

General Errata

Game Turn 11 Soviet Reinforcements: 235 Rifle Div can enter at 3326 or 3426.

Game Turn 11

The turn sequence begins with the Axis Movement Phase, and the Axis player elects to be aggressive. He moves the entire stack of motorized units in hex 3032 to hex 3131 at a cost of $\frac{1}{2}$ movement point, plus one movement point (MP) for entering an enemy zone of control (ZOC). The Axis player declares an overrun of the 3 Tank Division in hex 3231. Overrun is similar to combat, but costs MPs and takes place during any movement phase that motorized units have sufficient MPs. In this case, the overrun action costs one MP plus $\frac{1}{2}$ MP (the cost to enter the overrun hex through a road hexside). The Axis stack has 18 attack strength points, and the 3 Tank Div has 2 defense strength points. The overrun odds are 9 to 1, and at this level, the overrun die roll of 5 gets a -1 die roll modifier (DRM). The modified die roll of 4 results in a successful overrun. The 3 Tank Division received an Overrun marker, and the Axis player retreats it to hex 3329. The overrunning stack now moves into the overrun hex 3231. The road to Soltsy is now open (since 3 Tank Div now bears an Overrun marker, it loses its ZOC and cannot prevent German movement along the road to Soltsy even though it is adjacent to the road). Four of the overrunning units do not have sufficient MPs remaining to overrun the 7 Istr Regiment, so the motorized stack expends 1 and $\frac{1}{2}$ MPs to move three hexes to 3529, plus 1 MP for entering a hex in an enemy ZOC.

Note: The 7 Istr can not be overrun because of the +1 MP addition when entering a hex with a Soviet Strongpoint.

The 803rd Artillery now moves to hex 3529, raising the stacking value of the stack to ten, its maximum level. The Axis Movement Phase concludes with an attack being declared on hex 3629 by the German units in hex 3529. A Declared Attack marker is placed on hex 3629.

Axis Interdiction Phase

The Axis player elects not to use his air unit now, preferring to save it for the combat phase.

Soviet Reaction Phase

The Soviet 11th Army Headquarter possesses two Command Points (the green number on the counter). The Soviet player can possibly undertake three actions.

1. Reaction Movement. Motorized units within three hexes of a declared combat may move $\frac{1}{2}$ of their MA if:

- They don't occupy a defender hex or start in an enemy ZOC.

- They start (if Soviet) within the command range (4 hexes) of an Operational HQ, and that HQ expends a Command Point to move them.

The 9th AT Bde, and 21st Tank Div are both within three hexes of the Declared Attack and four hexes of the HQ. The Soviet player does expend both Command Points to move the 9th AT to hex 3228, and the 21st Tank moves to join the 7 Istr in hex 3629.

2. Artillery Support. The Soviet player designates the in-range 11th Army Artillery to support the defenders in hex 3629.

3. Defender Orders. The Soviet player could expend one Command Point to issue a No Retreat Order to the defenders in hex 3629, but elects not to, since the additional step loss for No Retreat plus a low die roll could eliminate the entire defender stack.

Axis Combat Phase

The Axis player's first action is to place his lone Ju-88 air unit face down on the Defender Hex to conduct a CAS mission. There are no Soviet air units to place, so air combat is skipped. The Ju-88 is flipped to its known side, and undergoes AA fire. The die is rolled, and the result is a 6. The Ju-88 survives AA fire and contributes its CAS rating of one as a -1 DRM to the upcoming combat die roll. The Ju-88 is placed in the Axis Flown Box.

The Axis player totals the odds. The 8th Panzer units have 13 attack strength points, the engineers have 1, the 3rd Motorized unit has 4, and the 803rd Artillery has 3 support points. Total attack strength is 21. The 7 Istr and 21 Tank Div have 4 defense strength points and the 11 Army Artillery has 2 support points for a total defense strength of 6. The odds are 21 to 6 which equals a ratio of 3 to 1 (dropping the excess points).

The die is rolled and the result is 9. There are die roll modifiers (DRMs):

- +1 for the Soviet Strongpoint
- -1 because the Axis player declares the engineer unit will provide engineer effects (effectively, the engineers negate the strongpoint DRM)
- -1 for Panzer Division Integrity. The 8th Panzer Division receives a -1 DRM because its Panzer Regiment and two of its other three units are attacking together.
- -1 for the Ju-88 CAS point

The DRMs are netted out to yield a -2 which is applied to the die roll. The modified die roll is 7, and the combat results on the CRT are no effect for the attackers, and R (retreat) for the defender.

