

Euro-Pack V: EASTERN FRONT WARFARE

We challenge you to **CHANGE HISTORY** (at least on a small scale) with these eight scenarios set during Operation Barbarossa, the titanic struggle on...**THE EASTERN FRONT!**

Our European brothers-in-arms are tired after all the years of designing and playtesting scenarios for you so the gang at Critical Hit has decided to call in some 'Axis Satellites' in the form of guest designers. And not your ordinary guests, either, but the kind that design the taut, nail-biting actions you want to play. Our honorary Euro-guys for this pack are no other than Peter Mudge, called "the best scenario designer" there is by SQUAD-LEADING and playtest grognard J. R. (what the hell's his first name?) Tracy and Steve (Mr. Annual) Swann. Just so former 82nd Airborne guy Swann is not lonely, Tom Kearney mustered out of the 'All American' and focused his attention on the Russian Front just for you.

So men, it's once again time to grab your squads cause the Russians design friends don't back to Berlin and



are linking arms and want to make you feel isn't that a T-34 over there...



and a few good leaders heading this way. Our



be - Euro-scared or anything, but it's a long way

Part No. CH 9902



UULANTOINWAARA, FINLAND, 27 AUGUST, 1941: On 3 August XXXVI Corps ordered its divisions to tie down the enemy opposite them and to create favorable conditions for a resumption of the offensive. That order was almost immediately superseded by another, instructing the local forces to resume

the offensive in the southern sector of the Finnish 6th Division, and stating that reinforcements could not be counted on. The XXXVI Corps decided to 'stake everything on one card'—the thrust of the Finnish 6th Division to Nurmi Mountain.



Northwest of MOSCOW, RUSSIA, 6 DECEMBER 1941: The losses of long months of campaigning, combined with the dreaded Russian winter had finally stopped the German onslaught northwest of Moscow. The Russians hung on grimly. Between the river Sestra and the Moscow lake, five battalions of the German 36th Motorized Division hunkered down in positions among a group

of buildings. At 0600, on the coldest day of the year (-40° Celsius), the Russian counter-offensive was launched along the entire front.



GUBNIK, RUSSIA, 2 JULY 1941: The advance of Army Group South was the slowest of the three Army Groups mainly because of its high infantry to motorized elements ratio. The Army Group, commanded by Gerd von Rundstedt, had the largest frontage of the whole eastern front. Made aware by aviation reconnaissance reports of a weak point in enemy lines, von Rundstedt threw *PanzerGruppe* von Kleist into this less defended area, between Kiev and Uman.



KOROSTEN, RUSSIA, 31 AUGUST 1941: The Russian armies had been falling back under German pressure all summer. While most of the Russian units suffered from inept leadership, there were a few units such as the *Russian 2nd Cavalry Division* whose brave exploits became legend. Finding a hole in

Reichenau's flank, the *2nd Cavalry* was able to penetrate the German lines to a distance of over 40 miles, all the while avoiding the ever watchful Luftwaffe. On the last day of August, marauding elements of the Cavalry had a stroke of luck and stumbled upon the German 6th Army Map Depot as it was setting up an evening bivouac near Korosten.



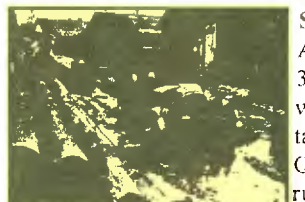
West of ODESSA, 6 SEPTEMBER 1941: By mid-August Cuiperca's Fourth Rumanian Army was against the Soviet defense lines in front of Odessa. The capture of the key rail center would be a Rumanian affair. The Rumanian army lacked the military skills and weaponry needed for a quick strike. The Rumanian attacks resembled the trench warfare of World War I, not something related even remotely to an co-belligerent of a *Wehrmacht* which was unleashing its largest *Blitzkrieg* of the Second World War.



BUTOVO, RUSSIA, 4 JULY 1943: For months the Germans had been preparing for Operation *Zitadelle* and all was ready. However, on the southern sector a series of Russian occupied ridges blocked any observation into the Soviet defenses. In order to secure suitable positions for their forward observers, the 4th Panzer Corps, consisting of 3rd Panzer, Grossdeutschland, and 11th Panzer Divisions, supported by Stukas, jumped off at 1400 hrs following a heavy bombardment.



OSTROV, RUSSIA, 8 August 1942: The veteran German 6th Army was on a roll, spectacular advances were the norm, as were the lack of any cohesive defense provided by the battered Soviet forces in the Southern Ukraine. Alarmed by the speed in which the Germans were approaching the Don River basin, Stalin issued his "Stand Fast Order." The two Soviet Army groups in the area, the 64th and the 62nd began a rapid deployment west of the Don. Quickly spotted by German aerial reconnaissance, the German armor was directed at the weak links in the Soviet lines.



