



MEMOIR '44

SCENARIO COMPILATION
EASTERN FRONT

EASTERN FRONT SCENARIO COMPILATION

Unternehmen Fall Weiss

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Unofficial Memoir '44 Scenario Compilation: Eastern Front, Version 1.2

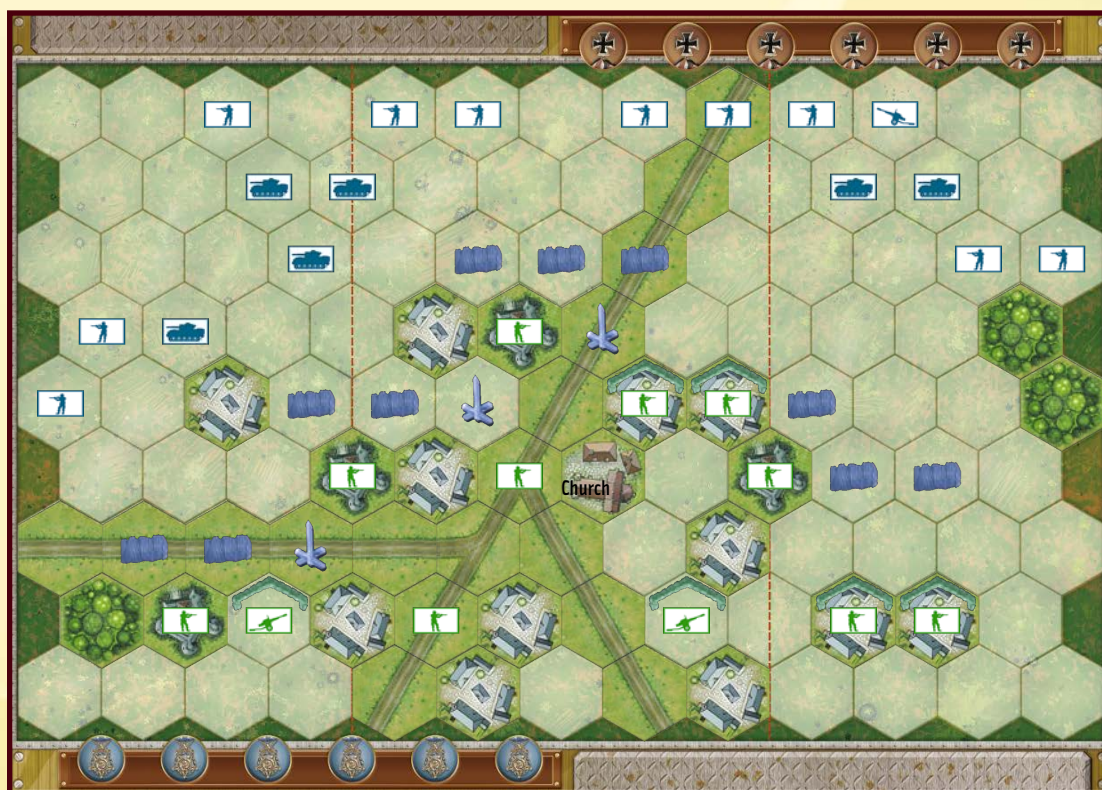
**Cover art by Jan "Laserschwert" Hofmeister
Scenarios compiled by Derek "Whaleyland" Whaley**

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Please support the game by purchasing its expansions.**

BATTLE OF WARSAW

- UNTERNEHMEN FALL WEISS

SEPTEMBER 8-26, 1939



Setup order

- | | | |
|----|--|-----|
| 1 | | x4 |
| 2 | | x1 |
| 3 | | x12 |
| 4 | | x1 |
| 5 | | x1 |
| 6 | | x15 |
| 7 | | x3 |
| 8 | | x10 |
| 9 | | x3 |
| 10 | | x6 |

Historical Background

On September 1, 1939 the invasion of Poland - codenamed Fall Weiß or "Case White" by the German high command - marked the first military campaign of the war. In a week, the German forces were able to overwhelm the thin Polish defenses and the 4th Panzer Division had driven east to Warsaw's doorstep.

The initial attack on the city began in the southern suburbs and despite the almost relentless German bombing the Poles fought ferociously as they defended their capital city. The German tanks who had almost effortlessly charged across the flat Polish terrain, now found it more difficult to maneuver in the city streets and Polish artillery made them suffer.

Knowing that time was on their side and additional troops would soon arrive, the German's put the city under siege. Within days, the Poles were no longer able to mount effective artillery attacks and the German infantry was ordered forward. With overwhelming artillery and air support the city soon fell.

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 [Poland]
Take 5 Command cards.

Conditions of Victory

6 Medals.

The four Fortress hexes form a Temporary Medal Objective for the Axis forces.

Axis forces must occupy at least two of the four Fortress hexes to gain one Objective Medal.

Special Rules

Blitz Rules are in effect (Actions 15 - Blitz Rules).

Air Rules are optional: If used, give the Axis player both

Air Sortie cards at game start.

SUOMUSSALMI

- RUSSO-FINNISH WAR



Setup order

- 1 x7
- 2 x10
- 3 x2
- 4 x1
- 5 x16
- 6 x2
- 7 x7
- 8 x7

Historical Background

The Soviet Army crossed the border into Finland in the last days of November, 1939. On December 8th, they reached the lightly defended village of Suomussalmi. The next day, Colonel Hjalmar Siilasvuo, a veteran of WWI, brought in reinforcements and took command of the Finnish defenses. His mission was to destroy the Russian forces and force them out of the village – a tall order, as the enemy was well supplied and numerically superior.

One of Siilasvuo's first orders was for Captain J. A. Makinen to set up a roadblock to slow the continuing advance of the Russian 44th Division. While the roadblock operation was being developed, Siilasvuo launched an attack against the Russian positions in and around Suomussalmi. The Soviets, however were too well entrenched and little headway was made in the first few days of the battle.

In time, the Finnish ski troops, fighting on home ground, were able to slowly tighten the ring around the villages and by the first week of January had defeated the larger Soviet force.

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

Briefing

Finnish Player: Take 6 Command cards.
You move first.

Russian Player: Take 4 Command cards.

Conditions of Victory

6 Medals

If Finnish units occupy 3 of the 4 town hexes at the end of their turn, they win immediately.

Special Rules

The Air Power card is played as an Artillery Bombard Tactic card: 'Artillery battles twice or moves up to 3 hexes'.

The bunker is a Field Bunker (p.5).

The River represents the Frozen lakes in the area. Refer

to p.3 about frozen rivers.

The Finnish Special Forces Infantry are Ski troop units. Place a Finnish badge in the same hex with these units to distinguish them from the other units. These units only have 3 figures. See p.6 for more details about Ski Troops.

Russian Command rules are in effect (see p.3).

[DO2016] TAIPALE RIVER

- DUTCH OPEN 2016: WINTERWAR / TALVISOTA, SCENARIO 1



Setup order

- 1 x1
- 2 x2
- 3 x9
- 4 x2
- 5 x8
- 6 x4
- 7 x3
- 8 x19
- 9 x4
- 10 x3
- 11 x2

Historical Background

Both the Russians and the Fins know that Summa is the gateway through the Karelian Isthmus into Finland. This is the most defended place in the Mannerheim line. That's why Russian troops try to lure Finnish troops away from that sector by attacking Taipale river. Here they find a seemingly undefended spot where they can cross the river. But Finnish forces left this peninsula undefended on purpose and pinpointed all their artillery at it. The first Russian assault is a disaster with hundreds of casualties as a result. Russian forces keep crossing the river however and their reinforcements seem endless. At some point they establish a bridgehead at the other site of the river at Kelja, Pakkemikko and Patoniemi, but before the end of the day Russian forces are repulsed. Although the Russian forces are overwhelming, the Finnish forces keep holding the line. The fighting continues until the end of the war, but a Russian breakthrough is never accomplished here.

Briefing

Axis (Finnish): 6 cards you move first

Allies (Russians): 6 cards

Conditions of Victory

6 medals

All three medal are temporary medals for the Allied (Russian) player.

Special Rules

- Russian command rules (Nations 2)
- Ski troops (troop 9)
- The frozen rivers (terrain 47) are Deeply frozen rivers. Infantry roll 1 die when crossing, all other units roll 2 dice as normal
- The two infantry units with an battle star have molotov cocktails. play them as follow:
infantry with Molotov is treated like infantry in close combat, start hit on vehicles and armor unit with molotov may take ground

[DO2016] KOLLAA

- DUTCH OPEN 2016: WINTERWAR / TALVISOTA, SCENARIO 2



Setup order

- 1  x8
- 2  x5
- 3  x1
- 4  x1
- 5  x1
- 6  x3
- 7  x12
- 8  x4
- 9  x29
- 10  x8
- 11  x2
- 12  x2
- 13  x2

Historical Background

Dec. 1939–march 1940: North of the Karelian Isthmus which received the main initial assault of the Winter War, the Soviet 8th Army, a force of 7 divisions reinforced by armor units, assaulted the 2 divisions of the Finnish 4th Army Corps. After pushing with unstoppable force for some 40 km, the Soviet assault ground to a halt on the banks of an insignificant little river called Kollaa. There the Finns had hastily dug defenses which were, until the very end of the war, able to withstand daily assaults by numerically vastly superior enemy forces assisted by artillery, armor and aircraft.

The defenders of Kollaa fought one of the most celebrated actions of the war, holding off the attackers for more than three months, supported only by the snow, the temperatures which fell to 40 degrees below zero, and the knowledge that if Kollaa fell the resulting avalanche of Soviet troops might prove impossible to stop. The legendary Finnish sniper Simo Häyhä, nicknamed "The White Death", also served at the Kollaa front.

A famous quote from the Battle of Kollaa is Major General Hägglund's question, "Kestääkö Kollaa?" (Will Kollaa hold?), to which Lieutenant Aarne Juutilainen replied, "Kollaa kestää" (Kollaa will hold), unless the orders are to run away." A prime example of Finnish Sisu!

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

Briefing

Axis player [Finnish]: 5 command cards

Allied player [Russian]: 5 command cards, you move first

Conditions of Victory

6 medals

Rumilus base is a temporary medal objective for the Finnish worth 1 medal

Road hex to Bomba is a temporary medal objective for the Russians worth 1 medal

Red House Hill is a temporary medal objective for the Finnish and the Russians worth 1 medal

Special Rules

Russian command rules (Nations 2)

- Ski troops (troop 9)

- The frozen rivers (terrain 47) are Deeply frozen rivers.

Infantry roll 1 die when crossing, all other units roll 2 dice as

normal

- The two green battle stars represent two units with Molotov Cocktails, play them as follow:

infantry with Molotov is treated like infantry in close combat, start hit on vehicles and armor

unit with Molotov may take ground

- Early war machine Gun (SWA 8)

- Sniper (troop 10)

For this scenario only:

Simo Häyhä, the famous Finnish sniper is represented by two figures (Thanks to LooneyLlama for the idea.)

[DO2016] TOLVAJARVI

- DUTCH OPEN 2016: WINTERWAR / TALVISOTA, SCENARIO 3



Historical Background

Early December Finnish forces were pushed back on every front. Only the Mannerheim line stood firm. Russia seems undefeatable with their superior numbers in men and equipment. The situation was especially critical north of lake Ladoga where Russian forces flooded across the roads into Finland. General Mannerheim ordered a counterattack to stabilize the front and give new hope to the troops. This attack had to take place at Tolvaajarvi. A small place where the Finnish retreat was stopped in the situation was most desperate. The objective was to capture the peninsula with a hotel where a major road was located. Because of open ground the frontal attack was supported from the sides where extra troops would help in the attack. Early in the morning of December 12, Finnish forces got underway. Unfortunately the left wing of the attack met a group Russian just underway with their own attack. The right wing also met with heavy resistance. The center attack thus had to attack without enough support and resulted in heavy fighting and many losses on both sides. When the forces came in the vicinity of the hotel they met heavy resistance. The hotel was transformed into a well-defended position and could not be overwhelmed easily. It was already in the afternoon when forces from the left wing arrived and the hotel could be captured. Russian forces were pushed back for kilometres before the attack was stopped. The success of the attack gave Finnish forces new hope and courage. Russian forces could be beaten!

