



# **SCENARIO BOOKLET**

**WORLD WAR II**

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**BARBAROSSA 1941**

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**BATTLE FOR THE DANUBE**

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Welcome to WORLD WAR II: Barbarossa 1941 and the Art of Tactic battle system! This unique game puts you in the boots of a real army commander, facing some of the most difficult challenges in the history of warfare. You will need to use a flexible and clever strategy, switching from urgent attack to deep defense as the situation on the battlefield changes before your eyes. You will need to use every trick you can imagine, and always keep tactics at the front of your mind!

These scenarios allow you to recreate the types of battles that were common on the Eastern Front during World War II. Each scenario presents you with a number of objectives, representing your orders from High Command. Succeed at these objectives, and you will earn Glory Points. When the dust settles at the end of the fight, the commander who has gathered the most Glory Points will be the winner! Different objectives have a different tactical value. As commander, you must weigh your options to maximize the effectiveness of your forces. Will you focus on a single critical task, or perform a number of secondary tasks that may be even more important when combined? The decision is yours!

Reading your orders may make each mission look easy, but things are not as obvious as you may think. Your enemy will seek to mislead you with actions that seem illogical. You will have to prove your tactical skill if glory is going to be yours!

## **PLAYING THESE SCENARIOS**

Each scenario in this booklet provides you and your opponent with a unique battlefield challenge. Before the game begins, you and your opponent must choose which scenario to play. The scenario will tell you how to set up the gameboard, what units you will have available, and what objectives you must complete in order to win the game.

## **THE SCENARIOS ARE PRESENTED AS FOLLOWS:**

### **INTRODUCTION**

A brief summary of the overall strategic situation sets the stage for the battle.

### **BATTLEFIELD MAP**

Set up the board as shown in this illustration. Often, you will need to add terrain tiles to the map. The additional tiles are listed below the scenario objectives.

### **INTRODUCTION AND OBJECTIVES**

A brief summary of the overall strategic situation sets the stage for the battle. The mission objectives are listed for both armies, which explain what you need to do to win the game.

The maximum length of the game, in game turns, is also listed here.

### **FORCE LISTS**

Below the objectives section is a chart showing the units available to each army. Each chart lists the starting locations for each group of units fighting for that side. The chart will also show where any reinforcements arrive, and the number of Force Points available to that army.

### **SPECIAL RULES**

If the scenario has any special rules or if there are more details for any of the objectives, they will be listed below the force lists.

# UNIT COST

## SOVIET ARMY

Set number	The name of group	Group cost
	HQ	35
6103	Soviet Infantry	10
6104	Soviet Machinegun Maxim with Crew	12
6109	Soviet 82-mm Mortar with Crew	15
6135	Soviet anti-tank team	15
6108	Soviet Engineers	22
6137	Soviet reconnaissance team	20
6144	Border Guards	14
6138	Soviet Paratroops	18
6146	Soviet Naval infantry	15
6161	Soviet Cavalry	13
6112	Soviet 45-mm anti-tank gun with Crew	17
6115	Soviet 37-mm Anti-aircraft gun 61-K with Crew	20
6148	Soviet 85-mm Anti-Aircraft Gun	50
6122	Soviet 122-mm Howitzer	28
6128	BM-13 «Katyusha»	30
6124	Soviet truck ZIS-5	15
6113	Soviet light tank T-26 M	19
6129	Soviet light tank BT-5	25
6101	Soviet medium tank T-34/76	35
6141	Soviet heavy tank KV-1	50
6140	Li-2 Soviet Transport Plane	20
6125	Soviet stormovik IL-2	30
6118	Soviet fighter Lagg-3	25
6164	Armored boat	38
6176	Armored train	50
6176	Train	35

