



BUTCHERS AND BAKERS

RALLY POINT SCENARIO RPT11

SITUATION: BARFOUR, Normandy, France, 16 August 1944: The 1/5 Welsh were ordered to gain the Falaise road and crossing near Barfour. A change in mission called for the companies to halt at the road. Unfortunately, Battalion HQ lost radio communications with both companies. Lieutenant Watkins' B Company continued across the road and later came under murderous machine-gun fire while advancing through a corn field set with booby traps. Lieutenant Tasker Watkins was the last officer remaining. He led a thirty-man bayonet charge against approximately fifty enemy infantry from the 271st Infantry Division's Bakery and Slaughter House Companies, practically wiping them out. Finally, at dusk, separated from the rest of the battalion, Watkins ordered his men to scatter and after he had personally neutralized an enemy machine-gun nest, he led them back to safety. Lieutenant Watkins' intrepid leadership saved his men and directly determined the outcome of the battle. For his actions at Barfour, Lieutenant Tasker Watkins was awarded the Victoria Cross.

Scenario Design: Evan E. Sherry 083007.10

Source: Delaforce, Patrick. *Red Crown and Dragon* (Brighton: Tom Donovan Publishing Ltd., 1996) pp. 74-75.

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

- ⚡ Exchange a British 4-5-8 for a 4-5-7.
- ⊙ Exchange the German 4-4-7 for a 4-3-6.



MISSION: The British win at game end if there are no Good Order German MMCs in neither V6 nor W6, provided the British exit ≥ 6 VP off the area R5-U10.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start.
2. The British 10-2 is heroic (A15.21), but wounds as a leader.
3. The German player must secretly record one hex with either a 12 FP or two hexes with a 6 FP minefield. Any unit that enters/exits one of these hexes immediately undergoes an attack on the appropriate IFT table (no DRM apply).
4. British elite and 1st line troops do not cower.

MISSION LENGTH

⚡ GERMAN SETS UP FIRST	⊙	1	2	3	4	5	6
⊙ BRITISH MOVES FIRST	⊙						



Elements of Bakery and Slaughter House Companies, Infantry Division 271 set up anywhere on/north of hexrow W.

4-4-7	4-3-6	8-0	LMG
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3

{ELR: 3}
{SAN: 3}

Elements Infantry Division 271 set up on/between hexrows CC-Y (SK players see Coordinating Instruction #3 for mines).

2-2-8	MMG	AP Mine
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12
Factors



{ELR: 4}
{SAN: 2}

Elements of 1/5th Battalion, The Welsh Regiment, 53rd Welsh Division enter turn 1 on the area CC1-GG5.

4-5-8	4-5-7	10-2	8-0	LMG
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3

2

2

5-2-7	7-0	LMG
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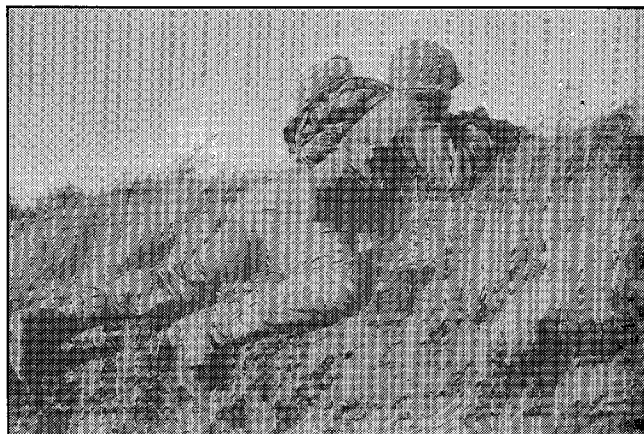
3



