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OPERATION BARBAROSSA

On 22nd June 1941 Nazi Germany attacked the Soviet Union. The eastern horizon had hardly begun to lighten when thousands of German guns opened fire across the Soviet border. Without warning German aircraft attacked Soviet airfields situated near the border, and German assault groups opened the way for the main forces of the Wehrmacht.

Hitler had not the slightest doubt that Germany would quickly defeat the Soviet Union just like other countries before but not all of his generals had the same view. Hitler and his generals had worked out that by autumn of 1941 they would have virtually destroyed all of the Soviet armies and captured most of the territory up to the Volga. They estimated the Red Army at the most would be capable of mobilizing about 150 divisions at the start of the war and that most of these would be of very poor quality.

When the invasion began the Soviet forces guarding the 1300 mile frontier were not prepared for the war with Germany. On the 22nd June the Red Army in the western border districts of the Soviet Union were being deployed, and the only forces that faced the German armies were frontier guards and a small part of the covering force which had succeeded in getting to the frontier in response to the invasion. The principal forces guarding the western frontier were scattered over a large area up to 280 miles from the front. Despite all the indications that the war with Germany was approaching neither the Soviet people nor the Red Army were expecting the German attack when it came.

Apart from the complete surprise of their attack the Germans had great superiority of forces in the areas where the main blows were struck.

The German armies were divided into Army Groups North, Centre, and South under the command of Field Marshals Leeb, Bock, and Rundstedt. Facing them were the Soviet troops of the northwestern, western, and southwestern fronts under Generals Kuznetsov, Pavlov, and Kirponos.

Operation Barbarossa was so big in scale the front was 1500 miles long with over three million troops on either side. The war was to last for 1400 days and kill over twentyfive million people. The German armies would eventually reach Moscow and Stalingrad then get pushed all the way back to Germany and be destroyed with Hitler, and the Third Reich.

This game has been designed so that its rules are simple and yet has enough complexity to make it demanding to play successfully.

The computer opponent has proven itself to be a very tough opponent for the inexperienced player and it will take many weeks to be defeated. The computer does not have the strategic overview and tactical swiftness of a good human player but it does not become tired or omit scanning a unit through carelessness.

LOADING INSTRUCTIONS

The game can be loaded by disc or tape for the CPC range ie 464, 664, or 128 computers.

Loading disc - type run"disc" then press ENTER

Loading tape - press play then press CONTROL/ENTER

During loading the game you have the choice of loading a previously saved game or of starting new game.

When starting new game you can have either two player mode or solitaire against the computer. With solitaire the Germans always start first but two player mode allows you the choice of making the first move.

SEQUENCE OF PLAY

When the game has completed loading there are three phases, these are automatically done by the computer.

1). The first phase is the supply phase. This will send your units troops, supplies, and fuel but not all units will receive them.

2). The second phase only occurs in the winter and is called the winter phase. This is when units and cities start to lose troops through the cold.

3). The third phase is the air attacks. Units and cities will be bombed. This will result in losses of troops, supplies, and fuel.

The game is played with each player taking turns to make all their moves. When a player has finished their turn there will be the supply, winter, and air attack phases. When both players have had their turns this will represent a period of one week. There is no fixed sequence of actions, a player can move, resupply, or attack in any order they think appropriate.

The computer generally but not always carries out resupplies first, followed by movement and lastly by attacks. It often alters this sequence depending upon the resources it has available.

If the SAVE option is used then the game will be saved in the exact state it is currently in and so a player can resume their turn on reloading the game.

One side wins the game if they gain control of over thirty seven cities or else inflicts enough damage to cause their opponent to have under ten units remaining.

GAME CONTROLS

Use the joystick or cursor keys. To select an option on a menu use LEFT / RIGHT to highlight it and then press FIRE / ENTER to select it.

CURSOR - move the cursor over the map. When a unit is under the cursor it will be identified but only your own units will have their details shown.

SAVE - saves your game then lets you continue game.

ORDER - allows you to command your units or cities under the cursor.

MOVE - lets you move your units but only one square per turn. You must have at least one fuel and supply in the unit.

