

- 7) Fire Factor - A number at the bottom of a unit counter indicating relative strength.
- 8) German - All counters printed black on grey, white on black, or black on blue.
- 9) Line - Path along which units move from point to point.
- 10) Minor Unit - A formation that can be destroyed by a single breakthrough or repulse. [Exception: see Section 8.C.3a - Shock Armies.]
- 11) Offensive Fire - Combat firing done by the attacker.
- 12) Owning Player - Player who controls the piece in question.
- 13) Point - A city or center on the map.
- 14) Repulses - Losses inflicted on the attacker by the defender.
- 15) Stack - More than one unit on a given point.
- 16) Major Unit - A unit not carrying a minor unit indicator on it. This unit requires one more breakthrough or repulse than its fire factor, to be destroyed.

D. NUMERICAL RANDOMIZER

A numerical randomizer in the form of one or two dice is required for weather determination, combat resolution, the Siberian Reserves Gamble, German replacements, and torpedoing enemy strategic sea movement.

2.0 GAME LEVELS AND VERSIONS

SET-UP

Initial set-ups for all versions of *Dark Crusade* are provided on the separate sheet marked "22 Jun 41 Set Up". Note that some units starting in June and even more units starting in May are dispersed.

A. GAME LEVELS

1) Introductory Game:

This is a simplified version of the tournament game. Use the following forces:

At Start:

Axis - June 1941 set up less Headquarters units and divisions.

Soviet - June 1941 set up with rifle armies, tank corps, cavalry corps and partisans. No other units are used - including Guards or Shock units.

Disregard the Order of Appearance and Extraordinary Events List except for those units eligible to be used in the Introductory Game. Soviet infantry and cavalry replacement centers function normally. The Soviet player may build infantry and tank factories only. Factories may not produce composite units. No Soviet infantry replacements are available on the first turn. All strategic options are in effect. Disregard all rules referring to units not used in this introductory game.

2) Advanced Game:

In an Advanced Game, the players are free to use all rules and components possible.

B. GAME VERSIONS

1) Tournament Game:

A tournament game begins in June 1941 (May 1941 at the German player's option - see Section 3.A for details) and ends in one of three ways:

a) A player wins if he has enough victory city points during his Tournament Game Victory Determination Phase.

Consult the Victory Conditions Chart. For each year listed there are either one or two point totals: A single total, or the first of two, applies throughout the year. This is the number of victory city points that a player needs to hold at the end of an opponent's turn in order to win. These cities must be held in overland supply. The number(s) after the slash apply only in December of that year (Note: The Axis player starts with 7 victory points, the Soviet player starts with 16).

Both players have victory point totals expressed as numbers with pluses between them. The first number is the number of "home" victory points and the second is the number of "enemy" victory points that must be controlled. *Example:* In December 1941, the German player must hold 7 victory points of his own (all of them) and control 7 victory city points in the Soviet Union as well. Victory point cities are listed below.

Victory Point Cities:

1 Point Cities

Arkhangelsk	Konigsberg
Minsk	Gorki
Voronezh	Odessa
Stalingrad	Sevastopol
Rostov	Grozny
Dnepropetrovsk	

2 Point Cities

Helsinki	Leningrad
Warsaw	Moscow
Kiev	Bucharest

The Axis player also gains one victory point and the Soviet player loses one victory point per pair of Soviet factories destroyed.

b) Either player may declare a draw during his own Tournament Game Victory Determination Phase after the end of the February 1942 turn. However, the player not ending the game has won if, when the game ended, he had enough victory points to win. In other words, the declaration of a draw cannot be used to stop a game where your opponent has a winning position at the end of his turn.

c) A draw may be declared at any time if both players agree to do so. If neither player has won by the end of the July 1944 turn, the game ends as a draw.

2) Tournament Campaign Game:

This is the Tournament Game without the option to call a draw after February 1942. In other words, this is a "sudden death" campaign game. It may run from May/June 1941 to July 1944.

3) Campaign Game:

A campaign game starts in the same way as does the tournament game, but runs from May/June 1941 to February 1945, and has different victory conditions.

a) The Axis player wins if:

i) All Soviet units are eliminated from the map at the end of each of two consecutive Axis player turns. - OR -

ii) Leningrad, Moscow, and Stalingrad are in Axis overland supply throughout six complete and consecutive turns. - OR -

iii) All victory cities are under Axis control. The cities need not trace supply lines. The game is over the instant this occurs. - OR -

iv) The Soviet player has not achieved his victory conditions by the end of the February 1945 game turn.

b) The Soviet player wins if:

i) All German units on the map are eliminated at any instant before the end of the February 1945 game turn. - OR -

ii) All Soviet victory cities are under Soviet control, as well as Warsaw and Bucharest, and 10 army sized units are sent off the board and kept in continuous supply via their exit lines. These conditions must be maintained uninterrupted for two consecutive game turns ending on or before February 1945. - OR -

iii) Twenty army sized units are exited off the west edge of the map and kept in uninterrupted supply via their exit lines for two consecutive game turns ending on or before February 1945.

3.0 STRATEGIC OPTIONS

A. AXIS

Early Start: The Axis player may elect to start the game in May, rather than June 1941. If he chooses this option, he must make weather rolls for Mud. These rolls are made after Operational Movement and before combat. The Axis player rolls for each point under assault. An even die-roll means Good weather and an odd die-roll means Mud. The weather rolled for that point applies to that point only (Note: this procedure applies only to this May start option, not the weather encountered later in the game). Additional German and Soviet units begin the game dispersed [see the "22 June 1941 Set Up" Chart]. All Axis 1941 reinforcements arrive one turn early. Soviet factories begin producing in May 1941 and Soviet infantry replacements start in June.

B. AXIS AND SOVIET

Free Set Up: Either player may choose this option, but the Soviet player decides first. If either player chooses this option, then both players are free to deploy their forces within the following restrictions:

1) **Axis:** Undispersed German units may deploy anywhere to the west of the Soviet-Axis border including Rumania and Finland except Hungary (Cluj and Firgu Mures). Only three infantry corps and one HQ unit may deploy in Memel. Rumanian and Finnish units must start in their own countries.

2) **Soviet:** Undispersed Soviet units which start the game on points with lines leading directly across the western Soviet-Axis border (not Finland) may re-deploy on those same points plus the port of Lepaya. Dispersed units and those not on the western Axis-Soviet border may not be re-deployed.

3) Free Set-Up Sequence:

a) German units to be deployed in Finland and Rumania are designated. If the Axis player made the initial choice for free set-up, these