The 7 Istr and 21 Tank Div retreat two hexes back to hex 3828.

The 10/8 Pz and 678 Engineer advance after combat into the now vacant defender hex 3629.

Axis Motorized Movement Phase

The Axis player now moves a few units to cover his flanks against the Soviet counter attack he knows is coming.

- 10/8 Pz moves to 3728
- 8/3 M moves to hex 3329
- 8/8 Pz moves to hex 3528
- 59/8 Pz moves to 3630

The final Axis actions occur during the Axis Engineering Phase when the 678 Engineer Rgt removes the Strongpoint in hex 3629, and the Overrun marker is removed from the 3 Tank Div.

Soviet Motorized Movement Phase

***Important Note:** The Soviet movement phases occur in the reverse order to the Axis Movement Phase. Motorized units (and non-motorized units activated by Headquarters) are the only units that may move prior to declaring and executing combats.*

The Soviet player moves the following units:

- Unfortunately the Axis player forgot that his 803 Artillery unit exerts no ZOC, allowing 3 Tank Div to exit the Axis ZOC in hex 3230 and enter directly into hex 3430. With the 3 Tank adjacent to the German 803 Artillery unit, it may not contribute its support strength to any upcoming combats - a major blow to the Axis player.
- The 9 AT Bde moves to hex 3428
- The Soviet player expends one Command Point to activate the 237 Rifle Division (within 4 hexes of the HQ unit) and moves it to hex 3727.

***Note:** 237 Rifle Division receives an Activated Marker. This unit may not move in the upcoming Soviet Movement Phase.*

The Soviet player closes the Motorized Movement Phase by declaring two attacks, one using 21 Tank, 237 Rifle Div, and 7 Istr against the 10/8 Pz in hex 3728, and the second using 3 Tank

against the 803 Artillery in hex 3529. Declared Attack markers are placed on both hexes. Initial odds in both attacks are above the 1 to 4 minimum required odds level.

Axis Reaction Phase

The Axis player's reaction options are extremely limited.

The Axis player would like to reinforce the 803 Artillery. Since the 9 AT Bde projects a ZOC into hex 3528, the 8/8 Pz cannot react. The 10/8 Pz and 8/8 Pz units are similarly restricted from reacting by enemy ZOCs. The 8/3 M is within range, but would have to expend more than half of its MA.

Note: While 3 Tk would have to attack both 803 Artillery and 8/3 M if 8/3 M was adjacent to 3 Tk in 3330 or 3329, units moving in the reaction phase can not enter an enemy ZOC unless there is already a friendly unit in the hex being entered.

1. Reaction Movement. The only motorized unit able to react is the 678 Engineer Rgt, and it moves to enter hex 3529 to reinforce the 803 Artillery.

2. Artillery Support. The sole German artillery unit is fighting for its life against the 3 Tank unit, and is unable to provide support to any other non-adjacent units.

Note: Because the 678 Engineer Rgt entered its hex, the artillery unit can provide support instead of using its defense factor. However, since Defender artillery support strength cannot exceed total defense strength (15.5.5 b) and the defense strength of the 678 Engineer Rgt is only 1, the end result in combat would be the same. Total defense strength in the hex will be 2.

3. Defender Orders. The Axis player does issue orders to both defender hexes (note that there are no range or Command Point restrictions for the Axis player). Both hexes receive No Retreat Orders markers placed face down.

Soviet Combat Phase

The first Soviet attack pits the 21 Tank Div, 237 Rifle Div, and 7 Istr with a total of 10 attack strength points, plus the 11 Army Artillery with 2 support points against the 10/8 Pz with 5 defense strength points. Basic odds are 12 points to 5 points which equals 2 to 1 odds.

The Orders marker is flipped to reveal No Retreat.

The die roll is a 5, modified to 6 by the +1 DRM for the No Retreat Orders.

The combat result is 1* for the attacking Soviets, and R for the Axis.

The Soviets lose one step to satisfy the printed result, and the step has to come from the 21 Tank because of the asterisk (when the attacker has armor type units and the defender has armor, AT or AA units, the first step lost by the attacker must be armor, and the defender satisfies the first step of any loss with either armor, AT or AA). The 21 Tank is flipped to its reduced side. The 10/8 Pz loses one step because of the R result when it is under No Retreat orders. The 10/8 Pz receives a Step Loss marker (remember, because it has a defense strength above 5, it is a three step unit), and the first combat ends.

