



Are We There Yet? The Road to Moscow, 1941

A four scenario mini campaign, October to December 1941

Campaign Overview

This mini campaign covers three months of fighting on the central Russian front from early October to late December 1941. The setting is the German drive on Moscow (Operation Typhoon) and the Soviet counter-offensive that followed. What happens by the end of the scenario is up to you, not history. Can you, as the German player, smash your way into Moscow before winter rears its hoar frosted head? Honestly, probably not, but you never know.

The campaign starts with a confident German army looking to kick some commie butts, but by the fourth scenario the commies have gained confidence and are now sticking it to the Germans.

Think of the weather as an NPC, as it plays a major role in the campaign but players have no control over it. Each scenario operates under different weather conditions that affect movement, visibility, and air support.

The campaign centers on two opposing battlegroups operating in the central sector of the front. The German battlegroup is from Army Group Center, or *Heeresgruppe Mitte* for those who like their labels as-is, consisting of elements of a Panzer division and supporting motorized infantry.

The Soviet battlegroup, which we will not be labeling in Russian, represents elements of the Western Front (in October-November) and the Siberian reinforcements that arrived for the counter-offensive (in December).

Battlegroup Forces

Each side has a core battlegroup that persists across all four scenarios. Wins, losses, and casualties carry forward, so be sure not to fight to the death (don't tell the respective dictators I said that). The battlegroup composition reflects pretty much what such a force would have fielded in October-December 1941 central front. That means no Tigers for the Germans. Enjoy those Panzer IIIs, Fritz.

A final note before we get to the OOB for each side, the force names are fictitious so feel free to change them to what you wish. If I were playing the Russian side, I

would probably choose Detachment Patricia in order to placate my voracious ego, and I encourage you to do the same. It's fun.

German Battlegroup ("Kampfgruppe Verstappen")

- Battlegroup HQ: 1 Pz III H tank (Veteran crew, Kampfgruppe commander)
- 1st Panzer Platoon: 3 Pz III H tanks (Veteran, 50mm L/42 gun)
- 2nd Panzer Platoon: 3 Pz III H tanks (Veteran, 50mm L/42 gun)
- Light Recce: 2 Pz II F tanks (Veteran, Recon, Fast)
- Assault Gun Section: 2 StuG III Ausf. B (Veteran crews, short 75mm L/24 gun, Pen 4, HE capable, Front 5/Side 3/Rear 3, no turret traverse)
- Motorized Infantry Company: 3 infantry bases (Veteran, in Sd.Kfz 251 halftracks)
- Halftracks: 3 Sd.Kfz 251 (Open-Topped, Hull MG)
- Pioneer Section: 2 infantry bases (Veteran, Engineer trait, Close AT - represents the bundled grenades, Haft Hohlladung magnetic charges, and satchel charges that German pioneers used against Soviet armor in 1941 before the Panzerfaust was developed)
- Support Section: 1 MG34 HMG team, 1 50mm PaK 38 AT gun, 1 80mm mortar
- Heavy AT: 1 88mm Flak 36 gun in ground role (Trained crew, Pen 8, Long Gun, Sustained Fire, Resistance 3 with no inherent cover; available in scenarios 1, 2, and 4 - see scenario notes)
- Off table: 105mm medium artillery battery (available in scenarios where stated)
- Off table: Stuka dive bombers (Ju 87 D, Bomb 5d Pen 5; available in scenarios where stated)

Total: 9 tanks plus 2 assault guns, 3 halftracks, 5 infantry bases, 1 heavy AT gun, plus support weapons. Gumption tokens: 5 per turn. Doctrine: Schwerpunkt.

Scenario life hack: the StuG III and 88mm Flak are the German tactical answer to Soviet heavy armor. The StuG III B is mobile but its short 75mm has Pen 4 - effective against medium armor and side/rear shots on heavies, but cannot frontally penetrate a KV-1, much to its frustration.

