

# *Roads to Leningrad*

## PLAY BOOKLET

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## 1.0 Victory Points

Only the German Player scores VPs. He needs to score a VP total sufficient to achieve the Victory Level as shown in the scenario's Victory Point Schedule. The Soviet Player wins by preventing the German Player from achieving his minimum Victory Level total. Refer to the scenario instructions or Player Aid cards for the Charts showing VPs awards and victory levels for that scenario.

### 1.1 The VP Track

Keep track of the current VP total by adjusting the VP Total marker up or down, as appropriate, on the VP Track. Some VP values are negative numbers that lower the German Player's VP total. It is possible for the German Player's overall VP total to be a negative number.

### 1.2 Location VPs

**1.21** VP locations and point values are listed on the Victory Point Schedule for each scenario. The VP value of a location may change as the game continues.

**1.22** German Location VPs are awarded on the turn Victory is determined—generally the end of the last turn of a scenario, although there may be “Sudden Victory” conditions that involve a temporary counting of VPs on earlier turns. It does not matter how many times a location has changed hands during the course of play; what matters is that the German Player either holds the hex or was the last to control it on the turn victory is determined.

**1.23** Soviet Location VPs are scored differently. First, Soviet Location VPs are scored at the moment of capture. Second, the VPs are negative points that decrease the German VP total. Third, the deductions to the German VP total are permanent. It matters not if the Germans recapture the hexes. The damage is done when the Soviets capture the hexes.

### 1.3 Step Loss or Game Action VPs

**1.31** VPs awarded for the loss of Combat Unit steps are added to the VP total at the moment the step losses are inflicted. Any VPs awarded for step losses suffered by units prior to the start of a scenario are noted in the Scenario Victory Conditions sections.

**1.32** Certain game actions taken during the course of play may cause VPs to be added or subtracted from the VP total. Make these adjustments immediately, as each action is taken. These actions, conditions associated with them, and their associated VPs are listed on the VP Schedule for each scenario.

## 2.0 Setting Up a Scenario

### 2.1 In General

Refer to the desired scenario and locate the required game components. Set Up and align the map, Scenario Set Up cards, and any other cards that should lie flat. Place the following markers on the charts:

- Set VP markers on the VP Track at zero or as directed at the start of the scenario.

- Place the Turn marker on the Turn Record Track in the box specified for the beginning turn of the scenario being played.

### 2.2 Set Up Scenario Units

**2.21** Place all air and ground units for both sides on the Scenario Set Up Cards, on their respective unit facsimiles. A black triangle in the upper right-hand corner of the box indicates that the unit begins play on its reverse side, because it is already at reduced strength or Fired.

**2.22** Units are placed as follows:

- Place all At Start air units for both sides in their indicated boxes on the Air Unit Display.
- Place all At Start ground units on their indicated map hexes. The Soviet Player usually places his units first.
- Place all Strongpoint markers as indicated by the scenario instructions.
- Set each side's At Start Activation markers aside for later placement in opaque cups.
- All reinforcement units for both sides remain on their respective Scenario Set Up cards.

### 2.3 Scenario Special Rules

Each scenario includes special rules applying only to that scenario, or exceptions to the standard rules. Take some time to familiarize yourself with these before beginning play.

## 3.0 Scenario #1: The Battle of Soltsy

**Historical Situation:** On 10 July German Pz.Gp.4 renewed its offensive toward Leningrad with two Panzer corps, XLI (Reinhardt) direct at Leningrad through Luga and LVI (von Manstein) through Soltsy and Shimsk to cut off Leningrad from the south and east. For a while the offensive moved swiftly with the advanced elements of LVI Corps east of Soltsy by dusk on the 13th. At the same time, Soviet command observed how LVI Corps was strung out along the road to Shimsk. With Reinhardt's corps diverted well to the north the day before, Soviet command was convinced their moment for a counter-offensive had come. They diverted reinforcements already on the way and reorganized them into northern and southern pincers to cut-off and surround Manstein's corps.

On the 15th the Soviet hammer struck. While the German 3 Motorized Division was busy fending off heavy attacks on their positions at Gorodishche and rear echelons fought off raids across the Shelon River in the south, 8 Panzer found itself quickly surrounded and under attack by the 70th Order of Lenin Rifle Division and parts of 21st Tank Division. Now for the first time a Panzer division had to yield. It reorganized for all-round defense and during the 17th completed its breakout to the west after much heavy fighting.

Soviet forces under Front and Theater direction had organized and executed a successful offensive against some of Germany's finest troops. A precious three weeks was gained for the defenders of Leningrad.

### 3.1 General Information

**3.11 Scenario Length.** There are ten turns, 13AM through 17PM.

**3.12 Scenario Area.** Use the entire Soltsy map.

**3.13 Set Up Cards.** Use German and Soviet Scenario #1 Set Up cards. The Soviet Player places his units first.

### 3.2 Scenario Special Rules

**3.21 Initiative and Weather.** The German Player has the Initiative automatically for the first two turns. Weather for the 14AM turn is automatically Clear.

**3.22** Treat the German “AA269/269” unit as an Army Unit for all purposes in this scenario.

**3.23** The Activation marker for the Soviet 70th Rifle Division does not start in play, but first becomes available on the 14 AM turn. This means that units of the 70th Rifle Division cannot activate until the 14 AM turn.

**3.24 Airfield.** Hex 2114, the airfield, acts as a limited Supply Source for German non-artillery units on Dry or Cloudy weather turns (only), when the hex is friendly to the German Player. This hex can supply non-artillery German units in any two hexes, which can trace a five hex Supply Line [6.21] to it. The airfield cannot supply artillery units.

**3.25** The German Supply Source in Hex 1533 is active at the start of the scenario, although initially behind Soviet lines. German units can use it as a Supply Source as soon as they can trace a Supply Route to it.

**3.26** The Soviet optional reinforcement of 16AM through 17PM is received as eight steps of infantry type units [refer to How to Read Units Card for allowable unit types] from units or steps eliminated. No other unit type can be received. The eight steps are received during the Reinforcement Phase by:

- Flipping a reduced on-map infantry unit to its full strength side (counts as one step)
- Returning an eliminated unit to the map on its reduced side (counts as one step).
- Returning an eliminated unit to the map on its full strength side (counts as two steps).

The eight steps are received during the Reinforcement Phase. Units returned to the map are placed with their Formation HQ (up to stacking limits). If the HQ is not in play then they cannot be received. All on-map units restored to full strength and eliminated units returned to the map receive a Disruption marker upon placement.

**3.27 Soviet disorganization.** The following restrictions are placed on Soviet on-map units for the 13AM and 13 PM game turns:

- 3 Soviet Tank Division—On the 13AM turn, The HQ and 1/3 motorized battalion may not move, and the 3 Artillery unit starts on its fired side
- 70 Soviet Rifle Division—The Activation marker for this division is not used on the 13AM and 13 PM game turns (the division was detrainning and moving to the positions it occu-

pies on the map). The 70 Rifle Division units may not move or attack on these two game turns, but may defend and retreat normally.

- 202 Soviet Rifle Division—On the 13AM and 13 PM game turns no more than two units (including the HQ) can stack in any one hex. No units of the 202 Division can build Strongpoints. The 614 Army artillery regiment is placed on its fired side for both game turns.

*DESIGNER NOTE: While the Soviets were moving fresh attacking Formations into position, other battered Soviet units were trying very hard to reorganize and get out of the way.*

### 3.28 Offensive CAS Missions

**a.** At the start of each turn, set the Soviet Offensive CAS Missions Remaining (OCMR) marker at 2. This number may increase due to Soviet reinforcements, or decrease if the Optional German air group is taken (refer to Soviet and German Scenario #1 set-up cards)

**b.** At the start of each turn, set the German (OCMR) marker at 1. If the optional group of German air unit reinforcements is taken, starting with the 16 AM turn, set the OCMR marker at 3.

**c.** In addition, during the Air Readiness Phase of the 16 AM turn do the following:

- After all Soviet air units are in the Ready Box, randomly remove 50% of those units, and set aside the removed units for the remainder of the scenario.
- Set the Soviet OCMR marker at 2 per turn for the remainder of the scenario.

### 3.3 Victory Conditions

**3.31** Set the VP marker on the VP Track at zero.

**3.32** VPs for Steps Eliminated and Actions Taken are added to the VP Track permanently, as they occur. Refer to the Scenario Victory Point Schedule.

**3.33** The German Player can achieve a Sudden Victory on the 15AM turn, if he has sufficient Victory Points.

**A.** VPs for locations currently (or last) controlled by German units are tallied during the 15AM Sudden Victory determination (at the end of the 15AM turn), and then (temporarily) added to the VP total on the VP Track. If the current VP total then equals or exceeds the Sudden Victory VP level, the scenario ends, and the German Player is declared the winner. If the total is less than the Sudden Victory VP level, play continues.

**B.** Location VP levels change between the 15AM and 15PM turns. Remove all Location VPs from the VP Track total before play continues on the 15PM turn.

**C. 17PM Final Victory Determination.** At the end of the 17PM turn, the 17PM Location VPs are added to the VP total on the VP Track. If the final total equals or exceeds the Scenario Victory level, the German Player is the winner. If the total is less than the Scenario Victory level, the Soviet Player is the winner.

### 3.4 PLAY NOTES

The German player starts with a huge advantage in this scenario—he knows exactly where the Soviets are. Historically, the Germans motored into a trap and had to fight hard to get out of it. Since the powerful Soviet 70th Division is not moving for two turns, the choice of where to strike is all yours. Be advised, to go for broke to win a Sudden Death victory is hazardous in the extreme. Taking a look at the Victory Points chart and the Soviet reinforcement schedule for the scenario yields some interesting observations. First, taking and holding Utorgosh and Medved will probably be impossible if the Soviet player enters the 237th Rifle Division from the north (as he should). The 237th is not as good as the 70th, but it's more than enough to block the advance elements of the German 3rd Motorized Division early in the scenario. To gain the requisite number of victory points for a Sudden Death victory, the German player will have to bypass Soltsy with his advance elements, moving directly on Mshaga and Shimsk to take them by coup de main before 70th Division can intervene. Follow-on elements of 8th Panzer would be tasked to take Soltsy. The 3rd Motorized Division's chief tasks would be to exterminate the 3rd Soviet Tank Division and inflict armor step losses on the newly arriving 21st Soviet Tank Division. This is the easy part. Victory Determination does not occur until the end of the 15 AM Game Turn, giving the Soviet player a chance to do some exterminating of his own as he hurls the powerful 70th Rifle Division at your weak, extended spearheads. Remember, You've got armor up there, and each step lost is -2 VPs. If you hold for the turn and keep Mshaga and Shimsk, you'll probably win because the Sudden Death conditions are predicated on the solid assumption that had the Germans taken and held those places, the fragile Soviet command structure would have been thrown into such disarray that their attack would have been called off. Long odds. Long odds.

Better to play a prudent early game and have an intact 8th Panzer Division for the brutal attacks the Soviet player will be launching later. Build strongpoints in and around Soltsy. Stack your armor units with non-armor units to absorb step losses. Place your artillery to provide support at all points while keeping them out of reach of marauding Soviet units trying to either eliminate them or keep them from being able to support. Position your units carefully so that you can utilize Combat Refusal and Reaction whenever needed—and both will be needed frequently. Create your rapid reaction forces to keep your supply road from the west map edge open. Keeping that road free of Soviet units and uncontested Soviet ZOCs will be very difficult against competent Soviet play. Concentrate the 3rd Motorized to take on and defeat the 237th Rifle. If 3rd Motorized holds Gorodishche and either virtually destroys the 237th Rifle or takes Utorgosh, you'll probably win the scenario.

Finally, for the German Player: do you want the optional German Air Group? It costs 6 VPs, but if the Soviet player has taken his 15 AM optional group, you'll lose if you do not have it. Those air units are the difference between a successful defense and counterattack and just hanging on.

The Soviet player needs help in this scenario because there is no element of surprise as existed historically. Help, however, is provided. There are two optional reinforcement groups available, and you may want to take both of them.

The 15 AM group is by far the more valuable of the two. Take this group. Historically, Voroshilov, the Front Commander was elsewhere, supervising other battles, but he could have been at Soltsy. If Voroshilov shows up, you get several resources that will move you closer to parity with the Germans, if only for a short time:

- The Voroshilov counter gives you a leader with a command point to spend.
- Voroshilov brings with him added commitment of air-ground coordination resulting in an additional offensive CAS mission for each turn.
- The biggest plus is the addition of staff resources in the form of the Activate Any Formation marker to allow one Soviet formation to activate twice in a turn as all the German formations routinely do.