The second Soviet attack has the 3 Tank Div with 3 attack strength points against the German 803 Artillery and 678 Engineer which together possess 2 defense strength points. The basic odds are 3 to 2. The order marker is flipped to reveal No Retreat. The die roll is a 4, modified to 5 by the No Retreat DRM.

The result is 1* for the Soviets and an R for the Axis. Because of the No Retreat option, the Axis player must lose a step. Since no effects are in place in this attack that would cause the * to take priority, the Soviet player could choose which step to lose if there were more than one attacking unit. There is only one unit attacking however, making the Soviet player's 'decision' easy. With only one step of 3 Tank attacking, it is the step lost (eliminating the division). The Axis player must choose between losing either a valuable motorized engineer unit, or a strong artillery unit. The 678 Engineers are eliminated to satisfy the step loss, as the Axis player vows to better protect the 803 Artillery in the future.

Soviet Movement Phase

- 9 AT Bde moves to hex 3328
- 202nd Rifle Div moves to hex 3731
- 235 Rifle Div enters the map at hex 3326 and moves to hex 3327
- 70 Rifle Div enters the map at hex 4027 and moves to hex 3828
- 21 Tank Div moves to hex 3928
- 11 Army Arty moves to hex 3928
- 11 Army HQ moves to hex 3828
- 7 Istr moves from hex 3828 to hex 3829

There are no Soviet Engineering Phase actions. The Activation marker on the 237 Rifle Div is removed in the Game Turn Interphase, and the Game Turn marker is moved forward to turn 12. The VP's X 1 marker is moved to 4 on the VP Track because the Axis captured Soltsy.

The situation has turned out to be far worse for the Axis player than imagined when the

aggressive attack posture was adopted. Reinforcements are on the way, but 8th Panzer is in danger of taking further losses.

Game Turn 12

The only two actions taken prior to the Axis Movement Phase are:

- During the Reinforcement/Withdrawal Phase the Axis and Soviet players remove the GT 12 reinforcements from the set-up chart. The ground combat units are set aside for entry during the game turn. The three Soviet air units and two German air units are placed in their respective Ready Boxes.
- In the Air readiness Phase, the Axis player rolls for the Ju-88 in the Flown Box. The die roll is 5. The Axis player consults the readiness table in the Axis Flown Box. The Ju-88 passes the check, and is placed on the Ready Box for use during GT 12.

Axis Movement Phase

- 10/8 Pz uses Infiltration Movement to enter hex 3729 where it is joined by the 8/8 Pz and 59/8 Pz.
- The 803 Arty moves to hex 3430.
- 8/3 M advances one hex to 3329.
- The 28/8 Pz, 29/3 M, and 53/3 M all enter at hex 2933 and use road movement to reach hex 3330. All units in the stack have sufficient MPs remaining to enter woods hex 3329 (1 MP for the hex, +2 MPs for motorized unit woods movement cost, and +1 MP for entering an enemy ZOC).

Declared Attack markers are placed on hexes 3328 (the 9 AT Bde), and 3829 (the 7 Istr).

Axis Interdiction Phase

The Axis player performs an Interdiction Mission against hex 3828 containing the Soviet 11 Army HQ. He selects his Bf110 and Ju-88 (both with an Interdiction Rating of 1) from the Ready Box and places them face down on the mission hex.

The Axis player is gambling that both air units will survive possible interception and air combat, plus the AA fire from the HQ. If they do, their combined interdiction rating of two will allow a Level 2 Interdiction marker to be placed on the hex. The 11 Army HQ will have its Command Points reduced by two to zero, making Reaction Movement and issuing Orders impossible. The

8 Pz stack would get an easy attack that would split the Soviet line wide open and allow the Germans to threaten Shimsk from the south.