The 88mm Flak is devastating (Pen 8 will kill any Soviet tank from any facing) but is static once deployed; the player must position it carefully to cover the German advance from a fixed location with great LOS. Utilizing these two weapons is the German key to victory. And remember, those PzIIIs with their short 50mm guns are no match for Soviet armor. Go for side and rear shots only.

Soviet Battlegroup ("Detachment Rostov")

The Soviet force changes character across the campaign. In scenarios 1 and 2 (October-November) the force is largely improvised, a bunch of rear area schmucks, retreating regulars, and nearly useless militia. In scenarios 3 and 4 (December) the Siberian reinforcements arrive with fresh elite-quality troops and updated equipment.

Core units (used in every scenario):

- HQ: 1 T-34/76 (Veteran crew, Battalion commander)
- Rifle Company A: 3 infantry bases (Trained quality)
- Rifle Company B: 3 infantry bases (Trained quality)
- Support Section: 1 Maxim HMG, 1 45mm AT gun, 1 82mm mortar
- Anti-Tank Section: 1 76mm regimental gun (Pen 4 AP, 3 dice HE)
- Tank Section: 2 KV-1 tanks (Trained, Front 6/Side 5/Rear 4)
- Tank Section: 2 T-34/76 tanks (Trained, Sloped Armor)
- Tank Section: 2 BT-7 tanks (Trained, Fast, thin armor 2/1/1)
- Off table: 122mm medium artillery battery (available in scenarios where stated)

Total: 7 tanks, 6 infantry bases plus support weapons. Gumption tokens: 4 per turn in scenarios 1-2; 5 per turn in scenarios 3-4 (Siberian reinforcement effect). Doctrine: Massed Fire.

Siberian reinforcement (scenarios 3-4 only): Add 1 Guards rifle company - 3 infantry bases, Veteran quality, no Massed Fire restriction (may Press normally). Also add 1 Ski Battalion - 2 infantry bases, Elite quality, treat as having the 'Recon' and 'Concealed' traits at start, may move full distance in snow (other Soviet infantry cannot).

The Soviet secret to success isn't a secret at all. It's to use your superior armor to destroy the German tanks while avoiding that pesky 88mm gun. Kill it if you can, but don't trade shots with it. Another scary thing is the Ju-87. The Soviet player has no designated AA units, so the best you can do is take the pounding and hope for poor die rolls. Keep as many units intact as you can, each scenario brings you better weather (for you) and closer to your reinforcements.

Campaign Rules

Tracking your battlegroup

Before the campaign begins, write down all your units on a campaign roster. After each scenario, update the roster: which units survived intact, which

infantry bases were Routed (gone permanently), which vehicles were Bailed (potentially recoverable), and which vehicles took Catastrophic Kills (gone permanently).

Routed infantry bases are permanently lost - they were killed, captured, or scattered beyond recovery. They do NOT return for future scenarios. This matches the standard Push rule that Routed units are removed from play.

Bailed tanks (vehicles whose crews evacuated under fire but where the vehicle itself was not catastrophically destroyed) may be recovered between scenarios - see Replacements below. Vehicles that took Catastrophic Kills (Penetration excess of 3 or more) are destroyed permanently and cannot be recovered.

Replacements

Between scenarios, each side has TWO distinct sources of force restoration. These are different mechanics with different effects.

First, **Replacement Infantry** (representing fresh arrivals from the rear). Each side automatically receives ONE new infantry base per scenario interval (so one between games 1 and 2, one between 2 and 3, one between 3 and 4). The new base is added to the roster and joins one of the player's existing companies (player chooses which). Per the campaign quality rules, the new base adopts the receiving company's current quality (replacements joining a Veteran company become Veteran through informal training and integration).

Second, **Vehicle Salvage** (representing recovery and repair of abandoned tanks). Each side may attempt one salvage roll between scenarios. Choose one of your own Bailed vehicles (not Catastrophically Killed) and roll 1d6. On 4+, the vehicle is recovered with a new Trained-quality crew and returns to service for the next scenario at Cautious Stance. On 1-3, the vehicle could not be recovered in time and is permanently lost. The salvage roll is only available if you controlled the ground where the Bailed vehicle sat at scenario end (otherwise the enemy may have captured it - see the Captured Equipment rule).

