THE CAPTURE OF BALTA

THE UKRAINE, August 3, 1941: The 11th Army, advancing on the right side of Army Group South, skirted the Rumanian border with the Black Sea port of Odessa as its primary objective. The small town of Balta, located 120 miles northwest of Odessa, had changed hands several times during recent fighting, but was currently held by the Russians in battalion strength. As the German 239th Infantry Division attacked to the east of the town, and the Rumanian 6th Infantry attacked to the west, the 744th Engineer Regiment, less one company, was ordered to take Balta, preparatory to building a 24 ton highway bridge across the Koryma River just south of the town.

At the time, Company C, 744th Engineers under command of First Lt. Ehrhart, was temporarily attached to the 239th, repairing vehicular bridges east of Balta. Upon learning that his parent unit was encountering difficulty in reaching Balta, Lt. Ehrhart, on his own initiative, decided to take the town with a surprise attack by Company C from the east.

Rules Introduced: Sections 64-75
VICTORY CONDITIONS
By the end of turn 10, the Germans must make sure there are no Russian squads (broken or otherwise) in or adjacent to hexes 3Y1, 3Y2, 3Y3, 3Q1, 3Q2, and 3Q3. The Russian player wins by preventing the German victory conditions.

TURN RECORD CHART

Board Configuration

Balta Garrison—Each entrenchment counter must be placed on board 4 in any numbered whole hex ranging from 4 to 7 and must be occupied by one squad or crew counter. The roadblock must be set up west of row L inclusive on board 3. All other infantry must be set up on board 3, west of row L inclusive, and must be placed in buildings or the roadblock hex. No more than one squad or crew counter can occupy a single building, entrenchment, or roadblock counter. Leaders may be set up stacked with a squad or crew. The tanks may start anywhere west of Q1 inclusive.

Elements Rumanian 6th Infantry set up on any north edge hex or half hex of board 4:

SPECIAL RULES
13.1 Hills 498 and 522 are considered flat open ground, (woods on hill 522 don't exist); hill 534 is treated as a wheatfield (building in I10 doesn't exist); hill 547 is treated as marshland. There is no higher elevation in this scenario other than the 2nd level of building 3N1.
13.2 The Russian may not use his radio to request off-board artillery prior to turn 5 when it has one module of 100mm support available. The radio may be used to request indirect mortar fire after the first Russian player turn.
13.3 German Assault Engineer Squads (8-3-8) have unlimited smoke-making capacity.
13.4 Only Russian tanks may move and/or fire during the Russian player turn of turn 1. (Exception: German defensive fire vs tanks)
13.5 All German units on board 3 are considered concealed (25) during the first Russian player turn, regardless of their location. The concealment status of German units ends at the end of the first Russian player turn or immediately after firing (whichever comes first).

AFTERMATH: As C Company prepared for its assault, it was attacked by two Russian tanks. The company's engineers, with help from a commandeered assault gun, eliminated one tank and kept off the other. The attack on the town was soon delivered, catching the bulk of the Russian garrison by surprise. Three hours after the attack started, C company held the entire southern half of the town, after destroying additional Russian tanks with Demolition charges. Reinforced by elements of its own regiment attacking from the north, Company C proceeded on schedule with its assigned task of clearing the proposed bridge site of mines.
THE PAW OF THE TIGER

SOUTH OF LENINGRAD, January 12, 1943: Throughout the winter of '42-'43, the Soviets launched repeated attacks to relieve the siege of Leningrad. The hardpressed Germans rebuffed one attack after another, but in so doing, their lines became progressively thinner. Finally, the Germans had to develop a trip wire defense of light local forces, backed by a "fire brigade" mobile force, which was quickly dispatched to the inevitable breakthrough sector. Such a fire brigade was lst Company, Tiger Battalion 502, with ace tanker Cpt. Hans Bolter, who was called upon to halt a major Russian armored incursion by a full battalion of the 122nd Tank Brigade.

VICTORY CONDITIONS
The Russians win by exiting four tanks with functioning main armament off the west edge of board 2, providing there are no mobile German tanks left on board 2 during the player turn in which the fourth Russian tank exits. The Germans win by preventing the Russian victory conditions.

Rules Introduced: Sections 76-82

TURN RECORD CHART

<table>
<thead>
<tr>
<th>♠ German sets up first</th>
<th>1</th>
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<th>END</th>
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</thead>
<tbody>
<tr>
<td>♠ Russian moves first</td>
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</table>

Co. 1, Tiger Battalion 502, sets up first on board 2 utilizing Hidden Initial Placement (42):

Elements of the 122nd Tank Brigade enters east edge of board 5 on any road hex:

SPECIAL RULES

14.1 Snow rules (61) are in effect, and due to a recent particularly heavy snowfall, all road bonus movement is negated (even for AFVs).

14.2 Due to the heavy snowfall, all German initial placements are hidden, (42) regardless of hex location. Even entrenchments and AFVs start the game hidden, although the AFVs must be revealed after the first German Defensive Fire Phase, even if they do not fire. The Covered Arc of the German tanks and AT Gun need not be recorded. When revealed initially, these units may select their Covered Arc as their counters are placed on the board.

14.3 The German off-board artillery support is composed of one module of 150mm. The German armor leader may direct this fire via his tank's onboard radio, in addition to any leader with the radio counter. The tank radio is limited by the same restrictions as an infantry radio.

14.4 The Russian player must precommit his tanks to the road(s) they'll enter on, by stacking them off-board adjacent to the road each will use. The tanks must enter sequentially; i.e., the first tank to enter a particular road hex on the east edge of board 5 pays one MP, the second tank pays 2 MPs, the third, three MPs, and so on, such that if all 15 T34s entered board 5 via the same road hex, the last one would have to expend 15 MPs to enter that hex.

