement Phase.** All Soviet *Mechanized* and *Reserve* units (only) can move (and *Reserve* units can use Soviet Rail Movement).
7. **Soviet Combat Phase.** All Soviet units can attack.
8. **Soviet Movement Phase.** All Soviet units can move. *Those that moved in Phase 6 can move again.*

Administrative

9. **Housekeeping Phase.** Advance the Game Turn marker or, if the last turn was played, stop and determine the winner.

[5.0] HOW TO WIN



The German player wins by controlling **all 12** city hexes on the map at the end of the Game Turn 7. The Soviet player wins if the Germans only control **10** or fewer cities. If the Germans control **11** cities (i.e., all but one), the game is a draw.

A player “**controls**” a city if one of his units was the last one to pass through or occupy that hex. *The Soviets control all cities at the beginning of the game.*

The Germans must “sweep the table” by mid-August to have a good chance of winning the war against the Soviet Union in 1941. Failing this, the German offensive is likely to become bogged down, as it historically did, and continue into winter.

[6.0] SETTING UP THE GAME

Procedure

1. Place the **Game Turn marker** on the 1 box of the Game Turn Track. Turn all ten Soviet



Mechanized Corps to their **untried side** (the side with a question mark for strength) and mix them thoroughly so neither player knows their strength.



2. Place full-strength Soviet armies and untried Soviet Mechanized Corps on the map (as shown there with tiny symbols):

Minsk: 1 Infantry Army, 1 Mechanized Corps

Baranovichi: 1 Mechanized Corps

Velikie-Luki: 1 Infantry Army

Gomel: 1 Infantry Army, 1 Mechanized Corps

Brest: Its (3-4) Garrison Infantry Corps



3. Place three (3) Soviet Infantry armies and four (4) Soviet Mechanized Corps in the seven front line hexes with red stars (★), one unit per hex. **Important:** Armies may not be placed in hexes adjacent to another Army.

4. The remaining Soviet units (four armies and three Mechanized Corps) are placed as indicated on the Game Turn Track to arrive as reinforcements (11.0).

5. The German then sets up two **full-strength** German units on each hex containing a black cross (⚀).

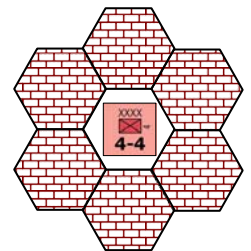
6. The German player commences the first Game Turn with the **German Combat Phase** (skipping the German Build-Up and Movement Phases*). The game then proceeds according to the Sequence of Play (Rule 4.0) until the last Game Turn is completed. *Note the special German First Turn Surprise Attack Rule (9.5).*

*Since all German units begin at full strength, and are physically placed in their starting positions, the German player needs neither Replacements nor Regular Movement on Game Turn 1.

[7.0] ZONES OF CONTROL

General Rule

Each unit has a **Zone of Control** (“**ZOC**”) that consists of the six hexes surrounding it (see diagram), including hexes occupied by enemy units. Enemy Zones of Control **have important effects** on movement, combat, and replacements.



- [7.1] Movement Effect:** A unit **entering** an enemy Zone of Control (“**EZOC**”) must immediately end its movement for that

Movement Phase (as per Case 9.1.2). **Units may freely leave EZOCs without penalty.**

This means that a unit **can** move directly from one hex in an EZOC directly into another hex in an EZOC, immediately ceasing its moving for that Movement Phase.

[7.2] Combat Effect: Units that must retreat through EZOC hexes lose one step of strength (see Rule 10.0 Combat). Units forced to end their retreat in an EZOC are eliminated (see Case 10.6).

[7.3] Effect on Replacements: Zones of Control also affect how a path can be traced to allow for Replacements (see Case 12.2).

[8.0] STACKING

General Rule

More than one unit can remain in a hex.

[8.1] Stacking Limit: A maximum of **two friendly units** can be stacked together in a hex at the **end** of each Phase or at the end of a Retreat (10.6).



Exception: No more than **one Soviet Army** (reduced- or full-strength) can be in a hex at the end of a Phase (*they're big*).

Thus, one Soviet Army and one Soviet Corps, or two Soviet Corps units can stack together.

[8.2] Overstacking Penalty: At the end of each Phase, units found in violation of the above Stacking Limit are removed from the map by their owning player.

[10.2] Stacking Effects on Combat: All units in the *defending* hex must be attacked together; their combat strength totaled.