The Soviet Siberian reinforcement (scenarios 3-4) is in addition to normal replacements. It represents the actual historical reinforcement that turned the tide at Moscow - whole fresh divisions, not just replacements trickling in.

Captured Equipment (Campaign Rule)

This rule applies only in this campaign and others that explicitly invoke it. It is not a core Push rule. WWII armies regularly used captured enemy equipment, particularly on the Eastern Front where both sides reused enemy weapons and vehicles extensively.

The winner of each scenario may add captured enemy equipment to their force for the next scenario, subject to specific conditions described below.

Captured Support Weapons. The winner may claim ONE enemy support weapon (HMG, mortar, AT gun, infantry gun, or similar crew-served weapon) provided the weapon was physically present and operating on the battlefield during the scenario AND its parent unit was Routed during play. Off-table assets (artillery missions, air strikes) cannot be captured because they were never physically present. The captured weapon joins the winner's force for the next scenario with a Trained-quality crew.

Captured Vehicles. The winner may claim ANY Bailed enemy vehicle (tank, halftrack, assault gun, armored car) provided all of the following are true: the vehicle was Bailed at the end of the scenario (not Catastrophically Killed), at end of the scenario the winner has a Steady or Pressing unit within 6 inches of the Bailed vehicle's position, no enemy Steady or Pressing unit is closer to the Bailed vehicle than the winner's nearest unit. Captured vehicles enter the next scenario at Cautious Stance with a Trained-quality crew (representing the new crew getting familiar with unfamiliar equipment).

The captured equipment uses its original profile - a captured T-34 fights as a T-34, a captured 88mm Flak fires as an 88. The original owner may not attempt salvage rolls on captured equipment; it has been physically taken by the enemy.

If both conditions allow it (a Routed enemy support weapon AND a Bailed enemy vehicle in winner-controlled territory), the winner captures BOTH pieces. There is no limit on captures per scenario beyond what the conditions allow. A decisive victory might yield several captures; a marginal victory may yield none if nothing of the right type was lost in the winner-controlled area.

Winner Rewards Between Scenarios

In addition to captured equipment, the winner of each scenario receives a tactical or strategic bonus for the next scenario. The loser receives standard replacements only, there's no participation trophies going out to the losers on the Russian Front. Winning matters.

After Scenario 1: Winner receives +1 Gumption tokens per turn in Scenario 2 (representing operational momentum). If the Germans win, they also gain advance information about Soviet defensive positions in Scenario 2 - the German player may force the Soviet defender to deploy 1 specified unit (the German player's choice from the Soviet roster) before deploying the rest of the Soviet force. If the Soviets win, their AT guns and regimental gun begin Scenario 2 as Concealed regardless of normal spotting conditions.

After Scenario 2: Winner may exercise one strategic choice in Scenario 3. If the Germans win, they choose which two table edges the Soviet attacker may enter from in Scenario 3 (constraining the Soviet attack axis). If the Soviets win, they may position one additional terrain feature in Scenario 3 (a small woodlot, a ruined building, or a low ridge of 4 inches in any dimension) anywhere more than 12 inches from the German position.

After Scenario 3: Winner receives +1 Gumption tokens per turn in Scenario 4. The winner also gains tactical intelligence: on the first turn of Scenario 4, the previous winner automatically spots all enemy units within 20" of their front line.

Each scenario produces a result that awards campaign points:

- Clear win: 3 points
- Marginal win: 2 points
- Draw: 1 point each side
- Loss: 0 points

Scenario 4 is double-weighted (6/4/2/0). After all four scenarios, the side with more total points wins the campaign. Ties go to the side with fewer total permanent losses across the campaign (Routed infantry plus Catastrophically Killed vehicles) - whoever fought more economically.

Weather Effects

Each scenario specifies weather conditions. Weather affects every aspect of play: movement, line of sight, air support, equipment reliability. Pay attention to weather rules; they fundamentally change tactical options.

