

THE DREADNOUGHT OF RASYEINYA

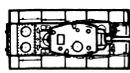
SCENARIO KE2



VICTORY CONDITIONS: The Russians win at scenario end by having won Part I and Part II and Part III and Part IV; or immediately upon accumulating ≥ 21 Casualty VP throughout the entire scenario. For the Russian to win in each Part, the KV-2 must have hex 33Q10 in its LOS and within the Normal Range (A10.532) of a *functioning* weapon at the conclusion of that Part (ignoring the presence of Stun/Shock/Unconfirmed Kill status and Smoke, and treating 33Q10 as if it were an Illuminated Location). [For Victory Condition purposes, if the KV-2's *only* functioning weapon is the BMG and the KV-2 is immobilized, hex 33Q10 must be in the KV-2's VCA (or the KV-2 must be in 33Q10).]

PART/TURN RECORD CHART

★ RUSSIAN Sets Up First	Part I	Part II	Part III	Part IV	END	1	2	3	4	END 5	END Part III
	4 Turns	4 Turns	5 Turns	4 Turns							
☒ GERMAN Moves First	A	B	C	D	E	F					

KV-2 Heavy Tank of 3rd Tank Regiment, 2nd Tank Division set up within 4 hexes (inclusive) of 33Q10, with 33Q10 in its LOS (see SSR 1): {SAN: 0}



9-2
2nd LI



KV-2
+152* 2/4²



Elements of Panzer Division 6 [ELR: 4] each Group enters individually on Turn 1 of the appropriate Part as indicated; or, if the Group is not recalled after the previous Part, sets up onboard (see SSR 1): {SAN: 2 (see SSR 4)}

Group A (Recall #: 3) enter Part I within two hexes (inclusive) of 3311:



2-2-8



50L
AT M10
[75]



28
T7
21PP

2 **2** **2**

Group B (Recall #: 5) enter Part I within two hexes (inclusive) of 16110:



4'-6-7



7-0



LMG
3-8

2

Group C (Recall #: 3) enter Part II within two hexes (inclusive) of 16110:



2-2-8



Limbered AA
+88 A5'4'3'4



17
T-4
19PP

2 **4** **17**

Group D (Recall #: 4) enter Part III within two hexes (inclusive) of 33GG5:



4'-6-7



3-3-8



8-1



DC
30-1

1 **1** **1** **1**

Group E enter Part IV within two hexes (inclusive) of 16110:



2-2-8



Limbered AA
+88 A5'4'3'4



17
T-4
19PP

2 **4** **17**

Group F enter Part IV within two hexes (inclusive) of 3311 and/or 33GG5:



15
3
37L
4/4

4

SPECIAL RULES:

1. This scenario is played in four separate but related Parts, with each Part being four Turns long [EXC: Part III is five Turns long]. Provided that the scenario has not ended due to the sudden death Victory Conditions, at the end of Parts I, II and III the following actions must be conducted in order to prepare the scenario for its next Part:

- Remove any onboard Smoke counters. All German units currently held in Melee *must* immediately Withdraw, with *no* Withdrawal CC attacks taking place.
- Place a "No Move" counter on all *Guns (not Crews)* that are < 10 hexes from (and in LOS of) the KV-2.
- Each German Group with units onboard must now make a Recall $dr \leq$ its Recall # to remain in play. This Recall dr is subject to a +1 drm prior to Part II, and a +2 drm prior to Part III. Failure of the Group's Recall dr results in all counters of that Group being removed from play *immediately and permanently* [EXC: immobilized/bogged vehicles are Abandoned and left in their Locations; unpossessed SW/Guns and/or *Guns* marked with a "No Move" counter are left in their Locations].
- All units broken/berserk/under the effects of Shock/Unconfirmed Kill are returned to Good Order.
- Remove any Concealment/Fanatic/Acquired/Labor status held by any units. However, all results of Battle Hardening/ELR Replacement/SMC Creation/stuns/wounds/Special Ammo Depletion/Low Ammo status in effect at this time are retained for later Parts.
- Remove all remaining German counters [EXC: Immobilized/Bogged vehicles, unpossessed SW/Guns, and *Guns* marked with "No Move" counters remain in place]; these removed German counters will be set up for play in the next Part during Step j below.
- All *malfunctioned* SW/MG/Guns that will be in play during the next Part are now automatically repaired [EXC: if they are unpossessed, they must roll for repair normally after becoming possessed].
- Remove all "No Move" counters. Any entrenchments/rubble created during play are retained in place. Any wrecks remain in their Location. Make a dr for each Burning Wreck: on a $dr \geq 4$, that Blaze is removed - replace it with a Burnt-Out Wreck counter (O11.6091).
- The Russian sets up for play of the next Part, moving the KV-2 as needed and setting up within 4 hexes of (and with LOS to) 33Q10 [EXC: if Immobilized/Bogged, it must remain in place].
- The German sets up for play of the next Part, with all units that are being placed onboard at this time setting up at least 12 hexes from the KV-2. German units of the *same* Group may now Recombine freely, but may not further Deploy. German reinforcements for the current Part must enter on Turn 1 from the indicated area(s). Begin play of the next Part.

2. EC are Moderate, with no wind at start of each Part. All grain is considered plowed fields. All buildings are wooden. Place one wrecked truck in each of hexes 16O2, 16N2, 16L2, 16N4, 16N7 and 16Q5, and two wrecked trucks in each of hexes 16N3, 16N5 and 16N6 (use unarmed trucks of any nationality that have a Target Size of +0). Bore sighting, Kindling fires and Terrain Blazes are NA. Guns may never be Emplaced.