Briefing

Russian player: 6 cards
Finnish player: 6 cards

Conditions of Victory

6 medals
The hotel is worth 1 medal for whoever controls it (temporary medal)
The exit is for the Russian player only

Special Rules

- Russian command rules (Nations 2)
- Ski troops (troop 9)
- The frozen rivers (terrain 47) are Deeply frozen rivers. Infantry roll 1 die when crossing, all other units roll 2 dice as normal
- The two infantry units with a battle star have molotov

cocktails. play them as follow:
infantry with Molotov is treated like infantry
in close combat, start hit on vehicles and armor
unit with molotov may take ground
- Early war mortar (SWA 3) and early war machine gun (SWA 8)

Setup order

- 1  x3
- 2  x1
- 3  x1
- 4  x10
- 5  x7
- 6  x13
- 7  x10
- 8  x1
- 9  x19
- 10  x5
- 11  x2
- 12  x1
- 13  x2
- 14  x2
- 15  x1
- 16  x1

[DO2016] DESTRUCTION OF THE 44TH DIVISION

- DUTCH OPEN 2016: WINTERWAR / TALVISOTA, SCENARIO 4



Historical Background

January 1940: After the success at Tolvarjarvi, Finnish forces began attacking the Russian invaders with renewed strength. A successful tactic they used quickly became known as Motti tactics. Russian movements were bound to roads. As soon as they got into the woods, Finnish ski patrols got them. This way whole companies vanished. Finnish forces knew that a head-on attack would be suicide because they were outnumbered. Instead they began fierce attacks in the middle of the Russian convoys. As soon as they breached through they barricaded both ends. This way small pockets of Russian troops were left and Finnish command hoped they would try to flee or just surrender. But the Russian forces inside these motti's dug in and kept fighting until they died in battle or from starvation. This tactic of breaking through a column of Russian troops was also applied at the 44th division, on their way to assist the troops at Suomussalmi who were under attack by Finnish forces. A reinforced roadblock held the Russian troops in their place. The kilometers long convoy then came under attack by the Finns. Bloody fighting resulted in many Finnish deaths, but even more Russian lives. Again Russian forces got a choice: Flee, Fight or dig in??

Briefing

Axis (Finnish) 6 cards, you move first
Allies (Russian) 5 cards

Conditions of Victory

6 medals,
The bridge counts as a temporary medal for the Axis player
The Town of Raate (two hexes) counts as a temporary majority medal for whoever controls the most hexes of Raate
Exit on and between the exit markers is for the Russian player

Special Rules

- Russian command rules (Nations 2)
- Ski troops (troop 9)
- The frozen rivers (terrain 47) are Deeply frozen rivers. Infantry roll 1 die when crossing, all other units roll 2 dice as normal

- Place a battle star on any two non SWA infantry unit. The battle stars represent molotovcocktails. play them as follow:

infantry with Molotov is treated like infantry in close combat, start hit on vehicles and armor unit with molotov may take ground

- Early war mortar (SWA 3)
- Sniper (troop 10)

Setup order

- 1 x2
- 2 x1
- 3 x2
- 4 x1
- 5 x5
- 6 x6
- 7 x4
- 8 x29
- 9 x6
- 10 x11
- 11 x1
- 12 x8
- 13 x2
- 14 x2
- 15 x1

VETKO VILLAGE



Setup order

- 1 x1
- 2 x13
- 3 x6
- 4 x3
- 5 x2
- 6 x14
- 7 x2

Historical Background

In January 1940, during the Winter War, Stalin ordered the 2nd Soviet Ski Brigade, under the command of Colonel Konstantin Dolin, to relieve the 54th Rifle Division who the Finns had encircled and cut off. On the 11th, Dolin moved into Finland toward the Kuhmo sector. Finnish Ski troops, however, spotted Dolin's column and with the Finnish battle cry of "No Quarter", they attacked. Forced to retreat, the Soviet skiers, unfamiliar with the area, fell back to the forest around Vetko village. Unable to make a defensive stand, they soon found themselves cut off as well; only a scattered few managed to escape.

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.
You move first.

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

Conditions of Victory

5 Medals

Exit rules are in effect on the two road hexes of the Allied baseline, for the Axis player.

Special Rules

Russian Command rules are in effect (Nations 2 - Red Army).

All Infantry units are ski units (Troops 9 - Ski Troopers). Ski Troop units have 3 figures.

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

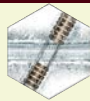
The Air Power card must be played as Barrage Tactic card instead: Target 1 enemy unit. Roll 4 battle dice, symbol and Grenade score hits. Flags cannot be ignored.

THE BATTLE OF HONKANIEMI

- DUTCH OPEN 2016: WINTERWAR / THE BATTLE OF HONKANIEMI, SCENARIO 5



Setup order

- 1  x2
- 2  x4
- 3  x1
- 4  x7
- 5  x1
- 6  x2
- 7  x2
- 8  x10
- 9  x20
- 10  x20
- 11  x1
- 12  x2
- 13  x2

Historical Background

On the night between 25th / 26th of February 1940, the Jaeger company was transferred by trucks to Heponotko (3 km North-East from the Honkaniemi depot) and skied to the starting point, arriving at 0400 hours. The tank company arrived 30 minutes later, after making a 50 km march. The march in bad conditions, costed the tank company 5 tanks to various reasons, mainly engine failures. The tank company was divided into two sections, 6 tanks to support the 2nd and 3rd Jaeger companies and 2 tanks to support the 1st company securing the left flank.

The Soviet forces were lead elements from the 84th division which were supported by T-26 tanks. The Soviet forces were preparing an attack on that same day, so the opposition was stronger than expected, since the units that were ordered to attack had taken their positions along the front.

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

Briefing

Axis Player

[Finland]

Take 6 Command cards.

You move first.

Allied Player

[Soviet Union]

Take 6 Command cards.

Conditions of Victory

6 Medals.

The Honkaniemi Depot is a temporary medal objective for the Finnish and the Russians worth 1 medal.

The 5 hex towns (near the roads with the medals) are a temporary majority medal for the Finnish and the Russians worth 1 medal.

Special Rules

Finnish Ski Troops (Troops 9).

Commissar rules Red Army.

Finnish troop is a mortar unit (Mortar unit).

Because the failures to many Finnish tanks, the Finnish tank units only have 2 figures.

The Finnish player can choose two infantry units to equip with molotov cocktails. play them as follow:
Infantry with Molotov is treated like infantry, in close combat, start hit on vehicles and armor, unit with molotov may take ground.

[DO2016] FINAL PUSH

- DUTCH OPEN 2016: WINTERWAR / TALVISOTA, SCENARIO 6



Historical Background

The Finnish military situation on the Karelian Isthmus was dire as troops were experiencing heavy casualties. In addition, artillery ammunition supplies were exhausted and weapons were wearing out. After failing to halt the Russians at Honkaniemi the Finns retreated to Viipuri and tried to hold the line there.

In the beginning of March the Finns managed to re-open peace negotiations with the Russians. The Soviets however tried to occupy as much land as they could before signing the treaty. And made further demands as their military position was strong and improving. The Finnish government, noting that the hoped-for Franco-British military expedition would not arrive in time, as Norway and Sweden had not given the Allies right of passage, had little choice but to accept the Soviet terms. The formal peace treaty was signed in Moscow on 12 March.

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

Briefing

Briefing:

Finnish players places two Molotovs with infantries of his choice (not SWA units or Sniper) before cards are dealt.

Axis Player: Take 5 command cards

Allied Player: Take 5 command cards.

You move first

Conditions of Victory

6 Medals

The two hexes of Viipuri are a temporary majority objective for the both players

Tali and the Pullinniemi are temporary medal objectives for the Russian player

Special Rules

Winter Weather is in effect (Actions 26)

Machine gun early War (SWA 8)

Finnish ski troops. These units only have 3 figures.

(Troops-9)

Snipers (Troops-10)

The rivers are Deep Frozen Rivers, this is a special rule for the Dutch Open 2016. Deep Frozen Rivers play like Frozen Rivers (Terrain 47) with one exception: when an infantry crosses only one dice die is rolled instead of two.

Molotovs: For the Dutch Open 2016 we introduced two Molotovs for the Finnish player. An infantry unit armed with a Molotov that attacks Tanks in Close Combat hits on stars as well.

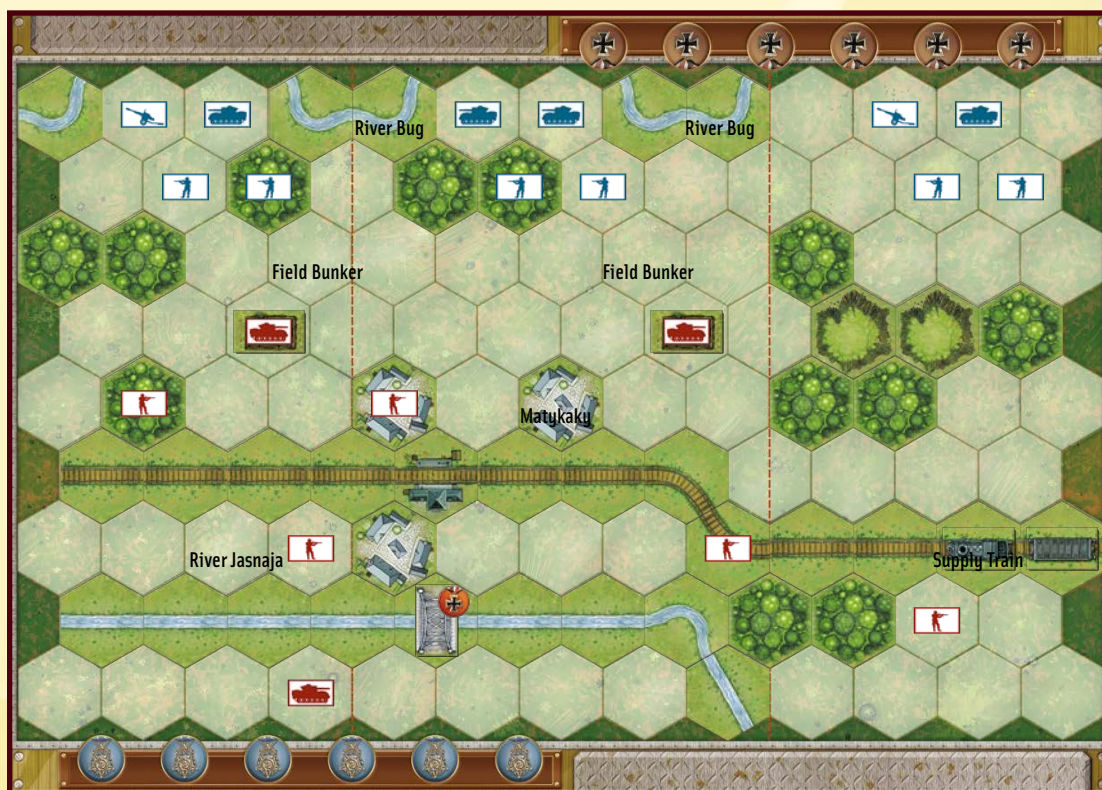
For this scenario the Finnish player must choose two infantries (not SWA units or Sniper) to place the Molotovs before cards are dealt.

Setup order

- 1 x1
- 2 x1
- 3 x2
- 4 x1
- 5 x15
- 6 x5
- 7 x5
- 8 x7
- 9 x24
- 10 x8
- 11 x3
- 12 x1

BUG RIVER

- UNTERNEHMEN BARBAROSSA



Historical Background

On June 22, 1941, the 18th Panzer Division made an unusual assault across the Bug River. The first wave of infantry in Sturmboot assault craft was followed by anti-tank and artillery on decked inflatable rafts. Even more remarkable, were the following 80 tanks, originally waterproofed for operation Sealion, that slowly and successfully transversed the riverbed of the Bug.

The Russians defending the area were the 62nd Fortified District. They had only limited support but had manned some prepared positions, including dug-in tank turrets.

After the initial German Blitz, the infantry and tanks made quick work of the Russian defenders.

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

Briefing

Axis Player: Take 6 Command cards
You move first.

Russian Player: Take 4 Command cards.

Note: this bonus scenario requires both the Terrain Pack and the Eastern Front expansions to be played.

