

GROSSDEUTSCHLAND PACK 1



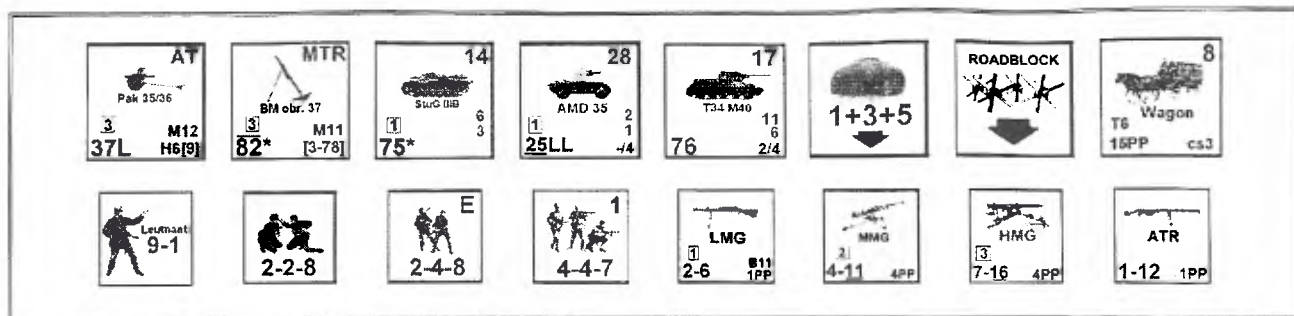
THE EARLY YEARS
1940 to 1941

The History of the Panzerkorps Grossdeutschland

**A Eight Scenarios compatible with
MMP's ASL System, adaptable to**



**CH's Combat Tactical game
and other miniatures wargame systems**



A WORD ABOUT THE SCENARIOS:

Clip Art for ASL™: The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depictions are the property of WASLC™ and are used with their permission, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL™ Rulebook. All AFV's use standard armament optional (such as optional AAMG as listed in chapter H) weaponry will be denoted on the counter and/or in the scenario rules. Otherwise, for ½-inch support weapons check the nomenclature ("MMG, HMG") and the firepower and range values, and you will have no problem picking the right piece for that nationality.

For Miniatures Players:

The counters shown that have three men represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply)

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CANADIAN DIRECT ORDERS: to the above address with \$13.00 (S & H included). Make cheque or Money Order payable to George Kelln.

USA DIRECT ORDERS: to above address with Scenario cost US\$10.00 (S & H included) to above address. Make the cheque or Money Order payable to George Kelln.

FUTURE RELEASES

Leibstandarte Pack #3 "Clash at Kharkov" This scenario pack continues its focus on the I SS Panzer Division Leibstandarte Adolf Hitler and pick-ups the action on the Eastern Front during the spring battles of 1943 centring around the Soviet city of Kharkov.

WinPak #2- This scenarios pack focus on the central front of the Battle of the Bulge during "Operation Herbstnebel" in December 1944 and follows the German Panzer Armee V and its western move from the River Our to banks of the Meuse River.

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GD 4

THE ROAD TO LYON



NEUVILLE-SUR-SEINE, 19 JUNE 1940: The headlong advance south towards France's second largest city Lyon by Infantry Regiment Grossdeutschland continued with an assault gun from Lt. Von Werlhoff's platoon leading the way. Pont-de-veyle was reached at 1045 hours and at 1125 hours, a barricade was taken by surprise attack in Trevoux. The first serious French resistance was met near Neuville-sur-Seine. The French had built strong machine-gun positions, which commanded the road to Lyon, as well as flanking position in the front gardens, especially in that of the Chateau Bellevue. There was a barricade in front of the village, which had a heavy machine gun, two light machine guns and a 47mm anti-tank gun. The first barricade was taken by surprise by the lead platoon in hand-to-hand combat, when it attacked out of the near by orchard catching the French defenders before they could react. The second barricade, which was located in the village itself, defended itself energetically. In the assault Kompanie 6, Infantry Regiment GD suffered minor casualties when the French defenders behind the barricade raised their hands in surrender. Then when the Germans approached the barricade, machine gun and rifle fire suddenly erupted from every house and near-by park. The assault gun immediately went into position and blasted the barricade. Several crews manning the barricade were taken prisoner, the rest killed. This action now paved the way for the II Battalion GD to move into the first suburbs of Lyon. By 1445 hours later that day, Prefect Bollard surrendered the city of Lyon to II Battalion Commander, Hauptmann Grosser in a formal ceremony outside the city's Prefecture building.

