



WAR IN RUSSIA

PLAYER'S MANUAL
VERSION 1.31.1

A weekly campaign of the Eastern Front at army and corps level. Rail gauge, weather, supply and command priorities decide as much as the firing line.

Campaigns	Barbarossa (40 weeks), Fall Blau (32), The Long War (132)
Players	One player against a machine staff at three levels
Scale	One week per turn, one army or corps per counter, about 55 km per hex
Map	35 x 43 hexes, Baltic to Caucasus, 99 cities
Saving	Browser save, weekly autosave, portable export and validated import
Interface	Information left, pan-and-zoom map center, controls right

An original game built from the public historical record. It is not affiliated with, endorsed by, or derived from any earlier game of the same name.

Contents and quick start

Section	Subject
1	Beginning a campaign and screen layout
2	Sequence of a week, weather, rail and supply
3	Movement, routes, stacking and Undo/Redo
4	Combat, attack forecast and battlefield results
5	Strategic overlays, objectives and command tools
6	Operational markers and command reserves
7	Campaign records, reports and formation tools
8	Saving, recovery and portable files
9	Mouse, keyboard and touch controls
10	Victory, campaigns and reference tables

Quick start

- Choose Barbarossa, command OKH, and leave the opposing staff on Regular for a first campaign.
- Select a formation. Pale hexes are legal movement destinations; outlined enemy hexes are attack targets.
- Hover a pale destination to see the exact route, movement cost, remaining points and enemy-zone stop warning.
- Use the right sidebar to pan, zoom, change overlays, allocate rail tonnage and open command tools.
- Review the Attack Forecast before combat. Combat does not occur until Attack is confirmed.
- Use End week when orders are complete. The Orders Review warns about useful movement, attacks and serious supply trouble.
- Save campaign writes to this browser. Export save file creates a portable backup that can be imported elsewhere.

The game autosaves after the opposing staff finishes each week. Manual save is useful before closing the browser; portable export is the safer long-term backup.

1. Beginning a campaign and screen layout

Campaign choices

The title screen asks for a campaign, player command and opposing staff level. Recruit makes rougher estimates and less disciplined plans. Regular is the intended baseline. Staff officer evaluates attacks and rail allocation more effectively but receives no free strength or hidden information.

Three-column command screen

Area	Purpose
Left information sidebar	Situation, weather, orders remaining, front pressure, operation-plan totals, selected formation, recent actions and command log.
Center map	The battlefield. Drag or use arrows to pan; wheel or Zoom buttons change scale. Hover reads hexes and movement routes.
Right control sidebar	Strategic overview, pan and zoom, overlays, bookmarks, operational markers, rail allocation, command tools, turn controls and audio.
Top bar	Title and version, current date, turn and active command.

On narrow screens the map appears first, controls second and campaign information third. The page scrolls vertically while the map keeps a useful minimum height.

2. Sequence of a week, weather, rail and supply

Weekly sequence

- Weather is rolled separately for North, Centre and South.
- Rail is repaired or converted and working networks are traced from depots.
- Supply is traced from working railheads and every formation receives a grade.
- Production is counted and replacements move forward.
- Reinforcements due this week deploy; blocked arrivals remain queued.
- Axis and Soviet commands move and fight in sequence.

Weather

Weather	Move	Supply	Attack	Motorized
Clear	x1.00	x1.00	none	x1.00
Rain	x0.80	x0.88	none	x0.78
Rasputitsa	x0.42	x0.50	-1 column	x0.30
Snow	x0.70	x0.72	-1 column	x0.62
Hard frost	x0.95	x0.85	none	x0.90
Blizzard	x0.45	x0.44	-2 columns	x0.38

Rail tonnage

The North, Centre and South sliders divide a fixed weekly rail allowance. What one sector takes, the other two give up. The Staff recommendation considers formation demand, front pressure and operational markers. Review formations compares current and projected supply before Apply recommendation changes anything.

Supply

Supply is traced as movement cost from working railheads, not as straight-line distance. Forest, marsh, mountain and hostile zones make a formation effectively farther from rail. Select a formation on the Supply overlay to trace its exact route to the railhead.

Grade	Meaning	Combat	Movement
0	Cut off	x0.30	x0.35
1	Starving	x0.55	x0.60
2	Short	x0.78	x0.80
3	Adequate	x0.92	x0.95
4	Full	x1.00	x1.00

3. Movement, routes, stacking and Undo/Redo

Selecting a friendly formation calculates every legal destination with a least-cost path search. Terrain, roads, rail, rivers, weather, stacking, current movement points and enemy zones of control are all included. Clicking a pale hex executes the complete displayed route, one adjacent step at a time.

