

# Red Star Rising Scenario

**Introduction:** The sequel to the Barbarossa scenario, Red Star Rising looks at the Soviet advance into eastern Europe from 1943 to 1945. Except for Polish and Greek partisans, Western Allied units are not used in this scenario. *Note:* Besides defeating Germany, Stalin's political aim was to seize as much of eastern Europe before the end of the war as possible, so the European capitals figure prominently in the victory conditions. This is not a "Take Berlin at all costs" scenario!

**Duration:** Summer 1943 until winter 1946 or either Germany or Russia surrenders, whichever comes first. Germany moves first and Russia moves second throughout the scenario.

**Order of Deployment:** Germany and its allies sets up first, followed by Russia. No more than 10 German ground/air factors may ever occupy each of Bulgaria, Hungary and Romania, and no more than 5 German ground/air factors may enter Finland. German units may not begin the game in Finland.

**Research and Production:** The research and production rules are not used. Various research and production results, including the addition of both German and Russian units, are factored into the game.

**Withdrawal of German Units:** German units which are withdrawn in Spring 1944 must be redeployed to France no later than the turn indicated. If unbuilt, they must be paid for before being redeployed. If on the mapboard and unable to redeploy, they must be voluntarily eliminated and rebuilt at double the normal BRP cost.

**Declarations of War:** Neither side may declare war against Sweden, Turkey, or other minor neutral countries. The Persian BRP route has already been opened by the Western Allies. The Diplomacy rules are not used in this scenario.

**Naval Activities:** Naval units are not used in the scenario. The naval and air/naval combat rules are not used (exception: Russian Baltic Sea submarine). The ability of both sides to provide sea supply, conduct sea transport and seaborne invasion, and NR units is abstracted. Naval activities may only be carried out through hexes over which the side conducting the naval activity has air superiority (at least one more uninverted AAF than the opponent).

## Naval Capabilities

Baltic Sea			Black Sea		
Axis	Russia (Leningrad only)	Russia (Leningrad + Tallinn + Finnish Surrender)	Axis (with Rumania)	Axis (without Rumania)	Russia
DD6	DD2	DD4 + Sub	DD2	0	DD4

The level of naval capabilities is given in terms of destroyer factors. If Russia loses all its Baltic or Black Sea ports, it loses its naval capabilities in that sea for the remainder of the scenario. If Rumania changes sides (see below) Germany loses its Black Sea naval capabilities for the remainder of the scenario. If Russia controls Leningrad and Tallinn and achieves a Finnish surrender (see below), its Baltic naval capabilities increase to 4DD and it may carry out one submarine attack per turn against any German naval activities in the Baltic, using a naval DRM of 0 in 1943-44, 1 in 1945, and 2 in 1946 (this reflects more the vulnerability of German shipping than the quality of Russian submarines). Each hit by the Russian sub permanently eliminates one German DD factor, in addition to the potential sinking of transported units. If the Russian sub is sunk, it may not be rebuilt. Both Russian and German naval activities are subject to oil usage (see below).

**Initial Situation:** Germany is at war with Russia. Italy, Hungary, and Rumania are allied to Germany. Finland is associated with Germany. Germany has achieved a 5-6" diplomatic result for Spain, but Franco is about to pull out of the anti-Bolshevik crusade, and Italy is about to surrender to the Western Allies. Finnish units must set up in Finland, other Axis units in non-Finnish Axis-controlled hexes. Russian units may start in any Russian-controlled hex (but not Persia).

**Initial Hex Control and the Summer 1943 Start Line:** Germany controls all hexes inclusive of and west of hexrow 44 and Russia controls all hexes east of hexrow 44, with the following exceptions:

- A. All Finnish and Finnish border hexes start under Axis control.
- B. Leningrad starts under Russian control.
- C. Russia controls hexes M43, M44(Kursk), N43, and N44.
- D. Russia controls Rostov and all hexes in the Caucasus south of row R, with the exception of hex U4 1 (Kerch Strait) which is under German control (but without a bridgehead).