The second group, eight replacement steps of infantry to replace higher than historical losses, is more of a toss-up. Replacing the infantry is nice, but if there's one thing the Soviet player has, it's infantry. The 3 VPs is often the difference between winning and losing the scenario.

Do not be overly aggressive. The Soviets have the edge in raw combat strength, but the Germans can run rings around them because of their mobility and double activations for their formations. The Achilles heel for the Germans is their supply road to Soltsy. Cutting that road to put the Soltsy defenders and advanced elements of 8th Panzer out of supply is a high priority, and ranks ahead of attacking Soltsy directly. All of your formations south of the Shelon River (the 180th, 183rd and 202nd Divisions) are either weakened formations or outright remnants. They cannot take too much punishment, so employ them judiciously to cut the Supply Road. Some units of the 202nd will need to remain in place south of Soltsy and build strongpoints to prevent the Germans from making a late-scenario dash for Volot to the southeast. The 237th Division may have the strength to attack and retake Gorodishche, but at least half the division, including the artillery, is much better employed in a more defensive role manning strongpoints to prevent the capture of Utorgosh. The 21st Tank Division is a moving victory point bonanza for the German player. Do not let it venture south by itself. Most of its armor should be farmed out to the 237th and 70th divisions for making mobile attacks or to negate the Combined Arms bonus on defense. Even the 70th Division is better used to surround and isolate Soltsy from the west prior to attacking it. Whenever possible, place the Germans out of supply to reduce their ERs and attack capability. The other side of the coin is to trade infantry steps ruthlessly to inflict step losses on German armor and artillery units, and to take VP objectives once the Germans are isolated or surrounded.

## 4.0 Scenario #2: Counter-Blow at Soltsy

**Historical Situation:** Before dawn on 15 July the Soviets struck their main blow against 8 Panzer Division at Soltsy. Leading the attack was 70 Order of Lenin Rifle Division supported by tanks of 21 Tank Division and others. The 70th had earned its laurels fighting the Finns during the 1939/40 Winter War but tactics there were still not up to German standards. However at Soltsy, the 70th had the 8th Panzers surrounded.

Making the first move was 68 Rifle Regiment into the 8th Panzer's rear. The panzertruppen counter-attacked but were driven back and now the whole division was surrounded. On the 16th it gradually pulled back to the line of the railroad tracks to the west and that night gave up the last district of Soltsy. On the 17th it fought in the Dubrovo area and by the 18th had completely withdrawn from the battlefield, its place on the line now being taken over by the SS Totenkopf Division.

The 3 Motorized Division too had come under heavy attack, mainly by 237 Rifle Division, recording seventeen attacks on one day. It was effectively pinned in place but a few detachments were spared to help cover the long unguarded German right flank along the Shelon River. There, Soviets successfully shot up critical German supply columns.

The Soviets credited themselves with the routing of 8 Panzer Division and the infliction of many casualties. German losses indeed were serious but not disastrous. But Germany could ill afford having a Panzer division remain out of action for long.

### 4.1 General Information

**4.11 Scenario Length.** There are six turns, 15AM through 17PM.

**4.12 Scenario Area.** Use the entire Soltsy map.

**4.13 Use German and Soviet Scenario #2 Set Up cards.** The German Player places his units first.

### 4.2 Scenario Special Rules

**4.21 Initiative and Weather.** The Soviet Player has the Initiative automatically for the 15AM turn. Weather for the 15 AM turn is automatically Clear.

**4.22** All Soviet units occupying Strongpoints on the 15 AM turn cannot move, but may retreat normally if attacked.

**4.23 Special Procedure:** On the 15 AM turn the Soviet 70th Rifle Division activates twice (simulating its superior capabilities to launch a prepared attack—once committed to battle [15 PM turn and beyond] it performed no better than any other formation in the battle). After the first Activation, return the 70th Rifle Division AM to the Soviet opaque AM cup so that it may be drawn randomly for a second Activation.

**4.24** Treat the German “AA269/269” unit as an Army Unit for all purposes in this scenario.

**4.25** Hex 2114, the airfield, acts as a limited Supply Source for German non-artillery units on Dry or Cloudy weather turns (only), when the hex is friendly to the German Player. This hex

can supply non-artillery German units in any two hexes, which can trace a five hex Supply Line [6.21] to it. The airfield cannot supply artillery units.

**4.26** The German Supply Source in Hex 1533 is active at the start of the scenario, although initially behind Soviet lines. German units can use it as a Supply Source as soon as they can trace a Supply Route to it.

### 4.27 Offensive CAS Missions

**A.** At the start of each turn, set the Soviet Offensive CAS Missions Remaining (OCMR) marker at 2.

**B.** At the start of each turn, set the German (OCMR) marker at 1. If the optional group of German air unit reinforcements is taken, starting with the 16 AM turn, set the OCMR marker at 3.

**C.** In addition, during the Air Readiness Phase of the 16 AM turn do the following:

- After all Soviet air units are in the Ready Box, randomly remove 50% of those units, and set aside the removed units for the remainder of the scenario.
- Set the Soviet OCMR marker at 2 per turn for the remainder of the scenario.

### 4.3 Victory Conditions.

**4.31** Set the VP marker on the VP Track at zero. The Soviets have caused a -2 VP deduction for eliminating one step of German armor, but the Germans have earned +2 VPs for eliminating one step each of Soviet armor and artillery, resulting in a net VP total of zero.

**4.32** Apply rule 18.25d above.

### 4.4 PLAY NOTES

For the Soviet Player, this scenario will be incredibly frustrating. You've got more combat power than the Germans, but it's just so slow and ponderous to deploy. The Germans are still far more flexible, but their Achilles Heel is the -2 VPs for each armor and artillery step lost.

Your task around Soltsy will be to make the Germans retreat to Soltsy as quickly as possible so that you have several turns available to make them stand and fight and lose those steps to hold it. From the start, it is better to use your Formations in the indirect approach, swinging behind the Germans to cut them off and force retreats rather than attacking head-on everywhere.

West of Soltsy along the Shelon River opportunity beckens. The only German supply road for the 8th Panzer is vulnerable in the extreme to forays by units of the 180th and 183rd Rifle Divisions. You'll have the German covering forces outnumbered, so carefully choose your times and places to move adjacent to the main road to collect VPs, knowing that the German units, being extremely mobile, will often be able to move to screen threatened road hexes or mass to pick off your units. Do not lose so many of your units that the German has the opportunity to surround and destroy critical HQ and artillery units, or make a dash through gaps for VP hexes near the east map edge.

At first glance, it looks like the 237th Rifle and 21st Tank divisions should sweep south to cut off Soltsy to the east. Though tempting, this would be a disastrous move, bringing those Soviet tank battalions with their low defensive strengths into direct contact with center mass of the 8th Panzer Division as it redeploys west. Not that select units should not dash south to cut the supply road and make life difficult for the Germans—some non-armor units should do exactly that. The bulk of the 21st Tank Division's armor should stay back to reinforce the 237th Rifle against attacks from the German 3rd Motorized. A word to the wise—a stand-up fight between the 3rd Motorized and the 237th Rifle by itself will result in the virtual destruction of the 237th Rifle and the loss of several key VP hexes up north.

The German Player inherits a terrible situation. The Soviets are set to attack a lot of vulnerable 8th Panzer units. Your only salvation is your mobility. Almost all of your units can either refuse combat and retreat out of harm's way, or react into critical defender hexes, even when in Soviet ZOCs. With the high ERs and availability of HQ Command Points for Reaction Movement, most of these actions will be successful.

Play not to lose around Soltsy. Your primary task will be to usher your valuable artillery and armor units out of danger east of Soltsy while fortifying around Soltsy itself to make a stand there. You'll have hard choices to make: Choose Assault Sequence to construct Strongpoints and your retreating units can move at only one half MA. Choose Mobile Sequence to get maximum movement out of your units and you won't get the Strongpoints. Fighting for Soltsy itself is dangerous. Almost certainly the town cannot be held till the end of the scenario. The trick then, is to hold for at least two turns after 16AM to get the Action VPs, but without losing any valuable armor or artillery, and without losing VPs for units eliminated while completely surrounded by Soviet units. If the odds of taking negative VPs for unit and step losses is high, better to give up Soltsy early than lose the scenario trying to hang on to it.

Play not to lose on the Shelon River. If you do not redeploy significant portions of the 8th Panzer and use all of the Totenkopf to keep the Soviets from projecting ZOCs into those main road hexes, you'll never get out of the VP hole you've dug. Initially, use your few red box MA units to delay the Soviets using Combat Refusal. As the Aufklarungs Battalion from 3rd Motorized and the Totenkopf units arrive use them to screen critical road sections while you build up a strike force from 8th Panzer to kill off the interdicting units as quickly as possible.

Play to win with the 3rd Motorized—your only true bright spot at start. Gorodishche is the key. Attack and reduce the units of the 237th Division adjacent to Gorodishche early and isolate the remnants of the 3rd Tank occupying the strongpoint. The Soviet Player will have a dilemma: Try and stand at Gorodishche (not very possible) and risk losing four VPs for the HQ and armor step (quite possible) or run away with 3rd Tank to hopefully fight another day. With the intervening marsh hexes, the battle between 3rd Motorized and 237th Rifle is split into two sections, however by virtue of your superior mobility and two Activations per turn to just one for the 237th, you will be able to

shift forces, mass, and crush your opponent in detail. If you are playing against an opponent with tunnel vision that is concentrating on events to the south, you may well be able to strike out for Utorgosh, Medved and Shimsk virtually unopposed late in the scenario.

Finally, take the optional German air group. The VP cost is high, but the benefits of reduced Soviet Close Air Support and favorable DRMs for German defenders around Soltsy and German attackers around Gorodishche outweigh the cost and make a German victory possible.

## 5.0 Scenario #3: Battle of Staraya Russa

**Historical Situation:** To relieve pressure on the increasingly hard-pressed armies defending Leningrad, in early August the Soviet High Command (STAVKA) prepared a surprise counter-offensive near Staraya Russa, south of Lake Ilmen. For this offensive STAVKA assigned the 34th Army (Lt. Gen. Kachanov) to augment the 11th Army (Lt. Gen. Morozov) then already in position. On 12 August the attack began, initially with eight divisions, eventually with ten, tearing into German Gen. Hansen's X Corps' southern flank. His three divisions, exhausted from their frontal attack on Staraya Russa, were outnumbered. Within two days Soviet mechanized units had penetrated 35 miles, severing all contact with German II Corps to the south.

While Berlin had originally ordered the formation of a purely defensive front south of Lake Ilmen, the developing crisis caused a re-examination. By 14 August, the crisis was causing concern in both Berlin and in Feldmarshal von Leeb's Army Group North Headquarters. Leeb ordered the SS Totenkopf Division from reserve to a more forward position, to counter further Soviet westward moves, but this was not enough. By the next day Hitler demanded the transfer of a full panzer corps in reaction to the Soviet threat, and to Hansen's continuing requests for help. Later on the 15th, Leeb thought he would be able to send reinforcements instead to the German breakthrough on the lower Luga, aimed at Leningrad, but by the end of the day, Leeb had revised his estimate: the Soviets had managed a breakthrough, and X Corps was in trouble. X Corps would receive heavy support from the Luftwaffe, and Manstein's LVI Corps would be sent to restore the situation. This removal of German strength from the assault on Leningrad probably saved the city from German occupation.

### 5.1 General Information

**5.11 Scenario Length.** There are twenty-two turns, 13AM through 23PM.

**5.12 Scenario Area.** Use the entire Staraya Russa map.

**5.13 Use German and Soviet Scenario #3 Set Up cards.** The Soviet Player places his units first.

## 5.2 Scenario Special Rules

**5.21 Initiative and Weather.** The Soviet Player has the Initiative automatically for the first four turns. Weather for the 13AM turn is automatically Clear.

**5.22** The Soviet 180th, 182nd, and 183rd Rifle divisions were the main components of the Soviet 11th Army. The Soviet 163rd and 202nd Rifle divisions were the main components (at that time) of the Soviet 1st Mechanized Corps. All units of the Soviet 11 Army always activate together, and operate as a single, combined Formation for all game purposes. All units of the Soviet 1st Mechanized Corps always activate together, and operate as a single, combined Formation for all game purposes.

