

## Axis & Allies Global 1940 House Rules Expansion

### STRATEGY GUIDE

## SOVIET UNION

If *Moscow* falls – and *Berlin* and *Tokyo* are Axis controlled – the War is over. The Soviet Union must survive long enough for the Allies to get the upper hand – either economically or militarily.

The vastness of the Soviet Union – as well as the *Lend-Lease* program, *Soviet Guards Infantry* and *Red Army Conscription* are some of the most important factors to keep Russia in the War.

From game start – *Early 1940* – the Soviets can purchase *Commissar* units. A *Commissar* unit can take command of any 3 land based combat units – and form a *Soviet Army Corps*.

**Note:** from *Early 1941* the Soviet Union receives 1 *Tank* unit for free in each round – as long as Russia controls the *Urals*.

The most hard-hitting of all *Battle Formations* is the *Tank Army*.

The *Tank Army* should be represented on the game board – and serve as the back bone of any larger attacking force – or be present during defensive fighting to prevent an enemy breakthrough.

With the formation of *Tank Armies* and *Soviet Army Corps* the Soviet player can form up to two *Army Groups* to serve as *Strategic Operational Formations* – these *Army Groups* must stay intact – and avoid encirclement by Axis forces. They will represent the core in the Soviet line of defense.



For strengthening defensive positions the Soviet player can place *Landmines* on specific borders in anticipation of enemy attacks. This could slow down the enemy attack – inflict significant casualties – and thereby weaken the enemy spearheads.



The struggle against the (anticipated) German invaders will require most of the Soviet combat units. The attack is expected in *Early 1941* or *Late 1941*.

#### **Remember:**

When Germany (or Italy) attacks – the Soviet Union receives 10 IPC from the bank. These IPC represents the immediate increase in industrial military output as a consequence of the German attack.

The *Strategic Rail Movement Capacity* offers the Soviets an opportunity to move troops from the *Far East* in order to strengthen the defenses against the German invaders. It also allows Russia to move factories out of reach of the enemy.



One major advantage for the Soviet Union is the depth in which the Soviet units can fight and retreat.

**Important:**

In *Early 1942* the Soviet Union can activate *Red Army Conscription* – which means that a maximum number of 26 *Infantry* units can be produced at 2 IPC each. Beginning from game start Russia must save IPC in each round, in order to have at least 52 IPC at the *Collect Income* phase in *Late 1941*.

The Soviet Union should avoid any conflict with Japan for as long as possible. This will free up troops that are much needed at the Soviet-German front.

Here is an example of how a *Soviet Strategic Plan* could look like:

**Scorched Earth:**

This strategy aims to slow down the enemy advance into the Soviet Union – absorb the initial attack – and fight a defensive battle *in depth* to extend the enemy supply lines.



**Early 1940 (game start): starting income: 37 IPC**

In *Early 1940* the Soviet Union purchases:

- 1 *Elite Infantry* unit (3 IPC)
- 2 *Infantry* units (6 IPC)
- 1 *Commissar* unit (5 IPC)
- 2 *Tank* units (10 IPC)
- 6 *Landmines* (6 IPC)

Saving 7 IPC for future rounds

**Early 1940 Non-Combat Movement:**

- *Tank* units should stay in/move to *Moscow* – in order to link up with other *Tank* units and the *Commissar* unit – in order to form the *1st Soviet Army Corps* (1 *Commissar* unit + 3 *Tank* units).
- *Infantry* should mainly be concentrated in *Novgorod* and *Ukraine*.
- 3 *Infantry* units from the Far East should move by *Strategic Rail Movement* to *Ukraine*.
- All *Air* units should move to *Novgorod*.
- *Mechanized Infantry & Artillery* units should be concentrated in the *Smolensk-Bryansk* area – and await the direction of the Axis main thrust.
- *Infantry* units in the Far East should reorganize with 2 *AAA* and mainly be concentrated in *Siberia*.

**Early 1940 Place New Units:**

1. *Elite Infantry, Commissar, Landmines* and 2 *Tank* units are placed in *Moscow*
2. 2 *Infantry* are placed in *Novgorod*.

**Early 1940 Collect Income:**

- The Soviet Union collects 37 IPC
- Total Soviet income: 44 IPC



When the Soviets are attacked by the Axis, the United Kingdom must send 3 *Air* units to the Russians as soon as possible, as part of the *Lend-Lease* program.

When the United States enter the War, they should send 3 *Tank* units to the Soviets as soon as possible, as part of the *Lend-Lease* program.



### Future Soviet preparations:

*Commissar* and *Tank* units must be produced in preparation for the creation of *2<sup>nd</sup>* and *3<sup>rd</sup>* *Soviet Army Corps*.



*Panzer General* units do not have to be produced until *Late 1942* – simply because the Soviets need to purchase *Guards Infantry*, *Commissar*, *Tank*, *Paratrooper* and *Elite Infantry* units. Also, the Soviets still need to save IPC in each round in order to have at least 52 IPC in *Early 1942* (to purchase *Red Army Conscription Infantry*).

The *1<sup>st</sup>*, *2<sup>nd</sup>* and *3<sup>rd</sup>* *Soviet Army Corps* will have to be the backbone of the Soviet defenses until the *1<sup>st</sup>* and *2<sup>nd</sup>* *Soviet Tank Armies* can be formed.

During *Late 1940* and *Early 1941*, Russia must build 6 *Landmines* in each round. The *Landmines* must move to *Belarus* and *Ukraine* from where they can be distributed.

If possible, they should not be dug in until Germany attacks. A minimum of 3 *Landmines* should defend together on any line/border.

Some defense borders could have several more *Landmines* – the challenge is to place them on borders, where the enemy most likely will attack.

When Germany attacks, Russia should destroy the factories in *Novgorod* and *Ukraine* as soon as there is a risk that these factories could fall into enemy hands – rather than spending *Strategic Rail Movement Capacity* to move them.

Russia needs all its *Strategic Rail Movement Capacity* to move *Infantry* units from the Far East – to face the Germans.



The *Stalingrad* factory should move further east (to avoid capture or destruction) – prior to the *Red Army Conscription* – in order for the Soviets to be

able to place 6 *Red Army Conscription Infantry* units at this factory site.

Russia should also build *Rockets*. Their presence on the game board is a threat to any Axis forces. Especially if an opportunity to destroy enemy *Panzer* or *Waffen-SS* units etc. opens up.



### Remember:

The Soviets must destroy anything that could be useful to the Axis (factories, air & naval bases). And try to destroy enemy units by creating minefields in strategic important places.

Small scale attacks, launched against enemy weak positions are also important to slow down the Axis advance on the *Eastern Front*.



The most important task for the Russians is to prevent Axis forces from capturing *Moscow* – or to break through the Soviet defenses – and attack deep into the *Soviet Hinterland*.