ATTACK - a unit may attack any adjacent enemy unit or city but must have at least one supply and fuel to do this.

SUPPLY - a unit which needs resupplying must be adjacent to a city or corp to receive supplies.

END - will let you get out of the order menu.

END GO - will end your turn so your opponent can go.

STATUS WINDOW

- Units - units you have.
- A Atta - air attacks you had on the enemy units, and cities.
- A Raid - air attacks the enemy had on your units, and cities.
- A Sovi - Soviet air superiority.
- A Germ - German air superiority.
- Reser - troops you have in reserve.
- Sent - troops sent.
- Suply - supplies you have in reserve.
- Sent - supplies sent.
- Fuel - fuel you have in reserve.
- Sent - fuel sent.
- Losses - the top number is German, and the bottom number is Soviet losses.

SUPPLY

A unit or city can receive troops, supplies, and fuel from any adjacent city or corp. Each unit type has maximum limits on the amounts of supplies it can carry. Corps and cities must be left with at least one troops, supplies, and fuel. During the supply phase some of your units and cities will receive automatically some troops, supplies, and fuel depending on how many were sent to the front or if you had any in reserve. If during a whole turn any unit remains immobile, involved in no combat, or has not come under air attack then it uses up no supplies or fuel.

LAND MOVEMENT

This uses up one fuel per move. If a unit has no supplies or fuel then it is stranded and must be resupplied before it can move again.

Units can move only one square per turn but they cannot move onto another unit, a city, or the sea.

COMBAT

An attacking unit must be adjacent to a target before it can attack it.

A city cannot attack but it can defend itself when it is attacked.

The effectiveness of any attack depends upon the following for each unit involved -

- 1) Types of units, ie armour, infantry etc.
- 2) Their strengths.
- 3) Their quality rating.
- 4) The terrain each unit is on.

When two units are in combat then their quality can be altered by the outcome. A unit can lose an engagement by losing more resources than the other unit and yet still not be destroyed. If no side is deemed to have lost the engagement then their qualities remain unchanged. If one side comes off worse than the other then its quality is decreased by one and the other has its increased by one. Generally it will take several engagements before there is a decisive outcome then the losing unit will be entirely destroyed and cease to exist. During a battle each combatant uses up one supply point and if a combatant has no supplies it can receive very heavy casualties. When a city falls the city will change hands. Any troops in the city are destroyed but the supplies, and fuel are left.

The battle casualties represent wounded, dead, prisoners, missing in action.

AIR

To win the air superiority you have to capture cities. The lower your superiority the better your air attacks will be. Five is elite.

UNITS AND CITIES

INFANTRY

these units do not have quality as high as armour but have more troops. They are suited attacking corps, infantry units, and cities. They are very useful for backing up armoured spearheads and guarding supply lines and cities.

MOTORISED
INFANTRY

these units have much better quality than infantry units and are very good for attacking infantry, corp, motorised infantry, and sometimes armoured units. They do not have as many troops as infantry but they can carry more supplies, and fuel than infantry so they can move longer distances without being supplied every few moves.

CORPS

these units can supply other units and are the same as infantry in combat. You should be carefull not to lose these in battle because you will need them for supplying your units. When taking supplies from these you have to leave at least one of each of the supplies. It is best to leave these just behind your front line so they can supply your front line units.

ARMOURED

these are tank units and have the highest quality. They are very useful for concentrating a high force on a specific point and so are useful for spearheading an offensive against a defensive line in order to produce a breakthrough. They are not very good in bad terrain like mountains, or rivers and are not very good attacking cities.

CITIES

these are very important so they must be well protected from attack. If you lose any of these your air superiority will go down so to put your air superiority up you need to capture them. Capturing cities is sometimes a easier method of winning the game than destroying enemy units. When taking supplies from these you have to leave one of each of the supplies with them.

QUALITY

is training experience and equipment a unit has. Armour has the highest quality because it is assumed to have tanks which are highly mobile concentrations of firepower. When a unit's quality becomes to low it is probably best if possible not to let it fight in any battles.