14.5 The Germans may use Bore Sighting.

AFTERMATH: The Tigers and their M414 escort arrived just in time to bolster the feeble infantry positions. Though heavily outnumbered, the combination of Tiger superiority and Bolter's superb gunnery carried the day, and the backbone of the Russian 122nd Tank Brigade was shattered.
SOUTHERN RUSSIA NEAR BUCHACH, April 6, 1944. The March Russian offensive to drive the Germans back to the Carpathian Mountains had been successful. Partially due to Hitler's "stand fast" order, many large German formations were encircled. Among them was the entire FIRST PANZER ARMY of General Hube. Determined not to be part of another Stalingrad debacle, Hube and Manstein planned a daring breakout. Avoiding the favorable terrain to the south, Hube drove west across forested hills. The terrain was more difficult, but the Russians were caught by surprise. Elements of the elite 2nd SS Panzer Corps would drive eastward to aid in the breakout with a linkup expected in the vicinity of Buchach.

**Board Configuration**

**SPECIAL RULES**

15.1 All vehicles which enter the board on the same hex must do so sequentially, with the second vehicle paying 1 additional MP to enter, the third 2 additional MPs, the fourth 3 additional MPs, etc. This remains true even if the entrance is via a road hex, although the actual MPs expended would be ½, 1½, 2½.

15.2 The German player must designate any one leader at the start of the scenario as having command of the smoke-making cannisters. Any squad stacked with that unbroken leader may make smoke as if it were an Assault Engineer squad.

15.3 All AFV crews are SS and have appropriate morale and special characteristics outlined in 83.

15.4 German forces may not enter board 4 on turn 1.

15.5 Use any non-vehicular ¼" counter to represent the extra trucks of the convoy.

15.6 The type of panzerfausts in use must be rolled for individually as per 85.6 but no more than 8 of any one type may be used.

AFTERMATH: The westward thrust caught Zhukov by surprise and he desperately threw anything available in the way of Hube's panzers. His last blocking force, a gaggle from the 1st Tank Army, was pushed aside by the 10th SS Frundsberg Division—now little more than a kampgruppe. Hube, with his 200,000 men, was able to pull out and escape the trap . . . . this time.
# DEBACLE AT KOROSTEN

## Scenario 17

**Rules Introduced: Sections 92-93**

**VICTORY CONDITIONS**

The Russians win by eliminating any 11 German squads/crews which start the game on board 3, and exiting at least 5 mounted cavalry units permanently off the south of board 5. The Germans win by avoiding the Russian victory conditions.

## TURN RECORD CHART

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<thead>
<tr>
<th></th>
<th>German sets up first</th>
<th>1</th>
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<td>*</td>
<td>Russian moves first</td>
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**German rear echelon units** set up first on any whole hex of board 3; crews must set up on following specified hexes of board 3: R6, N2 (upstairs), M2, V5, M7, S3, O5, X3, P3, M4. Trucks must set up on R7 and K4. PSW231 must start in 302. Remaining squads set up anywhere on board 3 but not aboard a vehicle or in a building already containing another squad or crew. Leaders may set up anywhere on board 3 except in a vehicle.

**Relief column from the 16th Motorized Division** enters as per Special Rule 17.1 on hex 4Y10:

**Elements of the 1st Regiment, 2nd Cavalry Division** set up second on any whole hex of board 5 out of LOS of German units:

## SPECIAL RULES

17.1 Commencing on turn 4, the German player rolls two dice at the start of each German Rally Phase. A dice roll of “4” or less on turn 4 allows the German to bring on his relief column. On turn 5, a dice roll of “5” or less allows him to bring on his relief column; on turn 6, a “6” or less is needed, and so on. The scenario continues until one side or the other accomplishes its victory conditions.

17.2 The German armored car may not move or fire until turn 2.

17.3 Players should keep a side record of units destroyed for the Battlefront Integrity rule. Unit values for this scenario only are as follows:

- **GERMAN**—crew 20, squad 25, 6-1 10, 7-0 20, 8-0 30, 8-1 50, 9-1 65, 9-2 80.
- **RUSSIAN**—cavalry 30, horses 5, 8-0 60, 8-1 80, 9-1 100, 9-2 120. NOTE: These point values differ in some cases from those provided for designing your own scenarios. As a bookkeeping aid, the following base unit point value percentages have been calculated. Whenever a side suffers losses in excess of the point values listed, possible morale changes could occur.

<table>
<thead>
<tr>
<th>% LOSSES</th>
<th>RUSSIANS</th>
<th>BEFORE RELIEF</th>
<th>AFTER RELIEF</th>
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<tbody>
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<td>30</td>
<td>396</td>
<td>235</td>
<td>266</td>
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<td>40</td>
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<td>235</td>
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</table>

17.4 German squads and crews are not allowed to leave the playing board except as prisoners. Prisoners count double for victory conditions only if moved off board 5 to the south.

17.5 Neither side may use bore sighting.

**AFTERMATH**: The German rear echelon troops were totally stunned, and many were indeed dispatched by the sword. Desperate calls for help to the nearby 16th Motorized Division succeeded in saving only a few dared survivors—all that remained of the map depot by the time help arrived.
THE DEFENSE OF LUGA

Scenario 18

SOUTH OF LENINGRAD, July 19, 1941: As the panzers drove deeper into Russia, intent on even greater encirclements, many potentially dangerous Russian armored groups were bypassed. The German infantry, being primarily foot or horse bound, was forced to keep up as best they could to safeguard the panzer's lines of communication. Hence when the Russians attempted to break out, their armored attacks often had to be dealt with, not by their armored counterparts, but by infantry and anti-tank units. One such instance occurred at Luga, where elements of the German 269th Infantry Division were assigned to hold the western approaches to the German drive on Leningrad. Desperate to stop or delay the advance, bypassed remnants of the 21st Tank Division, 16th Rifle Division, and the 2nd DNO (a militia unit), were hastily declared Operational Group Luga and ordered to take the city.

Board Configuration

Rules Introduced: Sections 94-95

VICTORY CONDITIONS

The Russians win by being the last side to occupy any 16 of the stone buildings. The game starts with all buildings considered as last occupied by the Germans. The Germans win by avoiding the Russian victory conditions.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>🔄 German sets up first</th>
<th>1</th>
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<th>restart on turn 11</th>
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<tr>
<td>🌟 Russian moves first</td>
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</table>

Elements of the 469th Infantry Regiment and detachment of 269th Divisional Artillery set up anywhere south of hex row K of board 3 and 4 utilizing Hidden Initial Placement (42). Germans may not start more than 12 counters on any individual board.