Southeast OF MTSENSK, 11 October 1941: As Operation *Typhoon* began on September 30, the Panzers seemed to have everything their way once more. Yeremenko flung depleted tank brigades in isolated counter-attacks against Guderian's *Panzertruppe 2* in an effort to disrupt the attack. Reinforcements, included

Lelyushenko's *1st Guards Rifle Corps* and its 4th Tank Brigade. This formation was well equipped with a high proportion of T-34's among its 64 tanks and seven KV models further bolstered the hitting power of the unit.

BATTLE FOR THE ODESSA LINE

Euro-Pack #84

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
☒ RUMANIAN Moves First								



Elements of the 16th Infantry Regiment, 7th Infantry Division, 3rd Rumanian Rifle Corps set up in any whole hex of board 42:

{ELR: 3}
{SAN: 3}

13-4-7	9-1	8-0	7-0	FP: 4 B11 Rng: 10 ROF: 2	FP: 2 Rng: 6 ROF: 1 B#: 11
20	2	2	3	5	

Plus 4 FFE's of 100mm Artillery, see Special Rule 2:



Elements of the Independent Coastal Army set up on any whole hex of boards 43 and 3. Pillboxes must be set up at least 6 hexes apart:

{ELR: 3}
{SAN: 4}

14-4-7	2-2-8	9-0	9-1	7-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 1 Rng: 12	MA: 76L ROF: 2 M#: 9	45mm PTP obr. 32 MA: 45L ROF: 3 M#: 11	Wire Mph - RPh
12	4						2				8

Foxhole 1S	Pillbox 1+3+5	Pillbox 2+3+5	Pillbox 3+5+7
5			

BOARD LAYOUT:

42	43	3
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HANDICAPS:

- ★ Replace the Russian 9-1 leader with a 9-2.
- ☒ Add a HMG to the Rumanian OB.
- ☒ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Dry with no wind at start.
2. Prior to the Russian set up the Rumanian player must secretly plot four hexes to be subjected to his pre-plotted artillery preparation. During the Prep Fire Phase of Rumanian turn one place four FFE:1 in the plotted hexes an resolve normally (i.e., accuracy, extent of error, etc.) These pre-plotted FFE may not be Corrected (i.e., FFE: 2/FFE:C comes down where the FFE:1 ends up) and are accurate on a dr of '1'.
3. The Russians may Bore Sight applicable weapons (i.e., despite on-board Rumanian set up).

OBJECTIVES: The Rumanians must Control all Russian Pillboxes at game end.

West of ODESSA, 6 SEPTEMBER 1941: By mid-August Cuiperca's Fourth Rumanian Army was against the Soviet defense lines in front of Odessa. The capture of the key rail center would be a Rumanian affair. The Rumanian army lacked the military skills and weaponry needed for a quick strike. The Rumanian attacks resembled the trench warfare of World War I, not something related even remotely to an co-belligerent of a *Wehrmacht* which was unleashing its largest *Blitzkrieg* of the Second World War. After a series of costly and unsuccessful frontal assaults against the defenses of Safranov's Independent Coastal Army through early August the Rumanians paused to reconnoitre and plan for a set-piece attack planned to capture the Soviet's outer defense line. After intense artillery bombardment the Rumanians were able to seize the outer Odessa defense positions at high cost. However, over a month's more of campaigning was ahead. The Russians would not evacuate Odessa until the night of 15/16 October. Of the 340,000 Rumanians involved in the operation, over 17,000 were killed, 63,345 wounded and another 11,471 missing. Main line Rumanian divisions, including the Guard Division, the Frontier Division and ten others were so depleted by this battle, they were withdrawn to Rumania to re-fit.



KATUKOV TURNS THE TABLES II

Euro-Pack #81

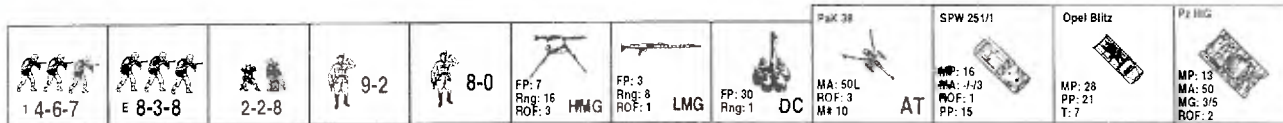
★ RUSSIAN Sets Up First

1 2 3 4 5 6 7

✚ RUSSIAN Moves First

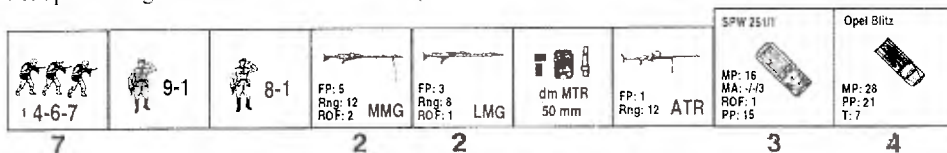


Reconnaissance Elements of the 3rd Battalion, 26th Regiment enter on turn one along the west edge:

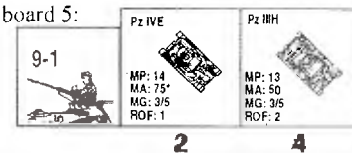


[ELR: 3]
[SAN: 2]

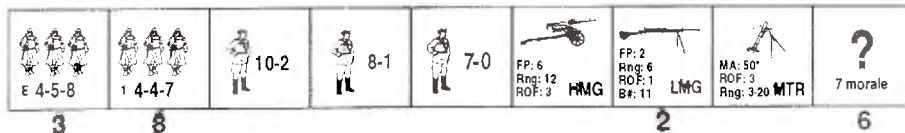
Set up in contiguous road hexes of board 5 (see SR 2):



Enter on turn one on the south edge of board 5:



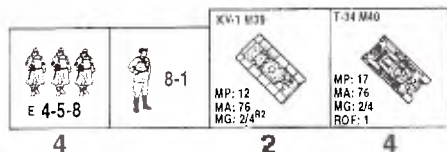
Elements of the 1 Guards Rifle Corps set up onboard 22:



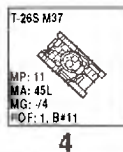
[ELR: 3]
[SAN: 3]

Elements of the 4th Tank Brigade enter along the east edge on the turn indicated:

Enter on turn one:



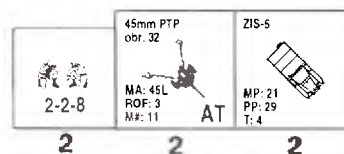
Enter on turn two:



Enter on turn three:



Motorized AT elements enter on turn one on any north edge road hex:

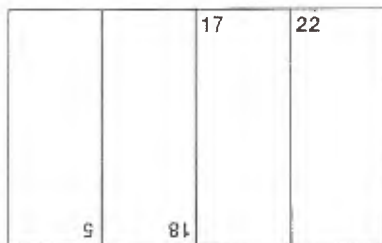


HANDICAPS:

★ Add a 10-2 armor leader to the German OB.

✚ Add a 9-1 armor leader to the Russian OB.

BOARD LAYOUT:



OBJECTIVES: The Russians must Control ≥ 9 multi-hex buildings on board 22 and accumulate twice as many CVP as the German while earning at least 15 CVP by game end.

SPECIAL RULES:

- EC are moist, with no wind at start. Kindling is NA. To reflect the muddy conditions, all vehicles with high ground pressure pay an additional 1 MP per hexside traversed; vehicles with normal ground pressure pay an additional 1 MP per non-road hexside traversed and 1/2 MP per road hexside traversed. Vehicles with ground pressure pay M normally (no extra MP). Note that units using Bypass Movement pay extra MP per hexside traversed.
- All German units which set up on map must set up in a road hex, adjacent to at least one other unit. Germans starting on board 5 must set up as Passengers. The German player may use Cloaking for all vehicle passengers at start; cloaked passengers are revealed in the same manner as "?" loss and cloaked status may not be regained during play.
- Printed stairwells are ignored; all multi-hex buildings have an inherent stairwell in every hex (i.e. maximum building height is 1 1/2 levels).
- The two Russian T26S M37 tanks have AFV MG: -/4. Russian infantry may mount tanks as Riders (i.e., ignore the date restrictions).
- Place shellholes in the following hexes at start: 18R1, 18S3, 18Q6, 18Q6, 18Q7, 18P6, 17K6, 17L5, 17M6, 5Y9, and 5Y10.

Southeast OF MTSENSK, 11 October 1941: As Operation *Typhoon* began on September 30, the Panzers seemed to have everything their way once more. Yeremenko lunged depleted tank brigades in isolated counter-attacks against Guderian's *Panzertruppe 2* in an effort to disrupt the attack. Reinforcements, included Ielyushenko's *1st Guards Rifle Corps* and its 4th Tank Brigade. This formation was well equipped with a high proportion of T-34's among its 64 tanks and seven KV models further bolstered the hitting power of the unit. The 4th consisted of instructors and cadets of the Kharkov tank training school as well as recently recovered, veteran tank crews wounded in earlier battles. The brigade's commander was Colonel M. Katukov, an armor leader of above average skill who pressed his unit into an immediate assault against the 4th Panzer Division as it advanced toward Mtsensk. After the initial counter-stroke, Katukov mounted a more serious affair on the 11th which was to pose a serious threat to the strung out flank of the 4th Panzer as its men were struggling to enter Mtsensk along the muddy and shell cratered roads southeast of the town. The Germans found it was the Russians who were able to concentrate superior force in this engagement; Soviet riflemen were used to "fix" the panzers attention while their armor attacked from the flanks. The German response was muted as their tanks were separated and kept apart, floundering in the mud. German troops found themselves cut down in small, isolated groups. For his efforts, Katukov was promoted to Major General in November and the Brigade was re-named 1st Guards Tank Brigade in honor of its success.