## GERMAN ARMY

Set number	The name of group	Group cost
	HQ	35
6105	German infantry	12
6106	German machinegun MG-34 with Crew	13
6111	German 81-mm Mortar with Crew	15
6163	Romanian Infantry	7
6110	German sturmpioniere	22
6153	German reconnaissance team	20
6154	German Gebirgsjäger	14
6136	German paratroops	18
6114	German anti-tank gun PAK-36 with crew	15
6117	German 20-mm anti-aircraft gun with Crew FLAK-38	16
6158	German heavy anti-aircraft gun FLAK 36/37	50
6121	German 105-mm Howitzer with Crew LeFH 18/18m	29
6142	German WWII sidecar R12 with Crew	18
6127	German personnel carrier SD.KFZ. 251/1 AUSF.B	25
6126	German truck OPELBLITZ	15
6102	German light tank Pz.Kpfw. II	22
6130	German light tank Pz.kpfw.38 (t)	25
6119	German medium tank Pz.Kpfw. III G	28
6151	German medium tank PZ-IV ausf.D	33
6139	German transport plane JUNKERS Ju-52	20
6123	German dive bomber Ju-87 B2 «STUKA»	20
6116	German fighter Messerschmitt BF-109 F2	27
6176	Train	35

# FORMATION OF A GERMAN ARMY

A German Army is built from a number of regiments. Each regiment must include a specific combination of units, as listed below. Each type of unit has a minimum and maximum quantity which can be included in the regiment. The scenario (or agreement between players) will determine how many Force Points you may spend to purchase regiments. You must pay the cost for all units in the regiment.

## INFANTRY REGIMENT

**Required Units:** 1 HQ, 6 Rifle Companies, 2 Machineguns, 2 81-mm Mortars, 1 Vehicle

Unit Quantities:

- 1 HQ
- 2 - 3 Infantry Battalions, each including 5 - 9 Infantry units from this list:
  - 3 - 7 Rifle Companies
  - 1 - 4 Machineguns
  - 1 - 2 81-mm Mortars
  - 0 - 1 Sturmpanziere
- 0 - 1 Anti-tank Team
- 0 - 1 Medical Team
- 0 - 1 Reconnaissance Team
- 0 - 2 Artillery Units
- 1 - 6 Vehicle Units
- 0 - 2 Armored Vehicle Units
- 0 - 1 Light Tank Unit

An Infantry Regiment cannot include paratroops.

## ANTI-AIRCRAFT BATTALION

**Required Units:** 2 Artillery, 1 Vehicle

A German Army cannot include more Anti-Aircraft Battalions than Infantry Regiments, Motorized Regiments, and Tank Battalions (combined).

Unit Quantities:

- 0 - 1 HQ
- 0 - 4 Artillery Units
  - No more than 2 of the same type of Unit
- 0 - 4 Vehicle Units

## ARTILLERY REGIMENT

**Required Units:** 2 Artillery, 2 Vehicles

A German Army cannot include more Artillery Regiments than Infantry Regiments, Motorized Regiments, and Tank Battalions (combined).

Unit Quantities:

- 0 - 1 HQ
- 2 - 3 Artillery Units
- 2 - 4 Vehicle Units

## TANK BATTALION

**Required Units:** 4 Pz. III or 4 Pz. 38 (t) Units, 1 Pz. IV Unit, 1 Vehicle Unit.

Unit Quantities:

- 0 - 1 HQ
- 0 - 3 Armored Vehicle Units
- 2 Medium Tank Companies, each including:
  - 2 - 3 Pz. III or 2 - 3 Pz. 38 (t)
  - 0 - 1 Pz. II
  - 0 - 1 Pz. III
- 1 Heavy Tank Company, including:
  - 1 - 2 Pz. IV
  - 0 - 1 Pz. III
  - 0 - 1 Pz. II
- 1 - 4 Vehicle Units
- 0 - 2 Artillery Units
- 0 - 2 Light Tank Units

## MOTORIZED REGIMENT

**Required Units:** 1 HQ, 2 Motorcycles, 4 Rifle Companies, 4 Machineguns, 3 Armored Vehicles, 1 Vehicle

Unit Quantities:

- 1 HQ
- 2 - 3 Infantry Battalions, each including 4 - 8 Infantry units from this list:
  - 2 - 6 Rifle Companies
  - 2 - 3 Machineguns
  - 0 - 1 81-mm Mortars
  - 0 - 2 Sturmpanzer
- 0 - 1 Medical Team
- 0 - 1 Reconnaissance Team
- 2 - 4 Motorcycles
- 1 - 3 Vehicle Units
- 3 - 5 Armored Vehicle Units
- 0 - 2 Light Tank Units

## SUPPORT UNITS

For every 300 Force Points spent on regular Regiments, the German Army can also purchase up to 200 Force Points of Units from this list.

No more than 2 of each specific type of unit can be included.

