

# BARBAROSSA: MODIFIED VICTORY CONDITIONS

Gary Stagliano  
(from *Footnotes, Moves issue 16*)

The Campaign Game victory conditions seem to be unrealistic in SPI's Barbarossa. It is possible for too many games to end in a draw. The victory conditions do not reflect the "reality" of the situation in the sense that a partial victory could be obtained. Finally, there is no provision in the victory conditions for the effect the campaign could have on post-war Europe. Some modifications are suggested that will (hopefully) resolve these omissions.

The Campaign Game Victory Conditions do utilize a Victory Point system. The German player gains Victory Points for holding cities at the end of the game. The Soviet player gains points for permanently destroying the German player's units and for occupying hexes on the Western edge of the map. Victory is determined by adding the Victory Points for each city held by the German player. The Soviet Victory Points are then subtracted from this total and the Victory Chart is consulted. The Soviet player receives points by permanently eliminating enemy units. Thus, the Soviet player does not gain the Victory Points for destroyed units that were brought back into the game as replacements. The Soviet player also receives one Victory Point for each supplied Soviet unit on the Western edge of the game-map at the end of the game. The game ends when both players agree, the final turn, or if any player wins the game according to the old Victory Conditions.

## Special Rules:

If German units are forced to retreat off the West edge of the game-map, these units are removed from play but do not count as Victory Points for the Soviet player. The German player may never voluntarily retreat off the game-map.

## Victory Chart

### GERMAN STRATEGIC

VICTORY: 95 or more Points

This just about raps up WWII. Brush up on your German.

### GERMAN TACTICAL

VICTORY: 82-94 Points

The Germans win but a hostile Communist Russia still exists.

### GERMAN MARGINAL

VICTORY: 61-81 Points

The Soviets maintain a strong force but are weakened as an adversary. The Germans call the whole thing a punitive expedition.

### DRAW:

42-60

Points

The whole campaign was inconclusive.

### SOVIET MARGINAL

VICTORY: 27 -41 Points

The Soviets just push back the invasion, much of Europe remains in "Free World" after the war.

### SOVIET TACTICAL

VICTORY: 10-26 Points

The Soviets make gains over their pre-war holdings in Europe.

### SOVIET STRATEGIC

VICTORY: less than 10 Points

The Soviets overrun Germany and most of Eastern Europe; impose a communist government in occupied countries. This is what actually happened, of course.

-Gary Stagliano