



Campaign Commander
Series Rules
&
Campaign Rules
Roads to Stalingrad



1.
A plan of campaign should anticipate everything which the enemy can do, and contain within itself the means of thwarting him. Plans of campaign may be infinitely modified according to the circumstances, the genius of the commander, the quality of the troops and the topography of the theater of war.

6.
At the commencement of a campaign, the question whether to advance or not requires careful deliberation; but when you have once undertaken the offensive, it should be maintained to the last extremity. A retreat, however skillful the maneuvers may be, will always produce an injurious moral effect on the army, since by losing the chances of success yourself you throw them into the hands of the enemy. Besides, retreats cost far more, both in men and materiel, than the most bloody engagements; with this difference, that in a battle the enemy loses nearly as much as you, while in a retreat the loss is all on your side.

19.
The passage from the defensive to the offensive is one of the most delicate operations of war.

95.
War is composed of nothing but accidents, and, although holding to general principles, a general should never lose sight of everything to enable him to profit from these accidents; that is the mark of genius.
In war there is but one favorable moment; the great art is to seize it.

Napoleon Bonaparte

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CAMPAIGN COMMANDER SERIES RULES

1. INTRODUCTION

We designed the games in the Campaign Commander Series with three guidelines in mind. #1) Create a realistic gaming simulation of the greatest campaigns of military history so that each time the games are played a different result would be had; #2) our gaming simulations should be playable by two players in under four hours; #3) our games should allow for flexibility in outcomes as players react to the environmental conditions facing the real commanders of the campaigns being simulated. Our game scale is operational, and the players represent the field commanders of the opposing armies. Players must use their forces judiciously as they strive to achieve victory by acquiring Victory Points through the attainment of objectives. Players will direct their strategies through the use and management of resources, the use of their combat units, the impact of random events, and of course, the enemy's strategies. The rules described below govern all the games in the Campaign Commander Series. Each game is accompanied by its own Campaign Specific Rules which will indicate special guidelines for the specific game.

2. COMPONENTS

2.1. Game Board: The area in which the military campaign historically took place is printed on the Game Board. Both sea and land are divided in areas in order to regulate movement and locate the units on the map. There are spaces left aside on the game board for the placement of Campaign Cards, discards, destroyed units, and other counters used in the game. The Map's terrain legend describes the various terrain features, and effects, as well. All of these elements affect game play and should be considered in player's choices.

2.2. Game Counters: There are four different types of Game counters. They represent ground units, naval units, leaders, and other markers used in the game (Card/Map, Isolated, Disorganized, Resource Points, Battle Chits and others). The markers are used to indicate information on the board or for the resolution of a game process (ie: Card/Map, Battle Chits.)

2.3. Campaigns Cards: They are used during the game for several purposes. You can have up to 5 in your hand at any one time.

2.3.1. There are four types:

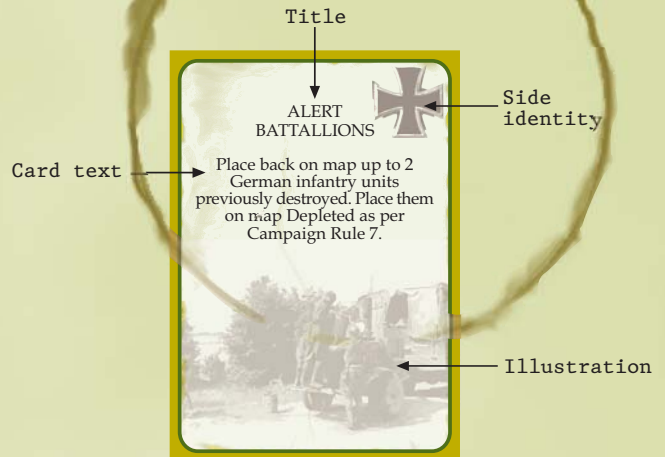
- Tactics (blue edge) affect the outcome of a battle. You can only play them during a battle.
- Attack (yellow edge) supports the attacker in a battle. You can only play them during a battle you initiate.

- Events (red edge) have strategic impact, and are played exclusively during an on-board operation.
- Operational (green edge) dictate the impact and availability of resources reinforcements, replacements, and other strategic options.

2.3.2. The descriptions on the Campaign Cards take precedence over the Campaign Commander Series, and Campaign Specific Rules.

2.3.3. The effects of the Campaign Cards are applied by the player who plays them, unless otherwise specified on the Card.

2.3.4. If a Tactics, or Event Campaign Card is played while an opponent is taking an action, it is recommended that the opponent be given ample time to react to the impact of the card's actions as they may be severe.

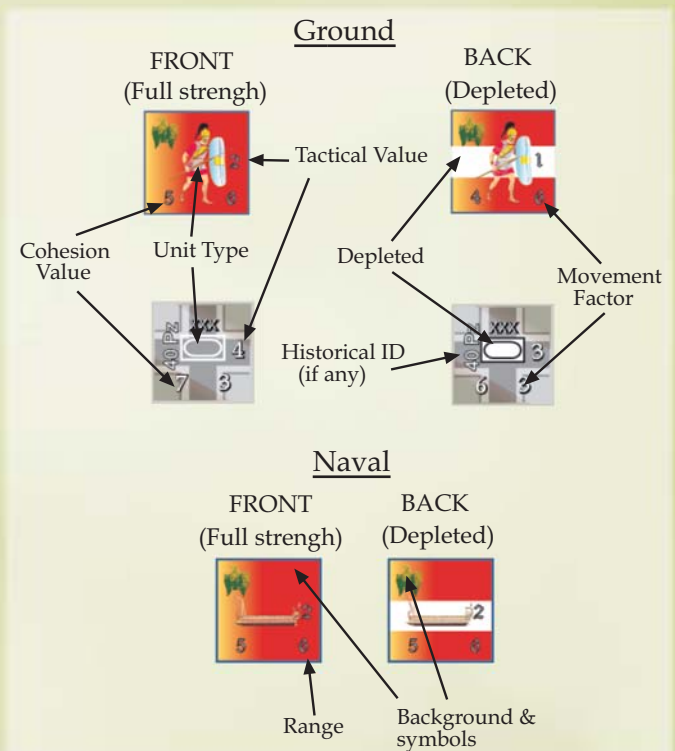


3. UNITS

3.1. According to the campaign, there may be up to two types of combat units used in the game: Ground and Naval.

3.2. Ground Units have the following indicators on their counters: Unit's type indicator, which may affect combat (infantry, armor, cavalry, etc.); historical identification (if any), helpful in understanding the historical elements of the game; Cohesion Value, utilized to determine combat outcomes; Movement Factor, consumed when the unit is activated to move from place to place on the map-board, Tactical Value, utilized to resolve battles.