Elements of Operational Group Luga enter anywhere along the north edge:

SPECIAL RULES

18.1 The Russian tanks, often without radio equipment and handicapped by the ill-conceived and poorly planned attack, were totally confused throughout the battle. Therefore, the Russian tanks are not given freedom of movement. The Russian player must roll one die during his Rally Phase for every multiple of six (or fraction thereof) mobile tanks he still possesses. The resulting number is the number of his AFVs which he may move that turn. Tanks already on the board are not prevented from firing or pivoting within the hexes they already occupy by this rule. The sole exception to this movement limitation is the T34/76A which is considered the Russian command vehicle. It may move every turn without counting as a moving tank.

18.2 The German AT and Flak guns do not have to record their Covered Arc at the time they are revealed.

18.3 The Russian forces must start the game stacked off the board, adjacent to the hexes they will use to enter the game.

18.4 The German AA guns start the game "hulldown" (63.17).

18.5 There is no HEAT ammunition available for the 37mm AT Guns.

AFTERMATH: The Russian attack, though supported by an assortment of tanks, was stopped on the outskirts of the town. German anti-tank guns dispatched the Soviet armor which blundered forward piecemeal with relative ease, while the Russian infantry, lacking solid leadership, were repulsed by far fewer Germans. The result was decisive, but had the Russians better planned their assault, it could easily have gone the other way.
A WINTER MELEE

Scenario 19

OKOROVO, February 17, 1942: Following the Russian winter counteroffensive, the Germans were forced to fall back to isolated pockets in an attempt to survive both the Russians and the weather. In the resulting gaps, the Russians found useful employment for their cavalry in resupplying partisans. Occasionally, however, the Germans would sortie out from their pockets in an attempt to disrupt these Russian operations. On one such occasion, a recon element of the First Panzer Regiment broke up a planned partisan-cavalry operation, and frustrated their attempts to re-establish themselves in the town. The Russians reacted strongly and threw in the only immediately available reserve; an airborne drop by a battalion of the 204th Parachute Brigade. Soon the Germans found themselves in a wild melee with partisans, cavalry, and paratroopers.

Board Configuration

Rules Introduced: Sections 96–99

VICTORY CONDITIONS

The Russians win by being the last side to have uncontested control of all five stone buildings on board 3. The Germans are considered to have control of all stone buildings at the beginning of the game. The Germans win by avoiding the Russian victory conditions.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>Star</th>
<th>Russian sets up first</th>
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<td>Plus</td>
<td>German moves first</td>
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Partisans set up first on any whole hex of board 5. The snipers may set up anywhere as per Special Rule 19.4.

Elements of the 11th Cavalry Regiment enter anywhere along the south edge of board 4:

Elements of an Ad Hoc Recon group of First Panzer Regiment set up on any whole hex of board 3:

SPECIAL RULES

19.1 Snow rules are not in effect.
19.2 If the partisans lose five squads, they (including snipers) must retreat from any board 5 non-woods hex they currently occupy and attempt to move into a woods hex on board 5. The retreat must occur in whole or in part during the next friendly Movement or Advance Phase, and must continue by moving at least one hex towards board 5 in each Russian player turn which follows until completed. Following the retreat, partisans may not re-enter board 5.
19.3 The turn of entry of the Russian paratroops is determined randomly and is unknown to both players. The Russian player draws one of the 8 Drop Mission chits (45.2) provided in the Basic Game at the start of each Russian player turn, and places it at the end of the turn. If he draws a chit equal to the turn number his paratroops must enter that turn. The paratroops enter automatically on turn 5 if not already on board.
19.4 The Russian snipers may set up hidden on any non-open ground hex (as per 95.2) on any board, after the German set-up, so long as they are not on or adjacent to a German unit.
19.5 Neither side may use bore sighting.
19.6 The Russians may not form mixed fire groups of partisans and parachutists and cavalry unless a leader is present in each firing hex.

AFTERMATH: Not surprisingly, the Russians had an exceptionally difficult time coordinating such vastly different troops and despite great gallantry by all concerned, the Germans were able to exploit their central position in the town and break up the isolated Russian attacks until an armored relief column arrived. Disheartened, the regular army formations broke off the attack and headed back for their own lines, while the partisans simply faded back into the woods.
Breakout From Borisov

Borisov, East of the Berezina River, July 2, 1941: After tenacious fighting, the 52nd Panzer Grenadier Regiment drove the Russians from Borisov, and established a bridgehead across the Berezina. The Russians, under direct orders from General Yeremenko, were to crush the bridgehead. The only available forces were an assortment of men and equipment from the local Armored Forces Training College. At approximately the same time, the 18th Panzer Division was ordered to aggressively expand their bridgehead. These two attacking formations met head-on outside Borisov.

Rules Introduced: Sections 100–103

Victory Conditions

The winner is the side having control of the most game boards after ten turns. Control is defined as having at least twice the opponent's number of unbroken squads on a board at game end. A functioning AFV which has all of its guns in working order and is not immobilized counts as two squads; otherwise, it counts as one squad. Occupation of half hexes does not count for control of either board.

