

Barbarroja



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Barbarroja



1.- Historical Introduction.

Operation Barbarossa was originally designed in December 1940, after the failure of the Battle of England. Hitler wanted to divide his forces and not repeat the mistake of Napoleon Bonaparte to invade such a large country by a single block of troops. Three army groups assigned to conquer large regions and cities of the Soviet Union were structured, these three initial objectives were, for the northern army group, Leningrad, for the army group Center, Moscow and for the army group South Kiev.

At the end of the preparations, the Wehrmacht had mobilized about 3.2 million soldiers to the Soviet border, along with a million soldiers from allied countries and satellites, all prepared to launch a general offensive from the Baltic Sea to the Carpathians, counting for it with Rumania and Slovakia. There was, however, a discrepancy in the objectives: while Hitler gave priority to politics and economy, wishing to join the Finnish troops in the north as soon as possible and to occupy the agricultural wealth of the Ukraine in the south, the High Command wished to destroy the Soviet military power center in Moscow, the country's main communications center. Hitler also did not have Japanese support for the campaign, since he had not consulted about it with the Japanese government that, after the attack, remained neutral in the conflict.

As a result of the operation Barbarroja, Germany and Russia, they maintained a fierce war for 4 years, which culminated in Hitler's suicide and taking Berlin in May 1945.

2.- The Barbarossa Game.

The game includes not only the period in which the Barbarossa operation took place, but the entire period of war on the eastern front from June 1941 to May 1945.

This is a strategy game, which includes the entire war period between Germany and Russia, so the entire campaign is 48 shifts from June 1941 to May 1945.

The game allows you to play in the following ways:

A/ In ONE COMPUTER the two Players in the same computer.

A.1/ For Complete Turns, each player moves all or some of their units, and at the end passes control to the opposing player.

B/ In LOCAL NETWORK with the two computers with the same local network (see Playing with Hamachi).

B.1/ In Real Time, each player can simultaneously move all his units simultaneously, in this mode the initial creation of the game indicates the maximum time a shift will last.

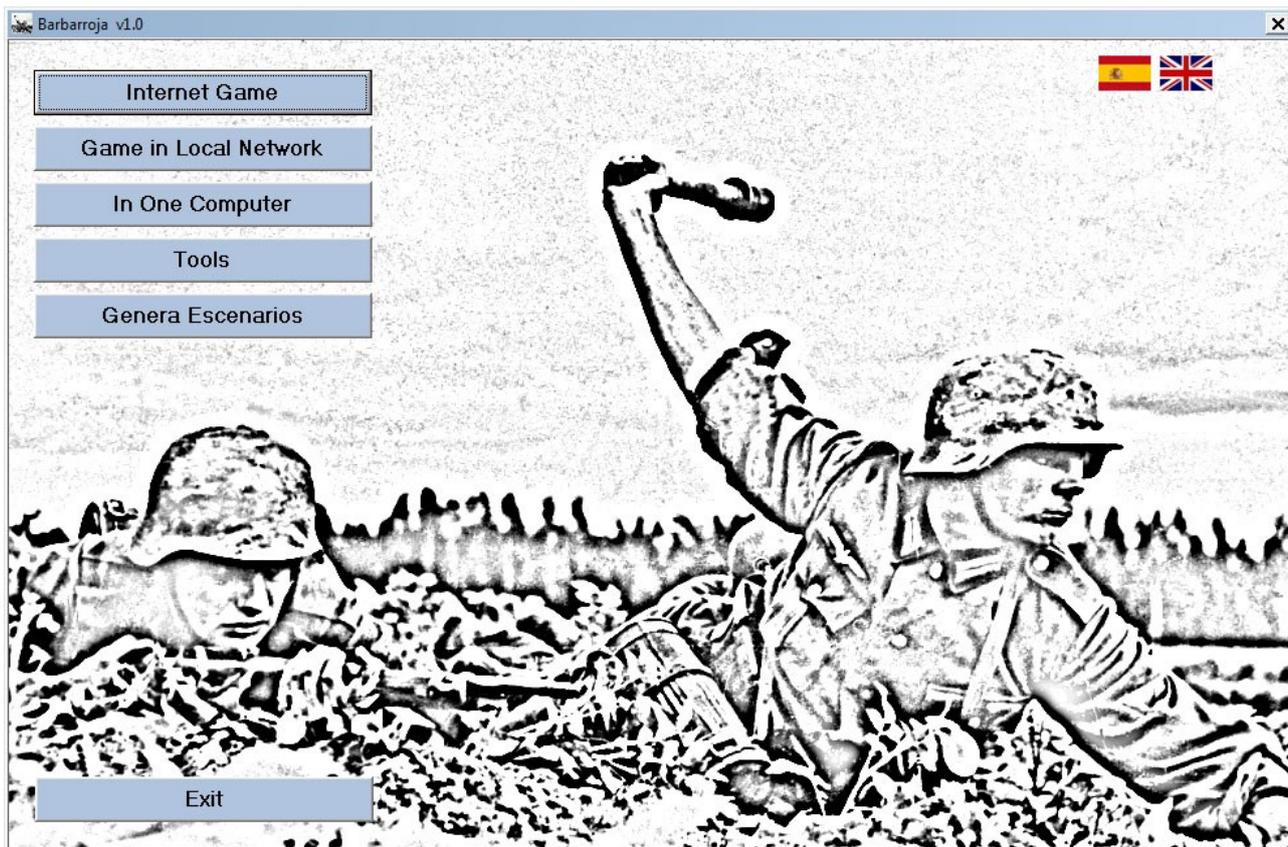
B.2/ For Complete Turns, each player moves all or some of their units, and at the end passes the control to the opposing player, in this modality in the creation initial of the game indicates the maximum time a shift will last.

C/ On INTERNET you only need access to the Internet and join a game or create it.

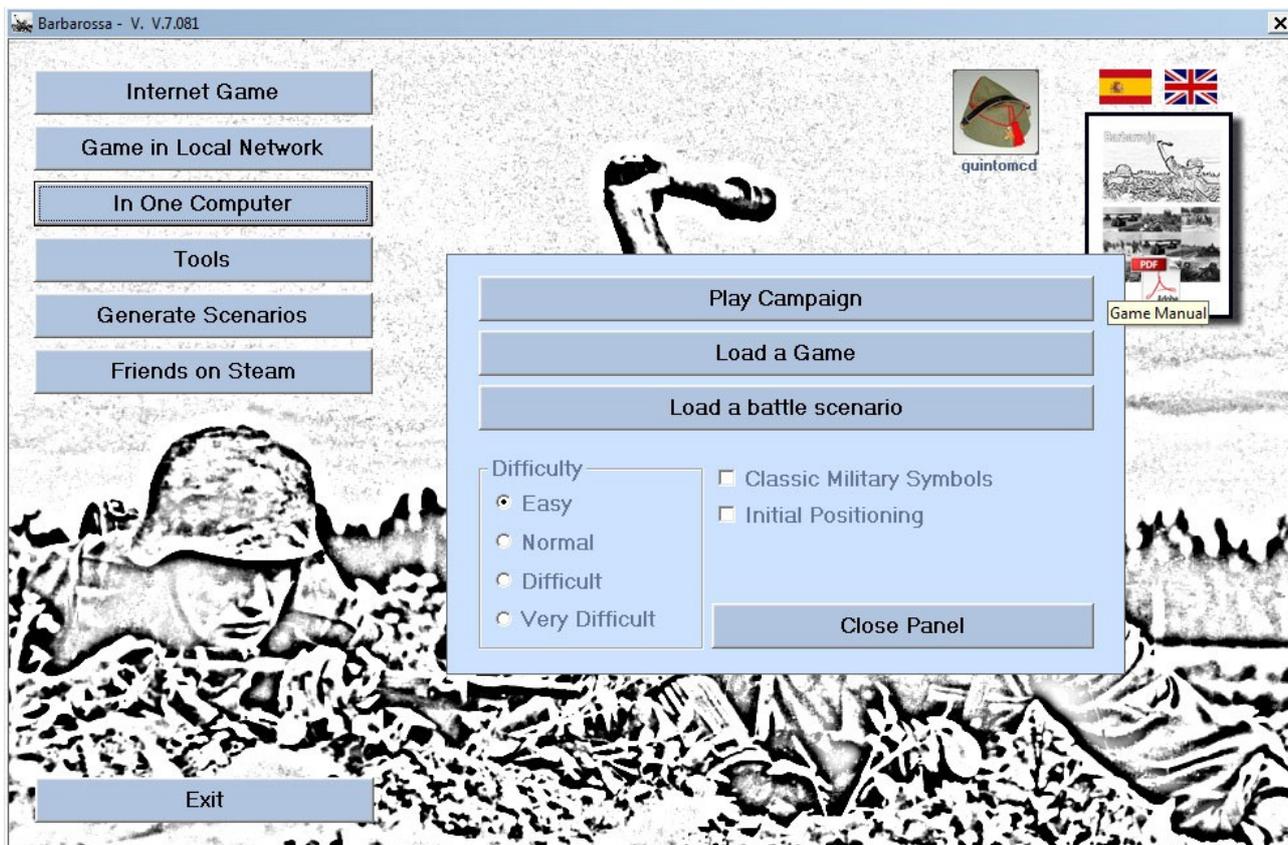
C.1/ In Real Time, each player can simultaneously move all his units simultaneously, in this mode the initial creation of the game indicates the maximum time a shift will last.

