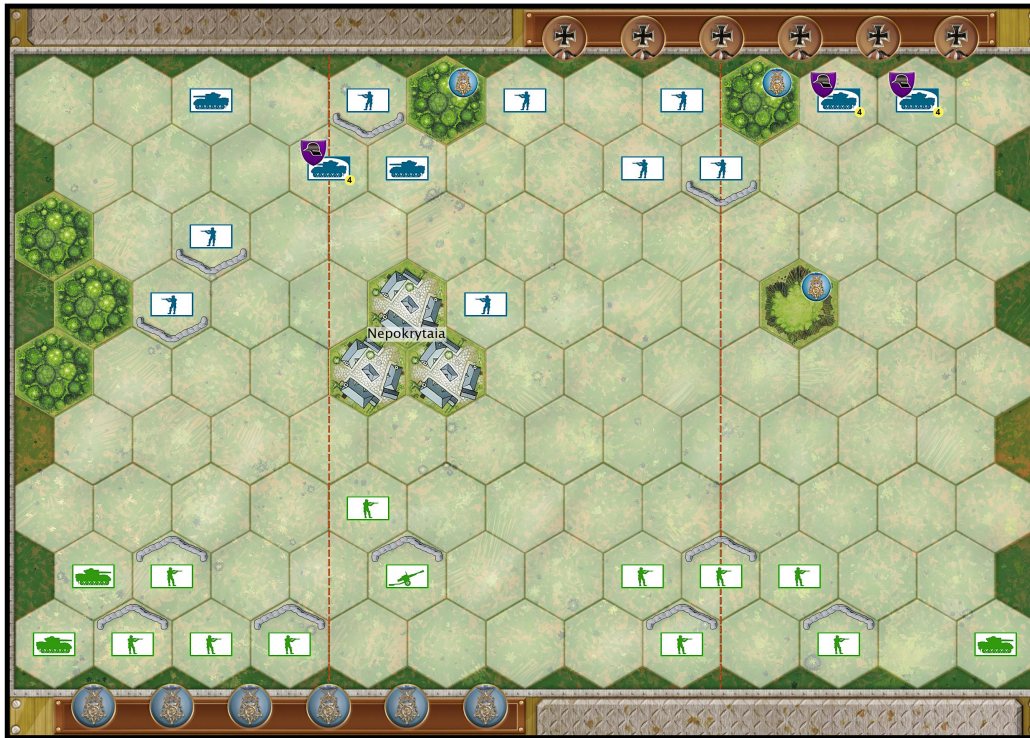


SOUTH CAMPAIGN

THE SECOND BATTLE OF KHARKOV

- (FIRST DAY)



Setup order		
1		x3
2		x5
3		x1
4		x11
5		x3

Historical Background

the second battle of Kharkov was an Soviet offensive in the region around Kharkov. The Red Army offensive began at 6:30 am on May 12th 1942, after an hour long artillery barrage the Red Army made a pincer move deploying troops from thier Volchansk and Barvenkovo salients. The fighting was fiercest around the village of Nepokrytaia. After the initial Soviet air strike swarms of Axis fighters took control of the skies for Germany. German losses were minimal losing only 35 tanks in the 3rd and 23rd Panzer divisions, although the Red Army advanced 6.2 miles.

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

Briefing

Axis player
[Germany]
Take 6 command cards

Allied player
[Soviet Union]
Take 5 command cards
You move first

Conditions of Victory

6 medals

Special Rules

The Allied player may play a recon-1 card as an artillery bombard in the first two turns of the game, if played as an Artillery Bombard card, they do not get to look at two cards.
artillery bombard: issue and order to all artillery units, units may move up to three spaces or battle twice.
All sandbags (axis and allies) are permanent entrenched positions.
The Axis special forces armor units have four figures per hex place a badge to distinguish them from the other units.
Remove the Dig In card from the command card deck.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[2ND BATTLE OF KHARKOV] KARLOVKA - RUSSIA

16 MAY 1942



Setup order		
1		x7
2		x13
3		x6
4		x2
5		x2
6		x2
7		x3

Historical Background

Three Days after the Soviet Spring offensive was launched toward Kharkov, German strategic maps showed that there were huge gaps on the front line where no German units were available to halt the Red tide. While Russian 6th and 9th Armies turn north towards their main objective of Kharkov, an "Ad Hoc" Army under the command of General Bobkin drove west for Poltava, where the Wehrmacht's Army group south had set up its supply depot and headquarters. The Russian high command STAKVA were convinced that the German army was almost at breaking point, and ordered all Russian units to push forward regardless of the risk to their flanks, ignoring the protests of their field commanders. The Germans had been preparing for an offensive of their own called Fall Fredericus, and because of this had already gathered several Panzer Divisions around the town of Barvenkovo just south of the break through. These units were now order to lay low and await the Russian assaulting forces to become over extended. The German 6th Army under General Paulus held firm against the Russian breakthrough towards the north, despite many nervous days with only a few roving Panzer Kampfgruppen protecting their flanks. Finally the concealed Panzer formations came out of hiding and launched an assault towards the Russian flank and rear. On the 16th the forward Russian reconnaissance unit were isolated and eliminated only 40km from Army group South's Headquarters. Likewise the Russian forces in the North threatening Kharkov were also isolated and eliminated once their supply lines were also overrun. Senior Corps and Divisional commanders also perished with their troops as they struggled to break out of the German encirclement. Had the Germans launched Fall Fredericus first, they risked a similar fate to the Russians due to the huge build up of Soviet forces in the area. The end result of the incompetent Kharkov offensive cost the Russians 200,000 troops and hundreds of Tanks and guns. It also opened the door for the German offensives towards Rostov and the Crimea and raised the possibility of the Germans reaching Stalingrad by that summer.