### 5.23 Offensive CAS Missions

**a.** At the start of each turn, set the Soviet Offensive CAS Missions Remaining (OCMR) marker at 2. If the optional group of air unit reinforcements is taken, starting with the 16AM turn, set the OCMR marker at 4. German air reinforcements may reduce this number (see next paragraph)

**b.** At the start of each turn, set the German (OCMR) marker at 0. If the optional group of air unit reinforcements is taken, during the Air Readiness Phase of the 17 AM turn do the following:

- Set the German OCMR marker at 4 for each remaining turn starting with the 17 AM turn.
- Reduce the current Soviet OCMR number by 50% for each remaining turn starting with the 17 AM turn.
- After all Soviet air units are in the Ready Box, randomly remove 50% of the Soviet Air units. Units removed are set aside for the remainder of the scenario.

**c.** The following Formations cannot use Offensive CAS missions when attacking: German Lieb Brigade and Soviet 25th Cavalry Division.

## 5.3 Victory Conditions

**5.31** Set the VP marker on the VP Track at zero.

**5.32** VPs for Steps Eliminated, Soviet Territorial Objectives, and Actions Taken are added to the VP Track permanently, as they occur. Refer to the Scenario Victory Point Schedule.

**5.33 23PM Final Victory Determination.** At the end of the 23PM turn, the 23PM Location VPs are added to the VP total on the VP Track. If the final total equals or exceeds the Scenario Victory level, the German Player is the winner. If the total is less than the Scenario Victory level, the Soviet Player is the winner.

## 5.4 PLAY NOTES

Armed with hindsight, the Soviet Player will not want to leave his 34th Army hanging out to dry as was done historically. The first impulse for the Soviet Player will be to advance about half-way across the map, stop, and construct a double line of Strongpoints—enough to keep the German Player from ever reaching and crossing the Lovat River on schedule. That would be a losing impulse. The only hope the Soviet Player has for victory is to capture enough geographic objectives to put the German Player so far in the negative VP hole that he will never

dig out. Unfortunately for the Soviet Player, the bulk of these VP hexes are either in Staraya Russa itself, or to the north and west of there, forcing him to commit troops in the very direction he does not want to go because of the approaching doom of the two German motorized divisions coming up from the west. The best the Soviet Player can probably do to walk this tightrope is to deploy two divisions facing west instead of just part of one as was done historically, and have them dig in with numerous Strongpoints. The best German offensive weapon is the Overrun, and defending in depth in Strongpoints takes this advantage away. The remainder of the Formations need to drive hard for Staraya Russa and points west, accepting heavy losses if necessary, to be in a position to get into Staraya Russa proper or threaten to cut the vital supply road from the north. The only Formation that should be treated with care is the 11th Army. The three component divisions are very weak, and cannot take much punishment. The initial flanking move by your other Formations will cause the German Player to fall back toward Staraya Russa without being attacked from the east by this Army. Save them for the critical attacks that will be necessary once you get to Staraya Russa. The German Xth Corps defending Staraya Russa will be a tough nut to crack. The units are relatively strong, with higher average Efficiency Ratings than your troops will have. A lot of your attacks will go in with +3 or +4 DRMs, making your losses heavy. You cannot do much about this DRM disparity. What you can do is maximize your odds by activating your Formations using the Assault Sequence. You get a favorable DRM on Combat Unit Coordination to help offset the multi-hex negative DRM, and you get to utilize units from other Formations besides the Active Formation that are adjacent to the Defender Hex. There is one positive step you can take to reduce the DRM disparity. Take the 15AM air unit group. For two turns, you will have a six-unit edge in air units over the Germans. With average luck, this will translate into at least one or two attacks per turn that will benefit from better net combat DRMs due to unopposed Soviet CAS missions.

The German Player needs to hold Staraya Russa at all costs, and that, unfortunately, translates into an attritional fight with the Soviets that will be very costly in terms of infantry steps lost. Be prepared to accept the losses. Choose where you have to fight, build your Strongpoints in those locations and use No Retreat early and often. In the non-critical areas, the best policy is to retreat enough each turn so that the only way for the Soviet Player to maintain contact and attack is by using the Mobile Sequence when activating—a much less favorable way of attacking for infantry—the bulk of the Soviet Army here. The German artillery for Xth Corps is incredibly strong. Position it out of harm's way behind your lines, but in locations that will allow all of your front line units to receive artillery support if necessary. Do not forget that the Arko HQ unit can be used as a second HQ for one activation, or on defense for Coordinating artillery support that absolutely has to be there. Your artillery will literally save your posterior if used correctly. Do NOT put your artillery in Defender Hexes where they can be killed for negative Soviet VPs against you. An artillery battalion that fails the occasional Coordination die roll, but lives to support another day is far more valuable than the same unit if it dies heroically in the front lines.

Without a doubt take the German optional air group. It will be the most rewarding 6 VPs you have ever lost. First, you get the CAS support you need to help Xth Corps hang on until your counterattack gets started. You'll also need those air units to augment your motorized division attacks. Finally, introducing these air units gives you air superiority. Those "unseen" German fighters allow you to randomly remove half of all the Soviet air units in play for the remainder of the scenario. When attacking with your motorized Formations, be very intentional about remaining in supply for as long as possible before dashing east and eventually going out of supply. You will have to create a hole in the Soviet Strongpoint line before you can drive for the Lovat River and beyond, and unless the Soviet Player is incredibly thin on the ground near the south edge of the map, you'd better create your hole within seven hexes of that east-west supply road leading into Staraya Russa. Once you start your breakthrough, you want a full turn of two activations for each motorized Formation at full supply, and an additional turn with two activations in Emergency supply where you suffer no adverse penalties before going out of supply.

## 6.0 Scenario #4: Manstein Attacks

**Historical Situation:** In response to the Soviet offensive by 34th and 11th Armies, on August 19th Manstein launched his initial attack into the extended southern flank of 34th Army directly, out of road march (for the 3rd Motorized Division), and on only limited reconnaissance. His plan was to make contact on his left with the westernmost elements of Hansen's X Corps' fragmented divisions, now facing south, and strike at the Soviet rear with its main effort.

On the previous day, the 18th, Hansen had succeeded in holding his positions, but only because the Luftwaffe had given its full support to his beleaguered corps. Meanwhile, the SS Totenkopf Division and Hansen's 30th Infantry Division had closed the dangerous gap at Gorki.

On the 19th Manstein's counter-attack began, with the 3 Motorized Division on Manstein's right, and Totenkopf on the left. In support was a mixed, brigade-sized Kampfgruppe under the command of General Lieb. Hansen's X Corps formed the anvil for the hammer blow. The Soviets were taken completely by surprise. Three days later it was all over. Between them the two German corps had severely battered both the 11th and 34th Armies, taking more than 18,000 prisoners, capturing or destroying over 300 artillery pieces and anti-tank guns, 200 tanks, 36 anti-aircraft guns, and almost 700 other motor vehicles.

The Soviet offensive had not affected the eastern pincer of the German drive on Leningrad, which reached Lake Ladoga and isolated the city, as planned. It had, however, deprived the Germans of the reserve that they needed for the western pincer to advance from the lower Luga through the fortified areas in front of Leningrad, and on into the city. Manstein's Corps was now 160–200 miles from where it was needed most. Even worse for the German chances to take Leningrad, when Manstein reached the Lovat River, his corps was ordered to join in yet another

battle to the east against the elusive 11th, 34th, and now 27th Armies. This battle stretched on into the Valday Hills, a region of intensely difficult terrain, and even farther from Leningrad.

### 6.1 General Information

**6.11 Scenario Length.** There are seven turns, 19AM through 22AM.

**6.12 Scenario Area:** Use the entire Staraya Russa map.

**6.13** Use German and Soviet Scenario #4 Set Up cards. The German Player places his units first.

### 6.2 Scenario Special Rules

**6.21 Initiative and Weather.** The German Player has the Initiative automatically for the 19AM and 19PM turns. Weather is automatically cloudy for the 19AM turn.

**6.22 Blind Soviet Offensive.** The Soviet Army of 1941 was a cumbersome beast. It took time to get offensives such as the one at Staraya Russa prepared, and then once initiated, it took time to alter objectives or change directions. The Germans were poised to get far inside the Soviet decision making curve as Von Manstein's Panzer Corps was massing to sweep past the 34th Army's open left flank and drive east to create yet another pocket. For their part, the Soviets kept doggedly attacking long after von Manstein was far in their rear, and did not react until it was too late to save the bulk of the 34th Army. To simulate the initial Soviet vulnerability, the following restrictions are in effect for the Soviet Player:

- Soviet Strongpoints. No Soviet Strongpoints start on map. The Soviet Player may not construct any Strongpoints on the 19 AM turn, and only construct a maximum of 3 Strongpoints on the 19 PM turn.
- No Soviet Offensive or Defensive CAP missions may be flown west of the XX21 N-S hex row on the 19AM and 19PM turns.
- On the 19AM turn all Soviet Formations must activate using the Assault Sequence. To the maximum extent possible, all Formations must move to the north and west and attack. No units may move south or east.
- On the 19PM turn, the 19AM conditions above apply to all Formations except the 245th Rifle Division and 262nd Rifle Division. These two divisions must activate using the Assault Sequence, but are no longer required to attack, and may move up to two hexes south and east if desired.

**6.23** The Soviet 180th, 182nd, and 183rd Rifle divisions were the main components of the Soviet 11th Army. The Soviet 163rd Motorized and 202nd Rifle divisions were the main components (at that time) of the Soviet 1st Mechanized Corps. All units of the Soviet 11th Army always activate together, and operate as a single, combined Formation for all game purposes. All units of the Soviet 1st Mechanized Corps always activate together, and operate as a single, combined Formation for all game purposes.

### 6.24 Offensive CAS Missions

**a.** At the start of each turn, set the Soviet Offensive CAS Missions Remaining (OCMR) marker at 2.

- b. At the start of each turn, set the German OCMR marker at 4.
- c. The following Formations cannot use Offensive CAS missions when attacking: German Lieb Brigade and Soviet 25th Cavalry Division.

### 6.3 Victory Conditions

**6.31** Set the VP marker on the VP Track to -13:

- The Germans have taken the reinforcement group of air units for -6 VPs
- The Soviets took their 16 AM Air Group also for +2 VPs
- The Germans eliminated two steps of Soviet armor for +2 VPs
- The Soviets have captured Ivanovskoye, Dedkovo and Tuleblya for -11 VPs
- Net VPs are -13

**6.32** VPs for Steps Eliminated, Soviet Territorial Objectives, and Actions Taken are added to the VP Track permanently, as they occur. Refer to the Scenario Victory Point Schedule.

**6.33 22AM Final Victory Determination.** At the end of the 22AM turn, the 22AM Location VPs are added to the VP total on the VP Track. If the final total equals or exceeds the Scenario Victory level, the German Player is the winner. If the total is less than the Scenario Victory level, the Soviet Player is the winner.

### 6.4 PLAY NOTES

This scenario seems to have everything going for the German Player—two strong, mobile motorized divisions poised to knife through the weak left flank of an entire Army badly out of position to react to this threat. What is there to prevent the German Player from driving east to the Lovat River and beyond, bagging the entire on-map force? The answer comes in three parts: time, weather and lack of a supply road. The German Player has only seven turns to pull this encirclement off, and has to travel the length of the map to do it. Unless the German Player is incredibly lucky, there will be at least one turn of Rain that slows movement to a crawl. The Germans are launching themselves out into an area with no main or minor roads. The motorized units will quickly become out of supply, further slowing them. By the 21AM turn the German Player will be far more interested in opening the north-south roads out of Staraya Russa to put his motorized units back in supply than in continuing on toward the Lovat River. The Soviet Player will win by denying the critical supply roads to the Germans. Most of the 34th Army Units are doomed. Save those you can, especially HQs and artillery to try to prevent the Germans from crossing the Polist and Porussya Rivers by their deadlines. Use the units that can't escape to build and occupy SPs along the east-west supply road into Staraya Russa and those two north-south supply roads running out of Staraya Russa. One other ray of hope for the Soviets is to attack in earnest at Staraya Russa. The battered Germans start the scenario defending in the town hexes, and any town hex occupied yields -10 VPs. Though the prudent German will have Strongpoints in all of these hexes, obtaining No Retreat results for all hexes is far from given. Also, the German is so weak around Staraya Russa that the defending units may not be able to absorb those extra No Retreat step losses without vaporizing. All in all, a tighter scenario than you might expect.

## 7.0 Designer's Section

### 7.1 Suggested Reading

While mostly archival or foreign language sources were consulted, the books listed below are useful as an overview of this stage of World War II in the Soviet Union. Each book makes at least some mention of this game's battles.

1. Carell, Paul. *Hitler Moves East*, New York: Ballentine, 1963.
2. Erickson, John. *The Road to Stalingrad*, New York: Harper & Row, 1975.
3. Glantz, David M. *The Battle for Leningrad, 1941 - 1944*, Lawrence, KS: University Press of Kansas, 2002.
4. Haupt, Werner. *Army Group North*, Atglen, PA: Schiffer Publishing, 1997.
5. Manstein, Eric von. *Lost Victories*, Chicago: Regnery, 1958.