Conditions of Victory

5 Medals

An Axis unit that captures the bridge counts as one Victory Medal. Place an Objective Medal on the Bridge hex. As long as the Axis unit remains on the hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

Blitz Rules are in effect (p.4).

Russian Command rules are in effect (see p.3).

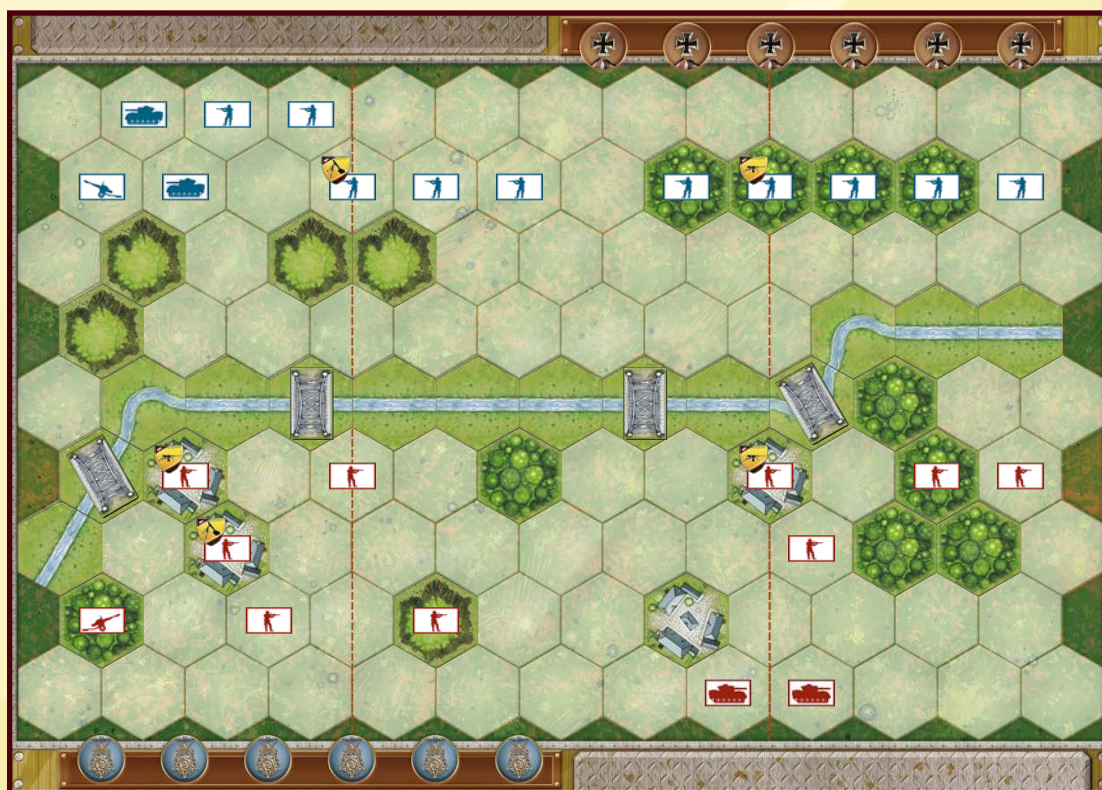
The bunkers are Field Bunkers (p.5).

The Train is a Supply Train. Refer to p.12 of the Terrain Pack rules. The Supply Train, locomotive and car, are each loaded with one Infantry unit.

Setup order

- 1 x2
- 2 x1
- 3 x1
- 4 x10
- 5 x1
- 6 x6
- 7 x2
- 8 x1
- 9 x3
- 10 x8
- 11 x12
- 12 x2
- 13 x1

YASNAYA POLYANA



Setup order

- 1  x4
- 2  x3
- 3  x4
- 4  x11
- 5  x10
- 6  x5

Historical Background

In July 1941, Mussolini sent Italian troops to take part in Operation Barbarossa. These men were pooled together with German troops to form the 9th Pasubio. As the Axis rolled into Russia, this unit's advance guard was ordered to move quickly ahead of the main force and secure crossing points on a small tributary of the Bug river near the town of Yasnaya Polyana. The Italians launched their attack to secure the bridges, but following a bitter fight they were forced to retreat when Soviet tank reinforcements rolled into view.

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.
You move first.

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

Conditions of Victory

6 Medals.

The 4 bridge hexes form a group of hexes that is a Turn Start Temporary Majority Objective worth 1 medal for whoever has uncontested control of the majority of the group. Uncontested control means having a unit on the objective hex or in a hex adjacent to it, and no enemy units on, or next to, the Objective hex. The Allied player has uncontested control at the start of the battle and thus has a 1 medal head start.

Special Rules

The Allied player must place sandbags on any three of his units at the start of the battle before he receives his Command cards.

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.

Special Weapon Asset early war rules (SWAs 1 - Special Weapon Assets) are in effect for the Allied units equipped with Machine Guns (SWAs 8 - Machine Gun) and Mortars (SWAs 3 - Mortar).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Both the Axis and Allied player will roll 1 die when playing the Air Power card.

GATES OF MOSCOW

- UNTERNEHMEN TAIFUN



Setup order

- 1  x4
- 2  x2
- 3  x2
- 4  x15
- 5  x2
- 6  x6
- 7  x9
- 8  x5
- 9  x2

Historical Background

In October, the German High Command launched the final offensive of 1941 - Operation Typhoon. The initial German success on the Eastern Front had put them deep into the Soviet Union on all fronts, but the advance slowed before they could reach the key cities of Mother Russia. The Soviets used their large population to continuously produce more military forces. Although poorly equipped and inexpertly led, the Soviet soldiers were deployed in a last desperate line of defense to keep the German army from reaching Moscow.

Mozhaishk, the last major town on the direct road to Moscow was captured but the German advanced stalled. The exhausted army had no additional reserves for the final push on into Moscow.

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 5 Command cards.

Conditions of Victory

7 Medals

An Axis unit that captures the East bridge or the town of Mozhaishk counts as one Victory Medal. Place an Objective Medal on each hex. As long as the Axis unit remains on the Bridge or Town hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

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

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

GATES OF MOSCOW

- UNTERNEHMEN TAIFUN

OCTOBER 18, 1941



Setup order

- 1 x1
- 2 x2
- 3 x6
- 4 x6
- 5 x2
- 6 x15
- 7 x9
- 8 x5
- 9 x2
- 10 x1

Historical Background

In October, the German High Command launched the final offensive of 1941 - Unternehmen Taifun (Operation Typhoon). The initial German success on the Eastern Front had put them deep into the Soviet Union on all fronts, but the advance slowed before they could reach the key cities of Mother Russia. The Soviets used their large population to continuously produce more military forces. Although poorly equipped and inexpertly led, the Soviet soldiers were deployed in a last desperate line of defense to keep the German army from reaching Moscow.

Mozhaisk, the last major town on the direct road to Moscow was captured but the German advance stalled. The exhausted army had no additional reserves for the final push on into Moscow.

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.
- You move first.

Allied Player (Soviet Union):

- Take 5 Command cards.

Conditions of Victory

7 Medals.

Mozhaisk and the bridge near Kaluga are Temporary Medal Objectives for the Axis forces.

Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

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

Despite their appearance, the rivers are not frozen enough to risk crossing. They are impassable, except at the bridges.

Air rules are optional: If used, the Russian plane on the airfield is a Yak-7 (Airplanes 8 - Yakovlev Yak-1/7/9). The ready to take-off marker is a Yak-1 or Yak-7, at the Allied player's choice. The Air Sortie cards are set aside and not used in this mission.

BREAKOUT AT KLIN

- EASTERN FRONT



Historical Background

When the German offensive against Moscow came to a halt on December 6, 1941, the 1st Panzer Division was ordered to Klin with the mission of keeping the town open for the withdrawal of other German formations. It succeeded in holding the junction against persistent Russian attacks until German forces completed their retreat.

As the 1st Division began their own withdrawal to Nekrasino, it found the Russian forces had surrounded the town. A bold plan was devised that called for a feint toward nearby Golyadi supported by artillery. If the Russians reacted as hoped, the main breakout to Nekrasino could then take place.

The intended deception was a complete success. The Russians around Golyadi were surprised and reserves were rushed to the town. The main breakout was then lead by German combat engineers. With artillery support, the breakout force fought its way through to Nekrasino.

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

Briefing

Axis Player: Take 6 Command cards.
You move first.

Russian Player: Take 4 Command cards.

Conditions of Victory

6 Medals

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

An Axis unit that crosses the frozen river and exits off the Russian side of the battlefield counts as one Victory Medal. The Axis unit is removed from play. Place one figure from this unit onto the Axis medal stand.

Special Rules

The Axis Special Forces tank units have 4 figures. Place a Special Force badge in the same hex with these units to distinguish them from the other units.

The Axis Special Forces infantry are Engineer units. Place a Special Force badge in the same hex with these units to distinguish them from the other units. Read p.6 to learn about Engineer units.

The river is a Frozen River (p.3). Trenches are described on p.2.

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

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

Setup order

- 1  x4
- 2  x2
- 3  x4
- 4  x1
- 5  x1
- 6  x1
- 7  x5
- 8  x3
- 9  x4
- 10  x8
- 11  x6
- 12  x3
- 13  x4

BREAKOUT AT KLIN

DECEMBER 7-8, 1941



Setup order

- 1 x2
- 2 x4
- 3 x7
- 4 x1
- 5 x5
- 6 x1
- 7 x4
- 8 x9
- 9 x6
- 10 x3
- 11 x2
- 12 x4
- 13 x1

Historical Background

When the German offensive against Moscow came to a halt on December 6, 1941, the 1st Panzer Division was ordered to Klin with the mission of keeping the town open for the withdrawal of other German formations. It succeeded in holding the junction against persistent Russian attacks until German forces completed their retreat.

As the 1st Division began their own withdrawal to Nekrasino, it found the Russian forces had surrounded the town. A bold plan was devised that called for a feint toward nearby Golyadi supported by artillery. If the Russians reacted as hoped, the main breakout to Nekrasino could then take place.

The intended deception was a complete success. The Russians around Golyadi were surprised and reserves were rushed to the town. The main breakout was then lead by German combat engineers. With artillery support the breakout force fought its way through to Nekrasino.

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 4 Command cards.

Conditions of Victory

6 Medals.

The pair of town hexes at Golyadi and Nekrasino each form a Temporary Medal Objective for the Axis forces. Axis forces must occupy both town hexes in a pair to hold and keep that city's medal.

Exit markers are in effect along the entire length of the frozen river that borders the Allied player's baseline, for Axis units. Axis units must successfully get across and exit the board to score a medal.

Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

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

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

Place a badge on German engineer units (Troops 4 - Combat Engineers).

The river is frozen (Terrain 47 - Frozen Rivers).

Air rules are optional: If used, give the Allied player both Air Sortie cards at game start. The Allied player is also able to conduct Air Strikes (Actions 3 - Air Strikes & Blitz) as long as there are no Axis units in either of the hexes at Golyadi.



SCENARIO #1490

RUSSIAN BREAKOUT

- UNTERNEHMEN BARBAROSSA

JULY 21-31, 1941



Setup order

- | | | |
|---|--|----|
| 1 | | x1 |
| 2 | | x9 |

Historical Background

By late July the Russian 6th and 12th Armies are in full retreat, trying desperately to avoid encirclement by the German Seventeenth Army. General Tyulenev, the southern front commander, orders Musychenko (6th Army) and Ponedelin (12th Army) to break through, but the German XLVIII Panzer Corps successfully cuts off their escape route.

Breakout attempts near Monastyrshche and Novo Archangel'sk both fail and Tyulenev blames the inexplicable slowness of his two commanders as the cause of failure. Many Soviet prisoners and much equipment are captured and only fragments of the Red army are able to escape to the southeast.

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

Briefing

Axis Player: Take 6 Command cards.

Russian Player: Take 4 Command cards.

You move first.

Conditions of Victory

6 Medals

A Russian unit that exits off the German side of the battlefield from any hex on the baseline, counts as one Victory Medal. The Russian unit is removed from play. Place one figure from this unit onto the Allied medal stand.

Special Rules

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

Russian Command rules are in effect (p.3 EF).



