

# BARBAROSSA

*"No plan survives first contact with the enemy." –von Moltke*

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## B. INTRODUCTION ([CONTENTS](#))

The map used in the game has been graciously permitted by the David Rumsey Map Collection. Please visit them at [www.davidrumsey.com](http://www.davidrumsey.com).

"Barbarossa" is a division/corps-level solitaire game, simulating the German invasion of the Soviet Union in 1941. The game starts around the 4<sup>th</sup> week of June 1941 lasts until the Germans win or at least until June 1944 (whichever comes first). Each Turn has 2 Rounds, one for German planning/movement and one for Russian planning/movement; each Turn is equivalent to one week.

As noted, this is a solitaire game. That means there is NO "computer player" or AI; in other words, all decisions for BOTH sides are to be made by a single player.

Throughout these rules, the word "might" is used, implying that the game generates a random number to make the determination; it does NOT mean that it is player's discretion or action.

When the game starts, a box will appear, asking whether to start a new game or continue a saved game. Click "New" to start a new game, or "Saves" to continue the last game. There are no other games previous to the last which are saved. In addition, there is a checkbox which will display these rules when checked.

To view these rules at any time, right-click anywhere on the map and select "Rules".

When starting a new game, the German player will usually go first, although there is a slight chance that the Russians might go first and that the game might start on the 3<sup>rd</sup> week of June. Moreover, on the first turn of the game, if the Germans move first, the Germans might be able to move farther and have a slight advantage in Combat.

To determine which side is on turn, right-click anywhere on the map, and the name of the side will be listed in first line of the pop-up, denoting the Active side to be either Russian or German; to change which side's units may be moved, right-click anywhere on the map and click on the first line of the pop-up.

To close the game, click on the "Close" at top right corner of the map.

## C. UNITS ([CONTENTS](#))

Click [here](#) to view the chart of each Unit type with maximum Movement, Attack and Defense Factors, based on Weather and Terrain.

Units may not be "stacked" or otherwise combined to form a single Unit.

To check the Weather, Terrain occupied by a Unit, and the Unit's current Factors, right-click on the Unit.

Every Unit has several Factors. They are:

- Strength
- Supply
- Intel
- Detection
- Movement
- Attack
- Defense

Russian/Guard Airborne Units may be placed anywhere with 100 miles of Moscow after initial deployment; they may not, however, be placed ON enemy Units.

Partisans are created randomly, based on the number of Cities/Major Towns controlled by the Russians, starting in September 1941, and are placed (randomly) in German-controlled Cities/Major Towns.

In January of each year, Air Force Units might be randomly removed from the game. In 1942, only 2 Units might be allowed; in 1943, only 1 Unit.

#### **D. TERRAIN ([CONTENTS](#))**

Click [here](#) to view the chart of Terrain types.

A Unit occupying different Terrain types simultaneously will have one of the Terrain types occupied randomly selected to be the Terrain occupied, based on how much of that Unit is on a particular Terrain.

At the beginning of the game, all units are considered to be in Clear Terrain.

Right-click anywhere on the map to check the Terrain at that mouse location.

#### **Cities and Towns:**

Towns, Major Towns, and Cities increase a Unit's Defense Factor.

Major Towns and Cities are also used for Supply, and to calculate Russian replacements. Cities have a higher value than Major Towns for both calculations. Major Towns are treated as Cities for movement and combat purposes.

To check which Major Towns or Cities are German-controlled, right-click anywhere on the map and select "German-controlled Cities/Railroads". Those which are German-controlled will be highlighted. To remove the highlight, right-click anywhere on the map and select "German-controlled Cities/Railroads" again.

In order for a German/Axis unit to capture (as opposed to just occupy for the purpose of Combat) a Town/Major Town/City, it must have at least 50% Supply and 50% Strength. Any such Unit less than 50% of Supply or Strength might capture the above mentioned, with the chance decreasing the lower the Supply or Strength.

Click on a Town/Major Town/City to check if there is a Unit in it.

