



Conversation and Consequence

It was Marshal Mannerheim's seventy-fifth birthday. That was the reason for the Führer's visit to a line of parked railway carriages in an obscure part of southern Finland. For Hitler, going somewhere that was not conquered territory was a rarity in itself; what subsequently happened made the entire event unique.

Unbeknownst to the leader of the Third Reich, the post-formalities discussion with the Finnish commander was recorded – recorded surreptitiously by a sound engineer who simply could not resist the temptation to conceal a microphone and keep the reels turning. More than ten minutes passed before the Führer's bodyguard noticed what was afoot. The recording ceased, but the tape was never destroyed.

Hitler's tone that day was relaxed but very much to the point. The overall situation hardly merited anything else. This was not the time for grandiose speechifying or the presentation of any of his usual pet subjects. During the earliest days of Barbarossa, he had treated his inner circle of secretaries, adjutants, and the occasional guest from the world beyond Führer Headquarters, to selections from a range of vaguely relevant historical trivia as well as informal dissertations on such matters as how the Crimea was destined to become a new German riviera. Darker themes were reserved for other occasions and very select company.

Even in the heady times of conquest, Hitler had not been immune to moments of doubt. Norway was a case in point. The Führer liked to gamble. He may well have enjoyed the fluster it sometimes prompted in those around him. But he also liked the table stacked, with the odds very much in his favour.

Norway, in the spring of 1940, was certainly a gamble. The dice were shaken but came toppling out of the cup the wrong way – at least to begin with. The German force at Narvik was initially isolated and the Reich's small navy was severely battered. In response, Hitler panicked. It took calmer heads in the German high command to remind him of the necessity to keep his nerve. Much the same thing happened in France as the panzers raced from the Meuse to the sea – nothing actually went wrong, but all of a sudden, Hitler saw the potential for disaster at every turn.

Russia, however, was a different beast entirely. The gamble here was of a wholly different order of magnitude. Crises had a habit of lasting, both in the forests and on the steppes. Not much was ever resolved quickly. Such setbacks as are integral to any operation soon took on the full-blown aspects of ineluctable calamity. What could be said? German intelligence had clearly failed to sound out the true nature of the monster the Wehrmacht was confronting. Assumptions were not enough. Faith in German arms was not enough. Nine tenths of the Soviet leviathan was hidden out of view and there was no certainty, no agreement, from individual army commands to the OKH as to how to finish it off.

Thus, in early December 1941, within sight of the spires of the Kremlin, the last thing the Germans looked like was a host on the brink of victory. Wavering resolve, indecision, memories of the desperate retreat of 1812...It took the sight of others losing their nerve to enable Hitler to find his. The army held on...just. Generals were sacked along the entire front; in time, some, like Bock, would return; others never saw command again. The Führer who dined with the Finnish military and political leadership that June of 1942 was not quite the same man who had enjoyed his brief holiday of expectations a year earlier. Too many bad things had happened; too many grand victories had led to precisely nothing; and perhaps, just perhaps, he began to sense it...that despite the awful losses of the war's opening gambit, the worst was yet to come...

The Recording

35,000 Tanks

Against a backdrop of occasional interjections and doors opening and closing, Hitler first talked about those initial encounters with a reality his intelligence services had totally failed to foresee. Near everything was awry, very little was correct. The count of enemy divisions had been wrong, in fact, hopelessly and dangerously so. Furthermore, there were those advanced Soviet tank designs of which there had been not the slightest intimation pre-Barbarossa. But what Hitler specifically referred to and what clearly encompassed all other things in this regard, was a Soviet economy geared to war production on a gigantic scale – industrial sites where drone workers laboured in the tens of thousands, with the whole country on a war footing even before an ambitious former corporal led a column of nationalist revolutionaries through the streets of Munich.

What ensued in this part of the conversation could be interpreted as Hitler lingering somewhere between a form of buyer's remorse for ever having attacked the Soviet Union in the first place and then, at the same time, dismissing that very thought with the irrefutable need to have undertaken Barbarossa come what may. Academics have also found it interesting that Hitler's first reference to the huge amount of Soviet armour his armies encountered (those same 35,000) employed the term "tanks" rather than "panzer." Perhaps this was a way of creating a sense of emphasis, but irrespective of the motivation, one can readily sense that the Führer was seeking to vindicate his actions in his own mind as well as encouraging an appropriate response from Mannerheim.

This, in itself, is worth pursuing a little further. In stark contrast to the guarded part-revelations and complete false trails Hitler often tossed the way of Mussolini, Mannerheim got treated to something like the unvarnished truth. A sound recording by itself cannot readily tell the whole story, but it seems a fair assumption that Hitler was genuinely perturbed by

the industrial capacity of the Soviet Union. The impact of this remained with him well into the war in the east, for, as Franz Halder recalled, late in the summer of 1942, Hitler was still struggling to understand how Germany's advanced armaments industry could produce just six hundred tanks a month compared to the thousand produced by Stalin's factories.

Two other things are worth mentioning here. First, Hitler confessed to a fundamental weakness in much of the German weaponry by highlighting its unsuitability for winter conditions. He sought to mitigate this by extolling its proficiency in other environments, but the clear inference was that a not inconsiderable amount of German material had been built for spring and summer in the west and not for anywhere else, and most definitely not Russia, at any other time of year. Precisely why Hitler went this far in depreciating the German arsenal is open to a range of interpretations, but it is safe to assume that Mannerheim was one of those few individuals the Führer felt the need to be candid with. This sort of esteem may also explain why the tobacco-hating Hitler refrained from any adverse comment when (so it is claimed) Mannerheim opted to test the mood of the room by lighting a cigar.

Delayed Reactions

We are used to hearing claims as to how Barbarossa was delayed by events in the Balkans – both with regard to the overthrow of the shakily pro-Axis monarchy in Yugoslavia as well as sorting out the mess created by Mussolini's misadventures in Greece. But, in that railway carriage Hitler would list a chain of delays going back much further than that.

As he explained to Mannerheim, the original intention had been to attack and finish France in the late autumn/early winter of 1939. This, when one applies the relevant contexts, was far more than an expression of a dictator's thirst for conquest. In Hitler's ideal military world, France would have been put out of the way early because, as he saw it, there was no guarantee as to how long the Soviets, pact or no pact, would remain quiescent in the east. From the

German perspective, it is not difficult to appreciate how much of a risk lay in having a twenty-one month gap between defeating Poland and then directing the Reich's armies against the Soviet Union. Hitler did not equivocate on this matter, saying bluntly to Mannerheim that had the Red Army made an early and major move west, or had simply pushed into Romania with a force of sixty divisions, "we would have been crushed." Without Romanian oil, and with France and Britain still active in the fight, the Nazis would have been unable to function, and as will be seen later, the prospect of such a move was far more than mere fantasy.