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

Briefing

German Player: 6 command cards
You move first

Russian Player: 4 command cards

Conditions of Victory

7 Medals

A victory medal location does NOT count as a Victory Medal for the German side.

Instead if the German player controls all 3 objective locations in Karlovka they win immediately.

If a German unit can exit off the Russian side the board in the Centre section it is worth 1 victory medal. The German unit is removed from play. Place one figure from this unit onto the German medal stand.

Special Rules

Blitz Rules are in effect (see p.4).

Russian Command rules are in effect (refer to p.3).

The Russian Special Forces are Combat Engineer units. Place a Russian Engineer Badge in the same hex with these units to distinguish them from the other units.

The 2 German units marked with a German Engineer Special Forces badge are Combat Engineer units. Place a German Engineer Badge in the same hex with these units to distinguish them from the other units. See p.6 for details about Engineers.

The German 3 units marked with a German Special Forces badge are Elite units. It may move 2 & still battle. Place a German Special forces Badge in the same hex with these units to distinguish them from the other units.

The German Special Forces Tank units are Heavy Tank Units & have 4 figures. Place a Special Force Badge in the same hex with these units to distinguish it from the other units.

Units marked with Battle Star tokens are Camouflaged units. Camouflage rules are explained on page 8 of the Pacific expansion rulebook.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[RUSSIA] THE CAPTURE OF VORONEZH - FLAME-THROWER FIGHTINGS



Historical Background

At the beginning of Operation Fall Blau, the 4th Panzer Army of General Hoth advanced towards Voronezh to cross the Don River and then turn South to encircle Soviet troops west of the river. The capture of the city was not the main objective but as German troops entered the suburbs of Voronezh, Feldmarschall von Bock ordered them to take it. However, Soviet troops put up a stiff resistance and the assault became a long and costly street battle. The 4th Panzer Army was eventually able to capture Voronezh by fighting from building to building using flame-throwers. It took several days, which delayed the timetable of the German operation. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]

Take 6 Command cards. You move first.

Allied Player [Soviet Union]

Take 5 Command cards.

Conditions of Victory

7 medals.

The Baltimor airfield hex and the railway station hex are each temporary Medal Objectives for the Axis player.

Special Rules

- Red Army rules (Nations 2) are in effect.
- Place a badge on the 4 Axis Engineer units (Troops 4). These are units equipped with flame-throwers.
- Urban Combat cards may be used in this scenario.
- If you play with New Flight Plan, the starting number of air combat cards is amended for this scenario: 3 for the Axis, 1 for the Allies; in addition, Allied armor units only move up to 2 hexes. If you don't use the New Flight Plan, then Blitz rules (Actions 15) are in effect.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- 1  x4
- 2  x1
- 3  x1
- 4  x2
- 5  x1
- 6  x1
- 7  x7
- 8  x11
- 9  x3
- 10  x1
- 11  x1
- 12  x18
- 13  x8
- 14  x6
- 15  x1
- 16  x2

[STALINGRAD] ROSTOV

- ROUND 1 - TOURNOI OL



Historical Background

in 1942, the 28th of June, the operation "Fall Blau" begins.

The German army has to crush the Russian troops near the Don River.

The German troops of the Army Group A have to conquer Rostov then they have to charge at the Caucasus.

And, with the Army Group B and especially the 6th Army of Von Paulus, they have to reach Stalingrad as soon as possible...

Briefing

5 command cards for the German player. German player begins.

5 command cards for the Russian player.

Conditions of Victory

10 victory medals for each player.

Bataysk is a temporary medal for the German player.

Millerovo is a temporary medal for the Russian player.

"Les faubourgs de Stalingrad" is a temporary medal for both players.

The 2 Hex of Rostov (with a "X") give a temporary medal for both players. So, 1 medal is possible for both players in the same time.

So, the Russian player begins with 3 medals.

Special Rules

Usual rules On Line.

Setup order		
1		x1
2		x3
3		x5
4		x7
5		x3
6		x11
7		x5
8		x3
9		x4
10		x3
11		x3

Medals:

Axis _____

Allies _____

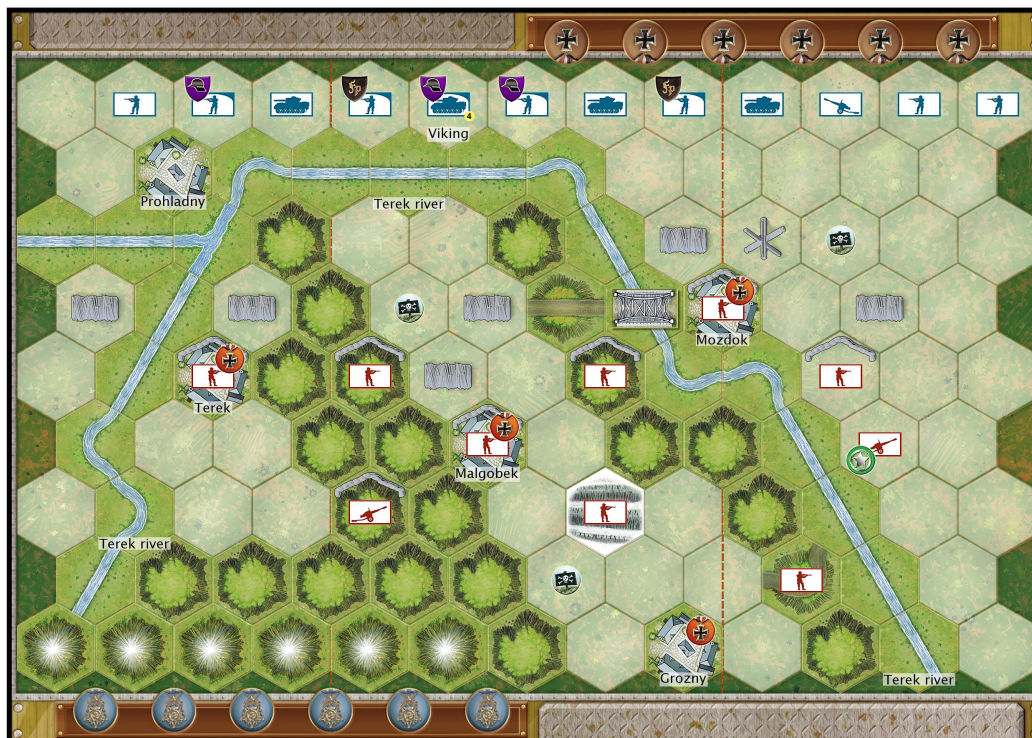
Objectives:

Axis _____

Allies _____

OPERATION "SHAMIL" AUGUST -NOVEMBER 1942

- THE CAPTURE OF THE OIL FIELD OF BAKU



Historical Background

The name of the German plan to gain control over the Caucasus and capture the oil fields of Baku was "Operation Edelweiss"; it was authorised by Hitler on July 23, 1942. The main forces included the "A" Army Group (Wilhelm List), 1st Tank Army (Ewald von Kleist), 4th Tank Army (Colonel-General Hermann Hoth), 17th Army (Colonel-General Richard Ruoff), and 3rd Romanian Army.

In August the panzer of von Kleist and the Viking Division reached Maikop (August 9), but its oil fields were burning. Axis was afraid to capture useless oil fields. In order to defend them from destruction, the head of Abwehr developed the operation "Shamil" to control the region of Grozny, Malgobek, Maikop.

But the more difficult mission was to attack through the narrow Altar valley near Malgobek. The high hills surrounding the valley formed the core of the Soviet defences.

The objective was to reach Grozny. The SS plan was to clear the hills with infantry troops, while its tanks raced the narrow valley to overrun the Soviet infantry trenches and anti-tank gun pits. On October 5th it had taken Malgobek.

For 2 months the Germans fought a series of bloody skirmishes with Russian troops around Grozny, but because of the long lines of communication, fuel and ammunition were scarce and they did not break through Soviet lines. They suffered almost 50 percent losses and in late November, when the Soviet counteroffensive struck German Sixth Army in Stalingrad, German troops in the Caucasus looked vulnerable and it was ordered to them to pull out from Grozny and to move rapidly north towards Rostov.

Briefing

Axis : 6 cards. You move first

Allied : 4 cards

Conditions of Victory

Axis : to capture the towns of Terek, Malgobek, Mozdok, Grozny. As long as the Axis unit remain on the town hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

Allied : 6 medals

Special Rules

Russian command rules are in effect.

Tanks units doesn't move through the hills without roads.

Axis Special Infantry units are "SS Viking", they move up 2 hexes and may fire.

Axis Special Infantry units are Engineers: ("Fp"arm

badge).

Axis Special Tank unit has 4 figures ("SS Viking").

The river is passable, but the unit must stop when enter the hex. It may battle.

Artillery with star may fire only into hexes of right section.

Axis and Allies doesn't play Air Power card.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- 1  x20
- 2  x6
- 3  x1
- 4  x1
- 5  x1
- 6  x14
- 7  x5
- 8  x1
- 9  x6
- 10  x1
- 11  x1
- 12  x6
- 13  x7
- 14  x3
- 15  x4
- 16  x1

[STALINGRAD] RED BARRICADES FACTORY COMPLEX



Setup order		
1		x4
2		x6
3		x11
4		x7
5		x8
6		x6
7		x4
8		x5
9		x3
10		x3

Historical Background

By mid October the fighting amidst the rubble of the Red Barricades Factory Complex in the northern section of Stalingrad had drawn in more and more of the German 6th Army's forces. On the 22nd the 79th Infantry division, supported by engineers, tanks and artillery, launched an intense attack over the Railroad embankment toward the Barricades Factory.

Under heavy fire from dug-in tanks and Russian snipers, the German troops slowly made ground toward the Factory. The Soviet line finally broke, but by day's end only a corner of the factory had been taken.

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

Briefing

Axis Player: Take 5 Command cards.
You move first.

Russian Player: Take 4 Command cards.

Conditions of Victory

10 Medals

The two Town hexes count as a Victory Medal for the side that occupies the hex. Place Objective Medals in these hexes. Control of Barricades Factory (4 hexes), counts as 2 Victory Medals. To gain control, your side must occupy more of the Building hexes than your opponent.

