

Before Barbarossa

A Rough Guide to Playing Russia Before Germany Invades

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Introduction

Imagine that you are attending a convention to play AWAW for the first time. You've been told that you will play the Western Allies in a European Scenario. You've read the rules, read game reports, and even attended the previous year's convention as an observer. You've printed out an issue or two of ULTRA and are mentally plotting out how you will defend Britain if Germany attempts a Sea Lion invasion.

You arrive at the convention and the host sheepishly tells you some bad news. "The Russian player couldn't make it in time, and they started already, so you're playing Russia. Sorry about that."

What do you do?

This is a rough guide to the nuts-and-bolts of how to play Russia from Fall 1939 to Summer 1941. It doesn't directly cover strategy or tactics. It is intended to make it easier for a complete neophyte to understand which rules apply to his situation and the choices that a Generalissimo has to make before the German invasion.

Player Aids

The first thing that a new player should do is gather together the appropriate player aids for the faction that he is playing and the scenario that he is playing.

The worksheets that a Russian player will find most useful are found under either the Global or European Scenario headings at <http://www.aworldatwar.org/Rules/index.htm>, under the headings "Scenarios", "Campaign Game", "Global Scenario" OR "European Scenario", "Game Aids (.zip)"

The pages that should be printed out include:

RS01-Research (pages 7 & 8)

RS02-Diplomacy (page 2)

RS03-BRPs (pages 19-22)

RS04-YSS (page 5)

For a Global Scenario, also print out:

RS05-GWScencard (page 8)

RS06-GWForces (page 4)

For a European Scenario, also print out:

RS07-EuroScencard (page 6)

RS08c-EuroEvents (page 1)

RS08-EuroForces (page 3)

It is also recommended that the Sequence of Play should be printed out before play commences. This will greatly reduce the amount of confusion that a neophyte player experiences.

Historical Timeline

This guide assumes that the game will be a more or less historical scenario where Germany does not invade England or concentrate on the Mediterranean, but instead invades Russia in Summer 1941. If there is no invasion or the invasion is in 1940 or 1942, then adjustments must be made. An exhaustive list of all possible options is beyond the scope of this guide, but some options will be discussed.

Specifically, the following events are assumed to occur, at about the same time as in the real war:

Fall 1939: Germany conquers Poland. Russia occupies Eastern Poland and the Baltic States.

Winter 1939: Russia demands the Finnish Border Hexes.

Spring or Summer 1940: Russia demands Bessarabia.

Summer 1940: Germany conquers France.

Fall or Winter 1940: Hungary and Rumania ally with and Bulgaria associates with Germany.

Summer 1941: Germany declares war on Russia. Finland associates with Germany.

Russo-German Tensions (RGT)

The "Russo-German Tensions" table is one of the Diplomatic tables. There is also a "Russo-German Tensions Record" sheet in the RS02 file.

Once the tension level hits 20, the Russian player must deploy his forces forward, as is described in the RGT table under the "Russian Garrison Requirements" header.

The tension level must be below 40 for a German attack to obtain surprise. If surprise is obtained, then Russia suffers the penalties listed under the "Russian Unpreparedness" heading in the RGT table.

Note that Russian expansion into East Poland and declaring war on the Baltic States each generate a -1 RGT modifier, but annexing Bessarabia or the Finnish Border Hexes does not.

One factor in calculating RGT that is easy to miss is that if a mobilization is triggered at the start of the Russian player turn, an additional +1 factor is added. For example, if RGT are 10 when the Russian player starts his move, they will be 11 when he ends his move because the first mobilization (M1) is triggered.

Each mobilization adds one RGT per turn. Peacetime mobilizations take two turns each, and wartime mobilizations take one turn each. If the first mobilization begins in Fall 1940, then the typical RGT increases are +1 in Fall 1940, +1 in Winter 1940, +2 in Spring 1941, and +2 in Summer 1941.

Axis penetration of the Balkans adds a +1 modifier per turn. Russian penetration of the Balkans subtracts a -1 modifier per turn. This includes economic penetration, hex control, association, or alliance. This does not change if more than one Balkan country tilts towards the Axis or Russia. Note that the five countries defined as the Balkans for these modifiers are Hungary, Rumania, Bulgaria, Yugoslavia, and Turkey.

There are also RGT "Event Modifier" penalties of -2, -4, -4, -4, and -12 for Russia gaining control of one or more hexes in Finland, Hungary, Rumania, Bulgaria, and Turkey respectively. There is also a -2 per 5 BRPs penalty if Russia gains control of any other minor country west of the Nazi-Soviet Pact line.

Russia must carefully consider if it can afford any RGT penalties for penetrating the Balkans or gaining hex control of minor countries. The growth rate for Russia before war breaks out is the RGT as a percentage, so every RGT penalty point costs Russia 1% growth for that year. This also would allow Germany more room for diplomatic maneuvering.

Note that the modifier for the "Allied majors power at war" is checked at the beginning of each game turn, so the fall of France that occurs in most games in Summer 1940 would affect this modifier in Fall 1940.

Economics

1939

The 1939 BRP level for Russia starts at 80 BRPs with a UCL of 30. This is shown on the BRP Record Sheet on page 19 of the RS03 file and on the Scenario Cards in the RS06 and RS08 files. The BRP level is smaller than the UCL implies because the scenario begins with only two turns left in the year 1939.