- 0 - 5 Combat Aircraft
- 0 - 2 HQ
- 0 - 6 Infantry Units
- 0 - 6 Artillery Units
- 0 - 2 Light Tank Units
- 0 - 2 Medium Tank Units
- 0 - 4 Vehicle Units
- 0 - 2 Armored Vehicle Units
- 0 - 2 Trains

## ANTI-TANK BATTALION

**Required Units:** 1 Artillery

A German Army cannot include more Anti-Tank Battalions than Infantry Regiments, Motorized Regiments, and Tank Battalions (combined).

Unit Quantities:

- 0 - 1 HQ
- 1 - 3 Artillery Units
- 0 - 3 Vehicle Units

# FORMATION OF A SOVIET ARMY

A Soviet Army is built from a number of regiments. Each regiment must include a specific combination of units, as listed below. Each type of unit has a minimum and maximum quantity which can be included in the regiment. The scenario (or agreement between players) will determine how many Force Points you may spend to purchase regiments. You must pay the cost for all units in the regiment.

## INFANTRY REGIMENT

**Required Units:** 1 HQ, 4 Rifle Companies,  $\neq$ 2 Machineguns, 1 Artillery

Unit Quantities:

- 1 HQ
  - 2 - 3 Infantry Battalions, each including:
    - 2 - 7 Rifle Companies
    - 1 - 2 Machineguns
    - 1 - 2 82-mm Mortars
  - 0 - 2 Anti-tank Teams
  - 0 - 1 Medical Team
  - 0 - 1 Reconnaissance Team
  - 0 - 1 Engineer Unit
  - 1 - 3 Artillery Units
  - 0 - 3 Vehicle Units
- An Infantry Reg

## TANK REGIMENT

**Required Units:** 2 Light Tanks, 1 Medium Tank

Unit Quantities:

- 0 - 1 HQ
- 2 - 4 Light Tank Units
- 1 - 3 Medium Tank Units
- 0 - 1 Heavy Tank Unit
- 0 - 3 Vehicle Units

## ARTILLERY REGIMENT

**Required Units:** 2 Artillery, 1 Vehicle

A Soviet Army cannot include more Artillery Regiments than Infantry Regiments, Motorized Regiments, and Tank Battalions (combined).

Unit Quantities:

- 0 - 1 HQ
- 2 - 3 Artillery Units
- 1 - 3 Vehicle Units

## SUPPORT UNITS

For every 300 Force Points spent on regular Regiments, the Soviet Army can also purchase up to 200 Force Points of Units from this list.

No more than 2 of each specific type of unit can be included.

- 0 - 4 Combat Aircraft
- 0 - 1 HQ
- 0 - 6 Infantry Units
- 0 - 4 Artillery Units
- 0 - 2 Light Tank Units
- 0 - 1 Medium Tank Unit
- 0 - 1 Heavy Tank Unit
- 0 - 4 Vehicle Units
- 0 - 2 Armored Boat Units
- 0 - 1 Armored Train
- 0 - 2 Trains



# TUTORIAL SCENARIO

This scenario uses a limited selection of units to help you learn how to play quickly.

## THE SOVIET ARMY

	<b>Objective 1. Soviet border guards:</b> hex 578.	
	<b>Objective 2. Soviet border guards:</b> hex 599.	

### ADVANCE YOUR UNIT THROUGH ROUGH TERRAIN

**Objective 1.** Capture the city.  
Move your unit to the city (hex 557).

**Special rule:** Your units can be given these movement orders:



**Use the terrain to help you move rapidly towards your goal:**

Study the properties of the terrain before the battle begins.

**If both armies reach the city at the same time, see the Encounter rules.**

## THE ROMANIAN ARMY

	<b>Objective 1. Romanian Infantry:</b> hex 613.	
	<b>Objective 2. Romanian Infantry:</b> hex 610.	

### ENGAGE THE ENEMY UNITS

**Objective 2.** Destroy the enemy unit.  
Completely destroy the enemy unit.

**Special rule:** Your units can be given these attack orders:



**Before attacking, try to occupy a favorable position and take advantage of the terrain to gain additional Defense Value.**

Study the properties of the terrain before the battle begins.