A HANDFUL OF HOWDY

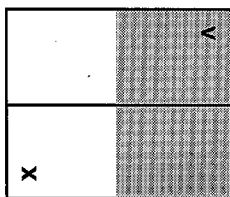
RALLY POINT SCENARIO RPT13

SITUATION: WEGBERG, Germany, 28 February 1945: The 84th Infantry Division was east of the Roer River. It had penetrated nine miles into Germany and was continuing its advance when it ran into stubborn resistance from the 8th Fallschirmjäger Division at Waldniel. This veteran German division had been rushed into the area to fill the defensive gap created when the 183rd Volksgrenadier Division was shattered. After securing Waldniel, the 334th Infantry sent G Company, 2nd Battalion to seize Berg. The American line of departure was near the cottages of Wegberg, overlooking the route to Berg which lay across 300 yards of open ground dominated by a low hill. As the men of G Company neared the highway, four German machine guns opened fire. One gun was to the right of the road, while the other three were on the reverse slope of the hill. Newly commissioned Lt. Harold L. Howdieshell spotted the German gun that had 1st Platoon pinned down. Howdieshell threw four grenades, neutralized the gun and was about to throw a fifth grenade when another Spandau in a house stitched him with bullets, killing him instantly. First Platoon was pinned behind a sugar beet mound and could not move. Trying to locate the source of the enemy fire, Lt. Jack F. Schaper crawled around the mound for a quick look. Just as Schaper peeked over the mound, the same German gun fired a burst striking him in the head, claiming its second G Company officer. G Company commander, Captain Charles E. Hiatt, sent 2nd Platoon to a patch of woods in attempt to flank the gun in the house. From there, they knocked out the gun and captured fifteen Germans. Heavy German fire continued, but with two guns neutralized, it was now possible to move around the enemy on the hills. The men of G Company returned fire by rising quickly, squeezing off a round and then hitting the dirt. Someone yelled "To Hell with this! Let's rush'em!" Suddenly, G Company rose with fixed bayonets and charged up the slope, throwing hand grenades. A bloody hand-to-hand struggle ended just as suddenly as it had begun and when it was over, only two Germans were left alive.



MISSION: The Americans win at game end if there are no Good Order German MMCs in buildings vL9 and vL7, nor on any hill hexes.

MAP ORIENTATION:



(Only hexrows A-P on board v and R-GG on board x are playable.)

OPTIONS:

- ✚ Delete a 6-6-6 from the Americans.
- ☆ Add a 6-6-6 to the Americans.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. No Quarter (A20.3) is in effect.
3. The Americans may declare Hand-to-Hand Combat Close (J2.31).
4. All buildings are single story with ground level only.

Scenario Design: Evan E. Sherry 083007.8

Source: Draper, Theodore, *The 84th Infantry in the Battle of Germany: November 1944-May 1945* (Nashville: Battery Press, 2000) p. 171.

MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2	3	4	5
☆ AMERICAN MOVES FIRST					

Elements of Fallschirmjäger Division 8 set up on board v.



5-4-8	4-6-7	4-4-7	8-1	MMG	LMG
4			2		3

{ELR: 3}
{SAN: 2}

Company G, 2nd Battalion, 334th Infantry Regiment, 84th Infantry Division set up on board x in hexes numbered ≥ 4 .



6-6-6	9-1	8-1	8-0	MMG	BAZ 45	60* MTR
11				2		

{ELR: 4}
{SAN: 2}

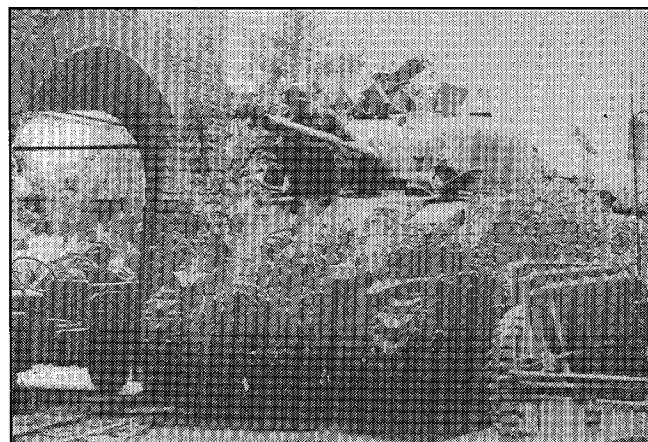


KEITEL AND COX

RALLY POINT SCENARIO RPT14

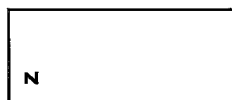
SITUATION: CECINA, Italy, 1 July 1944: The 34th Infantry Division was attacking to seize the town of Cecina. The 133rd Infantry Regiment began encountering stiff resistance from SS troops near the center of town. Lieutenant Cox, leading 3rd Platoon, B Company, 752nd Tank Battalion was given the mission to support the 133rd Infantry. Intelligence reports indicated that the Germans were preparing to counterattack with Tiger tanks and infantry. Lieutenant Cox directed his driver, Tech 4 Raymond Holt to move their Sherman up the road toward suspected German positions. As they neared a curve in the road, a German soldier appeared, waving to someone out of view. That German soldier was directing Leutnant Keitel (commander of Tiger 221) into action. Soon Cox and Holt saw what looked like a telephone pole emerging from behind a building at a curve in the road. Lieutenant Cox ordered Holt to "Back up! Back up! Back up!" while his gunner cut down the waving German soldier with a deadly burst of machine gun fire. Keitel and Cox fired their main guns simultaneously. Keitel's round struck the ground near the Sherman and kicked up a dust cloud, while Cox's 75mm armor piercing round hit the Tiger, but bounced harmlessly off its thick glacis. Holt skillfully backed the Sherman down a side street out of the Tiger's line of fire. Leutnant Keitel blasted away at the surrounding buildings for several minutes then moved his Tiger down the street. This time Cox was ready. Just as the flank of Tiger 221 came into sight, he gave the command to fire. This time the 75mm struck the Tiger in its side, setting it on fire. Miraculously, the German crew bailed out. The enemy's will to fight was broken for now and the remaining German infantry and armor withdrew.