Scenario 1: October, Slip Sliding Away: With the Forward Detachment

Setting

Early October 1941. Operation Typhoon has just begun. German Panzer divisions are advancing through the Vyazma and Bryansk encirclements. The Kampfgruppe is tasked with a rapid advance toward Moscow, exploiting the gaps in Soviet defenses. Resistance is patchy; some Soviet units retreat in disorder, others fight with desperate determination. The autumn rains have just started and for the first time troops begin to notice a new enemy- General Mud.

A German advance detachment has reached a small Soviet town that controls a vital road junction. The Soviets, alerted to the approach, have improvised a defense using whatever forces are available - infantry, an AT gun, and two BT-7

tanks that retreated from forward areas. The Germans need the town to continue their advance; the Soviets need to delay them until reinforcements arrive.

Weather and Conditions

Early autumn mud (light Severe Conditions): cross-country movement halved, roads unaffected. Vehicles bog on roll of 1. Air support fully available.

Table Layout (Ideally 6 x 4 feet, in Reality, What You Have)

The lovely Russian countryside with a small village (3 wooden buildings, 1 brick) at a road junction in the center. Dirt roads run north-south and east-west through the village. Open fields (Light Cover from corn stubble), scattered woodlots (blocks LOS), and a small river running through the village (impassable to vehicles except at one stone bridge).

The German advance detachment enters from the south edge, but chooses one of two sectors at the start of the scenario, after the Soviet deployment: the southwest half of the south edge (favoring an approach toward the bridge from the west) or the southeast half of the south edge (favoring an approach toward the village from the east). This small choice prevents the Soviet defender from optimizing their entire defense against a known approach axis. The Soviet player must commit defensive resources without knowing which direction the Germans will commit to.

Forces

German: 1st Panzer Platoon (3 Pz III H), Light Recce (2 Pz II F), Assault Gun Section (2 StuG III B), Motorized Infantry Company plus halftracks, support section (MG34 HMG, PaK 38), Pioneer Section, 88mm Flak gun. Off-table 105mm artillery available, off-table Stuka available (single use). Total: 5 tanks plus 2 StuGs, 3 halftracks, 5 infantry bases plus supports including the 88.

Soviet: Rifle Companies A and B (6 infantry bases total, Trained), full Support Section (Maxim, 45mm AT, 82mm mortar), 76mm regimental gun, BT-7 tank section (2 BT-7 tanks). 122mm artillery not yet available, logistics are still organizing. Total: 2 tanks, 6 infantry bases plus supports.

Victory Conditions

Germans win by clearing the village (no Steady or Pressing Soviet units within 6 inches of the road junction at center) AND occupying it (at least 1 Steady or Pressing German unit on the junction) at end of turn 8.

Soviets win by denying this, or by destroying 3 German tanks, or by holding the village with at least 2 Steady or Pressing infantry bases through turn 8 (a delaying victory).

Special Rules

Stuka strike: Germans may call the Stuka in turn 2 or 3 (chosen at scenario start during Command Phase, locked in). Resolves at start of Movement Phase of called turn. Bomb 5d Pen 5 against single target, no scatter.

Bridge: the stone bridge is the only crossing for vehicles. The bridge could be blown by Soviet engineers - but the Soviets in this scenario do not have an engineer base available (sucks to be them), so the bridge stays intact.

Campaign Effect

See the consolidated 'Winner Rewards Between Scenarios' and 'Captured Equipment' sections under Campaign Rules. The winner of this scenario receives +1 Gumption in Scenario 2 and may exercise the Scenario 1 winner's specific bonus (Germans: force one Soviet unit's pre-deployment; Soviets: AT gun and regimental gun Concealed in Scenario 2). The winner may also capture eligible enemy equipment lost during this scenario.