STRENGTH

this is equivalent in thousands of troops and is used to give a comparison between units of different types such as armoured and infantry.

INFORMATION ON UNITS

Maximum Limits

	Strength	Quality	Supplies	Fuel
Infantry	68	57	6	7
Motorised infantry	54	82	8	10
Armoured	39	108	8	10
Corp	68	57	14	14
City	70	70	14	14

Minimum Limits

	Strength	Supplies	Fuel
Corp	1	1	1
City	1	1	1

Divisions per units

	Divisions
Infantry	4
Motorised infantry	3
Armoured	3
Corp	4
City	4

Individual units

all units are ready for battle and are fully supplied although they can have different quality, and strengths.

CITIES HELD

When a new game is started cities will be at full strength but their quality will differ.

Initially the cities under each sides control are -

 GERMAN

Warsaw	Helsinki	Konigsberg
Bucharest	Krakow	Brasov

 SOVIET

Kursk	Riga	Minsk
Ivanovo	Kaunas	Lvov
Tallin	Vilnius	Vinnitsa
Bryansk	Pskov	Leningrad
Moscow	Novgorod	Baranovichi
Kiev	Kharkov	Odessa
Kishinev	Dnepropetrovsk	Simferopol
Donetsk	Rostov	Krasnodar
Stalingrad	Krivoy Rog	Kallinin
Tula	Gorki	Voronezh
Saratov	Yaroslavl	Tambov

SEASONS

The game starts in the summer on week one and progresses through the four seasons. On every season the map and units will change to different colours.

The seasons have different effects on your units so you should take care when you decide to launch major attacks on the enemy. The biggest problem for your units will be in the winter because this is when you start losing troops. The amount of troop losses vary per unit, the most is six thousand per week.

Every time the seasons change the Soviet forces will improve so the longer the war lasts the Soviet forces will improve greatly. They are as follow -

- 1). Their air superiority will go down one
- 2). The Germans will go up one.
- 3). Soviet units quality will improve one.
- 4). In the winter every German unit's quality will drop one.

The length of the relatives seasons are -

Season	Periods (Weeks)
Summer	1 to 17
Autumn	18 to 26
Winter	27 to 42
Spring	43 to 52

SOME TIPS

- 1) If a unit has not many troops left in it and you cannot spare any troops to reinforce it then it is best to keep it away from the front line because it will be easily destroyed. Units are not replaced during the game so if kept behind the front line or guarding a city then this can mislead your opponent into thinking it is stronger than is actually the case.
- 2) If your opponent has a thin line of defence then your high strength armour will be very effective in producing a breakthrough but you must have plans to supply your armour otherwise it can run out of fuel and grind to a halt so becoming stranded.
- 3) To find out the rough strength of an enemy unit you can give a probing attack and see what the battle losses are. If it has many more casualties than yours then it is much weaker but remember to monitor any enemy supply units nearby.
- 4) Keep a careful eye on your units supplies because moving a corp to supply a stranded unit can deprive your front line of valuable resources. Try to take action if any of your units supplies or fuel fall below three points.
- 5) During the winter it is probably best not to have too many battles because you will lose many troops through the freezing weather. Try to build up your troop and supply levels during the winter instead.

- 6) Do not become too complacent if you seem to be doing well against the computer because it could be preparing for a large counter offensive. Try to keep your front line units well supplied and keep reserves at key points which can easily be moved to the under pressure units in your front line.
- 7) Do not jump to the conclusion that the computer has weak units just because they have not attacked your positions for a while. It could be weak but it could also be preparing for a concerted attack when it considers the time is right. A probing attack might cause you to lose the engagement and then tip the balance for your computer opponent so it then evaluates its position as good, allowing it to launch a blistering attack against your otherwise quiet positions.
- 8) At the beginning of the game if you have not got the air superiority you must try to gain it by capturing the enemy cities. If you have air superiority then the enemy will suffer heavier casualties.
- 9) When you launch an offensive try to have reserve units behind your attacking units in case they get in trouble. Try to attack with as many full strength units as possible to achieve your objective.
- 10) It is very useful to have corps behind the front line they can be used to supply your attacking units.

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