Special Rules

Blitz Rules are in effect (see p.4).

Russian Command rules are in effect (refer to p.3).

The Axis Special Forces tank unit has 4 figures. Place a Special Forces Badge in the same hex with these unit to distinguish them from the other units.

The Axis Special Forces Infantry units are Engineer units. Place a Special Forces Badge in the same hex with these units to distinguish them from the other units. Read p.6

about Engineers.

An Embankment hex has the same effect as a hill.

A Hedgehog obstacle hexes represent piles of debris and has the same effect as a Hedgehog.

Minefields are explained on p.4.

Snipers are described on p.5.

PAULUS' LAST OFFENSIVE

- ZAITSEV'S HUNTING GROUND



Setup order		
1		x8
2		x4
3		x5
4		x7
5		x5
6		x7
7		x3

Historical Background

At the beginning of November 1942, the German 6.Armee controlled 90 percent of the city of Stalingrad. Russian troops held only the Mamaïev Kurgan, some part of Red October factory and the Lasur chemical factory. General Winter arrived on the 9th of November and the temperature fell suddenly to minus 18° Celsius. On the 11th of November, General Paulus launched the last offensive to crush definitively the Russian defenders of Stalingrad. But the Russians had the Volga river behind them, they couldn't retreat so they fought fiercely and the German attack failed. In the Red October area, the famous sniper Vassili Zaitsev, from the 284th Siberian Rifle Division, killed a large number of German soldiers. Moreover, in the ruins of Lasur chemical factory, he trained new snipers who were quickly active. For the Paulus' soldiers exhausted by the battle, the story became a tragedy. On the 19th of November, General Zhukov ordered operation "Uranus", which surrounded definitively the German 6.Armee in the ruins of Stalingrad.

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

Briefing

Axis player [Germany]
Take 5 Command cards.

Allied player [Soviet Union]
Take 5 Command cards.
You move first.

Conditions of Victory

6 medals.

The oil Refinery and the two hexagons of the Red October factory are each a Temporary medal objective for the Axis player.

Special Rules

Use "Combat Engineers" rules (Troops 4 - Combat Engineers) to the Axis units marked with a badge.

Use "Sniper" rules (Troops 10 - Sniper) to the two Allied units marked with a badge.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[RUSSIA] BREAKTHROUGH AT KLETSKAYA - THE ROMANIAN FRONT BROKEN.



Setup order		
1		x4
2		x7
3		x4
4		x6
5		x2
6		x2
7		x6
8		x9

Historical Background

On the 19th of November 1942 at 05h00, Soviet troops of the South-West Front under the command of General Vatoutin, advanced to the battle. It was the beginning of Operation Uranus whose the aim was first to breakthrough the lines of the 3rd Romanian Army and then to surround German forces in Stalingrad. In front of Kletskaya, Romanian soldiers of the 14th Infantry Division tried to resist in their trenches but, with a lack of anti-tank weapons and few tanks, they couldn't prevent Soviet tanks of the 5th Armoured Army to broke their lines. In the battle for Stalingrad, the Axis had lost the initiative.

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

Briefing

Axis player [Romania] : 5 command cards.

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

Conditions of Victory

7 medals.

Exit markers are in effect on the whole Axis baseline, for the Allied forces (Action 23).

Special Rules

- Special Weapon Asset Rules (SWAs 1) are in effect for the two Romanian units equipped with anti-tank weapon (SWAs 2).
- "Cocktail Molotov" rules (Actions 36) are optional if you have the battle map "Khalkhin Gol" (only for Romanian units with a Battle Star).
- The Axis player lays out the minefields (Terrains 29).
- The ravine (Terrains 50) is impassable for Armour and Artillery.
- Remove the "Air Power" card before to began the game.

OPERATION LITTLE SATURN

- SOVIET WINTER CAMPAIGN



Setup order		
1		x2
2		x10
3		x11
4		x5
5		x2

Historical Background

Operation Uranus was a complete success for the Soviets, trapping the German 6th Army and 4th Panzer Army in Stalingrad. To exploit this victory, the Soviet general staff planned a winter campaign. Soviet forces consolidated their positions around Stalingrad and began fierce fighting to shrink the pocket. On December 16, the Soviets staged a second offensive, codenamed Operation Little Saturn, and attempted to punch through the Italian army on the Don river near Mamon. Although vastly outnumbered, the Italians somehow managed to hold out until the 19th, when they were ordered to withdraw.

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

Briefing

Axis Player [Italy]:
Take 6 Command cards.

Allied Player [Soviet Union]:
Take 5 Command cards.
You move first.

Conditions of Victory

7 Medals.

Exit rules are in effect across the entire Axis player's baseline, for the Allied player. If a unit manages to exit at full strength, it yields 2 medals instead of 1!

Special Rules

Russian Command rules (Nations 2 - Red Army) and Italian Royal Army Command rules (Nations 6 - Italian Royal Army) are in effect.

In addition, Allied Armor may only move 1-2 hexes and battle.

Place a badge on the two Russian Engineer units (Troops 4 - Combat Engineers).

Special Weapon Asset early war rules (SWAs 1 - Special Weapon Assets) are in effect for the Axis units equipped with Machine Guns (SWAs 8 - Machine Gun). Place the proper figure with these units.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

ALPINI IN THE STEPPE



Historical Background

After crushing the right flank of the Italian 8th Army at the Don River during the first phase of "Operation Little Saturn" in December 1942, the Red Army launched the second phase of the offensive in the middle of January 1943, trying to destroy or cut off the elite Italian Alpini Corps.