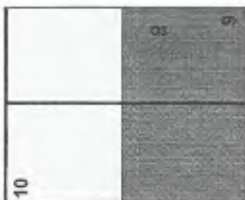
BOARD CONFIGURATION

BALANCE

☉ Reduce the Game by one Turn 7 ½ to 6 ½

⛶ Add one MMG to OB

▲
N



(Only hexrows A to P on Board 6 and R to GG on Board 10 are playable)



VICTORY CONDITIONS:

The Germans win if, at Game End there is a "clear" path of contiguous road hexes, from the north edge to the south edge of the playing area, provided the French has not amassed > 20 CVP. To be considered "clear" there can be No Good Order French MMC in/ADJACENT to those contiguous road hexes.

TURN RECORD CHART

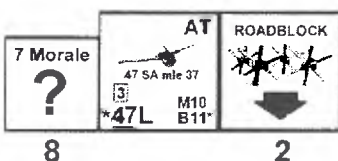
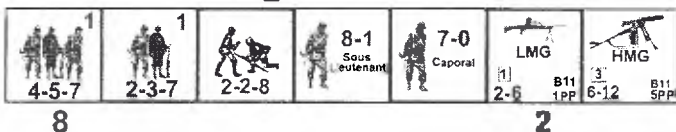
☉ FRENCH Sets up first	⛶ 1	2	3	4	5	6	7	8	END
⛶ GERMAN Moves First									

SPECIAL RULES:

1. EC are moderate with no wind at the start.
2. Place Overlay 03 on 6K8-K9.

3. The German force is Elite (C8.2)
4. All French SMC have an ELR of 3.

Elements 24ème Division d'Infanterie sets up on any hex on board 10 and in hexes numbered ≤ 6 on board 6

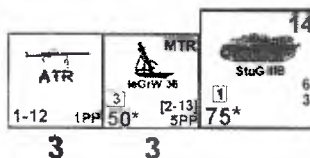
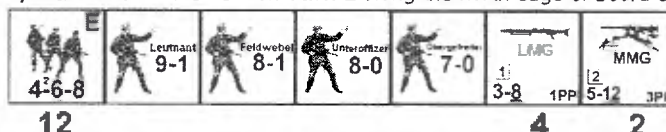


[ELR: 2]

(SAN: 4)



Kompanie 6, Infantry Regiment Grossdeutschland, supported by I/StuG.Abt. 640 enters on Turn 1 along the north edge of board 6



[ELR: 4]

(SAN: 2)



GD 3

TEXTBOOK ATTACK



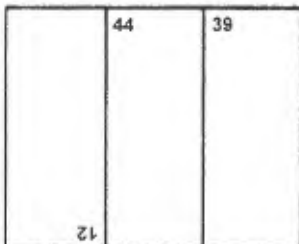
SUXY, FRANCE, 11 MAY 1940: Infantry Regiment Grossdeutschland spent the night on the hills northwest of Villiers-sur-Semois screened by a thin line of pickets. The first day of the campaign against France had come to an end, while many had received their baptism of fire, it had been a trial day for everyone. The morning of 11 May, found the regiment regrouped for the continuation of the attack. Due to the numerous barricades that blocked their route, the Regiment was forced to dismount and continue the advance on foot. The 1st Battalion carrying their machine-guns, ammunition canisters and mortar bases which weighed heavy on men, passed west of Mellier and pushed on towards the village of Suxy. There the lead reconnaissance units reported the town occupied by the enemy. At 1400 hours the 1st Battalion made contact with these enemy forces. The attack on Suxy developed into a perfect training school attack supported by the Regiments' heavy weapons, including artillery and assault guns. The lead companies deployed and moved forward through the forested hills east of Suxy, where they immediately came under machine-gun fire from the outskirts of the town. Pinned down and unable to move the assault guns were called forwards to deal with these nests. Meanwhile the heavy weapons that were manhandled into position atop the nearby hills earlier soon began to lob shell after shell into the village. The infantry supported by the assault guns stormed into the village and the enemy forces, a French Cavalry reconnaissance company, suffered heavy losses while putting up a stubborn defence. The village was cleared by 1500 hours, 1st Battalion Infantry Regiment Grossdeutschland suffered only minor casualties, and was soon back on the advance as the Battle for Suxy was followed by a pursuit.

BOARD CONFIGURATION

BALANCE

✚ In VC change "all" to "≥ 9"

🎯 Add one 2-2-8 crew, 75mle 1897 ART Gun and Wagon to Turn 5 reinforcements



VICTORY CONDITIONS:

The Germans win if they control all stone buildings on board 12, provided the French has not amassed > 30 CVP.