Movement rules

- Roads reduce terrain cost. Connected rail hexes cost one movement point for ordinary movement.
- Minor and major rivers add crossing cost; major rivers are much slower.
- A formation entering an enemy zone of control stops there.
- Enemy formations cannot share a hex. Friendly stacking limits are higher in cities than open ground.
- Mobile formations may retain movement after favorable combat; most foot formations do not.

Route preview

Hover any pale destination. The purple trace is the exact path that will execute. The route card reports movement cost, movement remaining and whether enemy control forces a halt.

Undo and Redo

Up to 24 movement orders can be undone or redone during the current command phase. Undo restores movement points, stacking, control, rail state and random-number state. Combat, rail-allocation changes, a successful manual save, imported saves and ending the week commit the history. If a browser save fails, Undo remains available.

4. Combat and the Attack Forecast

Select a formation and click an outlined adjacent enemy hex. Every eligible friendly formation adjacent to that target participates. The Attack Forecast opens before combat and uses the same calculation path as the resolver.

Forecast contents

- Participating formations and adjusted attack value.
- Adjusted defense value and base odds.
- Every column shift, including armour, weather, supply, isolation, air support, rivers and fortified cities.
- Final combat-table column and probabilities for clearing the hex, inflicting losses and taking attacker losses.

Result codes

Code	Meaning
A1 / A2	Attacker loses one or two steps.
EX	Exchange: both sides lose a step.
D1 / D2 / D3	Defender loses steps and holds.
R / R2 / R3	Defender retreats the stated number of hexes after losses.
DE	Defender eliminated.

Enter confirms the forecast; Escape cancels. Combat closes movement Undo/Redo because die rolls, losses, retreat paths and exploitation become irreversible.

Encirclement, entrenchment and fatigue

A formation unable to trace supply becomes isolated and its combat value falls further each week. Formations that remain in place entrench according to terrain. Fighting adds fatigue, reducing combat efficiency until rest and supply recover it.

5. Strategic overlays, objectives and command tools

Overlay	What it shows
Sheet	Terrain, rail, roads, rivers, cities and counters without analysis shading.
Supply	Supply quality on friendly ground, working railheads and selected-unit supply trace.
Ground held	Axis and Soviet control.
Front line	Both sides of the current control boundary.
Pressure	Local friendly-versus-enemy combat balance near the front.
Sectors	North, Centre and South rail zones.
Objectives	Strategic cities, control and campaign directive targets.

Map navigation

The strategic overview shows the complete theatre, control, formations, objectives, operational markers and the current viewport. Click or drag it to recenter. Whole front and sector buttons fit the chosen boundary automatically. Weakest point opens Pressure and centers the lowest local friendly-to-enemy ratio. Three bookmarks store center, zoom and overlay.

Command tools

Tool	Purpose
Briefing	Current field reference and orders guidance.
Sector dashboard	Compares pressure, forces, supply, rail, objectives and plans by sector.
Objectives	Ranks major cities and directive targets with control and threat status.
Order queue	Lists formations behind movement, contact and supply counts.
Force forecast	Shows scheduled arrivals, estimated production and delayed formations.
Formation locator	Searches by name, army, class, location and condition.

6. Operational markers and command reserves

Operational markers

Advance, Assault and Hold markers record intent without issuing orders. Choose a marker type in the right sidebar and click the map. Erase removes one marker; Clear all removes the complete plan after confirmation. Up to 36 markers survive browser and portable saves and appear on the strategic overview.

Marker	Use
Advance	Direction of movement or an objective to occupy.
Assault	Priority enemy position intended for attack.
Hold	Friendly position that must be defended.

Command Reserve Board

A reserve is a combat formation at least one hex behind the active control boundary. The board separates formations ready to move from those held by spent movement, supply, isolation, fatigue or prior combat.

- Filter by readiness or the formation's current sector.
- Aim routes at the weakest front overall, or specifically North, Centre or South.
- Operational plan balances ready reserves across markers. If reserves are scarce, Assault is covered before Advance, then Hold.

- Every suggestion uses the exact legal movement search. Preview pans and zooms to the route but never moves the formation.

Coverage, ETA and feasibility

For every marker the board reports control, local combat value within two hexes, assigned reserve combat value, legal progress, earliest arrival, coverage and tactical outlook. Present and This week are exact. Later phase counts extrapolate current legal progress and are approximate because weather, supply, control and stacking can change.

