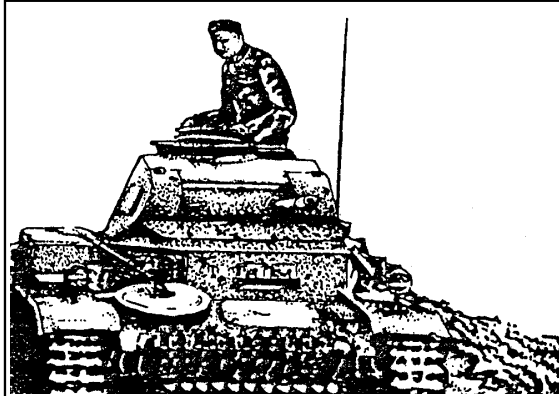


TRAVERSE RIGHT...FIRE!

Scenario Adaptation: Jim Stahler



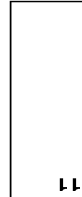
ASL SCENARIO W1



VICTORY CONDITIONS: The Germans win at game end by amassing more VP than the Russians. Each side receives 1 VP for each enemy AFV destroyed, immobilized, or abandoned at game end. The Russians receive 2 VP for each friendly AFV that exits via the assigned exit hex.

RUSSIA, somewhere south of BIALYSTOK, 23 June 1941: The elite German 18th Panzer Regiment, fresh from amphibious training, was among the lead elements of Army Group Center as they pressed deep into Russia on the day after 'Barbarossa'. The Soviets, still confused as to the extent of the attack, ordered armored cars of the Northwest Military District to patrol to the border and return. As they advanced, commanders on each side looked for the other in the distance. Rounding a curve, they found each other at less than 100 meters range.

BOARD CONFIGURATION:




BALANCE:

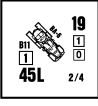

- ★ The Russians may ignore Platoon Movement restrictions on Turn 1 only.
- ✚ Add an 8-1 Armor Leader to the Germans.

TURN RECORD CHART


Simultaneous Setup and Entry	✚ ★	1	2	3	4	5	END
✚ GERMAN Moves First							



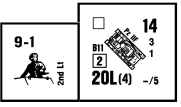

Armored Cars of Fourth Front enter per SSR: {SAN: 0}



5



Elements of 18th Panzer Regiment enter per SSR: {SAN: 0}



4

SPECIAL RULES:

1. EC are Moderate with no wind at start.

2. Each player rolls one die and consults the following table:

dr	German: Entry	Exit	Russian: Entry	Exit
1,2	Y1	I10	Y10	A6
3,4	Q10	I1	I1	Q10
5,6	A6	Q10	I10	Y1

3. Both sides enter simultaneously moving all vehicles one hex forward along the road from their entry hex toward their exit hex along the shortest possible route, and then check for LOS between Russians and Germans. If no LOS exists, then move forward another hex. All vehicles must stay on the road, with the VCA facing the next road hex and the TCA matching the VCA until the game start.

4. Prior to the start of Turn 1 all AFV travel on road hexes forming a string of adjacent units. If the game starts and there are still AFV off board, they must enter as reinforcements on Turn 1 on their entry hex. After Turn 1 starts, play proceeds normally.

5. Turn 1 starts when there is a LOS between any Russian and German vehicle. All AFV are initially in motion.

6. To simulate the initial confusion faced by both sides, on the final pre-game impulse and on German Turn 1, the first time that each Russian AFV is in LOS of a German unit, the Russian player rolls a die; 1-3 the AFV stops, 4-6 the AFV remains in motion. If stopped, it may Defensive Fire with no motion penalties if otherwise allowed. Also, on the German Turn 1 only, the German player makes a DR for each AFV as it starts to move; the available MP of the AFV for the first turn is reduced by that DR.

7. Russian AFV may not exit the board on Turn1.

8. Crew survival is NA. A Recalled AFV must exit via its entrance hex.

AFTERMATH: The Germans reacted first and met the recce units with a hail of fire. Initially the armored cars milled around trying to get back on the road and resume their patrol. However, after one Soviet vehicle was shot up and another crashed into a stone wall, the remainder fled. The Russians did leave behind one German tank burnt out by a close range frontal shot. The tactical victory was obviously German, but the slow erosion of the best of the Wehrmacht's armor crews had begun. It was the first full day of the German invasion of Russia. The panzers of the 18th Regiment reformed and moved eastward again.