3.3. Naval Units have the following indicators on their counters: Unit's type indicator which may affect combat; historical identification (if any), helpful in understanding the historical elements of the game; Cohesion Value, utilized to determine combat outcomes; Range, utilized to determine the extent to which a Naval Unit may move; Tactical Value, utilized to resolve battles.



4. GAME SEQUENCE

4.1. Game Preparation: After setting up the game each Player shuffles his/her own Campaign Card deck, and places it on the space provided on the Game Board face-down. Each player draws five cards from their Campaign Card deck. They may look at their own cards to familiarize themselves with their starting strategies. Campaign Specific Rules will indicate further Game Preparation.

4.2. Operational Sequence:

4.2.1. The Campaign Commander Series does not utilize a conventional 'turn-based' system found in most board game combat simulations. Players instead decide whether they will play a Strategic Effect, or Conduct an On-Board Operation. Based on each player's choice there may be different Operational Sequences involved.

4.2.2. At the beginning of each Operational Sequence both players select the Card/Map Counter, secretly choosing Card or Map operational option, then simultaneously showing each other their choice.

Operational Options	Procedure
Both chose "Map"	<ul style="list-style-type: none">Both players Roll 1d10The player with initiative adds +2 to his result. Both sides add any other modifiers that are available.The player with the highest modified die roll may conduct one <i>On-Board Operation</i>. Initiative side wins ties.Whenever a player conducts one <i>On-Board Operation</i>, they must spend one Resource Point from those located on the map to conduct any actions with his units.The player with the lowest modified die roll must wait for the next <i>Operational Sequence</i> and try again. He/she cannot do anything.
Both chose "Card"	<ul style="list-style-type: none">The player with the initiative can play a Campaign Card from their hand or draw a card from their face-down deck, or discard a card. The player must choose only one of them.The other player may now do the same.
One chooses "Card" the other chooses "Map"	<ul style="list-style-type: none">The player choosing "Map" will resolve ONE <i>On-Board Operation</i>.Whenever a player chooses the "Map" option, they must spend One Supply Point from those located on the map to conduct any operation with his units.Then the other player may play a card from their hand, draw a card from their face-down deck, or discard a card.

4.2.3. When a player chooses the Card Operational Option, they may do one of three things;

a) Play a card: now you can play one Operational Card from your hand. Some cards play require certain pre-requisites (ie: Sudden Death). Playing these cards may result in new resource points, reinforcements and other aids.

b) Draw a Card: When a player has less than five cards in their hand, they may draw a new card from their face-down deck. When a player draws the last card from their face-down deck, the game ends.

c) Discard: A player who has cards in his/her hand can discard a card and obtain one Resource Point that he can place on the map according to the Campaign Specific Rules. These cards are discarded, face-down on the Discard pile and their descriptions cannot be referenced by either player during the game.

4.2.4. The operational sequence is repeated until a game ending event occurs.

a) When a player draws the last card from their face-down deck, the game ends.

b) Some Strategic Campaign Cards may dictate a game ending event (ie: Sudden Death). If the conditions on the card are met, the game is over.

4.3. Victory Point Calculation

4.3.1. Players total their accumulated Victory Points (VP) and the one with the highest point total wins.

4.3.2. In the case of a tie in VP total, the game is a draw.

4.3.3. The Campaign Specific Rules will indicate the specific objectives for each player and their associated Victory Points. Generally, these will be tied to the occupation of map areas, the destruction of enemy units, and the attainment of objectives that appear in Campaign Cards.



5. RESOURCE POINTS, OPERATIONS AND SUPPLY POINTS

5.1. Resource Points (RP's) markers are used on the board to supply On Board Operations.

5.2. Whenever a player conducts an On-Board Operation he/she will spend One Resource Point -just one, no more. Each RP is used to help supply units within their reach. Put the marker "Active Operation" in the area to mark where the RP was spent.

5.2.1. Each RP provides 6 Supply Points.

5.2.2. Units cannot take part in On-Board Operations without the expenditure of Supply Points (SP's).

5.2.3. SP's are used by units that can trace a path consisting of no more than 3 ground areas free of non-besieged enemy units from their location to the "Active Operation" area.

5.2.4. RP's on board naval units in a naval area can only be used by those naval units in the area and any ground unit in a land area adjacent to that naval area.

5.2.5. A unit cannot perform more than one action in the same On-Board Operation.

5.3. Movement of RPs

5.3.1. RP's cannot be moved by ground except through the use of a Strategic Card.

5.3.2. Naval units can transport RP's. (see: #7 NAVAL TRANSPORT)

5.4. RPs and Combat.

5.4.1. If a unit finds itself alone in a area with an enemy RP, the unit immediately captures HALF of the RP's (rounding down) stored in the area placing his/her own RP's markers, and destroys the rest.

5.4.2. A RP in a fortress that is under siege can only be utilized by the units within that fortress.

5.5. Use of Supply Points.

5.5.1. SP's are used to move units, stack units, conduct combat, play Campaign Cards (if they require it), to reorganize units and to rebuild units that have become Depleted.

