

S.3 The Russian Campaign – Axis Turn 1

(Optional Rules in Play → OR.1, OR.2, & OR.4)

Administrative Phase (Already Performed at Game Start)

Event Card Draw (New Card Bolded)

- In Hand → None

Strategic Card Employment (New Employments Bolded)

- Guderian & Kleist

Initial Supply Check

- All Axis Units, Production Centers, and Railyards are in Supply

PP Collection

- Saved PP → 2 Oil + 3 Goods
- New PP → N/A
- Total PP → 2 Oil + 3 Goods

Reinforcement Entry & PP Expenditure

- Reinforcements → N/A
- Offensive Chit Purchase → N/A (Already purchased at game start)
- Resurrections → N/A
- Replenishments → N/A
- Reorganizations → N/A
- Total PP Expenditure → N/A
- Saved PP → 2 Oil + 3 Goods

Strategic Movement

- N/A

Air & Ground Operational Movement

- N/A



BLITZ IN THE EAST

LEGENDA

Unit Symbols	Special Rules
Infantry	Supply
Tank	Weather
Aircraft	Sea
Submarine	Land
Naval Ship	Mountain
Artillery	Forest
Engineer	Water
Commander	City
Special Unit	Province

PRODUCTION & VICTORY TRACKER

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

AXIS

SOVIETS

BLITZ

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

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Ground Movement Phase

Ground Movement

- German 2nd Infantry moves to Budapest
- Italian CSIR Infantry moves to Budapest
- Hungarian Rp Cavalry moves to adjacent SE Heavy hex
- German 6th Infantry (stacked in Lublin) moves to adjacent E Rough hex
- German 1st Panzer (stacked in Lublin) moves to adjacent SE Rough hex
- German 2nd Panzer (stacked in hex SE of Warsaw) moves to Koenigsberg
- German RN Infantry (stacked in Danzig) moves to Warsaw
- Finnish Kn Alpine Infantry moves to adjacent E Rough hex



Attrition Phase

Superiority Determination

- Air → Axis (8:4 ratio → $\geq 2:1$); Armor → Axis (6:3 ratio → $\geq 2:1$)

Attrition Determination

- Axis Strength → 71
- Soviets Strength → 37
- Initial Attrition Table Result → 2 - 1
- Shifts → Axis Surprise + Axis Air Superiority + Axis Armor Superiority → 3 Columns Rightward
- Final Attrition Table Result → 5 - 1
- Axis Hits → 1; Axis Claimed Attrition Hexes → 5; Axis Battle Markers → 5
- Soviet Hits → 5; Soviet Air Reaction Markers → 1

Soviet Hit Allocation

- 27th Infantry, 10th Infantry, 3rd Infantry, 4th Infantry, & 12th Infantry become Disorganized

Axis Hit Allocation

- German RN Infantry becomes Disorganized

Free Advances

- N/A

Claimed Attrition Hex #1 Resolution

- Axis claim Rough hex E of Kassa
- Soviet 12th Infantry is Destroyed (unable to retreat)
- Axis advance the German RS Infantry & Hungarian Rp Cavalry

Claimed Attrition Hex #2 Resolution

- Axis claim Open hex NE of Lublin
- Soviet 4th Infantry is Destroyed (unable to retreat)
- Axis advance the German 4th Infantry

Claimed Attrition Hex #3 Resolution

- Axis claim Open hex E of Bialystock
- Soviet 3rd Infantry is Destroyed (unable to retreat)
- Axis advance the German 16th Infantry (stacked in hex SE of Koenigsberg)

Claimed Attrition Hex #4 Resolution

- Axis claim Open hex NE of Lvov
- Soviet 5th Infantry retreats to Zhitomir
- Axis advance the German 6th Infantry

Claimed Attrition Hex #5 Resolution

- Axis claim Open hex with Vilnius
- Soviet 8th Infantry retreats to adjacent E Rough hex
- Axis advance the German 4th Panzer



Attack Phase

Battle #1 Resolution → Target Lvov

- Axis attack the Soviet 6th Infantry in Lvov with the German 6th Infantry, German 1st Panzer, German 17th Alpine Infantry, Hungarian Rp Cavalry, & German RS Infantry
- Axis commit S Air from Lublin
- Soviets commit K Air in Lvov
- Air Battle Resolution
 - Axis roll a "5" & "2"; Soviets roll a "3"
 - Axis S Air → No Effect; Soviet K Air → Destroyed
- Ground Battle Resolution
 - Initial Ratio → 17:4 → 4:1
 - Shifts → Axis Surprise + Axis Close Air Support x2 + Axis Pincer → 4 Columns Rightward
 - Final Ratio → OVER
 - Axis roll a "N/A" → 5-0
- Soviet Hit Allocation
 - Soviet 6th Infantry is Destroyed after two hits
- Axis Hit Allocation
 - N/A
- Axis advance the German 17th Alpine Infantry & Hungarian Rp Cavalry