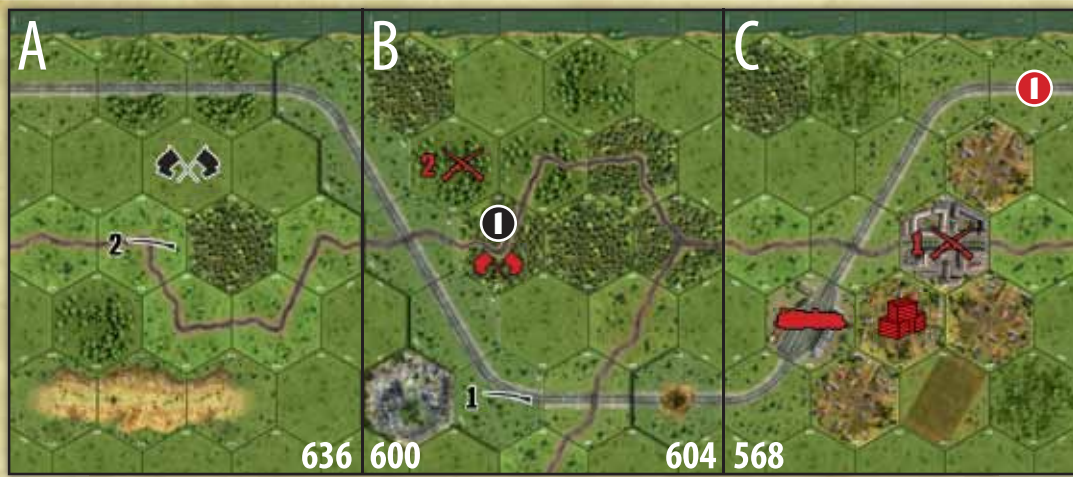
**There are three orders, which can be used to damage an enemy unit:**

Open fire order - Uses only the base Firepower Value and expends 1 Ammunition Point. This order allows a unit to fire for a longer period of time, but with less effectiveness.

Suppression fire order - Increases the Firepower Value by 50%, but expends 3 Ammunition Points. This order is more likely to damage the enemy, but uses ammunition very quickly.

Defend order — Can attack an enemy unit, but only if it is moving inside the Kill Zone. This order gives you an advantage when your enemy is in an exposed position, such as moving from cover to cover. You should not use this order if the enemy is already in range.

**Once you have completed both Objectives, the Tutorial is over. You are ready to proceed to the main scenarios!**



# SCENARIO Nº1

## EVACUATION

Surprised by the sudden attack by the Romanian Army, the Soviet command staff is attempting to escape by train.

**DURATION OF GAME:** 10 Game Turns.

### OBJECTIVES:

- I** — Soviets: Evacuate the command staff by train. The Soviet HQ must board the train. If the train then reaches hex 549 before the end of the game, the Soviet player wins.
- I** — Romanians: Capture the command staff. If the Romanian Army can capture or destroy the Soviet HQ before the end of the game, the German player wins.
- I** — Both Sides: Destroy the enemy. If either side can destroy all enemy units, that player wins.

### TERRAIN TILES

A	613–662; 618–666
B	587–661; 592–668; 597–653; 596–652; 599–649

### SOVIET ARMY

	<b>HQ:</b> hex 588.
	<b>Frontier guards 1:</b> hex 557.
	<b>Frontier guards 2:</b> hex 583.
	<b>Train:</b> hex 560 in sector C.
	<b>Supply Depot:</b> hex 561.

**NOTE:** The Soviet HQ has no ammunition.

### ROMANIAN ARMY

	<b>HQ:</b> hex 616.
	<b>The Romanian infantry 1:</b> hex 653.
	<b>The Romanian infantry 2:</b> hex 620.
—	<b>Supply Depot:</b> none.

**SPECIAL RULE:** If the German HQ is destroyed, the Romanian Infantry will flee. The Romanian infantry units may only make March orders for the rest of the game, and must move towards the left edge of the map. Any Romanian infantry unit that leaves the game board is treated as destroyed.





# SCENARIO №2

## CROSSING THE BORDER

The Romanian Army must destroy the Soviet supply depots to support the Axis invasion of the Soviet Union.

**DURATION OF GAME:** No turn limit.

**Strong Winds:** From hex 471 towards 466.

### OBJECTIVES:

- Soviets: Force the Romanian Army to withdraw.
- Romanians: Destroy both Soviet Supply Depots.