### 7.2 Designer's Notes

The inspiration for this game grew from the realization that the vast amount of material collected for the building of a related campaign game series could equally support a battle series. The battles chosen for this package stood out because both sides get the opportunity for both offense and defense. In short, these presented ideal game situations. Other battles were considered of about the same time and geographical area but they turned out to have the wrong scale or scope, or were uninteresting.

The next need was for an appropriate game mechanics model in which to present each battle. The basis came from GMT's Kasserine game, itself a development from earlier systems. It had some technical imprecision, but Kasserine presented the right scaling and design approach.

The need to adjust for 1941 conditions called for further modeling and this was synthesized from formation activation mechanics found in other games. Without a doubt, formation activation presents the most prominent game mechanics feature here. It occupied the most design time, particularly regarding what it meant, in historical terms, from other game mechanics. Briefly, Players should consider that the operations segment of the game-turn represents the command decision cycle. Generally, one side's cycle will not equal the other, no matter how it is executed. Uneven cycles create a tension between Players and on this basis we can create a game of bluff and necessity.

Studied and eventually rejected were related rules on bombardment and air strikes. While of some interest game-wise, they did not have a firm basis in the historical 1941 record. The real issue though was that they slowed the game. Easily rejected were rules about bridge demolition; this is not a game about bridges. Railroad movement was omitted since reinforcements generally de-trained beyond the map edge.

As a final note, this game and subject owe much to archival research and close comparison of foreign language sources. Much was teased out of scattered bits of information. The researchers have earned their pay with this game. After a manner, it was a pleasure to disprove noted authors who have repeated unchallenged bad information.

—Vance von Borries

## 8.0 Developer's Notes

The first game I ever developed for Vance was Operation Mercury, so it is good to revisit that old system—updated, simplified, and changed with the addition of Activation Marker chit draws.

Yes, there were changes made, edits, and many revisions, but my intent is not to bore you with a laundry list of improvements. Rather, I want to address what this game does so well—it showcases the vastly different capabilities of the German and Soviet military systems in 1941. One phrase, “quality wins out over quantity,” pretty much sums it up for Soltsy and Staraya Russa. The Soviets cannot fight an even odds battle and win. They need help, either by placing the Germans in a bad tactical position (8th Panzer in Scenario #2) or by greatly outnumbering them (opening stages of Scenario #3).

*Roads to Leningrad* goes beyond pure attack and defense strengths where, as often as not, the Soviets are actually stronger. Here are some key areas:

**Efficiency Ratings (ERs):** There are exceptions, but German formations have higher average ERs than their Soviet counterparts. In broad terms, the differences between Soviet and German ERs becomes a die roll modifier that translates into higher losses on the Combat Results Tables for the Soviets and lower losses for the Germans.

**Command Points:** The Germans have more HQs than the Soviets, and possess about twice as many Command Points. Coupled with higher ERs, this means that usually the German player will be able to coordinate his attacks, and get his units to execute the difficult pre-combat tasks of Combat Refusal, Reaction, or No Retreat. German artillery will provide better support, as will the Luftwaffe.

**Air Support:** Admittedly the Ju88s are not world beaters, but when the German player commits to utilizing the elite Bf110 Zerstorers or the Ju87 Stukas, you see just how critical the Luftwaffe was to German success in 1941. Those high ER German air units will usually get through to their targets. The second part of the air equation involves those unseen Bf109s providing overhead air cover, allowing the elite German units to get to their targets, and preventing Soviet units from doing the same (the 50% reduction in Soviet air units in all scenarios caused by introduction of significant German air assets).

**Leaders:** In only one scenario can Soviet and German leaders meet head-to-head (Scenario #1), and there the German von Manstein counter proves to be far more flexible and capable. In all scenarios, the German player will find that the leader counter is his “ace-in-the-hole” to be used either with a HQ to coordinate a second action in a critical attack, or to provide Command Points after a formation’s HQs have expended theirs. It’s a capability the Soviet player can only long for.

**Motorization:** German motorized formations have two Activation Markers while all other formations have but one. Nothing is ever certain with the chit draw mechanic, but generally if the Soviet player manages to gain a tactical advantage against a

motorized formation, the German player will be far more likely to draw an AM for that formation and repair the damage before a second Soviet formation can activate and exploit. If a German motorized formation creates a hole in a Soviet formation’s line, the odds are good that the same motorized formation will activate a second time and exploit that hole to create havoc in the Soviet rear before the Soviet player can activate a formation to prevent it. In theoretical terms it is the difference between a flexible, opportunistic command structure and a cumbersome, rigid one. In game terms, it is what happens when a single Soviet division takes on a German motorized division. In one or two turns, the Soviet formation can go from a strong, capable entity to disorganized, ineffectual remnants.

Does all of this mean the Germans are going to win hands down? Absolutely not. The Germans need all of these advantages just to stay in the game. The Soviets are tough, and they are built to absorb huge losses and keep on fighting. I come away from this game with a renewed admiration for the Soviets. They were so far outclassed in 1941 that by all rights they should have given up, as so many armies before them had done. They didn’t. They persevered. The toughness the Soviets display in *Roads to Leningrad* allows you to see ahead to the army that won at Stalingrad and eventually marched all the way to Berlin.

—Tony Curtis

## 9.0 Extended Example of Play “The Demise of the 245th Rifle Division”

This example covers the first turn of Scenario #4. The play area encompasses the western portion of the Staraya Russa map, and pits the German 3rd Motorized and Totenkopf Divisions against the Soviet 245th Rifle Division.

On the morning of August 19th, the Soviet 34th Army is continuing to attack northward to take Staraya Russa and destroy the German X Corps. Unknown to the Soviets, von Manstein and two of his motorized divisions have reached the battlefield, and are poised to rip through the Soviet left flank and envelop the 34th Army. Standing in their way—the unprepared Soviet 245th Rifle Division.

Refer to the initial set up. Units from both sides have been removed from the set up cards and placed on map.

### Turn Sequence: Strategic Segment

**1. Weather**—normally the German player would roll to determine weather, but for this first turn of the scenario, the weather is automatically set at Cloudy, so the weather marker is placed in the cloudy box on the map. All air coordination die rolls will have a +2 DRM added for the cloudy weather.

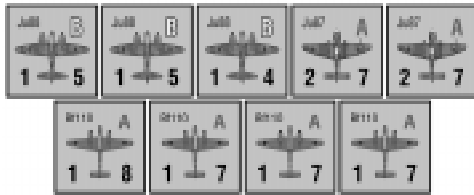
**2. Reinforcement Phase**—neither set up card shows any reinforcements are due so this phase is omitted.

**3. Supply Determination Phase**—all units are automatically in supply on the first turn of a scenario, so this phase is omitted also. Note: In the actual scenario, three of the Soviet units bear

Out of Supply markers, but for this example, all are considered in supply.

**4. Air Readiness Phase**—All air units start in the Ready Box on the first turn, so there are no units to move from the Flown Box and flip back to their aircraft silhouette sides. The German player starts with eight air units, all of them potentially available to be used in the play area for their extended example of play. The Soviets start with four air units in the Ready Box, but due to scenario limitations, none will be available to the play area on this turn.

GE air units in the Ready Box = 1 x Ju88 1-4, 2 x Ju88 1-5, 3 x Bf110 1-7, 1 x Bf110 1-8, 2 x Ju87 2-7.



**5. Initiative**—normally both players roll for initiative, and the player with highest modified die roll wins the initiative. However, on the first turn, the German player automatically has the initiative.

**Operations Segment**

**Activation Marker Draw**—The German player would normally draw an AM now, but since he has the initiative for the first turn, he is allowed to choose his first AM before placing the remainder of the AMs in the opaque cup. He chooses one of the two AMs for the 3rd Motorized Division. The remaining seven German AMs go into the German opaque cup. The non-initiative (Soviet) player can place up to the number of AMs contributed by the initiative player plus one more. In this case the Soviets could place up to nine AMs in the Soviet opaque cup, but seven AMs is all he possesses, so they all go in.

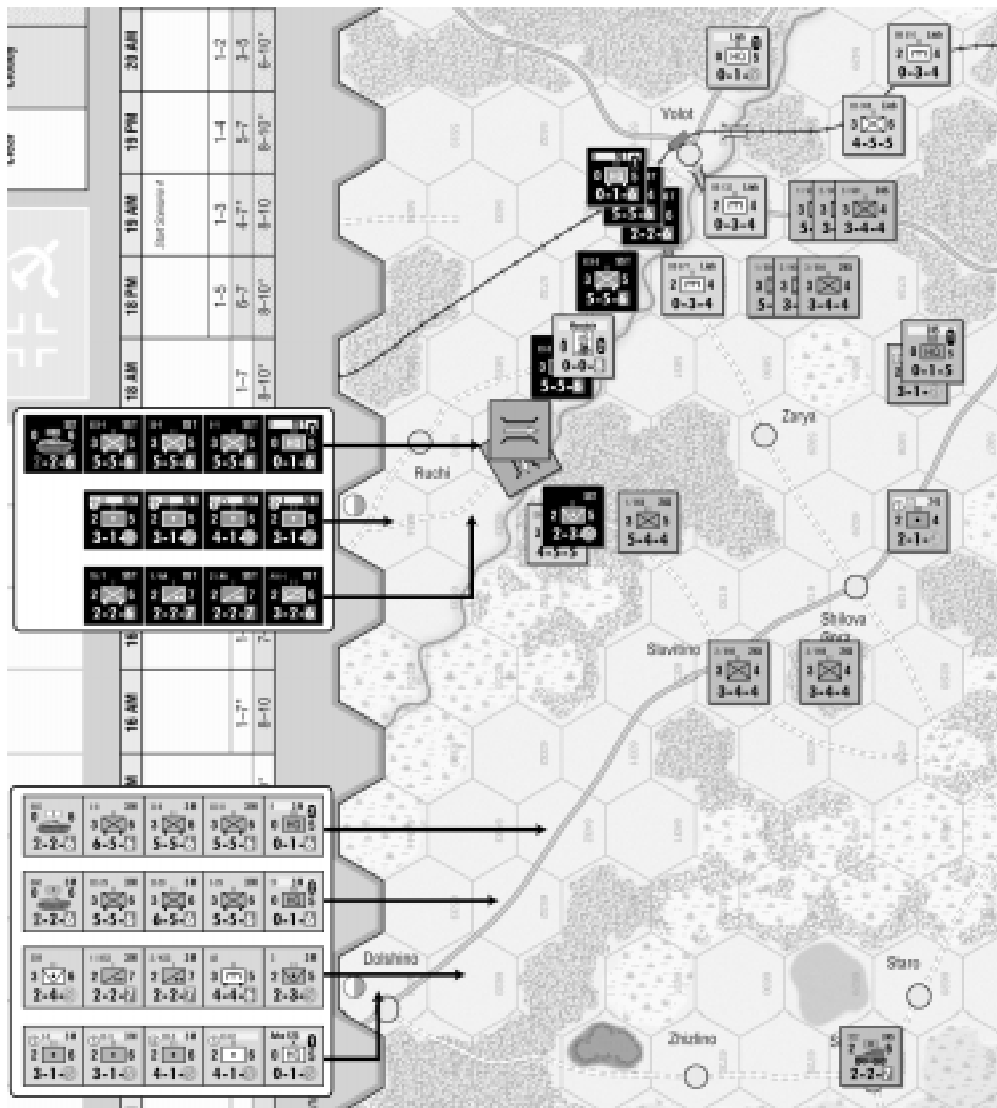
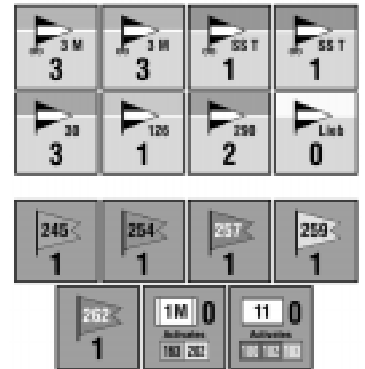


Illustration above shows the starting situation.

**Operations Sequence Selection**

The German player announces he is choosing the Mobile Sequence. This comes as no surprise, since the Mobile Sequence allows the German to fully exploit his mobility advantage in breaking through the 245th Division.

