

CREDITS

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 Lower-48 Playtesters: Larry Hoffman, Keith Poulter, Wallace Poulter, and Rob Land.
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 Production: Keith Poulter, Larry Hoffman.
 Rules Layout & Graphics: Karen Gunther and Joyce Gusner.

INTRODUCTION

Dark Crusade is a strategic/operational level simulation of the military operations in "The Great Patriotic War", as the Russian Front in World War II is known in the Soviet Union. (Approximately 20 million Soviet and 10 million other European men, women and children died in this terrible holocaust.) The mapboard covers the main geographic area in which the opposing Axis and Soviet military forces operated during 1941 - 45.

Each game turn represents one month of real time; the average distance between points - very roughly - 100 miles (or about 162 kilometers). Each combat unit is approximately corps level, representing 25,000 - 50,000 troops with appropriate equipment.

Dark Crusade simulates the massive and sweeping tempo of the Great Patriotic War land operations with a simple game system containing all the essential variables of the campaign without the complexity of the usual hexagonal-grid military boardgame.

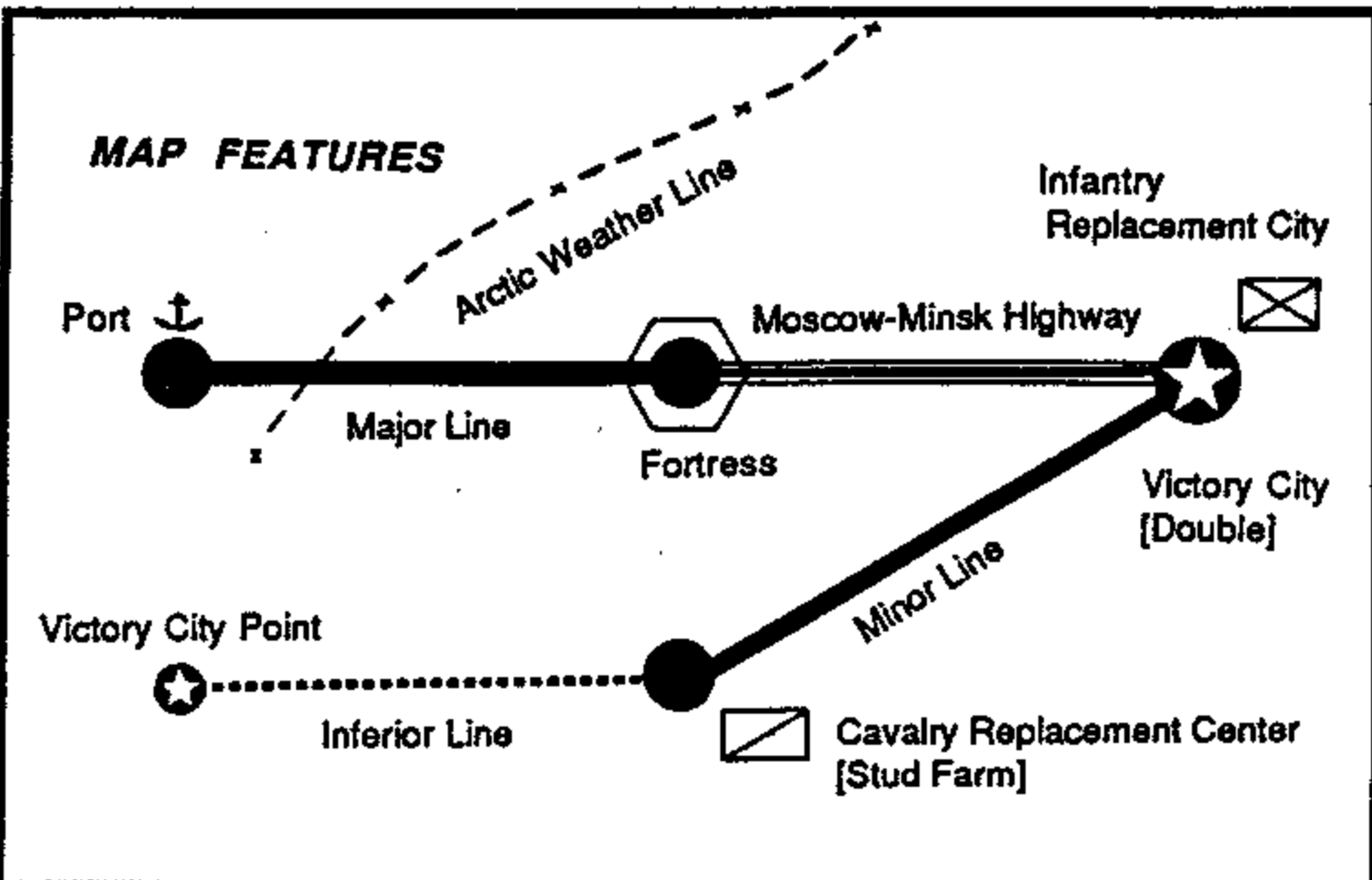
If you enjoy *Dark Crusade*, you might also be interested in my hexagonal format designs on the same subject, *Sturm Nach Osten* (published by 3W), *Clash of Steel* (published by 3W), and *Russia's War*. The additional tactical and operational detail of these games makes them more vivid but less playable.