Original Design by Raymond J. Tapio

TEUTONIC KNIGHTS

Euro-Pack #79














★ RUSSIAN Sets Up First	1	2	3	4	5 ^①	6 ^②	7 ^③	8 ^④	9 ^⑤	10 ^⑥
✚ GERMAN Moves First	END									

Supply Column Staff and Gun Battery 2, 1st Artillery Battalion, 176th Infantry Division set up anywhere on board 15:

	 c 4-2-6 15	 2-2-8 2	 10-0 IL	 7-0 IL	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50' ROF: 3 Rng: 3-20 MTR	 P. 011. 35 MA: 75LL ROF: 2 MFB ART	 Foxhole 1S	 Trench 2
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[ELR: 2]
{SAN: 2}

Nebeltruppen Battery and Cavalry Squadron, Kavallerie Brigade 2 set up on board 38:

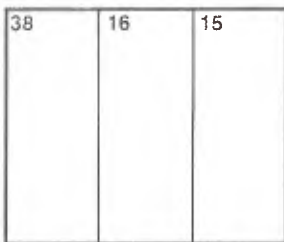
	 14-6-7 11	 2-2-8 2	 8-1 IL	 8-0 IL	 7-0 IL	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 6 ROF: 1 LMG	 FP: 1 Rng: 12 ATR	 MA: 50' Rng: 2-13 ROF: 3 MTR	 NbW 35 MA: 105' ROF: 2 Rng: 8-75 SA: 510 MTR	 Cycles MP: 26	 12
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[ELR: 4]
{SAN: 2}

HANDICAPS:

- ★ The Russian player earns 1.5 times the CVP of units in Defensive Zones at game end.
- ✚ The Germans may set up two squads/equivalents utilizing HIP.
- ☪ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



SPECIAL RULES:

1. EC are Moderate, with no wind at start. The scenario is eleven turns long.
2. The Germans gain CVP by eliminating Russian unit and by exiting along the east edge. The Russians gain CVP by eliminating units (EXC: they receive 1/2 CVP value) and for each unit in a "Defensive Zone" at game end (see SR 3).
3. Before German set up the Russian player can designate up to 5 one-hex "Defensive Zones" (DZ) within his setup area. Each DZ is composed of all Locations in each so-defined DZ hex (e.g... hex 15G9, marked as DZ #1 contains two Locations).
4. At the end of game turn five and at the end of each game turn thereafter, the Russian player makes a game end dr. If the dr is ≤ the circled number, the scenario ends at the end of the following game turn.
5. One Russian squad and any accompanying SW (not SMC) may set up utilizing HIP.

OBJECTIVES: The player with the most CVP at game end is the winner. See SR #2 for the way both players accumulate CVP.

GUBNIK, RUSSIA, 2 JULY 1941: The advance of Army Group South was the slowest of the three Army Groups mainly because of its high infantry to motorized elements ratio. The Army Group, commanded by Gerd von Rundstedt, had the largest frontage of the whole eastern front. Made aware by aviation reconnaissance reports of a weak point in enemy lines, von Rundstedt threw *PanzerGruppe* von Kleist into this less defended area, between Kiev and Uman. The armored spearheads of the Cavalry Brigades acted as probes. Just before a village beyond the Szod river, a detachment of 2nd Cavalry Brigade was targeted by an artillery emplacement on nearby hills overlooking the river crossing. Pausing only to regroup and call in a *Nebeltruppen* battery, the horsemen charged the heights. These modern *Teutonic Knights* crossed the open fields easily, and without a single casualty, due to the excellent work of the smoke troops that completely fogged the enemy positions. But when they attempted to storm the enemy emplacements, they were no match for the well dug-in Russian infantry. Only after dismounting and engaging each strongpoint in hand-to-hand combat were they able to secure the hilltop position. The days of the *Wehrmacht* cavalry in World War II were numbered.



WINTER HELL

Euro-Pack #18

★ RUSSIAN Moves First	1	2	3	4	5	6	7	8
☒ GERMAN Sets Up First								



Elements of the 36th Motorized Division set up anywhere west of row J on board 17 and/or X on board 16:

[ELR: 2]
{SAN: 2}

1 4-6-7	2-2-8	9-1	8-1	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	MP: 16 MA: 47L ROF: 2	MA: 50L ROF: 3 M# 10	Trench
7	2				2			2	2

Enter along the west edge on turn six:

2-2-8	MA: 37L ROF: 3 M# 12	MP: 17 PP: 19 T: 4
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Elements of the 30th Army enter on turn one along the east edge:

[ELR: 2]
{SAN: 2}

1 4-4-7	1 5-2-7	c 4-2-6	9-2	9-1	8-1	8-0	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 1 Rng: 12	MA: 50* Rng: 3-20	MP: 17 MA: 76 MG: 2/4 ROF: 1
10	4	4						2			3

Enter on turn five on the south edge east of row H:

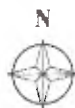
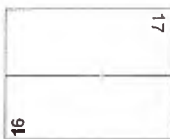
MP: 17 MA: 76L MG: 2/4 ROF: 1
--

MP: 11 MA: 45L MG: 1/4 ROF: 1, B#11
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HANDICAPS:

- ★ Russian reinforcement AFV may enter on turn four.
- ☒ The Germans may Boresight.
- ☒ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



OBJECTIVES: The Russians win if they exit ≥ 15 VP off the west edge and Control the two stone buildings at game end.