The failure to attack France immediately after Poland was attributed by the Führer to the bad weather of late 1939/early 1940 more than any other factor. The rain was constant, and as a veteran of the Western Front in the Great War, Hitler knew what mud did to the ability of armies to function – something that was going to be made even worse with those "summer" tanks and aircraft finding themselves seeking to operate in less than optimum conditions.

France, as Hitler hoped, was defeated in six weeks after Case Yellow was launched the following May. The irony here, however, is that the plan that comprehensively ruined the armies of the French Republic (Manstein's "Sickle-Cut") did not exist in late 1939. Indeed, had the Germans attacked in late '39 during a more amenable winter season, they would have been operating to an overall plan (essentially a Schlieffen variant) the French had fully expected and which they had catered for via their own preparations. The Germans might still have prevailed, but in all likelihood the campaign would have lasted considerably longer than six weeks and would have proved far costlier to the victors.

Even with the relatively light losses the Germans did experience, it still took a considerable amount of time to refit their good weather kit and, and the same time, go about a lot of dramatic but largely ineffectual posturing regarding efforts to get a surrender out of Britain. It was during this period that over thirty German divisions were temporarily stood down to provide manpower for German industry, which, in

itself is testament to the strain facing the nation's war economy even at this early stage.

Although trying to avoid any overt disparagements, Hitler could not avoid referring to the various Italian misadventures. There has long been a tradition of seeing the process of the Germans bailing out the Italians as using up both time and resources, leading to the Germans losing several weeks off their Barbarossa "calendar" while they were overrunning Yugoslavia and Greece and sending the Afrika Korps to Libya. To say the actual situation was a lot more complicated than that is something of an understatement. Irrespective of what ambitions Mussolini had for the region, it must be acknowledged that the British had plenty of interests of their own. A British force that was able to establish itself in Greece would have posed another threat to Romanian oil supplies, and while, by early 1941, the Germans had managed to deploy a sizeable force in Romania, it would be as effectively skewered as an unprovided chess piece unless any threat out of Greece was negated. As for Yugoslavia itself, that country really only existed in name as every ethnicity within its borders was pulling in opposite directions. Clearly, Hitler could not have Balkan intrigues fomenting at the same time as he was readying a major offensive against the Soviets, so, largely irrespective of whether Mussolini had done anything or not, the situation in the region was going to require resolution, and as it was, this campaign was over in a couple of weeks, and it must remain as speculation as to whether it was responsible for any meaningful delay to Barbarossa itself.

Of some fanciful interest is whether, in an alternative history, Hitler might have attacked the Soviet Union in the spring or summer of 1940 if France had gone down in 1939? To tackle this, it must be understood that historically what the Germans needed (and what they did not have) was clarity. The actual situation after the fall of France in 1940 became massively complicated very quickly – the British were still obstinately in the war; the Balkans were their usual seething mass of intrigues; and Soviet aspirations were both plentiful and inscrutable all at the same time. The Germans lost much of their conqueror's

impetus during this period, as they tried to work out why, despite the supposed look of things, "Victory in The West" did not appear quite as conclusive as it was meant to be. Unless an earlier defeat of France led to anything significantly different, these same problems would still have been around a year earlier, leading to precisely the same dilemmas.

What we can be certain of is that attacking the Soviets in the autumn of 1940 was a non-starter. Franz Halder did get some preliminaries underway in the summer of 1940, but Hitler, starting with the weather alone, was dubious to say the least. So, Barbarossa happened when it did...in summer 1941...only it proved to be the wrong kind of summer for reasons ranging from too much dust, too much distance between objectives, too few decent roads, too much opposition - and far too much disagreement as to how to bring the whole venture to a successful conclusion.

With Friends like These: The Sham of The Nazi-Soviet Pact

Several minutes of conversation remained before the recordist got the message to stop. In that time Hitler turned his attention to the ambitions of the Soviet Union as they pertained to locations of obvious strategic interest to Germany.

Especial focus was given to the heated discussions with Molotov during his visit to Berlin in late 1940. Cordiality between the supposed friends and allies was in very short supply, and as Hitler related to Mannerheim (as if the defender of Finnish nation in the Winter War needed telling what the attitude of the Soviet regime was), Molotov proceeded to describe Finland as "very dangerous" and a threat to the Soviet peoples. Whether anyone was actually meant to believe this Orwellian bilge is questionable; what was far more likely was that Stalin's foreign minister was laying down the first of several markers designed to test the resolve of the German leader. In response Hitler completely rejected, in fact, scoffed at the notion that Finland could be any sort of threat to the Soviets. Nevertheless, at this time, there was not a

great deal the Germans could do about matters and thus Hitler reminded Mannerheim of his earlier instruction that the Finns should play for time and entertain Moscow's various demands in order to avoid being annexed completely.

Whether some later part of the June 1942 meeting highlighted other of Molotov's "requirements" regarding Finland and the Baltic is, of course, impossible to tell. What these demands consisted of, however, is known and were matters Hitler could never agree to – he could neither afford to lose Finland's nickel nor ever go so far as to cede Soviet access, as Molotov more than intimated, to ports in Denmark with unimpeded naval passage into the North Sea.

It was hardly any different when it came to the Soviet occupation of Bessarabia. Once again, it was impossible not to see this as an existential threat to German oil supplies. Precisely what Molotov thought he was doing with his bundle of threats and demands could yield a variety of different answers, though provoking the Reich, there and then, into an offensive war was not likely to be one of them. What is beyond question is that Molotov's posturing was aimed at every German raw nerve and strategic weak point, and such an agenda could not simply be the product of random accident.

And finally...

Throughout his leadership of the Reich, it was never Hitler's practice to wait for war to happen. There is no sense entertaining possibilities that the Reich and the Soviet Union could have remained in an uneasy peace for a prolonged period or might even have established some kind of enduring *modus vivendi*. None of this was ever going to happen. From the German point of view, whatever the political imperatives at work from one world war to the next, the Germans faced the bloody logic of needing war to further their ambitions while requiring war's conquests to make their military viable.

On the Soviet side of things, there is plenty of evidence to suggest that the leadership knew something was afoot as the date of Barbarossa

loomed. However, despite the aggressive posturing of Soviet diplomacy, it is difficult to identify concrete proof that the Red Army was ever on anything but a "wait and see" footing as time wore on. In David Glantz's *Stumbling Colossus*, reference is made to Zhukov's suggestion that the German build-up of forces along the common border be countered with a strong pre-emptive strike, but as the author makes clear, the deployments of the army were not readily suited to a shift into an offensive role, and furthermore, it is unlikely that Stalin ever saw the relevant paper anyway. What is interesting is that Soviet deliberations went through as many permutations as to what a German attack would prioritize as the Germans went through notions as to which move would supply the killer blow.



