

# 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* 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.