Briefing

Axis Player (Italy):

- Take 4 Command cards.

Allied Player (Soviet Union):

- Take 6 Command cards.

- You move first.

Conditions of Victory

7 Medals.

The marked town hex of Rossosh is a Permanent Medal Objective for the Allied player.

Exit rules are in effect for the area between the two exit markers on the Axis baseline, for the Allied player.

Special Rules

Russian Command rules (Nations 2 - Red Army) and Italian Royal Army rules (Nations 6 - Italian Royal Army) are in effect.

Place badges on the Soviet and Italian elite units (Troops 2 - Specialized Units) and the Soviet engineers (Troops 4 - Combat Engineers).

Setup order

- 1  x1
- 2  x1
- 3  x2
- 4  x6
- 5  x5
- 6  x7
- 7  x6
- 8  x3
- 9  x5
- 10  x3
- 11  x2
- 12  x1

[D02021] SC01 VON MANSTEIN'S CASTLING - THIRD BATTLE OF KHARKOV



Historical Background

19-feb-1943: At the start of 1943, the German Wehrmacht faced a crisis. A Soviet attack crossing the Donets River liberated the cities of Kursk, Belgorod and Kharkov. It threatened to cut off the entire German Army Group South. Erich von Manstein was put in command of Army Group South to organise a counter offensive to allow the remaining troops around Stalingrad to retreat. Von Manstein's plan was to conquer the area around Kharkov and Belgorod in a combined attack by several Panzer forces moving through the area from south to north and the Leibstandarte infantry division moving from west to east. This manoeuvre would switch the positions on the front of infantry and armoured divisions without pulling forces from the front, bringing armoured divisions in position for Operation Citadel. This plan was called ?Von Manstein's Castling.

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

Briefing

Axis player: take 5 cards. You play first.
Allied player: take 5 cards

Conditions of Victory

6 medals
The town of Krasnograd is a temporary objective medal for the allied forces.
The two field bunkers are each a temporary objective medal for the axis forces.
Each axis armored unit that exits the board through the exit marker, counts as a permanent medal objective for the axis player.

Special Rules

Standard Units (Troops 1), Specialized Units (Troops 2), Forests (Terrain 3), Hills (Terrain 6), Rivers (Terrain 8), Bridges (Terrain 9), Sandbags (Terrain 10), Town and Villages (Terrain 14), Wire (Terrain 15), Field Bunkers (Terrain 22), Marshes (Terrain 28)
Exit Markers (Actions 23)

Special weapons assets (late war) (SWAs 4)
The units with a engineer badge follow the SWA rules. In addition they
- may ignore one flag and are attacked by armor and

infantry with one less die when they benefit of no other terrain protection.
- if they did not move, they hit on a star rolled against armor units

Neither side has air superiority: both players roll one die on air power

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

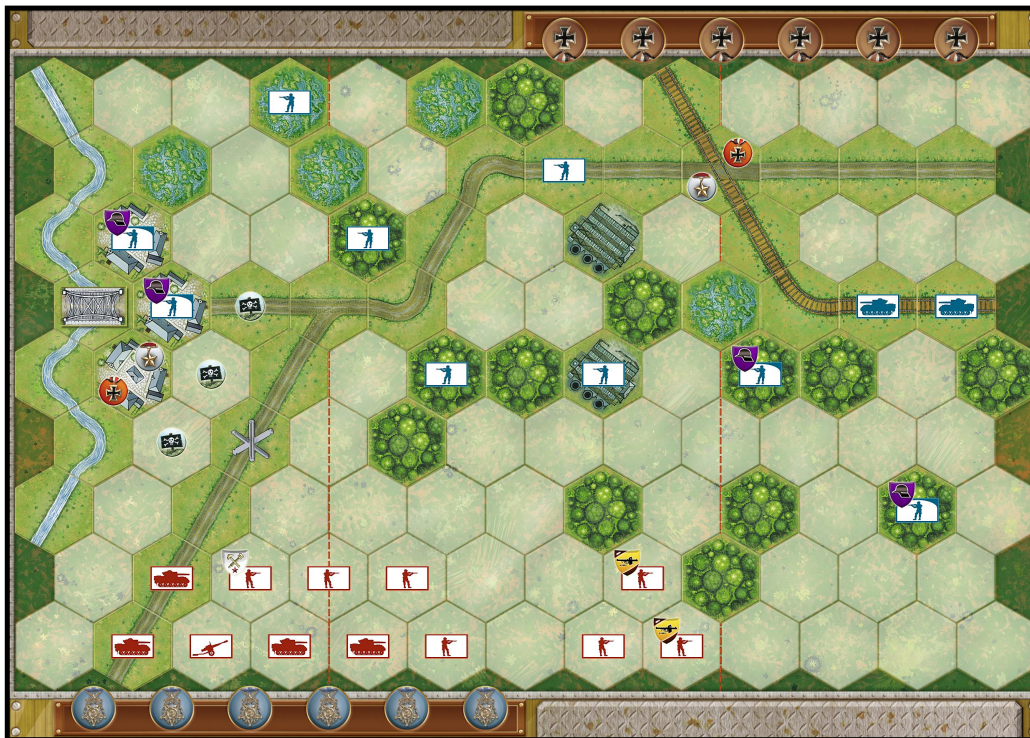
Allies _____

Setup order

- 1  x5
- 2  x2
- 3  x2
- 4  x5
- 5  x3
- 6  x11
- 7  x5
- 8  x4
- 9  x5
- 10  x5
- 11 x1
- 12  x1
- 13 x2