Important: Only **one unit may attack through each hexside**. That is, while more than one unit may occupy the same hex, only one can attack across each hexside.

[10.3] "Stack Free" Markers: Markers (e.g., German air support) are placed in hexes for informational purposes only and thus stack (temporarily) for "free."

[9.0] MOVEMENT

General Rule

Units can be moved during each of their owner's Movement Phases (i.e., Phases 2 and 4 for the German Player; Phases 6 and 8 for the Soviet Player). Movement works essentially the same way in each Phase.

Procedure

Each unit has a **Movement Allowance** (expressed in terms of **Movement Points**) representing the distance in hexes it can move in each eligible Movement Phase,

subject to Terrain Effects (as listed on the Player Aid mat).

During a friendly Movement Phase, that player may move any or all of his eligible units. Units move one at a time, from hex to hex, in any direction or combination of directions desired, spending Movement Points as they transit the map, and stopping when those Movement Points are gone, or an EZOC is entered (7.0), or the owning player simply desires to cease moving it.

Restrictions

[9.1] Enemy Units: The following movement restrictions apply:

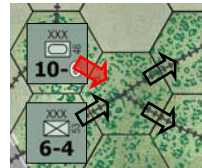
[9.1.1] Enemy Units: A unit can never enter a hex containing an enemy unit.

[9.1.2] EZOCs: A unit **entering** an Enemy Zone of Control **must immediately end its movement for that Movement Phase**. There is no penalty or effect for **leaving** an enemy Zone of Control during a Movement Phase. A unit can move directly from one EZOC to another.

[9.2] Stacking: A unit can enter a hex containing other friendly units, but there can only be **two friendly units** in a hex at the **end** of each Phase. **Exception:** No more than **one Soviet Army** unit can be in a hex at the end of a Phase (*they're big*; see 8.1)

Special Movement

[9.3] "Road" Movement: A unit moving along a rail line (i.e., moving from one hex to an adjacent hex connected by a rail line between their adjoining hexside) pays only one Movement Point (1 MP) to enter that hex, regardless of the normal costs to enter it (see the Terrain Effects Chart).



To benefit from a rail line, it must cross the hexside being moved through

In effect, it is using the rail line as a road through the rough terrain.

[9.4] Special Movement Phase: Not every friendly unit can move during a player's Special Movement Phase. Friendly Infantry units in an EZOC **cannot** move during their Special Movement Phase.

[9.4.1] Tank Units: German Panzer and Soviet Mechanized units can always move during both of their friendly Movement Phases and expend their entire Movement Allowance in each.

[9.4.2] "Reserve" Infantry: A friendly Infantry unit that does **not** start its Special Movement Phase in an EZOC can move during that Movement Phase,

but it may only expend up to **half** of its Movement Allowance at that time (but see Soviet Rail Movement, below).

It **can** enter an EZOC normally.

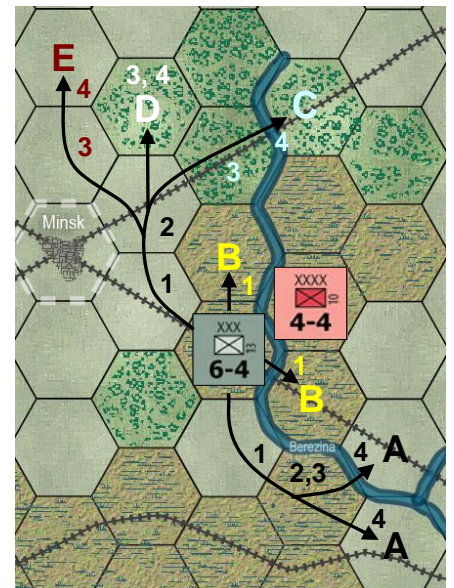
[9.4.3] Soviet Rail Movement: Soviet Infantry units that begin their Special Movement Phase on a rail line hex **and** not in an EZOC can use **"Rail Movement."** That is, they can expend their *entire* Movement Allowance (instead of just half, as above), but **only** if their *entire* Special Movement Phase movement is conducted along connected rail hexes.

Soviet Rail / Reserve Movement Example: A Soviet Infantry Army begins the Soviet Special Movement Phase not in an EZOC and on a rail line. It could move up to four hexes along connected rail line hexes, or could spend two Movement Points going in any direction.

[9.5] German Surprise Attack: During the **German Special Movement Phase of the first Game Turn (only)**, German units ignore **all** terrain movement penalties and all EZOCs. Thus, all German Infantry units are considered Reserves and so can move up to half of their Movement Allowances on the first Game Turn.