Source: Wilbeck, Christopher W., *Sledgehammers* (Bedford: Aberjona Press, 2004) pp. 195-198.



MISSION: The Americans win at game end if there are no Good Order German MMCs in buildings L2, R3, and V2, provided there is no Good Order, mobile PzVIE(L) with functioning MA $\leq$ 4 hexes from Q5.

MAP ORIENTATION:



OPTIONS:

- ✚ Exchange the German 7-0 for a 8-1.
- ☆ Exchange a German 5-4-8 for a 2-3-8.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. Starter Kit players increase the broken side morale of all German MMC by one. For ASL players, the 5-4-8s/2-3-8 are SS.
3. PzVIE(L) is not considered to be SS for C8.2.
4. AFVs may not set up in buildings.
5. All buildings are single story and ground level only.

Scenario Design: Evan E. Sherry 082807.6

MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2	3	4	5
☆ AMERICAN MOVES FIRST					



Elements of SS Panzer Grenadier Division 16 (Reichsführer-SS) and Zug 2, Kompanie 2, Schwere Panzerabteilung 504 set up in hexes numbered $\leq$ 8.

5-4-8	8-1	7-0	MMG	LMG	PzVIE(L) 3/5/2
7				2	

{ELR: 5}
{SAN: 2}



Elements of the 133rd Infantry Regiment, and 3rd Platoon, B Company, 752nd Tank Battalion, 34th Infantry Division set up in hexes numbered $\geq$ 9.

6-6-6	9-1	8-1	7-0	MMG	BAZ 44	M4A1 2/4/4
10				2		2

{ELR: 4}
{SAN: 2}

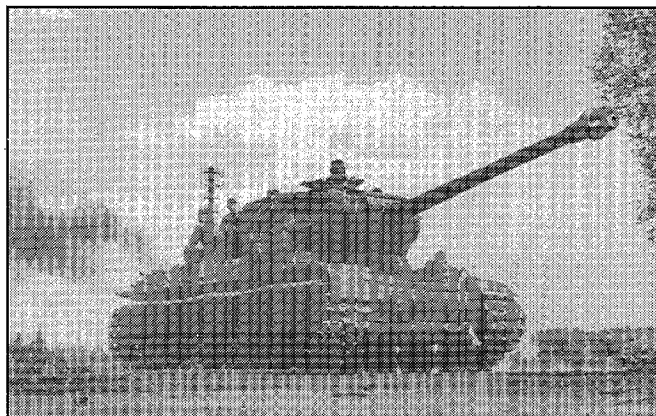


COMRADE KLIMENKOV

RALLY POINT SCENARIO RPT15

SITUATION: OGLENDUV, Poland, 13 August 1944: The Soviet 97th Rifle Division was counterattacking to force the 16th Panzer Division out of Oglenduv. The 289th Rifle Regiment, supported by Stalin tanks of the 71st Independent Guards Heavy Tank Regiment, was tasked with making the main assault on the village. Heavy German fire stopped the Russian infantry just outside of Oglenduv. Guards Senior Lieutenant Kimenkov defiantly led his platoon of Stalin tanks straight into the teeth of the German defensive position. With cannon and machine guns blazing, Klimenkov's platoon met the Germans in one of the few Stalin tank verses King Tiger engagements of the war. Lieutenant Kimenkov knocked out one King Tiger and damaged another. This enabled the Russian infantry to regain the initiative and continue into Oglenduv. With the loss of their supporting tanks, German infantry had to give ground or be annihilated by the deadly fire from Klimenkov's 122mm guns. In short order, Oglenduv was in Russian hands.

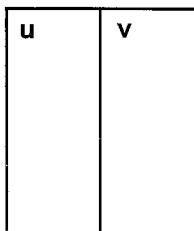
Sources: Baryatinskiy, Mikhail. *The IS Tanks* (Hersham: Ian Allen, 2006) p. 41. Wilbeck, Christopher W. *Sledgehammers* (Bedford: Aberjona Press, 2004) p. 135.