The Soviet player recognizing the danger, removes his fighter unit from the Ready Box, and places it on hex 3828 to intercept. The Axis player reveals both air units. Since the Bf110 is a firing unit with interdiction capability, the Axis player has to announce immediately whether it will act as a firing unit (fighter escort) or a mission unit (perform Interdiction). The Axis player designates the Bf110 as a Mission unit. The Soviet I-16 is a miserable fighter with a combat rating of 1. The Bf110 and Ju-88 defend with ratings of 2 and 3 respectively - he will take his chances. The Soviet player rolls the die for Air Initiative, almost a formality since there is only one firing unit - but wait, the result is 6 (no air combat). All firing units return immediately to the Flown Box. The I-16 is returned to the Soviet Flown Box without firing a shot while the two Axis aircraft remain to carry out their mission, if they survive the AA fire.

The Axis player now resolves AA fire. There is a +1 DRM because the mission is conducted on or adjacent to a hex containing a HQ. The die roll for the Bf110 is 6 modified to 7 for no effect. For the Ju-88, a roll of 7 is modified to 8. The Ju-88 is aborted by the AA fire and returns to the Flown Box. The Bf110's Interdiction Rating of 1 allows a Level 1 Interdiction marker to be placed on 3828, but the 11 Army HQ still has one command point it can use. The Bf110 now goes to the Flown Box.

Soviet Reaction Phase

The Soviet 11th Army Headquarters possesses one Command Point.

1. Reaction Movement. 21 Tank Div enters hex 3829.

2. Artillery Support. The Soviet player designates the in-range 11th Army Artillery to support the defenders in hex 3829.

3. Defender Orders. The Soviet player also uses the Command Point to issue a No Retreat Order to the Defender Hex. The appropriate marker is placed face down in the hex.

Axis Combat Phase

The Axis player takes his Bf109 fighter from the Ready Box and places it face down on Defender Hex 3829. The fighter can provide no DRMs to the combat, but perhaps can keep one or both Soviet mission units from adding their DRMs. The Soviet player removes the two bombers from the Ready Box and also places them on hex 3829. The air units are flipped, and the die is rolled for Air Initiative. The die roll is 8 (Soviet Initiative). If the Soviet player had differing plane types, he could choose which to match against the Bf109, and which to keep safe. It doesn't matter this time. One SB-2 mission unit is matched against the Bf109 and the ratings are compared. The Soviet rating of 1 is subtracted from the German rating of 4, and yields a +3

(the column on the Air Combat Table the Axis player will use). The Axis die roll is 3, which eliminates the SB-2. It goes immediately to the Destroyed Box. The Bf109 has done its job, and goes to the Flown Box. The SB-2 rolls for AA fire. The die roll is 6, and the SB-2 survives to provide a +1 DRM to the Declared Attack before it too heads for the Flown Box.

The first attack is by the four German units (with 803 Arty added for good measure) against the 9 AT Bde. It goes well. The odds are 17 to 2 for an 8 to 1 attack. The die roll is 2 with no DRMs. The result is no effect on the Axis and an “e” for the Soviets. The 9 AT Bde is eliminated, and 8/3 M advances into the vacated defender hex.

The Axis player’s second attack plan has come apart completely. Instead of a high odds attack without the 21 Tank involved, the odds are now 11 to 5 (2 to 1).

The Axis player could provide additional retreat orders to possibly reduce any step losses, but wants to control where his units go in case of retreat so does not. The Orders marker on the Soviet units is flipped to reveal No Retreat.

In spite of the tougher than desired Soviet defense, the battle turns out well for the Germans. The die roll is 6, modified to 7 by the following DRMs (-1 for Pz Div Integrity, +1 for the Soviet CAS point, and +1 for the No Retreat Orders, netting out to a +1). The result is no effect for the Axis, and a Retreat for the Soviets. Because of the No Retreat Orders, the Soviets remain in place and must lose one step. 7 Istr is eliminated.

Axis Motorized Movement Phase

- 8/3 M moves to hex 3229 to block Soviet movement toward the west edge VP hexes.
- 29/3 M moves to hex 3629.
- 53/3 M moves to hex 3527.
- 28/8 Pz moves to hex 3530.
- 59/8 Pz moves to hex 3632.
- 10/8 Pz moves to hex 3531.

There are no actions in the Axis Engineering Phase.

Soviet Motorized Movement Phase

- The 5 Motorcycle (MC) Rgt enters at hex 4031, and moves to hex 3833.
- The 21 Tank doesn't move.
- The 11 Army HQ can still only expend one Command Point, and does so to move the 237 Rifle Div to hex 3627. The 237 Rifle Div receives an Activated marker.

A Declared Attack is placed on hex 3527 (the 53/3 M).