C.2/ For Complete Turns, each player moves all or some of their units, and at the end passes the control to the opposing player, in this modality in the creation initial of the game indicates the maximum time a shift will last.

3.- Playing on a computer.



By pressing the "Game on a Computer" button, the following panel will appear.



In this central panel we will have three buttons.

The first "Play campaign"

This button allows us to play the entire campaign (48 turns) from June 1941 to May 1945.

The second "Load a Game"

It allows us to recover a previously saved game

The Third "Load a Stage"

This button allows us to play a Scenario, which may well be one of those already in the game or one that we ourselves have created.

Below these buttons we have several options available:

"Initial Positioning" if we mark it, we will have an initial turn where we will have to place our units, in the positions that we want, this option affects both the game on a computer and the game on the Internet and Local Network.

Initially in the individual game we will always face the I.A., for this we can choose the side by selecting the flag we want.

If we press "Deactivate I.A.", two human players will be necessary to play, the I.A. of the computer will not act.

In the left part we have the Difficulty, this difficulty only affects the game in a computer, because in the game in Red the player who creates the game decides the level of difficulty.

"Easy"

The two players can see the enemy units, their FC and FM.

"Normal"

The two players see the opposing units, but they can not see the FC or FM of the opposing units

"Difficult"

None of the players see the opposing units, only when it contacts the control area of an enemy unit, it will be displayed, with its FC and FM, if at next turn the enemy unit visible is not in its own control zone will no longer be visible to the player acting at that time.

"Very difficult"

None of the players see the opposing units, only when it contacts the control area of an enemy unit, it will be displayed, but unlike the Difficult option, neither the FC nor the FM will be seen, if the enemy unit next turns visible is not in its own control zone will no longer be visible to the player acting in that moment.

Finally with the "Close Panel" button, we will close this panel.



When the I.A. with German or Russian, we will see a box in the upper left corner like the one in the image. In this box we will have three color bars.

Bar "F" indicates the relationship of the combat points of all units that are 4 hexes from the front.

Bar "M" indicates the relation of the combat points of all the units that are in the Map.

Bar "O" indicates the relationship of the Objective Points that each of the sides has.

In this panel we can see in the upper part a list with all the players that are connected to the server on the internet or to the local server if it is the local network game.

To create a new game press the button on the right "New Game", and a window similar to the one in the image below will appear.



In this window as in the Game on a computer, we can select the "Difficulty", the "Modality" that as in the game on a computer we can play with "Full Shifts" or "Real Time".

Only in the Game on the Internet or Local Network we can select the "Simultaneous" or "Real Time" modality, which allows the two players to move and attack simultaneously, which adds a greater game realism.

We have the possibility to mark the option "Initial Positioning", with what during the first turn we can place the units that correspond in the Scenario in the positions we want whenever it is within the territory controlled by our side.

In the game on the Internet or Local Network, each turn can only have a predetermined time, in order to prevent the game from being suspended due to the absence of one of the players. In this panel we can set the "Time per Turn", by default it is set to 8 minutes, we must bear in mind that if we choose the full Turn mode, it would be 8 minutes for each Player.

This timer (see image below), is divided into three parts, the first is the sequence of Movement and Attack that will be 60% of the time of the Turn, and the other two parts Reinforcement and Rail Movement, will be 20% of the time. At the end of each period the application will jump automatically, however we can shorten that time by pressing the button on the right to jump to the next sequence.

In the case of Full or Partial Turns Game, if we do not want to move any more and still have several pending actions, we can press the flag that we have in the upper left to return control to the opposing player.

To join a game already created by a player, simply click on the game that should appear in the



lower list "Games List", in green and with the "Nº Players" 1/2. and press the "Join the Game" button

When we join that game we can chat with the host of it, however we recommend the use of Skipe or another similar communication application.

The screenshot shows a game lobby interface. At the top, there is a "PLAYER NAME" field containing "JUGADOR 2168" and a "Connect Player" button. Below this is a "Lista de Jugadores ..." table with columns for ID, Player Name, and Time. To the right of this table is a "Connected" status indicator and a "New game" button. At the bottom, there is a "List of Games" table with columns for ID, N., Game Name, Nº Play..., Difficulty, Minu.,T..., and Turn start. There are also "Join the Game" and "Refresh List of Games" buttons.

ID	Player Name	Time
54409	JUGADOR 2168	06-01-2018 19:28:02
54375	JUGADOR 2509	06-01-2018 19:27:37
54384	JUGADOR 3292	06-01-2018 19:27:43

ID	N.	Game Name	Nº Play...	Difficulty	Minu.,T...	Turn start
54375	Ger	Operation Barbarossa...	1/2	Easy	8 min.	June 1941
54384	Ger	Operation Barbarossa...	1/2	Easy	8 min.	June 1941

When we create a new game on the Internet or Local Network, we can play the Campaign or load an existing Scenario (Battle) or that we have created (See Scene Generator), we can also load a game that previously we had been playing and saved .

5.- Game Options.

If we click on the "Tools" button of the main menu, a panel will appear where we can indicate the movement form of the map within our Scenario, and the number of points necessary for a general to obtain a medal, the medal points of the general, they are achieved when a fight is won, you get one point for each FC lost by the enemy, however if we lose the battle, the general's score will decrease by a number equal to the number of FC lost.

We can also modify the Replacement Points that are applied, this will make depending on the number of own cities under control increase or decrease the replacements (recovery of units lost during the combat).

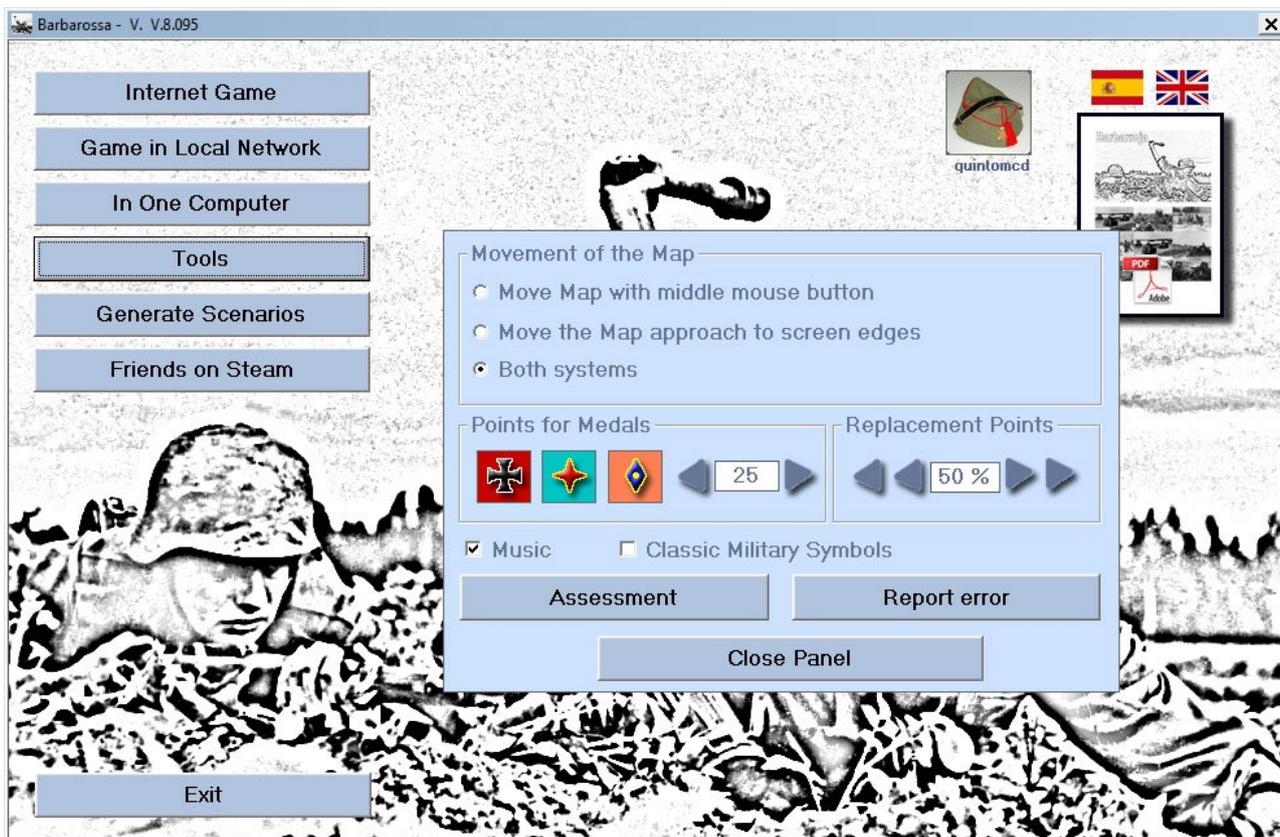
This means that although initially each general comes out with random points, already assigned by the game, throughout the campaign, they can increase or decrease their number of medals, with a maximum of 3 medals and a minimum of 0.

In the upper right we have two flags, which will help us to select the language of the game. So far, only English or Spanish are available.