Russia normally spends 10 BRPs to declare war on the Baltics in Fall 1939. The DOW on the Baltics is accounted for by subtracting 10 BRPs in the "Declarations of War" row of the BRP Record Sheet.

The force pools for Russia are shown on the scenario cards (RS06 and RS08 files). For example, in the European scenario, Russia starts with eleven AAF, four 3o5 armor, eleven 1x3 infantry, five 2x3 infantry, four 3x3 infantry, and two Shipbuilding Points (SBP). Russia has additional forces in her force pool that are ready to build: five AAF, three 3o5 armor, five 1x3 infantry, five 2x3 infantry, two 3x3 infantry, and two 1m3 paratroopers. In economic terms, the unbuilt forces are 15 BRPs of air, 18 BRPs of armor, 21 BRPs of infantry, and 6 BRPs of airborne troops, for a total of 60 BRPs of unbuilt units.

Russia typically builds 30 BRPs of units in Fall 1939 and another 30 BRPs of units in Winter 1939. Russia will construct its entire force pool in 1939, unless units are lost in a border war. Each turn's builds should be recorded on the BRP Record Sheet.

Russia adds 6 BRPs for the conquest of the Baltics and Eastern Poland in Winter 1939. Note that the

BRP values of all conquests are summed before they are pro-rated. These should be added to the "Additions/other losses" row of the BRP Record Sheet.

The pre-war YSS growth rate for Russia is the previous Winter turn's RGT. A typical Winter 1939 RGT of 2 gives a 1940 YSS growth rate of 2% of 16 BRPs, for no base growth in 1939.

Fifteen of the 16 BRPs left over in 1939 may be used to conduct a full offensive if a border war breaks out. Otherwise, the extra BRPs will not be spent.

Russia does not need to spend BRPs to declare war if it demands territory and a border war starts.

1940

For YSS 1940, Russia has the following sources of BRPs in the example game:

A base solely from its Key Economic Areas (KEAs) worth 20 BRPs - 10 each for Irkutsk and Vladivostok. No base growth has occurred yet in most games.

Seven ICs worth 10 BRPs each.

The Ukraine is a colony worth 10 BRPs.

The Baltics and Eastern Poland conquests add 25 BRPs.

The Finnish Border Hexes (may) add another 5 BRPs (if they have been conquered).

This adds up to $20 + 70 + 10 + 25 + 5 = 130$ BRPs, for most games. Occasionally RGT will be high enough during Winter 1939 to add a few BRPs of base growth, but this is rare.

In the example game, Russia produces and builds a 3x3 in Spring 1940, which costs 3 BRPs, so Russia ends Spring 1940 with 127 BRPs.

If Russia conquers Bessarabia during 1940, then a pro-rated number of BRPs is added. Bessarabia is worth 5 BRPs, so if it is annexed in Spring, then Russia gets 3 BRPs in Summer 1940. Russia's BRP level at the end of this turn would then become 130.

If the first mobilization occurs in 1940, then another IC worth 10 BRPs is added during the Russian player's turn. Note that the full BRP value of the IC is added immediately, i.e. if M1 occurs in Fall 1940 then 10 BRPs are added in Fall 1940. Russia's BRP level at the end of this turn would then become 140.

If Russia does not lose any units in border wars, then the only units that will be constructed in 1940 will be units that are produced. Most of Russia's BRPs will not be spent. This allows Russia to grow its base. If so, then in the example game Russia will end the year 1940 with 140 BRPs not spent.

1941

For the 1941 YSS, Russia adds BRPs to its base from growth. The number of BRPs added to its base are the RGT level times .01 times its final Winter 1940 level of unspent BRPs. If RGT are 23 and the

BRP level is 140, then $23 * .01 * 140$ equals 32 BRPs (rounded down).

For YSS 1941, Russia begins with the following sources of BRPs in our example game:

A base of 52 BRPs, including Key Economic Areas (KEAs) worth 20 BRPs and 32 BRPs from growth (for this example game - this will vary).

Eight ICs worth 10 BRPs each.

The Ukraine is a colony worth 10 BRPs.

The Baltics and Eastern Poland conquests add 25 BRPs.

The Finnish Border Hexes (may) add another 5 BRPs (if they have been conquered).

Bessarabia (may) add another 5 BRPs (if it has been conquered).

This adds up to $52 + 80 + 10 + 25 + 5 + 5 = 177$ BRPs, for this example of a typical game.

If the second mobilization occurs in Spring 1941, then 10 more BRPs are immediately added during the Russian player's turn.

Russia typically builds some mobilized or produced units in Spring 1941, which reduces her BRP level accordingly.

Mobilizations and Production

The first two mobilizations usually occur in peacetime and therefore take two turns each, or one turn per stage of each mobilization. The wartime mobilizations occur at a rate of one per turn, assuming that the peacetime mobilizations have finished by the end of the Barbarossa turn.

Each mobilization also allows 10 BRPs (for each stage of a peacetime mobilization) or 20 BRPs (for a wartime mobilization) of infantry, air, or armor to be placed in the force pool after a delay of two, four, or six turns respectively. At least one unit per mobilization must be an armored unit. It is common practice to place these forces in the box on the turn track on the map board that corresponds to the turn in which they will be available.

BRPs from a mobilization may be combined with BRPs from air or military production to build up to 15, 20, 25, etc. BRPs of units.