Important: The German Surprise Attack has no effect during the German *Combat* Phase of Game Turn 1.

Movement Example: Here are some different ways that the German 13th Corps could move. The numbers in the illustration show how many Movement Points it has spent from its Movement Allowance of four (4), which is the *second* number along each unit's bottom, to enter that hex.



The German 13th Corps can move southward to either hex A. Note that it pays 2 Movement Points to enter the Swamp hex. Also note that there is **no additional cost** in Movement Points to cross the river hexsides, as in some other wargames. River hexsides only affect *combat*, not movement in **THE ARDUOUS BEGINNING**.

The German 13th Corps could also enter hex B, but must stop immediately because it has entered the Enemy Zone of Control (EZOC) exerted by the Soviet 10th Army (Case 9.1.2).

The German 13th Corps can also move to hex C and stops because it has used up its entire Movement Allowance for that Movement Phase. Note that it used **Road Movement** (9.3) through the Forest hexes, paying only 1 Movement Point each by moving along the rail line.

In moving to hex D or E, the German 13th Corps has also spent its entire Movement Allowance for that turn. Note that hex D is a forest hex, and therefore costs **two** Movement Points to enter (as per the Terrain Effects Chart).

[10.0] COMBAT

General Rule

During each Combat Phase (i.e., Phases 3 and 7), all friendly units may attack adjacent enemy units. Attacking is completely voluntary; units are never compelled to attack.

A “**Battle**” is an attack on **one** enemy-occupied hex by any or all of the attacking player’s units that are adjacent to that **Battle Hex**, the die being cast to determine its outcome.

Procedure

First, the attacking player (or “attacker;” i.e., the German Player during the German Combat Phase, and the Soviet during his Combat Phase) announces **all** his Battles – that is, **he declares in advance** which enemy units he will attack and which of his own (friendly) units will attack them.

- **Once Per Combat Phase:** A single unit may only attack once per Combat Phase, and a single enemy unit may only be attacked once per Combat Phase.
- **Battle Commitment:** Once all of a player’s Battles have been announced for that Combat Phase, **the attacking player can’t change his mind**; no additional Battles can be announced, nor can previously announced Battles be cancelled.

The Battle Sequence

Battles are resolved one at a time in any order the attacking player desires. For each Battle, the following sequence is followed:

1. Total the Combat Strengths of all the attacking units in that Battle (taking Swamp terrain effects into account). *If an untried Soviet Mechanized unit is attacking, it is flipped over to its revealed side at this time.*
2. Divide this total by the Combat Strength of the defending unit(s), *if an untried Soviet Mechanized unit is defending, it is flipped over to its revealed side at this time*, dropping any remainder (or “fractions”) to get one of the odds levels provided on the **Combat Results Table**.

For Example: An attacker’s 16 total Strength Points engage in a Battle against a defending unit with a strength of 4 – the odds are 4:1 (four to one); note that 15 attacking 4 is only 3:1.

3. Determine if the combat effects of **terrain** and/or **air power** have shifted the odds column.
4. Roll the die and consult the **Combat Results Table**; cross-index the row of the number rolled with the odds column to determine the result.
5. Apply the combat result immediately.
6. **Advance After Combat:** If there are no units remaining in the defending hex (i.e., they have been eliminated or forced to retreat), **one** attacking unit may immediately move into the defender’s just-vacated hex.
7. Conduct the next Battle if there are others that were declared at the beginning of the Combat Phase yet to be resolved.

When all previously announced Battles are resolved, that Combat Phase is over.

Cases

[10.1] Revealing Untried Soviet Units:

Soviet Mechanized Corps have two sides: “untried” and “revealed.” They begin the game with their untried side up and neither player should know the strength of the unit until it is revealed.

[10.1.1] Revelation Timing: Untried units are revealed in Step 1 of the Battle Sequence (when attacking) or Step 2 (when defending).

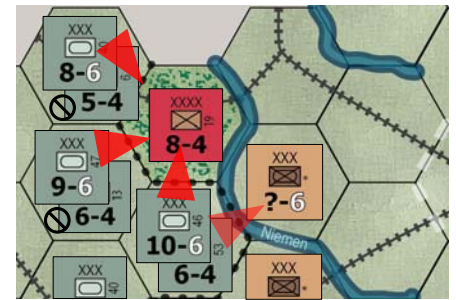
[10.1.2] 0-Strength Units: A Soviet Mechanized Corps with an Attack Strength of **zero** (0) can participate in an attack normally. It contributes no strength to the attack (obviously), but can still be used to take required the step loss for an **AL** result (10.6) and can Advance After Combat (10.7).