The Backstory

October was when the German advance still had momentum but the mud was starting to slow them. The Stuka strike represents the German air dominance that was still real in October. The Soviet defense is improvised - real units in October 1941 often were thrown together from whatever was available. The Soviet has decent tools (45mm AT gun, regimental gun, BT-7 tanks) but lacks coordination. The Germans should be able to push through if they use combined arms well.

Scenario 2: You Cold Bro? - The River Crossing

Setting

Mid-November 1941. For the Germans, the good news is the autumn mud has frozen solid, restoring their mobility. The bad news is they're freezing their asses off, along with their equipment (hey Franz, I dare you to lick this MG34). They're also learning for the first time that when fuel gets really, really cold, it turns into a rather less than useful gel. The Germans continue their advance toward Moscow anyway, but exhaustion is setting in and supply lines stretched.

On the Soviet side, resistance is stiffening. Units have become better organized, rather than the thrown together hodge podge of dissimilar troops that faced the initial German attacks.

The German Kampfgruppe has reached a substantial river crossing. The river is now frozen but the ice is uncertain - infantry can cross but vehicles must use the surviving bridges or risk breaking through. The Soviets have organized a defense around two key crossings. Both sides know whoever controls the crossings here controls the local advance.

Weather and Conditions

Early winter frost (Severe Conditions): movement is normal but German vehicles roll for equipment failure each turn: on a 1, that vehicle does not move or fire this turn (representing frozen lubricants, dead batteries, fuel issues). Air support requires roll of 5+ for arrival; once arrived, Stukas have reduced effectiveness (Bomb at 4d Pen 4 instead of 5d Pen 5).

Table Layout

Frozen Russian winter landscape. A river runs east-west across the middle of the table. The river is frozen but uncertain ice means infantry can cross at any point (half move) but vehicles only at one of the two stone bridges. The northern bridge is intact; the southern bridge is damaged (infantry only, no vehicles).

South bank (German side): rolling fields with scattered woodlots. North bank (Soviet side): a small village (3 buildings + 1 barn will suffice) near the northern bridge, and a ridge with prepared positions near the southern bridge. The bridges are 30 inches apart.

Forces

Both sides bring full battlegroups (minus losses from scenario 1, plus replacements). In addition:

Germans: 105mm artillery and Stuka strike available (Stuka requires 5+ to arrive per weather). 88mm Flak gun available. The German player must commit to a deployment position for it before the scenario begins. The 88 is most useful if it covers the river crossings from a position on the south bank but cannot reposition during the scenario.

Soviets: 122mm artillery battery now available (off table). Defender deploys first, may set up to 12 inches from north edge. Soviet AT gun and regimental gun may begin Concealed.

Victory Conditions

Multiple paths to German victory in this scenario, reflecting the reality that even a partial crossing was a significant operational achievement.

German Clear Victory (3 campaign points): Control both bridges at end of turn 8 and have at least 2 vehicles across the river on the north bank. Control means Steady or Pressing German units within 4 inches of the bridge, no Soviet Steady or Pressing units within 4 inches.

German Marginal Victory (2 campaign points): Either (a) control one bridge with at least 1 vehicle across the river, or (b) control both bridges but with no vehicles across yet. Both represent successful bridgehead operations awaiting exploitation.

Soviet Clear Victory (3 campaign points): Germans control neither bridge at end of turn 8, or Germans have lost 4+ tanks (including assault guns, Killed) during this scenario.

Soviet Marginal Victory (2 campaign points): Germans have some bridge control but no vehicles across by end of turn 8.

Special Rules

Frozen river crossing: infantry may cross the river on ice at any point (half move). On a roll of 1 during crossing, the ice breaks - that base falls in (drops 1 Stance step, takes another turn to climb out at Cautious; if already Cautious or worse, treated as Broken).

Equipment failure: each German vehicle rolls 1d6 at start of its movement. On a 1, the vehicle cannot move or fire this turn (frozen). This applies to both sides equally; both armies suffered from winter cold.

KV-1s on the north bank: the Soviet KV-1 tanks are in prepared positions (counted as having Hard Cover front, +2 Resistance). They cannot be moved this scenario - represents their use as pillbox positions. They may be captured and used by the Germans in the following scenario.