Outlook	Interpretation
Secure / Strong / Secured	The marked position is friendly and locally sustainable.
Favorable	Friendly local combat value strongly supports an enemy-held objective.
Contested	Neither side has a decisive local advantage.
Threatened / Exposed	Enemy local combat value is substantially stronger.
Outmatched / Out of reach	Current nearby forces are inadequate for the objective.
Position lost	A Hold marker is under enemy control.

7. Campaign records, reports and formation tools

Campaign record

The campaign record compares score with par pace, force strength, losses, attacks, reserves, captured cities and objective control. Its week-by-week timeline survives saves and can be downloaded as an after-action report.

Combat journal

Every engagement records participants, odds, column shifts, die roll, result, losses and whether ground was taken. Filter by command, return to the battlefield with Map, or download the complete tab-separated journal.

Weekly Situation Report

After the opposing staff acts, the report summarizes attacks, losses, objective changes, reinforcements, weather and the most urgent current order. Earlier and Later browse the retained report history. Reports and their battlefield links survive save and resume.

Orders Review

End week checks for useful movement, available attacks and serious supply alerts. If any remain, return to command, open the full order queue or deliberately end the week. No warning appears when no useful orders remain.

8. Saving, recovery and portable files

Browser save

Save campaign stores the complete deterministic campaign in this browser. A successful save commits movement Undo/Redo. If browser storage is unavailable or full, the game reports failure and preserves Undo/Redo. The campaign also autosaves after the opposing staff completes each week.

Portable export

Export save file downloads a readable JSON backup containing package version, player command, opposing staff level, complete snapshot and integrity fingerprint. Keep portable files outside the browser if the campaign matters.

Validated import and Resume

Import validates format, scenario, dates, numeric arrays, map-control bytes, unit classes, unit identities and live map positions before replacing a campaign. Fingerprinted exports receive an additional deterministic integrity check. Damaged files are rejected without changing the active campaign.

Resume is shown only when the browser save passes structural validation. If a stored save is damaged or unsupported, start a new campaign or import a portable backup. The invalid browser record is not silently deleted.

Save compatibility

Version 1.31.1 keeps save format 1 and accepts structurally valid historical saves. Missing newer record fields receive safe defaults during restoration. Operational markers and command-view bookmarks travel with saves but do not alter deterministic combat state.

9. Mouse, keyboard and touch controls

Input	Action
Click formation	Select; click the same stack again to cycle downward.
Click pale hex	Move along the displayed least-cost route.
Click outlined enemy	Open Attack Forecast.
Hover	Read hex contents or exact route information.
Drag map	Pan.
Mouse wheel	Zoom.
Arrow keys	Pan map.
Enter	Confirm attack, or review/end the week.
Escape	Close modal, cancel marker mode or clear selection.
Ctrl/Cmd+Z	Undo movement.
Ctrl/Cmd+Shift+Z / Ctrl+Y	Redo movement.
Alt+1 to Alt+3	Recall command-view bookmark.
Alt+Shift+1 to Alt+Shift+3	Set command-view bookmark.
R / J / F / Q / O	Record / Journal / Force / Queue / Objectives.
S / L / D / V / ?	Situation / Locator / Dashboard / Reserves / Briefing.

Touch

Tap selects and orders; drag pans. Use the visible Zoom buttons when pinch behavior conflicts with the containing portal. On narrow screens, scroll below the map for controls and information. Wide tables scroll horizontally, and core feasibility columns remain visible.

10. Victory, campaigns and reference

Victory

Victory points come chiefly from strategic cities, campaign directives, enemy losses and territorial performance. The Campaign Record compares current score with the scenario's expected pace. A campaign ends when its time limit is reached or a collapse condition is met.

Campaigns

Campaign	Length	Character
Barbarossa	40 weeks	The 1941 invasion. Axis tempo, rail conversion and the first winter dominate.
Fall Blau	32 weeks	The 1942 southern offensive. Long distances and rail allocation make the Caucasus costly.
The Long War	132 weeks	A multi-year campaign in which Soviet quality and production rise while Axis advantages decline.

Terrain reference

Ground	Movement	Defense	Digging
Cultivated	2	x1.00	1.0
Steppe	2	x0.85	0.8
Forest	3	x1.45	1.3
Deep forest	4	x1.70	1.4
Marsh	5	x1.60	0.7
Broken ground	3	x1.50	1.4
Mountain	5	x2.10	1.6
Sea / lake	Impassable	-	-

Final command note

The game rewards operational coherence. Match rail tonnage to the plan, keep formations supplied, use reserves to support explicit objectives, and inspect odds before combat. A brilliant attack at the end of a broken railway is still mostly a transportation problem.