

A campaign designed by Terente Vasile

FROM MOSCOW TO BERLIN

May 1942 – May 1945



The Axis forces, led by Germany, invaded the Soviet Union in [Operation Barbarossa](#) on 22 June 1941. Despite warnings and the deployment of Axis armies on his borders, Stalin refused to believe that Hitler would invade and forbade any defensive preparations as to not provoke possible German retaliation. Thus, the Soviets were caught completely unprepared. They were unable to halt deep Axis advances into Russia, which [came close to seizing Moscow](#). However, the Axis offensive stalled and failed to capture the city, and Hitler shifted his focus to the oil fields of the [Caucasus](#) the following year. German forces advanced into the Caucasus under [Fall Blau](#) ("Case Blue"), launched on 28 June 1942. The Soviets decisively defeated the Axis at the [Battle of Stalingrad](#)—the bloodiest battle in the war and arguably in all of history—making it one of the key turning points of the front. A second great Axis defeat, at the [Battle of Kursk](#), crippled German offensive capabilities permanently and cleared the way for Soviet offensives. Several Axis allies defected to the Allies, such as [Italy](#), [Romania](#) and [Bulgaria](#). The Eastern Front concluded with the [capture of Berlin](#), followed by the signing of the [German Instrument of Surrender](#) on 8 May, ending the Eastern Front and the war in Europe.

-Wikipedia

CAMPAIGN NOTES

The campaign is divided into 3 mini campaigns:

North campaign

Center campaign

South Campaign

Each mini campaign has its own scenarios and victory points.

Reserve Tokens

There are no reserve tokens

Victory Event Rolls

Victory Event Rolls rules can be used

Conditions of Victory

Once the final scenario of a campaign has been played, each player tallies his score as follows:

Total number of medals + 1 point for each victory + 1 point for each objective.

For example: If the Russian player won 5 scenarios with 6 medals each (30 medals), including 4 medals objective, his final score will be 30 (medals) + 5 (victories) + 4 (objectives) = 39 points.

The player with the most points wins the campaign.

Campaign Score

	ALLIES	AXIS
Total number of medals		
Number of victories		
Medal Objectives		
TOTAL	pts.	pts.

NORTH CAMPAIGN

[RUSSIA] LYUBINO POLE

- DEFENSE OF THE GULLY.



Setup order		
1		x3
2		x20
3		x2
4		x5
5		x3

Historical Background

In January 1942, the 2nd Shock Army made a breakthrough of the German lines on the Volkhov river and advanced toward Leningrad. But German troops stayed in position on the Volkhov and threatened to close the gap. Soviet troops carried on their attacks in order to widen the breach. A SS battalion from the SS-Polizei-Division was entrenched in small villages of Mostki, Lyubino Pole and Myasnoy Bor. On the 22nd of January, under a freezing cold, advancing with difficulty in snow-covered woods, Soviet infantrymen assaulted the German entrenchments and were decimated by the heavy fire of the defenders. The stage is set, the battle lines are drawn and you are in command. The rest is history.

Briefing

Axis player [Germany] : 6 command cards.
Allied player [Soviet Union] : 5 command cards, you move first.

Conditions of Victory

6 medals.
Mostki, Lyubino Pole and Myasnoy Bor are each a temporary medal objective for the Allied player.

Special Rules

- Use "Red Army" rules (Nation 2).
- Use "Blitz" rules (Action 15).

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[RUSSIA] HILL 693



Setup order		
1		x3
2		x1
3		x8
4		x21
5		x8
6		x1
7		x7

Historical Background

After the Soviet 2nd Shock Army failed to break the siege of Leningrad during the Volkhov battle, German forces encircled them on March 19th, 1942. In a desperate bid to escape, the Soviet troops turned to attack the Axis units who had just closed the pocket. In order to open a breach, they used KV-2 heavy tanks.