Soviet Mechanized units had a wide variety of tank holdings, training levels, and equipment serviceability. Last-minute problems with ammunition supplies and key units away for training meant that even the Soviet High Command (STAVKA) could not accurately predict how individual Corps would perform in combat.

[10.2] Stacking Effects on Combat: All units in the *defending* hex must be attacked together; their combat strength totaled.

Important: **Only one unit may attack through each hexside.** That is, while more than one unit may occupy the same hex, only one can attack across each hexside.



Combat Example: It is the opening German Combat Phase and, along the north end of the line, the situation is as illustrated above. The three Panzer Corps are attacking the Soviet 19th Army (the 8-4), and the two German Infantry Corps (6th and 13th) cannot participate because only *one* unit can attack through each hexside (indicated by the ⊙ symbol). The German 53rd Infantry Corps, however, has another hexside available to attack through, so an attack is declared for it against the untried Soviet Mechanized Corps.

[10.3] Long Odds: After Step 2, above, if the odds are above 6:1, reduce them to 6:1.

After Step 3, above, if the odds are below 1:1, that attack has no effect on either side.

[10.4] Terrain Effects on Combat: As shown on the Terrain Effects Chart on the Player Aid sheet:

- If the defending hex is a Forest, Swamp, or Fortified hex, reduce the odds by one column, abbreviated “◀1” (e.g., a 4:1 attack becomes a 3:1, a 3:1 attack becomes 2:1, and so on).
- If **every** attacking unit in a Battle is across a river from the defending hex, reduce the odds by one level (◀1).
- If **both** the above conditions apply, reduce the odds by a total of **two** levels (◀2).
- If the defender hex is a Swamp, the Combat Strengths of **all** attacking Tank units (i.e., Panzer and Mechanized) are

halved, retaining fractions (e.g., a 3-strength unit attacks with a strength of 1.5). *This is in addition to the odds column shift!*

[10.5] Air Support: After determining terrain effects, the attacker may commit a maximum of **one** Air Support marker to that Battle. Place that Air Support marker on top of the defending hex.



The Air Support marker shifts the odds column to the right as indicated on it.

Each Air Support marker can be used only once per turn and only when attacking.

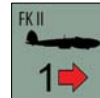
Combat Example Continued: The Germans decide to attack the Soviet Mech Corps first, then the Army, as per the previous illustration.

Versus the Mech Corps, during **Step 1** the strength of the attacking German 53rd Infantry Corps is 6.

In **Step 2**, the Mech Corps is revealed to be the 7th Mech Corps, a 4-2-6 unit. Thus, its Defense Strength is 2. Dividing 2 into the attack's strength of 6 becomes a 3:1 odds attack.



In **Step 3**, terrain effects are checked, and the odds column would normally be reduced once (←1) because the attacking unit is across a river hexside. Thus, the new (reduced) odds column for this battle is 2:1. Not satisfied with that, the German Player commits his FK II (2nd Fliegerkorps) to raise the odds back up to 3:1. He then rolls the die and applies the result.



[10.6] Combat Results Explanation:

These outcomes can occur during Step 4 of a Battle as shown on the Combat Results Table:

NE (No Effect): Nothing happens.

DR (Defender Retreat): The defending unit is retreated (i.e., moved) two hexes **by the attacking player** as follows:

- **Two Hexes:** The unit must end up two hexes away from the defending hex (i.e., it cannot zigzag; each hex of retreat must take that unit a hex further from the defending hex).
- **Avoid EZOCs:** If possible, the unit must avoid entering an Enemy Zone of Control at any time during a retreat.
- **Unavoidable EZOCs:** If the unit must retreat into or through a hex or hexes in an EZOC, it loses one step. **If it is forced to end its retreat in an EZOC, it is eliminated.**
- **Overstacking:** The unit also must **end** its retreat in a hex that is not in violation of the stacking limit. If there is no other

retreat choice except to create an overstacking situation, then the unit must retreat an additional hex (or hexes) further until a hex that is not in violation of the stacking limit (9.2) is reached.

- **No Enemy Units:** The unit may never retreat into an enemy-occupied hex.
- **Or Else:** If there is no retreat path which satisfies all of these conditions, the unit is eliminated instead.