The Forces cards (in Files RS06 or RS08) show the limits on the types of forces that Russia can mobilize or produce. Russia may mobilize only AAF, 4o5 armor, 5o6 armor (if and only if a Heavy Armor research result is achieved), and 3x3 infantry. Other units, such as flak, strategic bombers, air transports, jets, paratroopers and interceptors, must be produced.

Note that the maximum numbers of each type of unit in the forcepool for the Russians are listed in the last row of the Forces cards. Russia can not produce or mobilize any more SBPs, 3o5 armor, 2x3 infantry, or 1x3 infantry. This is why the columns for these four items are grayed out after the Fall 1939 entries.

The Summer 2007 ULTRA discusses mobilizations in detail. The example game uses the pre-war "infantry" option discussed there. Assume that Russia does not have a Heavy Armor result, so 4o5s are mobilized rather than 5o6s.

Russia often will produce 5 BRPs of units in 1940 to allow (up to) 15 BRPs to be mobilized in the first stage of the first mobilization. Assume that this has been done in the following example.

Assume that the M1 mobilization happens in Fall 1940 and 5 BRPs of production are added to the first stage. This allows 15 BRPs' worth, or five 3x3, infantry to be added to the force pool. One 3x3 is produced and built in Spring 1940 using 3 produced BRPs, and the other 2 BRPs are deferred. Four 3x3s are mobilized and built in Spring 1941, using 10 mobilized and 2 produced BRPs. The second stage's 10 BRPs are mobilized in Winter 1940, resulting in a 4o5 available in Summer 1942 and 2 BRPs that are deferred.

Assume that the M2 mobilization happens in Spring 1941. The first stage adds 10 BRPs to the 2 deferred BRPs for 12 BRPs, so four 3x3 infantry are mobilized and built in Fall 1941. The second stage's 10 BRPs are mobilized in Summer 1941, resulting in a 4o5 available in Winter 1942 and 2 BRPs that are deferred.

This is a typical sequence of units produced and mobilized in peacetime. Sometimes air units are produced or mobilized also, although they are less useful in the first turn of the war because of the rule that the Russian Air NDRM is reduced by one for the first turn if Germany achieves surprise, i.e. RGT are less than 40. Air units typically are produced in 1940 and 1941 only if Air General research results decrease the number of RPs needed to produce 5 BRPs of air units.

Russia often can not afford to rebuild all of its lost units in 1941 and 1942, and army air units cost more (3 BRPs each) than armor (2 BRPs/factor) or infantry units (1 BRP/factor). Producing additional air units adds them to the force pool but does not necessarily mean that Russia will be able to build and use them during the first year of the war.

The production and mobilization of units should be recorded on the "Forces" worksheet to keep track of the force pool available to Russia during each turn. Note that even with these increases, Russia's force pool is limited to a maximum of six 4o5s, six 5o6s, thirty-six 3x3s, and three 1m3 paratroopers, as shown in the bottom row of the Forces cards. The Forces sheet places no limits on certain types of other units, such as flak and air transports, so they can be produced at will.

Note that up to half of each type of unit produced before the war must be placed in Leningrad or Moscow, as is described under the "Russian Prewar Force Pool Additions" heading of the RGT table.

ICs

Russia begins the game with seven ICs, which are placed in Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov and Gorki. Each IC is worth 10 BRPs until after Germany declares war on Russia.

One more IC is placed on the board for each mobilization. The first three ICs are placed in Kuibyshev, Magnitogorsk, and Sverdlovsk, in that order. The fourth and fifth are placed in any fully

supplied, Russian-controlled city in European Russia which does not already contain an IC. Each IC immediately adds 10 BRPs (before war starts). After war begins, the value of each new IC is that of the existing undamaged ICs (10 or 15 or 20 BRPs). Each IC raises the construction limit for Russia in the same turn that it is placed on the board.

Research

Russia has a basic RP allotment of 6 RPs. After 1939, Russia receives one additional RP for every 50 BRPs it has at each YSS. In the example game, Russia has a total BRP level of 130 at YSS 1940 and 177 at YSS 1941, so it gets 2 RPs in 1940 and 3 RPs in 1941. Russia also gains an RP for every 25 BRPs of base growth in the year that the growth occurs, so it often gets 1 more RP in 1941. Russia therefore has 6 RPs in 1939, 8 RPs in 1940, and 10 RPs in 1941 for the example game.

Russia may also spend up to one-third of its DPs in Intelligence research. Russia typically has 3 DPs in 1939, 5 DPs in 1940, and 5 DPs in 1941. This means that typically Russia can assign a maximum of 1 DP in 1939, 2 DPs in 1940, and 2 DPs in 1941 to Intelligence research. The typical limits for all potential sources of RPs are therefore 7 RPs in 1939, 10 RPs in 1940, and 12 RPs in 1941.

A strategy that can help maximize the usefulness of RPs is to note when a roll of three or more will create a breakthrough in an important research project. If 1 RP is placed in the most important project and 2 RPs are placed in less important projects or production, then a breakthrough in the preferred project can be guaranteed even if a 1 or 2 is rolled, because 2 or 1 RPs (respectively) can be transferred. If no transfer is needed or only one RP must be transferred, then some RPs are still available for other uses. The only exception is that RPs may not be transferred between Atomic projects.

The Research tables show the options open to Russia. There are also worksheets available in the RS01 file. Note that Russia can't conduct research in the Naval category.