**Victory Conditions:** Germany achieves a decisive victory if it has not surrendered at the end of the Winter 1946 turn or if (much less likely) Russia offers to surrender. In the more likely case of a German surrender, victory is measured by the number of victory points achieved by each side at the end of the game:

<b>Germany</b>	<b>Russia</b>
+ 1 For each turn after Spring 1945 that Germany surrenders.	- 1 For each turn before Spring 1945 that Germany surrenders.
+ 1 For each of Belgrade, Breslau, Bucharest, Budapest, Helsinki, Prague, Riga, Sofia, Tirana, Vienna, and Warsaw under German control at game end.	- 1 For each of Belgrade, Breslau, Bucharest, Budapest, Helsinki, Prague, Riga, Sofia, Tirana, Vienna, and Warsaw under Russian control at game end.
+ 1 For each atomic bomb dropped on Germany (see below).	- 1 For each of Athens, Cologne, Copenhagen, Essen, Genoa, Leipzig, and Milan seized (and held) by Russia before they fall to the Western Allies.

#### **Level of Victory**

+ 10	German Decisive
+ 7	German Tactical
+ 5	German Marginal
+ 2	German Pyrrhic
+ 1 to -1	Draw
- 2	Russian Pyrrhic
- 5	Russian Marginal
- 7	Russian Tactical
- 10	Russian Decisive.

**German Surrender Calculations:** Germany has a supplementary allotment of 3 DPs in 1943 and 1944 and 2 DPs in 1945 and 1946. The Western allies land on two hexes France in Summer 1944 and liberate Paris and Brussels in Fall 1944. Dresden is firebombed in Spring 1945 and another German city of the Russian player's choice is firebombed in Summer 1945 (with a possible UCL reduction). Essen, Cologne, Copenhagen and Leipzig may fall to the Western Allies beginning in Winter 1944 (see Western Front below). The Allies may begin dropping atomic bombs on Germany starting in Fall 1945 (see below).

**Western Front:** At the end of his Fall 1944 combat phase, the German player must decide whether or not to engage in an all-out defense of the Rhine border and/or a counteroffensive against increasing Western Allied attacks. If Germany does not defend, Essen and Cologne fall to the Western Allies in Winter 1944, before they can be captured by the Russians in the same turn. If Germany decides to defend, the German UCL is reduced by 10 BRPs, but Essen and Cologne do not fall. At the end of each succeeding combat phase, the German player must reduce his UCL by an additional 5 BRPs to prevent Essen and Cologne from falling to the Western Allies, to a maximum total reduction of 20 in Germany's UCL. Lastly, Copenhagen, Leipzig and Prague fall to the Western Allies at the start of the following turn after the fall of Cologne and Essen, and before they can be captured by Russia in the same turn. The Western Allies do not advance further into Germany due to the Yalta Agreement. Any German units in Essen, Cologne, Leipzig, Copenhagen, and Prague are eliminated when these cities fall to the Western Allies.

**Western Allied Advance:** *Cities under Western Allied control at game end are not counted by either Germany or Russia for purposes of victory points.* In addition to the Western Front rule above, the Western Allies advance as follows: Milan, Genoa, and Athens fall automatically to the Western Allies in Spring 1945 and may therefore not be captured by Russia after Winter 1944. Sofia and Tirana fall automatically to the Western Allies in Summer 1945 and may thus not be captured by Russia after Spring 1945. Belgrade falls to the Western Allies in Fall 1945 and may thus not be captured by Russia (or communist Yugoslav partisans) after Summer 1945. Vienna, Bucharest, Budapest, and Ploesti also fall to the Western Allies in Fall 1945 unless Germany permanently reduces its UCL by a further 10 BRPs at the end of the Summer 1945 combat phase. Any Axis units in these cities when they fall to the Western Allies are displaced to the nearest supplied city under German control.

**Atomic Bomb:** At the start of each Russian turn in Fall 1945 and after, Russia may ask the Western Allies to drop atomic bombs on Germany. One atomic bomb can be dropped on Germany in the Fall 1945 Russian combat phase and each turn thereafter. Because of Western Allied air supremacy, there is no defense against atomic bomb attacks.

## Special Rules

**Anti-German Uprisings:** At the end of its turn, Germany must garrison Warsaw, Prague, and Athens with at least one ground unit if there is any supplied Russian ground unit within movement range, regardless of the number of Axis units in between. At the start of any Russian combat phase in which a Russian ground unit is adjacent to Warsaw, Prague, or Athens, two Western Allied partisans are immediately placed in these cities and must attack any Axis units in the city, with the Axis units being subject to a -1 DM. These attacks are resolved *before* any Russian attacks against the city. Use Polish partisans to simulate Czech partisans in Prague. Russian/Western allied cooperation rules apply with regard to Western Allied partisans. If a city is controlled by Western Allied partisans at the end of the game, neither Germany nor Russia is considered to control it for victory conditions purposes.