5.5.2. The SP costs are listed in the following table, however Special Campaign Rules may have modifications to this list:

Action	SP COSTS
To move 1 unit or stack	1 SP
To stack more than 1 unit	2 SP
To play an Attack Campaign Card	The cost indicated on the Card
To reorganize 1 unit that is disorganized	1 SP
To rebuild a Depleted unit (only 1 unit per operation)	1 SP
To besiege	4 SP

5.5.3. Usually every game map will provide a SUPPLY TRACK for each side to track down supply points expenditure.

6. MOVEMENT

6.1. Ground units can only move through land areas, including islands and naval units can only move through naval areas.

6.2. Naval units can also be inside ports that are in ground areas.

6.3. Ground units conducting an On-Board Operation can move as many areas as allowed by their Movement Factor, and the terrain they have traversed, according to Campaign Specific Rules.

6.3.1. The normal cost for moving into a land area is One Movement Factor.

6.3.2. In the case that ground units enter into a land area with a port and the only enemy units are naval units that naval units must leave the area according to the rule regarding naval retreat (See: 9.6.3.e. Concerning Naval Retreats)

6.4. Naval units can move through naval areas and ports in the same way that ground units move through land areas.



6.4.1. However, naval units must start and finish their movement inside a port or in a naval area adjacent to a port. Unless Campaign Specific Rules state otherwise.

6.4.2. The Naval Unit's Range is the number of areas and ports which they can enter whenever they are activated.

6.4.3. Each naval area or port passed through costs one point of their Range.

6.4.4. A Naval Unit cannot enter a port if it is enemy-occupied (i.e. contains any type of enemy units)

6.5. When ground or naval units move into a area containing opposing units of the same type (ground/naval) a battle must immediately take place, and is solved before continuing to conduct the remainder of the On-Board Operation.

7. NAVAL TRANSPORT

7.1. Embarkation and Debarkation.

7.1.1. A naval unit or stack can suspend its movement to either embark or disembark ground units from or into ONE land area adjacent to the naval area it occupies, but not both during the same On-Board Operation. Just one embarkation/debarkation per On-Board Operation.

7.1.2. Naval units that embark, or disembark, may continue their movement assuming they have Range Factors left.

7.1.3. Naval units can only embark, or disembark the units they are transporting onto a single area per On-Board Operation.

7.1.4. Ground units that have disembarked from a naval area cannot be activated during the same operation.

7.1.5. Ground units stacked with naval units in a port at the beginning of an On-Board Operation can be transported by those naval units.

7.1.6. Naval units use 2 Range Factors at the moment of embarkation, due 7.1.1. or 7.1.5. So your naval unit/stack must have at least 2 Range Factors left in order to embark land units. Debarking do not consume Range Factors.

7.1.7. Naval units stacked with any land unit on a naval area have its Range Factor reduced by 2 (-2), during an On-Board Operation. (In addition to 7.1.6. above).

7.1.8. Naval units may disembark any Ground Unit they are transporting in any Port they pass through during their movement.

7.1.9. Ground Units transported by naval units that finish their movement within a port disembark automatically.

7.2. If at the end of any operation, there are ever more than three ground units in any one naval area, the excess ground units are eliminated at the discretion of the owner.

7.3. Naval units may transport RP's.

7.3.1. The Naval Units and the RP's must begin the operation in the same port or naval area.

7.3.2. The naval units can debark the RPs into any port which they enter throughout their movement during the operation.

7.3.3. RP's transported by naval units that finish their movement within a port disembark automatically.

7.4. Effects of Combat on Transported Units and RP.

7.4.1. Whenever a naval unit becomes disorganized a ground unit being transported, chosen by the owner, also becomes disorganized.

7.4.2. If a naval unit becomes Depleted, one ground unit being transported, chosen by the owner, is also Depleted.

7.4.3. If a naval unit is destroyed, a ground unit is destroyed, chosen by the owner.

7.4.4. If the naval stack is eliminated completely all the ground units and RP they are transporting are destroyed.

8. STACKING

8.1. Any number of units may be stacked in any naval or ground area. (See: #7 NAVAL TRANSPORT)

8.2. During an On-Board Operation, to stack units in a ground area a player must expend Two Supply Points.

8.2.1. The cost to stack units is paid immediately, at the moment the stacking is accomplished, regardless

of how many units are stacking together.

8.2.2. The moment at which the stack is made is the moment in which a unit/stack finishes its movement in a area in which there is another friendly stack or unit.

8.2.3. This cost is independent of the distance from the stack to the place where the "Active Operation" marker is located.

8.3. Units that begin stacked at the start of a campaign are assumed to have been stacked prior to the game start, so the cost of stacking the units has already been consumed prior to the game start.

8.4. When a stack of units is moved simultaneously, the stack must begin in the same area/port, and remain together throughout the operation, finishing in the same area together.

8.5. You don't need to move every unit in an area as a stack. It is possible to move only a portion of them or some individually and some stacked or whatever combination you want.

Operation Example



1 Axis player is going to conduct an On-Board Operation. So he uses one Resource Point from the map and sets his Supply Points Available marker at 6 on the Supply Track. Now he can begin using Supply Points and acting with his units.

2 He uses 1 SP to move an Infantry Unit. He now sets his Supply Points Available marker at 5 on the Supply Track.

3 Then he chooses to move 1 infantry and 1 panzer unit together. This action costs 2 SP. So he must set his Supply Points Available at 3 now. By moving this stack he initiates a battle that is resolved immediately. After the battle Soviet units have retreated to Buturlinovka and German units firmly hold Rossosh (See next example for battle resolution)

4 Now he chooses to spend another 2 SP moving another Pz unit. As soon as 57th Pz Corps moves his first area 47th Soviet Army gets ISOLATED - as every adjacent area is enemy-occupied- and an Isolated marker is put over him. Then 57th Pz Corps enters 47th Soviet Army's area and initiates a battle that destroys the Soviet Army.

5 With the last SP Axis player chooses to Reorganize 30th German Infantry Corps. He withdraws his DG marker. Supply Points Available marker reaches 0 space. Operation ends. Play resumes.

9. COMBAT

9.1. A unit can only conduct a battle by way of an On-Board Operation.

9.2. When opposing ground or naval units are in the same area with units of the same type (land/naval) battle immediately ensues before continuing the

On-Board Operation underway.