SPECIAL RULES:

- EC are Extreme Winter (E3.74) and Deep Snow (E3.73 & D8.23). Heavy Wind is blowing from the northeast at start.
- Snow Drifts (E3.75) are in effect.
- Russian units have Winter Camouflage (E3.712). Russian infantry may mount tanks as Riders (i.e., ignore the date restrictions).
- Boresighting is NA. The Russian T26 M37 tanks have the following AFV MG: -/4^{R2}/2.
- The 17A5/6-G7-R4-Y10-DD4-GG5/6 road is plowed.

Northwest of MOSCOW, RUSSIA, 6 DECEMBER 1941: The losses of long months of campaigning, combined with the dreaded Russian winter had finally stopped the German onslaught northwest of Moscow. The Russians hung on grimly. Between the river Sestra and the Moscow lake, five battalions of the German 36th Motorized Division hunkered down in positions among a group of buildings. At 0600, on the coldest day of the year (-40° Celsius), the Russian counter-offensive was launched along the entire front. In this nondescript hamlet, a German infantry company, supported by an ad hoc AT detachment was assaulted by Russian armor. Four T-34s crashed into the German lines, trying to overrun the only AT-guns in the position. Three of the Russian tanks were soon destroyed in close-in fighting. Instead of a respite, the defenders now faced a Russian infantry attack out of the woods, following an artillery softening-up. Despite mounting casualties, the Germans were able to contain the attack with small arms and machine-gun fire. Suddenly, the pressure mounted yet again: two more Russian tanks appeared from the south and headed straight for the remaining AT-guns. After knocking out one of these tanks, a 50mm Pak 38 jammed just as an enemy tank was cresting the parapet of its gun pit. This last Russian tank crushed the gun three times before being destroyed by the last AT-gun in the position. The lack of available reinforcements forced the Germans to withdraw from the blazing village. Constant enemy pressure nearly destroyed the entire German 36th Motorized Division during its retreat.



RESCUE BEHLE

Euro-Pack #7

☩ GERMAN Sets Up First	1	2	3	4	5	6	7	8
★ RUSSIAN Moves First								

★ Elements of the 104th Infantry Division set up east of hexrow 5 on boards 18 and 19:

[ELR: 3] {SAN: 4}	12	21	2			2				2	5	2

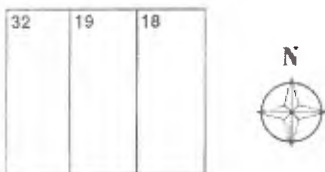
☩ Elements of Kampfgruppe Behle [ELR: 2] set up west of row 6 inclusive on boards 32 and 19:

	8	5				2	2		6

**[ELR: 2/4]
{SAN: 3} Elements of the 6th Finnish Infantry Division [ELR:4] enter on turn two on board 18 along the east and/or south edge:**

5	5			3

BOARD LAYOUT:



HANDICAPS:

- ★ Game length is 7 1/2 turns.
- ☩ Replace one MMG in the German OB with a HMG.
- ☪ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are wet with no wind at start.
2. Grain does not exist.
3. The Germans receive Air Support in the form of two '39 Stukas w/bombs which arrive automatically on turn six.
4. Before all set up the German player must secretly record one of the following hexes as Behle's IIQ: 32Y8, 32N8, 32F4, or 32E5.
5. The German MMC may set up in foxholes in allowable terrain.
6. All buildings are wooden and upper levels do not exist (i.e., all buildings have a ground level only and are the height equivalent of a Single Story House [B23.21]).

OBJECTIVES: The Russians must Control Behle's HQ at game end (see SR #4).

UULANTOINWAARA, FINLAND, 27 AUGUST, 1941: On 3 August XXXVI Corps ordered its divisions to tie down the enemy opposite them and to create favorable conditions for a resumption of the offensive. That order was almost immediately superseded by another, instructing the local forces to resume the offensive in the southern sector of the Finnish 6th Division, and stating that reinforcements could not be counted on. The XXXVI Corps decided to 'stake everything on one card'—the thrust of the Finnish 6th Division to Nurmi Mountain. The 169th Division (German) front would be stripped to the bare minimum, creating a battle-group of two battalions, plus six companies of mixed SS, engineer and construction troops. The attack moved out after a road had been completed on 14 August. The Finns jumped off on 19 August, their main column meeting light resistance, reaching Lehtokangas in the late afternoon. But the Finnish regiment on the right made little progress. The German regiment on the right barely moved forward at all, meeting heavy resistance. While progress had been made, by August 27 the Germans were too weak to attack any further. They fortified their positions two kilometers to the north of Uulantoinwaara. By this time, the Russian 104th Division advanced between the two Axis forces to destroy the remnants of the German unit. The Russian attack progressed as expected but with the Finns to their backs, they had to split their forces. By the time the Germans began to rout, the arrival of Stukas pinned the Russian attack, saving the day.