Atomics:

Russia should not research atomics. Russia simply doesn't have the RPs needed to get an atomic bomb ready before the end of the war. The only project not related to the bomb, Radar, is difficult to get because it is a high-tech project, a "10" is needed to get a result, and Russia won't have any bonuses from general research in this category. Radar also rarely helps Russia much in naval warfare or strategic bombing because Russia usually doesn't fight many naval battles or defend against strategic bombers.

Intelligence:

Russia can use up to one-third of its DPs (rounded up) as RPs in Intelligence research. Russia typically has 3 DPs in 1939, 5 DPs in 1940, and 5 DPs in 1941. This means that typically Russia can assign a maximum of 1 DP in 1939, 2 DPs in 1940, and 2 DPs in 1941 to Intelligence research.

Russia can spend RPs to research General Intelligence, Counter-Intelligence, Covert Operations, Spy Rings, and Subversion. The only Intelligence Production project Russia has is partisans, which won't come into play before Germany attacks.

Russia should aim for at least one General Research result. A second result should be a medium to low priority, because intelligence results become less useful as the game progresses and countries join

either the Axis or Allied camps.

Spy rings are very useful against German Military Research throughout the game. If Germany goes for the A-bomb, then a Russian spy ring in German Atomic Research could save Moscow (or London) from a nuclear attack. Turkey is usually the best target of a spy ring for diplomatic purposes, and counter-intels and covert ops are also very useful in Turkey.

Before Russia enters the war, there are many restrictions on the use of intelligence operations. Russian counter-intelligence may only be used to counter German covert operations. Russian covert operations may only be used in minor countries in which Russia may place DPs. Russia may only operate spy rings in major Axis countries or those minor countries in which Russia may place DPs. Britain and Russia may not both use a covert operation in the same target in the same diplomatic phase. Russian covert operations may not be used to increase USAT. These restrictions are lifted once Russia and Germany have gone to war or the RGT level is 50 or more.

The best bets for Russia in the first three years of the game are General Research and Spy Rings. Counter-Intelligence, Covert Operations, and (perhaps) Subversion are also useful if RPs are available.

Air:

Russian air research and production will depend to some extent on whether or not Germany builds strategic bombers. If Germany launches strategic bombers, then Russia should adopt a defensive air research strategy. The best response would be for Russia to build interceptors, although Air Defense is also useful in this case. Note that interceptors can fight against strategic bombing anywhere on a front if they have a fully supplied airbase in range of the target, which is quite useful in the wide spaces of Russia. A defensive force constructed only of interceptors also gains a +1 bonus to its Air NDRM. If no Ural Bombers are built, then Russia has little need for interceptors or Air Defense.

Researching Air Range or Strategic Bombers usually makes sense for Russia only if Germany doesn't attack Russia by the end of 1941. If Germany is concentrating its offensive efforts elsewhere, then Russia may be able to spare enough resources to choose an offensive air research strategy. Even then, Air Range is less useful because Russia will have bases close to Germany. Air Range can help Russia defend against bombing by extending the range of its interceptors. Jets may not be researched until 1944.

Russia may produce air force pool increases, strategic bombers, air transports, jets, and airbases. Strategic bombers usually cost too much for Russia to build them and are rarely used, except when Germany does not attack Russia. Additional airbases are usually not needed until Russia is ready to take the offensive in 1943.

The two production choices that are most often useful for Russia in the early and middle game are air force pool increases and air transports. Force pool increases enable Russia to build interceptors to shoot down German Ural bombers or to build AAF. Air transports are most useful after Russia has a Combat Training Level (CTL) increase to 2, which allows the paratroopers to airdrop. Interceptors may be more useful than AAF if Germany builds strategic bombers.

Russia should try to get two General Air results as soon as possible to assist in researching other projects and to reduce the cost of production. If one General Air result is obtained, then the first 5 BRPs

of Force Pool increases cost only 1 RP. If two General Air results are obtained, then the first and second 5 BRP increments of Air Force Pool and first 5 BRPs of Air Transport increases cost only 1 RP. Russia might want to produce in these categories in 1940 or 1941 if the incremental cost is only 1 RP. If not, then it is more sensible to wait until 1942 or later, when more breakthroughs may reduce the cost.

The best bets for Russia early in the war are General Research, production of air force pool increases or air transports (especially if the incremental cost is only 1 RP), and Air Nationality DRM.

If Russia does increase its force pool, it may be best to defer 5 BRPs and wait until the end of 1941 to decide to build either AAF or interceptors, depending on whether or not Germany starts to build Strategic Bombers. AAF that are on the board when Germany attacks with surprise suffer a reduction of their Air Nationality DRM by one for that turn, which is another reason to delay building them until Fall or Winter of 1941. On the other hand, Russia normally has to rebuild most of its units during these two turns and may not be able to build any newly produced units.

Military:

Russia's most important category for research is military, and the most important military project is General Research. CTL and Heavy Armor are also important for Russia. Rockets may not be researched until 1944.

Russia may use RPs to produce Infantry, Armor and Flak Force Pool Increases; Airborne Force Pool Increases; Fortifications; Railheads; Industrial Centers; and Shock Armies. Infantry or Armor Force Pool Increases and Fortifications are typically produced by Russia before 1942. Flak, Railheads, ICs, and Shock Armies usually are only produced in the mid to late years of the war.

Russia starts with two airborne units in its force pool. Russia needs to increase its CTL to 2 and to produce Air Transports before it can airdrop, so it rarely produces its third paratrooper before these goals are achieved.