On hills 692 and 693, German defenders had anti tank units with improved light guns (Pak 36). The German first line was broken, but defenders on Hill 693 put up a fierce resistance and stopped the Soviet armored attack. The stage is set, the battle lines are drawn and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 5 Command cards.

Allied Player [Soviet Union]
Take 5 Command cards. You move first.

Conditions of Victory

6 medals.
The marked hex of Hill 693 is a Temporary Medal Objective for the Allied player.

Special Rules

- Red Army rules (Nations 2) are in effect.
- The Axis player lays out the minefields (Terrain 29).
- The 2 Allied armor units with only one figure are Soviet KV-2 heavy tanks. Place a badge on them and use the Tiger rules (Troops 16) for these units.
- Special Weapon Asset rules (SWAs 1) are in effect for Axis units equipped with anti-tank guns (SWAs 2). Place the proper figure or badge on these units.
- Frozen Rivers rules (Terrain 47) are in effect.
- If you play with the New Flight Plan, the starting number of air combat cards is amended for this scenario: 3 for the Axis, 1 for the Allies; in addition, Allied armor units only move up to 2 hexes. If you don't use the New Flight Plan, then Blitz rules (Actions 15) are in effect.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[ESTONIA] SIIVERTSI CEMETERY

- BATTLE OF NARVA RIVER.



Setup order		
1		x1
2		x2
3		x36
4		x15
5		x3
6		x10
7		x1
8		x1

Historical Background

February 1944, German troops withdrawn from the Leningrad front were now on the Narva River. But the Soviet troops continued their offensive and tried to make a bridgehead west of the river between the Estonian villages of Riigi and Siivertsi. On the 13th of February, the SS "Nordland" Division could send only two engineers companies, used as infantry, and one assault guns platoon to counter-attack this bridgehead. There was a fierce battle in the village of Siivertsi and the cemetery was changing hands several times. Finally, the Soviet bridgehead was reduced some days after, just before the next Soviet attack.

The stage is set, the battle lines are drawn and you are in command. The rest is history.

Briefing

Axis player [Germany] : 5 command cards.

Allied player [Soviet Union] : 5 command cards, you move first.

Conditions of Victory

7 medals.

The cemetery is a temporary medal objective for the Allied player as well as the Axis player.

Special Rules

- Use "Specialized Units" rules (Troops 2) to all Axis units, these are Scandinavian SS. Badges are not required.
- Use "Frozen River" rules (Terrains 47) to the Narva River.

Medals:

Axis_____

Allies_____

Objectives:

Axis_____

Allies_____

BATTLE OF LEMBITU

- TIGER IN AMBUSH



Setup order		
1		x2
2		x6
3		x2
4		x1
5		x9
6		x1
7		x1

Historical Background

On the 17th of March 1944, near the Estonian village of Lembitu, west of Narva, the Soviet Army launched a massive attack on German defensive positions guarding the strategic railway Narva-Tallinn. German infantrymen were quickly in trouble because of the numbers, but the coming of two Tigers tanks of the 502.schwere Panzer Abteilung changed the fate of the battle. Russians tanks couldn't resist to the counter-attack of the two Tigers led by Otto Carius, a famous ace of the German Panzerwaffe. At the end of the day, more than fifteen tank wrecks were scattered on the battlefield. The Russian attack was repelled.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 5 Command cards.

Allied Player [Soviet Union]
Take 6 Command cards.
You move first.

Conditions of Victory

6 medals

Lembitu is a Temporary medal objective for the Allied player.

Special Rules

Use "Tiger" rules (Troops 16 - Tigers) for the two German armor units with a single figure.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the Axis units equipped with Anti Tank Weapons (SWAs 5 - Anti Tank Weapons Late War).

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[ESTONIA] FIASCO AT MERKÜLA

- TIGER VERSUS NAVAL INFANTRY.