**Advantages:**

- Full movement allowance for all activated units
- Ability to use overrun
- Choice of Assault or Mobile CRT (assuming attackers otherwise qualify for Mobile CRT)

**Disadvantages:**

- Only the units activated with 3rd Motorized can participate in combats
- Coordination is more difficult (the +1 DRM reflects the greater difficulty of coordinating when on the move instead of performing set-piece attacks)

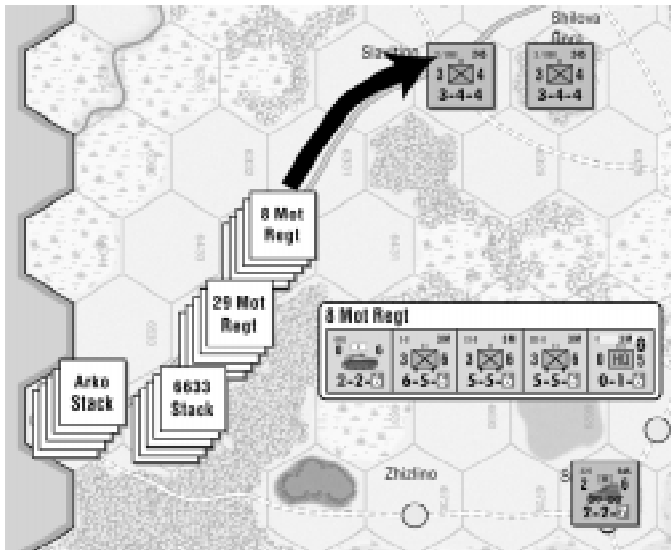
**3rd Motorized Activation**

The German player commences the Movement Phase of the Mobile Sequence.

The 3rd Motorized is activated, so all 3rd Motorized units and Army Units within the Command Range

of either 3rd Motorized HQ are automatically activated. Four Army Units (ARKO 125, II-61 artillery, 48 Mot Engineers and 665 Stug) all activate automatically.

If the German player desired to activate any Army Units outside of those Command ranges, he would do so now by rolling against the ERs of those units. There are none, so play proceed to ground unit movement and overruns.



The stack in 6432 moves to hex 6231, expending two movement points (MPs) — 1/2 MP for each minor road hex entered, and 1 MP for entering an enemy ZOC (projected by the 2/898 in hex 6230). Since all of the units in the stack are red box MA units, the stack could still keep moving around the 2/898, paying terrain cost +1 MP for each enemy ZOC entered, but the German player has other ideas. He declares an Overrun against 2/898, spending one MP for the Overrun cost plus an added 1/2 MP for the cost to enter hex 6230 on the minor road. The stack has now expended 3 and 1/2 MPs.

### Overrun Against 2/898

There are no pre-combat actions in Overruns, so the 2/898 gets to take what is coming.

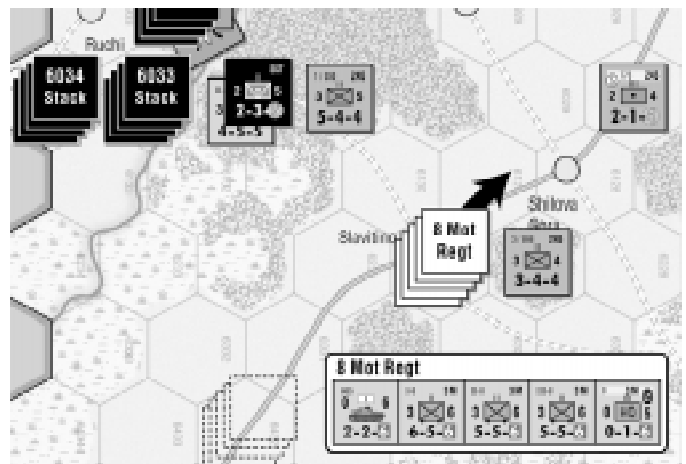
- No artillery support is allowed.
- The German player could commit one air unit for CAS, but declines, feeling all of his air units will be more urgently needed elsewhere.
- Coordination is not required.
- The odds are 18 to 4 which equates out to 4 to 1.

The German player designates the III-8 Battalion to be the lead unit since all Overrunning units have an ER of 6. The 665 Stug could just as easily have been chosen, but this unit is precious to the German. In order to Overrun, a stack must possess not only all red box MA or cavalry units, but at least one armor, cavalry, or vehicle silhouette unit. The 3rd Motorized has exactly two such units for the entire division - the two stug units. These are also the only two units that will make receiving the Combined Arms Bonus possible. As far as the German player is concerned, these will be the last units to ever be designated lead units, and they will never be left alone in a hex.

The German player applies the following DRMs:

- -1 for Combined Arms Bonus since an armor unit (the stug) is present, and there are motorized infantry units also present.
- -2 for the ER Differential between the III-8 (ER6) and the 2/898 (ER4).
- There is no +1 DRM for the village because this is an Overrun, and not combat.
- The total DRM is -3

The die roll is 5, modified to 2 for the -3 DRM. Referring to the Mobile CRT on the 4 to 1 column, a 2 yields a result of D2R. The 2/898 must lose two steps. Two steps are all the 2/898 possesses, so it is removed from play. Basically the battalion has evaporated due to the shock and surprise of the overrun. Survivors stream through the positions of the 3/898 and the 773 artillery up the road creating disorder and confusion, but as a fighting force, this battalion is done.



### Overrun Aftermath

The 3rd Motorized stack *must* advance into the vacated defender hex. When doing so, the ZOC from the 3/898 is ignored. The stack now has 2 and 1/2 MPs remaining. It cannot Overrun the 3/898 (costs 3 MPs), nor can it move adjacent to the 773 Artillery (costs 3 MPs), so the stack spends 1 and 1/2 MPs to move into hex 6129 (1/2 MP for minor road movement, plus 1 MP for moving from one ZOC of the 3/898 to another). It now ceases moving.

### 29th Motorized Regiment

The German player next moves the stack in 6532 (the entire 29th Motorized Regiment plus the 660 stug). All units are red box MA units with MAs of 6. The stack moves to hex 6128 (adjacent to the Soviet 773 artillery unit) and expends all 6 available MPs in the process:

- 6432, 6331, and 6231: 1 and 1/2 MPs (1/2 MP per hex)
- 6230: 1 and 1/2 MPs (1/2 MP per hex for the minor road + 1MP to enter the ZOC of the 3/898)
- 6129, and 6128: 3 MPs (1/2 MP per hex for the minor road + 1MP to move from ZOC to ZOC of the 3/898)
- Note: the 773 artillery does not figure in the equation at all. It bears a yellow no ZOC band, and projects no ZOC.

The German player moves the 3 AT Battalion from hex 6633 to hex 6730 to block the Soviet 332 recon battalion from access to the critical supply road entering the map at hex 6634. Three MPs are expended:

- 6634: 1/2 MP for minor road
- 6733 and 6732: 1 MP (1/2 MP per hex—trail through clear terrain; trail negates +1 MP for woods)
- 6731: 1 MP—trail through other (hill) terrain.
- 6730: 1/2 MP for trail in clear terrain

Next, the 559 AT Battalion moves from 6633 to hex 6130 adjacent to 1/898, expending 4 MPs:

- 6532 through 6231: 2 MPs (1/2 MP per hex—minor road)
- 6130: 2 MPs ( 1 MP clear terrain + 1 MP for entering an enemy ZOC)

The remainder of the stack in 6633 (48 Motorized Engineers +1 &2/K53) expends 5 MPs to move to hex 6329 and surround the 3/898 Battalion:

- 6532 through 6231: 2 MPs (1/2 MP per hex - minor road)
- 6230: 1 and 1/2 MPs (1/2 MP per hex for the minor road + 1MP to enter the ZOC of the 3/898)
- 6329: 1 and 1/2 MPs (1/2 MP per hex for the minor road + 1MP to move from ZOC to ZOC of the 3/898)

The final 3rd Motorized stack, the HQ ARKO 125 and the four artillery units, move to 6230, spending 4 MPs to do so. All must stop in hex 6230 because they are orange circle MA units and they have just entered an enemy ZOC.

If desired, place First Activation markers on all Army Units that activated with the 3rd Motorized Division.

The German player now prepares to declare combats.

**The Combat Phase for the 3rd Motorized Division**

The German player now prepares to declare combats. The first attack is declared against the 3/898 in hex 6229. The attacking units comprise the stacks in hexes 6129 and 6329. The presence of the stug, an armored unit, allows the combat to be resolved on the Mobile CRT. The advantages of the Mobile CRT to the German player are that attacker losses are generally lower, and his red box MA units will have the option to advance two hexes, ignoring enemy ZOCs. Declared Attack markers on the Mobile sides are placed on both attacker hexes with the arrows pointing toward hex 6229.

The second attack is declared against the 773 artillery unit in hex 6028. The attackers occupy hex 6128 (29 Mot), and also receive a Declared Attack marker on its mobile side with the arrow pointing toward hex 6028.

There are no pre-combat actions:

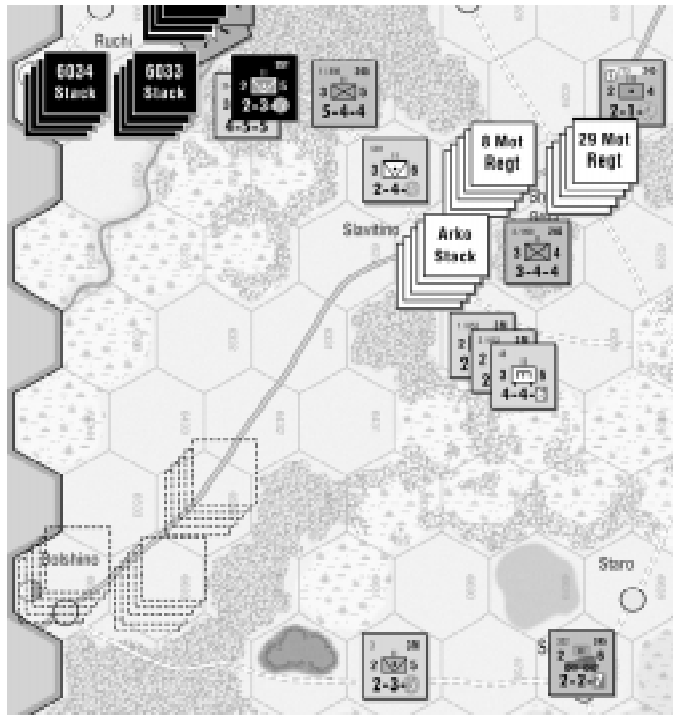
- None of the defending Soviet units are cavalry or red box MA, so Combat Refusal is not an option.
- No red box MA units also means that Reaction Movement is not possible.
- There are no strongpoints in either defender hex, so No Retreat is not possible either.

Attacks are resolved in any order the attacker wishes, so the attack against hex 6229 comes first so that the German stack in hex 6128 that is also attacking can help surround the unfortunate 3/898.

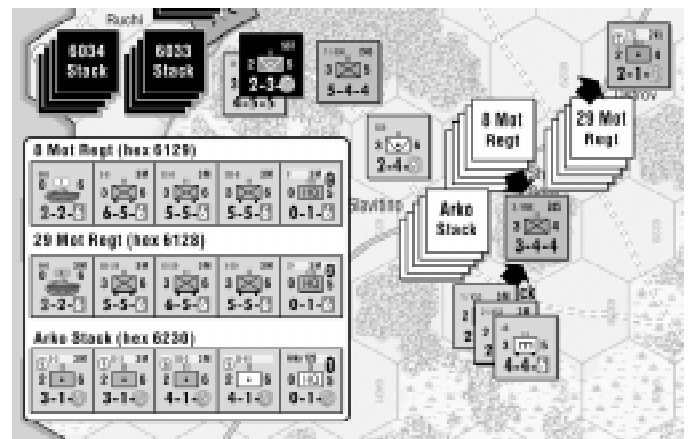
No air units are committed.

The German player commits one artillery unit, the I-3 with an ER of 6.

The Soviet player, could save his artillery for use when the 245th is activated, but realizes that with the 3rd Motorized in his rear, his HQ and the 770th artillery could well be destroyed before they can be activated. He commits the 770th artillery with an ER of 4 from hex 5828. The range of the 770th is four hexes. Not counting the artillery hex, but including the defender hex, the defender hex is exactly four hexes distant – just in range.



Positions after the movement of the 3rd Motorized Division.



The combat phase of the 3rd Motorized Division.

The 773rd artillery cannot provide support, because German units are adjacent to it.

### Artillery ER Checks for Coordination

The German player has several eligible HQs within Command Range that could spend Command Points to provide a favorable DRM, but chooses not to use any of them. The Soviet player does use the HQ 245th stacked with the 770th to provide its one Command Point as a favorable DRM. The HQ 245th is flipped to its spent side.