**THE RIVER** flows from hex 650 to 447.

**FIRE:** At the beginning of the first turn, a fire begins in hex 452.

### TERRAIN TILES

<b>A</b>	450–662; 446–659; 448–650
<b>B</b>	485–652; 484–664

### SOVIET ARMY

	<b>HQ:</b> hex 457.
	<b>Frontier guards:</b> hex 461.
	<b>Armored boat:</b> hex 447.
	<b>Supply Depot 1:</b> hex 453.
	<b>Supply Depot 2:</b> hex 471.

### ROMANIAN ARMY

	<b>HQ:</b> any hex in sector <b>B</b> .
	<b>The Romanian infantry 1:</b> any hex in sector <b>B</b> .
	<b>The Romanian infantry 2:</b> any hex in sector <b>B</b> .
	<b>Supply Depot:</b> None.

### SPECIAL RULES:

1. Soviet units may not cross the river and enter sector **B**. The armored boat moves along the river as normal.
2. Soviet units may not attack any Romanian units until:
  - At least one Soviet unit is damaged by the Romanians; or
  - At least one Romanian unit enters sector **A**.



# SCENARIO №3

## BLITZKRIEG

The Romanian Army crossed into the Soviet Union on June 22, 1941, encountering heavy resistance.

**DURATION OF GAME:** 30 Game Turns.

### OBJECTIVES FOR BOTH ARMIES:

- ① — Control all city hexes in sector G - 100 Glory Points.
- ② — Control all city hexes in sector E - 150 Glory Points.
- ③ — Control all city hexes in sector H - 70 Glory Points.

Additional Glory Points are awarded equal to the Force Points of all destroyed enemy units.

### TERRAIN TILES

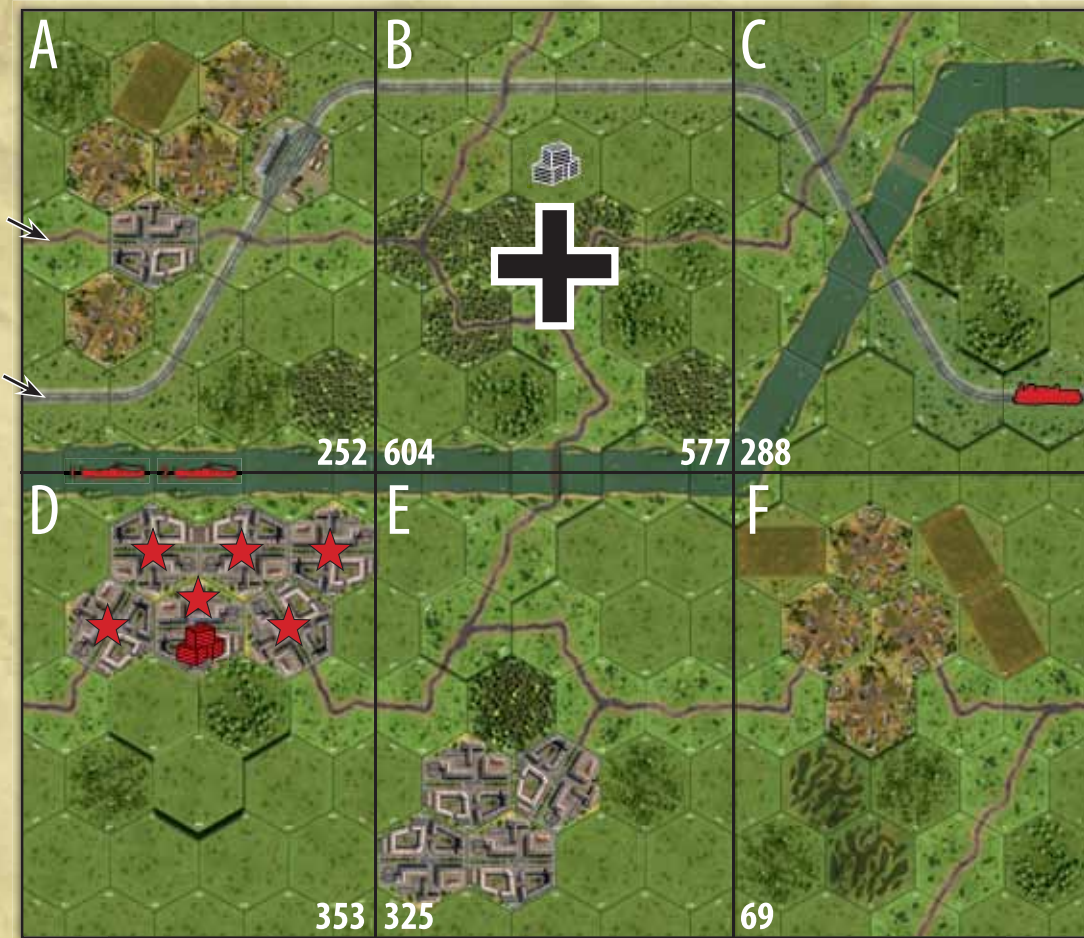
A	240–438x1; 245–410x1; 250–430x1; 252–399; 255–652; 254–415; 253–418
B	587–650; 589–398; 588–389; 585–394; 599–659; 581–393; 594–396; 584–651; 580–443x1; 578–411x1; 579–433x1; 575–387; 576–404; 574–414
C	288–397
D	98–391; 99–388; 100–645; 101–646
E	563–409; 548–664; 549–436; 548–664; 544–658
F	219–653
G	358–640; 359–642; 364–641; 369–639
H	326–401; 331–400x1; 334–409; 336–412; 327–437x2; 335–403