Setup order		
1		x2
2		x5
3		x5
4		x21
5		x1
6		x3

Historical Background

On the 14th of February 1944, while the 30th Guards Infantry Corps, coming from the South, cut the Narva-Tallinn rail road, soldiers of the 260th Naval Infantry Brigade landed on a beach of the Finland Gulf in front of the fishermen village of Merkula but also near a German coastal artillery battery. The failure of radio communications between the naval infantry and the Soviet fleet means that they landed without the support of the naval artillery fire. The Germans reacted quickly and two kampfgropes, Berlin and Luczny from the Nordland Division supported by three "Tiger" tanks of the schwere Panzer Abteilung 502, counter-attacked immediately and repelled the Soviet naval infantry some hours later. In this battle, the Soviets lost about 300 KIA and 200 POW. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 5 command cards.
Allied player [Soviet Union] : 5 command cards. You move first.

Conditions of Victory

6 medals.
The three hexagons with a medal token are each a temporary medal objective for the Allied player.

Special Rules

- Use "Specialized Units" rules (Troops 2) to all Axis and Allied infantry units. Badges are not required.
- Use "Tiger" rules (Troops 16) to the German armored unit.
- Use "Night Attacks" rules (Actions 19).
- Use "Fordable Stream" rules (Terrains 61) for the Udria Oja.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[ESTONIA] THE "TANNENBERG" POSITION

- DEFENSE OF THE BLUE MOUNTAIN.



Setup order		
1		x4
2		x13
3		x19
4		x2
5		x7
6		x9
7		x3
8		x6

Historical Background

In later July 1944, Germanic SS of the "Nordland" Division withdrew from Narva to a new defensive position on the west. The "Tannenberg" position was on a height called Blue Mountain and composed by three hills. This position was attacked by infantry and tanks of the Soviet forces on the 27 of July. After a hard battle which last all the day, the Soviet attack was blocked on the foot of the hills while the German defenders kept the top of hills. But the battle was not finished and continued the day after...

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 5 command cards.

Allied player [Soviet Union] : 5 command cards, you move first.

Conditions of Victory

6 medals

Each hill is a temporary medal objective for the Allied player.

Special Rules

- Use "Specialized Units" rules (Troops 2) to all Axis infantry units. Badges are not required.
- Special Weapon Asset rules (SWAs 4) are in effect for units equipped with anti-tank guns, mortars and machine-guns (SWAs 5, 6 & 7).
- The Axis player lays out the minefields (Terrains 29).

Medals:

Axis_____

Allies_____

Objectives:

Axis_____

Allies_____

[ESTONIA] BATTLE OF PORKUNI

- FRATRICIDAL FIGHTING IN ESTONIA.



Setup order		
1		x2
2		x23
3		x4
4		x9

Historical Background

During the Tallinn offensive by Soviet units of the Leningrad Front, the 249th Rifle Regiment of the 8th Estonian Rifle Corps had to fight against Estonians in German uniform : some border guards units and the waffen SS of the 20.SS-Grenadier Division. Soviet forces were superior in number and the issue of the battle was without surprise. Estonian SS were surrounded in the woods south of the Porkuni Lake by troops of the 8th Estonian Corps and then totally destroyed. At the end of the battle, 500 Estonian SS were killed and the prisoners were executed.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany]: 6 command cards.

Allied player [Soviet Union]: 6 command cards, you move first.

Conditions of Victory

6 medals.

Special Rules

- Special Weapon Asset Rules (SWAs 4) are in effect for Axis units equipped with panzerfaust (SWAs 5).