9.2.1. In naval areas, naval units may only battle other naval units, any transported ground unit will be subject to the battle results, but do not take part in the actual naval combat.

9.2.2. If the attacker wishes to attack with several units, they must first be stacked together in previous operations since combat occurs DURING an operation, in which the attacker has moved a unit or a stack of units into an area occupied by enemy units.

9.3. After resolving a battle the side who was involved in an On-Board Operation can continue spending SP's in that operation. However, the units that have participated in the battle have already acted, and cannot continue the On-Board Operation, or spend any further SP's.

9.4. During battles that you initiate "Attack" Campaign Cards can be played and they may have an SP cost attached.

9.4.1. In order to play them, and the actions described, this SP cost will have to be paid.

9.4.2. This cost does not depend on the distance from the area the Battle is in, to the area where the "Active Operation" marker is.

9.5. Battle Mechanics.

9.5.1. Each side places a number of Battle Chits (BC's) into a cup of their own. The number of Battle Chits they place will be determined by the Campaign Specific Rules.

9.5.2. Each side then draws a number of BC's from their cup equal to the highest Tactical Value present among their units involved in the combat. Each player can inspect the BC he/she has drawn.

9.5.3. Alternatively, each side then reveals a BC from those he just drew from his cup to the other player. The Attacker reveals his BC first, then the defender. A player with several Chits choose which one he will play.

9.5.4. Each BC will produce a specific effect or will force a die roll which may result in Depleted or disorganized units. All Combat Effects are resolved first on the defending player's units, then the attacking player's units. Usually owner choose which units check and suffer effects of combat, unless stated by the BC or any Campaign Card played.

9.5.5. When a side is out of BC's, he/she then draws a number of BC's out of their cup equal to the current highest Tactical Value of their units involved in the combat. If there are no more BC's in a cup, the player then refills the cup with the prescribed number of BC's, and continues playing (as in 9.5.2. above).

9.5.6. The battle finishes when all the units on one side have become disorganized, and retreat or are eliminated.

9.6. Combat Effects

9.6.1. During a battle units are required to check for Cohesion: a Cohesion check is made by rolling a D10, and comparing the result (modified by any effect of any BC's in play) with the unit's Cohesion Value. If the modified die roll is equal to or less than the Cohesion Value of the unit, the unit has passed its Cohesion check. Otherwise it has failed. Read "0" as "10".

9.6.2. Units can either become both Disorganized and Depleted during the course of the game.

a) If a unit gets both the effects of Disorganization and Depleted during the course of the game.

b) When a unit that is Depleted becomes Depleted again, it becomes Disorganized instead (in addition to its existing Depleted state.)

c) None of the unit's value can ever be reduced below one.

9.6.3. When a unit becomes Disorganized all of its values are reduced by ONE.

a) Place a Disorganized marker on the unit.

b) A unit may only have one disorganization marker.

c) A disorganized unit that becomes disorganized again only is affect if it is in the middle of battle.

d) As soon as a unit becomes disorganized it must retreat immediately from the battle.

e) Naval Units must retreat inside of a friendly port within Range of its current position. If there are no friendly ports within range, then they must move towards the nearest friendly port to the extent of their Range.

f) Ground Units retreat two areas towards their nearest RP. If they cannot retreat more than one area they must do so, and conclude their retreat. If a retreating Ground Unit retreats into a area with a friendly RP, then they may end their retreat in that area. The same happens

if the retreating unit retreats into an area that has a friendly fortress. If there are no friendly RP's on the map, then the retreating units must retreat towards the board edge indicated in the Campaign Specific Rules. A unit may never retreat into an Enemy Occupied Area (whether it is occupied by an enemy unit or RP makes no difference.) A defending unit cannot retreat into the area that the Attacking Units came from. An attacking unit must retreat, initially, into the area that it came from to enter the battle.

9.6.4. A Depleted unit's counter is flipped over to show its Depleted values.

9.6.5. Units are usually only destroyed if they must retreat but cannot.

a) Naval units are also destroyed if they were Depleted and Disorganized and receive another Depleted result.

b) Destroyed units cannot return to the game unless stated in Specific Campaign Rules or Campaign Card text.

9.6.6. Isolated Units.

a) A unit surrounded by Enemy occupied or impassable areas is considered Isolated.

b) An Isolated marker is placed on this unit the MOMENT the unit becomes isolated.

c) An Isolated unit applies a -1 to its Cohesion Value, and will be destroyed if it becomes disorganized during combat.

d) The unit is still considered isolated if one or more of the units surrounding it, attack it.

e) When the prior conditions cease to exist, the unit is no longer considered isolated; remove the marker.

f) An isolated unit ceases to be considered isolated if it leaves the area it occupies -the area it leaves is not enemy held-, so 9.6.6.a. above no longer applies.

g) An isolated unit cannot be reorganized or rebuilt.

Example. Battle of Rossosh



German forces have initiated the battle by entering the Soviet-occupied area. So Germans are the attackers. They will play the first Battle Chit. Both players must draw, at random, a number of Battle Chits from an opaque container. They will draw a number of Battle Chits equal to their best Tactical Value present in the battle. German is 4 for 48th Pz Corps and Soviet is 1 for any of his participating armies. Battle Chits effects are explained and the end of this booklet. Battle Chits initially drawn for this battle are shown face up, above. Axis player plays AIR STRIKE first. This BC make a Soviet unit check Cohesion with a malus of +2, if he fails he will Desorganize. Soviet player chooses to check with 65th Army. He rolls 1d10 and gets a 7, modified to 9 for the malus. 9 is greater than 65th Army Cohesion Value (6), so he gets Desorganized and retreats immediately from battle. He must retreat towards the nearest Soviet Resource Point, this is towards Buturlinovka, two areas away. 65th Army is displaced there immediately. Now Soviet player must play one BC. As he only has one he must play it: HUMAN WAVE. This BC depletes one Soviet unit immediately and makes one German unit check Cohesion. If this unit fails it will Desorganize. Soviet player depletes 46th Army. Axis player chooses to check with 48th Panzer Corps. He rolls 1d10 and gets a 7, which is the same as 48th Panzer Corps Cohesion Value. So he passes the check. As Soviet player has no more BC in his hand he must draw more. His best Tactical Value is 1 so he draws another one BC. He gets POOR COORDINATION. Now, Axis player must play another BC. This time he plays ASSAULT. This BC makes one Soviet unit check Cohesion to avoid getting Desorganized and one German unit check Cohesion to avoid getting Depleted. Axis player chooses to check with 29th German Infantry, Soviet has no choice. Soviet player rolls 1d10 and gets a 2, so 46th Army is unscathed. Axis player rolls an 8 and 29th German Infantry Corps is Depleted. Soviet player must play his only BC: POOR COORDINATION. This chit makes one Soviet unit check Cohesion to avoid getting Desorganized. Soviet player rolls a 6. This is greater than 46th Army's Cohesion Value, so he gets Desorganized and must retreat as 65th Army did previously. Battle ends as there are no more Soviet troops in the area. Active On-Board Operation resumes.

