

Fixing *The Russian Campaign* game

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Do not use Stukas, artillery barrages, partisans, HQ's, STAVKA, Hitler or Stalin in the game. Do use rail head markers for the Axis.

Weather

Jan-Feb	Mar-Apr	May-Jun	Jul-Aug	Sep-Oct	Nov-Dec
Snow	Mud	Clear	Clear	Lt Mud	Snow

Archangel workers have a replacement value of 3 each turn they are on the map. Soviets stack only 1 army, 1 army + 1 corps, or 2 corps per hex; workers aren't counted. All Axis units may stack up to 3 corps in a hex. Finns may not stack.

Movement chart – the same restrictions go for all units on both impulses.

Clear	Light Mud	Mud	Snow
Full	Up to 4	2	Half (round up)

Reinforcements arriving on the second impulse may travel by railroad. All units may move by railroad on both impulses, but may not start or end in an EZOC.

Combat results

$\leq 1-2$	1-1	2-1	3-1	4-1	5-1	$\geq 6-1$
AE	AR1	EX	D2	DE	DE/AA1	DE/AA2

AE, DE = All attackers or defenders are eliminated

AR1 = All attackers retreat 1 hex

EX = Both sides eliminate 1 unit; remaining defenders retreat 1 hex

D2 = 1 defending unit is eliminated; remaining defenders retreat 2 hexes

DE/AA1 or **AA2** = All defending units are eliminated, then all attacking units may advance 1 or 2 hexes in any direction as long as they are not starting in an EZOC, the weather is Light Mud (1st impulse only) or Clear, and they do not violate terrain restrictions on movement. Advancing units may enter EZOC's and stop, and may attack, or join an attack, against adjacent enemy units.

Successive advances after combat may continue with the same units in the same impulse as long as the attacks are at 5-1, 6-1, or higher. With the DE/AA1 or AA2 result, attacking units that did not advance may still attack adjacent hexes.

Attacking is always voluntary, not mandatory, when next to enemy units. Units may move next to enemy units and not attack. They may end turns next to enemy units. Or units may attack any or all adjacent enemy units, by themselves or in combination with friendly units stacked with them or in other hexes.

During Snow turns, reduce all attacks 1 level (example: 3-1 to 2-1). Axis combat factors are normal, not halved, during Snow turns.

Infantry, panzergrenadier, and cavalry units are doubled defending in major and minor cities, and mountains. No other types of units are doubled in that terrain.

The combat factor of a unit attacking across a river is halved (round up); the defender's combat factor is not doubled. But if the attack is along a river or from between two rivers, attacking combat factors are normal (example: hexes 2526 to 2726). River defense is in effect on the first impulse of the game.

Combat factors are halved when attacking from a mountain hex, except for Mountain infantry, who use their normal combat factor.

The combat factors of every type of unit are halved when attacking from a swamp (any weather) or woods hex.

In determining isolation, the path of hexes to a friendly-controlled city, or railroad leading to a friendly-controlled city (or to the player's rear map edge), may not pass through a mountain or unfrozen swamp hex.

Game objectives

To win, the Axis must occupy Moscow and all 3 oil fields at the end of a turn.

To win, the Russians must prevent Axis victory and occupy Berlin.