"Classical Military Symbols" if we mark it we will use the classic symbols that are used in NATO (see Types of Axis Units and Types of Russian Units).

"Music" if we mark it we will have background music in the game.

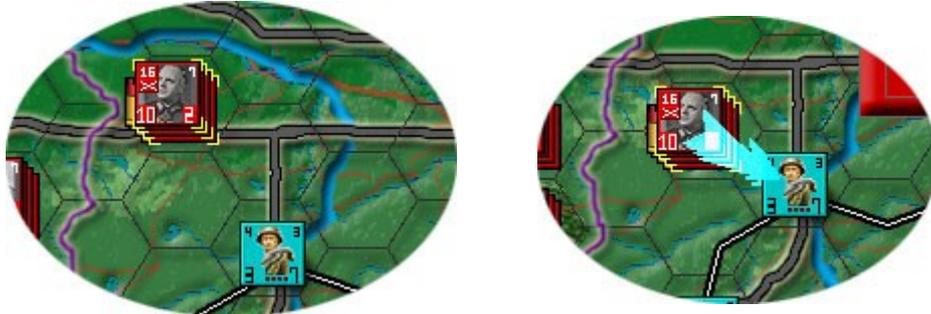
Finally by pressing the "Close Panel" button, this panel will close.



6.- Sequences of Turn.

A/ Movement & Combat

It allows you to move all the units whose FM (movement factor) allows you to access the adjacent hexagon depending on the terrain. It also allows you to attack all enemy units that are in an adjacent hexagon.



B/ Reinforcements & Replacements

It allows to introduce the reinforcements in the map, these reinforcements represent units that were historically available in the month of the corresponding turn. It allows introduce the Replacements, these units, will be units that are recovered after having been eliminated 3 turns before, if we have enough points (See Sequence of Reinforcements and Replacements).

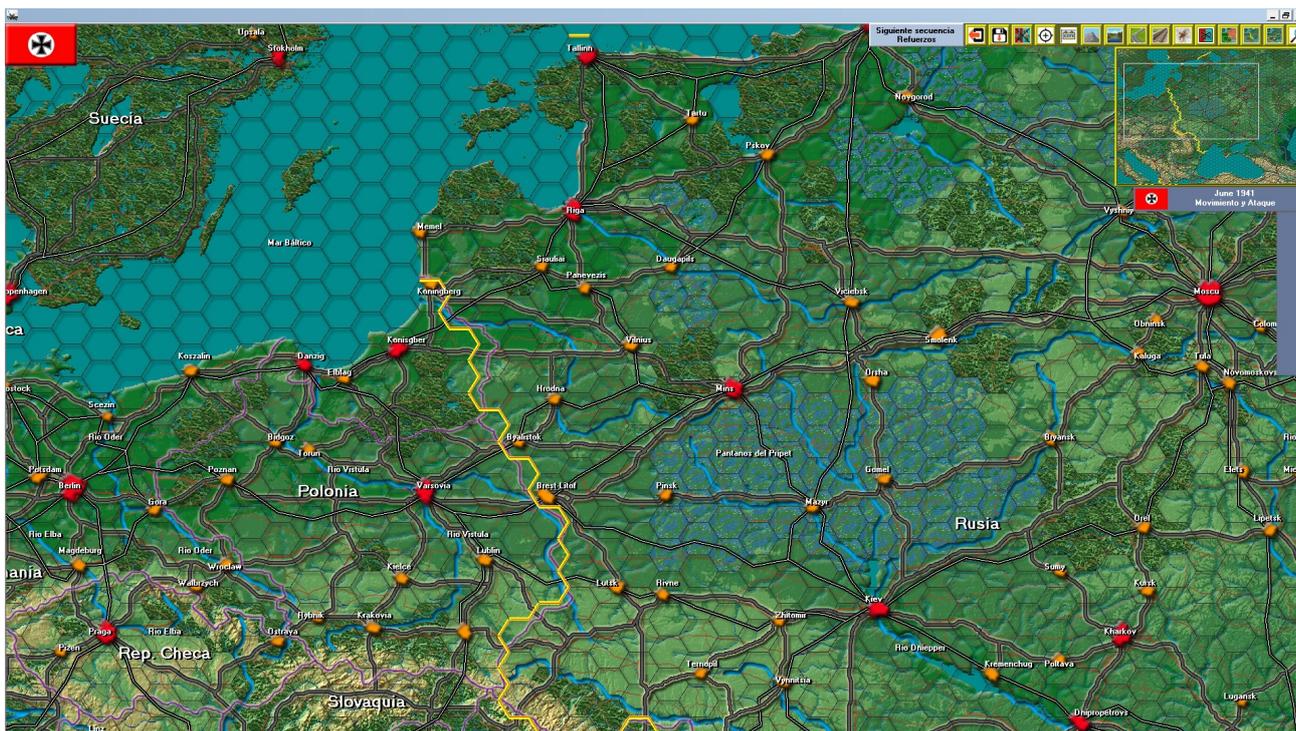


C/ Railway Movement

It allows to move all the units that we have introduced during the previous phase, as long as these units are in a railroad hex. As well we can select units already existing in the Map, and that are in a railway hexagon, to proceed to move them through the rail network, the ability to move units that are already on the map depends on the Climatology (See Climatology). There is no limitation of movement due to terrain nor does it affect the Movement Factor (FM) of the unit.



7.- The Game Scenario.



This scenario represents the whole Eastern part of Europe from the center of Germany to the mainland of Russia. It consists of 63 horizontal hexagons and 41 hexagons Vertical, which makes a total of 2,583 hexagons. Of these hexagons, all the hexagons that represent only sea are not transitable, neither are those Hexagons that belong to neutral territories that are Turkey in the Southeast and Sweden in the Northwest.

In the Scenario the main cities are represented, as well as the main road and rail routes.

In the upper right part we have the control panel of the Map that allows to modify the appearance of the same, and that we will go into detail.



It allows to leave the game.



It allows to save the game.



It allows to see the lost units.



Allows you to see the objectives of the game



It allows to see the names of the cities, rivers and territories of the scenario.



Allows you to see the mountain hexagons of the stage.



Allows you to see the river hexagons of the stage.



Allows you to see the road hexagons of the stage.



Allows you to see the railroad hexagons of the stage.



It allows to see the hexagons of cities of the scenario.



It allows to see the units that have not moved in the current turn.



It allows to color the territories occupied by each player.



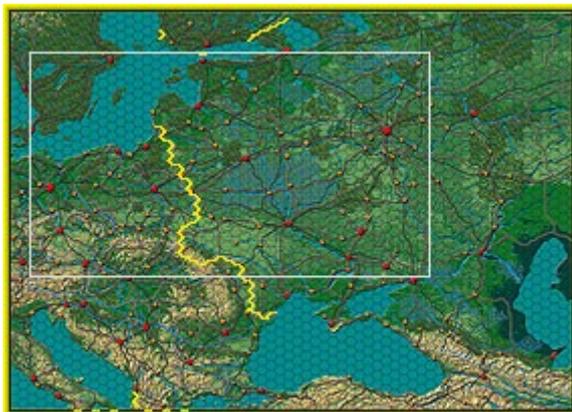
It allows the situation of the battle front.



It allows to hide or show the mini map.



It allows to see the whole map.



The mini Map allows us to visualize the part of the scene that is visible at a given moment can be made visible with the button



Following sequence Reinforcements

The sequence button appears on the left side of the map control panel, and allows us to skip the sequence, at any time we want. If we are playing on the Internet or local network, each turn will be limited in minutes, and the sequence jump will be done automatically at the end of your time.

The Turn Panel, is always visible and indicates the turn in which we are playing in the upper part (June 1941) and in its lower part the sequence (Movement and Attack).



The Panel of General, only appears when we select a unit or several in a hexagon where there is a general, and indicates the commanding general, its effect on the combat and the army that commands. In the image below it is 2º Ejercito Panzer, the general is Heinz Guderian and has two stars (See Generals).



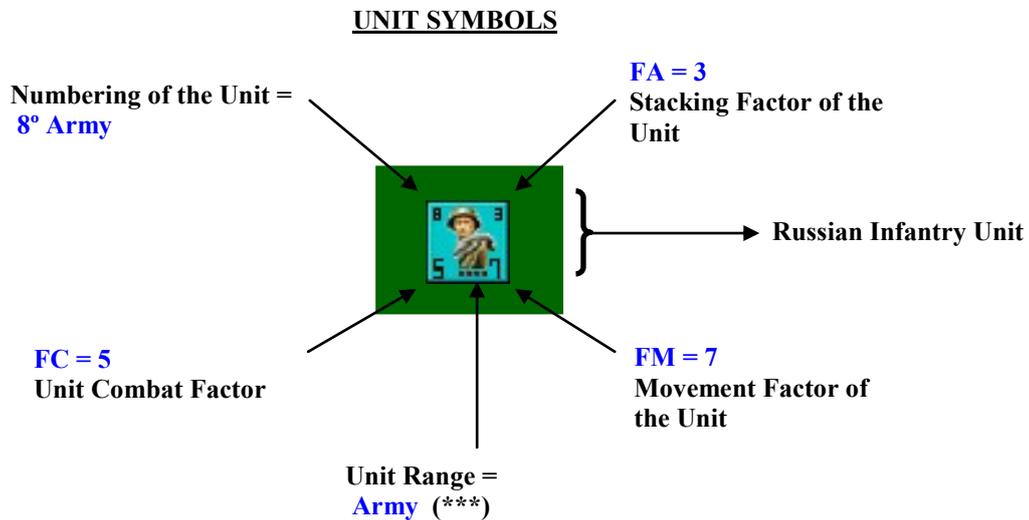
The Panel of Selected Units will always be visible and the existing units will be displayed within a hexagon that we have selected. In the case of the image in the hexagon there are four units. With this panel we can select (see image on the right) one or more units by clicking on each of them, in such a way that the selected units will present a yellow box, being able in this case to move or attack only those units. If we place the cursor on the unit we will know its historical name.