Medals:

Axis _____

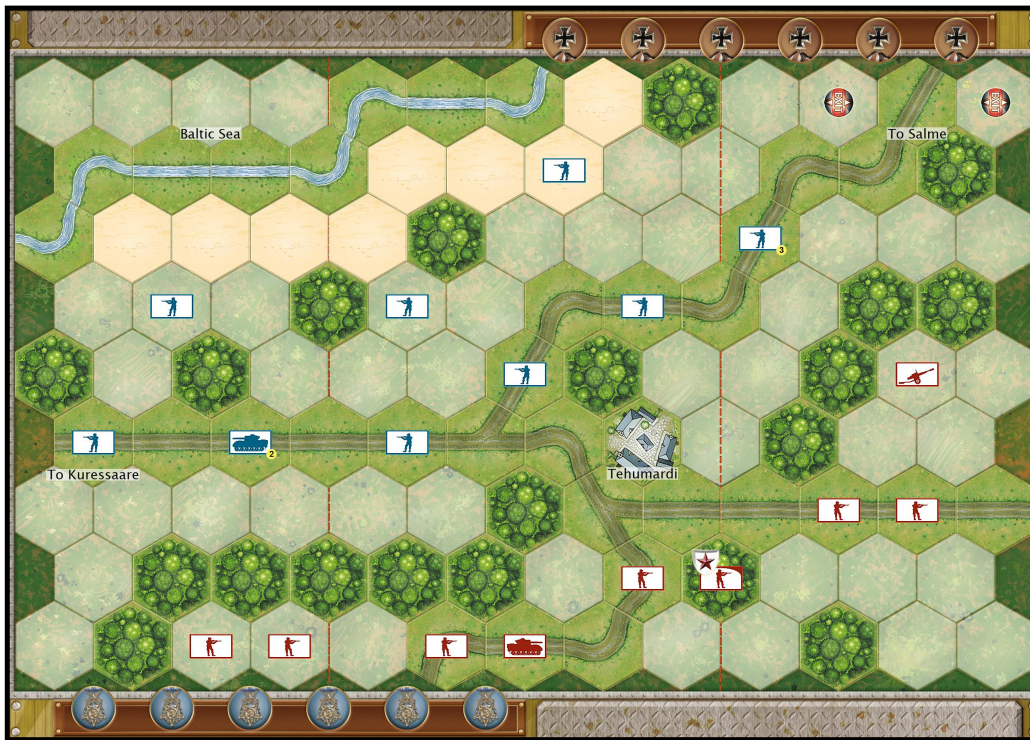
Allies _____

Objectives:

Axis _____

Allies _____

[ESTONIA] TEHUMARDI



Setup order		
1		x8
2		x2
3		x8
4		x5
5		x20
6		x3
7		x1
8		x15
9		x2

Historical Background

The Soviet Moonsund Landing Operation on 29 September 1944 quickly gained ground. The smaller island of Muhu (Moon) and Hiiumaa (Dago) was given up with little resistance. On 5 October, the Soviets landed on Saaremaa. In a reversal of the fighting in 1941, the Germans conducted a quick fighting withdrawal, and planned to make a stand on the easily defendable peninsula of Sõrve (Sworbe).

The Soviet units moved south to occupy positions astride the main road leading to the peninsula. Due to lack of reconnaissance, the Soviets were unaware of the withdrawing German units.

The Germans suspected the enemy presence and were kept as silent as possible to try to breaking through the enemy positions with a sudden attack. Two German battalions split up, the 1st moving along the waterline, the 2nd moving along the main road in parallel.

Soon the 2nd found themselves marching alongside a Soviet unit, who, believing them to be fellow Soviets, gave way. Flares fired gave the game away, and battle started.

The Soviets 1st battalion was quickly overwhelmed, but the Germans then ran into the anti-tank positions. The battle degenerated into chaotic hand-to-hand combat in the darkness, with heavy losses on both sides, but the Germans broke through. Their actions kept the Soviets occupied, however, and the 1st battalion moving along the waterline took no part in the fighting and suffered no losses.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]

Take 5 Command cards.

You move first.

Allied Player [Soviet]

Take 5 Command cards.

Conditions of Victory

5 Medals.

The road to Salme with Exit markers are Exit hexes for the Axis forces.

Special Rules

Night visibility rule in effect (Action 19) but only 3 dice are used to determine increased visibility.

The river represent the Baltic Sea shoreline.