Paul Comben

[To quickly learn the game, watch this masterpiece shot by StukaJoe:](#)



[BLITZ IN THE EAST - SEQUENCE OF PLAY - YOUTUBE](#)

BLITZ IN THE EAST

STRATEGIC GUIDE

BLITZ IN THE EAST is a historical game that portrays the Russian Campaign at the strategic level from the Axis surprise attack in June 1941 to the fall of Berlin in 1945.

The game provides four scenarios, named S.0, S.1, S.2 and S.3, while four more scenarios are offered by the **SCORCHED EARTH** Expansion.



S.0 is a short tutorial that uses the setup described in image 4 on page 14. This scenario begins in the Friction phase of July-August, with the invasion already begun and offers a good starting point to start understanding the Mechanics of the game.

However, before you start learning the game by playing the scenarios in the order indicated, it is advisable to learn how to read the counters, the map and the cards.

COUNTERS

The counters have two sides: full strength and cadre. Most Axis units start the game at full strength and the Axis is able to stack two ground units in the same hexagon, while the Soviets start at reduced strength and unable to stack two ground units in the same hexagon. The Soviets will acquire these important organizational and logistical skills only later, when certain events occur.

These features give the Axis a huge advantage that in the early stages must be paired with the good weather to conquer the most important cities and areas, rich in resources and manpower.

The Axis can count on its initial superiority in terms of numbers, quality, Air and Armor Superiority, but it

cannot afford a long war of attrition, unless it manages to exceed the productive capacity of the Red Army.



Airplanes are round, while ground units are squares.

Generally, the units can operate efficiently if at the beginning of their turn they were in supply, i.e. capable of tracing a hexagonal path to their source of supply (usually Berlin and Vienna for the Axis, Kirov and Saratov for the Soviets).

It is good to prevent a unit from going out of supply and if it happens the player must take action to try to save it before it is destroyed and surrenders. While the Russian units who surrendered are resurrectable after a penalty round, the Axis units who surrender end up in Siberia for the rest of the game.



Aircraft can only operate efficiently if they were in supply at the beginning of their turn.



The two aircraft of Romania and Finland are very weak and have an operational range reduced to only three hexagons, instead of the normal five.

Aircraft offer tactical advantages in combat (shifting the column of the CRT) and strategic advantages in calculating Air Superiority.



Armor Cavalry Infantry



The ground units are divided into armor, cavalry and infantry and can only operate efficiently and completely if they are organized and if they were in supply at the beginning of their turn.



Armor provides tactical advantages and are useful to gain Armor Superiority.

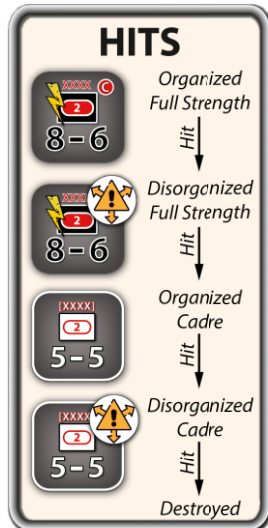
When a full-strength ground unit takes a hit during Attrition or in combat, it is disorganized, while a second hit on the same unit removes the disorganization marker and flips the unit to the cadre side.

Armor allows you to gain tactical advantages in combat and strategic in calculating armor superiority.

Tanks typically cannot operate in difficult terrain such as mountains and swamps, while they offer considerable mobility and offensive advantages in the open field.

Some tanks, when at full strength, display the lightning symbol to identify their special ability to unleash offensives in depth: **BLITZ**.

To activate this special ability, blitzing capable armor must be at full strength, in supply, organized and its appropriate leader must be in play: Guderian, Manstein, Kleist, Zhukov, and Rokossovsky.



MAPBOARD

The map is divided into hexagons and covers the area covered by the Russian Campaign and includes some neighboring areas. National areas are delimited by red dashes.



Some geographical areas - such as Sweden and Turkey - are roughly represented and are not playable, although **TURKEY** takes on a role in the **SCORCHED EARTH** Expansion.



Some hexagon edges are marked with a red dot to indicate that ground troops can never cross them.

Terrain influences units' mobility and combat efficiency. Trips to Russia, the availability of original maps of the time and the use of HD graphics allowed us to recreate the battlefield with extreme precision. The study of the levels of fortification and concrete levels of urban areas, the location of bridges, the consistency of forests, the fordability of watercourses have been of a great help. If you've played other games, you'll notice the differences right away.

In the game there are no differences between mountains and swamps or between forests and hills, although they are depicted with different graphics.

Cities are divided into two main types: major (with a dark background and the outline of the urban area almost precisely drawn) and minor. Major cities offer various advantages to the defender: they double him and allow him to ignore the ZOC and retreat in case of defeat in combat. Fortresses, indicated by the yellow border, are special urban areas that offer considerable defensive advantages in addition: they triple the defense in combat and also in Attrition.

If this is your first historical game, try to locate the most important major cities: Berlin, Vienna, Moscow, Riga, Kiev, Lvov, Leningrad, Stalingrad, Sevastopol and Baku.



Goods



Oil



You will notice that some of these cities, in addition to having a gray background and the outline of the urban area almost precisely drawn, have additional icons that you find described in the Legenda, near the upper left corner of the map: supply sources, victory cities, railyards, factories, mining centers, ports and oilfields.

Controlling two of the three major ports (on the Baltic   or the Black Sea) allows you to control shipping routes and allows you to trace supply by sea using any port, major or minor, as long as it is friendly controlled.



Rivers are excellent natural defensive barriers. The snow and blizzard, however, make them icy, canceling their defensive effect.

The Kerch Strait and Kazakhstan add further peculiarities to movement and combat.

THE WEATHER



The weather is very important in the game, because rain, snow or blizzard make movement and offensives extremely difficult, although Russian, Finns and Alpines are immune to combat maluses.



The player aid summarizes all these peculiarities in a synoptic table, but they should not scare you: all scenarios begin in good weather; So, you can now ignore the columns after the first one.

The game offers the chance to simulate the first Russian winter with the Blizzard predicting harsher conditions for the Axis.



CARDS

There are 28 (11 Axis and 17 Soviet) cards in the game.

Some are **Strategic** (vertically oriented) and some are **Tactical** (horizontally oriented).



Each Side starts the game with specific cards employed and/or in his

hand. New Cards become available on specific turns during the Card Draw Sub-Phase to abstractly simulate important historical effects on the War.

Cards in a hand remain concealed until employed. Place employed cards on the table with the front side visible.

There is no limit to the number of cards held by a player. The phasing player may employ one Strategic and one Tactical card per turn.



During the Strategic Card Employment Sub-Phase, the Phasing Player may employ any one of his in hand Strategic cards. Once played, a Strategic card remains in play for the remainder of the game unless cancelled by another event.

During the Attack or the Blitz Phase, the Phasing Player may employ any one of his in hand Tactical cards. Once employed, a Tactical card provides its effect for one **Battle**, and then returns in hand at the end of the Phasing Player's Turn.