Campaign Effect

The winner of this scenario receives the scenario 2 winner's specific bonus: Germans- constrain Soviet entry edges in scenario 3; Soviets- place an additional terrain feature in scenario 3. The winner may also capture eligible enemy equipment lost during this scenario. This is particularly valuable here because so much equipment is committed to the river crossing.

The Backstory

November 1941 was when the German advance really started to feel the strain. Soldiers had no winter clothing. German winter lubricants were no match for Russian fall, much less winter, and engines were freezing up at night. Soviets had local knowledge, prepared positions from October before the frost set in, and were fighting for their capital. The Stuka's reduced effectiveness reflects that air support was diminished by weather.

Scenario 3: December: Didn't We Already Pass that Tree? The Lost Battalion

Setting

Early December 1941. The German advance has essentially halted. Forward units are exhausted, depleted, and freezing. The Soviet counter-offensive begins on December 5th, drawing on fresh Siberian troops who arrived from the Far East. These troops giggle uncontrollably when the locals complain about the cold. Furthermore, they're fresh and not ground down from months of combat. For once there's food and ammo aplenty, and the Siberians are eager to teach the Germans that communism is the only ism allowed around there. They're in a great mood, for in their minds if they survived the Soviet railroads, they can survive the Germans easily enough. The Soviets now have local superiority for the first time since June. But the question remains, what will they do with it?

Scenario 3 depicts a Soviet counter-attack against an isolated German position. A German company was pushed forward as part of the October-November advance and is now stuck. They're too far from the main line to easily withdraw, too important to simply abandon. The Soviets are attacking from multiple directions. The Germans must hold until relief arrives, but experience suggests no relief will come.

Weather and Conditions

Deep winter though it's still autumn (heavy Severe Conditions): the equipment failure rule (1 on d6 = no action this turn) applies to all German vehicles. Heavy snowfall: line of sight limited to 18 inches. This limits all movement to halve for both sides, with the exception of the Siberians. Air support is unavailable (snowstorms grounded both sides).

Captured Equipment and Failure Rule: For the scenario after the captured unit enters service under its new master, it takes on the characteristics of the previous owners. Thus a Russian T-34 making its debut fighting for the Germans

behaves like a Russian tank, so no equipment fail check. Whereas a German vehicle that finds itself for the first time in Soviet hands does have to check for failure.

If the said T-34 survives and enters a second scenario for the Germans, it then reverts to its German characteristics ,as by that point the oil must surely have been replaced or added to.

The opposite would happen with the German vehicle. So a PzIII operating in its second scenario for the Russians (they won't be impressed with it) will by then have replaced the oil into something not resembling aspic and therefore no failure checks are required.

Siberian winter equipment: Soviet Siberian troops (Ski Battalion, Guards company - see Siberian Reinforcement) are not affected by the movement halving and may move at full normal rates as they have proper winter equipment.

Table Layout

Open snow-covered Russian landscape with a small fortified position near the center. The German position is a small village (2 brick houses, 1 wooden barn) with a few dug-in positions around it - prepared defenses representing the German occupation since their advance. Open snow fields surround the position. A small stand of pine forest 12 inches to the east provides Concealed approach. The Soviets may enter from any two edges of their choice.

Forces

Germans (defender): full battlegroup minus campaign losses, plus replacements. Off-table 105mm artillery not available (artillery has been pulled back). Stukas not available (weather). 88mm Flak gun not available (it was pulled back to main lines when the German position became isolated as the gun was too valuable to leave in an encircled position). The Germans must fight this scenario with their Pz IIIs, StuGs, Pz IIs, PaK 38, and the Pioneer Section's Close AT capability (satchel charges and magnetic mines). Yikes.

Soviets (attacker): full battlegroup minus campaign losses, plus replacements. Siberian reinforcements arrive: Guards rifle company (3 bases, Veteran, may Press normally), Ski Battalion (2 bases, Elite, Recon, Concealed at start, full movement in snow). 122mm off table artillery available (Soviet artillery survives even when the air force does not).