DRL (Defender Retreat and Loss): The defending unit must first take a step loss; then, if it survives, it must retreat as described for a **DR** result (above).

- If a full-strength unit takes a loss, flip it over to its half-strength side.
- If a half-strength unit takes a loss, it is eliminated (i.e., removed from the map).

DE (Defender Eliminated): The defending unit is entirely eliminated whether it is currently at full-strength or half-strength.

EX (Exchange): First, the defending unit takes a step loss as described in a **DRL**.

Then the attacking player must lose at least the same amount of **Attack Strength Points** (these are calculated at full strength even if the defending hex was a Swamp) from among the attacking units at that Battle as the defender just lost in Defense Strength Points.

- In both cases, if a full-strength unit is reduced to half-strength, the amount of the loss is computed as the original strength minus the reduced Strength.

For Example: a full-strength German panzer unit with 9 Strength Points takes a loss; it is flipped to its Reduced-Strength, 4-point side. That loss is measured as 5 Strength Points.

Finally, if the defending unit survived, it must retreat as per a **DR** result.

- Note that if the defending unit is eliminated because it is unable to retreat, **the attacker does not have to match that additional enemy strength loss.**

AL (Attacker Loss): One attacking unit (of the attacker's choice) takes a step loss, as described in the **DRL** result (this can be a 0-strength Soviet Mech Corps that was included in the attack). That unit does not retreat, however; no attacking units ever retreat in **THE ARDUOUS BEGINNING**.

[10.7] Advance After Combat: If there are no units remaining in the defending hex (i.e., they have been eliminated or forced to retreat), **one** attacking unit may immediately move into the defender's just-vacated hex. *This is not "movement" per se*

and expends no Movement Points nor follows the normal rules of Movement (9.0).

Combat Example Continued: During **Step 4**, the German Player rolls the die and the result is a 5 for an "Exchange."

In **Step 5**, the Soviet Mech Corps takes a step loss (eliminating it), and the attacking German unit must then eliminate at least **two Strength Points** (to equal the two Defense Strength Points just lost by the defender). He flips the 53rd Infantry Corps over to its reduced (3-4) side and, having lost three Strength Points, the German Player's exchange obligation is fulfilled.

During **Step 6**, the reduced 53rd Infantry Corps exercises its option to Advance After Combat (10.7) and enters the defender's vacated hex. *This unit's new position places a threatening ZOC over the still-to-be-attacked Soviet 19th Army!*



Figure 1 shows the resolution of the first attack.

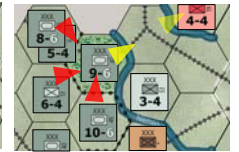


Figure 2 shows the resolution of the second attack.

The second attack versus the Soviet 19th Army commences with **Step 1** where the Germans calculate their Attack Strength at 27 (10 + 9 + 8).

In **Step 2** the defender's strength of 8 is divided into the attacker's 27 for a ratio of about 3.45:1 which rounds down to the 3:1 odds column.

In **Step 3** it is noted that the odds are reduced due to the Forest (←1), dropping to a 2:1 attack. The German Player does not commit his last Air Support unit to this battle.

This is rolled for in **Step 4** with a result of 5, so the outcome is a **DR**.

In **Step 5**, the German Player retreats the Soviet unit, but since the first hex it must retreat through is in an EZOC (being exerted by the previously advanced German 53rd Infantry Corps), the Soviet unit is reduced in the process.

For the second hex of the retreat, the German Player must choose the hex *not* in an EZOC (to the northeast) in preference to the one in an EZOC (to the southeast, also next to the German 53rd Corps). *Had the southeast hex been the only retreat hex available, the retreating Soviet unit would have ended up in an EZOC and been eliminated!*

In **Step 6** the German Player decides to advance the 47th Panzer Corps (9-6) into the defender's just-vacated hex.

[11.0] REINFORCEMENTS

General Rule

Only the Soviet player receives reinforcements. Soviet Reinforcements appear on the first three turns of the game as indicated in the Setup Rule (6.0 #2) and on the Game Turn Track.

Reinforcement Schedule

Game Turn 1: Two, full-strength Infantry Armies plus two Mechanized Corps.

Game Turn 2: One full-strength Infantry Army and one Mechanized Corps.

Game Turn 3: One Infantry Army.

Placement of Reinforcements

These are placed in any hex along the east (red-bordered) map edge that is not occupied by German unit, is not in an EZOC, nor creates an overstacking situation (9.2).