The German player rolls first and obtains a 5. There are two negative DRMs:

- +2 DRM for woods terrain in the defender hex (it's much harder to place the defender under fire if the forward observers cannot acquire many of the targets because of the concealment offered by the woods)
- +1 DRM since the Mobile Sequence is being used (units are moving farther and faster, and the battles are generally meeting engagements where the artillery has to conduct hipshoots without having the time to register).

The modified die roll is 8, exceeding the I-3's ER of 6, but still less than 10. The 3 support points are halved (rounding down) to 1. The I-3 is flipped to its Fired side.

The Soviet player rolls a 9. Not good. Though there is one positive DRM, there are also the two negative DRMs:

- -1 DRM for the Command Point
- +2 DRM for woods terrain in the defender hex (it's much harder to place the attacker under fire when elements close to contact under the cover of the woods).
- +1 DRM since the Mobile Sequence is being used (attacking units are moving faster than the defenders can adjust their artillery fire).

The modified die roll is 11, exceeding the I-3's ER of 6, and greater than 10. None of the three support points can be committed. The 770th has fired late and hit nothing. The 770th is flipped to its Fired side.

### Odds Computation

There are 26 points of attack strength in the two attacker hexes, plus one artillery strength point for a total attack strength of 27. There are 4 defense strength points and no artillery support points, so the defender strength is 4. The ratio of 27 to 4 is not quite 7 to 1, so the final odds are set at 6 to 1.

### Combat Coordination

The attack is coming from 2 hexes so coordination is required. The German player decides to spend the Command Points from the HQ 8th Motorized Regiment. He flips the HQ to its spent side. The lead unit is the 1/K53 motorcycle company with an ER of 7.

The die roll is 1, modified to 0 for the following DRMs:

- 2 for the two Command Points
- +1 since the Mobile Sequence is being used

The modified die roll is less than the Lead Unit ER, so the attack is coordinated.

### Combat Die Roll Modifiers:

- 1 for Combined Arms Bonus due to the presence of the stug and motorized infantry, engineer and motorcycle units
- 3 for the ER differential between the ER7 attacker lead unit and the ER4 of the lone defender unit.

The combat die roll is 9, modified to 5. Referring to the 6 to 1 column on the Mobile CRT, the result is DIR. The defending 3/898 must lose a step, so it is flipped. The reduced 3/898 is now required to retreat, but in the process must retreat through a vacant hex with an enemy ZOC projected from a red box MA unit. When the retreat is completed, there is a mandatory one step loss for a non-motorized unit passing through such a ZOC, instead of possibly losing a step after making an ER check. The 3/898 loses its last step and is removed. Having slightly more time to prepare for the onslaught than the unfortunate 2/898, the 3/898 nonetheless suffers heavily from the attack and then disintegrates entirely from the motorized pursuit from all sides during its retreat. Two-thirds of the 898th Regiment has been quickly taken out of the fight.

### Advance After Combat

The Declared Attack markers are removed from the attacker hexes. The attacker stack in hex 6129 could advance, but remains in place. The attacker stack in 6329 does advance two hexes (first into the defender hex [the required first hex of a two hex advance] and then into hex 6328).

### 29th Motorized vs. 773 Artillery

Now it is the turn of the gunners in the 773rd artillery. Caught in the open by swiftly moving motorized formations, there is not time to even shift the guns before the storm hits.

No air or artillery support is used by either side.

The basic odds are 18 to 1. The 773rd is in deep trouble. Since the attackers occupy a single hex, no coordination die roll is needed. The III-29 (ER 6) is designated the lead unit.

The attackers enjoy a -3 DRM for Combined Arms Bonus and the ER differential of 2 between the III-29 and the 773rd.

The final odds are reduced to 8 to 1, the maximum possible on the Mobile CRT. The die roll yields a 6, modified by the -3 DRM to 3. The result is D3R. With but one step to lose, the 773rd is eliminated and removed from the map. The guns are either destroyed or captured and most of the gunners become casualties in a space of minutes.

The German player received a VP for the elimination of the Soviet artillery unit and adjusts the VP Track accordingly.

The Declared Attack marker is removed, and the attacker stack advances two hexes through defender hex 6028 to hex 5927, adjacent to the 770th artillery and HQ, 245th.

The first German activation is complete.



The die roll is 6, with no DRMs, and the result on the Mobile CRT is DR (defender retreat). The Soviets of the 1/898 put up a better fight than their comrades in the second and third battalions (and their attackers are not as formidable), but they are still forced to retreat, and the pressure of the following motorized pursuers throws the battalion into confusion (any unit forced to retreat as a result of Overrun receives a Disordered marker).

### Retreat of the 1/898

The Overrunning player, not the owner, determines the retreat path. The German player retreats the 1/898 to hex 5929 where it receives its Disrupted marker, and is flipped to its reduced side (The 1/898 must lose a step for being a non-motorized unit retreating through a vacant hex in the ZOC of red box MA units). The Overrunning stack must enter the defender hex 6031, but ceases movement because all units have expended all of their MPs.

*Note: You may have noticed that an alternate retreat path was available for the 1/898 (ending in hex 6232). There at least, the 1/898 would have gotten to roll against its reduced ER of 3 (the Disrupted marker lowers its ER by 2). Instead, this poor battalion is forced to run the gauntlet between the Totenkopf motorized units in 5931 and the 3rd Motorized units in 6129. Not only is this legal in game terms, it is also justifiable historically. In 1941 the antidote to rapid motorized breakthroughs did not yet exist. Once forced to retreat, the defending units were at the mercy of their pursuers who had the ability to block avenues of retreat and herd the defenders into kill zones. It's not the casualties produced by the Overrun combat that makes Overrun so powerful - it's the chaos for the defender caused by the retreats.*

The rest of the Totenkopf units are moved as follows:

- The motorized stack in 6033 moves to 5932, enters hex 6032 across the bridge with its arrow pointing toward hex 6032, stays on the trail and enters hex 6031 (the woods cost for hexes 6032 and 6031 [both clear hexes] is negated by entering through trail hexsides) and ending movement in 5930 adjacent to the 1/898. MP expenditure is 4 and 1/2 MPs.
- The Totenkopf AT battalion moves from 6032 to 5730 (5 MPs)
- HQ 3T and I-3T move from 5631 to 5830 (4 and 1/2 MPs - crossing an unbridged stream hexside +1, and entering the ZOC of 1/898 +1)
- 15/3 company moves from 5631 to 5529 (2 and 1/2 MPs - the railroad bridge negates the cost of the stream hexside and entering the hex through a railroad hexside negates the woods cost).
- III-3T moves from 5731 to 5830 (4 MPs)
- The von Manstein Leader counter and II-3T move from 5832 to 5830 (4 MPs)
- The four Totenkopf artillery units move from 6034 to 5831 (3 and 1/2 to 4 MPs, depending on the route taken)

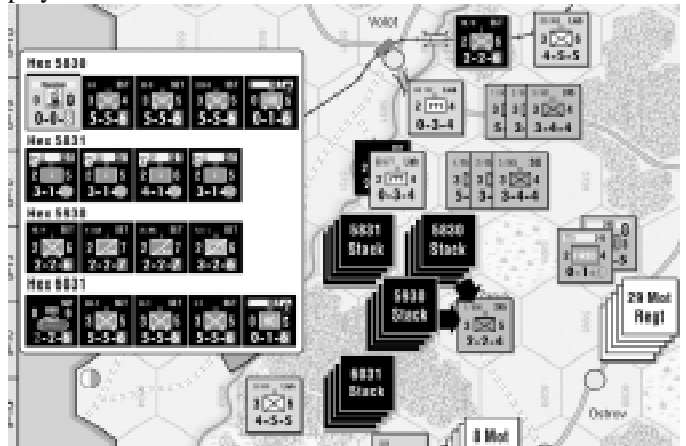
### The combat phase

The German player declares only one combat against the unfortunate 1/898 in hex 5929. The Mobile Sequence offers the choice of either using the Mobile or Assault CRTs, but in this case there is no choice. There are no armor units in any of the

stacks adjacent to the 1/898, so the combat must be resolved on the Assault CRT.

The stacks in hexes 5830 and 5930 are designated as the attackers, and both stacks receive Declared Attack - Assault markers with the arrows pointed toward defender hex 5929. The German player could have chosen to have the stack in 5830 attack the three Soviet infantry battalions in hex 5729 adjacent to it, but decides he'll need more than just his three battalions in 5830 to do it. With the luxury of having a second activation later in the turn, he knows that he can assemble a powerful attack against those battalions later.

The Soviet player has no air or artillery to commit. The German player commits neither. He does not need to. The basic odds are



### The 7-1 attack against the 1/898

The unit designated as lead unit is the 1/AA T company with an ER of 7.

Two hexes are attacking so a Combat Unit Coordination die roll is necessary. The German player flips the HQ 3T to its spent side, generating a -1 DRM with the expenditure of the HQ's one Command Point. The die roll is 4, modified to 3 for the Command Point expended, and since the modified die roll is less than the lead unit's ER of 7, the two attacker hexes are coordinated, and they will not suffer the +2 DRM penalty for being uncoordinated.

There are DRMs for the combat die roll. First, there is a +1 DRM because the 1/898 occupies a village. There is an offsetting -5 DRM because of the ER differential between the German lead unit (ER 7) and the 1/898 (ER of 4 reduced to ER 2 by the Disordered marker). The net DRM is -4.

The die roll is 5, reduced to 1 for the DRMs, resulting in DE. The overwhelming strength of the attack exterminated the survivors of the 1/898. The unit is eliminated and removed from the map. The Declared Attack markers are removed from the two attacking stacks. Only a one hex advance is allowed after combats using the Assault CRT (even when the units are red box MA units), one the stack in 5930 advances into the vacated de-

fender hex 5929.

There are no engineering activities allowed in the Mobile Sequence. The Totenkopf activation ends.

A quick look at the situation of the 245th Rifle Division reveals that its situation is beyond terrible. It's strongest regiment and half of its artillery have been exterminated. The HQ and remaining artillery face virtual annihilation if they do not get to move quickly. The two remaining regiments, located two hexes from the critical German supply road, will become totally irrelevant to the battle if surrounded and kept immobile—regardless of whether these six battalions are attacked or not, they will have no effect on the German attempt to race east, and their eventual real life fate of surrender/disintegration will be virtually assured.

**Activation Marker Draw**

The activation sequence continues. The Soviet player draws the AM for Soviet 11th Army. The German player devotes yet another Bf110 (ER 7) and Ju88 (ER 5) to the defense of Staraya Russa. Both go to the Flown Box on their Flown sides.

The German player next draws the 30th Division AM. This action takes place off the area of our example.

Back to the opaque cup goes the Soviet player, and out comes the 245th Rifle Division AM.

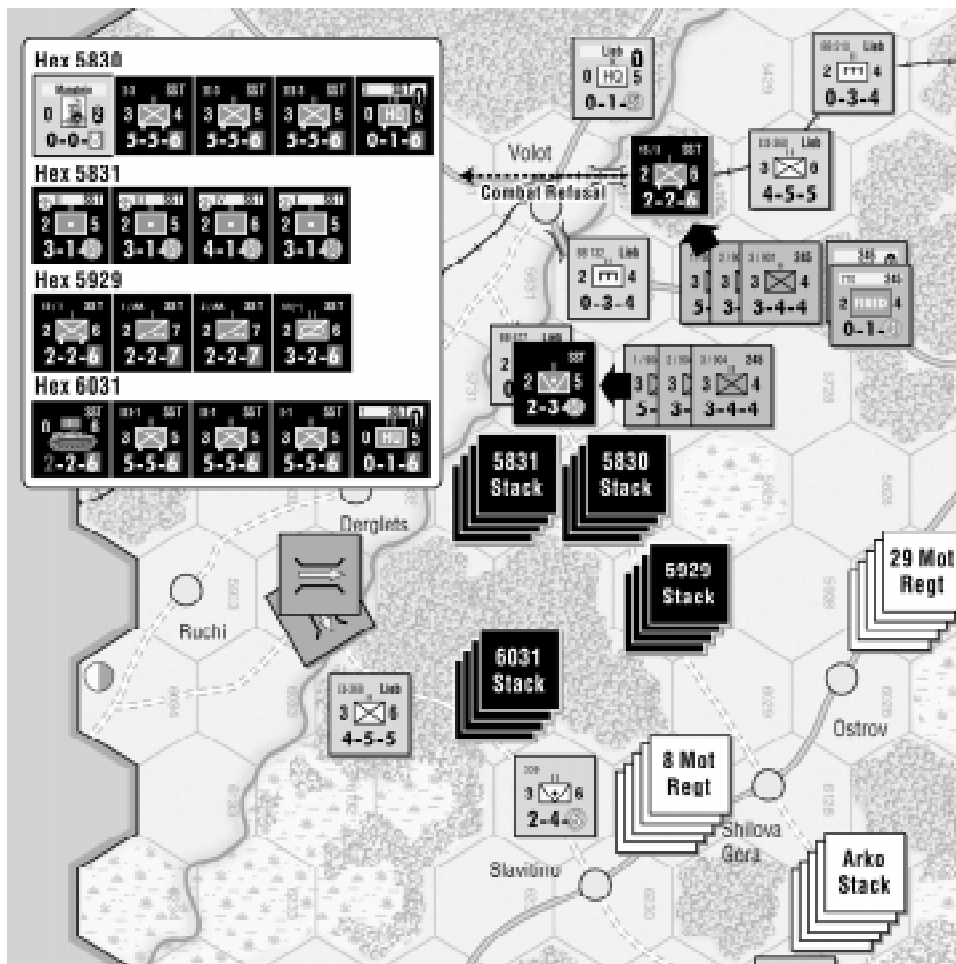
**Soviet 245th Division Activation**

Would that the Soviet player could move what's left of the 245th Division freely. The scenario special rules, however, impose limitations. The Soviet 34th Army was preoccupied entirely with attacking to the north and west, with no thought of a German counterattack. The two surviving regiments are fully committed to attacking frontally, and in no way could they “turn on a dime” to march out of the trap the Germans were preparing. All Soviet 34th Army units, the 245th Division included, are allowed to do only the following:

- Move to the north and/or west
- Attack to the north and/or west
- Move to the south and east only to attack

With limited options, the Soviet player makes the following moves:

- Declares that the Mobile Sequence will be used. The HQ and 770th artillery need to get far, far away from the 3rd Motorized. The two planned attacks will have only one hex of attackers each, negating any negative DRMs for the Soviets, but impacting possible German defensive artillery or CAS coordination. Also, the Soviet player needs to conduct an Overrun.



Locations after the Movement Phase of the Soviet 245th Division with the two declared attacks and the Combat Refusal indicated.

- The HQ, 245th and 700th artillery units move northwest from 5828 to 5628.

- The 322nd recon battalion (armored cars) moves from 6728 to 6729 and declares an Overrun against the 3rd AT battalion. Armored car units can either qualify a motorized stack for Overrun, or can Overrun by themselves. The odds will not be good, but if the 3rd AT can be forced to retreat, the 322nd Recon can continue moving to block the German supply road. The basic odds are 2 to 3, which rounds down to 1 to 2. There is no air support allowed to the Soviets in their Overruns, so the lone DRM is the -1 for the ER Differential between the 322nd and 3rd AT. So, brave men in tinplate vehicles attack equally brave men manning ineffective 37mm AT guns. The die roll is 9, modified to 8 by the DRM. The result is A1R. A shout goes up from the beleaguered AT gunners as their rounds finally penetrate something! The step loss eliminates the one step 322nd, and it is removed from the map.

- The two surviving Soviet regiments, the 901st and 904th, do not move, being positioned to attack adjacent German units.

### Soviet Combat Phase

The Soviet player declares two attacks, both using the Assault CRT. The three battalions of the 904th Regiment in hex 5629 receive a Declared Attack Assault marker with the arrow pointing toward defender hex 5529, and the three battalions of the 901st Regiment receive a Declared Attack Assault marker with arrow pointing toward defender hex 5730.

The Soviet player decides to resolve the attack against defender hex 5529. The sole defender unit, the 15/3 company, is an undisrupted red box motorized unit, so it qualifies for Combat Refusal - an option the German player gladly pursues since the odds against the 15/3 are 5 to 1. The German player rolls against the ER of 6 for the 15/3 (there are no DRMs allowed.). The die roll is a 6, so by the barest of margins, the attempt succeeds. The 15/3 unit retreats two hexes to 5531. The three units of the 904 advance into the vacated defender hex and are now adjacent to Volot, a Soviet VP hex.

The second attack is directed against the Bau battalion 677 and the Totenkopf AT Battalion.

Combat refusal is not possible because both units would need to be red box motorized, and neither of these units are. There are, however, three battalions of the 3rd Totenkopf Regiment in an adjacent hex (5830), and they do qualify for Reaction Movement. They are all red box MA units belonging to the same formation as the Totenkopf AT unit in the defender hex. Unlike Soviet units, these German units can react even though they are in a Soviet ZOC. If they do react, they can move the one hex into the defender hex, ignoring enemy ZOCs projected into the defender hex. The German player could spend command points to increase the chances of successful reaction, but looking forward to the second Totenkopf activation, chooses to keep the Command points unspent. Each battalion must make its own Reaction attempt, and all three attempts fail on die rolls of 10, 9, and 6 respectively (Two battalions had ERs of 5, and one had an ER of 4). This is definitely not the elite division we see at Kursk in 1943.

The German player commits one of his two Ju87 air units, and makes the Coordination die roll. There are two DRMs to apply:

- +2 for Cloudy weather
- +1 Mobile Sequence

The Ju87's ER is 7. The die roll is 3, modified to 6. The Stukas contribute their two CAS points as a +2 DRM to the Combat Unit Coordination die roll.

Next, the German player commits one artillery unit, the II-Totenkopf artillery battalion (ER 5). The coordination die roll is 8, modified to 9 by the +1 Mobile Sequence DRM. The artillery support strength of three is halved (rounding down) to 1. This is added to the defense strength of 6 for a total defense strength of 7. The lead unit is the Totenkopf AT unit (ER 5).

There is but one attacker hex, so no Combat Unit Coordination die roll is made. The lead attacker unit is the I/904 (ER 5).

The attack strength of the three Soviet battalions is 11. The odds are 11 to 7 which equates to the 1.5 to one odds column. The die is rolled, and the number is 4, modified to 6 for the +2 CAS DRM. The result on the Assault CRT is A1 DR.

The defenders take no losses, but must retreat. First the Ju87 air unit is flipped to its Flown side and placed in the Flown Box. The defenders have the option of retreating either one or two hexes. The Bau battalion 677 retreats one hex to 5631. The Totenkopf AT unit retreats two hexes to 5930.

The I/904 lead attack unit must take the step loss, and is flipped. All three attacking battalions advance into hex 5730, the defender hex.

Now that the Soviet 245th Division has finished activating, the German player draws another AM—the Lieb Brigade, and opts for the Mobile Sequence.

### Lieb Brigade Activation

In the Movement Phase:

- the Bau Battalions 132, 677 and HQ Lieb all move to hex 5530 (Volot).
- II-368, a non-motorized unit, moves from 6032 to 5731 and must stop in that hex because it is entering an enemy ZOC even though it has MPs remaining.
- Bau Battalion 510 moves to hex 5528, as does Bau battalion 87, entering the example area from the northeast.

### Combat Phase

The German player declares one Assault CRT combat against the HQ 245 and 770 artillery. The III-368 (ER 6) in 5528 is the lone attacking unit.

The German player commits no air or artillery.

The Soviet player has to designate the 770th (ER 4) as the lead defender unit (HQs cannot be lead units unless alone or only HQ units occupy a hex).

The sole DRM is the -2 DRM for the ER differential.

There is no Combat Unit Coordination for this one hex attack. The odds are 4-2 or 2-1. The die roll is 10, modified to 8 for the DRM. The result is A2 D1. Not a great result for the German. The III-368 loses both steps and is eliminated and removed from the map. The 770th must take the defender step loss since it is the lead unit, and is also removed from the map. The only consolations for the German player are that he gains one VP for the elimination of the artillery unit, and that the lone HQ 245th is now very vulnerable.

With the German activation concluded, the Soviet player draws the 257th Rifle Division AM and runs the activation.

The next German AM drawn is the second AM for the 3rd Motorized Division, and again the mobile Sequence is chosen.

### 3rd Motorized Division Activation

The German player is acutely aware of the limited amount of time available to reach the east map edge and win the scenario. To remain and completely destroy the 245th Division would jeopardize German chances for victory. The 3rd Motorized moves to position itself for the dash east.

#### Movement Phase

To the south, the 3rd AT, 1&2/K53 and 48th Mot Engineers move east, taking care to stay within five hexes of the supply road to guarantee that they will be in supply at the start of the 19 PM turn even if the weather is Rain. Note that the 48th Motorized Engineer Battalion is an army unit that automatically activates because it is within four hexes of an active 3rd Motorized HQ. If using the Army Unit activation markers, turn it to the Final Activation side.

The ARKO and artillery in hex 6230 also move out of the example area to the east. Again, the ARKO and II-61 activate automatically. If using the Army Unit activation markers, turn them to the Final Activation sides. They position themselves to be not only within 5 hexes of the supply road, but also within 5 hexes of Soviet units in hex 5826 that belong to the 262nd Rifle Division so that the artillery can contribute support points during the combat phase when hex 5826 becomes a defender hex. Both the 29th Motorized Regiment stack in 5927 and the 8th Motorized stack in 6129 exit the example area to conduct an attack on hex 5826. The von Manstein Leader unit moves to join the 8th Motorized Regiment stack.

The details of the attack are not important to this example of play except to note that the ARKO HQ commits its Command Point to assist in artillery Coordination, and the remaining 3rd Motorized HQ commits its Command Points to the Combat Unit Coordination - the only case where two HQs can spend Command Points in the same combat.

Note that the 559th AT Army Unit was not activated for the second time with the 3rd Motorized, but remains in place to activate with the Totenkopf on its second activation.

With the completion of the 3rd Motorized activation, the Soviet player draws his final AM - the 259th Rifle Division, and activates it.

When completed, the German player draws his final AM. It is the second AM for the Totenkopf. The Totenkopf's mission is to eliminate the HQ 245th for the VPs, and reduce the number of surviving combat units to a point where the Lieb Brigade can contain them.

### Totenkopf Activation

The German player again utilizes the mobile Sequence. The German player

would prefer using the Assault Sequence. In the upcoming attack against the Soviet 904th Regiment, the Assault Sequence coordination DRMs make full coordination far more likely. Unfortunately, to bring the full force of the Totenkopf to bear, and eliminate the HQ 245th requires that critical units move more than the 1/2 MA allowed in the Assault Sequence.

#### Movement Phase

- The 3rd Totenkopf Regiment stack moves to 5729.
- AA(-), 1/AA and 15/3 of the Totenkopf move to hex 5727.
- 2/AA, and the AT battalion from Totenkopf move to hex 5830.
- The 559th Army AT Unit activates automatically and also moves to 5830. If using the Army Unit activation markers, turn it to the Final Activation side.
- The stack of four Totenkopf artillery units moves to hex 5927.
- The 1st Totenkopf Regiment stack moves to 5831
- The 15/3 company moves back to hex 5530 (Volot).

#### Combat Phase

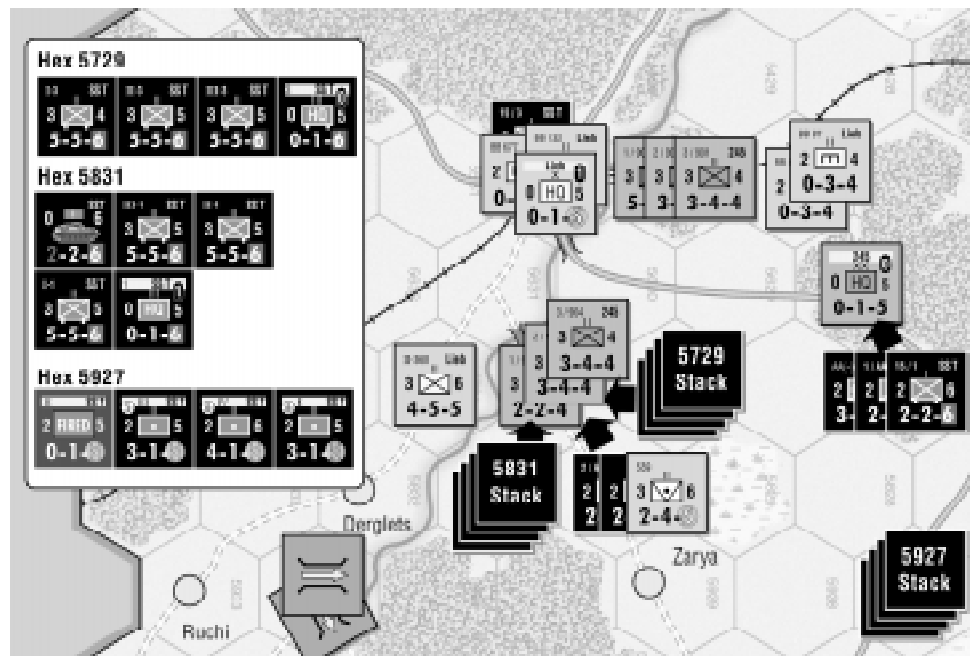
The German player declares two attacks and resolves them in the order declared.

