Barbarossa Rules Summary

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1. Phases
   (a) First Movement
   (b) Combat
   (c) Second Movement
      i. Applies to all units

2. Movement
   (a) May violate stacking during movement.
   (b) Terrain and ZOC effects cumulative.
   (c) Special movement across Kerch Strait (see Rule).
   (d) Rail movement
      i. Beginning of first movement phase, except for support units.
      ii. Can’t start in, pass through, or enter enemy ZOC.
      iii. Can’t use regular movement in same phase.
      iv. Move 12 hexes.
      v. Must stay behind front; can’t use hexes last entered by enemy.
      vi. No limit on number of units moving by rail.
      vii. Support units and only support units move by rail in second movement phase.
   (e) If in supply, may always move at least one hex, except if the movement is an overrun.
   (f) Finnish units can’t move more than 6 hexes from Finland.

3. ZOC
   (a) Motorized and support units: 2 MP to enter ZOC.
   (b) Other: 1 MP to enter ZOC.
   (c) All: 1 MP to leave ZOC.
   (d) Can move directly from one controlled hex to another (cost 3 MP).
   (e) Support units do not have ZOC.
   (f) For movement, enemy ZOC do not extend into friendly-occupied hexes.
   (g) For supply and retreat
      i. Enemy ZOC do not extend into friendly-occupied hexes.
      ii. Soviet ZOC do not extend into empty hexes.
      iii. Axis ZOC do extend into empty hexes.

4. Stacking
   (a) Soviet stack 2 combat units.
   (b) Starting Jun 1943, Soviets can stack 3 units.
   (c) Axis stack 3 combat units.
   (d) Support units don’t count.
   (e) Limit applies only at end of movement phase.

5. Unit Breakdown
   (a) Breakdown or combine at start of movement phase.
   (b) May combine at end of phase, after all movement.
   (c) Must be stacked to combine.
   (d) May violate stacking just before combining.
   (e) Soviets can’t make 6-5-5s or 5-9-3s until Oct 1942.
   (f) Different nationalities can’t combine.

6. Combat
   (a) Combat voluntary.
   (b) Multi-hex combat allowed, with usual conditions.
   (c) Supply unit needed for attack.
   (d) Can’t attack across Kerch Straits.
   (e) Support units can’t retreat; eliminate instead.
   (f) Finnish units in Finland doubled on defense.
7. Overrun
   (a) Need 9:1 odds, after considering terrain.
   (b) May use multiple units, up to stacking limits.
   (c) Costs 3 MP to overrun, plus cost of hex, plus 1 MP to leave ZOC of overrun unit.
   (d) Overrunning units can’t move after overrun.
   (e) Overrun unit is ignored for rest of phase, when they are removed.
   (f) Need general supply, not attack supply.

8. Supply
   (a) General supply
      i. Soviets trace a line of any length, free of enemy ZOC, to eastern edge or to a supply unit.
      ii. Non-Finnish Axis trace a line of any length free of enemy units to western edge or a supply unit.
      iii. Finnish trace line to Helsinki or a supply unit using Axis rules.
      iv. Units out of general supply for an entire owning-player turn eliminated.
      v. Even a momentary establishment of supply line saves unit.
      vi. Unsupplied units can’t move.
      vii. Supply state for movement judged at moment of movement.
   
   (b) Attack supply
      i. Soviet trace line of 3 hexes free of enemy units and ZOC to supply unit.
      ii. Axis trace line of 6 hexes free of enemy units to supply unit.
      iii. Can’t attack without of attack supply.
      iv. Supply state for combat judged at moment of combat.
      v. Supply units used for attack removed at end of combat phase.
      vi. One supply unit can support any number of attacks.
   
   (c) Don’t need supply to defend at full strength.

9. Luftwaffe
   (a) Each unit can support one attack per combat phase with its combat strength.

   (b) Range 4 hexes.

   (c) Need only general supply.

   (d) Only one unit may assist any one attack.

   (e) Not affected by AE or Ar results.

   (f) Don’t affect and aren’t affected by terrain.

10. Weather
   (a) Mud
      i. Attacking units must be adjacent to supply unit.
      ii. German motorized units reduced to 5 MP.
      iii. German infantry reduced to 2 MP.

   (b) Winter
      i. Rivers and lakes frozen; have no terrain effects.
      ii. Units on lakes when they thaw just move to shore.
      iii. Axis units must be adjacent to supply unit to attack.
      iv. Air units combat strength halved.
      v. German motorized units reduced to 5 MP.
      vi. German infantry reduced to 2 MP.