8– The Units of the Game.

All the tiles are represented by a characteristic graphic of the unit they represent.

Also in the lower part we have the combat factor on the left, and on the right the movement factor, in the upper left the numbering of the Unit and in the upper right the capacity of stacking.



ADDITIONAL SYMBOLS OF THE UNIT



These additional symbols will only be visible when the conditions for their display are met.

(*) Capacity Attack



Each unit can only attack once per turn in the Movement and Attack phase, units that have not yet attacked will have this symbol

(**) Selected Unit



Whenever we select a Unit, this box will appear yellow around the unit

(***) Unit Range It is represented by the points that appear at the bottom.

Types of Ranges

* * * * Army
* * * Army corps
* * División

(****) Out of Supply Unit



This symbol will only appear when the unit is out of supply (see Units Supply)

9– The Special Units.

In addition to the units described on the previous page, there are a small number of units with special characteristics.



German Army Group, these units move like the rest of the ground units of the game with the same limitations depending on the terrain, their stacking factor is 1, with their FC also of 1 and their FM of 14. These units In direct combat they are not very effective, since their FC is very small, however they have another very important quality, at the beginning of each turn, the Air Interdiction units will appear in the adjacent hexes.

It is important not to lose the units of Army Group, since for each unit that we have in the scenario (we can have up to 3 north, center and south) an Air Interdiction unit will enter the beginning of the turn, so it convenient to keep these units far from the front but not too much, since the air interdiction units only have an FM of 20, and their consumption per hexagon is 1.



In the case of the Germans, the Air Interdiction units will appear, these units historically represent the aerial potential of the German army, so they will be available automatically depending on the turn we are in, and their value will decrease as the turns advance , thus reflecting the loss of air control by Germany throughout the campaign.

These units have a FC with a + symbol, in principle these units can not attack alone, they can only do it in an attack with ground units, the number that appears behind the + indicates how many times the attacking factor of the attacker is added. They can only intervene in attacks, not defenses.

When a combat ends with an air interdiction unit, it disappears and will only be available in the next turn if the weather conditions allow it (see table below)

GERMAN AERIAL INTERDICTION TABLE

 Turns	Clear	Mud	Snow
June 1941 = December 1941	+3	+2	-
January 1942 => December 1942	+2	+1	-
January 1943 => December 1943	+1	+1	-
January 1944 => November 1944	+1	-	-
December 1944 => May 1945	-	-	-



Russian Army Group, these units move like the rest of the ground units of the game with the same limitations depending on the terrain, its stacking factor is 1, its FC is also 1 and its FM is 14. These units in direct combat like the Germans are not very effective, since their FC is very small, however they have another two very important qualities, at the beginning of each turn, other special units will appear in the hexagons adjacent to the unit.

It is important not to lose the units of the Army Group, since for each unit we have on the stage (we can have up to 3 north, center and south) an Air Interdiction unit and a unit of Katiuskas will enter at the beginning of the turn, for it is convenient to keep these units away from the front but not too much, since the air interdiction units only have an FM of 20, and their consumption per hexagon is 1.



In the case of the Russians, the Air Interdiction units will appear, these units historically represent the aerial potential of the Russian army, so they will be available automatically depending on the turn we are in, initially they will not be available, but they will increase as the turns advance, reflecting the increase in airspace control on the part of the Russians as the campaign progressed.

These units have a FC with a + symbol, in principle these units can not attack alone, they can only do it in an attack with ground units, the number that appears behind the + indicates how many times the attacking factor of the attacker is added. They can only intervene in attacks, not defenses.

When a combat is finished with an air interdiction unit, it disappears and will only be available in the next turn if the weather conditions allow it (see table below)

RUSSIAN AIR INTERDICTION TABLE

 Turns	Clear	Mud	Snow
June 1941 = December 1941	-	-	-
January 1942 => December 1942	+1	-	-
January 1943 => December 1943	+1	+1	-
January 1944 => November 1944	+2	-1	-
December 1944 => May 1945	-2	-1	-1



In the case of the Russians, the units of Katiuskas will appear, these units will not be available in the first turns of the game (see table), but they will appear next to the Russian Army Groups (up to a maximum of three 1 for each Army Group).). These units have all the normal limitations in terms of stacking and terrain effects, their FM is high (18), and they add the sum of a full FC, they can only be used in Attack, in defense their FC is 1.

When a combat is finished with a unit of Katiuskas, it disappears and will only be available in the next turn if the weather conditions allow it (see table below)

RUSSIAN KATIUSKAS TABLE

 Turns	Clear	Mud	Snow
June 1941 = December 1941	-	-	-
January 1942 => May 1945	+1	+1	+1



The Partisans, are a type of card that can not be moved, they enter the game for the reinforcements and when they are eliminated by German units they will be available in the next turn in the replacements, their only purpose is to hinder the railway movement, for what must be put on occupied Russian territory. German units that are transported by rail can not pass through that hex. The partisans are not affected by the supply.



The leaders begin the game in Berlin and Moscow respectively, they can be moved by rail, in the Campaign game, if the leader is lost, the opposing player wins the campaign.

10.- Type of Units of Germans & Allies.

		German Panzer Army Corps
		German Infantry Army Corps
		Group of German Army
		German Armored Infantry Corps
		German Mountain Infantry Army Corps
		German leader Hitler
		Allied Mountain Infantry Army Corps
		Allied Armored Infantry Corps
		Allied Cavalry Army Corps
		Allied Infantry Army Corps
		Army Corps of Allied tanks
		German Armored SS Infantry Corps
		German Panzer SS Army Corps
		German Infantry SS Army Corps
		German Cavalry SS Army Corps
		German Mountain Infantry SS Army Corps
		German Air Interdiction Unit
		German Cavalry Army Corps
		German Army Command
		German Panzer Army Command
		Allied Army Command

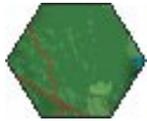
11.-Types of Russian Units.

	Russian leader Stalin
	Group of Russian Army
	Army Corps of Russian tanks
	Russian Infantry Army
	Russian Cavalry Army Corps
	Division of Russian Partisans
	Cavalry Army Corps of the Russian Guard
	Russian Guard Infantry Army
	Army of tanks of the Russian Guard
	Russian Air Interdiction Unit
	Unit of Russian Katiuskas
	Army of Russian tanks
	Command of Russian Fronts (equivalent to command of German Armies)

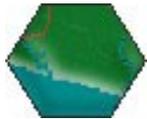
12.- The Hexagons of the Terrain.



Sea hexagon



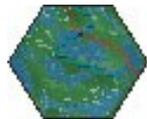
Cleared terrain hexagon



Coast hexagon



Forest hexagon



Swamp hexagon



Mountain hexagon



River hexagon



Road hexagon



Railroad hexagon



Big city hexagon



Small city hexagon

13.- The movement.

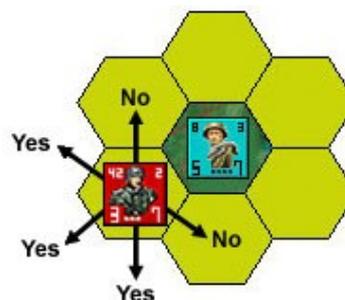
2 types of movements are different:

Movement of Terrestrial Units, is limited to non-sea areas, and is affected by the characteristics of the terrain and the proximity of enemy units, as well as their capacity of stacking, they can not move through neutral zones, it is applicable to all the units except the Air Interdiction units.

Movement of Air Interdiction units, can be moved around the whole scenario, both sea and land, except the neutral zones, it does not affect the characteristics of the terrain, only the stacking limits affect them, they can move through areas of enemy control and move between them.

Effects of Terrain on Movements

The effects of the terrain on the movement depend on the face that we enter in a given hexagon, for example if we enter a road hex on the side of the road, it will only cost 1 point if we do it on the other hand without the road will cost 2 or 4 points if the hex is mountain.



All units have a control zone formed by the 6 adjacent hexes, one unit can NOT move from one enemy control zone to another enemy control zone.

Cost of the Movement of Land Units

	Clear	Forests (*)	Swamps	Mountains
Roads examples				
Railways examples				
Rivers examples (**)				

(*) In the case of Forests the infantry units have a movement cost of 2 and the units of carts or Pnzers have a cost of 3.

(**) All Terrestrial Units that enter a river hex, by any side that do so, will cost 3.