### THE SOVIET ARMY

★	<b>Deployment Zone:</b> any hexes in sectors F and J.
—	<b>Supply:</b> Mobile - on transport units.
↖	<b>Reserves:</b> Arrive at hex 538 in sector J, at the beginning of any turn chosen by the player.
✈	<b>Departure zone:</b> Air Missions can only begin from hexes 537, 538, or 539.
—	<b>Force Points:</b> Build your army using 400 Force Points. 1 Regiment must be kept as reserves.

### THE GERMAN ARMY

+	<b>Deployment Zone:</b> any hexes in sectors A and B.
—	<b>Supply:</b> Mobile - on transport units.
↗	<b>Reserves:</b> Arrive at hex 233, 242, and 251 in sector A, at the beginning of any turn chosen by the player.
✈	<b>Departure zone:</b> Air Missions can only begin from partial hexes in sectors A and B.
—	<b>Force Points:</b> Build your army using 450 Force Points. 1 Regiment must be kept as reserves.



# SCENARIO №4

## RIVER CROSSING

Crossing a river under enemy fire is always a difficult challenge for any army.

**DURATION OF GAME:** 20 Game Turns.

### OBJECTIVE FOR BOTH ARMIES:

- ! — You must have more Force Points worth of units in sectors **D**, **E** and **F**. The Army with the stronger force wins.