Axis Reaction Phase

- 1. Reaction Movement.** No reaction movement is taken.
- 2. Artillery Support.** The 803 Arty is out of range so it cannot support the non-adjacent 53/3 M.
- 3. Defender Orders.** An Additional Retreat marker is placed face down on the Defender Hex.

Soviet Combat Phase

There is only one declared attack and no aircraft are available to add DRMs to the combat. The Orders marker is flipped to reveal Additional Retreat. The odds are 4-2, or 2-1 and the die is rolled. The roll is 4 with no DRMs. The result is "1" for both the Axis and the Soviets. Both the 237 Rifle Div and 53/3 M are flipped to their reduced sides.

Soviet Movement Phase

- The 183 Rifle Div enters at hex 3533 and moves to hex 3532 (surrounding the 59/8 Pz).
- 5 MC moves to hex 3733.
- 235 Rifle Div moves to hex 3428 (not only surrounding the reduced 53/3, but making it very difficult for the Axis player to attack the reduced 237 Rifle).
- 70 Rifle Div and 11 Army HQ both move to hex 3728.

Note: Even though 11 Army HQ moved, the Interdiction marker remains on hex 3828.

There are no actions taken during the Soviet Engineering Phase. During the Game Turn Interphase, the Activation marker is removed from the 237 Rifle Div, and the Level 1 Interdiction marker is removed from hex 3828. The Game Turn marker is moved forward to turn 13.

Game Turn 13

The Axis player needs to make a breakthrough quickly. Despite losing three steps and an air unit, on GT12 the Soviets managed to push their line one hex closer to Soltsy, and are now in a position to possibly attack and retake it. Additionally, the German player can not ignore the threat posed by 183 Rifle Div and 5 MC to the south. They must be blocked this turn, or the next, from moving towards the west edge VP hexes.

The Axis and Soviet players set aside their reinforcements for the turn. During the Air Readiness Phase, all Axis air units pass their readiness checks and are placed in the Axis Ready Box. The Soviet I-16 passes its readiness check and is placed in the Soviet Ready Box. The remaining SB-2 fails its readiness check and remains in the Flown Box.

Axis Movement Phase

- 1/SS Tk moves by road from its entry hex (2933) to Soltsy in hex 3629.
- 10/8 Pz moves by road to hex 3729.
- RSC L moves from its entry hex (2928) to a blocking position in hex 3229.
- 59/8 Pz uses infiltration movement to move from hex 3632 to 3531.
- 53/3 M uses infiltration movement to move from hex 3527 to 3628.
- 803 Arty and 8/3 M move to hex 3629 (Soltsy).
- 28/8 Pz moves to hex 3729.

Declared Attack markers are placed on hexes 3728 and 3829.

Having looked at the current situation, the Axis player feels confident that the three west edge VP hexes can be held by the Turn 14 reinforcements if the Axis player can move one unit back after the attacks, to screen the southwestern edge. Therefore, the attacks are designed with the hope to break the Soviet line in the center and push directly at Shimsk.

Axis Interdiction Phase

The Axis player elects not to use his air units now, preferring to save them for the combat phase.

Soviet Reaction Phase

- 1. Reaction Movement.** There are no units eligible for reaction movement.
- 2. Artillery Support.** 11 Army Arty is designated to support the defenders in hex 3728.
- 3. Defender Orders.** 21 Tank Div will probably be destroyed, so the Soviet player places a No Retreat order to gain a +1 DRM, using 1 command point. No order is placed on the other Declared Attack hex.

Axis Combat Phase

The Axis player feels the attack on 3728 may cause the most damage to his units, and since he's counting on doing at least one step loss to the Soviet 70 Rifle Div to prevent a strong counterattack, all 3 Axis air units are placed on hex 3728 face down. While the Bf109 has no CAS rating, it can be used to protect the Mission Units against any Soviet fighters. The Soviet player has only his I-16 available and places it on hex 3728, hoping to partially reduce the attacker CAS. All air units are flipped to their face up sides. The Axis player designates the Bf109 with its Air Combat rating of 4 as a firing unit, and the Bf110 as a mission unit. The Soviet player rolls for Air Initiative and gets a 7, resulting in "No Air Combat".

The Bf109 and I-16 are returned to their respective Flown Boxes. The Bf110 and Ju-88 are now subject to AA fire. Since there is an operational HQ in the hex, there is a +1 DRM. The die rolls are a 2 for the Bf110 and a 3 for the Ju-88. Modified by the +1 DRM, both rolls are still No Effect, allowing these units to add their -1 DRMs to the upcoming combat. Both units are placed in the Axis Flown Box.