SCENARIO #1312

LIPOVEC

JULY 22, 1941

- UNTERNEHMEN BARBAROSSA



Setup order

- | | | |
|---|--|-----|
| 1 | | x12 |
| 2 | | x6 |
| 3 | | x13 |
| 4 | | x7 |
| 5 | | x1 |
| 6 | | x8 |

Historical Background

Operating in central Ukraine as part of the 17th German Army, a Slovakian motorized brigade, named after its commander, Brig. General Rudolf Pilfousek, was ordered on July 22nd to capture the town of Lipovec.

Made up of mechanized armor, infantry and artillery, the Pilfousek Brigade met unexpected stubborn resistance from the Soviet defenders and incurred heavy losses to their tank battalion. The infantry was ordered to push forward and consolidate their gains. A furious Russian counter-attack managed to break the infantry advance before they could occupy Lipovec and a general retreat was ordered.

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 5 Command cards.

Conditions of Victory

6 Medals

Special Rules

The River Szob is a fordable river.

Movement: A unit may enter a River hex that is a fordable stream, but must stop. The unit may still Take Ground after a successful Close Assault Combat.

Battle: No combat restrictions.

Line of Sight: A Fordable Stream does not block line of sight.

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

Russian Command rules are in effect (p.3 EF).

KIEV

16-19 SEPTEMBER, 1941

- UNTERNEHMEN BARBAROSSA



Setup order

- 1 x2
- 2 x1
- 3 x1
- 4 x8
- 5 x1
- 6 x3
- 7 x4
- 8 x3
- 9 x5
- 10 x5
- 11 x6
- 12 x3
- 13 x1

Historical Background

The Panzers of Army Group South captured thousands of prisoners and large amounts of artillery and tanks in the great "Kessel" (pocket) battle of Uman. The Soviet armies in Kiev, and to the east, found themselves facing the same fate in a Kessel the size of Belgium. The battle for the city of Kiev itself began on September 16th with an assault by XXIX Corps. In sight of Kiev's distinctive skyline, the 71st and 296th Infantry Divisions led the way into the salient over rough terrain covered with miles of bunkers, ditches, barbed wire and tank traps. However, the 95th Infantry Division and 77th Stug Regiment contributed to the reduction of numerous bunkers. In Kiev itself, loudspeakers broadcast Stalin's speeches to motivate the defenders, but to no avail - Kiev fell on September 24th. As a parting blow the Soviets detonated numerous explosions in Kiev by remote control, setting off fires that raged for five days and killing many of the victorious Axis troops. The Axis security forces wreaked terrible revenge on the Soviet population with the Babi Yar massacre. The war had entered a new level of ruthlessness.

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

5 medals.

The 4 hexes of Kiev are a Temporary Majority Medal Objective for the Axis.

Special Rules

Blitz Rules are in effect (Actions 15 - Blitz Rules).

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

Place a badge on the German engineer unit (Troops 4 -

Combat Engineers).

Place a Sniper badge on the Allied single figure units (Troops 10 - Snipers).

The Train (Troops 5 - Trains) is an Armored Train (Troops 7 - Armored Trains) and carries 1 Russian artillery unit in its wagon.

The two Russian infantry units on the front line occupy field bunkers (Terrain 22 - Field Bunkers).

The hedgehogs represent antitank ditches and other obstacles to vehicles (Terrain 5 - Hedgehogs).

Air rules are optional: If used, give one Air Sortie card to each player at game start.



SCENARIO #1491

SEA OF AZOV

- UNTERNEHMEN BARBAROSSA

SEPT. 26 - OCT. 7, 1941



Setup order

- 1  x1
- 2  x5
- 3  x3
- 4  x4
- 5  x3

Historical Background

On September 26, 1941, Soviet units from the 9th and 18th Army attack the northern flank of the German 11th Army. The 1st Mountain Division and the "LSSAH" Motorized Division are rushed into position to bolster the German lines. Although some units buckled under the constant Soviet pressure, the attack soon stalled from a combination of poor coordination, limited planning, and German resistance. The Soviet units withdraw to prepared positions including minefields and anti-tank obstacles around Melitopol.

Seizing the opportunity for a decisive German counterstroke, von Rundstedt orders Mackensen's III Panzer Corps on a wide flanking move that gains the rear of the Russian forces. When the Panzers are in position, the Germans launch a frontal assault led by the "LSSAH" Motorized Division while Mackensen's Panzers hit the Russian rear. Completely outmaneuvered, the 9th and 18th Soviet Armies were crushed.

After three months of pushing on the Southwest Front, von Rundstedt's forces were able to achieve a major encirclement and victory. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 6 Command cards.

Russian Player: Take 4 Command cards.
You move first.

Conditions of Victory

6 Medals

Special Rules

The German player after his first turn, may on any one following turn, order 1 to 4 armor units to enter the battlefield from the Russian baseline. An ordered armor unit must stop on the baseline hex the turn it enters the battlefield and may battle. The armor unit may Take Ground after a successful Close Assault Combat. If these German armor outflanking units are forced to retreat, they must retreat toward the German baseline.

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

Russian Command rules are in effect (p.3 EF).

Minefields are explained on p.4 Eastern Front.
The Russian player will lay Minefields out.

BATTLE FOR ROSTOV

- UNTERNEHMEN BARBAROSSA

NOVEMBER 25-26, 1941



Setup order

- 1 x3
- 2 x3
- 3 x2
- 4 x2
- 5 x5
- 6 x4
- 7 x6

Historical Background

The Battle for Rostov was a seesaw battle. Army Group South, with Ewald von Kleist's 1st Panzer Army in the vanguard, had taken the city by November 21st. But the German lines were over-extended and no longer in position to defend their gains.

The Soviet commander, Marshall Timoshenko, launched his counteroffensive all along the German line with waves of Soviet Riflemen, supported by T-34 tanks. The Germans held for some time and even counter-attacked but in the end they were ordered back across the Mius River. This was the first significant German withdrawal of the war.

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.

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

Conditions of Victory

6 Medals

A Russian unit that crosses the frozen Mius River to the other side, counts as one Victory Medal. The Russian unit is removed from play. Place one figure from this unit onto the Russian medal stand.

Special Rules

As long as the Germans are in control of Rostov's Oil Pipe Line their tanks move 1-3 hexes. If they lose control of the city, their tanks may only move 1-2 hexes. To control the city they must hold more town hexes than the Russians.

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

Russian Command rules are in effect (see p.3 EF).

The Mius River is frozen. Refer to p.3 (EF) about frozen rivers.

Factory Complex has the same effect as a Town & Village hex

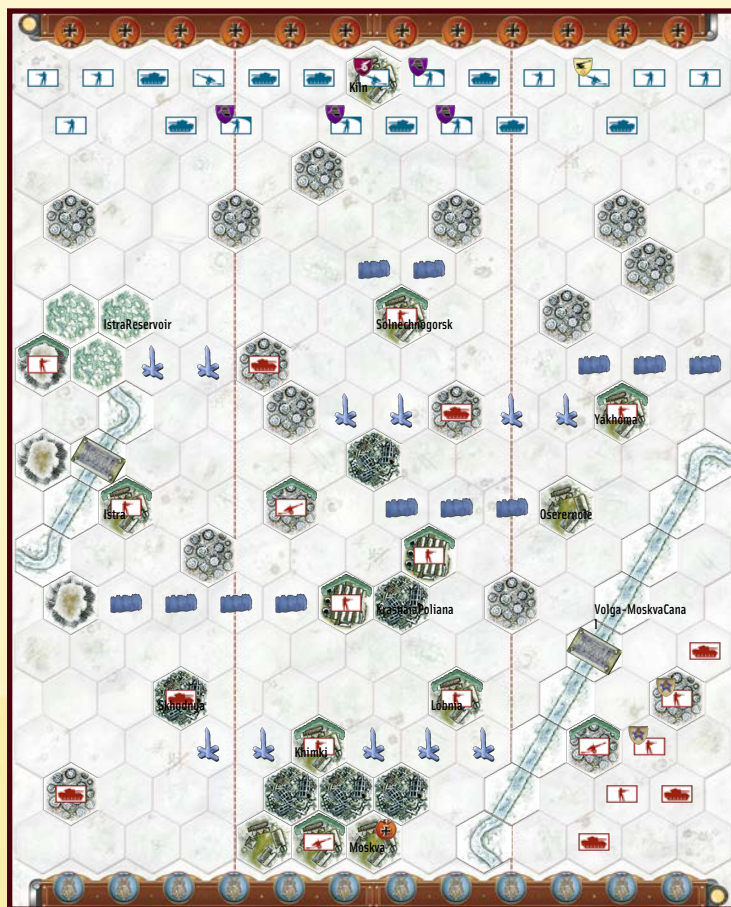
(M44 p.14).

Russian Villages have the same effect as a Town & Village hex (M44 p.14).

Winter Forest have the same effect as a Forest hex (M44 p.13).

Hill with Forest has the same effect as a Forest hex (M44 p.13).

NACH MOSKAU!



Historical Background

By November, Operation Typhoon is in full swing. The Wehrmacht is at the gates of Moscow. Up North, Klin has fallen and the XXXth Panzer Korps is rumbling towards the Soviet capital. But the Russians are hanging on somehow, with "General Winter" on their side. On the 27th, the thermometer fell to -40°C. For the Germans who thought they'd be in Moscow long before now, Hell has frozen over! Tank tracks are soldered into the frozen mud, weapons are too cold to hold with bare hands, and men are dying in place. The 2nd Panzerdivision manages to reach Lobnia and Kimki, 10 miles from the Kremlin, but can't go any further. The Russians have thrown all they have, including factory workers, to protect Mother Russia. The Germans stop and go on the defensive. Initiative has changed hands...

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

15 Medals.

The Allied player suffers Sudden Death the instant a German unit enters the Moscow hex marked with a Medal.

Special Rules

Blitz Rules are in effect (Actions 15).

Russian Command rules are in effect (Nations 2).

The German infantry units equipped with a badge are Panzergrenadiers (Troops 2).

The German artillery in Klin is a Mobile Artillery unit (Troops

14). Place a badge on it. The other German artillery is a Big Gun (Troops 3). Place a badge on it.

Place a badge on the two Siberian cavalry units (Troops 8).

Three Russian infantry units have 3 figures only. They represent the Factory Workers forced into the battle.

The Istra and the Volga-Moskva canal are frozen (Terrains 47).

General Winter rules are in effect. At the start of each of his turns, the Axis player rolls 2 dice. For any Grenade roll, he must remove 1 figure from a German unit of his choice. Any unit wiped out that way still counts as a medal for the Allied player.

Air rules are optional. If used, give the Axis player one Air Sortie card and shuffle the other one in the deck, at game start.

Setup order

- 1 x6
- 2 x2
- 3 x2
- 4 x3
- 5 x4
- 6 x9
- 7 x10
- 8 x16
- 9 x3
- 10 x12
- 11 x11
- 12 x11
- 13 x1

COUNTER-ATTACK AT SVERCHKOVO



Setup order		
1		x9
2		x20
3		x8
4		x5

Historical Background

November 1941 - Despite the cold, Operation Typhoon is in full gear: the Germans are trudging through snow toward Moscow. On November 23, they capture the towns of Klin and Solnechnogorsk. For the Russians, the situation is becoming catastrophic - A political commissar is believed to have said "Russia is big, but we cannot run. Moscow is behind us."

With this in mind, General Zhukov orders General Rokossovski and his 16th Army to counter-attack in order to retake Solnechnogorsk. Hastily prepared, with disparate elements including three Cavalry Divisions, the counter-attack ends in a severe defeat for the Russians, despite the successful rout of the 240th German Infantry Regiment, which took the blunt of the offensive. The German advance toward Moscow is slowed, but not stopped - at least not yet.

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 6 Command cards.
You move first.

Conditions of Victory

6 Medals.

Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

Place a badge on the Allied cavalry units (Troops 8 - Cavalry).

The river is frozen (Terrain 47 - Frozen River).

(Open de France Memoir '44 - 2009)

RZHEV OVERLORD

- SYCHEVSK-VYAZMA OPERATSIYA



Historical Background

The Soviet counter-offensive in December 1941 sent the German Wehrmacht reeling back from the outskirts of Moscow. In a pincer move on the Northern front, near Rzhev, the Soviets bludgeoned their way through Ninth Army, leaving the Germans in shambles. General of Panzer Troops Walter Model, arguably the Wehrmacht's best defensive tactician, was assigned to the front and miraculously rallied the German troops, closing the gap in the lines, and cutting off a number of Soviet divisions.