10. REORGANIZATION, AND REBUILDING

10.1. When SP's are used to reorganize a Disorganized unit, the reorganization is automatic, and it is not necessary to roll dice.

10.2. One SP per On-Board Operation can be used to rebuild a unit that is Depleted.

10.3. Only ONE SP, on ONE unit, may be spent this way per On-Board Operation.

11. FORTRESSES:

11.1. Each fortress has an intrinsic garrison, and must be besieged in order to be taken over. The intrinsic garrisons are considered a ground unit but do not stop the movement of enemy units and cannot be attacked in the normal fashion. They also do not count for stacking, or against the limit of stacking of ground units inside the fortification.

11.2. In addition, up to 4 unit counters can be inside the fortification at any one time, and contribute to its defense.

11.3. When a unit/stack enters an area with a friendly fortress, the ground units stacked within the fortress can either engage in battle 'outside' the fortress in the normal fashion, or take refuge 'inside' the fortress in which case a siege will commence.

11.3.1. If a ground battle is fought in the area with a fortress, up to 4 units of the side who controls the fortress may retreat into the fortress instead of moving away from the area.

11.3.2. As soon as the enemy units finish their movement, or a ground battle in the area with a friendly fortress fails to clear the area of enemy units, the fortress is then placed under Siege. Place a Siege counter of the besieging side on the fortress.

11.3.3. The siege is resolved by activating the stack that is carrying out the siege through an On-Board Operation. Upon activation, the player controlling this stack rolls a D10 against the number printed on the SIEGE counter. If the result of the modified die roll is equal to or less than that number, the fortress falls and all the besieged units are destroyed. The modifiers to this roll are:

- a) + The factor of the fortress.
- b) + Number of enemy units within the fortress.
- c) - Number of units that form the stack activated to besiege the fortress.

11.3.4. Remove the SIEGE counter once all Enemy Units have left the Area the friendly besieged fortress is in.

11.3.5. Besieged units and On-Board Operations.

a) Units that are inside a besieged fortress can conduct On-Board Operations normally, but can only use Resource Points that are in the Fortress, and can only carry out a battle with the units which are besieging them.

b) In the case that the besieged units need to retreat, they must retreat back into the besieged fortress.

c) They can also participate normally in a battle that is initiated by units that are coming to their rescue from another area.

12. LEADERS

12.1. Some counters represent the commanders that took part in the historical campaign and have a number of special abilities that produce modifications to the rules. These abilities and modifications are discussed in the Campaign Specific Rules.

12.2. LEADERS AND MOVEMENT: Leaders always move as part of a stack of units, and may never move independently.

12.3. LEADERS AND COMBAT: If all the units a leader is stacked with are eliminated, so is the leader.



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CAMPAIGN SPECIFIC RULES. ROADS TO STALINGRAD

1.TERRAIN: The unique terrain elements in ROADS TO STALINGRAD (RtS) are cities, rivers, mountains and the Straits of Kerch.

a.Cities: are indicated on the map with a name. I.They are the only Areas in which Resource Points (RPs) can be placed.

II.Some have a number in a colored circle that indicates the amount of Victory Points which they are worth to the side that controls them at the end of the game. Red circles are Soviet Victory Points, and blue circles are Axis. A city that has both only award its victory points to the side that controls it at the end of the game.

b.Rivers: There are three types of rivers: The Volga, the major rivers (Don, Donets and Dniepr) and the minor rivers (the rest).

I.Volga: To cross the Volga River, ground units must spend all their Movement Points. A unit that crosses the Volga cannot be involved in an attack during the same On-Board Operation. Once the Winter Arrives card is placed ground units can not cross the Volga until 5 more Campaign Cards have either been played, or discarded. Once this happened, for the remainder of the game, the Volga is treated like a major river. You can trace through the Volga for Supplying On-Board Operations at any times.

II.Major Rivers: +1 costs Movement Points to cross them IF the AREA WHICH IT ENTERS IS ENEMY-HELD. Units with only one movement Point, are not affected by this rule. The rule stops having an effect once the "Winter Arrives" card is played. In all battles initiated by crossing a major river the attacking units will have their Cohesion reduced by 2 (-1 if the "Winter Arrives" card has been played.)

III.Minor Rivers: In all battles initiated by crossing a minor river the attacking units will have their Cohesion reduced by one (-1). There is no affect on Cohesion due to a Minor River crossing, if any "Winter Arrives" card has been played.

c.Mountains: as soon as a unit enters a mountain Area it must stop immediately. If a battle occurs in a mountain Area the defender's Tactical Value increases by two and their Cohesion Value increases by one.

d.Straits of Kerch: Ground units may cross between the land Areas on either side of the straits of Kerch as if they were crossing a Major River.

I.Soviet units cannot cross the straits until the "Winter Arrives" card has been played.

II.German units that begin the game in Kerch can leave through the western edge of the map (as a normal movement, or a retreat) are not considered destroyed, but they cannot re-enter the game.