**Italy and Spain:** Italian units and the Spanish 2-3 infantry unit are removed from play at the end of the Summer 1943 turn.

**Finland:** Finland offers to surrender to Russia at the end of any German turn in which all three Finnish Border hexes and at least one hex in Finland proper are under Russian control. If Russia accepts, Finland becomes neutral and neither player gets control of Helsinki; all non-Finnish Axis units in Finland are moved to Norway and must be redeployed by NR on the following turns. If Russia refuses, Finland fights on until it is conquered, i.e., Helsinki is under Russian control. Note that a Finnish conquest or surrender plus control of Tallinn increases Russian naval capabilities in the Baltic.

**Hungary:** Hungary remains allied to Germany and Hungarian units are not eliminated after the fall of Budapest, but no Hungarian units may be built if Budapest is under Allied control.

**Rumania:** Rumania changes sides at the end of any German player turn in which the number of Russian ground factors in Rumania outnumbers the combined total of German and Rumanian ground factors.

**Bulgaria:** Bulgaria, though a German minor ally, does not initially deploy units because it did not participate in the attack on Russia. Bulgaria changes sides at the end of any German player turn in which the number of Russian ground factors in Bulgaria outnumbers German ground factors. Russia may then immediately deploy and use the Bulgarian units during his subsequent player turn.

**Kursk Offensive (Optional):** In Summer 1943, the German high command still thought they held the strategic initiative in Russia, a belief which turned out to be a serious mistake. In order to simulate the consequences, the players may adopt either of the following two optional rules by mutual agreement:

- A. Germany must take a full Eastern Front offensive in Summer 1943 with at least 15 ground/air factors. Italian, Spanish, and other minor allied units may not be used to meet this requirement. *Or:*
- B. Germany must attack hex M44 (Kursk) and at least one other adjacent Russian-controlled hex with at least 25 ground/air factors, at least 8 of which must be armor and 5 of which must be air factors. Italian, Spanish, and other minor allied units may not be used to meet this requirement. Because Russian intelligence correctly predicted the attack, at least two Russian ground units must be in Kursk and in each adjacent hex, and Russian units in these hexes are subject to an additional +1 DM. Needless to say, this rule tends to favor the Russian player.

**Stand and Die (Optional):** The German defense was greatly complicated by Hitler's insistence that German units not give up any ground, regardless of the danger of encirclement. To simulate the effect of absolute obedience to Hitler's orders, Germany can be required, starting in Spring 1944, to deploy all Axis infantry units and half (fractions rounded down) of all Axis armor units adjacent to Russian-controlled hexes at the end of each combat phase, except for required garrisons in Athens, Prague, and Warsaw, and to redeploy newly constructed units within two hexes of Russian units. Finnish units would not be subject to this rule. *Because this rule seriously limits Germany's options, it should only be used with solitaire play.*

## NATIONAL CAPABILITIES

### GERMANY

**BRPs:** German BRPs are not tracked in this scenario. Germany may take only one full offensive on one front each turn. The German UCL starts at 50 but may be reduced if Germany decides to defend on the Western front starting in Fall 1944 (see Western Front rule above) or if Germany decides to defend Vienna, Bucharest, Budapest, and Ploesti against the Western Allies starting in Summer 1945 (see Western Allied Advance rule above). The German UCL may be temporarily reduced due to the Construction oil effect or permanently reduced due to the Economic oil effect. For the first turn in which Germany takes the Economic oil effect, the German UCL is permanently reduced by 5 BRPs. For the second turn of an Economic oil effect, the German UCL is permanently reduced by 4 BRPs. For each succeeding turn of Economic oil effects, the German UCL is reduced by 3 BRPs. The German UCL is also reduced by 8 BRPs for each objective city in Germany under Russian or Western Allied control.

