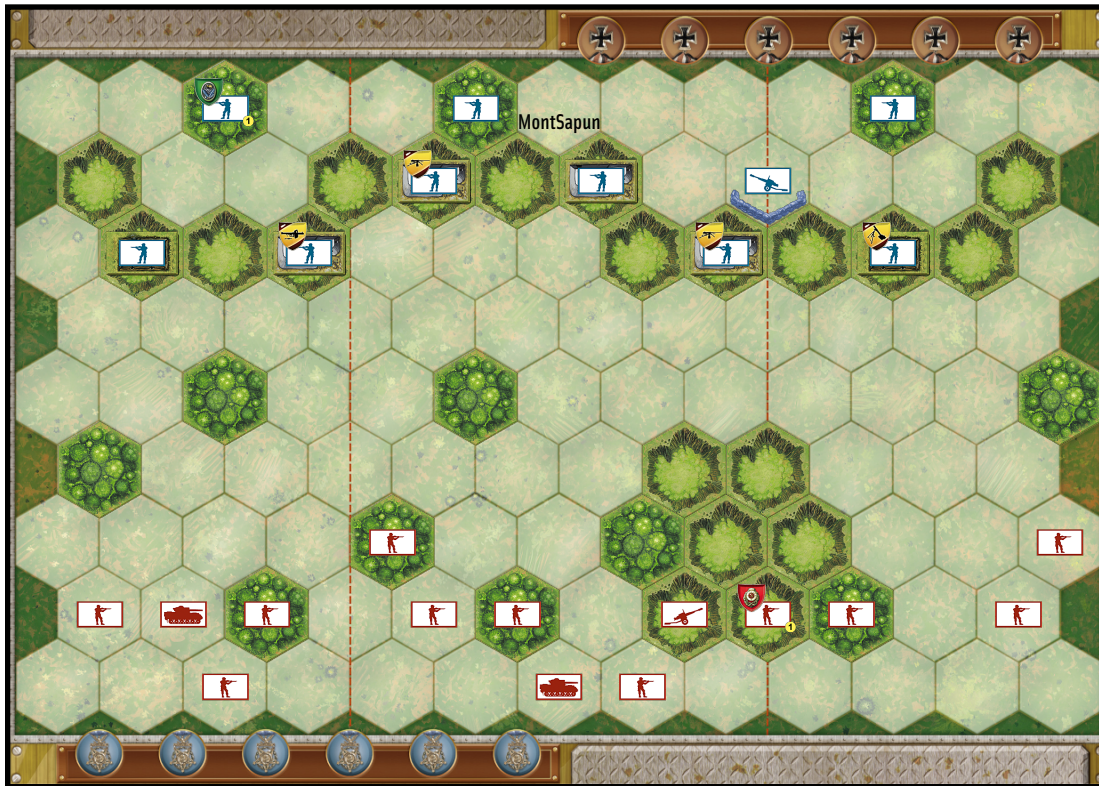







[CRIMEA 1944] CAPTURE OF SAPUN RIDGE - SEVASTOPOL DEFENSE LINE.



Setup order	
1	 x20
2	 x4
3	 x2
4	 x12
5	 x1

Historical Background

In April 1944, the 51st Soviet Army, part of the 4th Ukrainian Front under the command of General Tolbukhin, crossed the Sivash and in ten days captured the most part of Crimea. The 17.Armeie, composed of German and Romanian troops had withdrawn in Sevastopol and resisted to the Soviets. On the 7th of May, after a diversion attack north of the city, General Tolbukhin ordered the main attack on Sapun Ridge, which was the gate of Sevastopol. At the end of the day, Sapun Ridge was in the hand of Soviet troops. At that time Sevastopol was lost for the Axis, they withdrew in the Khersonese Cape with the hope to be evacuated by the Navy. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 5 command cards.
Allied player [Soviet Union] : 6 command cards, you move first.

Conditions of Victory

6 medals.

Special Rules

- Use "Sniper" rules (Troop 10) to the two infantry units with a sniper badge.
- Special Weapon Asset Rules (SWAs 4 - Special Weapon Assets>1942) are in effect for the units equipped with an antitank weapons (SWAs 5) a mortar (SWAs 6) or a machine-gun (SWAs 7).
- Use "Night Attacks" rules (Actions 19).
- Use "Steep Hills" rules (Terrains 13) on Allied side only. No movement or combat penalty from the other side, it's a high plateau.