Board Configuration

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**Turn Record Chart**

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<tr>
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<th>END</th>
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</thead>
<tbody>
<tr>
<td>★ Russian moves first on die roll of 1, 2</td>
<td>1</td>
<td>2</td>
<td>3</td>
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<td>10 END</td>
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<tr>
<td>☐ German moves first on die roll of 3–6</td>
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</table>

Armored Forces Training College plus remnants of local units enter anywhere along east edge:

- 4-4-7
- 6-2-8
- 5-3-7
- 4-3-6
- HMG 6-12 B11
- MG 6-12 B11
- ATR
- LMG 2-6 B10

- 36
- 6
- 6
- 6
- 2
- 5
- 6

- 45L –/2
- 45L –/2
- 76*6+1/2
- 45L +/2
- 45L +/2
- 76
- 152*6+1/2
- 6

- 12(18)
- 2
- 2
- 2
- 3

Elements of the 52nd Panzer Grenadier Regiment enter board 1 anywhere along the west edge:

- 4-6-7
- 8-3-8
- 2-4-7
- CE 8-1
- LMG 2-6 B12
- HMG 6-16 B10
- 20
- 14
- 14

- 18
- 6
- 3
- 8
- 4
- 2
- 3
- 3
- 3

- 37L*5 4/2
- 14
- 14
- 18
- 18
- 4/2
- 21
- 21
- 21

- 18
- 15
- 30
- 30
- 18
- 18
- 18
- 28L
- 50L

- 3
- 3
- 2

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20.1 All units of the side moving first have only half of their normal movement factors available during the first turn. The side moving second may use its regular movement allowance.

20.2 Germans have four fire missions of 100mm off-board artillery available. Only one of the German radios can be in use at any one point in time. Tanks may not spot for artillery.

20.3 Germans receive random Stuka support.

20.4 Germans may select any 10 leaders from the counter mix whose total leadership modifiers do not exceed 11. The Russians may select up to 8 leaders whose total leadership modifiers do not exceed 7. Neither side may select armor, SS or partisan leaders, or leaders with a positive leadership modifier. Campaign Game (i.e., unnamed leaders) leader counters may be selected.

20.5 Special rule 18.1 applies.

20.6 The missing southwest map section is considered all swamp land. It does not block LOS, but does prohibit movement. Hexes and half hexes on boards 1 and 2 are not affected by the presence of the swamp.

AFTERMATH: Due to the presence of the Training School, the Russians had more than the usual number of cadre for 1941, and were able to inflict heavy losses on the Germans. The Panzer Grenadiers kept pushing forward despite their losses, however, and with the timely arrival of some much needed air support, succeeded in eliminating the Russian armor. The Germans were able to expand their bridgehead, but at a far heavier price than they had expected to pay.
CENTRAL POLAND, September 6, 1939: For two days the Poles desperately tried to hold a line in the vicinity of the Warta and Widawka Rivers but were gradually pushed back. However, the stubborn resistance of the crack Polish 10th Division was threatening to throw the German invaders severely off their time schedule and might enable the Poznan Army to escape almost certain encirclement. Determined to break through, the Germans brought up heavy reinforcements including the elite SS Liebstandarte Regiment and attacked once again.

**Board Configuration**

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**Rules Introduced:** Sections 104 - 107

**VICTORY CONDITIONS**

To win, the Germans must exit at least eight infantry squads off the east edge. Tanks and their crews play no role in determining victory conditions. The Poles win by avoiding the German victory conditions.

**TURN RECORD CHART**

<table>
<thead>
<tr>
<th>Pole sets up first</th>
<th>1</th>
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**Elements SS Liebstandarte Regiment** enter anywhere along west edge of board 5:

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15
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**Elements 10th Infantry Division** set up first anywhere on board 3 or 5 except any hex on board 5 containing a grid coordinate of '4' or less:

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13
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**SPECIAL RULES**

21.1 Germans have one offboard artillery module of 105mm support with plentiful ammunition (107.423).

21.2 Poles may not utilize Hidden Initial Placement but the German player may not inspect the contents of any entrenchment or bunker until the units inside fire.

21.3 The special characteristics of SS units (83.3 & 83.6) do not apply.

21.4 The Polish Maroszczek ATR was an extremely fine weapon for its day; weighing in at only 19.5 lbs. Polish ATRs have the portage equivalent of a LMG; not the MMG of other nationalities.

21.5 The Polish radio is actually a field phone. The Polish player has one module of 81mm mortar fire with scarce ammunition (107.423).

**AFTERMATH:** The battered remnants of the Polish 10th Division extracted a heavy toll from the attackers, but equipment-wise they were no match for the Germans. Although a total breakthrough was prevented, by September 7th little hope remained and a forced retreat with the gallant survivors was started towards the Vistula.
NEAR BORISOV, July 3rd 1941: During the opening stages of Barbarossa the first great pincer movement on the Central Front occurred between the cities of Białystok and Minsk. As a result of the encirclement of four Soviet armies in the Białystok-Minsk Pocket, the Soviet Command was forced to commit whatever units they had available in an effort to form a new defensive line. Time became the prime objective that the Soviet Command was fighting for. To gain the required time, a crack unit, the 1st Moscow Motorized Rifle Division was sent to intercept Guderian’s 18th Panzer Division as it struck towards Smolensk. If Smolensk were to fall, Moscow would be no more than 230 miles behind the fighting lines. The Panzers had to be slowed down if they could not be stopped, no matter what the cost. It was a little more than six miles east of Borisov, near the village of Lipki that the two armoured spearheads met. This was to be the first meeting that the units of Army Group Center would have with the superior T-34 and 52 ton monster KVII tanks.

VICTORY CONDITIONS
The Russian player must exit 7 squads off the west edge of board 4 between hexes 4Q1 and 4Y1 inclusive or eliminate 10 German squads. AFVs with functioning guns count as 2 squads exited or eliminated. The German player wins by avoiding the Russian victory conditions.

TURN RECORD CHART

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Elements of the 1st Moscow Motorized Rifle Division enter first on hex 2Q1 or 211 using sequential movement costs:

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Spearhead elements of the 18th Panzer Division enter second on hex 4Q1 or 4Y1 using sequential movement costs:

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Reinforcements enter per special rule 101.4 on hex 4Q1 or 4Y1 using sequential movement costs:

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SPECIAL RULES
101.1 All hill hexes of hills 621 & 538 are considered ground level. Note that woods hexes on these previous hill hexes still exist, although on ground level.
101.2 On the first game turn, all Russian units may use only ½ of their normal movement allowance.
101.3 Wheatfield hexes do not exist.
101.4 German reinforcements will enter only on a die roll of 1, 2, or 3. Die roll may be attempted only during the German Rally Phase of turn 4 and all succeeding German Rally Phases.