**Construction:** German units must be built in Germany and redeployed to the Russian front according to the redeployment rules. Italian and Spanish units may not be rebuilt. One Hungarian, Rumanian, and Finnish infantry unit may be rebuilt each turn at no BRP cost. The construction of Hungarian, Rumanian, and Finnish air units requires the expenditure of German BRPs and counts against the German construction limit.

**Oil:** Germany must track its oil usage. Germany starts with 6 oil counters in its reserves. If Germany takes the Naval Oil Effect, it may not engage in Black Sea naval activities or use transport or invasion missions in the Baltic, but (thanks to its merchant ships) may still trace sea supply or NR units in the Baltic, though Russian sub attacks would no longer be subject to German naval or destroyer DRMs. In addition to tracking oil normally, the following events apply to German oil tracking:

- A. In the Russian Fall 1943 turn, Western Allied bombing inflicts one damage marker on Ploesti, if under German control.
- B. In the Russian Winter 1944 player turn, Western Allied bombing destroys one German synthetic oil plant.
- C. In the Russian Spring 1945 player turn, Western Allied bombing destroys the second German synthetic oil plant.

**Balkan Garrison:** In any German construction phase in which any hex in Hungary and Rumania (not including Bessarabia) is under Russian control, the German player may deploy three 3-3 infantry units and three 1-3 infantry units in any Balkan hex under his control, at no BRP cost. These units are added to Germany's force pool, i.e., they are not replacements. The German player may also deploy these units as above in his Summer 1945 construction phase.

**Western Front Garrison:** Whenever a Russian unit moves adjacent to either Essen and Cologne when they are under German control, the German player *immediately* deploys two 3-3 infantry units in each city and 3 AAF in either city at no BRP cost. These units are added to the German force pool, i.e. they are not replacements.

#### German Forces

	AAF	AT	4-6	5-6	1-3	3-3	1m3
<b>Start</b>	[20]	[1]	[10]	[1]	[3]	[17]	[1]
<b>Su43</b>	3[23]		1[11]			1[18]	
<b>Sp44</b>	-5[18]		-2[9]	1[2]		-2[16]	
<b>Sp45</b>				1[3]		1[17]	
<b>Summer 1945 or Russian control of any hex in Rumania or Hungary *</b>					3[6]*	3[20]*	
<b>Sp46</b>				1[4]			
<b>Russian Unit Moves adjacent to Essen or Cologne **</b>	3[21]**					4[24]**	

Germany also starts with 6 replacements.

\* These reinforcements may be deployed in any German-controlled hex Hungary, Rumania, Bulgaria, Yugoslavia, Albania, or Greece in the German construction phase after the event and do not count against the German UCL.

\*\* These units are deployed *immediately* in Essen and Cologne and do not count against the German UCL.

### Other German Abilities

	Winter Prep.	Forts/RHs	Airbases	UCL
Start	3	3*	3	50
Sp44		+2	3	50
Fa44			3	50 **
Sp45		+1	2	50
Su45			2	50 ^
Sp46		+1	1	50

Germany may choose between the placement of a fort or a railhead as indicated. Once a fort or railhead is placed, the German player may not reverse the decision. At most one fort and one railhead may be placed in the same turn.

Germany automatically achieves a winter preparation result at the end of any winter turn in which German forces are subject to an unmodified "7" or greater winter result (22.241).

Lastly, the German UCL may be reduced by oil effects or losses of home cities.

\* At least one railhead must be placed at start.

\*\* If Germany defends against Western Allies, UCL is reduced to 40 in Fa44, 35 in Sp45, and 30 in Su45.

^ If Germany defends Vienna, Budapest, Bucharest, and Plœsti against the Western Allies, the German UCL is reduced by 10 BRPs.

### Italian and Minor Country Forces at Start

	2-3	1-3	2-5	AAF
Italy	1		1	1
Hungary	1	6		1
Rumania	2	6		1
Finland	5			1
Spain	1			

All Italian forces and the Spanish 2-3 infantry are removed at the end of the Summer 1943 Russian player turn. Finnish forces are subject to surrender and Rumanian forces to changing sides (see special rules).

### RUSSIA

**Russian Economy:** Russian BRPs are tracked. Russia begins Summer 1943 with a BRP level of 260 (Base 95, IC s 180, 30 BRPs Western Allied economic aid in Spring 1943, -45 BRPs Spring 1943 construction). Russia s UCL (including Western Allied aid) starts at 101 BRPs. Russian IC s increase in value to 25 BRPs each in the 1944 YSS. All mobilizations have taken place.