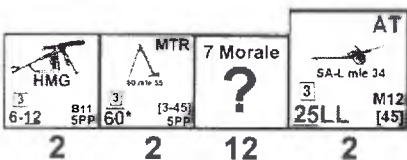
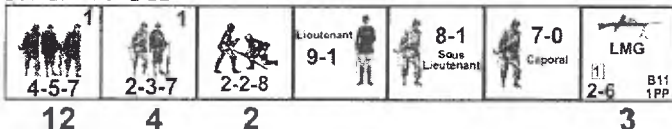
TURN RECORD CHART

🎯 FRENCH Sets Up First	1	2	3	4	5 [°]	6	7	8	9	10	END
✚ GERMAN Moves First											

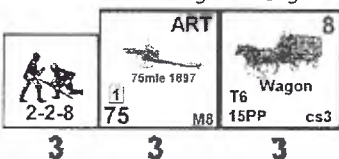
SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. The German force is Elite (C8.2).
3. The German receives one module of 105mm OBA (HE & Smoke).
4. All French SMC have an ELR of 3.
5. The French may fortify any four building locations (Tunnel Exchange NA).

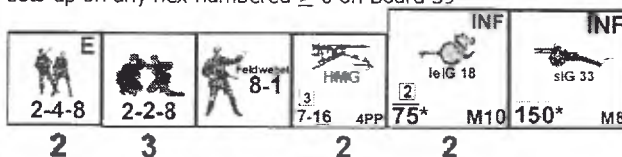
Elements 5^e Division Légère de Cavalerie sets up on any hex on boards 44 and 12



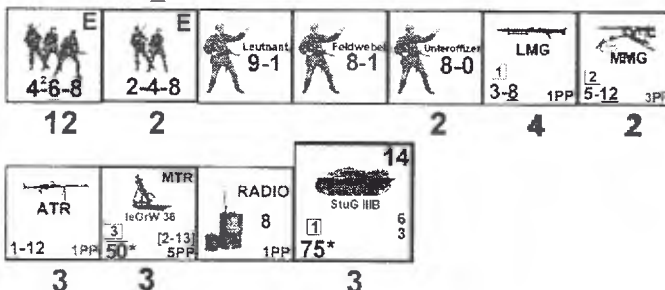
TURN 5: Enter along west edge of board 12



Elements Kompanie 15, Infantry Regiment Grossdeutschland sets up on any hex numbered ≥ 6 on Board 39



Elements 1st Battalion Infantry Regiment GD supported by I/Sturmgeschütze-Batterie 640 Grossdeutschland sets up on any hex numbered ≤ 4 on board 39



[ELR: 2]

(SAN: 4)



[ELR: 4]

(SAN: 2)

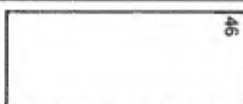
GD 2

OPERATION "NIWI"



FAUVILLIERS BELGIUM, 10 MAY 1940: While the bulk of the Grossdeutschland Regiment drove towards the Luxembourg frontier. Elements of the III Battalion under Oberstleutnant Barski took off from airfields near the German-Belgium border in 100 three-seat Fieseler Storch. This force was earmarked for the air landing operation codenamed "NIWI". The 400-men of the Garski Battalion were to be flown 15 km behind the enemy's front lines, with mission to cut communications, hinder reserves reinforcing the front lines and attack the enemy's fortifications from the vulnerable rear. The force consisted of two groups, which were to land near their objectives of Nives and Wity. Since the aircraft had room for only two soldiers, each would have to make two trips to the landing site. The northern group consisted of a company reinforced by a heavy machine-gun section and a section of Pioneers, while the southern group was made up of the battalion headquarters and a company, reinforced by a heavy machine-gun section, a heavy mortar section and two sections of Pioneers. For defence against tanks, the landing force carried twice the usual number of AT-Rifles and a double issue of Smkh armour-piercing ammunition. From the start the operation experienced trouble, many of the aircraft lost sight of each other and landed in the wrong fields, while several others crashed in the early morning darkness. Oberstleutnant Garski's landed at 0600 hours and was only able to link up with nine men of his force. Quickly they set up a defensive perimeter, commandeering several civilian automobiles and taking several unsuspecting high-ranking Belgium officers prisoners. It was not until 3-hours later, when the other two platoons arrived, did the force move out and occupied the village of Traimont. The third flight subsequently arrived at 1000 hours with several mortars and AT-Rifles. Thus reinforced, at 1400 hours Oberstleutnant Garski moved to occupy the objective village of Wity. Radio contact was established with XIX Panzer Korps and Garski learned from reports that to the east of Wity, Belgian Ardennes Mountain troops were putting up stiff resistance. Using the earlier commandeered automobiles, Garski quickly moved his force to the western outskirts of Fauvilliers. Launching an unexpected attack from the rear of the Belgians, Garski drove them from the village with mortar fire, making contact with the Panzer Division 1 in the process. So despite many errors, this operation was a success, delaying the French advance by hours and opening the way west for German Panzer units.

BOARD CONFIGURATION



BALANCE

✚ Exchange one LMG for an MMG in initial OB

⊙ Add Lt.Mtr to OB

VICTORY CONDITIONS:

The Germans win at Game end if there are No Unbroken Belgian MMC's on/ADJACENT to the Y1-Y2-X3-V4-Y9-Y10 road.