#### **E. WEATHER ([CONTENTS](#))**

The map is divided into 3 regions, each with its own weather. The first region is from the left edge of the map to approximately the "latitude" of Latvia; the second is from the end of the first region to approximately the "latitude" of southern Ukraine; the third region is from the end of the second region to the right edge of the map.

The Weather conditions are:

- Calm
- Heat
- Rain
- Snowing

In addition, there are Ground conditions, Mud and Snow; after one Turn of Rain, there is a high probability of Mud; after one Turn of Snowing, of Snow. As a result, it could be, for example, both Rain AND Mud for purposes of calculating Movement, Combat, etc.

Weather (and Ground) conditions are determined at the beginning of each Round; it might also be determined the beginning of next Turn (when the Russian side moves).

Weather (NOT Ground) conditions are also checked per Unit, at the beginning and at the end of that Unit's Movement.

During Snow Turns, Rivers and Swamps might be treated as Clear Terrain; in addition, during Snowing Turns, units in Woods may have its Detection Factor increased. Both of these are randomly set per Unit, per move.

During Snow Turns of 1941 and 1942, German ability to resupply might be decreased by up to 90%!

To check the current Weather and Ground conditions (as well as current Month/Year/Week), right-click anywhere on the map.

## **F. MOVEMENT** ([CONTENTS](#))

Units are moved by clicking down on the Unit and dragging it. Note: You cannot drag a Unit off the screen.

The maximum distance a Unit can move is based on its Movement Factor but is randomly reduced per Turn. German Units have their distance reduced less than that of Russian Units.

A Unit's Strength, Intel, and Detection Factors (see below) can also affect its maximum distance; in addition, a Unit's movement is calculated based on Weather, Terrain, as well as its Supply (in addition, of course, to how far it's been dragged).

After a Unit has moved, its Supply is randomly decreased, and its Intel and Detection Factors randomly increased proportional to the movement made and to that Unit's Strength.

A Unit might not actually accomplish its movement while being dragged. Instead, it might do so when the other side starts its movement (or planning), or it might do so at the beginning of its NEXT Turn. When a Unit actually moves is randomly determined; German/SS Units (NOT Axis), however, have a greater chance of moving sooner, especially on the first Turn. ["Delayed" moves are to simulate "Fog of War".]

A Unit which completes its move planned the previous Turn may still be moved that current Turn.

A Unit which is moving might not arrive at the planned destination, but might be instead somewhat off. This deviation increases as Unit moves farther and is further increased by a Unit's lack of supply. In addition, during a round, possibly one other Unit from either side might also move slightly.

Units which have moved will have outline, which is removed when the Unit may move again.

### **Railroads:**

Maximum distance of Rail Movement for Major Railroads is about 1000; for Minor Railroads, it is about 500; this distance is not affected by Weather or Terrain, or any Unit-related Factors (such as Supply or Intel).

To board or debark from a railroad, a Unit needs to start its Turn in a Major Town or City. Right-click on the Unit and select "En/DeTrain" to have the Unit board or debark.

While in rail transit, a Unit may not attack, be supplied, or do any other movement; if attacked, a Unit has virtually no Defense Factor. However, a Unit does NOT have its supply decreased when moving by Rail.

The German side must first "convert" each Railroad Segment before using it. In order to convert, any German/Axis Unit must move onto a Railroad. Based on that Unit's Supply, Strength, and the number of Turns spent by that Unit trying to convert that Segment, a random number is generated to determine if a conversion has been made. German Air Force Units, however, may NOT convert Railroad Segments.

Conversely, Russian Units may not move onto, nor board/debark from a converted Railroad Segment and must first "demolish" it, by simply having another Russian Unit (NOT using Rail Movement) occupy that Segment at the end of the that Unit's Move. Russian Partisan Units, however, may NOT demolish converted Railroads.

Converted Railroad Segments will appear as a faint red square. To check which Railroad Segments have been converted, right-click anywhere on the map and select “German-controlled Cities/Railroads”; to remove the highlight, right-click anywhere on the map and select “German-controlled Cities/Railroads” again.