AFTERMATH: When the T-34 and KVII first loomed into sight, the advance German units were struck with momentary terror at the size of the Soviet tanks. Up until that time they had only encountered the smaller T-26 and BT tanks. But the Germans were quick to recover. Soon the light support tanks were set aflush and by employing superior fire and movement, the German gunners managed to score hits against the tanks and other "soft spots" of the T-34 and KVII. Thus by committing their superior tanks individually among light and medium tanks the Soviets lost them one by one. In this way the counterattack near Lipki like others, collapsed.
**SLAMMING OF THE DOOR**

**Scenario 102**

**IN THE PANIKOVO FOREST, August 17th 1941:** In order to improve the flow of supplies to the German troops driving on Leningrad, the need for the great Leningrad Highway became apparent. A key position on the highway was the strongpoint prepared at Luga. To take the Luga position the decision was made to drive through to the great highway behind Luga and take the strongpoint from the North. One of the actions, as the Germans attempted to roll up the Russian defenses covering the highway, was conducted by the 1st battalion, 409th Infantry Regiment. The plan called for the crossing of the Oredezh River and the securing of the Panikovo Village. The crossing of the river was completed with little enemy resistance. Patrols were sent out and returned with no sign of Russians. At 1500 hours the battalion moved out toward Panikovo. Soon the German units discovered the reason for the Russian silence. A deadly trap had been laid. Russian infantry came rushing out of the woods along with support tanks striking at the exposed German flanks. In an effort to speed its advance through the forest the battalion had neglected to bring any anti-tank guns along. This neglect allowed the Russian tanks almost complete freedom of movement. The German commander had little choice but to form a "hedgehog" and wait for relief.

**Victory Conditions**

To win, the German player must eliminate twice as many Russian squads and/or crews as he loses himself and avoid the Russian victory conditions. If the Russian player eliminates 8 German squads and/or crews, regardless of his own losses, he wins. An eliminated AFV and crew counts as 2 squads eliminated. An eliminated AFV whose crew survives counts as 1 squad. Any other result is a draw.

**Turn Record Chart**

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</table>

- **German** sets up first
- **Russian** moves first

**Reinforcements** enter per special rule 102.4 on any east or west board edge:

- 2nd Co., 1st Bn., 409th Infantry Regiment, 122nd Division sets up between rows 8 and 3 inclusive on board 4:

**Regimental Elements of XL1 Corps/11th Army** set up on any whole hex of board 5:

- Enter on turn 1 on hex SY10 using sequential movement costs:

**Special Rules**

102.1 Wheatfields are considered Open Ground.
102.2 Battlefield Integrity (93) is in effect.
102.3 The German may not stack squads together in the same hex during his initial setup. This restriction does not apply to leaders or support weapons.
102.4 The German player may roll a die during each of his Rally Phases in an attempt to bring on reinforcements. The die roll required must be equal to or less than the circled number in the Turn Record Chart for that game turn.

**Aftermath:** Fortunately for the Germans, the Russian infantry was weak and it was possible to hold them off. Relief came just as resistance was weakening in the form of three S.P. Guns. Caught by complete surprise, many of the Russian tanks fell victim to the S.P. Guns. The remaining tanks retreated in fast order. With the boost in morale offered by the S.P. Guns, the remnants of the German troops soon rallied and routed the remaining unsupported Russian infantry, thus clearing the way for the occupation of Panikovo on the following day.

**Battlefield Integrity Chart**

<table>
<thead>
<tr>
<th>% Force</th>
<th>30%</th>
<th>40%</th>
<th>50%</th>
<th>60%</th>
<th>70%</th>
<th>80%</th>
<th>90%</th>
<th>100%</th>
</tr>
</thead>
<tbody>
<tr>
<td>German</td>
<td>117</td>
<td>156</td>
<td>195</td>
<td>234</td>
<td>273</td>
<td>312</td>
<td>351</td>
<td></td>
</tr>
<tr>
<td>Russian</td>
<td>127</td>
<td>170</td>
<td>212</td>
<td>254</td>
<td>297</td>
<td>339</td>
<td>382</td>
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</tbody>
</table>

| Russian Losses: | 4-6-7 = 14, 8-1 = 80, 9-0 = 60 |
| German Losses:  | 4-6-7 = 21, 8-1 = 50, 9-1 = 65 |
**Bald Hill**

**LENINGRAD, September 11th 1941:** During the first weeks of September the final attack on Leningrad, the great objective of the northern campaign was begun. The main German thrust against the center of the Leningrad defenses was in the area known as the Duderhof Hills. These hills were the key to the bulwark of Leningrad's last belt of defenses. The ridge lines were heavily armed with naval gun emplacements, pillboxes, trenches and supporting machine gun posts. One of the most important of the commanding hills was known as "Bald Hill", or as it appeared on the military maps, Hill 167. Occupation of Hill 167 meant the ultimate control of Leningrad's last defensive position. The center of the city would be barely 15 miles away. The task of taking the hill was assigned to the 1st Panzer Division in a combined arms attack with air support supplied by the Stukas of the VIII Air Corps.

**Board Configuration**

![Board Configuration Diagram]

**Victory Conditions**

The German wins by clearing all of the level 3 hexes on board 2 of unbroken enemy units at game end. The Russian player wins by avoiding the German victory conditions.

**Turn Record Chart**

<table>
<thead>
<tr>
<th>✭ Russian sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<tbody>
<tr>
<td>✈ German moves first</td>
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**Mixed Elements of the Leningrad's Workers' Militia, Fanatical Young Communists and Red Guard units set up on any whole hex of board 2 and/or:**

- 4-6-7
- 8-3-8
- 122L
- 257
- 5-7
- 6-12
- 377
- 82
- 45L

**Combined Elements of the 1st Panzer Division's 6th Panzer Co, Engineer Bn 37, and 1st Bn, 113th Rifle Regt enter on turn 1 or later in whole or in part on any west edge hexes of boards 3 and/or:**

- 4-6-7
- 8-3-8
- 122L
- 257
- 5-7
- 6-12
- 377
- 82
- 45L

**Special Rules**

103.1 Stuka rules (101) are in effect.
103.2 The two bunkers and 122L Artillery pieces represent casemated naval gun emplacements and must be placed in hexes 2N5 & 2K5. Each bunker and the artillery piece it contains has a 3 hex covered arc (2M6, 2N6, 2O6 and 2J5, 2K6, 2L5 respectively).
103.3 Units inside bunkers and entrenchments may deduct 1 from their pre-stuka attack MC (101.9).
103.4 Hex 2N6 is considered open ground.
103.5 Any German units may delay entrance any number of turns.
103.6 Special rule 14.4 from Scenario 14 is in effect and applicable to the Germans.