TURN RECORD CHART

✚ GERMANS Set Up First	1	2	✚ 3	4	5	6	END
✚ GERMANS Moves first							

SPECIAL RULES:

1. EC are moderate, with no wind at the start. Kindling is NA
2. Grain is in effect.

3. Belgian Elite and First Line squads have assault fire capabilities.

Elements 1st Division Chasseurs Ardennais sets up second on/ between hexrows L to O

4-5-8	2-4-8	9-1	8-0	4-11	7 Morale
8	2			2	6

Elements Panzer Division 1 sets up first on/east of hexrow F

4-6-7	8-1	7-0	3-8
5			2

TURN 3: Elements III/Infantry Regiment Grossdeutschland enters along the west edge

4-6-8	9-1	8-1	8-0	3-8	1-12	50*
9				3	3	3

[ELR: 2]

(SAN: 4)



[ELR: 4]

(SAN: 2)

GD 1

LA GUERRE FINIE!!



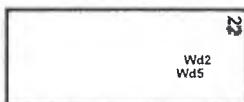
ETALLE, BELGIUM, 10 MAY 1940: The attack order in the West was issued on 9 May and fixed the launch for 0530hrs on 10 May 1940. The spearhead of von Rundstedt's Army Group A – tipped by Panzergruppe von Kleist – would move out of the Ardennes, cross the Meuse and head for the sea. To achieve this, armoured forces of Guderian's corps, including the Infantry Regiment Grossdeutschland would first have to press forward to the Meuse, deep into enemy territory. Infantry Regiment Grossdeutschland reinforced by artillery and engineers crossed the Belgian frontier about midday encountering little resistance. It was not until 1400hrs when the first reports of serious resistance since crossing the Belgian frontier had reached Guderian's Headquarters. The report of a force which had taken up positions in Etalle comprised of elements of a French Cavalry and motorized reconnaissance units. Infantry Regiment Grossdeutschland was dispatched to handle the situation. Upon arriving in village of Etalle, Grossdeutschland found the fighting was serious. Houses had been shot up telephone wires hung down everywhere, on the corner sat a bullet-ridden civilian automobile. The bridge at the entrance to the village was barricaded and held by the French under heavy rifle, and machine-gun fire coming from the houses behind it. The Grossdeutschland advance guard was halted at the outskirts of Etalle and when the reports of French tanks seen moving in the village forced them to deploy in a defensive perimeter bringing the anti-tank guns quickly into action. The lead elements of Battalion under Major Föst arrived, the situation looked desperate, the advance guard was in fear of been cut off and several French tanks roamed the streets unattested. Major Föst assessing the situation personally took command of Kompanie 5 and moved to launch an attack on the northern bridge. Moving forward between the village and the hillside without resistance Major Föst and Kompanie 5 moved into position to assault the bridge. Suddenly a French armoured car appeared from the smoke and in an instance Major Föst with pistol drawn led a group of Grenadiers across the bridge in assault on the armoured car. When the smoke cleared the Grenadiers accompanying Major Föst lay on the bridge, the Major his bloodied body lay a further 50 metres on the road with no sign of the armoured car. The cry that the Major was dead echoed back across the stream. Then quite unexpectedly, a Frenchman came across the bridge shouting "La guerre – finie!" Others followed. Meanwhile the bulk of the 2nd Battalion had arrived. In the face of a flanking manoeuvre by the Kompanie 6, the French withdrew from Etalle.

BOARD CONFIGURATION:

BALANCE

⊕ Add one AMD 35 to Turn 3 Reinforcements

⊕ Delete "2" from French OB



VICTORY CONDITIONS:

The Germans win immediately at the end of any Game Turn/Game End they control both bridges, provided there are No Good Order French MMC/Mobile AFV with functioning MA with LOS and ≤ 3 hexes from a bridge.

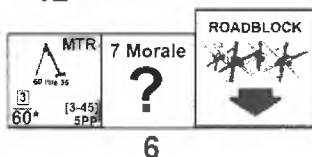
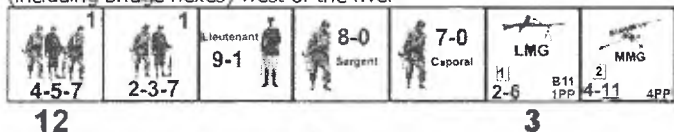
TURN RECORD CHART

⊕ GERMAN Sets Up First	1	⊕ 2	3°	4	5°	6	7	8	END
⊕ GERMAN Moves First									

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Treat the stream as a Deep River. All bridges are one-lane stone.
2. Place Overlay **Wd5** on 22F4-F3, **Wd2** on 22F5-G6
3. The French may set up one squad-equivalent (and any SW/SMC stacked with them) using HIP. All French SMC have an ELR of 3.
4. The French may fortify one building location (Tunnel Exchange NA)
5. The German may not set up his 3.7cm Pak 35/36 AT-Gun using HIP or emplaced, but may set it up concealed if in concealment terrain.
6. The German force is Elite (C8.2)