To reestablish contact with their isolated units, the 30th Army launched a massive attack against the German front line troops of the Das Reich's "Der Führer" that occupied the villages of Krutiki - Paikowo - Klepenino - Opjachtino - Kokosch. The Soviets attacked day and night through snowstorms and the cold but the German elite troopers fended off the oncoming Soviet formations while the panzers sealed off any breaches in the line.

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

Briefing

Axis Player
[Germany]
Take 10 Command cards.

Allied Player
[Soviet Union]
Take 9 Command cards.
You move first.

Conditions of Victory

15 Medals.

The towns of Kolubakino and Sweekino are Permanent Medal Objective for the Axis forces.

The town of Noshkino is a Permanent Medal Objective for the Allied forces. In addition the town is the German's HQ. HQ/Supply rules are in effect (Actions 17 - Capture HQ/Supply Tent).

The 12 town hexes form a Temporary Majority Medal Objective worth 3 Medals for whoever controls the majority of the towns. Determined majority at the start of each player's turn.

Exit markers are in effect on the portion of the Axis baseline in between the 2 Exit markers, for the Allied forces.

Special Rules

Russian Overlord Command rules are in effect for the Allied player (Nations 2 Overlord - Red Army).

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

Place badges on the German elite Infantry units (Troops 2 - Specialized Units).

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

The river is frozen (Terrain 47 - Frozen Rivers).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Setup order

- 1 x44
- 2 x12
- 3 x4
- 4 x7
- 5 x3
- 6 x8
- 7 x12
- 8 x1
- 9 x2
- 10 x2
- 11 x2

RZHEV

- SYCHEVSK-VYAZMA OPERATSIYA



Setup order

- 1 x7
- 2 x21
- 3 x8
- 4 x9
- 5 x10
- 6 x2
- 7 x1
- 8 x1

Historical Background

The Soviet counter-offensive in December 1941 sent the German Wehrmacht reeling back from the outskirts of Moscow. In a pincer move on the Northern front near Rzhev, the Soviets bludgeoned their way through the Ninth Army, leaving the Germans in shambles. General of Panzer Troops Walter Model, arguably the Wehrmacht's best defensive tactician, was assigned to the front and miraculously rallied the German troops, closing the gap in the lines, and cutting off a number of Soviet divisions.

To reestablish contact with their isolated units, the Soviet 30th Army launched a massive attack against the German front line troops of the Das Reich's "Der Führer" that occupied the villages of Krutiki, Paikowo, Klepenino, Opjachtino and Kokosch. The Soviets attacked day and night through snowstorms and bitter cold, but the German elite troopers fended off the oncoming Soviets while the Panzers sealed off any breaches in the line.

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 4 Command cards.

You move first.

Conditions of Victory

6 Medals.

The town of Sweklino is a Permanent Medal Objective for the Axis forces.

The town of Noshkino is a Permanent Medal Objective for the Allied forces. In addition the town is the German's HQ. HQ/Supply rules are in effect (Actions 17 - Capture HQ/Supply Tent).

Exit markers are in effect on the portion of the Axis

baseline in between the 2 Exit markers, for the Allied forces.

Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

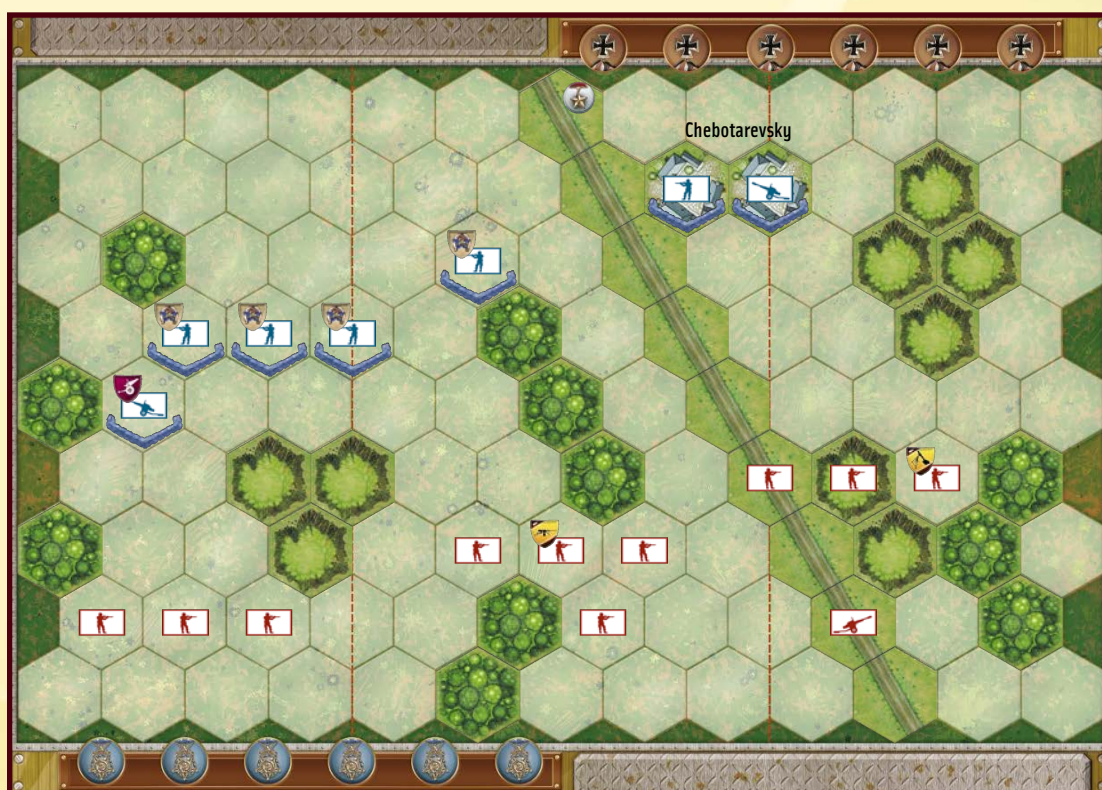
Allied Armor may only move 1-2 hexes and battle.

All German Infantry are elite units (Troops 2 - Specialized Units). Badges are not required.

The river is frozen (Terrain 47 - Frozen Rivers).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

CAVALRY CHARGE AT CHEBOTAREVSKY



Setup order

- 1 x2
- 2 x9
- 3 x11
- 4 x9
- 5 x7
- 6 x1

Historical Background

In the clash between Soviet and German forces during the summer of 1942, the Italian Cavalry Regiments of Colonel Bettoni were tasked with defending the Don River. On August 20, the Soviets attacked; their initial assault on the left flank was soon pushed back by Italian horse guns. Seeing his enemy in retreat, Bettoni ordered a Cavalry squadron after them. Swords held high, they charged, before veering toward the center of the Soviet lines. A second Cavalry squadrons soon charged in support. Caught between the Italians, the Soviet Infantry held their ground until a third Cavalry squadron squashed all hopes of resistance and over 900 men surrendered after heavy losses. In a glorious victory, the last great cavalry charge in the history of modern warfare was over.

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 4 Command cards.
You move first.

Conditions of Victory

4 Medals.

The road hex on the Axis baseline is a Temporary Medal Objective for the Allied player.

Special Rules

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

The Italian Infantry marked with a Cavalry badge are Cavalry units (Troops 8 - Cavalry).

The Italian Artillery unit marked with a Mobile Artillery badge is a horse gun unit. A horse gun functions like a Mobile Artillery unit (Troops 14 - Mobile Artillery).

Special Weapon Asset early war rules (SWAs 1 - Special Weapon Assets) are in effect for the Allied units equipped with Machine Guns (SWAs 8 - Machine Gun) and Mortars (SWAs 3 - Mortar).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Both Axis and Allied players roll 1 die when playing the Air Power card.



SCENARIO #5783

BATTLE OF KALATCH

- SETBACK ON THE MARCH TOWARD STALINGRAD - FRENCH OPEN 2010



Setup order

- | | | |
|---|--|----|
| 1 | | x2 |
| 2 | | x4 |
| 3 | | x4 |
| 4 | | x8 |
| 5 | | x6 |
| 6 | | x4 |
| 7 | | x1 |

Historical Background

On July 23, 1942, General Paulus launches his plan to surround the loop of the Don river in a bid to ensnare the 62nd Soviet Army. The XIV Panzer Corps in the north, will form the left wing of these pincers, while the XXIV Panzer Corps, located on the Chir, will form the right wing. The Soviets react promptly, with an armored division rushing in from Kalatch on July 25 Kalach and another from the area around Trekhostrovskaia on July 27. The Russian and German armored forces clash in the sandy steppes of the Don loop like naval squadrons at sea, in brutal tactical engagements. Paulus' 6th Army is held back for several days, delaying its advance on Stalingrad, and giving the Russians precious days to organize the defense of the city.

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

Conditions of Victory

6 medals. Dobrinka is a temporary medal objective for the Axis player.

Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

SWORD OF STALINGRAD



Historical Background

By the end of August 1942, Army Group South (B) reached the Volga, north of Stalingrad. In a matter of days, 4th Panzer Army, with the 29th Motorized Division in the lead, headed for the river south of the city, effectively trapping Lieutenant General Chuikov and the men and women of the 62nd Army. Stalin's order of July 27 - "Not a step back!" - was no longer just an obligation but a necessity, and its slogan "There is no land behind the Volga!" the harsh reality that now faced all of the city's inhabitants.

Having witnessed firsthand on the Russian steppe the devastating effectiveness of German Blitzkrieg tactics, Chuikov turned the carpet-bombing of the city to his advantage. Anchoring his defense lines in bombed-out buildings that overlooked strategically important streets and squares, he ordered Soviet troops to "hug the enemy". Always keeping the front lines as close to the Germans as physically possible, often a mere floor or door frame away, he successfully negated much of the Germans' firepower and combined arms superiority. At such close range, German infantry soon found themselves forced to fight on their own; or risk taking casualties from their own close air and artillery support! Key landmarks, such as the South Railway Station - which changed hands 14 times in 6 hours; and the Grain Elevator - where combat raged for weeks, became part of history. A year later, the city's defenders were collectively recognized for their courage with the gift of a ceremonial broadsword whose etching reads: "To the steel-hearted citizens of Stalingrad - the gift of King George VI - in token of the homage of the British people."

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

Briefing

Axis Player [Germany]: Take 10 Command cards.
You move first.

Allied Player [Soviet Union]: Take 9 Command cards.

Conditions of Victory

17 Medals.

The Central Station, South Station, Red Square and 2 Railroad bridges on the Allied baseline are Temporary Medal Objectives for the Axis forces.

The 5 hill and 2 forest hexes of Mamayev Kurgan form a Temporary Majority Medal Objective worth 1 Medal for whoever controls it. The Soviet player is in control of it at the start of the battle.

The 8 factory hexes of the Saw Mill, Red October, Red Barricades & Tractor Factories form a Temporary Majority Medal Objective worth 2 Medals for whoever controls the most of them.

Special Rules

Combat rules are in effect.

Blitz Rules are in effect (Actions 15 - Blitz Rules). In addition, the Allies, like the Axis, roll only 1d per hex when playing an Air Power Command card.

Russian Overlord Command rules are in effect for the Allied player (Nations 2bis Overlord - Red Army).

Place a badge on the 6 German elite Infantry units (Troops 2 - Specialized Units).

The gullies running through both the left and right flanks of the city are Balkas (Terrain 65 - Balkas).

Many of Stalingrad's named city landmarks had received extensive damage from the Luftwaffe prior to the advance of German ground forces. Play them like the hexes used to represent them however (i.e., Barracks & Factory hexes play like a Town), rather than as City ruins; in Overlord play, this conforms remarkably well to the difficulties of urban combat both armies experienced.

Many city landmarks are protected by sandbags. Use Hedgehogs as stand-in pieces, if necessary.

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Setup order

- 1 x27
- 2 x13
- 3 x23
- 4 x14
- 5 x10
- 6 x6
- 7 x8
- 8 x5
- 9 x4
- 10 x2
- 11 x1
- 12 x1
- 13 x1
- 14 x16
- 15 x16
- 16 x22
- 17 x5

MAMAYEV KURGAN



Historical Background

Designated as Height 103.0 on military maps, the hill of Mamayev Kurgan offers control over the city of Stalingrad to whoever holds it. As such, it was soon to be the subject of a tug-of-war between the attackers of the German 6th Army and the soldiers of the Soviet 62nd army, with battles as fiery and intense as any of the urban combat in the city streets just below it. To this day, one can still find fragments of metal and bone buried deep throughout the hill.