Attack one is declared against the HQ 245th in defender hex 5628. This is a single hex attack, and a Declared Attack Assault marker on hex 5727. The attack must be resolved on the Assault CRT because there is no armor in the attacking force.

The German player commits no air or artillery units.

The 2/AA (ER 7) is designated the lead attack unit, and the lone HQ 245 (ER 5) is now the lead defender unit by default.

The single hex attack requires no Combat Unit Coordination die roll.



Positions after Totenkopf's Movement Phase with Declared Attacks indicated.

The odds are 7 to 1, and the sole DRM is the -2 from the ER Differential.

The die roll is 2, reduced to 0 by the DRM. The result is DE. The HQ 245th is eliminated and removed. The German player gains 3 VPs and adjusts the VP track accordingly. The attackers do not advance, preferring to start as far east as possible on the 19 PM turn.

Attack two is a major German effort.

The attackers are stacked in three hexes - 5729, 5830, and 5831, and each hex receives a Declared Attack Mobile marker. All arrows point toward defender hex 5730. The presence of the Totenkopf stug unit provides the armor unit necessary for using the Mobile CRT.

The German player commits his two remaining air units - good ones, a Ju 87 (ER 7) and Bf 110 (ER 8). The Bf 110 is designated the lead unit, and the HQ 1st Totenkopf Regiment is flipped for its Command Point to provide a -1 DRM to the Air Coordination die roll. There are also a +2 DRM for the Cloudy weather and a +1 DRM for coordination in a Mobile Sequence.

The Air Coordination die roll is 4, modified to 6 by the DRMs - less than the lead unit ER of 8. The air units are able to contribute their combined CAS rating of 3 as a -3 DRM to the combat die roll.

The three unfired Totenkopf artillery units are committed, with the IV-T artillery (ER 6) designated as the lead unit. The Mobile Sequence +1 DRM applies. The Coordination die roll is 9, modified to 10. There is no artillery support, and the three artillery units are turned to their Fired sides.

There are 38 attack strength points in the three attacker hexes, and the 2/AA (ER 7) is designated the lead attacker unit. The defense strength in the defender hex is 10, and the I/904 (ER 4) is designated as the lead defender unit.

One coordination die roll remains for the attacking Combat Units. The German player flips the von Manstein leader unit (now out of the example area, but still within command range) so that the two Command Points become a -2 DRM to the Combat Unit Coordination die roll, offsetting the +1 DRM for Mobile Sequence and +1 DRM for three or more attacker hexes. The die roll is 4 with no DRM, less than the ER of 7 for the lead unit. The attack goes in coordinated

The final odds are 3 to 1, and the total DRM is -7:

- 1 for Combined Arms
- 3 for CAS

-3 for the lead unit ER differential

This DRM is reduced to -5, the maximum allowable.

The die roll is 2, reduced to the 0 or less row by the -5 DRM. The result is D2R.

The two German air units are flipped to their Flown sides and placed in the Flown Box. The Soviet lead unit has but one step, is eliminated and removed from the map. The II/904 is flipped, losing a step to satisfy the second step loss requirement. The two surviving battalions must retreat, but cannot because the two hexes of each possible retreat route are in German ZOCs. These two battalions are also eliminated. The majority of the 904th Regiment is captured trying to retreat from the onslaught of the Totenkopf's attack.

The three Declared Attack markers are removed. The 1st Totenkopf Regiment stack advances into the defender hex, but no further, even though a two hex advance is allowed.

Since all of the AMs have been drawn, the turn advances to the Reorganization Phase.

- 1) In the example area there are no Disruption markers to remove, but doubtless there are on other portions of the map.
- 2) All leader and HQ units are flipped back to their full CP sides.
- 3) All artillery units are flipped back to their support sides from their Fired sides.
- 4) First and Final Activation markers (if used) are removed from Army Units.
- 5) There is no victory determination, so the Turn marker is advanced to the 19 PM turn.

The German player has accomplished his primary task. In one turn he has opened the door to make the dash to the east edge of the map by effectively destroying the 245th Rifle Division as a formation that can either block the advance or threaten his flank and rear.

As a final play note, the German player will not try to destroy the remainder of the 245th for two reasons. First, the Lieb Brigade is not strong enough to do it alone, and the adjacent German 30th Division will be fully occupied destroying and neutralizing the Soviet 262nd Rifle Division. Second, in terms of activation advantage, it benefits the German player to have the Soviet 245th Division AM remain to be pulled each turn - burdening the Soviet player with a largely useless activation, and perhaps delaying the drawing of other critically needed Soviet AMs. Enjoy the game!

—Tony Curtis

Scan of sheet 1 front

Scan of sheet 1 back

Scan of sheet 2 front

Scan of sheet 2 back

## The Operations Sequences

### A. Mobile Sequence

#### 1. Movement Phase (full MA)

- Attempt to activate any desired Army Units outside the Command Range of the Active HQ that have not had activation attempts made on them this turn.
- Conduct ground unit movement and Overruns for all units; reinforcements enter the map.
- COMBAT DECLARATION. Declare attacks against all desired Defender Hexes. Place Declared Attack markers on all attacker hexes adjacent to Defender Hexes. Placement of markers on Assault or Mobile Attack sides (if allowed) determines the CRT to be used.

#### 2. Enemy Reaction Phase

- Attempt Combat Refusal [9.2]. Make an ER check on Lead defending unit.
- Attempt Reaction Movement [9.3]. Each unit to move makes an ER check.
- Attempt No Retreat [9.4]. Make an ER check on Lead defending unit.

**3. Combat Phase (Mobile or Assault CRT).** Each Declared Attack is resolved, in the order desired by the attacking player. Follow steps 'a' through 'k' below for each Declared Attack:

- Each player (Attacker first) commits air units to Close Air Support (CAS). Select Lead air units and make ER checks (see Combat Coordination Table for DRMs). If Lead air units fail their ER checks, all of that side's committed air units are immediately placed on their Flown sides in the Flown Box. If Lead air units pass their ER checks, all of that side's committed air units remain to commit CAS DRMs to the combat.
- Both sides (Attacker first) designate all Supporting artillery units (must be in range of Defender Hex).
- Each player selects a Lead artillery unit and makes an ER check (see Combat Coordination Table for DRMs). Possible outcomes:
  - Lead artillery unit passes; all artillery units contribute their full support strengths.
  - Lead artillery unit fails, but results less than "10" each artillery unit contributes half its support strength (rounded down).
  - Lead artillery unit fails, with results of "10" or more: none of the artillery units contribute any support strength.

*NOTE: One artillery unit in the Defender Hex is always coordinated, and any one attacking artillery unit adjacent to the Defender Hex is always coordinated [12.17].*

Regardless of coordination result, turn all artillery units participating in the Declared Attack to their "Fired" sides.

- Each side totals its final unit strengths (ground units plus supporting artillery); determine final Combat Odds for the Declared Attack.
- COMBAT UNIT COORDINATION (Attacker only). Attacker designates his Lead Combat unit and makes an ER check on it (see Combat Coordination Table for DRMs). Possible outcomes:
  - Lead unit passes: no adjustments to combat resolution die roll.
  - Lead unit fails: add +2 DRM to combat resolution die roll.

*NOTE: If all the attacking Combat units are located in the same hex and none of them are Disrupted, the attack is automatically Coordinated, and this ER check is not performed. [10.44]*

- Apply all applicable attacker and defender DRMs and resolve CAS coordination (attacker first). Net the DRMs; limit + or - 5.
- Defender designates Lead unit in the Defender Hex.
- Find the correct column on the designated CRT. Roll one die and apply net DRM to obtain final combat result.
- Apply the results to affected units.
  - Remove step losses, defender first.
  - Remove No Retreat marker, and apply step loss to the Lead defender unit.
  - Conduct retreats, defender first, including Special retreat through enemy ZOC. Maneuver CRT mandates 2 hex retreats; Assault CRT allows one or two hex retreats (defender choice).
- If Defender Hex is vacated, surviving Attacking units are allowed to Advance after Combat [11.6]. Return air units providing CAS DRMs to the Flown Box on their Flown sides.

*Now repeat steps 'a' through 'j' for the next Declared Combat.*

### B. Assault Sequence

#### 1. Engineering Phase

- Complete building friendly Strongpoints by flipping the Strongpoint Under Construction markers to their completed +1 Strongpoint sides for Formations previously activated this turn using the Assault Sequence.
- Begin friendly Strongpoints. Place marker with Under Construction side face up.
- Place or relocate friendly Bridge units (placement hex must be in command range of a friendly HQ, and cannot be in enemy ZOC).

#### 2. Movement Phase (half MA)

- Attempt to activate any desired Army Units outside the Command Range of the Active HQ that have not had activation attempts made on them this turn.
- Conduct ground unit movement for all units; reinforcements enter the map. Overruns cannot be conducted.
- COMBAT DECLARATION. Declare attacks against all desired Defender Hexes. Place Declared Attack markers on all attacker hexes adjacent to Defender Hexes.

#### 3. Enemy Reaction Phase

- Attempt Combat Refusal
- Attempt Reaction Movement
- Attempt No Retreat

**4. Combat Phase (Assault CRT only).** Each Declared Attack is resolved, in the order desired by the attacking player. Follow steps 3a through 3l, on this page for the Mobile Sequence Combat Phase, for each Declared Attack. *Note: When executing attacks using the Assault Sequence, in step 3.k.1, it may be required to place Disruption markers as part of the Combat Results.*

### C. Pass Sequence.

- Hold AM in Activation Pool, for later attempt at Combining Formations [7.3].
- Engineering Phase:** Place or relocate friendly Bridge units (placement hex must be in command range of any friendly HQ, and cannot be in an enemy ZOC).

## Expanded Sequence of Play

### A. Strategic Segment (both players)

**1. Weather Phase.** The German player rolls one die and consults the Weather Boxes for the current turn, as shown on the Turn Record Track for the scenario, to determine the weather condition for the entire turn.

#### 2. Reinforcement Phase

- a. Both sides transfer available reinforcements and chosen Optional Groups from setup cards to the map.
- b. Place air unit reinforcements in the Ready Box on the Air Unit Display.

**3. Supply Determination Phase.** Both players trace supply for all on map units:

- a. Remove Emergency Supply or Out of Supply markers from units now able to trace.
- b. Turn Emergency Supply markers to Out of Supply side on units still unable to trace.
- c. Place Emergency Supply markers on units newly unable to trace.

**4. Air Readiness Phase.** Move all air units in the Flown Box to the Ready Box, and flip them back to their aircraft silhouette side. Set the German and Soviet Offensive CAS Missions Remaining markers to the number of missions allowed for the turn.

#### 5. Initiative Phase.

- a. Both players roll one die. Apply DRMs. The player with the highest modified die roll has the Initiative.
- b. The First Player places all of his available AMs into his opaque cup; the Second Player places up to the same number as the First Player, plus one.

### B. Operations Segment (players alternate Operations Sequences)

#### 1. First Player Operations Sequence

- a. First player randomly draws one Activation marker. (Exception: First Operations Sequence of the first turn of a scenario, 7.15)

- b. First player conducts any one of three possible Operations Sequences (see The Operations Sequences page).

#### 2. Second Player Operations Sequence

- a. Second player randomly draws one Activation marker
- b. Second player conducts any one of three possible Operations Sequences (see The Operations Sequences page).

**3. Players alternate Operations Sequences until all Formations have been activated.**

### C. Reorganization Segment (both players)

#### 1. Engineering Phase

- a. Remove enemy Strongpoint if the hex is occupied by a friendly non-disrupted Combat Unit.
- b. Complete building friendly Strongpoints by flipping the Strongpoint Under Construction markers to their completed +1 Strongpoint sides.
- c. Place or relocate friendly bridge markers (placement hex must be in command range, and not in enemy ZOC).

#### 2. Reorganization Phase

- a. Remove Disrupted markers from units not in an enemy ZOC. Make ER checks for Disrupted units in enemy ZOC.
- b. Turn all leader and HQ units back to their "full" Command Point side.
- c. Turn all "Fired" artillery back to their "un-Fired" sides except for those bearing Out of Supply markers.
- d. Remove all Activation markers from Army Unit

**3. Victory Determination Phase.** Check scenario victory conditions. If the Axis player has achieved his set of victory conditions, the game ends (and ignore step C.4).

**4. Turn Record Phase.** Move the Turn marker ahead one space on the Turn Record Track and begin play of the next turn.



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