**IC s:** Russia has 9 IC s located at Moscow, Gorky, Kuybyshev, Sverdlovsk, Chelyabinsk, Magnitogorsk, Orsk, Uralsk, and Ufa. The IC s at Dnepropetrovsk, Kharkov, Leningrad, Rostov, and Stalingrad have been eliminated/relocated.

**Oil:** Russia may not use more than 6 oil counters per turn, and may not engage in Black Sea or Baltic naval activities if it has taken the Naval Oil Effect, but otherwise Russian oil usage is not tracked.

**Western Allied BRP Grants:** Russia receives 30 BRPs in Western Allied BRP grants per turn: 10 from Murmansk/Archangel, 10 through Persia, and 10 through Siberia.

**Russian Resistance:** Both Britain and the US are at war with Germany. The Western Allies control 2 or more hexes in France starting in Summer 1944.

**Siberian Garrison:** Thanks to Japan's surrender in Summer 1945, Russia may redeploy the Siberian garrison to Europe in its Fall 1945 redeployment phase at no BRP cost. The Siberian garrison consists of 4 1-3 infantry, 4 2-3 infantry, a 3-5 armor, and 5 AAF.

**Partisans:** Russia may construct up to four partisans in Russia, Ukraine, and eastern Poland, at the rate of two partisans per turn. The first partisan built each turn is free; the second partisan is built at a cost of 2 BRPs (11.352A). Russia begins the scenario with two partisans on the board. If Russia controls any hex in Hungary or Rumania (not including Bessarabia), Russia may construct 2 communist Yugoslav partisans and 1 communist Greek partisan in any non-city hex in Yugoslavia and Greece at no BRP cost, and in subsequent turns may build one communist partisan in either country per turn for free and a second partisan at a cost of 2 BRPs. Partisans have no economic effect on Germany's BRPs.

### Russian Forces

	AAF	AT	3-5	4-5	5-6	1-3	2-3	3-3	1m3
<b>Start</b>	[20]	[1]	[7]	[2]	[1]	[16]	[10]	[26]	[2]
<b>Su43</b>	1[21]			1[3]				5[31]	
<b>Wi43</b>				1[4]					
<b>Sp44</b>	4[25]	1[2]			1[2]				
<b>Su44</b>				1[5]					
<b>Sp45</b>	5[30]				1[3]				
<b>Fa45</b>	5[35]*		1[8]*			4[20]*	4[14]*		
<b>Sp46</b>					1[4]				

Russia's CTL and Air DRM start at 2 and remain at this level for the rest of the scenario. Russia also starts with 2 partisans in any Axis-controlled hex in Russia, Eastern Poland, or the Ukraine.

\* Transferred from Siberia. These units appear in the redeployment phase and do not cost any BRPs.

**Minor Country Forces:** Rumania and Bulgaria become Russian minor allies at the end of any German turn in which Russian ground factors outnumber Axis ground factors in Rumania or Bulgaria. Bulgarian forces consist of four 1-3 infantry units and 1 AAF.

**Minor Country Partisans:** At the start of any construction phase in which Russia controls any hex in Hungary or Rumania (not including Bessarabia), Russia may deploy two communist partisans in any non-city hex in Yugoslavia and one communist partisan in any non-city hex in Greece. There is no BRP cost for these deployments. Russia may not build Greek or Yugoslav partisans prior to this deployment.

### Other Russian Capabilities

	Shock Armies	Forts/RHs	Airbases	BRP Base
<b>Start</b>	2	5*	3	95
<b>Sp44</b>	+2	+2	3	95 + Growth
<b>Sp45</b>	+2	+2	3	95 + Growth
<b>Sp46</b>	+0	+2	3	95 + Growth

\* Russia must deploy two forts in Leningrad and Moscow at the start of the scenario, but is otherwise free to choose between forts and RHs.

Russia may choose between the placement of a fort or a railhead as indicated. Once a fort or a railhead is placed, the Russian player may not reverse the decision. At most one fort and one railhead may be placed in the same turn.

Russia's BRP base is 95 at the start of the scenario. Russia's BRP base grows at a rate of 50% if Russia has BRPs remaining at the end of the year.