LIBERATION OF KIEV

- UKRAINE: 3RD-7TH NOVEMBER 1943



Historical Background

With the Bukrin bridgehead overcrowded and its defenses being reinforced, Stalin overruled Zhukov's plan to push further and instead had Vatutin shift his armoured forces to the Lyutezh bridgehead closer to Kiev. This required a complex 'maskirovka' (military deception) operation to conceal the movement of the 3rd Guards Tank Army. They took three nights to move over the few established pontoon bridges and avoid the Luftwaffe while non-operational tanks were left behind to keep up the deception. Radio deception and a bit of lucky fog meant the operation was a success. The German forces had no idea what they would soon be facing.

By the 4th, the German command still did not know they were to face the 3rd Guards Tank Army. Their own forces were few, but mobile and had at least set up mines and obstacles in defense but the marshy land around them didn't give them the best natural defensive line. Once the Soviet attacks really began to make progress, the 3rd Guards Tank Army was ordered to make the most of their element of surprise and continue their attack into the night, heading down the main roads with headlights on. It was a risky move but it caught the Germans off guard. Their own armour had been hesitantly sent to the wrong point of defense early on thanks to the poor and confused reconnaissance.

Incredibly, the main bridge over the Dnepr in Kiev had not yet been blown by the Germans and so their main defense of the city was focused there meaning Soviet troops could pour in from the edges of the city. While they did blow the bridge before being fully overrun, they had to retreat and the rapid loss of Kiev was embarrassing for von Manstein; Hoth, in charge of this sector; and Hitler. The use of the Dnepr as a defensive line had failed. The rapid advance meant the Soviets had even launched further towards Fastov and severed important road and rail links.

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

Briefing

Allied Player [Russia] Take 6 cards. You move first.
Axis Player [Germany] Take 5 cards.

Conditions of Victory

6 Medals

The three town hexes that make up Kiev form a Temporary Majority Medal Objective for both sides.

The road/rail junction is a Temporary Last-to-Occupy Medal Objective for both sides.

Special Rules

Special Weapons Asset rules (SWAs 4 - Special Weapons Assets, Late War) are in effect for the units equipped with an Assault Gun (SWAs - Assault Gun).

Place a badge on the Axis Elite Infantry units (Troops 2 - Specialised units).

Place a badge on the Soviet Engineer unit (Troops 4 - Combat

Engineers).

The German player sets out the minefields.

When using Air Power, the Allied player rolls one die, not two.

Medals:

Axis _____

Allies _____

Objectives:

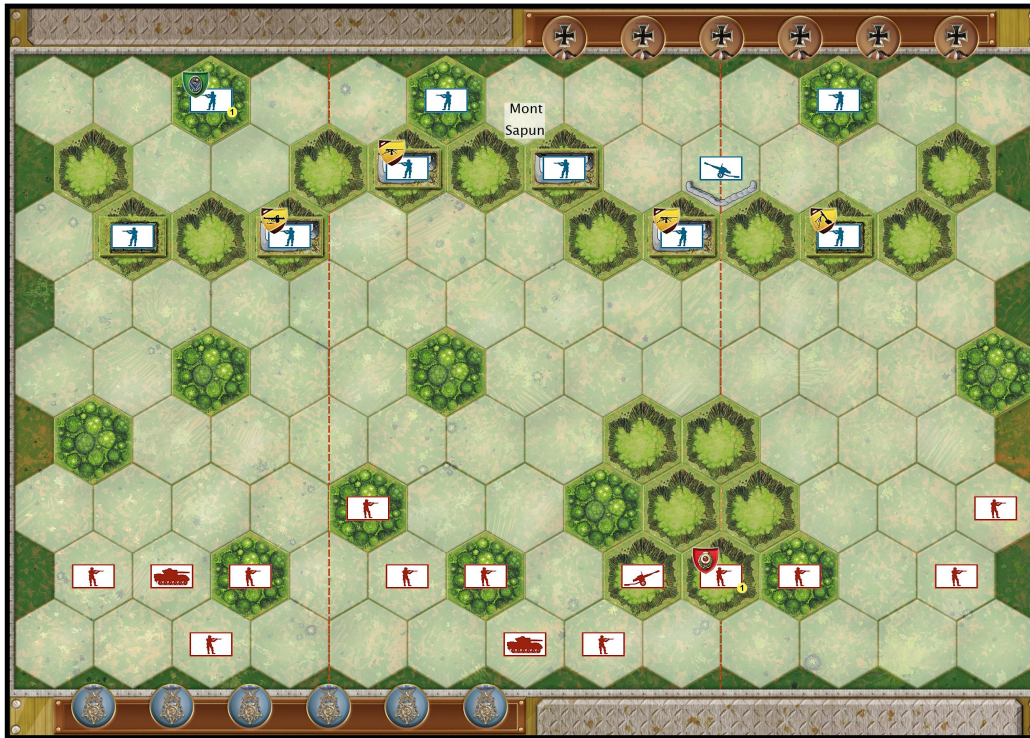
Axis _____

Allies _____

Setup order

- 1  x1
- 2  x1
- 3  x2
- 4  x5
- 5  x1
- 6  x5
- 7  x1
- 8  x3
- 9  x4
- 10  x2
- 11  x12
- 12  x13
- 13  x2
- 14  x1
- 15  x2
- 16  x2
- 17  x3

[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 Syvach and in ten days captured the most part of Crimea. The 17.Arme, 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.