[12.0] REPLACEMENTS

General Rule

Beginning after the first few Game Turns, both players receive Replacements on their respective Player Turns (i.e., during Phases 1 and 5). The number of



Replacement Steps received each turn is listed on the Game Turn Record Track.

Each Replacement Step allows that player to:

1. Place a reduced-strength unit on the map (i.e., returning one to the map that was previously eliminated). **Soviet Mech Corps** units remain ‘known’ (i.e., with their ‘tried’ sides face-up) when removed from the map and can be selected as Replacements at the Soviet Player’s discretion, with these exceptions:

- Only **one** Soviet Mechanized Corps unit per turn can be replaced in this manner.
- The Soviet 6th Mechanized Corps (with the red colored symbol box) can **never** be replaced once destroyed.



–OR–

2. Flip a reduced-strength unit that is currently on the map over to its full-strength side.

[12.1] One Step at a Time: You **cannot** use two replacements during the same friendly Build-Up Phase to return an eliminated unit to the map as a newly rebuilt, full-strength unit.

Replacing a full-strength, two-step unit from one already eliminated would take *two* turns (and two total replacement steps; one received on each of those turns).

[12.2] Where Soviet Replacements Can Appear: Soviet Replacement units being brought in from off the map are placed in:

- Any hex along the east (red-bordered) map edge that is not occupied by a German unit, is not in an EZOC, nor creates an overstacking situation (8.0)
- – OR – In any **friendly controlled** city that is **in communication** with the east edge, is not in an EZOC, nor creates an overstacking situation (8.0).

On-map, reduced-strength Soviet units, in order to be restored to full-strength via a Replacement Step, need only be **in communication** with the east edge.

[12.3] Where German Replacements Appear: Replacements and communications work similarly for the Germans,

except that they use and trace to the west (black border) edge of the map.

[12.4] Use ‘Em or Lose ‘Em: If a replacement step is not used, it cannot be saved for later turns. It is permanently lost.

Definitions

“Friendly Controlled” Defined: Friendly controlled means that your units were the last ones to have entered that city.

All cities are owned by the Soviets at the beginning of the game.

“In Communication” Defined: In communication, for the Soviets, means being able to trace a path **from** the hex in question of any length **to** the east edge of the map. Excluding the origin hex, this path cannot enter a hex containing an enemy unit or an Enemy Zone of Control.

Note that, unlike in some other wargames, friendly units do *not* negate the effects of enemy Zones of Control for any reason.

[13.0] GAME BALANCE

If a handicap is needed for players of unequal experience, change the rules as follows:

Adjust the number of cities on the map that the Germans must control at the end of the last Game Turn by one. Thus, to help the Soviet Player, make the Germans sweep the board and capture *every* city; to help the Germans, they only need 10 cities (and 9 would be a tie).

To benefit the Soviets, do not give the Germans any replacements, or do not allow

the German player to use replacements to rebuild Panzer units.

[14.0] DESIGNER’S NOTES

Both the title of this game and its subject matter were suggested by Marshal A. I. Yeryomenko’s memoir of the same name, and which covers this critical opening period on the Soviet Western Front. It was a terrible and yet fascinating span of history, and one that changed the world profoundly.

Although historians would later point to battles such as Moscow, Stalingrad, and Kursk as “turning points” of the war in the East, the most important turning point occurred in July of 1941. Without the seeming miracle of that month, there would never have been an opportunity for those other battles.

The interesting thing is that you can look and look in history books and never find July of 1941 listed as any sort of turning point. Throughout that month, German tanks continued to drive east, more Byelorussian cities fell, and the dusty brown lines of prisoners marching west grew ever longer.

But in every *blitzkrieg* campaign before, this was the point at which the enemy gave way to confusion and despair. This was the point at which the retreating enemy began to give up.

But as July passed, and then turned to August, the retreating Soviet divisions did **not** give up. Grudging retreat gave way to improvised defense, and then uncoordinated counterattacks, and then a series punishing attacks of increasing violence near and south of Smolensk.

Six weeks of blitzkrieg had been enough to finish off every other army the Germans had taken on. The Red Army, however, was just getting started.

Has there ever been a more dramatic subject for a game? I can’t think of one.

– Frank Chadwick

GAME CREDITS

Game Design: Frank Chadwick

Rules and Development: Alan Emrich

Art and Graphics: Alan Emrich

Playtesting: Terence Co, David Deitch, Lance McMillan, Kim Meints, Michael O’Brien, Carl Paradis

Proofreading: Bill Barrett, Leigh Toms