Review the *Card Summary Addendum* for details and remember that when playing the Campaign game, you can add Or.3 so a card does not arrive on the turn displayed on the card, but follows a random procedure, while remaining dependent but not mandated by the year in which the event historically happened. This makes the game becomes much less script and much more unpredictable. If you like events, then the 28 cards of the **SCORCHED EARTH** Expansion can really be your choice! See OR.3 for details.

SEQUENCE OF PLAY

The game was created on a series of layers that interact with each other.

The actions of each player are marked by the game sequence. Take some time to study and understand it, because the choices you make in the early stages of your turn have consequences for the late stages.


The first few times it will be normal to be faced with the dilemma *"if I had made a different choice before, now it would have been better"*. This is why for centuries career officers have been trained at the table to learn how to handle situations during a hypothetical conflict.

SEQUENCE of PLAY

AXIS TURN

1.0 Administrative Phase

- Card Draw
- Strategic Card Employment
- Initial Supply Check
- Production Points (PP) Collection
- Reinforcement Entry & PP Expenditure
- Strategic Rail Movement
- Air & Operational Movement

2.0 Ground Movement Phase  <----

3.0 Attrition Phase

- Superiority Check
- Attrition Resolution

[4.0 Attack Phase]

[5.0 Blitz Phase]

- 2nd Ground Movement Phase
- 2nd Attack Phase

6.0 Final Phase

- Final Supply Check
- Victory Check

SOVIET TURN (Repeat Phase 1.0 - 6.0)

It is a path similar to the one I have been following for years during executives' trainings in which I present hypothetical cases of crisis and invite participants to become an active part in managing them. Once the analytical and resolving processes have been

understood and internalized through classroom training, participants will be ready to understand and resolve any crisis that may arise in the exercise of their functions simply by opening the drawers of memory to apply the logical automatisms learned. Just like a sports champion who has now developed those muscle automatisms that allow him to kick the ball in a certain way depending on the situation, contracting some muscles and relaxing others.

In each turn the phasing player has the option of playing a normal Attrition turn or launching an offensive that develops after the normal Attrition phase.

The **offensive** is expensive and requires the purchase of the appropriate token (a disc), but it allows you to carry out a series of local battles at key points that could not be conquered in attrition. For example, fords on major rivers, swamps, mountains or urban areas.

Although in theory it may only be possible to defeat your opponent with a series of cheap Attrition turns, using the offensive guarantees you another advantage: **the Blitz or attack in depth**.

In other words, while for the Russian it is almost useless to resort to buying the offensive disc in the early stages of the campaign, for the Axis player it is instead crucial to be able to travel the vast distances that separate the key cities from the starting point.

At least as long as the weather is nice.

ATTRITION

Remember that Attrition is there every turn and for each of the two players. It is an integral part of the system and you cannot choose whether to undergo front care or not. However, by being able to move your troops before the Attrition phase, you can optimize the management of the final result.

To do it in a winning way you need a little practice that will come with experience.

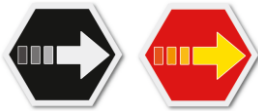
However, the basics do not change.

Let's summarize them:

- For the calculation of **the ground factors**, count any ground unit adjacent (Upfront) to an enemy ground unit. However, for the Phasing player, OOS or disorganized ground units do not add their own factors, while the non-Phasing player's ground units adjacent to these units count! Remember this.
- Aircraft count for Air Superiority, but only if they are in supply and within their operational range by an Upfront friendly ground unit.
- Armor count for Armor Superiority, but only if they are in supply, organized and either Upfront or adjacent to an Upfront friendly ground unit (we could say in the second line).
- Air Superiority, Armor Superiority, and Surprise add a shift. Shifts add up algebraically, so they can offset or add together.

You will notice that if your Upfront ground factors are much more than those of your opponent, it is likely that the losses inflicted will be greater than those suffered and vice versa.

But Attrition also offers the possibility of gaining hexes.



It is not possible to earn hexes straddling rivers, urban or Heavy terrain unless special conditions are met. Usually, these types of hexagons require a direct attack that can be conducted in the offensive and/or blitz phase.



However, Attrition serves to gain positions (staging areas) from which to launch the next offensive.

Also, depending on the order in which you ask for the hexes, you can force your opponent to retreat to a disadvantaged position (Upfront) causing further losses or you can even cut off his retreat route by destroying him.

Learning how to manage the Attrition algorithm is an art that takes time and passion, but it gives you extraordinary advantages and a great strength from which to unleash a tremendous offensive.

COMBAT

The certainty of success is usually guaranteed by the



3-1. But in urban areas, the defender can ignore the mandatory retreat dictated by the CRT.

Armor cannot attack in swamps or mountains. They have no advantage in attacking urban centers, but they have it in defending them.

Avoid attacking through **unfrozen rivers**, unless this serves you to benefit from the **pincer attack**.

Use the **air force** effectively and responsibly: in addition to being of little use for the final outcome, it is a waste of resources to send air support to defend a 7-1, as the losses not absorbed by the ground forces will be absorbed by the air forces.

In addition to the first Axis turn, it may be wise to employ the air force in attacks on enemy airfields to prevent the enemy air force from interfering in decisive ground battles.

During **Blizzard**, each attacking non-Alpine Axis ground unit is quartered: it counts for only one ground factor, except for the eight factors armor that count two.



PRODUCTION

It is rare that you have the resources to meet all the replacement requests that come from the front and it is still wise to start immediately to create a reserve of goods and oil to be used in case of need.



If a ground unit is Upfront, its reorganization and replenishment costs increase, so in a thrifty management of resources it is advisable to do a cycling, moving to the second or third line those units that need replenishment in order to save a good or an oil and then bring them back Upfront once at full strength.

The same method cannot be applied to disorganized units, as disorganization prevents their movement; therefore, for the reorganization of the Upfront units there is not any cheap alternative but to wait in the hope that the enemy will move away of his own will

or is induced to do so.

Remember that it is not possible to replenish Upfront aircraft, so remember them at the appropriate time and rebase them in the rear, so as to also prevent your opponent from sending his planes at full force to attack them on the ground while they are cadre.

ZONE OF CONTROL (ZOC)

ZOC and Upfront are two different concepts.



A unit is Upfront if it is adjacent to an enemy ground unit.

The ZOC does not extend either into an enemy urban or across unfrozen rivers.

So, a unit can be Upfront, without being in the enemy ZOC.

This is probably the most difficult abstract concept to understand, but if you can avoid the influence of the enemy ZOC while benefiting from exposing your opponent to the ZOC of your units, then you will have become a master of **BLITZ IN THE EAST**.

Your ZOC, in fact, will not only allow you to control hexes without entering them, but will limit your opponent's ability to move and retreat.

THE AXIS

For the Axis player, the first mental choice to make is about the strategic objectives he intends to achieve before the winter break. If the goal is to end the war before winter, then you will have to take some risks.