Medals:

Axis_____

Allies_____

Objectives:

Axis_____

Allies_____

BATTLE FOR TARGUL FRUMOS - ROMANIA

MAY 2ND-4TH 1944



Setup order		
1		x11
2		x5
3		x1
4		x14
5		x11
6		x6
7		x1
8		x4
9		x7
10		x2
11		x3

Historical Background

In a month of bitter fighting during March 1944 the German 8th army had been forced to withdraw from the Western Ukraine into Romania. The coming of the "Muddy season" in April allowed both side to reconsolidate their strength. The German force dug in their defences, while the Russian prepared for their next major target in southern Europe, the drive towards the Ploesti Oil fields in Romania. The first obstacle in their way was a Romanian town called Targul Frumos.

By the beginning of May the ground hardened again for the use of tanks and the Russian launched a series of Probing attacks to test the Axis defences. Fearing a major Russia assault immanent, Lt Gen. Hasso Eccard von Manteuffel ordered his own Panzers Grenadiers forces to launch their own limiting counter Reconnaissance raids. One of the successful raids revelled a very unpleasant surprise. One of the knocked out Russian tanks was the new JS III Heavy Tank. This discovery served to hasten the German & Romanian forces to construct the strongest defences possible.

On the 1st of May, after a large but ineffective Russian artillery barrage, the roar of tank engines signified the beginning of the Russian ground assault. The main assault consisted of 200-250 Russian tanks advancing on Turgul Frumos via the Valley behind hill 372 on the German left flank, while other smaller attacks were made against the Romanian troops on the right flank. The dug in Axis troops waited for the Russian tanks to roll over their foxholes, and then picked off the supporting Russian Infantry. The now unsupported Russian tanks continue to advance but run into ambushes of perfectly concealed AT Guns & Skilful counter attacks by the Panzer Regiment GD. German Bombers lead by Colonel Hans-Ulrich Rudel Tank Busting Stuka dive-bombers also join in the Carnage. The Battle was a rout, and Subsequent attacks on the 2nd & 3rd also had little effect. During the first 3 days of the battle 350 Russian tanks were destroyed, & another 200 damaged. German tank loses were only 10 vehicles. Although Soviet post war accounts barely mention the battle. The Soviets had given their all, but the path to Turgul Frumos & the Ploesti Oil fields had not been opened.

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

Briefing

Russian Player: Take 4 Command cards

You move first

Axis Player: Take 6 Command cards

Conditions of Victory

6 Medals

The town of Targul Frumos counts as a Victory Medal. Place an Objective Medal on each of these hexes. As long as the Russian unit remains on the hex, it continues to count toward the Russian victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

If an Axis unit is occupying a numbered hill in a section, may target units in that same section, using their Artillery as Big Gun Artillery.

The Russia Special Forces Tank units are Heavy Tank units & have 4 figures. They may ONLY move 2 and Battle. Place a Russian Special Force Badge in the same hex with these units to distinguish them from the other units.

The Russian Special forces Infantry units are Elites infantry units. They may move 2 and still battle. Place a Russia Special Force Badge in the same hex with these units to distinguish them from the other units.

All Axis Infantry units are Elites infantry units. They may move 2 and

still battle.

Colonel Hans-Ulrich Rudel Tank Busting Stuka drive bombers are supporting the 8th Army. The German player may play Recon 1 cards as airstrikes as in blitz rules.

Units marked with Battle Star tokens are Camouflaged units. Camouflage rules are explained on page 8 of the Pacific expansion rulebook.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

SIEGE OF BELGRADE

- -FREEING YUGOSLAVIA



Historical Background

Briefing

Soviet Player:
Take 8 command cards
You move first

German Player:
Take 6 command cards

Conditions of Victory

8 Medals

Special Rules

Special Unit, Sniper, and Yugoslavian partisan unit rules apply.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- 1  x1
- 2  x1
- 3  x1
- 4  x1
- 5  x1
- 6  x6
- 7  x8
- 8  x14
- 9  x9
- 10  x7
- 11  x1
- 12  x2
- 13  x1
- 14  x2
- 15  x1
- 16  x1

[HUNGARY] BUDAPEST" SUBURBS

- MALINOVSKY SETBACK.



Setup order		
1		x1
2		x1
3		x12
4		x2
5		x9
6		x8
7		x6
8		x5
9		x3

Historical Background

On the 28th of October 1944, Soviet General Malinovsky, commander of the 2nd Ukrainian Front, was ordered by Stalin to launch immediately a new offensive to capture Budapest. This offensive began the day after and on the 31st of October the city of Kecskemet fell in Soviet hands. Everywhere the mud covered the battlefield and slowed down the movement of the two armies. On the 2nd of November, Soviet vanguard units, 2nd and 4th Guards Mechanized Corps and 24th Rifle Corps, entered in the East suburbs of Budapest and fought against German and Hungarian defense lines. Soviet troops being short of ammunition and fuel and under the threat of a surrounding by a German counter-attack, had to withdraw on the 6th of November. Budapest had won a little respite.