MISSION: The Russians win at game end if there are no Good Order German MMCs in buildings uL5 and uI3, provided that there are no Good Order, mobile PzVIB with functioning MA within 3 hexes of uN3.

MAP ORIENTATION:

OPTIONS:



- ☒ Delete a Russian 4-5-8.
- ★ Delete a German 4-6-7.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. AFVs may not set up in buildings.
3. All buildings are single story with ground level only.
4. Starter Kit players use IS-2's for the extra IS-2m's needed.

Scenario Design: Evan E. Sherry 082807.7

MISSION LENGTH

☒ GERMAN SETS UP FIRST	1	2	3	4	5	6	7
★ RUSSIAN MOVES FIRST							

Elements Panzer Grenadier Regiments 64 and 79, Panzer Division 16 and Schwere Panzer Abteilung 501 set up on/north of hexrow Q on board u and on/north of hexrow T in hexes numbered ≥ 7 on board v.



4-6-7	8-1	7-0	MMG	LMG	50* MTR	PzVIB 3/5/2
10	2	2	2	2		2

{ELR: 4}
{SAN: 2}

Elements of the 289th Rifle Regiment, 97th Rifle Division and elements of 71st Independent Guards Heavy Tank Regiment set up on board v on/south of hexrow Z.



4-5-8	5-2-7	4-4-7	2-2-8	9-2	8-1	8-0	HMG	LMG	DC	IS-2m 1/4 ^R /4	BM obr 37 82* MTR
6	3	7						2		4	

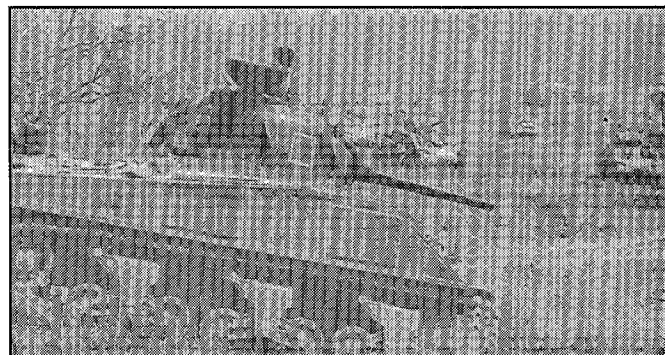
{ELR: 4}
{SAN: 2}



MIRACLE AT SINAGOGA

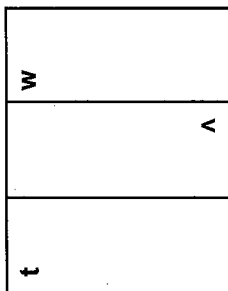
RALLY POINT SCENARIO RPT16

SITUATION: SINAGOGA, Italy, 16 May 1944: C Company, 2nd Lancashire Fusiliers was attacking to seize Sinagoga. Advancing toward the town, the British ran into heavy German machine gun and mortar fire. Each farm and building was so well defended that flame-throwers were needed to clear out the Germans. The advancing infantry requested tank support. Following behind the infantry, the B Squadron, 17th/21st Lancers' Sherman tanks came under deadly German 88mm and self-propelled gun fire. This forced the supporting British armor to detour around the flanks, preventing them from escorting the infantry into Sinagoga proper. C Company seized a portion of Sinagoga, but sustained nearly fifty percent casualties in the process. While consolidating their toehold, the inevitable German counterattack struck the weary fusiliers. Without tank support, Lieutenant Colonel John Mackenzie's Lancashires were in danger of annihilation. They needed a miracle. It came in the form Corporal Francis Arthur Jefferson. As the Germans opened fire at point-blank range, Fusilier Jefferson, on his own initiative, recovered an abandoned PIAT. Running through a hail of bullets, he fired the PIAT on the leading PzIV. It burst into flames, killing the crew. Jefferson reloaded the PIAT and started after the second tank. The remaining German PzIV and infantry withdrew before he could get within range. Shortly thereafter, British Sherman tanks arrived and Sinagoga was secured, though German artillery and mortar fire continued to make it very inhospitable for its new residents. Corporal Francis Arthur Jefferson was awarded the Victoria Cross for his courageous acts at Sinagoga.



MISSION: The British win at game end if they control 12 buildings on/between hexrows wI and wY in hexes numbered ≥ 4 .