LORDS OF THE STEPPE

Euro-Pack #99

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

1 2 3 4 5 6 7

Elements of the 33rd Guards Infantry Divisions set up anywhere on boards 43, 44 and on/cast of hexes ≤ 6 on board 4:



1 4-4-7 7	E 4-5-8 4	2-2-8 2	9-1 IL	8-1 IL	7-0 IL	FP: 4 Rng: 10 ROF: 2 Bx: 11 MMG	FP: 2 Rng: 6 ROF: 1 Bx: 11 LMG	FP: 1 Rng: 12 ATR	MA: 50' ROF: 3 Rng: 3-20 MTR	Cnct: 6/7/8 Radio	? 7 morale	AP Mine 18
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[ELR: 3]

{SAN: 4}

MA: 37L(5) ROF: 3 Mx: 8 AA	MA: 76 ROF: 1 Mx: 8 ART	Wire	Trench	Roadblock	Foxhole 1S
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Elements of the 1st Tank Army enter on turn four along the east edge:

KV-1 M41 MP: 11 MA: 76L MG: 24*	2	2
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Elements of the 1st Tank Army enter on turn three along the east edge (see SR5):

E 4-5-8 3	8-1 IL	FP: 2 Rng: 6 ROF: 1 Bx: 11 LMG	FP: 1 Rng: 12 ATR	MP: 17 MA: 75L MG: 24 ROF: 1
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Elements of the 16th Panzer Division enter on turn one along the west edge:

E 4-6-8 3	9-1 IL	FP: 3 Rng: 8 ROF: 1 LMG	MP: 24 PP: 2/3 DRM: -1	MP: 14 MA: 20L ROF: 2 MG: -5*
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Elements of the 16th Panzer Division enter on turn two along the west edge:

E 5-4-8 3	9-2 IL	1-4-9 IL	FP: 3 Rng: 8 ROF: 1 LMG	FP: 30 Rng: 1 DC	MP: 13 MA: 60L MG: 3/5 ROF: 2	MP: 16 MA: -7/3 ROF: 1 PP: 15	MP: 14 MA: 75' MG: 3/5 ROF: 1	MP: 14 MA: 75L MG: 3/5 ROF: 1
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[ELR: 4]

{SAN: 3}

Elements of the 60th Motor Division (Group A and Group B) enter along the west edge on turn three as per SR 3:

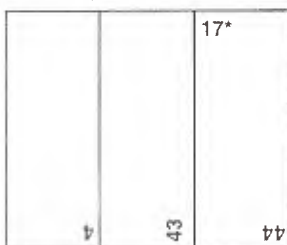
Group "A":

E 8-3-8 3	8-0 IL	7-0 IL	FP: 3 Rng: 8 ROF: 1 LMG	FP: 24 PP: 1 FT	FP: 30 Rng: 1 DC	MP: 16 MA: -7/3 ROF: 1 PP: 15	MP: 13 MA: 75' ROF: 1
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Group "B":

E 4-6-8 6	8-1 IL	8-0 IL	FP: 3 Rng: 8 ROF: 1 dm MMG	FP: 3 Rng: 8 ROF: 1 LMG	MP: 28 PP: 21 T: 7	MP: 13 MA: 75L ROF: 1	
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BOARD LAYOUT:



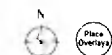
HANDICAPS:

★ Increase the CVPs in the Objectives to ≥ 49.

✚ The Germans may replace the Radio with a field phone or HIP one Squad with any SW/SMC.

Any mutually agreed upon alteration to either side's OB.

*BOARD NOTE: If you do not own Board 44 (included in Doomed Battalions™), replace it with Board 17



OBJECTIVES: The Germans win at game end if they Control either of the following: (1) Control all buildings within two hexes of 43-N8; (2) Control all three of the multi-hex wooden buildings on boards 43 and 44. In either case, the Russian player wins immediately by earning ≥ 45 CVP.

SPECIAL RULES:

- EC are Dry with no wind at start. Kindling is NA. To reflect the steppe-like terrain, all trucks, motorcycles, and AC movement costs in Open Ground are halved (FRD).
- Place overlays as follows: X10 on 43J10 and X13 on 43W8/W9.
- The German player may only select one reinforcement group for turn three, either Group A or Group B.
- All German infantry must enter as Passengers/Riders. The Germans are Elite (C8.2). On turn five the Germans receive Air Support in the form of two '42 Stukas w/bombs. Each Stuka is automatically recalled at end of the game turn in which it drops its bombs.
- Turn three Russian Infantry reinforcements must enter as Riders. The Russians receive OBA in the form of one module of 82mm Battalion Mortar (HE only). Any SMC that sets up possessing the Radio may utilize HIP. The Russians have M.O.I. capability vs AFVs only.
- AFV crews may not voluntarily abandon their vehicles. Trucks are automatically Recalled after unloading all Passengers.