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

8 Medals.

The 14 hill hexes and 4 forest hexes of Mamayev Kurgan form a Temporary Majority Medal Objective worth 3 Medals for whoever controls Mamayev Kurgan. The Soviet player is in control of it at the start of the battle.

Special Rules

Blitz Rules are in effect (Actions 15 - Blitz Rules). In addition, the Allies, like the Axis, roll only 1 die per hex when playing an Air Power Command card.

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

Place a Big Gun badge on the Soviet heavy artillery unit (Troops 3 - Big Guns).

Place a badge on the 2 German elite Infantry units

(Troops 2 - Specialized Units) and on the 2 German engineer units (Troops 4 - Combat Engineers).

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

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Setup order

- 1 x13
- 2 x3
- 3 x11
- 4 x1
- 5 x1
- 6 x1
- 7 x16
- 8 x7
- 9 x11
- 10 x8
- 11 x8

PAVLOV - HERO OF THE SOVIET UNION



Historical Background

The fighting for control of downtown Stalingrad raged on for days. Battle lines vanished. The armor-supported mobility that the German soldiers had been accustomed to during their rapid progression across the Russian steppe soon degenerated into the utter chaos and madness of urban combat as Soviet troops "hugged" their enemy to death. Each street leading to Red Square became a battlefield...and each building surrounding the square a fortress.

The "9th of January Square", just north of city center, was one of these lethal, vicious hot spots. Soviet troops, under the command of Junior Sgt. Yakov Pavlov, barricaded themselves in a four-story apartment building - surrounding themselves with minefields and barbed wire. Each time German infantry or tanks tried to cross the square, Pavlov's anti-tank gunners laid down a withering fire, beating back one assault wave after another. After each German attack, his men had to run out and kick down piles of German corpses to keep clear firing lines across the square. Sgt. Pavlov was awarded the Hero of the Soviet Union for his actions and, months after the battle, Chuikov would still joke that "more Germans died trying to capture Pavlov's House than died capturing Paris".

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.
You move first.

Allied Player [Soviet Union]: Take 5 command cards.

Conditions of Victory

9 Medals.

The Road hex on the Soviet Base Line and the 8 named city landmarks with a German medal are Permanent Medal Objectives for the Axis forces. The Axis player gains the Medal when he occupies the hex at the start of his turn.

Taken together, these 9 German objective hexes also form a Temporary Majority Medal Objective worth 2 Medals for the Soviet forces. The Soviet player is in control of them at the start of the battle.

The Railroad Station and the 2 Road hexes on the German base line are Permanent Medal Objectives for the Soviet forces. The Soviet player gains the Medal when he occupies the hex at the start of his turn.

Special Rules

Combat rules are in effect.

Blitz Rules are in effect (Actions 15 - Blitz Rules). In addition, the Allies, like the Axis, roll only 1d per hex when playing an Air Power Command card.

Russian Command rules are in effect for the Allies player (Nations 2 - Red Army).

Place a Battle Star with the infantry unit in Pavlov's House, to represent Heroic Leader Junior Sgt. Yakov Pavlov (Actions 8 - Heroic Leader).

Place a badge on the 2 German engineer units (Troops 4 - Combat Engineers) and on the 2 Soviet single figure units (Troops 10 - Sniper).

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

A unit that starts its move on a Road (Terrain 42 - Roads) and stays on it may NOT move 1 additional hex, because of craters and rubble.

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Setup order

- 1 x1
- 2 x13
- 3 x1
- 4 x8
- 5 x2
- 6 x1
- 7 x3
- 8 x1
- 9 x2
- 10 x1
- 11 x7
- 12 x2
- 13 x18
- 14 x1
- 15 x3
- 16 x2
- 17 x10
- 18 x8
- 19 x3
- 20 x6
- 21 x9
- 22 x1

RATS IN A FACTORY



Historical Background

By October 1942, Stalingrad had become a matter of personal prestige for both Stalin and Hitler, and the sole focal point of the Campaign in the East, above and beyond any strategic military consideration. In mid-October, the Luftwaffe intensified its efforts against the remaining Red Army positions holding the west bank. Luftflotte 4 flew 2,000 sorties on 14 October and 600 tons of bombs were dropped by German Stukas. The same day, three infantry divisions and two Panzer divisions, supported by battalions of combat engineers, surrounded the three northern factories. Their attack was directed against the center of the Soviet line. The 14th Panzer pushed forward and broke through. With the Tractor Factory nearly surrounded, the intensity of the attack effectively split the Soviet 62nd Army in two. Knowing that the loss of the Tractor Factory would lead to the collapse of the Soviet's right flank, General von Paulus ordered fresh troops forward to dislodge the last Soviet troops entrenched there. At the same time, the German forces in the center began to turn south toward the Red Barricades...

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

Briefing

Axis Player [Germany]: Take 10 Command cards. You move first.

Allied Player [Soviet Union]: Take 9 Command cards.

Conditions of Victory

18 Medals.

The 5 road hexes exiting the Axis player's baseline are Permanent Medal Objectives for the Allied forces. The Allied player gains the Medal when he occupies the hex at the start of his turn.

The 5 road hexes on the Allied player's baseline are Permanent Medal Objectives for the Axis forces. The Axis player gains the Medal when he occupies the hex at the start of his turn.

The 9 factory hexes of the Dzerzhinskiy Tractor Factory form a Temporary Majority Medal Objective worth 2 Medals for whoever controls the majority of its hexes.

The 7 factory hexes of the Red Barricades Factory form a Temporary Majority Medal Objective worth 2 Medals for whoever controls the majority of its hexes.

Special Rules

Combat rules are in effect.

Blitz Rules are in effect (Actions 15 - Blitz Rules). In

addition, the Allies, like the Axis, roll only 1d per hex when playing an Air Power Command card.

Russian Overlord Command rules are in effect for the Allied player (Nations 2bis Overlord - Red Army).

Place a badge on the 5 German elite Infantry units (Troops 2 - Specialized Units).

Place a badge on the 5 German engineer units (Troops 4 - Combat Engineers).

A unit that starts its move on a Road (Terrain 42 - Roads) and stays on it may NOT move 1 additional hex, because of craters and rubles.

The gullies running through the left and right flanks' corners are Balkas (Terrain 65 - Balkas).

The Northern Factories had received extensive damage from the Luftwaffe prior to the advance of German ground forces. Play them like the hexes used to represent them however (i.e. Barracks & Factory hexes play like a Town), rather than as City ruins; in Overlord play, this conforms remarkably well to the difficulties of urban combat both armies experienced.

Many city landmarks are protected by sandbags. Use Hedgehogs as stand-in pieces, if necessary.

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Setup order

1		x50
2		x25
3		x16
4		x17
5		x7
6		x7
7		x4
8		x5
9		x5
10		x8
11		x11
12		x3
13		x13
14		x4
15		x2
16		x1
17		x1
18		x1
19		x7
20		x18
21		x5
22		x5

RED BARRICADES FACTORY

- STALINGRAD



Setup order

- 1 x4
- 2 x7
- 3 x6
- 4 x11
- 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.

RED BARRICADES

- BATTLE OF STALINGRAD

OCTOBER 22, 1942



Setup order

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

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 (Germany):

- Take 5 Command cards.
- You move first.

Allied Player (Soviet Union):

- Take 4 Command cards.

Conditions of Victory

10 Medals.

The four contiguous ruins and factory hexes at the Red Barricades factory complex form a Temporary Majority Medal Objective worth 2 Medals for whoever controls it.

The isolated factory hex and the city ruins next to the other factory hex are individual Temporary Medal Objectives, worth 1 medal each for whoever occupies them.

Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

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

Place a badge on the German elite tank unit (Troops 2 - Specialized Units).

Place a badge on the four German engineer units (Troops 4 - Combat Engineers).

Place a Sniper badge on single figure units from both camps (Troops 10 - Snipers).

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

Hedgehog obstacles represent piles of debris and have the same effect as Hedgehogs (Terrain 5 - Hedgehogs).

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.

OPERATION LITTLE SATURN



Setup order

- 1 x11
- 2 x2
- 3 x10
- 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 stages 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 managed 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).

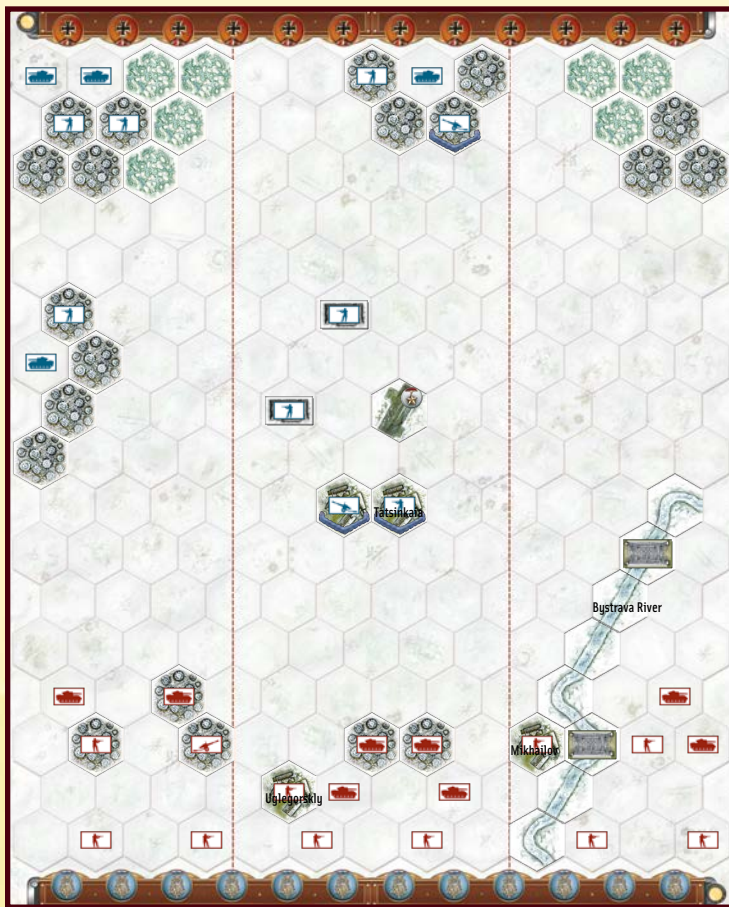
Special Weapon Asset early war rules (SWAs 1 - Special Weapon Assets) are in effect for the Axis units equipped with

Machine Guns (SWAs 8 - Machine Gun).



SCENARIO #4000

THE TATSINKAYA RAID



Setup order

- | | | |
|----|--|-----|
| 1 | | x1 |
| 2 | | x20 |
| 3 | | x2 |
| 4 | | x7 |
| 5 | | x4 |
| 6 | | x4 |
| 7 | | x4 |
| 8 | | x2 |
| 9 | | x3 |
| 10 | | x1 |

Historical Background

Paulus' 7th Army has been stuck in the Stalingrad pocket since November 27. Soviet Operation "Little Saturn", launched December 16, smashes through the front lines of Italian 8th Army, letting several Soviet armored divisions roll through. At the head of 24th Tank Corps, General Badanov breaks through on a distance of 150 miles and reaches Tatsinkaya. His T-34s roll onto the airfield that is littered with Junkers-52 refueling to resupply Stalingrad and cause widespread havoc. The Germans immediately counter-attack with elements of 11th Panzer and 306th Infantry Division. Despite horrendous tank losses, Badanov holds the airfield another 4 days before escaping back to the Russian front lines. The German efforts to relieve Stalingrad have been badly disrupted.

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 6 Command cards.
You move first.

Conditions of Victory

10 Medals, including the Tatsinkaya Airfield for the Allied Player

The Tatsinkaya Airfield is a Permanent Medal Objective for the Allied player.

Special Rules

Russian Command rules are in effect (Nations 2).

The Bystrava is frozen (Terrains 47).

All German units are camouflaged at the start of the battle (Actions 16), except for the units in Tatsinkaya and in the field bunkers.