Elements 5^e Division Légère de Cavalerie sets up on any hex (including bridge hexes) west of the river



TURN 3: Enters on 22Y1



TURN 5: Enters on 22GG5

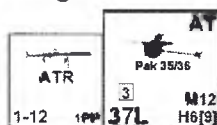


[ELR: 2]

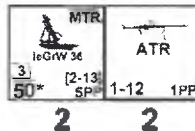
(SAN: 4)



Advance Guard of Infantry Regiment Grossdeutschland sets up on any hex east of the river



TURN 2: Kompanie 5, Infantry Regiment Grossdeutschland enters from the east edge of board 22



[ELR: 4]

(SAN: 2)



GD 8

BLOOD-FLECKED SNOW



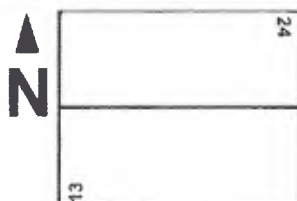
TSCHUCHLOWO, RUSSIA 20 FEBRUARY 1942: The situation on the Oka river changed little in the early days of January 1942. The heavy Soviet attacks against the weakened German lines continued, but they were unable to make any significant territorial gains. This was especially true in the sector held by the Infantry Regiment Grossdeutschland. After weeks of harsh winter, which saw fierce fighting, this proud unit was now a mere shadow of itself, its companies now at the strength of platoons and commanded by NCOs in place of dead officers. Once more, the Grossdeutschland was asked to attack. The Regimental commander was forced to merge the two rifle battalions into a single Rifle Battalion Grossdeutschland; as it arrived at its assembly area in preparation for a counterattack. The attack on Kosowka and Tschuchlowo had all the preparations made to ensure the success of this difficult attack. Reconnaissance of the terrain over which the attack was to be made revealed the difficulties that lay ahead. The attack was to be made across an open, snow-covered field, which provided very little cover and offered no opportunities for camouflage. The Soviets had a good view of the entire area and the Germans had to cross a gully, which stretched across entire front of the village. At 0500 hours in the dawn, the red-grey flashes of the guns of 400th Artillery Battalion erupted, their shells raced overhead of the waiting Grenadiers who watched them fall into the village of Tschuchlowo pounding the Russian defenders. Rising and slowly moving forward behind the wall of a creeping barrage, the men of Grossdeutschland advanced. Upon reaching the gully, the Grenadiers began suffering heavy losses as they were opened up upon by heavy machine gun and mortar fire from the smoking buildings in the village. Suffering many losses and forced to withdraw back to the gully repeatedly under heavy fire. The men of Grossdeutschland waited for darkness to withdraw. Finally, after the sun disappeared in the west and shortly after dark, the survivors made their way back carrying wounded and dragging their dead from the blood-flecked snow. The pitiful group that returned numbered 3 officers and 30 men. It was all that remained of the once proud Infantry Regiment Grossdeutschland.

BOARD CONFIGURATION

BALANCE

✚ In VC change "> 25" for "> 30" CVP

★ Add an 8-1 Leader to OB



VICTORY CONDITIONS:

The Germans win if there are No Unbroken Russian MMC in building hexes on/between hexrows M to V on Board 24 at Game End, provided the Russian has not amassed > 25 CVP

TURN RECORD CHART

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

SPECIAL RULES:

1. EC is Ground Snow (E3.73), with a mild breeze to the southwest. Snowdrifts (E3.75) are in effect.
2. The valley and elevated roads are considered Ground level. Treat the Cliff hexsides 24I2-H2-I3-J2-J3 and 24D8-E8-E9 as hedge hexsides.
3. The Russian may use HIP for two squads (and any SW/SMC stacked with them) provided they are set up on any whole hex of board 24.
4. The Russian may set up entrenched in suitable terrain and fortify three building locations.
5. The Russian is in winter camouflage (E3.712).
6. The German force is Elite (C8.2).

7. The German receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes ≤ 5 hexes of that hex now undergo Bombardment (C1.82-823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.