## **G. COMBAT** ([CONTENTS](#))

Combat occurs when a Unit overlaps a Unit from the opposing side.

Combat calculations are based on the attacking Unit’s (or Units’) (“Attacker”) Attack Factor and the defending Unit’s (“Defender”) Defense Factor.

Weather, Terrain occupied by the Defender, as well as the Strength, Supply, Intel, and Detection Factors of the Units involved are factored into calculations generating a random number which determines the Combat Result.

The possible Combat Results are:

- Attacker Eliminated
- Attacker Retreats with 25-75% loss in Strength Factor
- Attacker suffers 25-75% loss in Strength Factor
- Attacker Retreats
- No effect
- Defender Retreats
- Defender suffers 25-75% loss in Strength Factor
- Defender Retreats with 25-75% loss in Strength Factor
- Defender Eliminated

Only one Unit may be attacked by a particular Unit during the Attacker’s Round; however, multiple Units may attack the same Unit in a “Coordinated Attack”, where the Attacking Unit have their Attack Factors combined.

To launch a Coordinated Attack, right-click on each Unit to participate and select “Coordinate”. For Russian Units doing a Coordinated Attack, there is about 50% probability that the selected Unit will be in the Coordinated Attack; for German/SS Units, the probability is higher.

As with Movement, a Unit might not actually engage in Combat after being dragged onto an opposing Unit. Instead, it might do so when the other side starts its movement (or planning), or it might do so at the beginning of its NEXT Turn. When Combat actually occurs is randomly determined; Combat initiated by German/SS Units, however, have a greater chance of occurring sooner (especially on the first turn).

Any attacking Air Force Unit returns to its previous position after Combat.

After Combat, every engaged Unit might have its Intel and Detection Factors increased. The Detection Factor, however, has a smaller increase. A higher Intel Factor might increase a Unit’s allowed movement and also give it an advantage in Combat; a lower Detection Factor might also increase a Unit’s allowed movement and also give it an advantage in Combat.

A Unit which is attacked the same Turn it has retreated from a previous battle might affect the random number used to determine Combat Result by up to 10% in favor of the Attacker.

## **H. SUPPLY** ([CONTENTS](#))

To resupply a Unit or another Supply Source, right-click on any Major Town or City (“Supply Source”) controlled by that Unit’s side and select “Supply”; drag the Supply Unit which appears to over the Unit or Supply Source in question. Like other Units, Supplies might reach the target Unit either the same Turn or the next Turn, at which time the Supply Unit is removed.

A Unit may not be resupplied if it has already moved that turn.

Supply Units cannot engage in Combat. Supply Units that come in contact with enemy Units might have up 100% of their supply captured, and any uncaptured supply is lost.

The amount of resupply is randomly determined, and is based on the distance between the Supply Source and the Unit to be resupplied. The resulting amount is added to the Unit's supply and deducted from that of the Supply Source. Regardless of the resupply amount, a Unit's Supply never exceeds 100.

Starting July 1941 and each month after, all Supply Sources have the possibility of increasing the supply available, based on random determination. Cities have a higher amount (about 2x) of resupply possible than that of Major Towns.

Russian Supply Sources captured by the Germans have about only half the resupply possible. Moreover, the resupply possible decreases the further East (towards the top edge) those Supply Sources are located.

To check the current amount of resupply for a Supply Source, right-click on it. The number in the resulting pop-up is its current amount.

## **I. REINFORCEMENTS/REPLACEMENTS** ([CONTENTS](#))

Starting July 1941 and each month after, both sides might receive Reinforcements and/or Replacements. Reinforcements are based on a historical schedule; Replacements are based on Units eliminated.

The German Reinforcement/Replacements appear on the bottom edge of the board, near Brest-Litovsk. Russian Reinforcements appear either on the rail line at the top edge of the board or in Moscow; Russian Replacements appear in Major Towns or Cities randomly determined.

The Germans might receive one Replacement Unit per month; however, starting 1944, a Unit might be removed from the game, and no Replacement received.