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] : 4 command cards, you move first.

Conditions of Victory

6 medals.

For the Allied player, use the "Exit" token rules (Action 23) to the three hexagons with an Exit token.

Special Rules

- Use "Elite Armor" rules (Troops 2) to all Axis armored units. Badges are not required.
- "Raspoutitsa" rules : because of the mud, all armored units may move only two hexagons instead of three.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

SIEGE OF BUDAPEST BRYCIE35

- AFTER BRYCIE35



Setup order		
1		x4
2		x7
3		x1
4		x20
5		x8
6		x3
7		x3
8		x2

Historical Background

My historical background

Russian General Rodion Malinovsky's detachment had encircled the doomed city of Budapest. The German Garrison ordered by Hitler to defend to the city to the last man, worked anxiously to fortify the city in preparation for a siege. On the west bank of the Danube River, Russian artillery pounded the city of Buda, while STAVKA launched three divisions into the streets of Pest. After 10 days of continuous fighting, the Germans were running out just about anything except wounded, and each day were getting pushed further back by repeated Soviet attacks. Each Soviet gain however was paid for with many Russians lives. One of these strong points to be taken in the city was the Ceramic Factory, where well armed & determined mixed Elements of the 8th and 22nd SS Cavalry Divisions had set up a circular defence. Lead Elements of the Russian 30th Rifle Division circled around to the South the German positions in order to strike at the Germans from the West, while Elements of the 18th Russian Guards attacked simultaneously from the East. Russian Infantry were mowed down by machine gun fire from windows in the factory as they attempted to move down the city streets. Only by blasting holes in the walls were the Russian able to advance on the factory. Finally the Russian Guards burst out of the surrounding Buildings & stormed the Factory with bitter hand to had fighting. There & also in the Neighbouring Textile Factory were the German Garrison defenders finally wiped out. While German Tanks which had repelled repeated attacks through the numerous Gardens & parks of the city run out of fuel & ammunition, & there crews were forced to Abandon their vehicles. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

My description

Russian Player: 5 command cards
You move first

German Player: 6 command cards

Conditions of Victory

My victory conditions

5 Medals.
Control of Ceramics factory (2 hexes), counts as a Victory Medal for the Russian player. To gain control, your side must occupy more of the Building hexes than the German side. Place Objective Medal in these hexes.

Special Rules

My rules

The Ceramics Factory, & the Textiles factory are both heavily fortified. Units inside may ignore ALL flags.
The Russia Special Forces infantry are Elite Russian Guards

units; they may move 2 and still battle. Place a Russia Special Force Badge in the same hex with these units to distinguish them from other units.
The Russia Special Forces Tank units are Heavy Tank units & have 4 figures. Place a Special Force Badge in the same hex with these units to distinguish them from the other units.
All German Infantry are Elite SS Troops; they may move 2 and still battle.
The single figure German Special forces units are Snipers. Place a German sniper badge with this unit to distinguish them from other units.
Units marked with Battle Star tokens are Camouflaged units. Camouflage rules are explained on page 8 of the Pacific expansion rulebook.

Medals:

Axis_____

Allies_____

Objectives:

Axis_____

Allies_____

UNTERNEHMEN KONRAD 1, 2

- SWORD BEHIND THE ARMOR



Historical Background

As the Soviets were about to finish the encirclement of Budapest, the Germans began thinking about how to rescue the Budapest Garrison. Hitler didn't permit the garrison to break out; instead, he planned to re-stabilize the region by retaking lost ground and restoring defensive positions in the Margit Line, thus supporting his only ally in the region, the regime of Ferenc Szálasi. However, the 2nd and 3rd Ukrainian Fronts had enormous material superiority. Moreover, the Führer didn't wish to halt the already failed Ardennes Offensive, drawing away crucial reserves from this theater. Despite the threat of a Soviet offensive on the Vistula, he sent the IV SS Panzer Corps in Hungary, including the famous Totenkopf and Wiking SS Panzer Divisions to reinforce German units also tasked with relieving the Hungarian capital.

From 1 January to 26 January, three offensives were launched in order to reach Budapest: Konrad 1 (January 1-7, 1945) in the hills of the Vértes near the Danube, Konrad 2 (January 7-11, 1945) near Lake Balaton and Velens and up north near the Danube, and finally Konrad 3 (January 18-26) to the south. But that's another story...

Briefing

German Player: 6 cards
You move first.

Soviet Player: 5 cards

Conditions of Victory

6 medals.

All medal hexes are Last To Occupy Medal Objectives.

If the German Player enters Budapest, he instantly receives both medals.

Special Rules

Place a badge on elite Soviet units (Troops 2 - Specialized units).

Place a badge on elite German units (Troops 2 - Specialized units).

Political Commissar rules are not in effect for the Soviet Player.

When playing Air Power, both sides will roll 1 die. Units

in woods can't be targeted.

Despite their appearance, frozen river hexes are impassable, except by the bridge at Komárom.

The two hexes of Buda are impassable for the Soviet Player. Buda was only besieged, but not taken during this period.

The Soviet player lays out the Minefields (Terrain 29 - Minefields).

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- 1  x1
- 2  x1
- 3  x3
- 4  x10
- 5  x7
- 6  x6
- 7  x10
- 8  x8
- 9  x2
- 10  x2
- 11  x6
- 12  x3