Victory Conditions

This scenario represents a delaying action by an isolated German position. The German player is not expecting to hold indefinitely - they need to buy time for a relief column they believe is coming. Multiple paths to victory reflect this.

German Clear Victory (3 campaign points): At end of turn 6, Germans still have at least 2 Steady or Pressing units within 6 inches of the village center. They held the position long enough for the (theoretical) relief column to arrive. The remaining turns 7-8 are played out but their result does not affect campaign points - the German position has been credited as held. The rest of the scenario does have implications regarding losses and forces available for the next scenario, so be careful and don't be a hero.

German Marginal Victory (2 campaign points): Either (a) at end of turn 6 the Germans have at least 1 Steady or Pressing unit within 6 inches of the village center (partial hold), or (b) the Germans have destroyed 4+ Soviet bases (vehicles or infantry, any combination, including the Siberian reinforcements) during the scenario regardless of village control. Either represents a defensive success short of holding the full position.

Soviet Clear Victory (3 campaign points): At the end of turn 6, no Steady or Pressing German units within 6 inches of the village center, and Soviet casualties are fewer than 4 bases destroyed. They have overrun the position quickly and kicking back with borscht and vodka.

Soviet Marginal Victory (2 campaign points): The Soviets clear the position by end of turn 8 but it took longer than turn 6. They achieved the objective but at the cost of precious time. No vodka for you guys.

Special Rules

Ski Battalion infiltration: the Soviet Ski Battalion (2 bases) does not enter from a table edge. They begin Concealed, deployed by the Soviet player anywhere on the table at least 6 inches from any German unit, before scenario start. The Soviet player notes their position secretly; they reveal themselves only when they fire or move within 4 inches of a German unit.

Encirclement penalty: at the start of each turn, German player rolls 1 d6. On a 1, one German base of the Soviet's choice has its Gumption-related actions denied that turn (cannot benefit from Press, Steel, Coordinate, etc.). This represents the morale and command friction of being surrounded.

Campaign Effect

See the consolidated 'Winner Rewards Between Scenarios' and 'Captured Equipment' sections under Campaign Rules. The winner of this scenario receives +1 Gumption in scenario 4 plus tactical intelligence (loser deploys first, fully revealed; winner deploys with full information). The winner may also capture eligible enemy equipment lost during this scenario.

The Backstory

December 1941 was when the Germans first faced what they had inflicted on others: isolated positions under attack from a fresh, well-equipped, motivated enemy. The find out it sucks. The Siberian troops who arrived for the counter-offensive were genuinely elite (Guards designations, fresh from training, properly equipped). The Ski Battalion's infiltration capability represents Soviet ski troops' tactical role - moving through snow that other forces could not cross. White snowsuits were all the rage and the Germans were woefully visible while the Siberians were like ghosts, only with submachine guns. The encirclement penalty represents the morale collapse in isolated German units when they realized that being at the Alamo was something they'd wish to forget.

Scenario 4: What a Year, Huh? The Breakthrough Attempt

Setting

Late December 1941. The Soviet counter-offensive has driven the Germans back from Moscow's outskirts. The Kampfgruppe has been ordered to attempt a breakthrough back to friendly lines - the German line has been pushed back, but if the Kampfgruppe can break through Soviet positions, they can rejoin the main force. The Soviets are determined to prevent this; destroying the Kampfgruppe would look really good on their résumés.

This is the climax of the campaign. Both sides commit everything they have left. Whichever side wins this scenario wins the campaign. Okay, that was hyperbole, the winner is the side with the most points from the first scenario to this last, but you get the idea- it's a big deal to win this one. The narrative is reversed: the hunters have become the hunted; it's like Freaky Friday but in 1941.

Weather and Conditions

Deep winter with periodic snowstorms (heavy Severe Conditions continues). Movement halved (except Siberian units). Equipment failure rule applies to all

German mechanized units. Line of sight 18 inches due to snow. Air support unavailable. Long range fire takes -1 die in addition to normal Long penalty (cold reduces weapon accuracy).