III.German units may also leave Kerch by using the "Strategic Redeployment" card.

e.The highways, railroads, bridges and the urban areas that do not have a name attached are only provided for decorative reasons.

f.Controlling Areas:

I.At certain points in the game it may be necessary to control a Area.

II.Initially all the Areas to the East of the initial setup positions are controlled by the Soviet player and those located to the West are controlled by the Axis player.

III.Areas are controlled by the side whose units were the last to move through the Area without enemy units in the Area.

IV.Control markers are included to mark control of those Areas that may otherwise result in confusion.

g.All the Areas of the map cost One Movement Factor to enter, except Mountain Areas where a unit must cease all movement once it enters the Area.

h.In this Campaign there are no fortresses nor naval units.

2.UNITS: Both sides have several types of units. The gray units are German (including several AXIS allied nationalities) and the red ones are Soviets:



Infantry



Tanks



Panzer



Germany



SS (German)



Italians



Rumanian



Hungarian

3.AXIS NATIONALITIES: Only German units can be stacked with units of other nationalities.

a.An Area that contains an AXIS nationality other than German is considered IMPASSABLE to any other AXIS nationality that is not German.

b.In addition the Hungarian and Rumanian units must remain a minimum of THREE Areas away from each other at all times.

c.This rule supersedes all other rules (including retreats.)

4.INITIATIVE: The German side has the Initiative in the beginning of the game. When the Soviet side plays the card Reorganization of the STAVKA no-one will have the Initiative for the rest of the game.

5.RESOURCES: Players may only place Resources in Areas that contain a controlled named city. The new Resources Points that are received can be placed as follows:

a.Axis: to the West of the initial front line (in, or to the west of the Axis Setup Locations). I.There are three strategic cards called "Railhead advance".

II.After one of these cards is played for the first time, the Axis player can place Resources in any currently controlled named cities on the map.

III.The Axis player may only do this, if they currently control the cities of Rostov and Millerovo.

IV.When 5.II & 5.III have occurred Axis Resources can be placed in any axis controlled named city that can trace an unbroken path of enemy free areas, from controlled named city to controlled named city, through to Poltava or Dnepropetrovks. In no case can the distance between any of the controlled named cities in the path be more than three Areas.

b.Soviets: in any soviet controlled named city or supply symbol printed in the map that can trace an unbroken path of enemy free areas, from soviet

soviet controlled name city, or supply symbol through to the following cities; Voronezh, Saratov, Grozny or any of the supply symbols printed in Areas of the edge the map. In no case can the distance between any of the controlled cities or supply symbol in the path be more than three Areas.

6. ADVANCE OF THE GERMAN LOGISTIC HEAD.

- a. There are three strategic cards in the German deck that have this name: "Railhead advance".
- b. When playing the first of these cards, the text printed on the card is followed to the letter.
- c. The second and third time they are played, the conditions on the card will vary.
- I. Control of Maikop or Grozny is required in order to play the two remaining cards.
- II. One of the remaining two cards can be played for each of these cities which is controlled.
- d. The effect is indicated on the card: The Germans can place 3 Resources on map.

7. REINFORCEMENTS. The introduction of new units in map occurs as follows:

- a. German: in any controlled city that fulfills previous rule #5.a.
- b. Soviets: in any controlled city that observes rule #5.b or in any one of the Soviet controlled Supply symbols that are on the map edge.
- c. In addition the Soviet player is restricted in playing his reinforcement cards:
 - I. Soviet Reinforcement cards cannot be played until at least 15 cards have been played/discarded by both players.
 - II. After which they can play one reinforcement card for every 5 cards that have been played/discarded.
 - III. For the Soviets the previous restrictions (I-II.) are suspended if the AXIS controls Stalingrad.

8. ARMORED MOVEMENT: The cost to move a Tank or Panzer unit, or stack that includes a unit of Tanks or Panzers will be two Supply Points (not one Supply Point as indicated in General Rule #5.5.2.)

9. MOBILITY OF THE GERMAN INFANTRY: German infantry units have a movement factor of two as long as they do not attack any Soviet units.

- a. If during the On-Board Operation, German infantry want to initiate a Battle they only have a movement factor of one (1).
- b. The units with this limitation have their movement factor printed on RED.

10. LEADERS: There is only one leader on the game: Manstein.

- a. After the Axis Player plays the "Backhand blow" card, Manstein appears.
- b. Manstein increases the movement factor of any stack of units he is stacked with by one, and the Tactical Value of all units in the stack by one.

11. RESTRICTIONS OF PERSONNEL. The German player can only reinforce a Depleted Axis unit every TWO operations per Series Rule #10.3.

- a. For example, he cannot reinforce a unit if in the previous operation he already reinforced a unit.
- b. A marker is provided to reflect the accounting for the Axis reinforcement options on the map ("Replacement Used").

12. FALL BLAU: The game begins with a German operation. The German must spend ONE Resource Point to execute this operation.

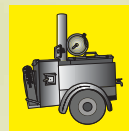
13. WINTER ARRIVES: Once a "Winter Arrives" card is played all Axis actions SP cost, during Axis On-board Operations, are doubled except for moving a stack solely composed of infantry units.

14. REORGANIZATION OF THE STAVKA: At the beginning of the game Soviet player leaves aside four Battle

Chits: 1 Air Strike, 1 Bombardment, 2 Armored Assault. Once the Reorganization of the STAVKA card is played, these counters can be added to the player's cup in preparation for battle.

15. PERMANENT CARDS AND THEIR EFFECTS. SOME STRATEGIC CARDS PRODUCE A PERMANENT EFFECT ON THE GAME.

- a. These are: "Railhead Advance" in the Axis Deck; "Directive 45" and "Winter Arrives", in both decks; "Reorganization of the STAVKA" and "Order 225" in the Soviet deck.
- b. When one of these cards is played it is placed in the game map, in the space provided for it to indicate its permanent effect.
- c. A card with a permanent effect can only be played once per game.
- d. So, cards that can be played by both players are only effective for the first player to play them. The other player can only discard his version thereafter.
- e. Card Effects: "Directive 45".
 - I. The Axis player must place new Resource Points equitably by distributing them between the two Areas indicated in the game map by the red dashed line.
 - II. This line indicates the boundary between the sectors of operation of Army Groups (A) and (B).
 - III. The Axis player must place half of the Supply Points that he receives in each sector.
 - IV. If the points to be placed are an odd number, we have included a box to indicate where the last resource point has been delivered (A or B).
 - V. The Axis must then place the following Resource Point in the Area of the OTHER army group, if a valid city is available.
 - VI. A Counter is provided to this end.