Upon the arrival of Reinforcements and of Replacements, a message will appear, notifying the Player of any Reinforcements and of any Replacements arriving. Moreover, a Player can see the estimated Reinforcements for the coming month by Right-Clicking anywhere on the map and selecting "Next Month's Reinforcements (estimated)". There is no way to check estimated Replacements.

German Reinforcements might be delayed a month; for either Side, any Unit scheduled to be arrive as a Reinforcement has a small possibility of never arriving at all.

The Russians receive Replacements based primarily on how many Major Towns or Cities they control. The number of Replacements received NEVER exceeds the number of Units eliminated, as Replacements are simply eliminated Units returned to the game; Partisans, however are never replaced.

Every eliminated Russian Unit has the possibility of being randomly upgraded to a "Guard" version of its Unit Type (i.e. Infantry becomes Guard Infantry).

Every eliminated German or SS (NOT Axis or Finnish) Unit has a smaller possibility of having its Type upgraded. Specifically, Infantry can be upgraded to Panzer Grenadier, Panzer Grenadier to Panzer.

Theoretically, an eliminated German Infantry Unit could return as a German Panzer Grenadier, and then, if eliminated again, could return as a German Panzer Unit.

An upgraded Unit never reverts back to its previous version or Type.

## **J. POLITICS** ([CONTENTS](#))

Finnish Units might not advance as far as Leningrad. This determination is made per Unit per Turn.

If Bucharest is captured by the Russians, all Rumanian Units in the game are removed; all Hungarian Units might also be removed.

Starting May 1943, the German 250<sup>th</sup> Infantry Division (the Spanish volunteer division) might be removed; by December 1943, it is removed. The possibility of its removal increases if the Italian Units are already removed.

Starting 1944, if Helsinki, Moscow, and Leningrad are Russian held, all Finnish Units might be removed.

If Moscow is German-controlled, the maximum allowed movement for each Russian Unit might be halved.



## Allied Invasions

Starting August 1943, the Allied invasion of Italy might occur and all Italian Units might be removed; by October 1943, the Invasion will have occurred and all Italian Units are removed.

Starting May 1944, D-Day (the Normandy Invasion) might occur; by July, it will occur.

A message will display when any of the events above occurs.

## K. VICTORY ([CONTENTS](#))

If the Germans do not capture Moscow by D-Day, they lose the game; if they do control Moscow on D-Day but it is recaptured by the Russians, the Germans lose the game. If the Germans capture and keep Moscow until 1945, but Victory has not been determined (see below), they lose the game. Victory is determined only if the Germans control Moscow.

Starting the Turn after the Germans capture Moscow, Victory is determined by a random number based on the amount of points accumulated by the Germans, which in Turn is based on the number of Russian Units eliminated (except Partisans) and how many Russian Major Towns and Cities are controlled by the Germans. Moreover, this number is negatively affected by the number of German Units eliminated.

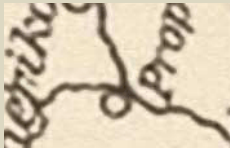
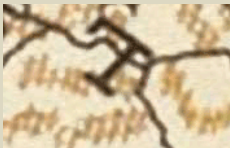


There is NO way to check either the current amount of points or current number of eliminated Units.

Russian Units and Russian Major Towns might have a point value of either 0 or else 1; Russian Cities might have a point value of either 1 or 2; German Units might have a point value of either 2 or 3.

Point values are determined per Unit each time Victory determination is done.


Starting on the Turn when the Italian Units are removed (signifying Italy's surrender), the net value of points accumulated by the Germans is reduced by at least 5%, and might be as high as 10%. Starting on D-Day, that net value of points is reduced by at least 20%, and might be as high as 50%.