Table Layout

Snow-covered Russian winter landscape (yet again). The Germans enter from the south edge (their starting position). They must exit off the north edge - representing rejoining the main German line. Soviet positions are arranged in depth between the German entry and exit, with three identifiable defensive lines: forward (at 18 inches from German edge), middle (at 36 inches), and rear (at 54 inches near the Soviet edge).

Terrain features along the way: a small village in the middle of the table (3 buildings), a forest along the western flank (Concealed approach), a frozen stream cutting east-west at the 30-inch mark (infantry can cross normally, vehicles cross at half speed or at bridges). Each defensive line should have prepared positions (Hard Cover) for Soviet units.

Forces

Germans: what's left of the full battlegroup, plus all replacements. Off table artillery: 105mm battery available (last available artillery support). No air support. 88mm Flak gun available - the gun has been brought forward to support the breakthrough attempt. The German player deploys it at scenario start; it provides long-range support but cannot accompany the actual breakthrough movement. If the 88 is overrun by advancing Soviets it is permanently lost.

Soviets: full battlegroup minus all campaign losses, plus all replacements. Siberian reinforcements (Guards company plus Ski Battalion) committed. 122mm off table artillery battery available.

The winner of scenario 3 receives +1 Gumption tokens per turn this scenario and chooses where the opposing side deploys (per the Winner Rewards rules).

Victory Conditions

German Clear Victory (6 campaign points-double points): Exit at least 3 vehicles and 2 infantry bases off the north edge by the end of turn 8. The breakthrough succeeded - the Kampfgruppe is rejoining German lines.

German Marginal Victory (4 campaign points): Exit at least 4 bases of armor and infantry, with at least one unit of both included in the mix. Partial breakthroughs are better than none. Will Hitler see it that way?

Soviet Clear Victory (6 campaign points – double points): No German vehicles exit the north edge, or fewer than 2 infantry bases exit. The Kampfgruppe is shattered or captured. Stalin will for sure be your friend now. Really.

Soviet Marginal Victory (4 campaign points): Germans exit 1 vehicle and 1 infantry, or 2 vehicles only with no infantry. The Germans escaped with token remnants but not enough to constitute an effective force. Stalin will be happy, right? Right?

Special Rules

Defensive lines: each defensive line should have one Soviet base in a prepared position (Hard Cover, Concealed). Soviets distribute their force across the lines - they can't put everything forward. The Soviet player decides distribution before the German player deploys.

Pursuit option: if a German unit successfully exits off the north edge, Soviet units within 12 inches may pursue using the optional Pursuit rule (Section 23.7) - make a full movement toward the exit point and engage any other German units within range.

Campaign Effect

Scenario 4 is double the campaign points (6 for clear win, 4 for marginal win, 2 each for draw, 0 for loss). After scenario 4, total all four scenarios' points to determine the overall campaign winner.

The Backstory

Scenario 4 represents a classic encirclement breakthrough attempt - the German Kampfgruppe trying to escape Soviet pursuit and rejoin the main force. The depth of Soviet defenses (three lines) means the Germans must keep pushing forward rather than getting stuck fighting. The doubled points make this the decisive engagement of the campaign.

Historically, the Soviet counter-offensive caught many German units in untenable positions. Some escaped through similar breakthrough attempts. Many did not. The scenario should produce a tense, attritional fight where both sides are committing everything they have left.

The Backstory of the Backstories

The campaign tells the story of 1941's central front in microcosm. Scenario 1 captures the German advance still going well in October mud. Scenario 2 captures the November frost when the advance starts to feel its limits. Scenario

3 captures the early December counter-offensive when fresh Siberian troops transform the local balance. Scenario 4 captures the late December effort by Germans to escape encirclement.

Resource management is the central campaign skill. Every destroyed tank is gone permanently. Every Routed infantry base reduces your next scenario's strength. Players who win economically preserve their forces for later, while players who win at any cost may find themselves running out of toys.