16. VICTORY CONDITIONS: At Game End players will tabulate Victory Points (VP's) according to the following table.

- a. Cities: The value printed in the map. Remember that Stalingrad can increase in value if the "Directive 45" card is played and that the cities must fulfill Special Rule #5 so that their Victory Points count for the side that controls them.
- b. Destroyed enemy units:
 - I. Soviet side:
 - 1 VP per Axis Infantry Unit destroyed
 - 2 VP's per each German Panzer unit destroyed
 - 3 VP's if Manstein is eliminated
 - II. AXIS Side:
 - 1 VP for every TWO Soviet Units destroyed.
- c. VICTORY: The one that has the highest total will be declared winning.

17. INITIAL SETUP AND GAME PREPARATION. The initial setup of counters and resources comes printed on the map.

- a. Each counter is placed on their designated Area on the map.
- b. The remaining units are placed in their respective Reinforcement holding area printed on the map.
- c. Each player must shuffle his deck, and randomly draw his first hand of Five Cards.
- d. They then place their decks on their respective areas on the game board.
- e. Place the counters necessary to manage the use of Axis replacements, played cards and Supply Points Available near the respective record tracks also printed on the game map, and begin the game!



18. MARKERS: In this game are included the following markers:

-Resourcers



-Map / Card



-Supply Points Available



-Current Operation



-Victory Points



-Army Group Supplied



-Control



-Replacements



-Cards Played



-Isolated



-Desorganized



PLAYER'S NOTES

AXIS PLAYER

The game has two very noticeable phases: your Summer Offensive, the Fall Blau - and the Soviet Winter counter-offensive. You must take advantage of the Summer Offensive to maximize your destruction of the Red Army and to advance as far as you can so that you can assure the control of the greatest possible amount of cities with Victory Points before the winter changes the direction of the campaign, and your opponent begins to mount offensives and to eliminate your units. Your summer advances can be divided into two segments: before advancing the railhead and after. If in your initial card hand you have some Railhead Advance it benefits you to take and control Rostov and Millerovo as soon as possible, then play the card to gain freedom of action for the rest of your offensive. If you initially do not have it in the hand, perhaps the best thing is entertain yourself by eliminating Soviet Units, taking advantage of the fact that you have them close, before stopping to look for the card. Once you free yourself of the restrictions of the railroad you must understand that there are two divergent objectives and that will force you to decide between them: Stalingrad versus the Caucasus. The Axis player should not take Stalingrad too soon because it can cause the Soviet to play the Reorganization of the STAVKA at the height of summer and robs the precious Initiative from you. Initiative that makes your attacks to Soviet troops so lethal.

In addition the majority of the victory points are to the south of the Don and in the Caucasus. Axis must try to advance the most they can, take Stalingrad and hope that your opponent does not

get the historical success they had. Once the winter arrives you must adopt an increasingly defensive position. This does not mean that you cannot counterattack or eliminate Soviet units, but it will be more difficult for you. Manstein and the two operations that allows is a good help when you no longer have the Initiative. Once the winter arrives you must play to finish the game as soon as possible. At this point the Soviets will be in a hurry to advance, and to eliminate your units to secure their own victory points.

SOVIET PLAYER

A conviction must fill your thoughts when beginning the game: your army is big, it will receive many reinforcements and it is possible to take reasonable losses. The Axis Summer Offensive will obviously gain the Axis an abundance of victory points. However, it benefits the Soviets to allow the Axis to extend themselves so that when winter arrives it is easier for you to concentrate to break his lines, to surround them, and to advance to his rear.

During the summer you must play cautiously so that you do not lose more troops than you must, preventing the easy trapping of your troops by the Axis. The sooner that winter arrives the better for the Soviets. So, try to play many cards to increase the chances of Winter appearing earlier.

This does not mean that you cannot conduct operations during the summer; it may be worth the trouble to compete with your adversary to try to save the trapped troops or those in danger of being trapped; the Axis will end up consuming its resources and will need to stop to recover, that is your moment for playing an On-board Operation, and you must take the opportunity when it arrives. Good local counterattacks can wear down the Axis forces since they do not have as many reinforcements, or replacements as you do. Once the Axis offensive loses gas and the winter arrives you must be prepared to go on the offensive. A warning: your offensives are not as fast and lethal as those of the Axis, mainly because your ground units are slower.

In order to make an offensive successful you must prepare your hand cards with the "Cavalry Corps", "Zhukov in Command", "Katyushas" and/or "26° Tank corps" cards. They are the cards that will help to make a breach in the Axis Lines. The best way to do damage to the Axis is to follow the Soviet historical doctrine: Successive concentrated attacks. It will also be useful to keep some Reinforcement, and/or Replacement cards so that you can advance to the enemy rear and play one of those cards to place reinforcements and resources on your forward edge and continue the pushing. Remember that the winter is a race against the clock if you want to have any possibility of winning. Aside from Stalingrad, all the cities that you will have to control by the end of the game are rather far to the Axis rear. Use your numerical superiority to advance whenever you can and to trap Axis units, that is another good source of victory points.

DESIGNER'S NOTES

This design has multiple intentions. First, it tries to be a good simulation of a military campaign. The Series will be dedicated to great historical campaigns. Some of cards in each game reflect strategic, political and other elements that were outside the direct control of the commander of a theater of operations or a certain campaign.

The objective is to be able to reflect in a most faithful way the cycle of investment of resources and decision making that all military campaigns rely on. The players must constantly make decisions throughout the development of the campaign, from directing battles to accumulating resources,



or managing their tactical battle cards to bring about the desired tactical effects.