103.7 A bunker topped by wire or friendly units may not be entered by enemy forces from an adjacent hex during the Advance Phase.

**Aftermath:** The attack unrolled with clockwork precision. An entire Panzer company and the leading company of armoured troop carriers succeeded in getting into the dead angle of the westward-pointing Russian naval Gun emplacements without receiving a single hit. Under cover of fire from these tanks the Engineers fought their way up to the gun emplacements and overwhelmed the crews in hand-to-hand combat. The Germans were in command of Hill 617. Leningrad was lying within reach, just below their feet.
THE PENETRATION OF ROSTOV

ROSTOV, July 24th 1942: With the German summer offensive of '42, "Operation Blue", Hitler hoped to force a decision on the southern front. In an attempt to form a large scale encirclement on the lower Don, the City of Rostov became the natural center of operations. The initial breach of the outer city defenses had been made by the Panzer troops of the III and LVII Corps, but the city's center was the battlefield for assault parties and not armoured formations. To make matters worse, the NKVD garrison was determined to defend Rostov to the last bullet. Functioning as the regime's guard against possible rebellion, the NKVD troops were very familiar with street fighting techniques. To defeat such an enemy the Germans had to formulate a definite plan of attack. The 1st and 3rd Battalions, 421st Infantry Regiment were divided into three assault companies each. Each company, fighting in line abreast, was to advance down its assigned sector and secure each block therein. In this way each company protected its neighbors from flank attacks.

Board Configuration

VICTORY CONDITIONS
The German player wins by clearing all 2nd level buildings of unbroken Russian squads at game end. The Russian player wins by avoiding the German victory conditions.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>Russian sets up first</th>
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<tr>
<td>German moves first</td>
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Elements of the Rostov NKVD garrison set up on any whole hex with a maximum of 2 squads per building (not building hex). Squads must set up in building hexes.

Assault Co of the 1st Bn, 421st Infantry Reg't, 125th Division enter turn 1 or later in whole or in part on any north edge hexes:

Tank support from the 13th Panzer Division enters per 104.3 on any north edge hex:

SPECIAL RULES

104.1 The Russian mine factors are actually booby traps. They must be placed in quantities of four factors per hex only in building hexes.
104.2 No sewer movement is allowed.
104.3 The German tank may enter only on a die roll of '1'. The German player may roll for his armor reinforcement at the start of each German Rally Phase.
104.4 All Russian squads have a morale rating of 8.
104.5 Russians are prohibited from setting fires (102.2).
104.6 Russians may not boresight hex row GG.

AFTERMATH: The fighting became fiercest in the area around the Tagaurog road which led straight to the Don bridge. The German attack was held up repeatedly, discovering it near impossible to pin-point the well-camouflaged NKVD troops. By using close support artillery and a few tanks of the 13th Panzer Division, the assault companies began the bombardment of suspected enemy positions. Soon they were able to work their way forward by zig-zagging along the streets and using the tanks for cover where possible. By the early morning of the next day all of the companies of the 421st Regiment had reached the Don River. The Germans had forced the last enemy units out of Rostov. The gateway to the Caucasus had been opened.
NIGHT BATTLE AT NOROMARYEVKA

Scenario 105

AT THE VILLAGE OF NOROMARYEVKA, January 1st 1943: In an effort to threaten Rostov from the northwest, the Russian XXV Tanks Corps launched its '42-'43 winter offensive on Army Group Don in an attempt to strike at the rear of Army Detachment “Hollidt.” Misled by the slight resistance offered by the Italian Eighth Army, the Russians neglected to send out advance reconnaissance units. Catching the Russians completely by surprise, the armoured column was quickly surrounded. Using separate packs of tanks, the Russians repeatedly tried to force a breach in the noose. One such breakthrough attempt met with some success as it raced towards the village of Noromaryevka. Here, Major Bake held a covering position with his 2nd Battalion, 11th Panzer Regiment.

**VICTORY CONDITIONS**

The Russian player wins by being the last side to have solely occupied with an unbroken unit all of the stone buildings on board 3 at game end. The German player wins by avoiding the Russian victory conditions.

**TURN RECORD CHART**

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<th>German sets up first</th>
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Elements of the 2nd Bn., 11th Panzer Reg't, 6th Panzer Division setup on any whole hex of board 3 with a minimum of 4 AFVs placed on or adjacent to the road which circles the village. The two unmanned decoys must be among the AFVs placed on or adjacent to the road.

Elements of the XXV Tank Corps enter on turn 1 on any hex(es) on north edge of board 4:

**SPECIAL RULES**

105.1 Night rules (49) are in effect.
105.2 All units may start or enter the game concealed.
105.3 Two of the six German AFVs are considered unmanned. These decoys may not move or fire, although they do provide cover. During the initial setup the German player secretly records which of his AFVs are decoys. Unmanned decoys are used only to confuse the Russian player—they cannot be manned by either side.
105.4 Panzerfaust model availability is determined by 85.6

**AFTERMATH:** The German defense consisted of only a few Panzer IV's and a handful of infantry. In addition there were a few damaged, unmanned German tanks awaiting repair scattered around the village. The Russian attack came a few hours after midnight. Close action tank battles soon developed between and around the houses of the village. In the uncertain light of the night, the Russians regarded the German unmanned tanks as intact vehicles and concentrated much of their fire on these targets. This gave Bake the time he needed to move into better firing positions. By the time daylight broke the Russian breakout attempt had been eliminated. Daybreak also brought the same fate to the remainder of the XXV Tank Corps.
BEACHHEAD AT OZEREYKA BAY

Scenario 106

IN THE OZEREYKA VALLEY, February 4th, 1943: In an effort to cut off the seventh Army's retreat to the Iman Peninsula, Stalin developed a plan to use the combined efforts of a land and seaboard operation. The Black Sea Fleet would land a force composed of army and naval troops in the German's rear. This force would smash the coastal defenses at a favorable point and establish a beachhead. Later, this beachhead would be enlarged by follow-up units in a drive toward Volchyi Vorota and eventually link up with the 47th Army. The landing point chosen was the area around Ozereyka Bay. After heavy naval bombardment, the first Russian assault waves landed on the beach in front of Rumanian coastal defense units and formed up for the push toward the town of Glebovka, their first inland objective.