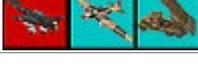
EFFECT OF GROUND IN THE MOVEMENT OF THE LAND UNITS

Type of Land of entrance	F.M.
Road Entrance (any terrain)	-1
Railroad Entrance (any terrain)	-1
River Entrance (any terrain)	-3
Entrance by Mountain without Highway or Railway	-3
Entry into swamps without roads or rail with Clear Weather or Mud	-3
Entry into swamps without roads or rail with Snow Weather	-2
Entrance in big or small city by road or rail	-1
Entrance in City big or small without road or rail (depends on the land)	-2 o -3 o -4
Neutral ground	It does not move
Sea	It does not move

EFFECTS OF THE GROUND ON THE MOVEMENT OF THE AIR UNITS

Type of Land of entrance	F.M.
All land included sea (Own or Enemy)	-1
Neutral terrain	No Mueve

STACKING FACTOR FOR HEXAGONS IN THE UNITS

Type of unit	F.M.	
Leaders Hitler y Stalin	0	
German Armies Groups and Russian Fronts	1	
German armies and Russian fronts	1	
Russian armies ****	3	
German Army Corps, Allies and Russians ***	2	
Air Interdiction Units and Katiuskas	0	

The maximum number of stacking points in a hexagon is **7**

The maximum number of units in a hexagon is **6**

Therefore you can stack 3 units that have stacking factor 2 in the same hexagon plus one unit with 0 stacking and one with 1 stacking.

14.– The Attack (Resolution of Combats).

The resolution of the combats, will be made at any time of the Movement and Attack phase, for it vastly with selecting the cards that attack (with the left button) and pressing on the unit or units that we attack. The attacked units must be in a hexagon adjacent to the hex of the attacking units.

The F.C. (Combat Factor) of the DEFENDER will be affected by the terrain type of the hex where you are, below these lines you can see the effect table of the FC of the defender depending on the terrain of the hexagon.

Type of Land	F.C. of the Defender
Defender in terrain Cleared (with and without Road)	FC * 1
Defender outside the River and all the Attackers in the River	FC * 2 (*)
Defender outside the river and only some attackers in the river	FC * 1
Defender in the River	FC * 1
Defender in Mountain	FC * 2
Defender in Big City	FC * 2
Defender in Small City	FC * 1.5 (**)

(*) This doubling of the FC of the defender only applies if ALL the attacking units are in the Rio hex, if any attacking unit is not in a Rio hex, the FC of the defender would be FC * 1.

(**) In the case of a combat factor 5 when applying the formula $FC * 1.5$ the result will be rounded by default, ie $FC = 5 * 1.5 = 7.5 \implies 7$ seven will be the combat factor resulting from the defender.

In the combat resolution sequence, the attacker can choose which units of a hex where they are stacked, will attack to which hexes, he will select the units he wants or all of them and he will indicate the hex they are attacking, once this is done they will appear a arrow for each unit that attacks.

Once this is done, a battle box similar to the one in the lower image will appear, in that box we will have different values that we will detail.

Real FC once the modifiers are applied in this case the FC (36) is added twice by the two stars of the General

Sum of the FC of the ATTACKING

Elements that affect the FC in this case two stars of the General

Result of the attack once the ATTACK button is pressed

Units eliminated as a result of the Attack

Attack button, solve the attack by pulling the lower die

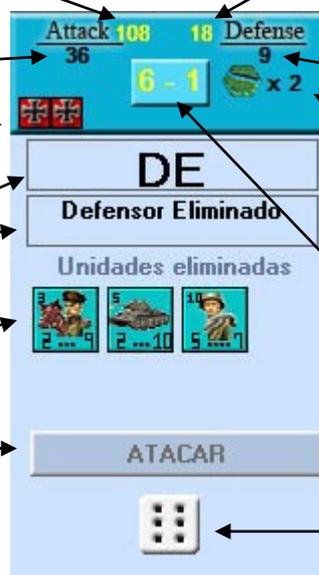
Real FC once the modifiers are applied in this case the FC (18) is added twice because the attacking units are in River

Sum of the DEFENDER FC

Elements that affect the FC to the defender in this case to be the attacking units in Rio doubles the FC of the defender

Combat ratio to apply in the COMBAT TABLE

Outcome of the Attack dice





Example of ATTACK, in this case a total of 7 German units (4 in a hexagon and 3 in the other), attack a Russian unit, there are no advantages of either the attacker or the defender, the attack ratio of 5-1 since if we divide the FC of the attacker (25) by the FC of the defender (5) the result is 5 that is to say the FC resulting from the attacker is 5 times superior to the defender.

So when we press the attack button, the die will give a result between 1 and 6 and we can see the result of the attack in the table.

TABLA DE ATAQUE

	1-5 1-9	1-3 1-4	1-2	1-1	2-1	3-1	4-1	5-1 6-1	7-1 9-1
1	AE	AE	AE	A2	A1	AR	DR	D1	D2
2	AE	AE	A2	A1	AR	DR	D1	D2	DE
3	AE	A2	A1	AR	DR	D1	D2	DE	DE
4	A2	A1	AR	DR	D1	D2	DE	DE	DE
5	A1	AR	DR	D1	D2	DE	DE	DE	DE
6	AR	DR	D1	D2	DE	DE	DE	DE	DE

- AE = Attacker completely eliminated
- A2 = Attacker loses two units (if any)
- A1 = Attacker loses a unit
- AR = Attacker retreats 2 hexes (all units)
- DR = Defender retreats 2 hexes (all units)
- D1 = Defender loses a unit
- D2 = Defender loses two units (if any)
- DE = Defender completely eliminated

* Units Attack if they can not withdraw because they do not have hexes to do so remain in the hexagon attacked.
 ** Units Defender that can not withdraw will be eliminated.
 All units can only withdraw through an empty hex that is not in enemy control zone

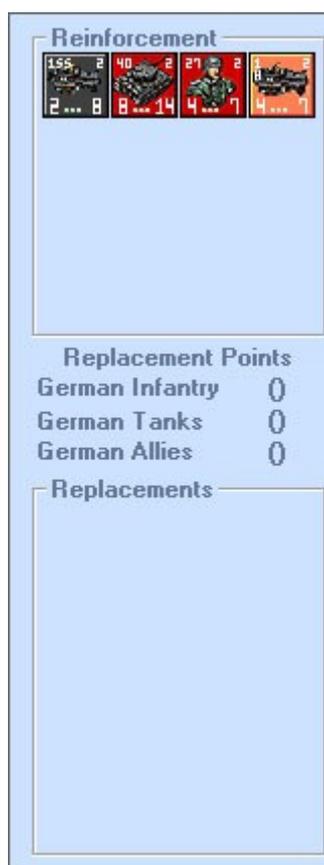
ELEMENTS THAT AFFECT THE FC OF THE ATTACKER

- General Russian star FC + FC
- Russian Air Interdiction FC + FC
- Russian Katiuskas FC + FC
- German General Star FC + FC
- German Air Interdiction FC + FC

ELEMENTS THAT AFFECT THE FC OF THE DEFENDER

- Defender is in Mountain FC + FC
- Defender is not in Rio and Atacantes are all in Rio FC + FC
- Defender is in Big City FC + FC
- Defender is in Small City FC + (0.5 * FC) (rounded by default)

15.- Sequence of Reinforcements and Replacements.



In the sequence of reinforcements and replacements, it will proceed to place the ...

Reinforcement. When we press the unit that we want to introduce, in the Scenario the hexagons where we can place the unit will be colored in a dark violet color. In the case of German reinforcements, they can be placed on the left side of the stage and in large German cities that are under German control. In the case of the Russian Reinforcements, they may be placed on the right side of the stage and in the large cities that are under Russian control.

Replacements. Like the reinforcements when selecting it, the hexagons will be colored where we can do it. In the Replacements, the units that have been eliminated more than 3 turns will be available, and we will only be able to place as many units as they add their FC until reaching the Replacement Points and without exceeding them. Example if we have 13 points of German Infantry, we can introduce three units of FC = 3 and one of FC = 4, or two units of FC = 5 and one of FC = 3, in no case being able to exceed the number of points that let's have in this case 13.

Las unidades de Reemplazo se cogerán de las unidades que se hayan perdido hasta ese momento y que hayan sido eliminadas tres turnos anteriores. Para calcular

CALCULATION OF THE REPLACEMENTS

The game will automatically perform the calculations to determine the replacement points of each type.

The replacements are calculated from the large cities held by the player but belong to their country, ie Germany has only 4 cities (including Vienna that was annexed in 1938), while Russia is 16. If a Russian city is occupied, will not generate replacements in that turn the player only loses the replacements the Russian player, and the same happens if a German or Allied city is occupied by the Russians, only the German player loses the replacements.

CITIES WITH REPLACEMENT CAPABILITIES

Germans	4	Cities
Romanian	1	City
Czech Republic	1	City
Hungary	1	City
Finland	1	City
Italy	2	Cities
Total Jugador Alemán	10	Cities
Total Jugador Ruso	16	Cities



There are four types of REPLACEMENT points:

Infantry and Tank Russian Replacements

1 point is accumulated if we have 100% Replacements for each Large City in its power at the end of the Turn, that is, with all the cities in its possession it can generate 16 Points (16 * 1) per Turn, these points are valid both for Infantry and Tank.