If, on the other hand, you are considering a more conservative approach, it is good to consider immediately the possibility of suspending operations in the third round by playing Paulus.

Paulus offers several advantages. First, it allows to avoid the intervention of the **OKH** which could fire Guderian or Kleist (or both) for failing to conquer Moscow and Rostov. So, by playing Paulus, both these skilled, powerful and unreplaceable generals would remain in command of their elite units so that they would both be employed in the upcoming summer offensive of 1942



In addition, employing Paulus will allow to save on the purchase of the offensive, being able to divert resources – especially oil – to the replenishment of the Luftwaffe and those units that had been weakened during Operation Barbarossa, thus making them all available at full strength for the 1942 offensive.

In addition, the operational break from turn 3 to 6 would allow the accumulation of large reserves to be used in the spring of 1942.

Finally, it allows you not to enter the coldest area of Russia - the one beyond the line of ice crystals shown on the map - where the harsh Russian winter could create a series of unexpected difficulties if you play with the Blizzard.

However, there are several negatives to be evaluated.

First, limiting the 1941 offensive to just two turns may not allow you to capture those densely populated and particularly resource-rich areas that you lack and that would instead find themselves swelling the ranks of the Red Army.

It means immediately abandoning the idea of encircling Leningrad, threatening Moscow and conquering Ukraine with its precious production points.

Moreover, just two rounds of the offensive may not be enough to lay down a solid defensive line anchored in the forests of the north and the cities of the south.

Personally, I have never used Paulus, but several players have done so with mixed results.

If you decide not to play Paulus, then it must be clear to you that, if you do not conquer Moscow or Rostov, it is certain that OKH will not forgive you for failure and will dismiss your best generals. Paradoxically, you will find yourself forced to postpone any offensive in depth until 1943, when Manstein will finally reach the front line.

It's the price of dictatorship, but don't worry, your opponent will also have to face similar interference from an equally annoying dictator.

On the other hand, it must be clear to you that being able to conquer both cities is almost impossible if your opponent is at your level. So, it's wise to choose where to focus your efforts right away.

There are essentially two possibilities: focus on Moscow or Rostov. The **SCORCHED EARTH** Expansion offers the possibility of changing Guderian's objective from Moscow to **Leningrad**.



Whatever you choose, you'll need to focus your armored formations, air support, and sending replacements for your infantry to keep them operational and in good marching order.

In any case, it does not mean that once you have chosen one priority you will be able to lose interest in the other, but only that you will have to try to optimize your resources in the chosen direction instead of dispersing them trying to advance in every direction.

Remember the basic principles of movement warfare:

Air Superiority: Thus suppressing enemy aviation and inducing remnants to rebase away from the front line. Although expensive, it tries to keep the Luftwaffe running smoothly.

Armor Superiority: Take advantage of the initial bonus to engage and destroy enemy tanks.

Soviet Cavalry: While Cavalry don't count towards Armor superiority, it's also a good idea to get rid of Soviet cavalry to prevent dangerous infiltration of your flanks.

Supply Lines: Protect your own and threaten your opponent's ones. No advance can be sustained if your armored spare heads are cut off and remain inoperative for a turn. You have only three turns of good weather.

Resource Management: Your meager economic resources must be carefully allocated as you seek to increase your replenishing capacity by acquiring vital production centers.

Unfortunately, the resource you need most for this purpose is precisely the one you have the least and which is located in the Caucasus. The Soviet oil fields will probably be unreachable in 1941, but if you maneuver well, the Russian will surrender before winter. If you were to advance in line with the historical progression, then you would still be in a great position to finish the job in 1942.

Try to capture enemy armies that will replenish your ranks with thousands of Hiwis and hundreds of valuable vehicles that you will need to extend your operations until the fourth turn.

The War of Attrition: Once you have decided where to focus your attack, you need to consider how to approach your first turn's Attrition. There are at least five different strategies for the first turn and I won't be here to list them all because it would be a bit like telling the end of a movie you haven't seen yet.

But I'll just tell you that you can maximize losses for both or limit them for both. You can grant a flap of Germany to sink the knife deep. Or maintain a more conservative approach. But be careful not to expose Romania. It is easy to lose Ploesti due to carelessness.

You can gain air superiority by involving the Finns in hostilities early on, or you can choose to preserve them for future operations. Of course, you will have to make sure that you have armor superiority by keeping your armor Upfront or adjacent to an Upfront unit.

Rostov

Certainly, the Ukrainian plain offers excellent use of your mechanized forces and the tempting booty of five production points, as well as the spoils of war for Lvov, Kiev, Odessa, Kharkov, Rostov and Sevastopol and several railyards to count on to bring in replacements and reinforcements. The Soviets will have no chance of containing you west of the Dnieper and will have to fall back in a hurry, keeping knots on Odessa and Kiev and some speed bumps in the middle while waiting for forces to entrench themselves on the Dnieper.

So, you will have to act on momentum.

Considering that in the first round the 1st Panzer Group is not at full strength, deep attacks are impossible. Just be sure to destroy the VVS on the ground and take Lvov as you bring in the 3rd Panzer Group from the north.

Lvov will not only give you a victory point and spoils of war, but also a convenient railyard to bring reinforcements to by rail. Eliminating VVS in the first turn will guarantee you for turn two the coveted air superiority and the certainty that the Luftwaffe can contribute undisturbed to the ambitious tasks to which it will be called from the next turn onwards.

On turn two, replenish the 1st Panzer Group and try to establish a bridgehead over the Dnieper. It is essential to capture Kiev and Odessa in order to prevent the Soviets from using these two urban areas to consolidate their defenses along the Dnieper.

Romanians can help you, but they can't handle the Odessa affair alone. If you are unable to capture both cities in the second turn, then you need to aim for Kiev which opens the way to the center of the map. Remember Napoleon: whoever holds the center wins.

The Soviets will defend the two cities with a pugnacious 3-3 each. No more rivers, you need a 4-1 win to launch an assault with confidence that it will succeed. I'll leave the calculations to you, but remember that German air support grants you two shifts if undisturbed and that attacking from two non-adjacent edges adds another shift, so you need at least six ground factors for each attack.

On turn three, you must take Perekop's swampy hexagon, granting you both access to Crimea and the ability to threaten Sevastopol on turn 4, as well as defusing a deadly thorn in the side from which the Soviets could threaten their way in during the winter.

Once your plan for Perekop has been laid out, you can deploy the remaining forces to capture Stalino and the Donets Basin while finishing the job on the flanks: Odessa and Kiev are both to be captured no later than the third round. Prepare the panzers and Alpine for the final attack that you will have to carry out under the first snow.

It is almost impossible to capture Sevastopol given that armor cannot cross the swampy Perekop and the Gustav is not available yet. It is right now difficult for you to send 12 or 15 ground factors in Crimea.

But if the fortress is defended by a 2-2 (tripled at 6) and if the road to the Donets basin has been already cleared up, then you could risk a 3-1 if you manage to bring a couple of infantry (the Romanian 3-3 and a German 4-4) supported by the Luftwaffe.