## Terrain Chart ([TERRAIN](#))

Name	Sample	Description
River		Black "squiggly" line
Swamp		Straight brown parallel lines
Woods		Light green patches
Mountains		Tightly-packed brown contour lines

Minor Railroad		Thin red line
Major Railroad		Thick red line
Town		Hollow circle with italicized name
Major Town		Filled-in (with dot or circle) circle with italicized name
City		Any circle with an non-italic name (either capitalized or not)

Unit Chart (UNITS)

 Partisans	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	150	133	145	100	125	125	150	100	100	90	133	100	133
Attack	20	20	30	10	40	45	20	10	30	10	40	40	30
Defense	30	20	30	20	30	35	30	30	40	20	50	50	50

[illegible]

☒ Russian Paratroops	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	55	55	50	40	45	50	60	40	45	35	40	40	35
Attack	50	50	50	45	50	55	50	40	40	40	35	30	35
Defense	45	40	45	45	45	50	40	40	45	40	45	35	40


☑ Russian Cavalry	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	80	65	70	45	50	60	80	10	40	20	10	30	15
Attack	70	60	65	40	65	70	70	10	20	10	5	10	10
Defense	40	35	30	25	35	40	40	20	10	20	10	20	10


☒ Russian Motorized Infantry	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	80	80	80	30	50	60	80	20	50	10	30	40	20
Attack	65	65	55	25	35	40	65	20	25	10	10	20	10
Defense	70	70	65	30	40	50	70	70	60	30	30	40	40


☐ Russian Armored	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	80	80	80	30	50	60	80	20	50	10	30	40	20
Attack	80	80	80	30	40	45	80	70	50	20	20	40	30
Defense	90	90	80	40	50	55	90	70	60	20	30	50	30


☒ Guard Infantry	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	60	55	55	30	45	50	50	40	55	30	35	45	30
Attack	65	60	60	40	50	55	65	55	55	45	50	45	35
Defense	65	65	70	55	60	65	70	70	65	65	80	90	60





 <b>Guard Paratroops</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	60	60	55	45	50	55	65	45	50	40	45	45	40
Attack	55	55	55	50	55	60	55	45	45	45	40	35	40
Defense	50	45	50	50	50	55	45	45	50	45	50	40	45


 <b>Guard Cavalry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	85	65	80	45	50	60	85	15	45	20	10	30	15
Attack	75	65	70	45	75	80	75	15	25	15	10	15	15
Defense	45	40	35	30	40	45	45	25	15	25	15	25	15


 <b>Guard Motorized Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	80	80	80	30	50	60	80	20	50	10	30	40	20
Attack	70	70	60	30	40	45	70	25	30	15	20	30	20
Defense	75	75	70	35	45	55	75	75	65	30	35	45	45


 <b>Guard Armor</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	85	85	85	35	55	65	85	35	55	15	35	45	25
Attack	85	85	85	35	45	55	85	75	55	25	25	45	35
Defense	95	95	85	45	55	65	95	75	65	25	35	55	35


 <b>Finnish Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	55	45	45	35	45	50	55	45	50	40	45	40	30
Attack	70	50	65	50	55	50	60	50	50	40	45	40	35
Defense	70	55	75	60	65	60	65	65	70	60	75	80	55


 <b>Axis Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	45	45	45	30	35	40	50	40	45	30	35	35	30
Attack	60	55	55	40	45	40	60	50	50	40	45	40	35
Defense	60	60	65	50	55	50	65	65	70	60	75	85	55


 <b>Axis Mountain Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	50	45	45	30	35	40	50	40	45	30	35	35	30
Attack	60	55	55	40	45	40	60	50	50	40	45	40	35
Defense	60	60	65	50	55	50	65	65	70	60	75	85	55


 <b>Axis Cavalry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	80	65	70	45	50	60	80	10	40	20	10	30	15
Attack	70	60	65	40	65	70	70	10	20	10	5	10	10
Defense	40	35	30	25	35	40	40	20	10	20	10	20	10


 <b>Axis Motorized Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	60	60	40	10	20	50	60	20	50	10	20	55	20
Attack	65	65	60	20	30	45	65	60	55	35	40	45	30
Defense	65	65	65	45	50	55	75	75	65	65	70	90	60


 <b>Axis Armor</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	80	80	80	30	50	60	80	20	50	5	10	40	15
Attack	80	80	80	30	40	45	80	70	50	20	20	40	30
Defense	90	90	80	40	50	55	90	70	60	20	30	50	30


