

Standard Combat Series:

Autumn for Barbarossa

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Introduction

Autumn for Barbarossa is a *Standard Combat Series* game covering the struggle to seize Smolensk in the late summer of 1941. This marks the end of the opening phase of Operation Barbarossa and the stabilization of the front until the effort to take Moscow in Operation Typhoon in the fall.

Players will need to download the *Standard Combat Series* rules (version 1.8) from:

<http://www.gamersarchive.net/theGamers/archive/scs.htm>

1.0 General Rules

1.1 Turn Sequence

German Player Turn

- **Reinforcements**
 - Roll for Air Strikes, as per the Order of Arrival
- **Movement & Air Strikes**
- **Combat**
- **Exploitation & Air Strikes**
 - Remove any unused Air Strikes when done.
- **Supply**
- **German DG Removal**

Soviet Player Turn

- **Reinforcements**
 - Roll for Air Strikes, as per the Order of Arrival
- **Movement & Air Strikes**
 - Remove any unused Air Strikes when done.

- **Combat**
- **Exploitation (NO Air Strikes Allowed)**
- **Supply**
- **Soviet DG Removal**

1.2 Scale

Each turn is 6 Days. Each hex is approximately 7 miles. Ground units represent regiments through divisions.

1.3 Terrain

1.3a Side-Based Terrain Effects Charts. There are separate Terrain Effect Charts (TECs) for the German player and the Soviet player. These are identical except for the MP cost of the “denser” terrain type (Light and Heavy Woods, Swamps, and the River types). This reflects the narrow vehicle tracks and more road-bound nature of the German military.

Note that the German MP cost for Light Woods is 3 MPs yet the TEC shows it as allowing Overruns, this is an exception to SCS Rule 6.0c.

1.3b Multiple Terrain Types. Some hexes have more than one terrain type within them. In those cases...

...(for Movement) Use the type with the highest MP cost, but remember roads and railroads negate other terrain features for units using them.

...(for Combat) Use the single terrain most advantageous to the defender. If both hex and hexside features apply to a Combat, their effects are cumulative.

...(for Air Strikes) Use the modifier that is best for the target.

1.3c Railroads. For all purposes, Railroads are considered to be “roads” for uses that prescribe needing “roads.”

1.4 Counter Colors

German units are: Grey: Wehrmacht, and Black: SS

Soviet units are: Brown: Red Army.

Reduced units have a light colored boundary around the counter to help identify them as such.

1.5 Stacking

The stacking limit is **three units**.

At the end of a player's Movement or Exploitation Phase, destroy friendly units that exceed the stacking limit. The owning player determines which units in the overstacked hex are to be eliminated. Units can overstack on placement as Reinforcements.

A hex that becomes overstacked at the end of a retreat is immediately Disorganized. (1.7)

Overruns cannot be made from an overstacked hex.

1.6 Special Unit Rules

1.6a Exploit-Capable Units. Yellow coded units are Exploit Capable. Only Exploit Capable units can overrun.

1.7 Disorganized Units (DG)

Units can become DG because of Air Strikes or as a result of an overstack at the end of a retreat. DG units suffer the following penalties:

- Their attack, defense and movement ratings are halved.
- They lose Exploit Capability.
- They have no ZOC.

DG markers are removed from friendly stacks during a player's DG Removal Phase.

1.8 Supply

1.8a Trace Supply. Each unit must trace (as per SCS rule 12.1) to be "in supply." Units that cannot trace supply in the player's Supply Phase are marked Out of Supply. Units previously marked Out of Supply have their markers removed only in the Supply Phase if found to be able to trace supply again. The marker's effects remain until the marker itself is removed, even if trace supply seems to have been re-established earlier than that.

Out of Supply Effects. Out of Supply units...

- cannot attack
- defend at half strength
- have no ZOC.
- move at half MA (rounded normally).
- lose their Exploitation Capability.

Germans. The Germans trace supply to any hex marked as a German Supply Source.

Soviets. The Soviets trace supply to any hex marked as a Soviet Supply Source. Note that any Soviet Supply Source ceases to function when a German unit enters its hex (there

is no need to continually occupy the hex nor is there a way of turning the hex 'back on' by retaking it).