Diplomacy & Intelligence Projects

The Diplomatic Points available to Russia are given in the Diplomatic tables, available under the "Diplomacy" and "Diplomatic Tables" headings at <http://www.aworldatwar.org/Rules/index.htm> . Russia typically has 3 DPs in 1939, 5 DPs in 1940, and 5 DPs in 1941.

Russia may not place DPs in or use Intelligence results (Spy Rings, Covert Ops, or Counterintelligence) to affect Russo-German Tensions. Russia may not place DPs in US-Axis Tensions. Russia may not use Intelligence results (Spy Rings, Covert Ops, or Counterintelligence) to affect US-Axis Tensions before Russia and Germany go to war or the RGT level is 50 or more.

A number of rules pertain to the allocation of DPs by Russia:

49.32 RUSSIAN DP ALLOCATIONS:

Russia may allocate DPs only to Bulgaria, Finland, Greece, Hungary, Rumania, Sweden, Turkey, the Ukraine and Yugoslavia.

49.426 MODIFIERS:

B. WESTERN ALLIED AND RUSSIAN DPs: Before Russia and Germany have gone to war or

the RGT level is 50 or more, Western Allied and Russian DPs are not combined. If both the Western Allies and Russia allocated DPs to the same target, the Allied total is considered to be the greater of the Western Allied or Russian DPs, and the DPs allocated by the other are disregarded. Once Russia and Germany go to war or the RGT level is 50 or more, even if Russia has surrendered to Germany, Western Allied and Russian DPs are combined in targets selected by the Axis, but for targets selected by the Western Allies or Russia, only DPs allocated to the target by the alliance faction which selected the target modify the diplomatic die roll.

In other words, Russian DPs do not "stack defensively" with WA DPs until war breaks out or is ready to break out between Russia and Germany. The WA player and the Russian player must confer with each other to decide which side will allocate DPs to each country listed in 49.32.

49.434 SWEDEN AND YUGOSLAVIA: Sweden and Yugoslavia may not be named by Russia for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Sweden and Yugoslavia before these conditions are met.

Priorities

Before Barbarossa, Russia should assign a low priority to the countries that do not share a border with it: Bulgaria, Greece, Sweden, and Yugoslavia. Russia must make survival of the initial Axis assault its top priority, so it is more useful to try to limit the territory from which the Axis can launch Barbarossa.

The Ukraine is a special case. It might be worthwhile for Russia to put a DP there in 1941.

Hungary is not an attractive target for Russian DPs because the natural modifier is strongly pro-Axis (+5) and there is an additional +1 modifier because Russia entered the Baltics. Unless Hungary is subverted, Russia will usually be unable to obtain a favorable or even neutral result.

Russia should definitely place maximum DPs in Turkey. This will normally be 1 DP in 1939 and 2 DPs in 1940 and 1941. If Germany gets hex control or better, then Russia's entire southern flank and the Middle East are exposed. A minor spy ring is often placed here by Russia. If the Western Allies can spare them, then a DP or two in 1941 may be a wise investment, because after Germany invades Russia WA and Russian DPs stack defensively.

Subversion

If Russia acquires the ability to subvert, it may apply the subversion modifier to any one diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece, regardless of which player names the target, provided RGT are 15 or greater.

RGT are usually less than 15 before Winter 1940, so Russia will normally get only two chances to subvert a country before Barbarossa, in Winter 1940 and (if another Subversion research result is achieved) in Spring 1941. It is possible for Russia to research Subversion in Summer 1941 and then apply the result to a German diplomatic roll in Summer 1941 before war is declared. By the Russian player turn of Summer 1941, Germany usually will have already declared war.

Hungary and Rumania are the most attractive targets for subversion. Each subversion subtracts between -1 and -5 from the die roll, but permanently adds +2 to every roll for these five countries

afterwards.

Germany gets to make reaction rolls with the new +2 modifier for the other four countries, so subversion is a dangerous ploy. It does offer the tantalizing prospect of disrupting the entire German attack in 1941.

Border Wars

This rule pertains to Russia making territorial demands:

49.44 FINLAND AND RUMANIA: Russia may not name Finland or Rumania for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more. Russia may, however, make territorial demands of Finland or Rumania, regardless of the RGT level, and thereby trigger a diplomatic die roll for the target country. Both the +2 modifier for such a demand and the modifier for Russian forces adjacent to the target country apply to diplomatic die rolls triggered by territorial demands. Such a demand may be made even if the Axis have named Finland or Rumania as a diplomatic target earlier in the same year, and the Axis may subsequently name Finland or Rumania as a diplomatic target later in a year in which Russia made a territorial demand against the target country.

Finland

Finland has a natural +1 affinity towards the Axis. If Russia demands the Finnish Border Hexes before Germany invades, the following modifiers are most likely to apply:

-1 For every ten factors of Russian ground units adjacent to Finland (applicable only if Russia is making territorial demands of Finland).

-1 If the RGT level is five or less.

+1 If the RGT level is ten or more.

+2 If Russia is making or has made territorial demands of Finland.

The result of the demand is determined as follows:

On a result of 2 or less, Finland does not resist Russian territorial demands. The Finnish border hexes are annexed by Russia.

On a result of 3, 4, 5, or 6, Finland may choose to resist Russian territorial demands; if so, a Russo-Finnish border war breaks out. The German player decides whether Finland resists.

On a result of 7 or more, Russia must abandon any territorial demands on Finland.

