



Battle of Ak Monai



[CRIMEA] BATTLE AT AK MONAI

- RUSSIAN AIR LANDING IN CRIMEA.



Setup order		
1		x3
2		x2
3		x2
4		x4
5		x4
6		x2
7		x1
8		x1

Historical Background

December 1941, when Soviet troops of the 44th army landed on Feodosiya, an airborne operation was planned to capture the Vladislavovka airfield. This operation was cancelled but the airborne battalion under the command of Major Nyashin was dropped on the 31st of December near Ak Monai. Heavy winds dispersed the paratroopers and some landed near a German unit escorting an ammunition convoy. Widely dispersed in the field, some isolated groups of paratroopers attacked and captured the city of Ak Monai (now Kamyjanske) then attacked and destroyed an artillery battery positioned in the north defensive area of Ak Monai. After the battle the parachute battalion was relieved by a marine infantry unit arriving from Feodosiya.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 4 command cards.

Allied player [Soviet Union] : 6 command cards, you move first.

Conditions of Victory

6 medals.

The 3 hexes of Ak Monai city form a Temporary Majority Medal Objective worth 1 Medal for whoever controls the town.

So the Axis player begins the game with one medal in his victory path.

Special Rules

- Use "Red Army" rules (Nations 2).
- Use "Specialized Units" rules (Troops 2) for all Soviet infantry units.
- Use "Paradrop" rules (Actions 20). On the first turn, the Allied player drops ten special infantry units (Troops 2) on the board, two by two.



6 VP's

Card Balance:

Allies (Soviet Union) – 6

Axis (Germany) – 4

Complexity:

2

Conditions:

Countryside



Context:

Historical

Location:

Crimea

Year:

1941



Theater:

Eastern

Campaign:

Codename:

Summary:

Objectives:

6 VP's

Battlefield:

Open countryside with trees

Troops:

Allies -

Axis -

Special Rules:



Allied Strategy:



Axis Strategy:

Author:

Link:

General Howitzer / Battle Reports

Battle at Ak Monai

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

Please login, so your battle history can be updated. [Login](#)

Allied win rate—

Average medals per side

Allies—Axis—

Submitted AARs

0Games reported

No AARs for this scenario yet. File the first field report.

Allied victories**0**

Axis victories**0**

General Howitzer / Community Strategy



Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

[Log in](#) or [register](#) to share a strategy.