German Infantry Replacements

1.68 point is accumulated if we have the 100% Replacements for each Large City in its power at the end of the Turn, that is to say with all the cities in its power it can generate 5,52 Points (1.68 * 4) per Turn, these points are valid only for the German Infantry.

German Tank Replacements

0.67 point is accumulated if we have the 100% Replacements for each Large City in its power at the end of the Turn, that is, with all the cities in its possession it can generate 1,68 Points (0.67 * 4) per Turn, these points are valid only for the German Tank.

Infantry and Tank Replacements of the German Allies

It accumulates 0.32 point for each Big City (100%) in its power at the end of the Turn, that is to say with all the cities in its power it can generate 1.68 Points (0.32 * 6) per Turn, these points are valid for the Infantry and the Tanks.

These calculations try to reflect that in 1941 Germany had a greater productive capacity in its industry, so its annual production capacity is approximately 66 points for the infantry and 20 points for the cars in total 86 points per year with 100% of Replacements and without losing any City.

The capacity of Germany's allies is lower and for that reason an annual capacity of 23 points has been estimated with all the cities in its power for both infantry and for cars with 100% Replacements and without losing any City.

Russia by its extension with 16 large cities, had a lower industrial capacity (1 point for each city and shift with 100% of replacements), but due to the number of cities its total infantry capacity and cars included will be 192 points annual At the beginning of the war, the Russians suffer the loss of important cities such as Kiev, Mins and Odessa, among others, so initially their replacement capacity will be lower.

These values can be modified in Tools by modifying their percentage.

GERMAN REINFORCEMENTS



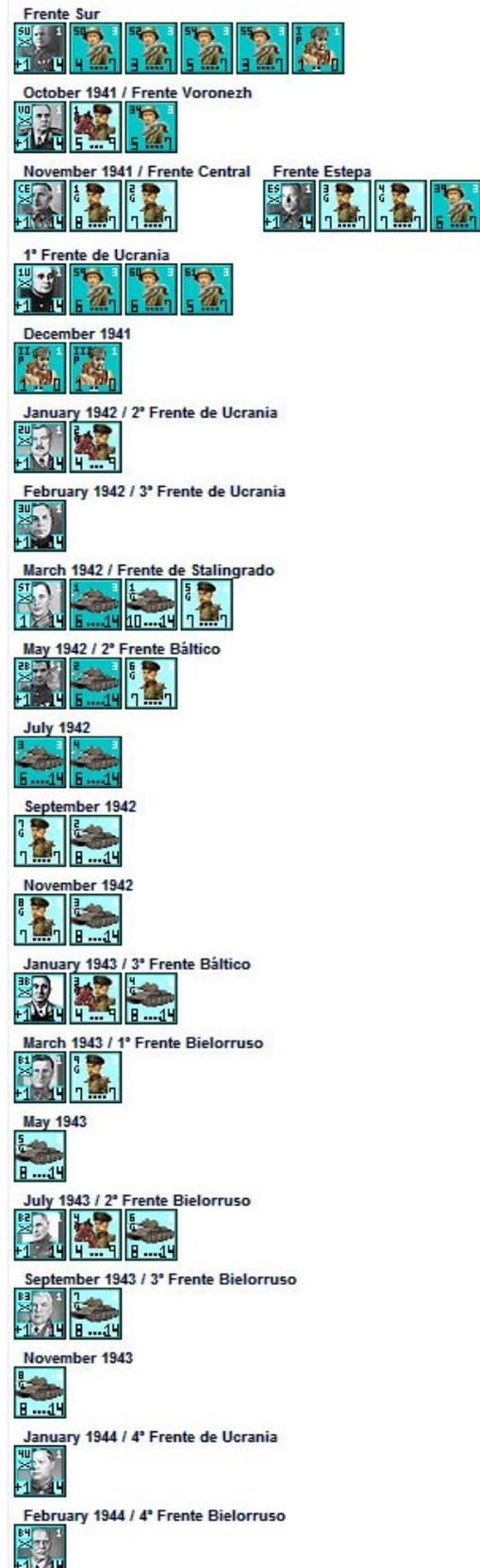
RUSSIAN REINFORCEMENTS



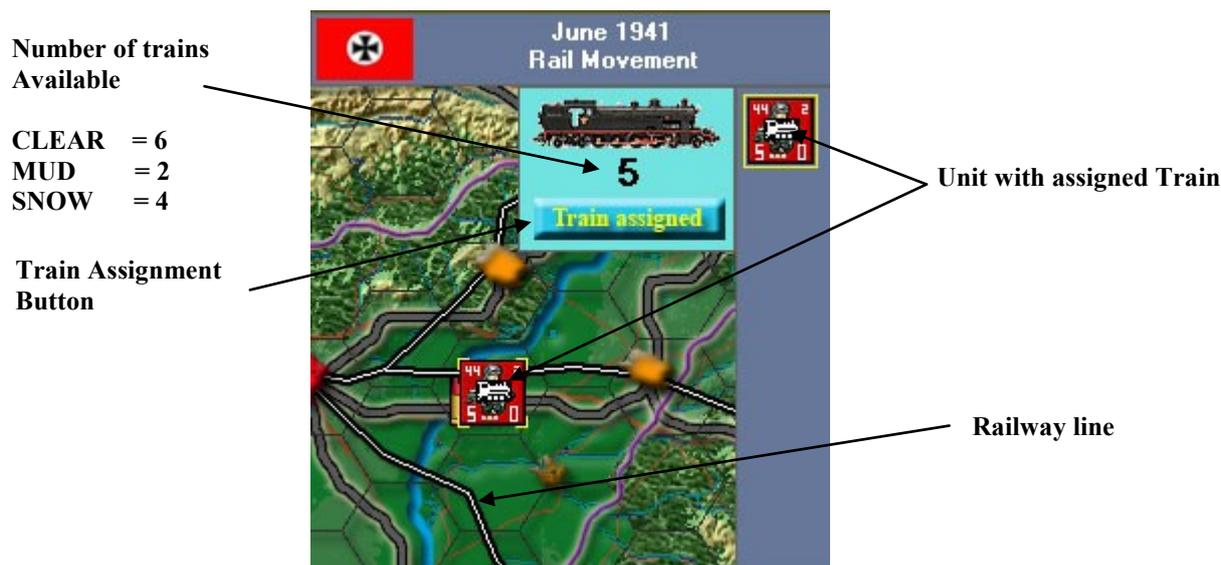
GERMAN REINFORCEMENTS



RUSSIAN REINFORCEMENTS



16.- Railway Movement Sequence.



This movement only affects the land units.

All Replacements and Reinforcements that have entered that turn may be moved, provided that they are in a railroad hex without any limitation.

The rest of the units that are in the Scenario in the turn sequence of the Railway Movement, will be able to move a maximum of 6 pieces (with clear time), which are in a Railroad hex. For this we will select the unit in the Scenario. If there are several units that are in the same hexagon we can select the ones that we want in the unit selection panel shown on the right. Once this is done we will press the Train Assignment button, and the number of available trains will decrease in as many units as we have selected, in the above example we have selected a unit therefore of 6 available trains we have passed to 5. When a unit a train has been assigned to it, this will have a graphic (white locomotive) in the center of the unit, which will indicate that we can move it to any place within the occupied territory whenever there is a rail connection.

You can move all the hexes you want, as long as they comply with the following rules:

- A/** Starting from a railroad hexagon, either in the city or in any other type of terrain that contains a railway line, provided that the hexagon is not within an enemy control zone.
- B/** That in no case have to go through enemy unit or zone of control.
- C/** They can move even if they exceed the stacking limit, not being able to finish the Displacement in a hexagon if said stacking limit is exceeded.
- D/** They will not be able to finish the movement in enemy Control Zone, they will have to finish it before reaching that area.
- E/** Even if we finish the movement, we can always move that other position again if we are inside the railway movement sequence.

17.- Climatology.

The climatology affects only the movement of the units, there are three types:

CLEAR

With this climate all the units have the capacity of movement in full (if they are supplied, see Supply of Units).

MUD

With this climate all units have 40% of their capacity to move in a climate of clear weather (see Units Supply).

As an example, a unit that has FM = 7 would be modified to FM = 2, since it is rounded by default $7 * 40/100 = 2,8 = \text{int}(2,8) = 2$

SNOW

With this climate all the units have 60% of their capacity of movement in a situation of clear weather (see Supply of Units).

As an example, a unit that has FM = 7 would be modified to FM = 2, since it is rounded by default $7 * 60/100 = 4,2 = \text{int}(4,2) = 4$

The Climate will be random but always taking into account the month to which belongs the turn (see table).

Month	Percentage of probabilities
January	100% Snow
February	66% Snow 33% Mud
March	33% Snow 33% Mud 33% Clear
April	33% Mud 66% Clear
May	100% Clear
June	100% Clear
July	100% Clear
August	100% Clear
September	33% Mud 66% Clear
October	50% Mud 50% Clear
November	33% Snow 33% Mud 33% Clear
December	66% Snow 33% Mud

CLEAR



MUD



SNOW



18.- General.