The Axis player decides to resolve the attack on 3829 first, potentially forcing a possible retreat from 3728 to the North, and more importantly, deny artillery support to 3728 by placing 11th Army Arty in a ZOC.

10/8 Pz and 28/8 Pz are designated to attack. The orders for the defenders are flipped to reveal No Retreat. The odds are 8 to 2, or 4 to 1. There is no Combined Arms Bonus (CAB) because 21 Tk is an armor unit. The No Retreat DRM of +1 is the only DRM in effect. The die roll is a 2, modified to 3 which results in '-' for the Axis, or no effect. The result for the Soviet units is a 2R, eliminating 21 Tk. 28/8 Pz and 10/8 Pz advance into hex 3829 making 11th Army Arty very uncomfortable.

The Axis player now resolves the attack in 3728. 8/8 Pz, plus all four units in 3629 are the designated attacking units, with 803 Arty providing artillery support. The Bf110 and Ju-88 both added a -1 CAS DRM. There is no +1 DRM for 8/8 Pz because the other attacking units are not also attacking across a river. The final DRM is -2. The odds are 18-7 or 2-1. The die roll is a 4, modified to 2, resulting in 1* for the Axis. The Axis player assigns the step loss to 29/3 M. There are no asterisk effects to be applied. The Soviet result is a 2R giving a tough choice to the

Soviet player, higher combat strength for the 70 Rifle Div or the HQ capabilities.

The Infiltration Movement of 53/3 M and the advance of 10/8 Pz and 28/8 Pz have surrounded the 70 Rifle and HQ 11th Army with either Axis units or their ZOCs into vacant retreat hexes. If the HQ unit retreats through one of these vacant ZOCs, it is automatically flipped to its Non-Op side, an outcome good neither for the HQ, nor the units within its Command Range. Bowing to reality, the Soviet player reluctantly eliminates the HQ as the first of the two steps required to be lost. The second step comes from the 70th Rifle (a Step Loss marker is placed on it). The 70th is retreated through hex 3828 (one of the vacant hexes in Axis ZOC) and ends its retreat in Medved (hex 3827). The Soviet player now consults the Retreat Table, swallows hard, and rolls a 2. Instead of being completely destroyed, the 70th (a fine pre-war Soviet division) loses only one of its two remaining steps. The Step Loss marker is removed, and the 70th is flipped to its reduced side. A reasonably strong Soviet line at the beginning of the turn has been virtually destroyed. 29/3 M, 8/3 M and 8/8 Pz advance into 3728.

Axis Motorized Movement Phase

- Soviet 11th Army Arty was right to be uncomfortable. The Axis units in 3829 declare an overrun on hex 3928. The basic odds are 8-1, netting a -1 DRM for odds ratio. There is an additional -1 DRM because the Artillery is alone in the hex, leading to a total DRM of -2. The roll is an 8, modified to 6, resulting in the Axis player retreating the 11th Army Arty to 4030. 11th Army Arty receives an overrun marker. The overrunning stack enters 3928 and stops.
- 8/8 Pz moves by road to 3032 to block any Russian attack on the western edge victory hexes.
- 8/3 M and 29/3 M move to hex 3828.
- 59/8 Pz moves to hex 3729.

The overrun marker is removed from the 11 Army Arty in the Axis Engineering Phase.

Soviet Motorized Movement Phase

The Soviet player has problems. No strong units remain for a counterattack. The best choice seems to be an attempt to recapture Soltsy, but because only motorized units can move before the combat phase, the attack will have to be next turn. Furthermore, 70 Rifle Div is out of position to get to Soltsy in time to participate in the attack.

- 5 MC moves to hex 3630. This not only positions 5 MC to threaten Soltsy and the west edge VP hexes, it places 803rd Artillery in an enemy ZOC, removing its ability to participate in defense of 53/3 M in 3628.
- 28/28 Tk enters at hex 3834 and moves along the minor road to hex 4031.

A declared attack marker is placed on hex 3628. If 53/3 M can be eliminated, then 237 Rifle Div could move into position to attack Soltsy in the Soviet Movement Phase.