OSTROV, RUSSIA, 8 August 1942: The veteran German 6th Army was on a roll, spectacular advances were the norm, as were the lack of any cohesive defense provided by the battered Soviet forces in the Southern Ukraine. Alarmed by the speed in which the Germans were approaching the Don River basin, Stalin issued his "Stand Fast Order." The two Soviet Army groups in the area, the 64th and the 62nd began a rapid deployment west of the Don. Quickly spotted by German aerial reconnaissance, the German armor was directed at the weak links in the Soviet lines. Near Ostrov the first phase of a pincer movement was developing. Panzers and their accompanying Grenadiers smashed into the Russian 33rd Guards Infantry Division, but this time the Russian defense was stiffer than expected. Using their now-standard tactics, the Germans bypassed the strongpoints and headed for the Russian rear. Desperate and futile attempts to thwart the German advance were attempted by the Soviet armored forces on hand. Unable to emulate the German use of fire and movement resulted in virtually all Russian tank attacks being destroyed with a deadly combination of German air power and tank gunnery. Within a few days all Russian resistance west of the Don would be eliminated. At that time and place the Wehrmacht Panzer divisions were truly the masters of the steppe.



40 MILES BEHIND!

Euro-Pack #96

☒ GERMAN Sets Up First

★ RUSSIAN Moves First

1

2

3

4

5

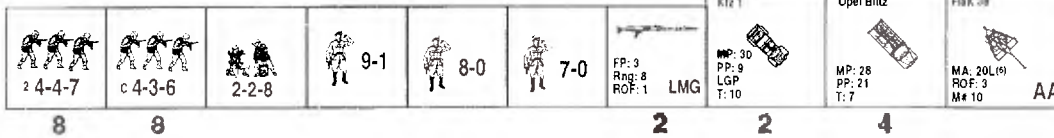
6

7

8



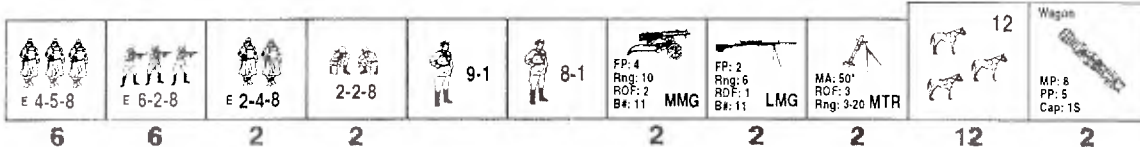
6th Army Map Depot set up within five hexes of 33P10 with no more than one MMC per hex and with three *Squads* in Open Ground and set up with a LOS to the Russian set up area:



[ELR: 2]
[SAN: 2]



Elements of the 2nd Cavalry Division set up on boards 16 & 33 on/south of hexrow Y with all *squads* mounted on horses (see SR #5):

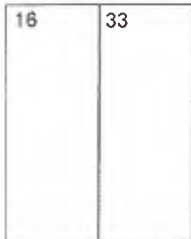


[ELR: 4]
[SAN: 2]

HANDICAPS:

- ★ Replace the Russian 9-1 leader with a 9-2.
- ☒ Add a HMG to the German OB.
- ☐ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



OBJECTIVES: The Russians must earn ≥ 20 CVP (EXC: Prisoners do not count double for CVP.)

SPECIAL RULES:

1. EC is Dry with no wind at start.
2. All buildings and Wood, Grain is in effect as Inherent Terrain. Hedges do not exist.
3. Concealment Gain or Growth during set up and game turn one by either side is NA. No Quarter is in effect.
4. At least three Russian mounted squads *must* make a Charge during their first MPh regardless of the distance to the nearest German unit. This requirement ends (i.e., they need not continue to Charge) after the Russian MPh of turn one. Russians have Molotov Cocktails [A22.6]. Commissar Exchange is NA.
5. Russian MMG must be manned by Crews and are mounted at start on Wagons (i.e., Horse Drawn Transport [D12.]). Treat as AAMG vehicular fire with the statistics for the MMG remaining the same (i.e., 2 ROF, 4FP, B#11). Bounding First Fire is NA and they may not fire through the VCA. They may not be removed from the Wagon. Owners of Doomed Battalions™ may instead remove 2 x 2-2-8 + 2 x MMG + 2 x Wagon and replace them with 2 x Taczanka (Polish Vehicle Note 13).