### TERRAIN TILES

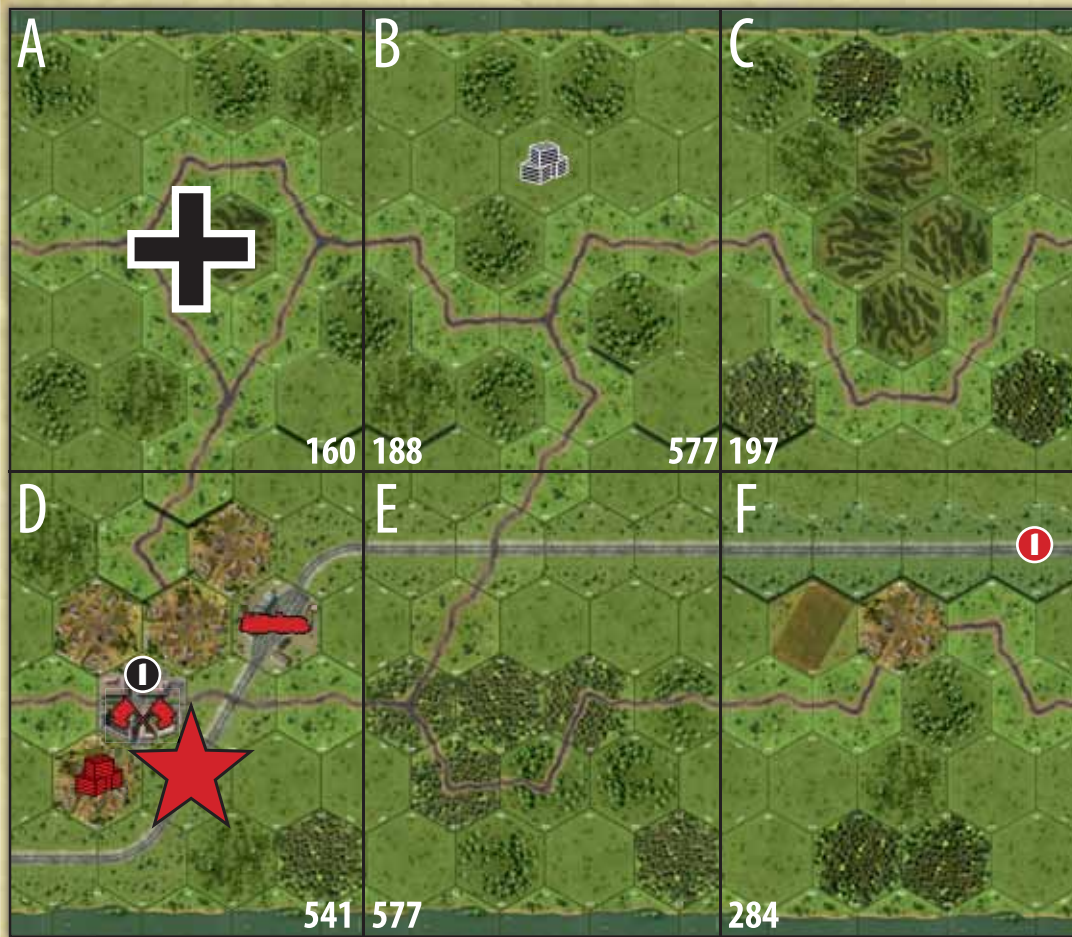
<b>B</b>	579–428; 584–435
<b>C</b>	21–655; 26–662; 27–663; 28–399; 6–653; 24–391; 11–660; 20–393; 12–650; 16–659; 16–659; 8–397; 9–388; 13–418x1; 18–441x1; 22–387x1; 17–407x1
<b>D</b>	369–402x1; 368–404x1; 394–405x2
<b>E</b>	342–438; 346–411; 350–394
<b>F</b>	81–436x1

### THE SOVIET ARMY

	<b>Deployment Zone:</b> any hexes with cities in sector <b>E</b> .
	<b>Supply Depot:</b> hex 373.
	<b>Armored train:</b> hex 663.
	<b>Armored boat 1:</b> hex 383.
	<b>Armored boat 2:</b> hex 382.
—	<b>Force Points:</b> Build your army using half the Force Points chosen by the German player.

### THE GERMAN ARMY

	<b>Deployment Zone:</b> half of army on any hexes in sector <b>B</b> .
	<b>Supply Depot:</b> hex 593.
	<b>Reserves:</b> Arrive at hexes 549 and 558 in sector <b>A</b> , at the beginning of any turn chosen by the player.
—	<b>Force Points:</b> Build your army using any number of Force Points you choose. Half of those points must be kept as reserves.



# SCENARIO №5

## FALLING BACK

Overwhelmed by the Axis invasion, the Soviet commanders were forced to withdraw... and prepare for a counterattack.

**DURATION OF GAME:** 20 Game Turns.

### OBJECTIVES:

- Soviets: Evacuate the command staff by train. The Soviet HQ must board the train. If the train then reaches hex 656 before the end of the game, the Soviet player wins.
- Romanians: Capture the command staff. If the Romanian Army can capture or destroy the Soviet HQ before the end of the game, the German player wins.

### TERRAIN TILES

<b>A</b>	151–387x1; 155–441x1; 158–411
<b>B</b>	184–418x1; 182–404x1; 187–405x1; 183–402x1
<b>C</b>	201–413x1
<b>D</b>	566–428
<b>F</b>	262–666; 263–667; 264–664; 265–656

### THE SOVIET ARMY

	<b>HQ:</b> hex 557.
	<b>Deployment Zone:</b> sector D.
	<b>Supply Depot:</b> hex 553.
	<b>Train:</b> hex 560.
—	<b>Force Points:</b> Build your army using 150 Force Points.

### THE GERMAN ARMY

	<b>Deployment Zone:</b> sector A.
—	<b>Supply Depot:</b> Mobile - on transport units.
—	<b>Force Points:</b> Build your army using 200 Force Points.