 <b>German Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	85	80	85	35	50	65	85	30	50	15	30	45	20
Attack	95	90	85	20	30	40	95	75	55	20	25	45	35
Defense	95	95	90	25	35	45	95	80	60	25	35	55	45


 <b>German Air Force Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	75	70	75	30	45	60	75	20	45	15	30	45	20
Attack	55	50	45	10	10	10	55	35	25	10	15	35	30
Defense	65	65	60	15	25	30	65	45	40	15	30	50	35


 <b>German Mountain Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	80	80	85	40	55	70	80	30	55	20	40	55	30
Attack	60	55	50	15	15	15	60	40	25	15	35	35	40
Defense	70	70	70	20	35	40	70	40	35	15	35	45	40


 <b>German Light/Security Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	80	75	80	30	50	70	80	25	50	15	25	55	15
Attack	50	45	40	10	10	10	50	30	20	5	20	30	20
Defense	60	60	65	15	30	40	60	35	30	10	15	45	25


 <b>German Motorized Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	90	90	85	20	35	50	90	40	50	5	20	50	15
Attack	100	100	95	25	35	45	100	80	55	10	25	45	25
Defense	100	100	100	30	40	55	100	80	60	15	30	55	30


 <b>German Cavalry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	85	55	70	35	35	35	85	5	35	5	5	20	5
Attack	75	60	65	30	40	65	75	10	20	5	5	10	10
Defense	40	35	30	25	35	40	40	20	10	5	5	20	5


 <b>German Armored Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	95	95	95	15	30	55	95	50	45	5	15	45	10
Attack	100	100	95	10	20	35	100	70	60	10	20	40	15
Defense	110	110	110	15	25	45	110	80	65	15	25	50	25


 <b>German Armor</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	105	105	105	10	25	60	105	80	55	5	10	50	15
Attack	115	115	110	10	20	40	115	85	65	10	30	45	25
Defense	110	110	105	20	30	55	110	120	80	15	20	40	30


 <b>SS Infantry</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	90	85	85	35	55	65	90	30	55	15	30	50	20
Attack	105	100	95	25	35	45	105	80	60	25	30	50	40
Defense	115	115	115	30	40	50	115	100	70	35	45	65	50


 SS Foreign Infantry	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	85	80	85	35	50	65	85	30	50	15	30	45	20
Attack	100	95	95	20	30	40	100	75	55	20	25	45	35
Defense	105	105	105	30	40	50	105	85	65	30	40	60	50

 SS Cavalry	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	90	60	75	40	40	40	90	10	40	10	5	25	5
Attack	85	70	75	40	50	75	85	20	30	10	10	20	20
Defense	50	45	40	35	45	50	50	30	20	15	10	30	15

 SS Armored Infantry	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	100	100	100	20	35	60	100	55	50	5	15	50	10
Attack	110	110	105	15	25	40	110	75	70	10	25	50	20
Defense	115	115	115	20	30	50	115	85	75	20	30	60	30

 SS Armored	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	115	115	110	10	25	65	115	85	50	5	15	45	10
Attack	125	125	120	15	25	45	125	90	75	20	35	55	30
Defense	115	115	105	20	30	60	115	120	70	10	25	45	35

 Air Force	Calm	Heat	Rain	Mud	Snow	Snowing	Clear	River	Town	Swamp	Woods	City	Mountains
Movement	150	145	15	150	150	0	150	150	145	150	140	145	100
Attack	135	130	80	130	140	0	135	135	85	150	65	75	110
Defense	15	15	10	5	10	0	15	0	0	0	0	0	0

 <b>Supply</b>	<b>Calm</b>	<b>Heat</b>	<b>Rain</b>	<b>Mud</b>	<b>Snow</b>	<b>Snowing</b>	<b>Clear</b>	<b>River</b>	<b>Town</b>	<b>Swamp</b>	<b>Woods</b>	<b>City</b>	<b>Mountains</b>
Movement	150	145	15	150	150	0	150	150	145	150	140	145	100

*"I'd rather do chores." - my better self*