8. The German receives a pre-registered hex for a 105mm Creeping Barrage (E12.7) that begins on PFPh Turn 1 and lifts on DFPh Turn 4

Elements Soviet 40th Army set up on board 10 and on board 13 in hexes numbered ≤ 3 (see SSR 4)

1 4-4-7 18	2-2-8 2	9-1 Starshiy Leutenant 8-0	8-0	6-12 SPP	7 Morale ?	82* BM obr. 27 M11 [3-78]
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[ELR: 3]

(SAN: 4)



Elements Rifle Battalion Grossdeutschland enters on TURN 1 along the south edge

4-6-8 16	2-4-8 2	9-1 2	8-1 2	8-0 2	7-0 7	3-8 1PP
5-12 3PP	1-12 1PP	50* [2-13] SPP				

[ELR: 3]

(SAN: 2)



GD 7

THE ONE HUNDREDTH



SOUTHEAST OF TULA RUSSIA, 14 DECEMBER 1941: The German spearheads had got to within a few miles of the outskirts of the Soviet capital. The tremendous advance into the heart of the land in the east had bogged in the mud and snow. The repetition of the successful Blitzkrieg campaigns was not to be. The Soviet realized that their hour had arrived. They brought fresh and rested troops from Siberia and the Far East and the time had come for the Soviets to strike back. The thermometer showed -25°C on the night of 5/6 December when the Soviets launched a massive counterattack by five armies with 25 rifle, and 7 cavalry divisions, further supported by an additional 18 rifle and 11 tank brigades, all at full strength. From the south and southeast, these divisions launched all heading in the direction of Smolensk and the west. Their objectives were first smash the overextended German Panzer armies and then destroy Army Group Centre by enveloping it from both sides. The projecting wedge of Guderian's Second Panzer Army presented the Soviet's southern group with an opportunity for envelopment from three sides. Tula was still in Soviet hands and although the foremost German positions near and south of Venev extended deep into their flank, the situation invited a breakthrough to the south and southwest. In positions in the salient from east of Tula and as far as Wenew was the Infantry Regiment Grossdeutschland. The troops of the 1st Battalion GD huddled against the Siberian cold in the towns and villages unaware of the dangers threatening their sector. As dawn broke, Soviet artillery began firing into the village, as the rumbling of tank engines and near by shells burst heralded the Soviet's arrival. From the winter landscape black box-like figures of Soviet T-34's emerged closely followed by infantry. Several grenadiers on the left wing losing their nerve ran back and were caught by a burst of machine gun fire. A few metres farther stood the anti-tank guns of the 14th (Panzerjäger) Company, which was fighting with the 1st Battalion. The Panzerjägers watched as the tanks rolled through the snow, firing as they came. As machine gun fire rattled against the protective armoured shield of their 5cm Pak 38, the Panzerjägers began their firefight. It was over in matter of minutes as any anti-tank guns that failed to fire quickly and accurately was overrun or knocked out. As the smoke cleared, three enemy tanks were set a fire and Soviet infantry littered the snowy fields around the village. "We did it!" cheered the Panzerjägers as they rose jubilantly from behind the last pair of guns. Together with the surviving 35 grenadiers of the 1st Company they had stopped the Soviet breakthrough. The commander of the 14th (Panzerjäger) Company proudly reported to the regiment command post in Kolpna Nowaya, the destruction of its 100th enemy tank.

BOARD CONFIGURATION



(Only hexrows K - Y are playable)

BALANCE

✚ Add one 2-4-8 HS to OB and exchange MMG for HMG

★ After set up each, German MMC must take a NTC with failure resulting in unit replacement.



VICTORY CONDITIONS:

The Russians win immediately upon Exiting ≥ 32 Victory Points (excluding prisoners) off the south edge or at Game End if they control all the buildings.

TURN RECORD CHART

✚ GERMAN Sets Up First	★ 1	2	3	4	5	6	END
★ RUSSIAN Moves First							

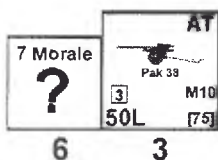
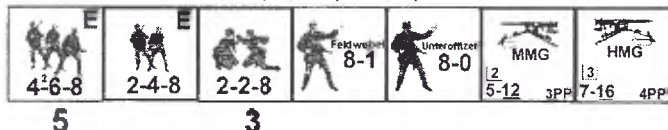
SPECIAL RULES:

1. EC is Deep Snow (E3.73), with a mild breeze to the southwest. Extreme Winter (E3.74) and Snowdrifts (E3.75) are in effect. All buildings are Ground Level.

2. The German force is Elite (C8.2)

3. The Russian Infantry units only are in winter camouflage (E3.712).

Kompanie 1, supported by Panzer-Jäger 14, Infantry Regiment Grossdeutschland sets up on any hex on/between hexrows O to W

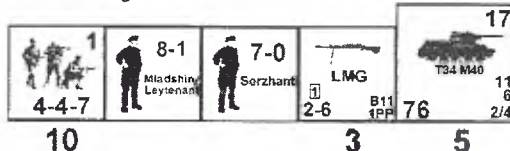


[ELR: 3]

(SAN: 3)



Elements Soviet 50th Striking Army enters on **TURN 1** along the northern edge



[ELR: 3]

(SAN: 2)