Battle #2 Resolution → Target Bialystock

- Axis attack the Soviet 10th Infantry in Bialystock with the German 4th Infantry, German 3rd Panzer, German 9th Infantry, & German RC Infantry
- Axis commit C Air from Warsaw
- Soviets commit W Air in Bialystock
- Air Battle Resolution
 - Axis roll a "4" & "2"; Soviets roll a "3"
 - Axis C Air → No Effect; Soviet W Air → Destroyed
- Ground Battle Resolution
 - Initial Ratio → 16:2 → 8:1
 - Shifts → Axis Surprise + Axis Close Air Support x2 + Axis Armor + Axis Pincer → 5 Columns Rightward
 - Final Ratio → OVER
 - Axis roll a "N/A" → 5-0
- Soviet Hit Allocation
 - Soviet 10th Infantry is Destroyed after one hit
- Axis Hit Allocation
 - N/A
- Axis advance the German 9th Infantry & German RC Infantry

Battle #3 Resolution → Target Kaunas

- Axis attack the Soviet 11th Infantry in Kaunas with the German 2nd Panzer & German 18th Infantry
- Axis commit N Air from Koenigsberg
- Soviets commit B Air in Kaunas
- Air Battle Resolution
 - Axis roll a "2" & "4"; Soviets roll a "1"
 - Axis N Air → No Effect; Soviet B Air → Destroyed
- Ground Battle Resolution
 - Initial Ratio → 6:2 → 3:1
 - Shifts → Axis Surprise + Axis Close Air Support x2 + Axis Armor → 4 Columns Rightward
 - Final Ratio → 7:1
 - Axis roll a "N/A" → 4-0
- Soviet Hit Allocation
 - Soviet 11th Infantry is Destroyed after two hits
- Axis Hit Allocation
 - N/A
- Axis advance the German 2nd Panzer & German 18th Infantry

Battle #4 Resolution → Target W Approach to Minsk

- Axis attack the Soviet 6th Armor in hex W of Minsk with the German 4th Panzer & German 16th Infantry
- Ground Battle Resolution
 - Initial Ratio → 11:3 → 3:1
 - Shifts → Axis Surprise → 1 Column Rightward
 - Final Ratio → 4:1
 - Axis roll a "5" → 3-0
- Soviet Hit Allocation
 - Soviet 6th Armor is Destroyed after two hits
- Axis Hit Allocation
 - N/A
- Axis advance the German 16th Infantry

Air Unit Rebasing

- Axis → S Air rebases to Lvov; C Air rebases to Vilnius; N Air rebases to Kaunas

BLITZ IN THE EAST

LEGENDA

100 km
62 mi

SIBERIA

DESTROYED UNITS

AXIS

SOVIETS

PRODUCTION & VICTORY TRACKER

BLITZ

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Blitz Ground Movement Phase

Ground Movement

- German 2nd Panzer (stacked in Kaunas) moves to Riga
- German 4th Panzer moves to Minsk



Blitz Attack Phase

Battle #1 Resolution → Target SW Approach to Riga

- Axis attack the Soviet 12th Armor in hex SW of Riga with the German 2nd Panzer & German 18th Infantry
- Axis commit N Air from Kaunas
- Ground Battle Resolution
 - Initial Ratio → 9:3 → 3:1
 - Shifts → Axis Close Air Support x2 + Axis Pincer → **3 Columns Rightward**
 - Final Ratio → 6:1
 - Axis roll a "6" → **4-0**
- Soviet Hit Allocation
 - Soviet 12th Armor is Destroyed after two hits
- Axis Hit Allocation
 - N/A
- Axis advance the German 18th Infantry

Air Unit Rebasing

- Axis → N Air rebases to Riga

BLITZ IN THE EAST

LEGENDA

1:00 km / 62 mi

The legend includes symbols for terrain types (Forest, Hills, Mountains, Desert, Water, etc.), unit types (Infantry, Armor, Artillery, etc.), and various action icons (Attack, Defense, etc.).

SIBERIA

A small production and victory tracker for the Siberia region, showing icons for units and victory points.

The main game board is a large hexagonal grid representing the Eastern Front. It includes major cities like Berlin, Moscow, Stalingrad, and Leningrad. The board is populated with various units, including tanks, infantry, and artillery, along with terrain features like forests and mountains. A central vertical line separates the Axis and Soviet territories.

DESTROYED UNITS

A production and victory tracker for destroyed units, showing icons for tanks, infantry, and artillery.

3-4 **2-2**

A production and victory tracker for units, showing icons for tanks and infantry.

BLITZ

A production and victory tracker for the Blitz region, showing icons for tanks, infantry, and artillery.

PRODUCTION & VICTORY TRACKER

A large production and victory tracker for the entire game, showing icons for tanks, infantry, and artillery, along with a star icon for victory points.

AXIS **SOVIETS**

Icons for Axis and Soviet units, including tanks, infantry, and artillery.

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Final Phase

Final Supply Check

- N/A

Axis Victory Check

- Turn 1 Blitz Victory Check → Axis control Riga, Minsk, & Lvov (**Yes**) + roll a die of "1" (**No** → "6") → Not Met

Turn Summary

The *Ostheer* has smashed the Soviet frontier forces, destroying 3 Air Fleets, 2 Armor Corps, and 6 Infantry Armies at minimal cost. Two additional Infantry Armies are pocketed and at serious risk of surrendering in the coming weeks.

In the northern and central sectors, the gateway into the interior is wide open with the sudden capture of Riga and Minsk.

The advance in the southern sector, hindered by the lack of reserves still engaged in the Balkans and delayed Romanian participation, will certainly pick up steam in the near future.

Abwehr intelligence reports indicate Comrade Stalin is both stunned and near nervous breakdown. How will he respond to this unprecedented invasion?