KOROSTEN, RUSSIA, 31 AUGUST 1941: The Russian armies had been falling back under German pressure all summer. While most of the Russian units suffered from inept leadership, there were a few units such as the *Russian 2nd Cavalry Division* whose brave exploits became legend. Finding a hole in Reichenau's flank, the *2nd Cavalry* was able to penetrate the German lines to a distance of over 40 miles, all the while avoiding the ever watchful Luftwaffe. On the last day of August, marauding elements of the Cavalry had a stroke of luck and stumbled upon the German 6th Army Map Depot as it was setting up an evening bivouac near Korosten. As one German survivor later said: "We had no proper sentries...as the whole of the 16th Motorized was meant to be between us and the Russians. There was quite a lot of fraternization... then they began to withdraw to their houses. A short time later there was the sound of horses... a dust cloud to the south. Then they were upon us... like an American film of the Wild West..." The German survivor continues, "...sturdy little horses riding at a gallop through our camp. Some Russians were using sub-machine-guns, others swinging sabers. I saw two men killed by the sword less than ten meters from me... think of that, eighty years after Sadowa! They had towed up a number of those heavy two-wheeled machine-guns; after a few minutes a whistle begin to blow and the horsemen faded away; the machine-gunners started blasting us at very close range with enfilade fire... soon tents and lorries were ablaze and through it the screams of the wounded men caught in the flames." But neither local victories such as this one nor the stubborn valor of the Russian soldier in close combat could halt the strategic development of Rundstedt's offensive. The war in Russia was just beginning.



A TASTE OF THINGS TO COME

Euro-Pack #91

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
☒ GERMAN Moves First							

★ Elements of the 199th Guards Rifle Regiment set up anywhere on board b and north of row 11 on board e, with no more than six MMCs on board e:

E 4-5-8 6	E 6-2-8 3	9-1	8-0	2-2-8 2	FP: 8 Rng: 16 ROF: 3 50 Cal HMG 2	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG 2	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	FP: 1 Rng: 12 ATR 2	Cnct: 6/7/8 Radio	AP Mine 20	PTP obr 43 MA: 45LL ROF: 3 M#: 11 AT
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[ELR: 3]
[SAN: 5]

Enter along the north edge on turn three:

E 4-5-8 3	8-1	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	T-34 M43 MP: 16 MA: 76L ROF: 1 MG: 2/4
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Factors

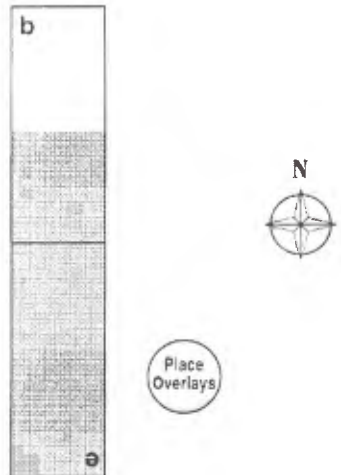
ZF obr 39 MA: 37L/41 ROF: 3 M#: 8 AA	Trench 4	Foxhole 1S 5
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☒ Elements of the 3rd Battalion, Panzer Fusilier Regiment, Grossdeutschland Panzergrenadier Division enter on/after turn one along the south edge:

E 4-6-8 9	E 8-3-8 3	9-2	9-1	8-1	8-0	FP: 3 Rng: 8 ROF: 1 dm MMG 4	FP: 3 Rng: 8 ROF: 1 LMG 3	FP: 30 Rng: 1 DC 3	FP: 24 Rng: 1 PP: 1 FT	StuK 42 MP: 12 MA: 105 MG: 74/1"	StuG III MP: 13 MA: 75L MG: 42" ROF: 1
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[ELR: 4]
[SAN: 3]

BOARD LAYOUT:



(Only hexrows 1 through O on board b are in play)

HANDICAPS:

- ★ Add two AT mine factors to the Russian OB.
- ☒ Add a 9-1 armor leader to the German OB.
- ☒ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are dry with no wind at start. All buildings are single story and wooden. Place overlays as follows: dx3 in eB4; dx2 in eC1; dx4 in eD2/C3; dx9 in eE5/D4; dx5 in eH3/H2; and dx8 in eJ2/I2.
2. On turn one the Germans automatically receive one '42 Stuka w/bombs.
3. The Germans receive an offboard observer prerecorded before all set up at level two along the south edge with 105mm (HE & Smoke) OBA with Plentiful Ammunition.
4. The Russians receive 82mm Battalion Mortar (HE only) OBA with Plentiful Ammunition and one Pre Registered hex.
5. No Russian MMCs may move during the turn one Russian MPH.
6. Russian 6-2-8s have MOL capability versus AFVs only.
7. German 8-3-8s are considered assault engineers and sappers.

OBJECTIVES: The Germans must Control all level 2 hill Locations at game end.

BUTOVO, RUSSIA, 4 JULY 1943: For months the Germans had been preparing for Operation *Zitadelle* and all was ready. However, on the southern sector a series of Russian occupied ridges blocked any observation into the Soviet defenses. In order to secure suitable positions for their forward observers, the 4th Panzer Corps, consisting of 3rd Panzer, Grossdeutschland, and 11th Panzer Divisions, supported by Stukas, jumped off at 1400 hrs following a heavy bombardment. Even though the Russians were expecting an attack, they were taken by surprise. They recovered quickly, however, and unleashed a hail of fire on the advancing Germans. Despite this, the Germans were able to storm the hill and capture the village of Butovo by 1800 hrs