1.9 Air Strikes

Each player may be allowed to roll one or two dice, the number rolled determines the total number of Air Strikes he is allowed in his coming turn. Each Air Strike can only be used once and in one location (given the ability in 1.9b).

Air Strikes have an Air Strike Rating on their counter. An Air Strike can only be used once in a Game Turn; the Germans can use them in either their Movement and Exploitation Phases; the Soviets can only do so in their Movement Phase. Unused Air Strikes cannot be saved from turn to turn. A given target hex can be hit by any number of Air Strikes (see also 1.9b), but all must be identified before resolving the first of them against it. A given hex can be hit by Air Strikes no more than once per phase.

1.9a Procedure. Resolve Air Strikes as follows:

- Each Air Strike rolls for the target hex independently. Do not add their ratings together.
- Roll one die for each Air Strike vs. each target hex. Modify this roll for terrain. If the modified roll is less than or equal to the Air Strike's Rating, all units in the target hex are DG. Additional DGs have no greater effect on a target but could generate Step Losses if there are additional Kill Rolls.
- If a roll successfully creates a DG (or would have if the hex has already obtained a DG result), roll one die as a Kill Roll against each unit in the hex. On a 5 or 6, take one step loss against that unit. There is no effect on a roll of 1-4. Roll for each unit in the hex separately for every successful DG result made in a given Air Strike.

1.9b Air Strike Breakdowns. Each player can split up a number of his available Air Strikes into Air Strike Breakdowns. Each side is limited to the number of Air Strike Breakdowns they can create per turn (6 for the Germans and 4 for the Soviets).

At the moment the player rolls for his Air Strikes, he can opt to break down any of them up to the number of available Air Strike Breakdowns. Each regular Air Strike breaks down into two Air Strike Breakdowns.

The only purpose of Air Strike Breakdowns is to be able to strike more target hexes than the regular Air Strikes available. Therefore, Air Strike Breakdowns cannot be used in hexes being hit by any other Air Strikes (regular or Breakdown)—they can only be used individually.

The procedure for using Air Strike Breakdowns is identical to regular Air Strikes; they merely have a less effective Air Strike Rating.

1.10 Garrison Units

Each player can create one or more Garrison units (up to the limit in the counter mix's 10 Garrison units per side) in his Movement Phase. To do so, merely eliminate one step of any non-Garrison unit in the desired hex and place a 2-step 0-2-0 Garrison unit in that hex in exchange. A given unit can produce more than one Garrison unit at once, at the cost of one step for each. If a unit gives up its last step in this process, place it in the player's *Rebuild Cup*. Note a unit can eliminate a step and produce a Garrison unit anywhere in its movement and can continue to move after doing so.

The unit providing a step to create a Garrison unit in its hex can move before or after doing so normally and the Garrison unit created also applies any DG or OOS marking of the parent unit.

Garrison units can be created in EZOCs and in hexes that cannot currently Trace Supply.

Garrison units cannot move or attack. If attacked they defend and are allowed to Retreat normally, but cannot be rebuilt using Repls. Destroyed Garrison units are again available to the player for detachment.

These units are designed to allow the player to detach strength from his combat units to hold VP or other key hexes without having to leave real combat units (which can take on Repls to go back to full strength) to do this work.

1.11 Replacements

Each player is given one or more Replacements on his Orders of Arrival. Each Replacement is used to return one unit from the Dead Pile (and it returns at Full Strength, if it has two steps) OR he can chose a unit on the map to flip from Reduced to Full Strength. Place returning units in any hex containing or adjacent to any friendly unit in play (which *did not* just get Replaced!) provided the selected hex is in Trace Supply and is NOT in an EZOC. Likewise, any unit chosen on the map to recover from Reduced must be in Trace Supply (but CAN be in a hex containing an EZOC).

Place all units destroyed in play into a cup by side. Apply Replacements by randomly drawing the needed number of units from the cup.

If the number of Replacements is greater than the number of dead units in the cup and there are no Reduced units in play, the excess can be saved for a future turn—but note that the player cannot *choose* to save Replacements for the future, if they can be used; they must be used.