The Axis armor unit with 2 figures represent a captured light M3 Stuart tank used by the German.

Place a badge on the Allied mechanized infantry unit. (Troops 2)

Medals:

Axis _____

Allies _____

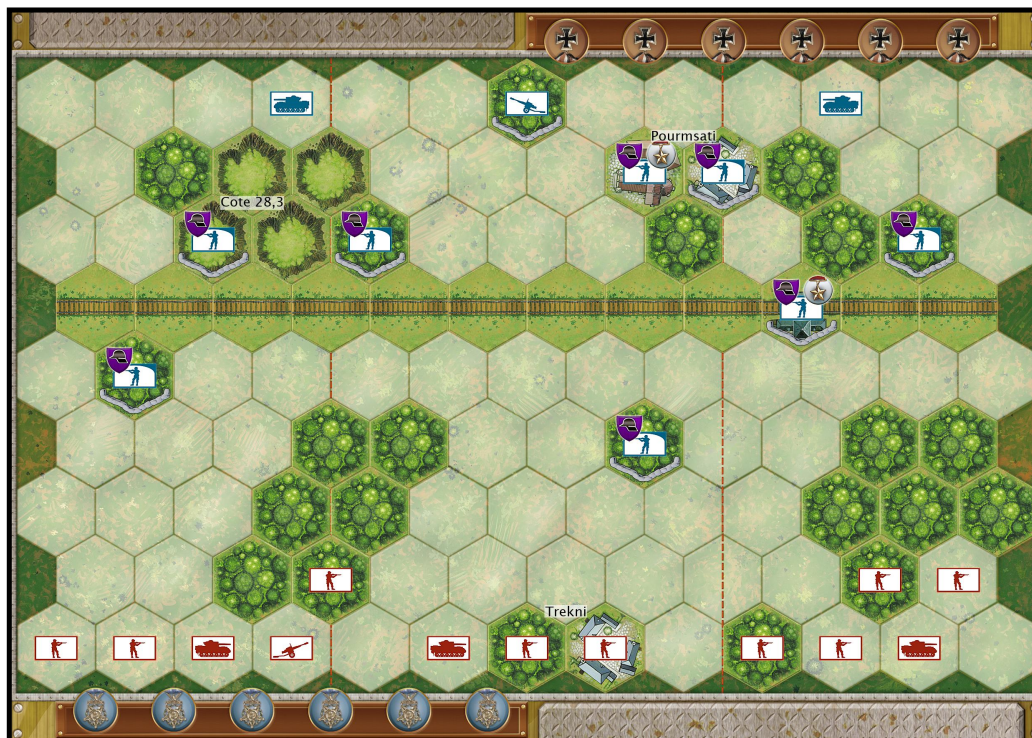
Objectives:

Axis _____

Allies _____

[KURLAND] POURMSATI - ACTION 1

- THE NORDLAND DIVISION IN THE KURLAND POCKET.



Setup order		
1		x1
2		x11
3		x1
4		x23
5		x4
6		x2
7		x8
8		x2

Historical Background

In October 1944, the 3rd Germanic Corps, including the Nordland SS Division, made defensive positions in Kurland in the area of Preekoulm (Priekule). The Nordic waffen-SS had their defenses between the villages of Pourmsati and Gramsen. On the 27th of October, the Soviet Army launched the offensive. The railway Skuodas-Preekoulm was the new front line where the Soviets were stopped. Hill 28,3, south of Pourmsati, resisted to all assaults. And if Soviet troops succeeded to capture the Pourmsati station, they couldn't advance farther, because the Nordic SS held firmly the building of the school in the village.

The stage is set, the battle lines are drawn and you are in command. The rest is history.

Briefing

Axis player [Germany] : 6 command cards.

Allied player [Soviet Union] : 6 command cards, you move first.

Conditions of Victory

7 medals.

The school and the railway station of Pourmsati are each a temporary medal objective for the Allied player.