MAP ORIENTATION:



OPTIONS:

- ☒ Delete a 4-5-7 from the British.
- ☉ Delete a 4-6-7 from the Germans.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. Starter Kit players substitute an American FT and Russian Sherman III(a)s for the British units needed.
3. All buildings are single story with ground level only.
4. British elite and 1st line troops do not cower.

Scenario Design: Evan E. Sherry 081807.6

Source: Ford, Ken, *Battle Axe Division* (Phoenix Mill: Sutton, 2003) pp. 217-221.

MISSION LENGTH

☒ GERMAN SETS UP FIRST	1	2	3	4	5	6	7
☉ BRITISH MOVES FIRST	☉		☒				

Elements of the 15th Panzer Grenadier Division set up on board v in hexes numbered ≥ 7 and anywhere on board w.



4-6-7	2-2-8	9-2	9-1	8-1	8-0	HMG	MMG	LMG	StuG IIIG -/-2*	FlaK 18 88L AA	GrW 34 81* MTR
14	2							3			

{ELR: 4}
{SAN: 2}

Elements of the 15th Panzer Grenadier Division enter turn 3 on the north edge.

4-6-7	7-0	LMG	PzIVF2 3/5
2			2



C Company, 2nd Lancashire Fusiliers, 11th Infantry Brigade, 78th Infantry Division and B Squadron, 17th/21st Lancers, 26th Armoured Brigade, 6th Armoured Division set up on board v in hexes numbered ≤ 3 and anywhere on board t.

{ELR: 4}
{SAN: 2}

4-5-8	4-5-7	2-2-8	9-2	8-1	8-0	MMG	LMG	PIAT	FT	OML 2" MTR	OML 3" 76* MTR
8	13	2		2	2	2	4				2



B Squadron, 17th/21st Lancers, 26th Armoured Brigade, 6th Armoured Division enter turn 1 on the south edge.

Sherman III(a) 2/4	Sherman II(a) 2/4	Sherman IIA(a) 2/4
2	2	

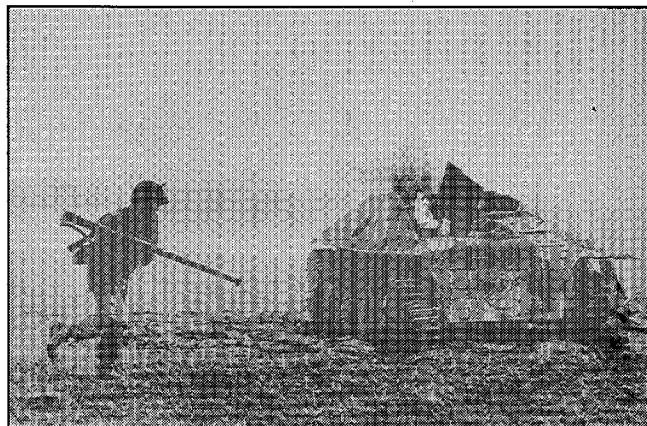


HETZER HUNTERS

RALLY POINT SCENARIO RPT17

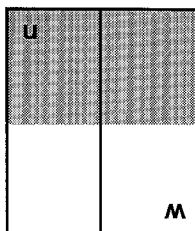
SITUATION: DÜRBOSLAR, Germany, 19 November 1944: The 29th Infantry Division was advancing toward the Roer River. In order to clear a path for the 2nd Armored Division, the 29th Infantry had to seize a series of small towns west of Jülich. The 116th Infantry regiment had cleared Siersdorf and had pushed northeast into the Dürboslar suburbs. Company F, 2nd Battalion established a toehold on the west side of town, while the German 246th Volksgrenadier Division stubbornly held the southern and eastern portions of Dürboslar. The Volksgrenadiers showed enthusiasm for a counterattack on F Company and along with some infantry, committed several Hetzer tank destroyers to the effort. Firing wildly, the Hetzers drove into the heart of Dürboslar and 2nd Battalion's defensive positions. F Company deployed its bazooka teams to thwart the troublesome self-propelled intruders. Soon, F Company's bazooka-men had destroyed or immobilized two Hetzers forcing the others to abort their ill-fated adventure into Dürboslar.

Scenario Design: Evan E. Sherry 082807.5



MISSION: Germans win at game end if they control 6 buildings on hill hexes, provided that they have at least one mobile JgdPz 38(t) remaining on the board.

MAP ORIENTATION:



(Only hexrows A-P on board u and R-GG on board w are playable.)



OPTIONS:

- ☆ Add a 3-4-6 HS to the Americans.
- ⚔ Exchange the American 9-2 for a 9-1.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, no wind at start. Kindling is NA.
2. All buildings are single story and ground level only.
3. Boresighting is NA.