I.0 COMPONENTS AND KEY TERMS

A. MAPSHEET

The mapsheet depicts the major objectives and lines of advance of the European Russia theater of operations. Following is a graphic description of operative map symbols:

For the most part, the map background itself has no role in the game itself - terrain having been factored into the point/line matrix.



B. UNIT COUNTERS AND MARKERS

The unit counters and markers of the types described below appear in the game:

SOVIET		SAMPLE UNITS:	
Minor Unit Indicator for Soviet Units	Double Unit Line Capacity Cost Indicator	1/2 Unit Line Capacity Cost Indicator	Fire Factor
	Armor/Panzer/Tank		Armored Infantry/German PzGr.
	Cavalry		Soviet Shock
	Partisan		Security
	Air-German		Infantry/Rifle
	Air-Soviet		Parachutist
	Rocket		Mountain Infantry
	Artillery		German Army HQ
	Soviet HQ		German PzHQ
	Factory [of the preceding types]		
	Cavalry-mechanized		

UNIT SIZES:

- XXXX = Army, or Soviet Air Force Approximate XXXX
- XXX = Corps
- XX = Division
- GP = Group

Note: German Panzer Grenadiers function in all ways like armor. Mountain Infantry units count in all ways like regular infantry. The German Cavalry Corps is treated in all ways like infantry.

UNIT ABBREVIATIONS

- Alp - Alpini
- Cos - Cossack
- RC - Rumanian Cavalry
- RP - Rumanian Panzer
- RM - Rumanian Mountain
- H - Hungarian
- I - Italian
- FH - Feldherrnhalle
- GD - Gross Deutschland
- HG - Herman Goering
- SS - Schutzstaffel
- GT - Guards Tank
- R - Rumanian
- Gds - Guards
- Shk - Shock

STAVKA - Soviet equivalent of General Headquarters

1.MM - 1st Moscow Motorized (Rifle Division)

NATIONALITY COLOR CODE

- Grey - German Army
- Black - Waffen SS
- Blue - Luftwaffe
- Dark Yellow - Hungarians
- Green - Italians
- Yellow - Rumanians
- White - Finns
- Red - Soviets

C. KEY TERMS

The rules contain key terms for which the following definitions apply:

- 1) Attacker - The player who has moved his units into combat.
- 2) Axis Units - Germans, Finns, Hungarians, Italians, and Rumanians.
- 3) Axis Allies - All Axis units other than Germans.
- 4) Breakthroughs - Losses inflicted on the defender by the attacker.
- 5) Defender - The player in combat whose units have not moved into combat.
- 6) Defensive Fire - Combat firing done by the defender.