Special Rules

- Use "Specialized Units" rules (Troops 2) to all Axis infantry units. Badges are not required.

Medals:

Axis_____

Allies_____

Objectives:

Axis_____

Allies_____

[KURLAND] POURMSATI - ACTION 2

- SOVIET OFFENSIVE IN KURLAND.



Historical Background

On the 23rd of January 1945, Soviet troops began the 4th battle of Kurland in the area of Preekoulm (now Priekule). At Pourmsati, the railway was the front line since last October and had been reinforced with barbed wire and minefields. The Nordic SS of Regiment Danmark had to fight against the so-called Soviet "steanroller" and they were reinforced on the 24th of January by tanks of the 14. Panzer Division. The day after, the village of Pourmsati was only ruins when the waffen SS evacuated it to withdraw on a new defensive line. The stage is set, the battle lines are drawn and you are in command. The rest is history.

Briefing

Axis player [Germany] : 5 command cards.
Allied player [Soviet Union] : 6 command cards, you move first.

Conditions of Victory

8 medals.

Special Rules

- Use "Specialized Units" rules (Troops 2) to all Axis infantry units. Badges are not required.
- Use "Combat Engineer" rules (Troops 4) for the three Soviet units with engineer badge.
- The Axis player lays out the minefields (Terrains 29).

Setup order		
1		x12
2		x1
3		x2
4		x3
5		x2
6		x4
7		x23
8		x11
9		x4
10		x7

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

GÖTTERDÄMMERUNG

- INVASION OF GERMANY



Historical Background

At the end of 1944, Soviet forces outnumbered the Germans overwhelmingly. Russian infantry surpassed Germany's in a ratio of 9 to 1, the number of tanks in 6 to 1 in favor of the Russian and German per barrel were 10 Soviet guns. No one can speak of power relations in regards to aviation because the Luftwaffe had virtually ceased to exist. Only a limited number of aircraft was capable of supporting missions with little tactical value and no strategic value. For its part the Soviet forces had received huge amounts of U.S. material and the number of troops is increasing every day.

Christmas is over and ended the year 1944. A strange quiet on all fronts presaged the storm. On January 12, 1945 at 01:30, along the whole front broke the rain of fire. The continuous bombardment lasted until 7 am. The 250 guns per kilometer of front swept the German defense lines, especially in Baranov where the 4th Panzer Army was virtually destroyed. On January 13th Army Group Chernyakhovsky overwhelmed the defenses of the 2nd German Army by turning north on Königsberg and Samland direction. Further south the 2nd Belorussian Front, commanded by General Rokossovsky, crossed the river in the direction Narew Elbing and Danzig, East Prussia isolating all the rest of the Reich. No prisoners were taken from that time. German forces had only alternative, to fight to death.

Briefing

The Soviet side take 6 cards and start first by applying the rules of the commissioner. The German side takes 5 cards and can not make normal use of air power or air sortie, this cards are used as artillery barrage.

Conditions of Victory

8 Users. Each armored German unit is worth two medals to the Soviet side if destroyed, but only one medal for the German side if it gets away from the exit marker. If sufficient German units escape to preclude the Soviet victory was considered a draw.

Special Rules

The Jagdtiger is a tank destroyer unit (TD) following all the rules of these units except that only have a figure and, if attacked, should be repeated impacts (tanks and / or Grenades only) received and get grenades repetition to destroy it, as if Tiger tanks.

The battery of German artillery from the center marked with a star is a heavy 88mm anti-tank battery, attacking with two dice the full extent of 4, considered to star as an impact against armor and need direct line of vision.

Medals:

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- 1  x9
- 2  x1
- 3  x1
- 4  x2
- 5  x2
- 6  x2
- 7  x1
- 8  x5
- 9  x1
- 10  x23
- 11  x4
- 12  x3
- 13  x1
- 14  x1
- 15  x4
- 16  x12
- 17  x2
- 18  x1
- 19  x3