Sources: Ewing, Joseph H., *29 Let's Go!: A History of the 29th Infantry Division in World War II* (Nashville: Battery Press, 1979) p. 179.

MacDonald, Charles B., *The Siegfried Line Campaign* (Washington, D.C.: GPO, 1990) p. 539.

MISSION LENGTH

☆ AMERICAN SETS UP FIRST	1	2	3	4	5	6
⚔ GERMAN MOVES FIRST	⚔					

Elements of Company F, 2nd Battalion, 116th Infantry Regiment, and 747th Tank Battalion, 29th Infantry Division set up anywhere on boards u and w.



6-6-7	6-6-6	9-2	8-1	8-0	MMG	BAZ 44	M-2 60* MTR	M4A1 2/4/4
6	2				2	3		

{ELR: 4}
{SAN: 2}

Elements of Grenadier Regiment 404 and Panzerjäger Bataillon 246, Volksgrenadier Division 246 enter turn 1 on the east/south edge.



5-4-8	4-6-7	4-4-7	9-1	8-1	7-0	HMG	MMG	LMG	JgdPz 38(t) (Hetzer)
2	6	4			2			2	3

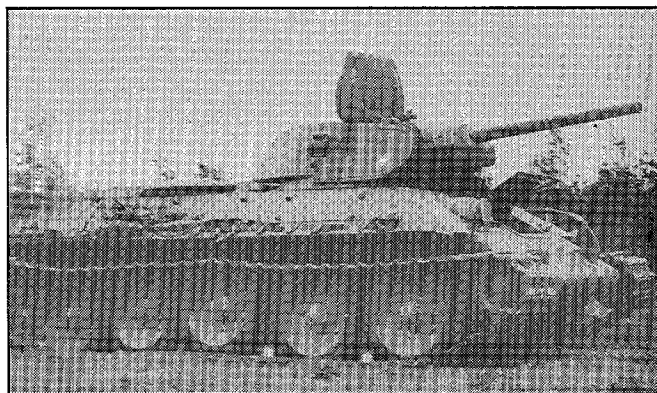
{ELR: 3}
{SAN: 2}



WORKER'S SETTLEMENT NO. 8

RALLY POINT SCENARIO RPT18

SITUATION: WORKER'S SETTLEMENT NO. 8, USSR, 2 September 1942: The siege of Leningrad continued into its second year. Fierce fighting earlier in the year had depleted the Russian relief forces, but the relief attempts had to continue. The Germans had constructed interlocking positions, each of which required massive amounts of Russian blood to be spilled before proceeding to the next position. One of these was Worker's Settlement No. 8, situated in the marshy area near the banks of Lake Ladoga. On further south the main attack was going well; Russian units were within eight miles of breaking the blockade. To support that assault, the 128th Rifle Division was ordered to take Worker's Settlement No. 8. The Germans put up fierce resistance. Hand-to-hand fighting was required before the Germans finally retreated. However, success was short lived—the main attack faltered when Manstein enveloped the Russian penetration from both flanks. Leningrad would have to hold on for a few months more.



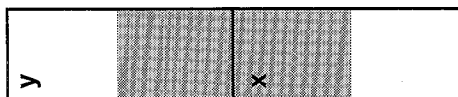
MAP ORIENTATION:

OPTIONS:



⚡ Add a 4-6-7 to the German.

★ Add a Russian 4-5-8.



(only hexrows R-GG on board y and hexrows A-P are playable on board x)

MISSION: The Russian player wins at game end if there are no Good Order German units in buildings within 5 hexes of yCC6.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Kindling is NA.
2. The entry cost of grain is increased to 2MF, and the tank may not enter grain hexes.
3. The T-34 M41 is radio-equipped.
4. All buildings are single story and ground level only.

Scenario Design: Brian Williams 083007.9

Source: Glantz, David M.. *The Battle for Leningrad, 1941-1944*. (Lawrence: University of Kansas Press, 2002) p. 222.

MISSION LENGTH

⚡ GERMAN SETS UP FIRST	1	2	3	4	5	6
★ RUSSIAN MOVES FIRST						

Elements of the 227th Infantry Division set up on/west of hex row G on board x and anywhere on board y.



4-6-7	2-2-8	9-1	8-1	HMG	MMG	LMG	*50 MTR	PaK 38 50L AT
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8

2

{ELR: 3}
{SAN: 2}

Elements of 128th Rifle Division set up on/east of hex row M on board x.