2.0 German Special Rules

2.1 The Hitler Withdrawal

Starting on Turn 6, the German player rolls one die to determine if the Hitler Withdrawal occurs. If it does, follow the procedure below. If the roll is outside the given range, the Hitler Withdrawal does not occur that turn. If the Hitler Withdrawal occurred on an earlier turn, then there is no need to roll in the future. On Turn 8, the Hitler Withdrawal is automatic (no roll is needed) if it has not already occurred.

2.1a Procedure. Remove all Exploit Capable German units from the map, regardless of their current location or situation. Return the following, **at full strength**, to any hex adjacent to a German unit still on the map after these units are removed. The hex chosen can be in an EZOC and need not be in Trace Supply.

2x 9-5-10 Pz Rgt

3x 2-5-10 Mtr Inf Rgt

3x 3-5-10 Mtr Inf Rgt

2.1b But, What about the Exploit units in the Dead Cup?

Leave them there. Any that get drawn out for the rest of the game (including one the turn 2.1a occurs) remain in play. They are baked into the 'keepers' above.

3.0 Soviet Special Rules

No real Soviet Special Rules, but just for fun...

3.1 Russian Accent Play

The Soviet player obtains one (1) VP if he manages to play the entire game while using a comic-book Russian accent during all Soviet Player Turns. Bonus: Track how many times you and your opponent (combined) earn this extra VP, when the total reaches 10, let Hans know at hanskishel@gmail.com and you will get a personal call from him to talk about the game.

4.0 Victory

Total the number of Victory Points the Soviet player controls at the end of play. Control being defined as the last to enter or move through the hex.

30 or more	Massive Soviet Victory
29 to 27	Major Soviet Victory
26 to 23	Minor Soviet Victory
22	Historic Outcome (Draw)
21 to 18	Minor German Victory
17 to 15	Major German Victory
14 or less	Massive German Victory

4.1 Victory Points on the Map

<i>Locations</i>	<i>Name</i>	<i>VP</i>
14.21	Vitebsk	2
13.14	Orsha	2
11.07	Mogilev	2
20.03	Krichev	1
28.04	Roslavl	2
33.03	Snopot	1
26.09	Pochinok	1
32.10	Yeln'ya	2
34.13	Dorogobyzh	1
25.13	Smolensk	1
25.14	Smolensk	2
30.15	Yartsevo	2
34.15	Safonovo	1
36.15	Izdeshkovo	1
27.18	Dukhovshchina	1
36.19	Pusii	1
24.19	Demidov	1
22.21	Velizh	1
35.22	Bel'yy	1
30.23	Zharkovskyy	1
39.26	Olenino	1
44.25	Rzhev	2
43.20	Sychevka	1
42.15	Vyazma	2
46.09	Yukhnov	1
39.07	Spas Demyansk	2
39.04	Kirov	1
39.02	Lyudinovo	1
42.00	Zhizda	1
45.03	Sukhinichi	1

5.0 Scenario

Set Up and Reinforcement Notes:

• The player is free to set up units either by their given historical designation OR using any unit of the given type. Soviet Infantry Divisions should be drawn from a cup (since they vary in effectiveness), but all other units do not require this process as their values are identical. The same short-hand can be used for the Orders of Arrival.

Soviet Set Up

9.01

154 Inf Div

10.01

167 Inf Div

10.02

61 Inf Div

9.04

4 Abn Div (Reduced)

10.04

102 Inf Div

10.05

187 Inf Div

11.06

148 Inf Div

11.07

172 Inf Div

11.08

100 Inf Div

12.08

110 Inf Div

12.01

117 Inf Div

15.01

55 Tk Div

15.02

151 Inf Div

15.03

50 Tk Div

15.04

219 Mot Div

20.03

132 Inf Div

18.02

55 Inf Div

17.07
137 Inf Div

13.11
53 Inf Div

19.12
160 Inf Div

9.14
161 Inf Div (Reduced)

11.15
17 Inf Div (Reduced)

12.12
13 Tk Div

12.13
108 Inf Div

12.14
64 Inf Div

13.13
18 Inf Div

13.14
1 Mot Div

13.15
233 Inf Div

14.14
73 Inf Div

14.15
17 Tk Div

14.16
229 Inf Div

17.15
144 Inf Div

24.14
46 Inf Div

25.14
152 Inf Div

25.13
129 Inf Div

26.13
57 Tk Div

28.04:
155 Inf Div (Reduced)