Russia typically will demand the FBH in Winter 1939, with 1 DP, 20 ground factors on the border, and with RGT less than 5. If there are no Axis DPs placed in Finland and no Intelligence research results (Spy Rings, Covert Operations, or Counterintelligence) are used, then the net modifier is +1 natural, -2 for 20 adjacent factors, -1 for RGT < 5, +2 for territorial demands, -1 DP, for a net modifier of -1. This is the most optimistic set of reasonable assumptions for Russia.

If a border war does break out, Russia can not perform a useful attrition against the Finns because all three border hexes are forested and can not be occupied after an attrition. Russia must spend 15 BRPs

and conduct a full offensive. Russia will have 16 "extra" BRPs in 1939 that it can not spend otherwise.

Finland will usually rebuild all three of its lost 2x3 units before war breaks out.

Rumania

Rumania has a natural +4 affinity towards the Axis. If Russia demands Bessarabia before Germany invades, the following modifiers are most likely to apply:

+1 If Russia has entered the Baltic States, Bessarabia or the Finnish border hexes.

+2 If Russia is making or has made territorial demands of Rumania.

-1 For every ten factors of Russian ground units adjacent to Rumania (applicable only if Russia is making territorial demands of Rumania).

-1 If the RGT level is five or less.

+1 If the RGT level is ten or more and Germany and Russia are not at war.

The result of the demand is determined as follows:

On a result of 2 or less, Bessarabia is annexed by Russia (also applies to a "0" result).

On a result of 3-6, Rumania may choose to resist Russian territorial demands; if so, a Russo-Rumanian border war breaks out. The German player decides whether Rumania resists.

On a result of 7, Rumania resists Russian territorial demands; a Russo-Rumanian border war breaks out.

On a result of 8 or more, Russia must abandon any territorial demands on Rumania.

Russia has the best chance to demand Bessarabia in Spring 1940, with 2 DPs, more than 40 ground factors on the border, and with RGT less than 5. If there are no Axis DPs placed in Rumania and no Intelligence research results (Spy Rings, Covert Operations, or Counterintelligence) are used, then the net modifier is +4 natural, -4 for 40 adjacent factors, +1 for entering the Baltics, -1 for RGT < 5, +2 for territorial demands, -2 DP, for a net modifier of 0. This is the most optimistic set of reasonable assumptions for Russia.

Rumania will usually rebuild all of its losses before war breaks out if Bessarabia is attacked in Spring 1940. Unless Russia makes its demands later in 1940 or in 1941, it may not be worthwhile to conduct an offensive against Rumania. An attrition of 41+ ground factors against 10 Rumanian ground factors will destroy 3 to 6 Rumanian units and gain 1 to 3 hexes.

Germany will probably decline to start a border war because the lost units will negatively impact Germany's own diplomatic rolls for Rumania in 1940 and possibly even in 1941.

Here is what the game designer, Bruce Harper, wrote in a message board post (#115,757) concerning Axis strategies when Bessarabia is demanded:

"Usually the diplomatic result favors the Axis. If they get an "8" or higher result, Rumania will go

into the Axis camp.

On anything lower, the Germans almost always have Rumania cave, as a border war costs them too many Rumanian units and this screws up the diplomatic modifier for Rumania (in contrast to Finland, which loses fewer units earlier, and can always rebuild them before the Axis roll for Finland).

So it is almost automatic to take a lesser result to avoid a border war."

One interesting alternative is for Russia to wait until later in 1940 to demand Bessarabia and then fight (if possible) and try to kill as many units as possible to influence Germany's later rolls for Rumania. This will cost Russia 15 BRPs for a full offensive, plus the cost of rebuilding lost units. This approach has a higher risk of generating an "8" or higher and denying Bessarabia to Russia, but also has a potentially higher reward if hostilities commence and Rumania's army is badly mauled.

Note that if an attrition occurs in Bessarabia during Winter, Russia does not gain any modifier for the difference in Winter Preparation levels.

One benefit of taking Bessarabia is that infantry placed there do not suffer a -1 DRM penalty against German overruns or armor attacks in the initial German attack. This is described under the "Russian Unpreparedness" heading in the RGT table.

A Turn by Turn Guide

This is an example of the standard sequence of play for most games. It is assumed that events are mostly the same as they were historically. Alternate strategies will require different choices, and it is probable that in an actual game events will eventually diverge from the standard sequence.

Fall 1939:

Russia must deploy its starting forces as indicated on the scenario cards. One 3o5 armor unit, two 3x3 infantry units, and one AAF must start in the Urals box. The 18 fleet factors must be divided between the Baltic and Black Seas.

Russia typically rolls for General Research in the Air, Intelligence, and Military categories this turn.

Russia typically places 1 DP in Finland, 1 DP in Turkey, and 1 DP in Intelligence research in 1939.

Russia rarely rolls for Turkey - the DP is placed there as a defensive tactic. If the 1 DP is unopposed, the best result Russia could get is a "0", which means Russia would receive 10 BRPs from Turkey, which prorates to 2 BRPs in Winter 1939. It will cost -1 to RGT for this turn and every turn after this for "Russian penetration of the Balkans", so Russia must carefully examine RGT to decide if it is worth doing - this early in the game, it usually isn't worth it to trade 10 BRPs a year for four tension points per year.

Russia declares war on the Baltics and occupies the Baltics and Eastern Poland this turn.

The Baltics are conquered when Riga, Parnu and Tallinn are all controlled by the conquering major power, so three Russian units must occupy them during this turn. Similarly, Eastern Poland is

conquered when Vilna, Brest-Litovsk and Lvov are occupied by three more Russian units.