The fourth turn will bring the first snow and a series of penalties. But the time has not yet come to prepare for the winter line.

Commit a couple of infantry to the Crimea to besiege Sevastopol and - if possible - capture Kerch.

Alpine and panzers will have to launch themselves on Rostov and Kharkov. If possible, take the two cities with a skillful coup de main or after a short siege.

But if Kharkov and Rostov are defended by cavalry or weak 2-2, it is time to hold your breath and attempt the frontal attack on both.

Once you have taken Rostov, anchor your defenses to the cities of the Donets basin. Keep your allies in the rear and do not employ them unless necessary.

If you play with the optional rules, you will find that **Romanians, Italians and Hungarians** are very fragile and their losses difficult to replace. The same goes for the Finns. So don't expose them to unnecessary risks. If you fail to win in 1941, in 1942 it will be your allies who will have to protect your flanks as you extend your armored points towards the Caucasus and the Volga to secure the vital oil you desperately lack.

Moscow

The northern strategy is certainly more difficult, due to the terrain that does not lend itself to blitzkrieg and has a series of swamps inaccessible to tanks.

However, capturing Moscow accelerates the end of the Great Patriotic War, leaving the Russian with the match in his hand: he will no longer have the benefit of reduced reorganization and resurrection costs, while he will remain burdened by the double cost of the offensive chit.

On turn one, however, you can use the 2nd Panzer Group to blitz.

On the first turn, your targets are the two cities indicated by the spoils of war: Riga and Minsk.

Taking both is possible, if you then manage to match them with Lvov, the trio would allow you to try the die-roll for sudden death.

However, the complex maneuver to be implemented is not easy to identify in the first games.

It is therefore good to make a choice in this case too. Riga or Minsk? Each has strengths and weaknesses.

Minsk is located in a central position and opens up the possibility of encircling the Pripjat swamps without risking being muddy for a couple of turns.

In addition, from Minsk it is then possible to easily access the Smolensk corridor so as to ensure this neuralgic railway that leads to Moscow.

However, you may run the risk of losing valuable time to cross Latvia and delay the occupation of the Valdai Hills and Velikiye Luki to the third round.

Aiming for **Riga** offers the advantage of protecting the coast and then being able to launch the infantry towards Tallinn, Novgorod and Schlisselburg so as to encircle Leningrad and reach the marshy line close to the Volkhov.

If, however, your strategic choice imposes Moscow as a mandatory objective for 1941, then the choice must fall on Minsk.

In the first round, after defeating the Russian forces massed on the Bialystock salient, destroy the VVS on the ground to ensure that in the next turn the

Luftwaffe can act undisturbed to support key battles. Keep the 3rd Panzer Group in the second line so as to avoid spending the Upfront penalty at the start of the next turn, and keep it able to actively collaborate with Army Group Center.

Open your way to Minsk and capture it in the blitz. The city is defended by a 3-3 (doubled to 6), so for a 4-1 you need 12 ground factors, being able to count on full air support.

At the beginning of the **second turn**, during production, you prioritize the 1st Panzer Group which still needs to be able to operate in Ukraine to support your advance towards Moscow, and then the Luftwaffe. If oil is left over, replenish the 3rd Panzer Group.

Head to Smolensk. The city must be taken at any cost. Apart from the rivers, if Smolensk is defended by a 3-3, you need 12 ground factors with full air support. It shouldn't be difficult.

In the Blitz, advance towards Moscow, overwhelm any Russian unit you encounter on the way. Moscow must be taken in the next turn, before the snow arrives, to avoid having to divert the Alpine from Army Group South.

Make sure that you end your second turn within three hexes of Moscow, that your flanks are in order so that the Soviets cannot put you out of supply, and that the Desna crossings have been seized so you are ready to join Army Group South.

If in the first two turns you advanced at the tip of the spear, from the next turn you will have to start consolidating the position, bridging the gaps that have been created between the two spare heads of advance.

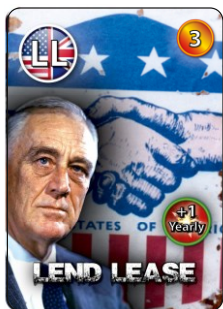
And **Leningrad**? If you've staked everything on Moscow, it's likely that at this point the possibility of the city being able to escape the siege is emerging. On the other hand, capturing Moscow and Tula offers a better gain in terms of production points and spoils of war, but clearly if a gap has been created, do not hesitate to sink the blow to reach Lake Ladoga.

By the way... And the Finns?

In the first turn, one of the two Finnish infantry is

unable to move as it is still in the “regrouping stage”. At the beginning of the second turn, it is appropriate to reorganize Karelia's army so that it can take part in future operations. However, it is not advisable to send this large unit deep into Karelia until it has been fully replenished. So, keep it no more than three hexes from Helsinki until it is at full strength.

The Finns know how to move very well in the swampy forests north of Ladoga thanks to their training and are well equipped for the winter. It would be a shame to lose them or not be able to use them at the right time, perhaps to cut the **Lend Lease**.



To conclude, **Moscow** will be defended by a 3-3 or a 3-4 tank (tripled to 9). For the coveted 4-1, in good weather and net of the rivers, 9 factors are needed with full air support and an attack from two non-adjacent hexagon sides.

It can therefore be taken in the third turn, when the weather is still on the Axis side, but it requires a complex approach maneuver that may not be intuitive.

If the time window of the third turn closes with nothing done, then you will have to resort to the Alpine that you must have deployed in an assault position no later than the third turn, so that you can use them during the fourth turn.

In the **fourth turn** the full support of the Luftwaffe would be lost (halved with snow) while the Axis ground forces – with the exception of the Alpine – would be halved or quartered if you are playing with Blizzard making the 4-1 impossible but leaving open the possibility of a promising 3-1 (5 factors of Alpine, 4 of other units).



Unfortunately, in the event that the Soviets were to be able to defend Moscow or Rostov with one of the powerful Siberian armies that arrived after **Pearl Harbor**, the difficulties would become almost insurmountable.



Unless, during the first turns, you have been preparing the most classic chess-fork, allowing you to threaten both Moscow and Rostov once turn 3 unfolds.

1942

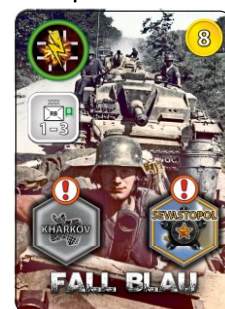
If the war drags on until 1942, it's a good idea to consider your strategic situation, stock levels, and then identify priorities. Although you will have three consecutive rounds of good weather, you will no longer have the advantage of surprise and competing with an unprepared opponent. It will no longer be possible to unleash an offensive along the entire front and you will have to choose your objectives carefully.