North of RASYEINYA, LITHUANIA, 24-25 June, 1941: On the second day of Operation *Barbarossa*, the German units moving into Lithuania became embroiled in tank vs tank battles of increasing intensity. Panzer Divisions 1 and 6 - sprinting ahead in an attempt to take Leningrad by *coup de main* - ran afoul of the Soviet 12th Mechanized Corps and 2nd Tank Division. The Germans discovered to their dismay that many of the tanks in these Soviet formations were the new T-34 and KV types. These vehicles seemed impervious to the standard 37mm PaK 36 anti-tank guns. Fire from the 75mm guns of the Panzer IV types also appeared ineffective. In the initial encounters, the Soviet tanks thundered forward like steamrollers, in many cases simply driving over the impotent German anti-tank guns, grinding them into the earth. At the end of the second day of fighting, after destroying some 40 panzers and a like number of guns, the Soviet 2nd Tank Division withdrew to a point north of the Dubissa River to replenish its exhausted fuel and ammunition. Panzer Division 6 attempted to exploit this lull in the fighting by seizing two bridgeheads over the Dubissa, threatening the now-vulnerable 2nd Tank Division's flank. In an effort to gain time, the 2nd Tank Division's commander, General Solyalyankin, launched minor frontal attacks against the German units in these bridgeheads to pin them down. Additionally, Solyalyankin dispatched a single KV-2 heavy tank through the German lines in an attempt to interdict the supply lines of the two bridgeheads. This KV-2 reached a road junction just north of Rasyeinya where it halted, in effect cutting off both German units. On the morning of 24 June, a resupply convoy that was sent to replenish the northern bridgehead was wiped out by fire from the KV-2. This only served to emphasize the isolation of the Germans on the far side of the river, who were coming under increasing attacks by the 2nd Tank Division. The order of the day for Panzer Division 6 became the removal of the roadblock presented by the KV-2...

BOARD CONFIGURATION:

BALANCE:

- ★ Replace the Russian 9-2 Armor Leader with a 10-2 Armor Leader.
- ☒ All German PAATC are subject to a +1 DRM (instead of the +2 DRM of SSR 4).



33
16

3. Part III is five turns long, and Night rules are in effect for this Part (only) [EXC: E1.76 is NA]. The initial Base NVR is four hexes with no Cloud Cover and no Moon. The German is the Scenario Attacker and the Russian is the Scenario Defender (despite the Germans possibly setting up onboard). The Majority Squad Type of the Germans is Lax. The Germans may add one additional Cloaking counter to any one Group being used in Part III.

4. Due to an unfamiliarity with this type of AFV, German units must pay one additional MF/MP to enter a Location ADJACENT to/containing the KV-2. All German PAATC are subject to a +2 DRM, and DC Position DR (C7.346) have a +2 DRM. The German 50L AT Guns may *not* use APCR ammunition. German AFV crews may not voluntarily abandon their vehicles. The German Sniper will make a Sniper attack *dr only* if a MMC from German Group B/D is *currently* in play.

5. The Russian KV-2 receives a -2 drm to all repair dr [EXC: an Original 6 dr still disables the weapon] and it receives a -3 drm to all Unconfirmed Kill dr (C7.4). Additionally, the KV-2 is *never* subject to Recall for having its MA disabled (D3.7) or for Stun results (D5.341-342) [EXC: the Armor Leader is still eliminated by any Stun result that would normally cause Recall] - however, the +1 DRM effects of all stun/Stun results vs the KV-2 Inherent crew are *cumulative*. When the total stun/Stun + DRM equal 5, the KV-2's Inherent crew's abilities are limited to those of a SMC crew (A21.22); when the total stun/Stun + DRM is ≥ 6 , the Inherent crew is eliminated and the KV-2 is abandoned.

AFTERMATH: That afternoon, a battery of new 50mm PaK 38 anti-tank guns were brought down from one of the isolated bridgeheads to deal with the KV. The guns were moved to a point some 600 meters from the quiet Russian tank, and opened fire as soon as they were set up. As the German shots bounced off the KV's armor, the Russian tank traversed its turret and opened fire, knocking out each gun in turn. The same treatment was accorded to a 88mm FlaK 18 anti-aircraft gun brought forward from Rasyeinya: as the German crew scrambled to bring the "88" into action, both the gun and its tractor were destroyed before the Germans could fire a shot. Later that night a group of engineers from Panzer Pioniere Bataillon 57 attempted to deal with the KV-2 in their own way, placing a double charge of explosives on the tank. After detonating the charge, the engineers were scattered by machine gun fire from the tank. A lone engineer returned later that night to observe the results: the vehicle had been immobilized by a broken track, but the armor was unscathed. This engineer placed another charge on the gun barrel of the KV, but it too had no visible effect. The next day, as Panzer Division 1 was brought to the aid of the beleaguered Panzer Division 6 and a massive tank battle was fought with the Soviet 2nd Tank Division, a group of tanks was dispatched from the southern bridgehead to distract the KV while another "88" could be brought into play. This FlaK gun scored six hits on the KV-2, apparently silencing the menace. As the Germans congregated around the Russian tank, marveling at its strength, they were shocked to find that only two hits from the "88" had penetrated its armor! Suddenly, the Russian tank's turret began turning towards them, and the Germans scattered. An engineer on the scene, however, was calm enough to put several grenades into the vehicle via the two holes in its armor, finally finishing off the KV for good. This unnamed KV crew, while paying the supreme sacrifice, had made an immeasurable contribution to the defense of Leningrad, since their roadblock had diverted Panzer Division 1 from its swift advance to come to the aid of Panzer Division 6.