GD 6

GREAT ÉLAN



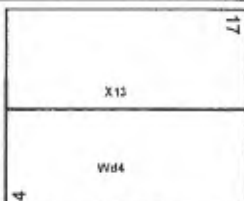
KAMIENKA RUSSIA, 5 JULY 1941: Infantry Regiment Grossdeutschland received orders to ferret out Russians that were forming up just inside the woods for a break out. The 17th (Motorcycle) Company was immediately dispatched to the threaten area, with orders to reach Kamienka. As the 17th (Motorcycle) Company entered the village in the darkness, it became involved in heavy fighting. The Russians charged from all sides against the desperately defending Grenadiers who were forced to abandon the village. 12km southwest the 6th Company, together with a platoon from the 18th (Pioneer) Company, heavy guns of the 15th Company and elements of the 1st Platoon, 20th (Flak) Company, were ordered to move immediately to Kamienka and launch an attack on the village. The attack against Kamienka and the near by wooded areas began at 0545hrs and was supported by the heavy infantry guns of the 15th Company. The Russians were well dug-in and expertly camouflaged in the wheat fields, brush, and woods. They were almost impossible to detect and had available light and heavy machine guns, heavy mortars and light and medium anti-tank guns as well as several light artillery pieces. Rapid defensive fire met the attacking German companies, which nevertheless pushed forward with great élan, effectively supported by the heavy weapons. Things began to turn when the Russians attempted to outflank the attacking German companies. It was only the timely arrival of the remainder of the Pioneers supported by assault guns, which managed to beat off the attack. Neither side gave quarter and both suffered heavy losses in the fighting within the village. At 0745hrs following a brief pause to regroup the attack resumed on both sides of the road. The Grenadiers struggled forward and the village was finally cleared later that morning with heavy losses on both sides.

BOARD CONFIGURATION

BALANCE

★ Add 12 AP-Mine factors to OB

✚ Exchange 81mm Bn Mortar OBA (HE & Smoke) for 105mm OBA (HE & Smoke)



VICTORY CONDITIONS:

The Germans win at Game End if they control all the buildings ≤ 3 hexes of 17R4, provided the Russian has not amassed > 45 CVP.

TURN RECORD CHART

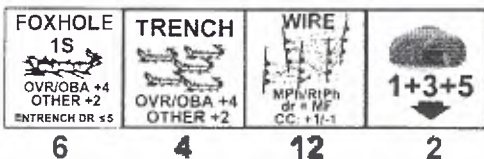
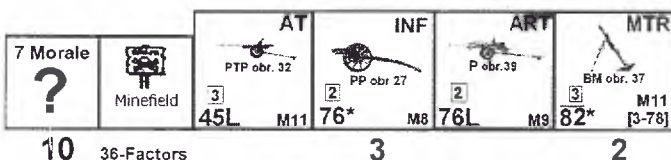
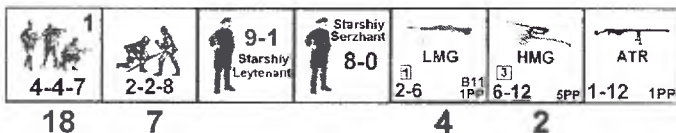
★ RUSSIAN Sets Up First	✚	1	2	✚	3	4	✚	5	6	7	8	END
✚ GERMAN Moves First												

SPECIAL RULES:

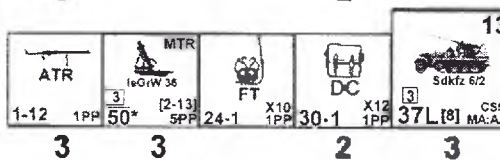
- EC are moderate with no wind at start.
- Place overlays as follows: **Wd 4** on 4O6-P6, **X13** on 17R1-R2.
- The Russian may set up three squads (and any SW/SMC stacked with them) using HIP. The Russian may fortify three building locations.
- The German 5-4-8/2-3-8 MMCs are Assault Engineers with Sapper capabilities (H1.22/1.24) with underline morale and ELR of 5. Assault Engineers are the only MMCs, which use FTs and DCs without the Non-Qualified Penalty (A21.13) applying.

- The Germans receive one module of 81mm Bn Mortars OBA (HE & Smoke). This module has an Offboard Observer located on level two along south edge. However, due to the Direct Support tasking of the Battery, the German uses NOBA Battery Access (G14.63).
- The German force is Elite (C8.2).
- All Good Order Russian Elite and First Line Infantry are Stealthy (A11.17). All Russian SMC have an ELR of 4.