Air rules are optional. If used, shuffle the two Air Sortie cards in the deck, at game start.

[RUSSIA] MALAYA ZEMLYA

- SOVIET BRIDGEHEAD AT NOVOROSIISK.



Setup order

- | | | |
|---|--|-----|
| 1 | | x4 |
| 2 | | x12 |
| 3 | | x5 |
| 4 | | x11 |
| 5 | | x1 |
| 6 | | x6 |

Historical Background

On the 04th of February 1943, Soviet troops of the North-Caucasus Front landed in the south of Novorossiisk. The main landing at Ozereevka failed because of the fierce resistance of German/Rumanian troops in this area and then the landing at Malaya Zemlya which was supposed to be a decoy became the main landing zone. The 800 Soviet naval infantrymen, under the command of Major Caesar Kunikov, captured Myskhako Cape and established a strong bridgehead. Major Kunikov mortally wounded in the battle was made "Hero of the Soviet Union" posthumously.

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

Briefing

Axis player [Romania/Germany] : 5 command cards.

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

Conditions of Victory

6 medals.

Special Rules

- Use "Specialized Units" rules (Troops 2) for Allied infantry units with badges "Soviet special forces".
- Use "Landing Craft" rules (Troops 15).



PONYRI

- KURSK



Setup order

- 1  x5
- 2  x8
- 3  x3
- 4  x11
- 5  x5

Historical Background

The village of Ponyri was the focal point of General Walther Model's planned breakthrough in the area north of Kursk. Three German infantry division were ordered to assault the village, while elements of two Panzer divisions supported the attack. Soviet minefields, intense fire from dug-in tanks and artillery threw the armor back while the village itself witnessed some of the most bitter hand-to-hand combat of the war.

Hill 253.3 was finally taken and although the German push gained much of the village, the Soviet defense remained strong. The German force was eventually 'bled white' in the days of fighting that followed and an effective breakthrough was never achieved.

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

Briefing

Axis Player: Take 6 Command cards.
You move first.

Russian Player: Take 4 Command cards.

Conditions of Victory

7 Medals

Control of Ponyri counts as two Victory Medals. To control Ponyri, you must occupy more Town hexes than your opponent. The Russian side controls Ponyri at the start of the battle, so place two Victory Medals on the Allied Medal Stand.

Special Rules

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

Minefields are explained on p.4.

BELECHINO STATION

- ON THE ROAD TO PROKHOROVKA.



Setup order

- 1 x2
- 2 x1
- 3 x1
- 4 x1
- 5 x8
- 6 x17
- 7 x2
- 8 x12
- 9 x4
- 10 x5
- 11 x5
- 12 x1

Historical Background

During German Operation Citadel, the 2.SS Panzer Grenadier Division "Das Reich" was part of the II. SS-Panzer Korps who attacked south of the Kursk' salient. As soon as the beginning of the operation, on the 5th of July, the German tanks were slowed by numerous Soviet defensive positions well prepared before the battle. On the 7th of July, the SS division Das Reich captured the village of Teterevino and advanced toward Belechino station. Facing to a lot of anti-tank guns, minefields, an armored train and masses of T-34, the SS division destroyed 202 Soviet tanks, this day. However, the German losses were increasing for a derisory advance on the field, and the intensity of the battle was increasing too, the supreme fighting was approaching. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 6 command cards, you move first.

Allied player [Soviet Union] : 6 command cards.

Conditions of Victory

6 medals.

Belechino Station is a temporary medal objective for the Axis player.

Special Rules

- Use "Specialized Units" rules (Troops 2) to all Axis infantry units. Badges are not required.
- Use "Trains" rules (Troops 5) and "Armored Train" (Troops 7).
- Use "Tiger" rules (Troops 16) to the two Axis armored units with a single figure.
- Special Weapon Asset rules (SWAs 4) are in effect for the infantry units equipped with an antitank weapons (SWAs 5).
- Use "Field Bunkers" rules (Terrains 22).
- The Allied player lays out the minefields (Terrains 29).
- Use "Air Strikes" rules (Actions 3) to each player.

PROKHOROVKA OVERLORD

- KURSK



Historical Background

The tank battle of Prokhorovka was a clash between two immense armored forces. As the SS Panzer Corps started its advance, the Soviet artillery erupted and soon after the 5th Guards Tank Army under Gen. Pavel Rotmistrov accelerated toward the German advance. Rotmistrov's plan was to close quickly to negate the advantage held by the longer range German tanks.

The fighting became a swirling melee and soon the battlefield was littered with the shattered remains of smoking armor. Losses on both sides were enormous. Combined, over 700 tanks were lost and because the battlefield remained in Soviet control the Germans could not recover and repair their losses.

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

Briefing

Axis Player: Take 10 Command cards.
You move first.

Russian Player: Take 10 Command cards.

Note : the Overlord rules can be downloaded for free from the Memoir '44 web site at www.memoir44.com

Conditions of Victory

12 Medals

Special Rules

The Axis and Russian Special Forces tank units have 4 figures. Place a Special Force Badge in the same hex with these units to distinguish them from the other units.

The River Psel is Fordable.

Movement: A unit may enter a Fordable River hex but must stop and may move no further on that turn.

Battle: A unit on a Fordable River hex will reduce the number of Battle dice it rolls by 1.

Line of Sight: A Fordable River hex does not block line of sight.

Setup order

- 1  x34
- 2  x6
- 3  x7
- 4  x3
- 5  x2
- 6  x2

BATTLE OF PROKHOROVKA



Setup order

- | | | |
|---|--|----|
| 1 | | x9 |
| 2 | | x2 |
| 3 | | x2 |
| 4 | | x5 |
| 5 | | x6 |
| 6 | | x6 |
| 7 | | x5 |

Historical Background

The morning of July 12, 1943, somewhere in the vicinity of Prokhorovka - Having successfully broken through the third line of Soviet defense the previous evening, the tank crews of Feldmarschall Manstein's II SS-Panzer Korps, are finishing breakfast and getting ready to mop up the last of the Soviet reserve units. But unbeknownst to them, 800 tanks of General Rotmistrov's 5th Guards Tank Army have reached Prokhorovka the previous night and now suddenly charges the surprised Germans. Breaking through the German ranks, they close in; many a single combat at point blank range ensues.

By the end of the day, the field is littered with the hulls of burning tanks, Germans and Russians alike. The next day, Hitler announces a stop to the offensive at Kursk. Unternehmen Zitadelle (Operation Citadel) has failed!

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 6 Command cards.
You move first.

Conditions of Victory

12 Medals.

Special Rules

Tiger tank rules are in effect (Troops 16).

All Axis infantry units are elite units (Troops 2). Badges are not required.

If you are running short on Russian tank pieces, use Allied (US) tanks from the base game instead.

Air Rules are optional. If used, give each player one Air Sortie card at game start.

SOLOTVYN

- FRENCH OPEN 2010



Setup order

- | | | |
|---|---|-----|
| 1 |  | x7 |
| 2 |  | x7 |
| 3 |  | x3 |
| 4 |  | x17 |
| 5 |  | x3 |
| 6 |  | x6 |
| 7 |  | x6 |
| 8 |  | x2 |
| 9 |  | x1 |

Historical Background

On December 24, 1943, Soviet General Vatutine opens the first Ukrainian Front towards Zhitomir and Berdichev. The 48th German Panzer rushes to the front to stem the Soviet advance. On December 30, the SS Leibstandarte Adolf Hitler (1st SS Panzer Division), which had established itself between the villages of Kodnia and Solotvyn, faces the onslaught of Soviet infantry and tanks, supported by gunfire from the Katyusha rocket launchers. For two days, the SS units supported by the Tigers of the 13th s.Panzerkompanie hold the Russians back, before receiving the order to retreat onto a new line of defense.

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

Briefing

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

Axis player [Germany] : 6 command cards.

Conditions of Victory

6 medals. Exit marker rules are in effect for the Allied troops exiting the board through the hex marked "vers Ruzhky".

Special Rules

- All Axis infantry units elite Waffen-SS units (Troops 2 - Specialized Units).
- The Axis tank unit with a single figure is a Tiger Tank (Troops 16 - Tigers)
- The Gniliopiat river is impassable except on bridges (Terrain 8 - Rivers & Waterways).

BREAKOUT TO LISYANKA

- EASTERN FRONT



Setup order

- 1 x4
- 2 x3
- 3 x2
- 4 x5
- 5 x6
- 6 x9
- 7 x7

Historical Background

In January, 1944 a large pocket of 6 German divisions with over 56,000 troops had been cut-off by the Soviet Army's 1st and 2nd Ukrainian Front troops. For days the Russians continued the attack in an attempt to split up the pocket and destroy the German forces.

Just prior to midnight February 16, in a desperate attempt to escape what the German's called the 'kessel' (or cauldron), the 72d Division and 5th Panzer Division attacked from the Khilki-Komarovka pocket. Infantry regiments fixed bayonets and moved out. The Soviet defenders were caught by surprise and the German force broke through the first line and continued the attack up into the hills.

The Russian counter attacked from Dzhurzhentsy with tanks and artillery. Many Germans panicked and began a mad dash for freedom. The Soviet guns caused horrific casualties, however relief soon came in the form of Panzers from III Panzerkorps. The breakout force had lost most of its artillery, tanks and supplies but many of the German units made it to the Gniloy-Tikich River and crossed to safety.

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

7 Medals

An Axis unit that crosses the frozen river exits off the Russian side of the battlefield counts as Victory Medal, infantry count as 2 and armor 1. The Axis unit is removed from play. Place one figure from this unit onto the Axis Medal Stand.

Special Rules

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

The Axis Special Forces are Engineer units. Place an Axis Special Force Badge in the same hex with these units to

distinguish them from the other units. See p.6 for details about Engineers.

The Russian Special Forces tank units have 4 figures. Place a Special Force Badge in the same hex with these units to distinguish them from the other units.

Ravine and Frozen Rivers are explained on p.3.

BREAKOUT TO LISYANKA

FEBRUARY 16-17, 1944



Setup order

- 1 x3
- 2 x8
- 3 x2
- 4 x6
- 5 x9
- 6 x1
- 7 x7
- 8 x2

Historical Background

In January 1944 a large pocket of 6 German divisions with over 56,000 troops had been cut-off by the Soviet Army's 1st and 2nd Ukrainian Front troops. For days the Russians continued the attack in an attempt to split up the pocket and destroy the German forces.

Just prior to midnight February 16, in a desperate attempt to escape what the German's called the 'kessel' (or cauldron), the 72d Division and 5th Panzer Division attacked from the Khilki-Komarovka pocket. Infantry regiments fixed bayonets and moved out. The Soviet defenders were caught by surprise and the German force broke through the first line and continued the attack up into the hills.

The Russians counter-attacked from Dzhurzhentsy with tanks and artillery. Many Germans panicked and began a mad dash for freedom. The Soviet guns caused horrific casualties, but relief soon came in the form of Panzers from 3rd Panzerkorps. The breakout force had lost most of its artillery, tanks and supplies but many of the German units made it to the Gniloy Tikich River and crossed to safety.

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.
- You move first.

Allied Player (Soviet Union):

- Take 4 Command cards.

Conditions of Victory

7 Medals.

Exit markers are in effect along the entire length of the frozen Gniloy Tikich River, for Axis units. German infantry units that successfully cross the river and exit the board, score 2 medals, while German tank units that do the same score 1 medal.

Special Rules

Place a badge on German and Russian elite tank units (Troops 2 - Specialized Units).

Place a badge on German engineer units (Troops 4 - Combat Engineers).

The Gniloy Tikich River is frozen (Terrain 47 - Frozen Rivers).

BATTLE OF LEMBITU

- TIGER IN AMBUSH



Setup order

- 1  x2
- 2  x6
- 3  x2
- 4  x1
- 5  x9
- 6  x1
- 7  x1

Historical Background

On the 17th of March 1944, near the Estonian village of Lembitu, west of Narva, the Soviet Army launched a massive attack on German defensive positions guarding the strategic railway Narva-Tallinn. German infantrymen were quickly in trouble because of the numbers, but the coming of two Tigers tanks of the 502.schwere Panzer Abteilung changed the fate of the battle. Russians tanks couldn't resist to the counter-attack of the two Tigers led by Otto Carius, a famous ace of the German Panzerwaffe. At the end of the day, more than fifteen tank wrecks were scattered on the battlefield. The Russian attack was repelled.