Board Configuration

VICTORY CONDITIONS

The Russian player wins by eliminating (or capturing and keeping) both artillery pieces and exiting 5 squads off the west edge of board 3 between hexes 3Q1 and 3Y1 inclusive. If only one condition is met the game is a draw. If neither condition is met, the German wins.

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Elements of the 3rd Troop, Army Coastal Artillery Battalion 789 set up on any whole hex of board 3 and/or 2 north of row E inclusive:

Elements of 5th Co., 38th Rumanian Infantry Regiment set up on any whole hex north of rows W and K inclusive on boards 5 and 4 respectively:

Advance Landing Force elements set up south of rows V and L inclusive on boards 5 and 4 respectively.

SPECIAL RULES

106.1 All buildings are considered single story and of wooden construction.
106.2 All hexes of hill 547 are considered flat open ground.
106.3 All hexes of hill 534 are considered flat wooded ground.
106.4 The German radio may be used for on-board indirect fire only. There is no off-board artillery available.
106.5 No bore sighting is allowed by either side.
106.6 The two German artillery pieces must be placed within 3 hexes (inclusive) of one another.

AFTERMATH: With support from their mortar teams and a few light tanks that had made it ashore, the Russian assault parties broke through the forward Rumanian positions and captured the German artillery positions of the Third Troop. 789 Battalion. But the losses suffered in taking the position had been too great. The Russian troops that reached the town of Glebovka amounted to little more than a platoon. Together with the remaining Rumanian units, the Germans dislodged the Russians from Glebovka and pushed them all the way back to the beaches. The defeat, like the one suffered by the Western Allies five months earlier at Dieppe, had been disastrous.
DISASTER ON THE DNIEPER LOOP

Scenario 107

DNIEPER RIVER, September 24th, 1943: During late summer of '43 the Russians made an all-out effort to force the Dnieper River at Bukrin. Together with ground forces which were to cross the Dnieper River at Balyka, Rehishchev, and near Kanev, a large scale parachute drop was planned to form a second screen around the Bukrin bridgehead. Three brigades were to be dropped with a total of approximately 7000 men. Included in this drop was the 5th Parachute Brigade which was assigned the mission of preventing the movement of German reserves in the direction of the bridgehead.

VICTORY CONDITIONS

The German player wins by clearing 3Q2, 3Q3, 3R2, 2T2, 2U3, 2U2 and all adjacent hexes of unbroken Russian squads by the end of the last German player turn. The Russian wins by avoiding the German victory conditions.

Board Configuration

TURN RECORD CHART

Russian sets up first

German moves first

Partisan elements set up on any woods hex(es) on board 5:

Elements of the 5th Guards Parachute Brigade enter via airdrop rules (99) and Special Rules 107.2 & 107.5:

Drop Group A, enter per 107.5:

Drop Group B, enter per 107.5:

Drop Group C, enter per 107.5:

Elements of Armored Troop Carrier Battalion, 73rd Pz. Gr. Reg't, 19th Panzer Division enter turn 1 on hex 3A5 or 2G6:

SPECIAL RULES

107.1 Night rules (49) are in effect.

107.2 All Russian drop hexes (two per group) must be secretly recorded before play starts. A special 1 DRM is applied to the drop point board determination (99.22) on a roll. No place may have a drop hex plotted within 5 hexes of any other—even if in separate drop groups.

107.3 All hexes of hills 534 & 547 are considered 'marsh' (75). The building in hex 3110 does not exist.

107.4 Note that the Russian player does not have a turn 9 player turn.

107.5 Prepare a special deck of playing cards consisting of four each aces, deuces, threes, fours, fives and sixes. Secretly draw one card for each of groups 2, 3 and 4 before starting play. The number drawn indicates turn of entry for the drop group.

107.6 Note that the crew must be CE to operate the flamethrower of the Flamm halftrack.

AFTERMATH: Dropping at night and from an unusually high altitude of over 3,000 feet, the 5th Brigade missed its drop area by more than twenty miles. The Russians dropped right on top of elements of the 73rd Panzer Grenadier Regiment near the village of Dudari which had been moving up from Kiev. No parachute unit could have been dropped in a more disastrous area. While still in the air the Russians were caught in the fire of machine guns and Flak guns. Once on the ground the troops tried to find cover, but were soon flushed out and taken prisoner or killed. The disaster of the Bukrin bridgehead was a serious blow to the Russian airborne forces which they never recovered from. The Russians mounted no further airborne operations of any significance.
Scenario 108

BOKRUISK, June 29, 1944: During the destruction of Army Group Center many of Hitler's "Fortified Localities" were cut off and surrounded by the Russian advance. These moves were an almost perfect copy of the German blitzkrieg. Bokruisk was just such a city. The city had become a fortress, with pillboxes and old tank turrets being used throughout. In covering the city from the east, a fixed system of trenches and other earthworks were in evidence, but the Russian attack came from the northern and southern flanks where the Germans were least able to cope with the threat. After successfully breaking through the fixed outer defenses, the Russian attack turned into bloody street fighting.