When we select a hexagon in the scenario where there is a General, we will display a panel like the one in the image above, in which we can know which unit it is (Army in the German case or Front in the Russian case), we will also have the name of the general and the medals available. The number that appears between parentheses indicates the number of points needed for each medal, the maximum number of medals that a general can have is 3.

MEDALS OF A GENERAL



The medals of a general allow to modify the FC of all the units that are in the same hexagon as the general, for each medal, the initial combat factor will be added. For example, if in a hexagon we have an FC of 15, and within this hex there is a general with two medals, the resulting FC would be 45 (Nominal 15 + 15 first medal + 15 second medal). This modification of the FC of a hexagon not only applies to the Attack but also applies to the Defense.

REPLACEMENT OF A GENERAL

Name	Medals	Mando	Puntos	Batallas
Kluge		4 German Army	28	00 / 00 / 00
Guderian		2 German Panzer Army	61	00 / 00 / 00
Rommel			31	00 / 00 / 00
Witzleben			34	00 / 00 / 00
Kleist		1 German Panzer Army	17	00 / 00 / 00
Bock			21	00 / 00 / 00

When we press the "Replace" button on the General panel, a window similar to the above image will open, it will show the available generals and their number of medals, as well as the general ones that are already assigned to a certain army. will appear the number of points available and the statistics of battles won, tied or lost. To replace the general we just have to click on a general that is green. To close this panel we will simply press the "Replace" button again. The necessary points per medal can be modified in the tools of the game.

19.- Supply of Units.

At the end of each turn the game will check that all the German and allied units of the Germans can trace a route from their position to the left end of the Scenario, and all Russian units can trace a route from their position to the extreme right of the Scenario, if you have to go under any circumstances in an area that is under enemy control. If it is not possible, these units will be out of supply in the next turn, losing 50% of their FC and FM, unless the units are in a Big City in which case they will only lose 25% each turn.

This means that the units not supplied (Fences), may only be in the Scenario one shift or up to 3 turns if they are in a large city.

As an exception to this rule, Leningrad, is the only territory where they can be supplied by the lake "Ladoga", as it happened during WW II.

In the image below we see a typical encirclement maneuver, which has left several Russian units disconnected, the shortage will only occur when the turn ends and a new turn begins without the fence being broken.

MANEUVER OF SIEGE DURING THE TURN



At the end of the turn, the units that are short of supplies will have a shortage symbol in the center of them (see The Units of the Game).

During this turn they can fight and move, with the limitation that their shortage has caused them, in order to break the siege, if at the end of this turn the fence has been broken, the units will recover their nominal values of FC and FM.

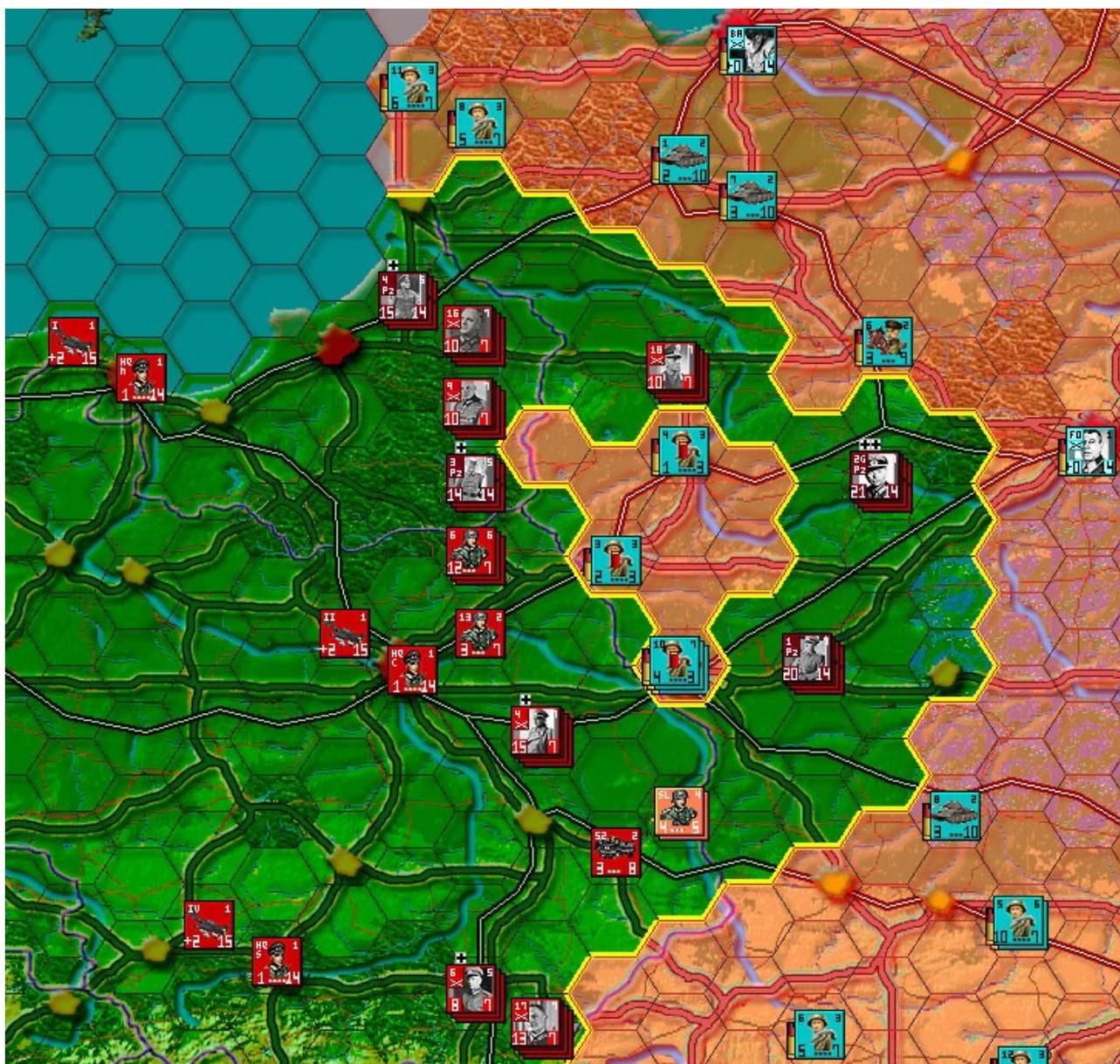
If the turn ends without the fence being broken, the units that are not in the city will lose another 50% of du FC and FM, so they will be automatically eliminated from the game.

Units that are already out of supply but in a large city may survive another two more but will lose another 25% each turn, so if the fence continues, they will be eliminated in a maximum of 3 turns.

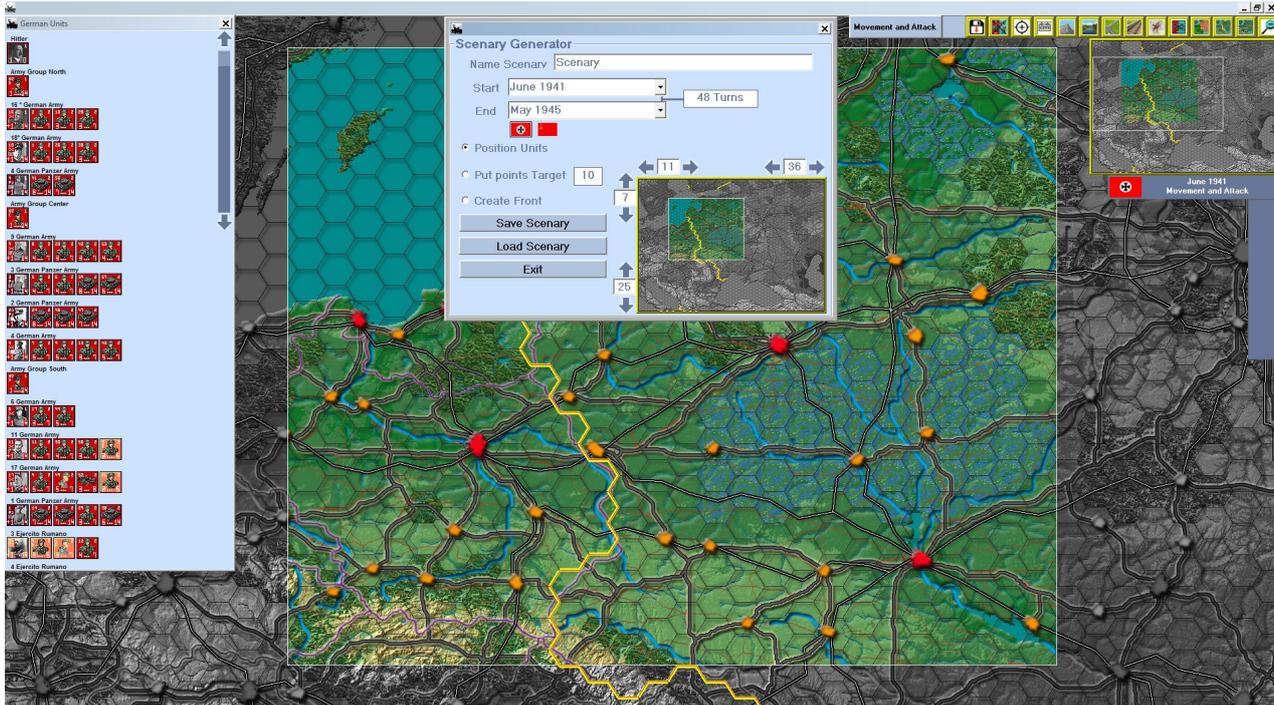


As an exception to these rules, partisan divisions are not affected by shortages, nor are units of air interdiction.