Axis Reaction Phase

1. Reaction Movement. There is no Axis Reaction movement possible.

2. Artillery Support. There is no Artillery Support possible because 803rd Artillery is in an enemy ZOC

3. Defender Orders. No Retreat orders are placed on 3628.

Soviet Combat Phase

237 Rifle Div attacks 53/3 M in hex 3628. There is a +1 DRM for the revealed No Retreat orders. The odds are 2-1. The die roll is a 7, modified to 8. The result is No Effect for both the Axis and the Soviet units.

Soviet Movement Phase

- 235 Rifle Div moves to 3529.
- 202 Rifle Div moves to 3630.
- 28/28 Tk moves to 3831.
- 11 Army Arty moves to 3831.
- 70 Rifle Div moves to Shimsk (3927) to possibly try to push the Germans back if they leave only one hex adjacent to Shimsk.

There are no Soviet Engineering Phase actions. During the Game Turn Interphase, the Game Turn marker is moved forward to turn 14. The VP's X 1 marker is moved to 5 on the VP track because the Axis occupies hexes adjacent to Shimsk.

Game Turn 14

The Russians have the slimmest of chances. They need to force the defenders out of Soltsy or hope that the Germans leave an avenue of attack against the west edge victory point hexes for 5 MC.

Both players set aside their GT 14 reinforcements. All air units from both sides pass their air readiness checks and are placed in their respective Ready Boxes.

Axis Movement Phase

- 616 Armored Anti-Tank, 2/SS Tk and SS Tk all enter at hex 2933 and move up the road to 3430.
- 8/8 Pz moves to 3430.
- 59/8 Pz uses infiltration movement to enter hex 3629 (Soltsy).
- RSC L moves to 3031.

A declared attack marker is placed on 3529 using the units in hex 3430.

Axis Interdiction Phase

There are no interdiction attempts made.

Soviet Reaction Phase

1. Reaction Movement. With no HQ, there is no possible reaction movement.

2. Artillery Support. 11 Army Arty is not within range of the combat and can not provide defensive support.

3. Defender Orders. No orders can be placed because there is no HQ.

Axis Combat Phase

All three Axis air units are placed face down on hex 3529, as is the Soviet I-16. The SB-2 is kept out of the defense because the Soviet player feels it may be more effective in the coming assault on Soltsy during his combat phase. The air units are revealed. The Axis player

designates the Bf109 as a firing unit. The Russian player rolls a 4, resulting in Axis initiative. The Bf109 engages the I-16 with a ratio of +3/-3. The Axis player rolls a 9 for No Effect on the Soviet I-16. The Soviet player rolls a 1, causing the Bf109 to abort and be placed in the Axis Flown Box. Since there is no Tactical advantage, the I-16 returns to the Soviet Flown Box.

The Ju-88 and Bf110 are now subjected to AA fire. There are no DRMs added to the roll. The Soviet player rolls a 6 for the Ju-88 for a No Effect result. The Soviet player then rolls a 9 for the Bf110 resulting in an Abort result. The Bf110 is placed in the Axis Flown Box while the Ju-88 applies its -1 CAS DRM to the attack before also returning to the Axis Flown Box.

All units in 3430 participate in the attack for basic odds of 9-2 or 4-1. The DRMs include a -1 CAB for the Axis because of 616 Armored Anti-Tank attacking with the motorized infantry units, and because the Soviets have no defending armored units. There is also a -1 CAS DRM for the Ju-88. The net DRM is -2.

The die roll is a 9, modified to 7. The result for the Axis is No Effect. The result for the Soviet is a 'R'. 235 Rifle Div retreats to 3631 through the friendly units in 3630. This negates the step loss for moving through an enemy ZOC when retreating, therefore 235 Rifle Div survives. All attacking units enter the hex except 8/8 Pz.

Axis Motorized Movement Phase

- 53/3 M moves to Soltsy (3629).
- SS Tk moves to 3527.
- 8/8 Pz moves to 3033.
- 2/SS Tk moves to 3131 blocking 5 MC from attacking RSC L, which would potentially allow the Soviets to capture a west edge VP hex.

The Soviet player concedes. There are currently 6 steps in Soltsy and with the number of Soviet units that will be able to attack, the best odds that could be achieved would be 1-2. All the Axis player has to do is place a No Retreat order on Soltsy to maintain control. The Western Edge VP hexes are blocked, and there is no way to clear all two Axis occupied hexes adjacent to Shimsk.