34.09:
121 Inf Div (Reduced)

34.13:
143 Inf Div (Reduced)

22.21
50 Inf Div

18.16
38 Inf Div

18.17
127 Inf Div

18.18
158 Inf Div

18.21
48 Tk Div

15.20
220 Mot Div

14.18
153 Inf Div

14.19
18 Tk Div (Reduced)

14.20
134 Inf Div

14.21
162 Inf Div

15.26
179 Inf Div

13.20
14 Tk Div (Reduced)

13.21
214 Inf Div

8.23
186 Inf Div

6.25
174 Inf Div

5.26
126 Inf Div

German Setup

8.01
1 Cav Div

w/i 1 7.06
3 Pz Div (all)

w/i 1 8.05
4 Pz Div (all)

w/i 1 9.06
10 Mot Div (all)

10.07
Fuher Inf Rgt (SS-R Div)

w/i 1 11.09

10 Pz Div (all)

11.10

Deutld Inf Rgt (SS-R Div)

w/i 1 11.11

18 Pz Div (all)

w/i 1 12.10

29 Mot Div (all)

8.13

GD Inf Rgt

w/i 1 9.16

12 Pz Div (all)

w/i 1 11.17

17 Pz Div (all)

5.21

900 Inf Bde

w/i 1 9.20

7 Pz Div (all)

w/i 1 10.20

20 Mot Div (all)

w/i 1 11.20

20 Pz Div (all)

w/i 1 7.23

18 Mot Div (all)

w/i 1 4.25

206 Inf Div

3.26

53 Inf Rgt (14 Mot Div)

86 Inf Div

Orders of Arrival

Format is: *Entry Area—Units*

German Reinforcements

Turn 1

Air Strike Roll: Two Dice

G: 255 Inf Div

H: 17, 31 Inf Div

I: 34, 263 Inf Div

J: 137, 292 Inf Div

K: 5, 6, 26, 35 Inf Div

Turn 2

Air Strike Roll: Two Dice

1x Replacement

I: 78 Inf Div

J: 7, 23, 258, 268 Inf Div

K: 129 Inf Div

Turn 3

Air Strike Roll: Two Dice

1x Replacement

G: 197 Inf Div

I: 15 Inf Div

J: 8, 28 Inf Div

K: 106 Inf Div

L:** 19 Pz Div (all), 11 Inf (14 Mot Div)

** If Entry Area L is German controlled—If not, Check every turn for German control, and these units arrive on the first turn in which this Entry Area is controlled by the Germans. Do not have them enter until it is.

Turn 4

Air Strike Roll: Two Dice

1x Replacement

J: 286 Sec Div

Turn 5

Air Strike Roll: Two Dice

1x Replacement

G: 221 Sec Div

J: 161 Inf Div

Turn 6**Air Strike Roll: Two Dice****Hitler Withdrawal (1d6): Withdrawal on a 1-2.**

1x Replacement

Turn 7**Air Strike Roll: One Die****Hitler Withdrawal (1d6): Withdrawal on a 1-4.**

1x Replacement

Turn 8**Air Strike Roll: One Die****Hitler Withdrawal: Withdrawal is automatic.**

1x Replacement

G: 252 Inf Div**J:** 403 Sec Div**Turn 9****Air Strike Roll: One Die**

1x Replacement

G: 162 Inf Div**J:** 87 Inf Div**Turn 10****Air Strike Roll: One Die**

1x Replacement

Soviet Reinforcements**Turn 1****Air Strike Roll: None****Turn 2****Air Strike Roll: None**

3x Replacements

Vyazma (42.15): 102 Tk Div, 106 Mot Div, 19, 91, 107, 133, 166, 178, 248 Inf Div, 4, 6 Mil Div**Spas Demansk (39.07):** 104 Tk Div, 221 Mot Div, 89, 120, 149, 145, 217, 222 Inf Div**Olenino (39.26):** 243 Inf Div, 50, 53 Cav Div**Rzhev (44.25):** 51, 101 Tk Div, 242, 250, 251 Inf Div**Turn 3****Air Strike Roll: None**

3x Replacements

A: 110 Tk Div, 119, 244, 246, 247, 249 Inf Div**B:** 107, 108, 109 Tk Div**E:** 32, 43, 47, 52 Cav Div, 21 Mnt Cav Div**Turn 4****Air Strike Roll: None**