You have probably noticed that with only 3 oils per turn it is difficult to meet all the requirements. Usually a good choice falls on the oil-rich Caucasus. Not only because of the oil, but also because the terrain to the south is more favorable to maneuvering and can allow you to inflict heavy losses on the Soviets before Konev and Zhukov make their strategic weight felt.

On the other hand, without oil from the Caucasus, the Soviets would not be able to bear the costs of the offensive and therefore without blitz it would not constitute a threat. So, it is at least opportune to try to take Saratov, isolating the southern part of the Russian deployment or deploy on the Volga and cut off the supply lines. Stalingrad, and before that **Sevastopol**, become a priority: having the **Gustav** and a momentary air superiority would allow you to seize the fortress controlling the Black Sea, granting sea supply while advancing towards the Caucasus.



In addition, Sevastopol is one of the requirements to play the **Fall Blau** card, which provides you with a free offensive and reinforcement desperately needed to garrison your flanks while panzers and heavy infantry deal with Stalingrad and the Alpine climb the ridges of Mount Elbrus.



On paper, the operation seems feasible and certainly simpler than a sticky melee battle in the forests and swamps of the north.

The Gustav then – transported by rail – could also be useful for dismantling the Leningrad fortress. Conversely, it is possible, but lost time could be fatal to you.

At this point, if everything goes as planned, you will have won. If, on the other hand, the Soviets were to show their notorious acrimony, then you will find yourself pushed back to the line from which you started at the beginning of 1942.

1943

1943 does not usually offer great satisfaction for the Axis. The progressive deterioration of the Mediterranean situation led to the surrender of Italy and the withdrawal of armored formations to stop the advance of the Anglo-Americans. The Soviets in the meantime will have outclassed you in ground factors.

In the skies there is almost a tie, but the number of enemy tanks is already approaching twice as many as yours.

Probably the time has come to apply an elastic defense, allowing a few hexagons to be taken and then exploiting some weaknesses by attacking the flanks and perhaps surrounding some large units around Kursk. Controlling Kharkov and Sevastopol allow you to play **Operation Zitadelle**.



You may also trick the Soviets into falling into a trap as they attempt to advance west of the Dnieper.

However, when the Soviets recaptures the Donets basin, they will gain a decisive advantage in goods production that will hardly prevent you from stopping them.

If you're playing the **SCORCHED EARTH** Expansion, now is the time to apply your own version of the scorched earth strategy.



1944

In 1944 the situation on the other fronts continued to deteriorate, leading to new defections.

Russian aeronautical development will be fatal for the Luftwaffe, which will cease to be a valid support.

The last remaining aircraft will be used in a desperate attempt to avoid the collapse of large sections of the front and the mass surrender of entire armies.

You can still count on infantry, but without air and tank superiority, with losses impossible to replace and constant attacks, eventually you will find yourself back at the starting point and soon you will be home and you can turn **Wroclaw** and **Berlin** into insurmountable defensive bastions.



Now that it is almost over time has come to start thinking at what went wrong. It wasn't an impossible mission, but probably the difference in resources eventually played a decisive weight that you could have avoided by capturing Moscow, Leningrad and Rostov in 1941. Or the Caucasus in 1942.

It is the time for a new game and a new strategy!

THE SOVIETS

You will have read the advice for the Axis and therefore you should have understood that your initial position is critical. Unfortunately, the Stalinist purges, years of repression and isolation have put you in a difficult position. You can try to solve it by changing your approach, or you can continue in the wrong direction and end the war immediately with your defeat. You are not a superpower, yet.

If, on the other hand, you have realized that you are in an inferior position and that you have to trade ground for time, then you are already half the battle.

You have 26 ground units and 5 planes, the Axis has 22 and 5 planes.

However, Axis units are far better and some of yours are – fortunately - located in distant regions and will need time to catch up with their comrades.

On the front line you have a disadvantage of about 30 to 90 ground factors, 3 to 6 of tanks and 4 to 8 of aircraft. The Axis moves first, has Surprise Bonus and can Blitz.

You also have a series of logistical and organizational problems that are not immediately solvable.

Of course, if your ground units could stack in the same hexagon it would be possible to hold some key positions. But this will not be possible before Vasilevsky has completed the logistics reform process.



Unfortunately, your units have no combat experience, are commanded by clueless generals, and lack vehicles, modern equipment, and training.

Konev, Zhukov and Rokossovsky are working to ensure you are competitive. But quality takes time.

The VVS is also in critical condition. Factories are not yet able to produce the powerful Ilyushin on a large scale, and your fighters are no match for the Messerschmidt.



In other words, it is not yet time to

measure ourselves against the Axis. You would have been ready in 1942 and that's why you were attacked in 1941.

This is not to say that you have to take a completely passive attitude. Should a clumsy opponent expose their armored spikes, don't hesitate to disrupt their supply lines and use your cavalry for the purpose.

Unfortunately, in the case of equal strategic and managerial skills, you will hardly be able to create more than a few annoyances.

Accept your position of inferiority. Do not throw away the fate of a people for your pride.

Retreat in order, observe your opponent's moves, try to anticipate his bets in depth by setting up lines of defense in depth. I know you don't have enough pawns to wallpaper three rows of hexagons from Leningrad to Odessa. But you have the ZOC. Learn how to use it to slow down your opponent and deny them easy loot.

Defend the key points and remember: if you defend everything, you defend nothing.

If you're playing the **SCORCHED EARTH** Expansion, now is the time to apply the infamous strategy to prevent factories, mines, and oil wells from falling intact into enemy hands.



The partisans, supplied with the **SCORCHED EARTH** Expansion, will help the work.

During the first turn of the Axis, there is a chance that you will not even be allowed to move a unit. It's normal, don't grieve.

Try to decipher your enemy's intentions: where is the threat leading? Towards Moscow? To Leningrad? Or to Ukraine? Or is it scattering its forces?

Once the Axis turn is over, count how many units you lost. Are there more than twenty? Or less than ten?

In the first case, you have to start worrying seriously because soon your most important cities will be lost. While in the second you are in front of a flash in the

pan and you can sleep peacefully.

From these observations you have to make the most important decision. At the start of your first turn, you have to decide whether to invoke the **Great Patriotic War** or not.

The Great Patriotic War gives you undoubted advantages, but war gives you nothing. So, weigh your choice.



If you invoke the Great Patriotic War, you will have the option to initiate emergency mandatory conscription to reorganize and resurrect your land pawns on favorable terms. The effect will last 10 turns and will affect all land pawns.

However, the sudden suspension of agricultural and factory work will create logistical disruption with two consequences:

One is short-lived and concerns the first shift in which due to congested communication lines and the sudden shortage of military equipment you will not be able to initiate the arrival of replacements and reinforcements.

The other is final, as you'll incur double the cost to launch large-scale offensives.

Which is the best choice?

It's a difficult question to answer. Is chicken or egg better?