4-5-8	4-4-7	5-2-7	9-1	8-1	7-0	MMG	LMG	T-34 M41 2/4
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4

5

3

3

{ELR: 3}
{SAN: 2}

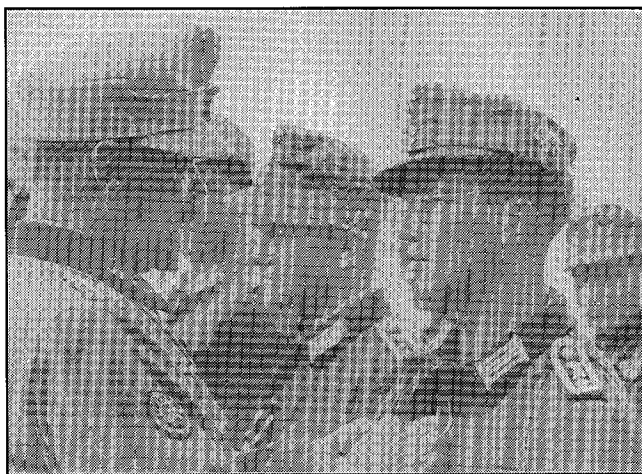


MERCURY RISING

RALLY POINT SCENARIO RPT19

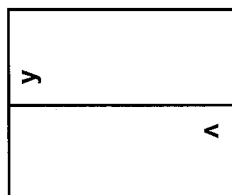
SITUATION: Near MODION, Crete, 23 May 1941: During the afternoon of May 22nd, the 1st Battalion of the 85th Gebirgsjäger Regiment had tried to out-flank the New Zealander positions around Modion and Point 259 by traversing the mountains to catch the defenders by surprise. This did not happen and the New Zealanders and Greek defenders put up a tenacious defense that stopped the German advance cold. The Germans fell back and regrouped and then attacked again. The Allied defenders, mostly from New Zealand and Greece, were supported by a late arriving group of Australians. The struggle became a true soldiers' battle, one group of infantrymen against another. During the final attack, the 1st/100th Regiment supported the 1st/85th Regiment. Their combined strength was too much. Despite a staunch defense, the Germans were able to rise to the occasion and the village of Modion fell at 1000 hours.

Source: James Lucas, *Alpine Elite* (New York: Jane's, 1980) pp. 37-57.



MISSION: The Germans win at game end if no Good Order allied MMC are in the following buildings: vM7, vK10, yF7, yZ7, and yK6.

MAP ORIENTATION:



OPTIONS:

- ⊙ Exchange a Greek 4-3-7 for a 4-5-7.
- ⊕ In Coordinating Instruction 4, change "two hexes" to "three hexes".

COORDINATING INSTRUCTIONS:

- EC are Moderate, with no wind at start. Kindling is NA.
- Use Allied Minor counters to represent the Greeks.
- All buildings are single story and ground level only.
- At the beginning of the German turn 1 Prep Fire Phase, the German player may place a Smoke counter in any two hexes that are within LOS of a German unit.
- Use British counters to represent the New Zealand forces. New Zealand elite and 1st line troops do not cover.

MISSION LENGTH

Scenario Design: Hugh J. Downing 082507.8

⊙ ALLIES SET UP FIRST	1	2	3	4	5	6	7
⊕ GERMAN MOVES FIRST			⊕ ⊙				

⊙ {ELR: 2&4} {SAN: 2}	Elements of the Greek Infantry, 16 th Brigade Composite Battalion [ELR: 2] set up in hexes numbered ≥ 5 on board V.	4-5-7	4-3-7	8-1	LMG				
		2	3		2				
	Elements of the 5 th Infantry Brigade, 2 nd New Zealand Infantry Division [ELR: 4] set up on board y.	4-5-8	4-5-7	9-1	8-1	MMG	LMG		
		2	4				2		
	Elements of the New Zealand 5 th Infantry Brigade [ELR: 4] enter turn 3 on/ between hexes yQ1 and yGG6.	4-5-8	4-5-7	8-1	LMG	DC			
			2						

⊕	Elements of Battalions 1 and 2, Gebirgsjäger Regiment 85, Gebirgs Division 5 set up in hexes numbered ≤3 or less on board v.	5-4-8	4-6-7	4-4-7	9-2	8-1	7-0	MMG	LMG	DC	50* MTR
		5	4	2					2	2	
	Elements of Battalion 1, Gebirgsjäger Regiment 100, Gebirgs Division 5 enter turn 3 on the south, east, or west edge of board v (all must enter on the same edge).	5-4-8	4-6-7	4-4-7	9-1	6+1	LMG	DC	FT		
		3	2								