The key of the game is to make the correct decisions for the moment considering the circumstances. The second element of the design is intimately tied to the first and is best described in one word: SIMPLICITY.

The game system is the simplest that we have been able to construct to fulfill the first intention. It has several mechanics that need to be learned by players, and managed, but the decision making is always oriented so that it is not necessary to spend hours deciding what to do as there are not dozens of factors or modifiers to remember when you want to execute something in the game. The battle system is an example of this intent: the combination of Battle Chits, adapted to each side in each game, the values of the combat units and the play of cards produce realistic results and simultaneously an agile, funny, interesting and simple battle system. There are no tables or rules to remember: Chits to be played with effects that are applied and the roll of dice to solve the uncertainty of randomness. This is a fast and direct system.

The third dimension of the design is playability: everybody does not have the time, the space or the opportunity to get together with a large group to play a military simulation. For that reason Campaign Commander is a Series intended for two players, with 3-4 hours to play a game. There is no obligation to find some way of leaving the game set-up so that it can be completed at a later date, since the games can usually be finished in a single session. That said, to play games in a single session does not mean to play 'easy games' with games of little interest. Campaign Commander is not an easy Series. Each campaign is played differently, with different challenges, and different tactics to accomplish the goals. We designed the Series to allow, in addition, to play campaigns with very diverse dates and scenarios so that the variability and the gaming go hand in hand in this interactive and exciting experience. To learn to play against the Initiative an opponent may held, or to take advantage of opportunities that present themselves is not always easy, and requires several plays, so the system can be understood well. I hope players enjoy the game as much as us did in the dozens of plays that we had while play-testing, and designing it.

19. EXPLANATION OF BATTLE CHITS.

Axis Counters: (14+3)



Air Strike (3): A Soviet unit checks cohesion with a modifier of +2. If it fails it is Disorganized. (If Axis, non-German units are participating in the battle, discard this counter, and draw another.)



Combined arms (3): A Soviet unit checks cohesion with a modifier of +1. If it fails it is Disorganized. One German unit checks cohesion. If it fails it is Depleted. (If Axis non-German units are participating in the battle, discard this counter, and draw another.)



Assault (3): A Soviet unit must check cohesion. If it fails it is Disorganized. One Axis unit checks cohesion. If it fails it is Depleted.



Flank Attack (2): A Soviet unit checks cohesion if it fails it is Disorganized. One Axis Unit checks cohesion. If it fails it is Disorganized.



Ambush (2): A Soviet unit checks cohesion. If it fails it is Depleted.



Poor coordination (1): One Axis Unit must check cohesion if it fails it is Disorganized.



Panzer Attack (3): A Soviet unit, chosen by the Axis Player, checks cohesion. If it fails it is Disorganized and Depleted. (Only add this counter to the battle cup if there is at least One Panzer Unit present at the battle. If at the moment the counter is drawn, there are no Panzer Units in the battle, discard it and draw another. If at the moment the counter is played, there are no Panzer Units in the battle the Battle Counter has no effect.)

Soviet counters: (12+5)



Human Wave (2): One Soviet unit is Depleted and an Axis Unit must check cohesion. If it fails it is Disorganized.



Air Strike (1+1): An Axis unit checks cohesion with a modifier of +1. If it fails it is Disorganized and Depleted. In the beginning of the game 1 Counter of this type is added to the cup. After the Reorganization of the STAVKA card has been played, one more counter is added to each battle.



Bombardment (3+1): One Axis unit checks cohesion with a modifier of +3. If it fails it is Depleted. (At the beginning of the game only three of these Counters are added to the battle cup. After the Reorganization of the STAVKA is played, one more of this counter is added to each battle.)



Poor Coordination (2): A Soviet unit checks cohesion. If it fails it is Disorganized.



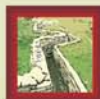
Assault (2): Both one Soviet unit and one Axis unit must check cohesion. If they fail the unit becomes Disorganized.



Ambush (1): An Axis unit checks cohesion. If it fails it is Depleted.

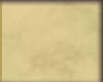






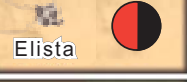
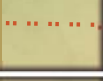




Armored assault (+2): One Soviet Tank unit checks cohesion. If it fails it is Depleted. One Axis unit checks cohesion. If it fails it is Disorganized. (These counters are only placed in the cup after the Reorganization of the STAVKA card is played, and if there are Soviet Armored Units involved in the battle. If at the moment the counter is drawn, there are no Armor Units in the battle, discard it and draw another. If at the moment the counter is played, there are no Armor Units in the battle the Battle Counter has no effect.)



Field Fortifications (2): When played, each of these counters is assigned to a Soviet unit, and that unit now enjoys a -2 modifier to any cohesion check. (Only add these counters to the cup if the Soviets are the defender.) If the Soviet Units in the battle are already fortified, or there are more Soviet Fortifications Battle Chits in play than there are Soviet units in the battle then these counters are discarded and another is drawn. If the Soviet unit that has the fortification counters assigned retreats from the battle place the counter with other Battle Counters already played.



Terrain Type	Effect on Movement	Effect on Combat	Special
Clear 	1 MP to enter	—	—
Mountain 	Stop	Def:+2TV and +1CH	—
Volga River 	All	No attack allowed by crossing	Special Rule 1.b.i.
Mayor River 	+1MP if the zone entered is occupied by enemy CU	Att:-2CH	Special Rule 1.b.ii.
Minor River 	—	Att:-1CH	Special Rule 1.b.iii.
Kerch Straits 	+1MP if the zone entered is occupied by enemy CU	Att:-2CH	Special Rule 1.d.
Lake 	Impasable	Not allowed	—
City and Soviet Depot 	—	—	Special Rules 1 y 5.
Border Line Army Groups A & B 	—	—	Special Rule 16.
Victory Points 	—	—	Special Rule 1.a.
Roads, Railroads Bridges and nameless town 	—	—	Decorative