Russia must pay 10 BRPs to declare war on the Baltics. This should be recorded in the "Declarations of War" row and the Fall 1939 column of the BRP Record Sheet. Eastern Poland may be occupied without a declaration of war.

Historically, Russia demanded the Finnish Border Hexes this turn. In the game, it makes more sense to do so next turn.

Russia typically spends 30 BRPs to build half of its remaining force pool this turn. If Russia wants to demand the Finnish Border Hexes in Winter, it should build both paratroopers and two 3x3 infantry and place six 3x3 infantry (or perhaps some 3o5 armor) and the two paratroopers (which may over-stack) on the border. This will provide 20 BRPs of ground units on the border and give Russia a -2 diplomatic modifier when it rolls for the FBH.

Russia begins with 80 BRPs, spends 10 to DOW the Baltics, and spends 30 to build units. Russia ends its turn with 40 BRPs.

RGT start at 0. This turn, the +1 automatic, +1 for two Allied major powers at war, and -2 for "Russian Expansion" in the Baltics and E. Poland modifiers add no tension points.

Winter 1939:

Russia typically rolls for its most important specific projects in the Air, Intelligence, and Military categories this turn. Sometimes Russia will place a Spy Ring in Fall and roll for General Research in that category in Winter.

Russia usually demands the Finnish Border Hexes this turn.

Russia typically spends 30 BRPs to build the rest of its remaining force pool this turn. If Russia wants to demand Bessarabia in Spring 1940, then it should build or move two three-factor (3o5 or 3x3) units into each of the hexes that border Bessarabia to maximize the diplomatic modifier for troops on the border. It should also move the paratroopers and its air force there if it intends to conduct an offensive operation instead of only an attrition.

Russia adds 6 BRPs for the conquest of the Baltics and Eastern Poland in Winter 1939 (pro-rated). These should be added to the "Additions/other losses" row of the BRP Record Sheet.

Russia begins with 40 BRPs, adds 6 from conquests, and spends 30 to build units. Russia has 16 BRPs left. Fifteen of these 16 BRPs may be used to conduct an offensive against Finland if a border war breaks out. Otherwise, they can not be spent. The pre-war YSS growth rate for Russia is the previous Winter turn's RGT. A typical Winter 1939 RGT of 2 gives a 1940 YSS growth rate of 2% of 16 BRPs, for no base growth in 1939.

RGT start at 0. This turn, the +1 automatic and +1 for two Allied major powers at war modifiers add 2 tension points, for a final value of 2.

YSS 1940:

Russia has a total BRP level of 130 and 8 RPs at YSS 1940.

Russia typically has 5 DPs (3 Basic Allotment, +1 for 100 BRPs, +1 for Riga) in 1940. Russia typically allocates 2 to Rumania, 2 to Turkey, and 1 to Intelligence research.

Spring 1940:

Russia typically rolls for General Research in the Air, Intelligence, and Military categories this turn.

Russia sometimes rolls for Turkey this turn. If the 2 DP are unopposed, the best result Russia could usually get is a "-1", for hex control. Russia usually will not take this result because it triggers a -12 adjustment to RGT. Instead, Russia often will accept a "0", which means Russia would receive 10 BRPs from Turkey, which pro-rates to 7 BRPs in Summer 1940. It will cost -1 to RGT for this turn and every turn after this for "Russian penetration of the Balkans", so Russia must carefully examine RGT to decide if it is worth doing.

Russia often demands Bessarabia this turn, although historically it did not happen until Summer.

In the example game, Russia produces and builds a 3x3 infantry this turn.

Russia starts with 130 BRPs, spends 3 BRPs, and ends with 127 BRPs.

RGT start at 2. This turn, the +1 automatic and +1 for two Allied major powers at war modifiers add 2 tension points, for a final value of 4.

Summer 1940:

Russia typically rolls for its most important specific projects in the Air, Intelligence, and Military categories this turn.

France usually falls this turn.

If Russia annexed Bessarabia in the Spring, then Russia gets 3 (pro-rated) BRPs this turn. These should be added to the "Additions/other losses" row of the BRP Record Sheet.

Russia starts with 127 BRPs, adds 3 BRPs for Bessarabia, and ends with 130 BRPs.

RGT start at 4. This turn, the +1 automatic, +2 for "Axis Territorial Acquisition" of Paris, and +1 for two Allied majors power at war modifiers add 4 tension points, for a final value of 8.

Note that the modifier for the "Allied majors power at war" is checked at the beginning of each game turn, so the fall of France affects this modifier in Fall 1940 in most games.

Fall 1940:

Russia typically rolls for its second most important specific projects in the Air, Intelligence, and Military categories this turn.

The first mobilization usually starts this turn, so an IC is placed in Kuibyshev. Add 10 BRPs to the "Additions from ICs" row on the BRP Sheet.

Russia starts with 130 BRPs, adds 10 BRPs for a new IC, and ends with 140 BRPs.

RGT start at 8. This turn, the +1 automatic and +2 for one Allied major power at war modifiers add 3 tension points, for a value of 11 at the start of the Russian player turn. This triggers the first mobilization, so 1 more tension point is added during the Russian turn, for a final value of 12.