Board Configuration

VICTORY CONDITIONS

The Russian player wins if he has undisputed control or last sole occupation of all five multi-level buildings on the designated portion of board 1. Any other result is a German victory.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>+ German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<tbody>
<tr>
<td>* Russian moves first</td>
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Elements of 9th Army/XXXV Corps, garrisoning Bokruisk, set up on any whole hexes on board 1 as noted below:

Group A, south of row 1 inclusive:

- 4-6-7
- 2-4-7
- 1-8-6
- MMG 4-12 B12
- LMG 2-8 B12
- 44s 3
- AT 76L

Group B, north of row 1 exclusive:

- 4-6-7
- 2-4-7
- HMG 6-16 B12
- MMG 4-12 B12
- LMG 2-8 B12
- 8 4
- ATM X12
- AT 50L

Group C, anywhere on board 1:

- 2-2-2
- 13
- 75L 4-5-6
- 75L
- WIRE

Assault Group Elements of the First Belorussian Front set up on any whole hex of board 3:

- 6-2-8
- 4-4-7
- 20
- 2-3-7
- 76s H8
- 15/7PP

Enter turn 1 on any south edge hex of board 3:

- 152
- 85L
- 2

SPECIAL RULES

108.1 Only the hexes south of row 0 inclusive on board 1 are playable.
108.2 The Russian 6-2-8 squads are considered engineers for all purposes but may "lay" a total of only 3 smoke counters per game as a combined total.
108.3 AFVs may not set up in buildings or wood hexes.

AFTERMATH: By the end of the 29th Bokruisk had fallen with heavy losses on both sides. The Germans lost nearly 80% of their Ninth Army, including eight divisions that had ceased to exist. But more importantly, complete German units had been surrounded and eliminated. No one had learned more from the Germans than the Russians.
COUNTERATTACK ON THE VISTULA

NEAR WOLA CHODKOWSKA, POLAND, AUGUST 6, 1944: As the Russian 8th Guards Army was expanding its bridgehead on the Vistula, they met with stiff German resistance. Using the Hermann Goering Division, which had just been brought up from Warsaw as a lead, the Germans mounted a number of counterattacks in an effort to eliminate the Russian bridgehead. After six repeated German attacks failed to achieve the needed breakthrough, a seventh assault supported by Tiger tanks forced the situation to its inconclusive end.

Board Configuration

VICTORY CONDITIONS

The German player wins by being the last to occupy building 4P6 and both bridge hexes 5Y8 and 5Z9 without losing 8 squads. AFVs destroyed with crew count as two squads lost; without crew they equal a one squad loss. The Russian wins by avoiding the German victory conditions.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>Russian sets up first</th>
<th>1</th>
<th>2</th>
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<th>END</th>
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<tbody>
<tr>
<td>German moves first</td>
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Elements of the 220th Rifle Regiment, 79th Division set up anywhere on boards 4 and/or 5 east of row N inclusive:

Enter turn 4 or later on any east edge hex north of 5GG6 or north edge east of 5Y1 inclusive:

Elements of the Hermann Goering Division enter on turn 1 on any west edge hex(es) of boards 4 and/or 5:

SPECIAL RULES

109.1 Use rule 90 (Captured Equipment) & 85.6 for the panzerfausts issued to the Russian player.
109.2 Russian tanks may use only ½ of their MPs during their turn of entry.
109.3 Entrenchments may not be initially placed or constructed later on a gully hex.
109.4 The woods in hexes 5W9, 5X8, and 5Z8 are considered Open Ground.
109.5 Building 4P6 is a stone building.
109.6 ATRs may not immobilize a King Tiger.

AFTERMATH: With the last attack the German tanks moved right up to the Russian positions and fired at point blank range. With few heavy anti-tank weapons available, the Russians countered with grenade bundles, mines and captured panzerfausts left behind previously by retreating German troops. Soon the Guardsmen found they were no match for the combined arms assault and called for support which arrived in the form of heavy JS tanks. By the end of the day the Germans had finally been stopped but with each side suffering heavy losses.
THE AGONY OF DOOM

Scenario 110

MUNCHEBERG, GERMANY, April 19, 1945: With the Third Reich in its death throes, the Russian juggernaut began to pickup speed. The German defense line on the Oder had been broken. One town after another fell to the Russian armies as they advanced on Berlin, but Hitler was determined not to fight the final battle in the city itself, but rather on the front of the IX Army. Throwing whatever troops were available into the path of the onrushing hordes, the Germans paid a bitter price for every day’s delay. One such area where heavy fighting occurred was in and around the town of Munchenberg where the Germans momentarily mounted a semblance of organized defense. Here, just 20 miles east of Berlin, mixed units of the 56th Panzer Corps made an attempt to forestall the inevitable advance of the 8th Guards Army.

VICTORY CONDITIONS

The Russian player wins by being the last side to solely occupy with unbroken units all of the multi-hex buildings on board 3. The German wins by avoiding the Russian victory conditions.

TURN RECORD CHART

- German sets up first
- Russian moves first

Remnant elements of the 56th Panzer Corps set up on any whole hex of board 3 west of row Z inclusive:

Enter turn 1 on any board 3 edge hex from 3P10 to 3S10 inclusive:

Enter turn 2 on any board 3 edge hex from 3A5 to 3K10 inclusive:

Elements of the 242nd Regiment, 82nd Rifle Division enter turn 1 on any east edge hex(es) of boards 3 and/or 5:

SPECIAL RULES

110.1 All hexes of Hill 547 are considered ground level woods.
110.2 All hexes of Hill 534 are considered ground level.
110.3 Only ordnance weapons may boresight.

AFTERMATH: After making initial contact with the town’s eastern perimeter, the Russians moved into the woods to the north from which they dispatched small groups of infantry, tanks, and SP Guns in repeated attacks on the town’s flank and rear. After determined street fighting, the German troops were finally driven from the town and routed. Munchenberg, like so many other towns, became one more desolate name on the road to Berlin.

SERIES 100

ADDITIONAL SCENARIOS FOR CROSS OF IRON

Design: Courtney Allen
Playtesting: Jon Mishcon, Joe Suchar, John Kenower, Members of Interest Group San Francisco, Bill Farone, Bill Edwards

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