3x Replacements

C: 103 Mot Div**D:** 105 Tk Div**Turn 5****Air Strike Roll: One Die**

4x Replacements

A: 45 Cav Div**B:** 194 Mnt Div, 309 Inf Div, 2, 7, 8, 13, 18 Mil Div**D:** 269, 280, 282 Inf Div, 1, 5, 9, 17, 21 Mil Div**E:** 4 Cav Div**Turn 6****Air Strike Roll: One Die**

4x Replacements

Turn 7**Air Strike Roll: One Die**

3x Replacements

A: 303 Inf Div**E:** 211, 278, 279, 287 Inf Div**Turn 8****Air Strike Roll: One Die**

3x Replacements

Turn 9**Air Strike Roll: One Die**

3x Replacements

Turn 10**Air Strike Roll: One Die**

3x Replacements

Soviet Terrain Effects

Terrain Type	MP Cost	Effects on		Overrun Allowed?
		Combat	Barrage	
Open	1	-	-	Yes
Road	¼	ot	-	ot
Track	½	ot	-	ot
Railroad	½	ot	-	ot
Village	ot	Left 1 Shift	-	Yes
City	ot	Left 2 Shift	+1	No
Light Woods	2	Left 1 Shift	-	Yes
Heavy Woods	3	Left 2 Shift	+1	No
Swamp	4	Left 2 Shift	-	No
Minor River	+1	A x ½	-	No
Major River	+2	A x ½	-	No
Lake Hexside	P	P	-	No
Entry Area	ot	ot	-	ot

German Terrain Effects

Terrain Type	MP Cost	Effects on		Overrun Allowed?
		Combat	Barrage	
Open	1	-	-	Yes
Road	¼	ot	-	ot
Track	½	ot	-	ot
Railroad	½	ot	-	ot
Village	ot	Left 1 Shift	-	Yes
City	ot	Left 2 Shift	+1	No
Light Woods	3	Left 1 Shift	-	Yes
Heavy Woods	4	Left 2 Shift	+1	No
Swamp	All	Left 2 Shift	-	No
Minor River	+2	A x ½	-	No
Major River	+3	A x ½	-	No
Lake Hexside	P	P	-	No
Entry Area	ot	ot	-	ot

ot = Use the other terrain in the hex to determine this

- = No Effect

P = Prohibited. Units cannot cross such a hexside and are destroyed if forced to retreat through one.

A x ½ means the attacker's combat strength is halved.

Combat Table

	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1+	
2	A3	A3	A3	A3D1	A2D1	A1D1	A1D1	A1D1	2
3	A3	A2	A2	A2D1	A1D1	A1D1	D1r1	D2r2	3
4	A3	A2	A2D1	A1D1	A1D1	D1r1	D1r1	D2r2	4
5	A2	A2	A1D1	A1D1	D1r1	D1r1	D2r2	D3r3	5
6	A2	A1D1	A1D1	D1r1	D1r1	D2r2	D2r2	D3r3	6
7	A1D1	A1D1	A1D1	D1r1	D2r2	D2r2	D3r3	D3r4	7
8	A1D1	A1D1	D1r1	D2r1	D2r2	D3r2	D3r3	D3r4	8
9	A1D1	A1D1	D2r1	D2r2	D3r2	D3r3	D3r4	D4r5	9
10	A1D1	D2r1	D2r2	D3r2	D3r3	D3r3	D4r5	D4r6	10
11	D1r1	D2r1	D3r2	D3r2	D4r3	D4r3	D4r5	D4r6	11
12	D2r2	D3r2	D3r2	D4r3	D4r3	D4r4	D4r6	D5r6	12

A = Attacker Result

D = Defender Result

= Number of Steps lost

r# = Retreat hexes required

Air Strike DG Roll

Roll one die for each Air Strike used, add any Barrage Terrain Effect. If the result is less than or equal to the Air Strike's Rating (possibly modified by Terrain Effects), the target stack is DG and a Kill Roll is made against each unit in it.

Kill Rolls: For each successful DG result against the hex, roll one die separately for each unit in that hex. If the roll is 5 or 6, the unit takes a step loss. There is no effect on rolls of 1 through 4.