Elements Soviet Fourth Army sets up on board 17 and on any hex numbered ≤ 3 on board 4



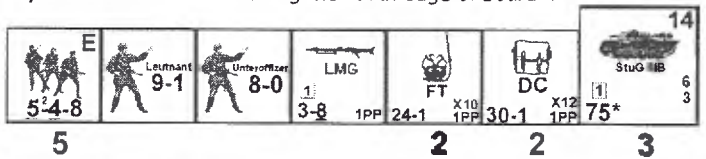
Elements Kompanie 6, I/Flak-Kompanie 20 and Sturm-Pionier Kompanie 18, Infantry Regiment Grossdeutschland enters on **TURN 1** along the south edge of board 4



TURN 3: Elements (SIG) Kompanie 15 enters along the south edge of board 4 on any single road hex



TURN 5: Elements Sturm-Pionier Kompanie 18 supported by II/StuG.Abt GD enters along the south edge of board 4



[ELR: 2]

(SAN: 4)



[ELR: 4]

(SAN: 2)



GD 5

MACHORKA



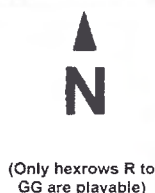
ODCEDA RUSSIA, 5 JULY 1941: Panzergruppe 2's advance on Minsk formed the southern encircling pincher of the eastward push of the German Fourth Army. In the midst of this was the reinforced Infantry Regiment Grossdeutschland, laboriously pushing its way forward past the stalled or waiting columns. Everyone kept an eye trained to the north weapons were armed and directed to the left towards the forest and across the open plain, as the threat of a sudden Russian break out loomed ever dangerously. By midday of 4 July, Grossdeutschland reached Stolpce and Swerzen, about 3 km to the south was the regiments objective, Tschweren. However before the attack could be put in, it was interrupted by a Russian breakout attempt. Urgent orders were dispatched to move a strong kampfguppe into the area northeast of Stolpce where the 15th Infantry Regiment was involved in heavy fighting with an attacking Russian force. By evening, the 1st Battalion GD reached an area near Odceda northwest of Stolpce and set up a hasty defensive position. As the morning fog lifted, a firefight broke out as masses of Russians stormed out of the woods towards the 1st Battalion's positions occupied during the previous night. These first waves were beaten back, however heavy fire continued from the impenetrable wooded area and companies of the 1st Battalion were order to clear out these pockets. The Grenadiers of Kompanie 3 rose and moved widely spaced towards the woods. The Russians had to be ferreted out and the woods combed. The Russians were hiding there, waiting for a time when they felt secure and could launch another massed attempt to break out to the south. Often the only clue to the locations of a Russian hiding place was the distinctive aroma of their machorka tobacco. As the lead platoon reached the edge of the forest, it cautiously crossed a small stream then spread out advancing along a forest road. The remaining platoons of the Kompanie and a supporting 5cm Pak moved up quickly taking up positions along the southern bank of the stream. Then- HURRAH! Very suddenly, the Russian attacked. There was wild firing, explosions and ricocheting bullets. Then panic- individual soldiers began to run back closely followed by Russian soldiers. In the heavily wooded forest, it was difficult to identify friend or foe and hand-to-hand combat was inevitable if not unavoidable. For a half an hour, the Russian launched attack after attack from the darken shadows of the forest, only to be halted along the banks of the stream, which now flowed red from their fallen bodies. The barrels of the German machine guns were glowing red and the exhausted Panzerjägers clutched the last rounds of their hands. However, the break out did not happen.

BOARD CONFIGURATION

BALANCE

★ Add 8-1 to OB

⚡ Exchange one LMG for MMG



VICTORY CONDITIONS:

The Russians win at Game End if they have amassed more Victory Points than the Germans. The Russian receives normal Exit VP (excluding prisoners) only for units exited along the south edge on/between hexes R0 to R7. The German receives 1½ times the normal VP (calculated as Exit VP) at Game End only for unbroken units north of the stream.

TURN RECORD CHART

⚡ GERMAN Moves First	1★	2	3	4	5	6	END
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SPECIAL RULES:

1. EC are moderate with no wind at the start. The stream is Shallow. Kindling attempts are N/A.

2. Both side enter Cloaked (E1.4). For Cloaked movement purposes only, the German's 5cm Pak 38 is considered a 5PP SW.

3. All Good Order Russian Elite and First Line Infantry are Stealthy (A11.17). Russian SMC have an ELR of 4.

4. Hand-to-Hand Combat maybe declared by either side as per J2.31.

Kompanie 3, Infantry Regiment Grossdeutschland enters on **TURN 1** along the southern edge on/between R0-R7

4-6-8	2-2-8	9-1	8-1	8-0	1 3-8 1PP	2 5-12 3PP
12			2		4	2

1-12 1PP	3 50*	3 M10 50L [75]
3	3	

[ELR: 4]

(SAN: 3)



Elements Soviet Fourth Army enters on **TURN 1** along the northern edge.

4-4-7	9-1 8-0	8-0	1 2-6 B11 1PP	2 4-10 B11 5PP
25			3	

[ELR: 2]

(SAN: 4)