Winter 1940:

Russia typically rolls for its least important specific projects in the Air, Intelligence, and Military categories this turn. Russia also usually announces and builds any units it produces this year from RPs that were marked for possible reassignment but were not actually reassigned. Note that the rules allow re-allocation of 1 or 2 RPs to research projects from production if a bad die roll is made, so Russia may as well wait until all research projects have been rolled for this year before it produces and builds any "optional" units.

Russia ends 1940 with 140 BRPs in the example game.

The first mobilization usually ends this turn.

Once the tensions level hits 20, the Russian player must deploy his forces forward, as is described in the RGT table under the "Russian Garrison Requirements" header.

RGT start at 12. This turn, the +1 automatic, +2 for one Allied major power at war, and +1 for the first mobilization modifiers add 4 tension points. Germany usually rolls for the Balkans this turn. The historical results for the Balkans were full alliances with Hungary and Rumania and association with Bulgaria, for a net +6, and a +1 modifier for penetration of the Balkans, for a final value of 23.

Because RGT now are 20 or greater, the second mobilization will be triggered as soon as the second stage of the first mobilization is completed.

YSS 1941:

Russia has a total BRP level of 177 and 10 RPs at YSS 1941 .

Russia typically has 5 DPs (3 Basic Allotment, +1 for 100 BRPs, +1 for Riga) in 1941. Russia typically allocates 2 to Turkey, and 2 to Intelligence research, and 1 to the Ukraine.

Spring 1941:

Russia typically rolls for General Research in the Air, Intelligence, and Military categories this turn.

The infantry from the M1 mobilization and the last 2 BRPs of 1940 production usually arrive in this turn. Russia spends 12 BRPs to build four 3x3 infantry.

The second mobilization usually starts this turn, so an IC is placed in Magnitogorsk. Add 10 BRPs to the "Additions from ICs" row on the BRP Sheet.

Russia starts with 177 BRPs, spends 12 BRPs, adds 10 BRPs for a new IC, and ends with 175 BRPs.

RGT start at 23. This turn, the +1 automatic, +2 for one Allied major power at war, +2 for the two mobilizations, and +1 for penetration of the Balkans modifiers add 6, for a final value of 29.

Summer 1941:

Russia typically rolls for its most important specific projects in the Air, Intelligence, and Military categories this turn.

The second mobilization usually ends this turn.

RGT start at 29. This turn, the +1 automatic, +2 for one Allied major power at war, +2 for the two mobilizations, and +1 for penetration of the Balkans modifiers add 6. Germany usually will roll for Finland if the final RGT calculation is less than 39. If Finland joins the Axis, a +1 event modifier gives a final value of 36, which still allows Germany to attack with surprise.

After Barbarossa

Although strictly speaking it is beyond the purview of this guide, here are a few hints for players to use after hostilities commence.

Partisans

Russia can build partisans once war commences. Russia may build one free partisan per turn in Eastern Poland or Russia, up to a possible maximum of four. Be careful about placing partisans in the Ukraine, because they are eliminated if Ukraine joins the Axis. Russia often places a DP in the Ukraine to counteract Germany's attempt to activate the Ukraine.

Russia may pay to build partisans in France, Communist China, or Siberia if they are occupied by the Axis or in Italy after it has surrendered. Russia may also expand the pool of partisans via production.

BRP Grants

In a European Scenario, Russia automatically is granted 10 BRPs per turn via Siberia if it has gone to war with Germany, starting in Spring 1943. In a Global Scenario, the US must build the Alaskan Highway before it may grant Russia 10 BRPs per turn. Russia may also get grants via Murmansk, the Persian Route, or Turkey, if the necessary conditions are met.

Reinforcements

In a European Scenario, one 3o5, two 3x3s, and one AAF must start in the Urals box. Russia may SR

these units onto the European map board during the Russian Fall 1941 redeployment phase. In a Global Scenario, some units may be moved from Asia to reinforce European Russia, as restricted by the rules.

Mobilizations

The wartime mobilizations occur at a rate of one per turn, assuming that the first two peacetime mobilizations have finished by the end of the Barbarossa turn. Three more ICs are placed on the board. The third one goes in Sverdlovsk, and the fourth and fifth in any fully supplied, Russian-controlled city in European Russia that does not already contain an IC. Each one immediately increases the Russian BRP level by 10 and also boosts the UCL.

Each wartime mobilization also allows 20 BRPs of infantry, armor, or air to be placed in the force pool after a delay of two, four, or six turns respectively. It is common practice to place these forces in the turn track box on the board which corresponds to the turn in which they will be available.

USAT

Once Russia is at war with Germany, Russia may use Covert Operations and Counterintelligence (versus a German Covert Op) to affect US-Axis Tensions. This could potentially bring the US into the war in Europe slightly earlier than the German player expects. It will help the Allied cause immensely to have the US enter the war one turn early.

German Economic Interest

Germany loses its 10 BRP economic interest in Russia when war commences or RGT exceed 45. Russia does not regain these BRPs.

Additional Resources

The 2007 issues of ULTRA, available at <http://www.aworlдатwar.org/ULTRA/index.htm> , cover Russian strategies from both the Axis and Allied points of view. The Summer 2007 issue is particularly helpful for the Russian player.

Game reports are available at <http://www.aworlдатwar.org/GameReports.htm> . Read about what other players did right (or wrong). Note that the older a game report is, the greater the chance that a rule change has made a strategy or tactic described in it obsolete.

The Historical Events Chart at <http://www.aworlдатwar.org/Files/Official/Tables/GWHistEvents.pdf> details the events in the history books.