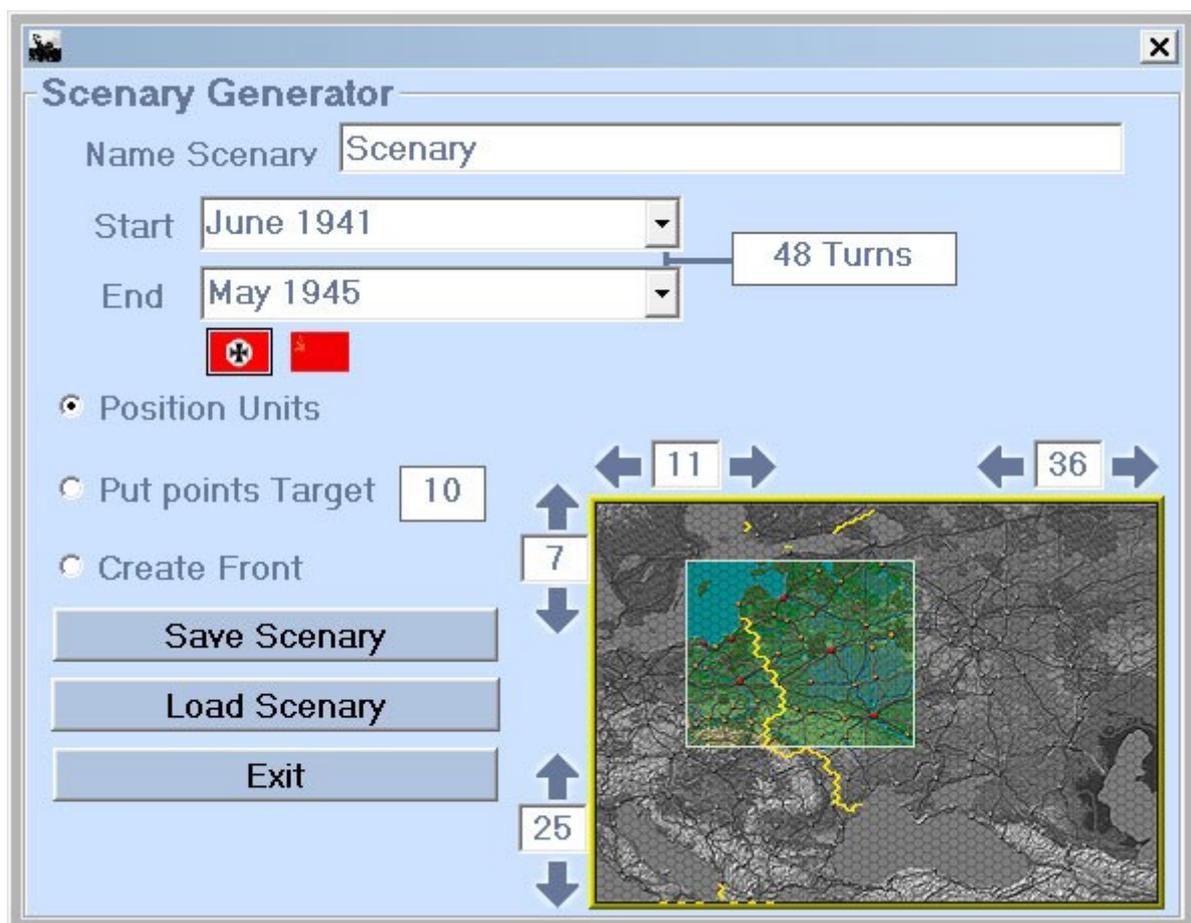
MANEUVER OF SIEGE IN START THE TURN



20.- Scenario Generator.



If we press the button of the main menu "Scenario Generator", we will see a window similar to the one in the upper part, in it, we will have two main panels that we detail.



The first panel is the "Scenario Generator", in it we can put a name to our new scenario, save it or load a scenario that we already have saved.

We can also select the turn in which we want our scenario to begin and the turn we want it to end, with the limitation that in no case can they be less than three turns.

If we want that our scenario does not include the whole map, we can select with the mouse pressed, the area that we want in the small map or using the arrows that will reduce the number of hexagons that our scenario will contain.

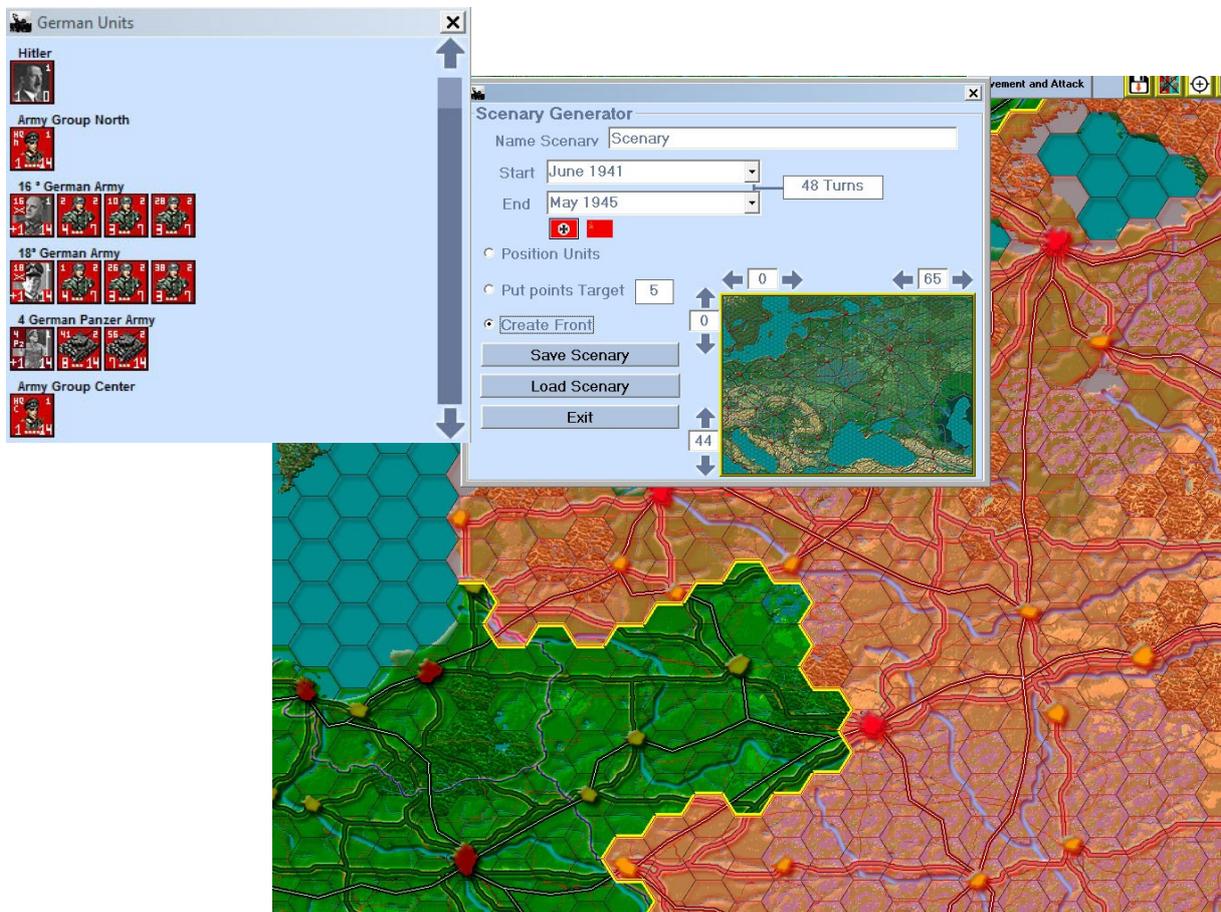
We also have three options, which we will detail.

"Units Positioning", when we select this option we will have a panel available with the units of the side that we have selected, if we want to select the opposite side, we will click on the flag to the effect that exists within this panel.

Clicking on any of these units and then pressing on a hexagon of the map, the unit will appear in it. As a limitation we can not put a unit of the German side in Russian territory or vice versa.

The second of these options "Objective Points", allow us to assign to each hex we want a number of points, so that the player who at the end of the last turn of a scenario has more points in his power, wins the game.

The third of the options "Create Border", allow us to modify the front to our criteria, we will simply select this option and we will mark each hexagon of the color of side we want, if we want to change sides we will select the flag to the effect of the box.



21.- Play with Hamachi.

If we want to play as if we were in a local network, with players that are connected to the Internet, we can download Hamachi and configure a local network, with users that are not in our home network.

22.- Play with Skype.

If we install Skipe in our computer we can communicate with our opponents, being able to agree the time required for each shift, and other parameters.

23.- Notes.

Web

<http://www.http://strathexa.com/>

Where to acquire this Game?.

In Steam

<https://store.steampowered.com/app/852650/Barbarroja/>