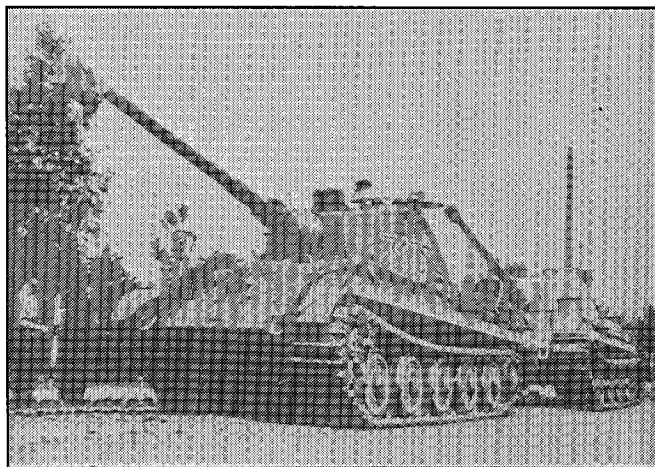


THE TROUBLE WITH TIGERS

RALLY POINT SCENARIO RP20

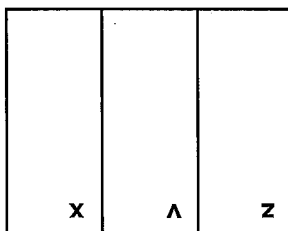
SITUATION: SANDOMIERZ, Poland, 13 August 1944: The conclusion of Operation Bagration left the remnants of Heeresgruppe Mitte on the west bank of the Vistula by the second week of July. With Lvov falling to the Polish Home Army, it was clear to OKH that only by counterattacking the 6th Guards Tank Corps' bridgeheads, could the fall of Poland be avoided. Reinforced with five divisions including the 16th Panzer and the Tiger II-equipped Schwere Panzer Abteilung 501, Harpe launched counterattacks at the Russian bridgeheads. Despite being outnumbered, the 6th Guards Tank Corps held their positions, even knocking out ten Tiger IIs. By 16 August, the German counterattacks were beginning to lose steam, and Rybalko was able to expand the Soviet controlled area by a depth of 120 kilometers. With both sides exhausted, the fighting died down and the Soviet offensive was deemed completed—but without a full-scale breakthrough into the Polish heartland.

Source: Armstrong, Richard. *Red Army Tank Commanders* (Atglen: Schiffer Publishing Ltd., 1994) p. 216.



MISSION: The Germans win at game end if there are no Good Order Russian (non-crew) MMCs in four of the following buildings: zX1, zW3, zW4, zR2, zO7 or if they control the Russian headquarters (see Coordinating Instruction #2).

MAP ORIENTATION:



OPTIONS:

- ✚ Add two 4-6-7s the German at start forces.
- ★ Add a T-34/85 to the Russian Reinforcements.

COORDINATING INSTRUCTIONS:

- EC are Moderate with no wind at start. Kindling is NA.
- The Russians must secretly pre-record one multi-hex building on/ between hexrows zN and zY as the Russian headquarters. All good order Russian units in this building automatically have their morale raised by 1, and broken Russians are immune to DM while in any hex of the HQ building.
- Up to three Russian MMCs and any leaders/SWs/guns stacked with them, may set up on board x, but only in hexes numbered ≥ 4 .
- All buildings are single story with ground level only.
- Bore Sighting is NA.

MISSION LENGTH

Scenario Design: Pete Shelling 082807.7

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6	7	8	9
✚ GERMAN MOVES FIRST	✚	✚	★						

Elements of the 6th Guards Tank Army setup on board v and z (see Coordinating Instruction #3).



4-5-8	4-4-7	5-2-7	2-2-8	9-1	8-0	7-0	MMG	LMG	P obr 31 122L ART
4	3	3	2					2	2

{ELR: 3}
{SAN: 2}

Elements of the 53rd Guards Tank Brigade enter turn 3 on the north edge of boards v and z.

T-34/85 2/4	IS-2 1/4 ^{R2}
2	2

Elements of Panzer Division 16 and Schwere Panzer Abteilung 501 enter turn 1 on the west edge.



4-6-8	4-6-7	9-1	8-1	8-0	MMG	LMG	PSK	PzVIB 3/5/2	PzIVJ 3/5/2
5	8					2		2	3

{ELR: 3}
{SAN: 2}

German Reinforcements enter turn 2 on the west edge.

StuG III G -1/2*	StuH 42 -1/2*
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