The impulsive player wants to have many units and therefore will be eager to replace the losses right away and immediately unleash an offensive. For this reason this kind of player will avoid the Great Patriotic War.

The calm and thoughtful player, on the other hand, will prefer to concede a few rows of hexagons, retreat in good order and wait for the second turn to start benefiting from endless flows of replacements and reinforcements that will replenish his losses until the tenth turn, even if this means delaying by a few turns the possibility of starting a series of devastating offensives that will end only in Berlin.

In my more than two hundred games, as a Soviet player I have rarely avoided invoking the Great

Patriotic War. The times that playing the Axis I had to face this possibility, countering a challenging second turn, only to later witness a slow melting of the Red Army, unable to sustain the war effort in the medium term.

Now it's up to you to find out!

But if you invoke the Great Patriotic War then you will have to avoid losing Moscow.



If you play the **SCORCHED EARTH** Expansion, you can also evacuate factories that are in danger, preventing them from being captured by the enemy. Once in Siberia they will resume production protected from any threat.



It would be obvious to remember to defend any Fortress as well and take advantage of the immense - and sometimes rough or heavy - territories that Great Mother Russia offers you.

If you get to **1942**, it means that you played well.

Now you can benefit from the arrival of **Konev** and **Zhukov** who will finally give you the chance to replenish infantry and armor, while Allied **strategic bombardment** – if you're playing the **SCORCHED EARTH** Expansion – will start to wear down Germany.



But you will be called upon to face a new threat.

You don't know where it will appear, but there is a possibility that the Axis is thinking of taking advantage of some tactical (Gustav) and strategic (Fall Blau) cards to get rid of Sevastopol, control the Black Sea and push towards the Caucasus in order to

conquer the oil he lacks.

He may not succeed, but if he reaches the Volga, you will be in serious trouble and you will not have to allow Stalingrad to fall.

Prepared since the end of 1941 by starting to store resources. **Saratov** must be defended. It is your southern source of supply.

If the Axis reaches the Volga and cuts the lines of communication with the Caucasus, you will not be able to collect the production of the cut off areas.

It could be a turn-in in the pan if you've prepared yourself to handle the eventuality.

Think about this threat before it becomes apparent. If you run out of oil, you will not be able to launch any offensives and Zhukov will not be able to activate the Blitz.

Without supplies, the Caucasus can hold out one or two turns. Then all will be lost.

The **SCORCHED EARTH** Expansion offers some very interesting variations, such as the opening of a sea lane across the Caspian Sea that makes **Baku** the third source of supply (S3), as well as allowing you to **fortify Stalingrad** by transforming it into an almost impregnable fortress.



But if you can make it to winter, then **Operation Uranus** will allow you to take advantage of the weather to hit your opponent's flanks, which are usually protected by less aggressive Wehrmacht satellite formations. The final outcome could be a fatal encirclement of large German units to be sent to Siberia. Each one generates a valuable victory point.



1943

If you have managed to thwart the threat of Fall Blau, it is time to complete the reinforcement of the Red Army in order to overwhelm the enemy.

Start with infantry and tanks, then as soon as **Rokossovsky** arrives complete the replenishment of the cavalry by transforming them into tanks to gain full armor superiority for the remainder of the game.



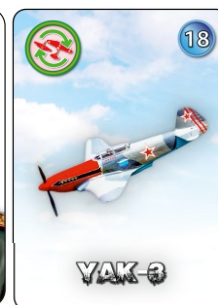
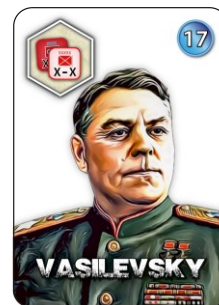
At this point it is appropriate to reconquer the Donets Basin and Ukraine with a series of local offensives that will gradually transform the German retreat into a rout towards the Dnieper.

To easily cross the Dnieper, you will not have to wait for winter as the arrival of the **paratroopers** will allow you to eliminate the defensive advantage offered by any river.



1944

The reorganization desired by **Valisevsky** and the availability of new **modern fighters** will allow you to deploy a formidable war machine capable of overwhelming any opponent.



The **Normandy landings** will open a second front, prompting other Axis satellites to surrender.

BLITZ IN THE EAST

Start wearing down your opponent with a couple of turns of attrition, gain some key hexes to create salients, and then unleash **Operation Bagration**.

Once the steamroller is launched, the Axis will no longer be able to contain you.

The march towards Romania will deprive the Germans of a valid ally and of the oil wells of Ploesti, vital for the efficiency of the air and armored forces of Germany that will be left alone.

At that point the road to Berlin will be downhill.



FINAL THOUGHTS

BLITZ IN THE EAST is a next-generation game designed after 40 years of historical research. It employs a complex logical algorithm that mixes tactical, operational, strategic and logistical elements like no other game has ever done at this level of simplicity.

There is a battle component, which takes place in the form of attrition or in the form of decisive clashes for a single hex in combat.

But it is the management of resources, the ability to choose strategic objectives while anticipating your opponent's moves that will allow you to prevail and win the Russian Campaign.

Amateurs talk tactics, professionals talk logistics.

If you have any question, please write to me at Emanuele@ventonuovo.net

We are a small independent ethical firm without big company's resources to oil the market, but we are getting a lot of attention, and we are happy, live and kicking!

Designer: Emanuele and Antonio Santandrea



VentoNuovo expands his Vision for 2025

"New games on the horizon, social and environmental commitment remains strong" says Dr. Emanuele Santandrea, geneticist and Founder of VNG



We care

Over the years, our commitment to sustainable development has taken on a central role not only in the historical and cultural sphere, but also in the environmental and social one.

The goal has been to create a synergy between these sectors, promoting growth that is responsible and respectful of the planet's resources.

New challenges

Looking ahead to 2025, the direction taken is that of "Bands and Trees", an initiative that aims to raise public awareness of the importance of responsible use of the internet.

We encourage people to reflect on the environmental impact of their online behavior, limiting the waste of natural resources that comes from the excessive use of energy to power servers and data centers.



Reduce digital footprint

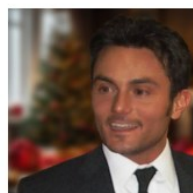
This campaign aims to create greater awareness of how digital activities, often considered immaterial, have a significant ecological footprint.

Strengthen solidarity

In parallel, the anti-bullying and anti-fraud campaign continues, which is part of a broader context of promoting fair competition and a more just society.

The goal is to counter the dynamics of bullying and deception, both online and offline, through educational programs, regulatory interventions and support for community initiatives.

This campaign aims to strengthen the sense of community and solidarity, trying to create an environment in which mutual respect and fairness are shared and practiced values.



Commitment

In short, the approach for 2025 is based on an integrated vision of sustainable development, which combines gaming with environmental and social commitment, placing the importance of responsible behavior at the center, both in the use of natural resources and in human relationships.

I'm Committed

And You?