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 6 Command cards.
You move first.

Conditions of Victory

6 medals

Lembitu is a Temporary medal objective for the Allied player.

Special Rules

Use "Tiger" rules (Troops 16 - Tigers) for the two German armor units with a single figure.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the Axis units equipped with Anti Tank Weapons (SWAs 5 - Anti Tank Weapons Late War).

TIGERS IN THE SNOW

- BATTLE OF KURLAND



Historical Background

Hot on the heels of their success in Operatsiya Bagration, Soviet forces struck deep towards the Baltic coast, rapidly severing communications between German Army Group North and what little was left of Army Group Center. By early October 1944, the Soviets were in view of the Baltic Sea, near the port of Memel, definitively cutting off Army Group North from any retreat route through East Prussia.

Despite Guderian's plea for an evacuation by sea and subsequent redeployment in Central Europe where forces were desperately needed to help stabilize an increasingly dicey situation, Hitler stubbornly refused. Instead, he ordered the 200,000+ German troops to entrench themselves, in the hope of using the Courland Pocket as a springboard for a future offensive.

Little did the Führer realize that what he insisted on calling a bridgehead (the Kurland-Brückenkopf) would only become a bridge to oblivion for his haplessly trapped German divisions; They would go on to resist six major battles before finally surrendering to Marshal Govorov on May 8, 1945. The majority of the 200,000+ men of Army Group North would be marched into Soviet prison camps to the East, most of them never to return.

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

Briefing

Axis Player
[Germany]

Take 9 Command cards.

Allied Player
[Soviet Union]

Take 9 Command cards.
You move first.

Conditions of Victory

13 Medals.

Occupying any two of the three Winter Village hexes in Prekult is a Temporary Medal Objective worth 2 Medals, for the Allied forces.

The fixed bridge - and any Pontoon bridges built by the Allies - over the river are Temporary Medal Objectives for the Axis forces.

Special Rules

For the Axis forces, Blowing Up Bridges Option 2 is in effect (Actions 2 - Blowing Up Bridges).

Place badges on the elite Soviet tank units (Troops 2 - Specialized Units).

Place badges on the elite German Infantry units (Troops 2 - Specialized Units).

Tiger Tank rules are in effect (Troops 16 - Tigers). The German armor units with a single figure are Tigers.

For the Allied forces, Pontoon Bridges rules are in effect (Terrain 33 - Pontoon Bridges).

The river is frozen but impassable (thin ice).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Setup order

- 1  x33
- 2  x3
- 3  x10
- 4  x3
- 5  x1
- 6  x9
- 7  x1



SCENARIO #20080

[DO2018] LUBLIN DISTRICT

- DUTCH OPEN 2018: ARMIA KRAJOWA SCENARIO 1



Historical Background

Operation Tempest - Lublin district - July, 1944, Operation Tempest in the area of Lublin took place in the final two weeks of July 1944. The Armia Krajowa created mainly infantry divisions with support of Polish dragoon units. Altogether, Polish forces in the region had called 20.000 men to arms. Due to the advancing Russians, Generaloberst Georg-Hans Reinhardt retreated his forces to regroup them. The partisans attacked the retreating German forces along railways and roads in the whole district of Lublin. In the south the 9th Infantry Regiment under Major Stanislaw Prus liberated the towns of Belzec & Tomaszów Lubelski and attacked the traffic intersection in the city of Zwierzyniec.

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

Briefing

Allied player [Armia Krajowa]: 5 command cards, you move first.

Axis player [Germany]: 5 command cards.

Conditions of Victory

6 medals

Zwierzyniec (3 hexes: church, city & train station) is a Temporary Majority Objective for both players. (The German player starts with this medal)

Special Rules

- Airpower card for the allied player: 1d per hex (instead of 2d).
- Armia Krajowa troops are represented by the Polish shield and only three figures, they play like French Resistance (We played them that way also at the Dutch open.)
- Use "Polish Dragoons" rules (Troops 27) for the Allied units with a cavalry token.
- Use "Specialized forces" rules (Troops 2) for the two Axis units in Zwierzyniec.
- As the tile is not available, play the hex marked with

railroad crossing as mentioned.

Setup order

- 1 x43
- 2 x1
- 3 x1
- 4 x1
- 5 x1
- 6 x10
- 7 x4
- 8 x4
- 9 x5
- 10 x2
- 11 x11
- 12 x5
- 13 x1

[D02018] OPERATION TEMPEST BIALYSTOK

- DUTCH OPEN 2018 : OPERATION TEMPEST BIALYSTOK : SCENARIO 2



Setup order

- 1 x1
- 2 x2
- 3 x1
- 4 x1
- 5 x9
- 6 x3
- 7 x24
- 8 x4
- 9 x1
- 10 x1
- 11 x7
- 12 x2
- 13 x1
- 14 x1
- 15 x3

Historical Background

Colonel Wladyslaw Liniarski from the Polish home army create 2 Infantry divisions and 2 Cavalry regiments in the Bialystok Area in July 44. Their main goal is to capture vital cross points and destroy German support troops and supplies. The Germans put out their reserve units from the city of Bialystok to defend the Osowiec fortress and the cities of Augustow and Grodno. Fear fighting occurred in and around the wilderness forest in the Bialystok area and the home army destroyed 4 Military train transports, but they will not conquer any main city before the Russian army takes Bialystok at the end of September.

Briefing

Polish home army begins.
First the Polish player set out (if he wishes) his 3 camouflage tokens.
Both players get 6 cards.
Both players need 5 medals

Conditions of Victory

6 medals.
Axis player gains a temporary medal by riding (only) the train into the Grodno station.
Allied player gains a temporary medal by taking the Osowiec fortress.

Special Rules

All Polish resistance troops act like French resistance (3 units, may retreat to 3 hexes, may enter any terrain and still battle)
Polish cavalry are Polish Dragoons (battle 3-2, may Armour overrun, may ignore 1 flag retreat)
Polish mortar units are late war (may move and battle like normal infantry)
Airpower card for both players: 1d per hex (instead of 2d).
Polish army can use camouflage tokens at the start of

their turn before taking any cards.

When using a recon 1 card all leftover camouflage tokens can be used again.

German can unload a first special infantry unit at the Augustow station or can unload 2 special infantry units at the Grodno station.

When a unit is unloading he can take any hex around the train but cannot battle this turn.

[DO2018] FIRST DAYS

- DUTCH OPEN 2018: ARMIA KRAJOWA SCENARIO 3



Historical Background

The first days of the Warsaw Uprising were crucial in establishing the battlefield for the rest of the fight. During the first four days, there was an intense battle for the districts in Warsaw. Under-equipped resistance forces were prepared and trained for a series of coordinated surprise dawn attacks. In addition, many units were already mobilized and waiting at assembly points throughout the city.

The resistance fighters were most successful in the districts: City Centre, Old Town and Wola. Fighters in different areas failed to link up with each other and with areas outside Warsaw, leaving each sector isolated from the others. After four days the Armia Krajowa controlled large areas in Warsaw and the fight was on for the liberation of the city.

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
[Armia Krajowa]
Take 5 Command Cards.
You move first.

Conditions of Victory

7 Medals.

The 6 districts (Wola, Mokotow, Praga, City Centre, Old Town and Zoliborz) each consisting of 4 hexes are controlled if a player has a majority, and earns 1 Medal Objective per 2 controlled districts.

At the start of the game, the Allied player (Armia Krajowa) is in control of the districts Mokotow, Wola and Zoliborz, thus starting with 1 Temporary Medal.

Special Rules

Place a badge on the German elite Infantry units (Troops

2 - Specialized Units).

Place a badge on the German Mortar unit (SWA 6 - Mortar unit).

Place a badge on the German Machine Gun unit (SWA 7 - Machine Gun).

All Polish troops (Armia Krajowa) consists of 3 figures and are played the same as French Resistance (Nations 1 - French Resistance / we played them that way at the Dutch Open 2018).

The Allied player (Armia Krajowa) may place 2 Camouflage Tokens on Armia Krajowa units before drawing cards his first turn or after playing a Recon 1 card (Actions 16 - Camouflage).

The Airpower card for the Allied player: 1d per hex (instead of 2d).

The river blocks the line of sight.

Setup order

- 1  x24
- 2  x6
- 3  x4
- 4  x1
- 5  x1
- 6  x1
- 7  x2
- 8  x5
- 9  x10
- 10  x1
- 11  x1
- 12  x1
- 13  x1
- 14  x1
- 15  x5
- 16  x1
- 17  x13
- 18  x6
- 19  x11
- 20  x2

[DO2018] OLD TOWN

- DUTCH OPEN 2018: ARMIA KRAJOWA SCENARIO 4



Historical Background

Old town: aug 9 ? sept 2: After the initial attack by the Armia Krajowa, The Germans began to reinforce Warsaw with tanks, infantry and an armored train. After the capture of Wola and the Jewish Ghetto the German commander, general Von dem Bach decided to capture ?The old town? next to form a wedge between polish troops and to reach the Vistula to hold off an eventual Russian offensive. The old town contained many medieval houses and was heavily barricaded. Due to fierce house to house fighting and artillery, many fires broke out in the old houses. Polish troop fought a bitter fight on their barricades, the Royal castle and the town hall. Eventually the superior numbers became overwhelming and they retreated to the city centre via the sewers.

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

Briefing

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

Conditions of Victory

7 medals

The three roadblocks are temporary medals for the polish player. they control them by using action 32 - bridgecontrol

The exit is for the German player only.

Special Rules

- SWA 6 - Mortar Late War
 - Troops 10 - Sniper: The single man marked with a Russian sniper badge is a polish sniper
 - Armia Krajowa troops are represented by the polish shield and only three figures, they play like French Resistance (We played them that way also at the Dutch open.)
 - Troop 7 - Armored train
- The Green Battle stars represent sewers: Armia Krajowa

infantry may move from sewer to empty sewer as full move and still battle. Units moving onto hex not using the sewer treat the hex as normal . The 1st Polish Army cannot use the sewers.

- Airpower card for the allied player: 1d per hex (instead of 2d).

- Actions 16: The Polish players gets three camouflage tokens. Special rule: Before drawing cards Camouflage tokens that are not in use may be placed on AK-units: during setup or after after playing a Recon 1.

Setup order

- 1 x33
- 2 x4
- 3 x23
- 4 x2
- 5 x10
- 6 x3
- 7 x3
- 8 x1
- 9 x1
- 10 x1
- 11 x1
- 12 x1
- 13 x7
- 14 x2
- 15 x2
- 16 x1
- 17 x2
- 18 x3
- 19 x3
- 20 x4
- 21 x1

[D02018] CITY CENTRE

- DUTCH OPEN 2018: ARMIA KRAJOWA SCENARIO 5



Historical Background

Warsaw rising - City centre ? Aug?44: During the initial stage of the uprising, the battalion Kili?ski occupies most of the assigned territory in the city centre. A few German pockets remain, like the headquarters of the German garrison in the Saxon Palace/Saski Gardens and a smaller pocket in the Polska Akcyjna Spółka Telefoniczna/ Polish Telephone Joint-stock Company (PAST) buildings. This complex contained the tallest skyscraper in Eastern Europe. The Polish forces prepare to capture the PAST skyscraper and the stored ammunition and weapons. The PAST skyscraper oversees the city centre and is therefore of strategic importance. Meanwhile the Germans recover from the first attack and begin to bring in reinforcements to launch an attack to finish the resistance.

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

Briefing

Allied player [Armia Krajowa]: 5 command cards.

Axis player [Germany]: 6 command cards, you move first.

Conditions of Victory

6 medals

- Past building (4 hexes: city ruin & 3 city hexes) is a Temporary Majority Objective for both players. (The German player starts with this medal)
- Use "Bridge control" rules for the roadblocks (Actions 32), each roadblocks is a Temporary Objective for the Allied player.

Special Rules

- Airpower card for the allied player: 1d per hex (instead of 2d).
 - Armia Krajowa troops are represented by the Polish shield and only three figures, they play like French Resistance (We played them that way also at the Dutch open.)
 - The Green Battle stars represent sewers: Armia Krajowa infantry may move from sewer to empty sewer as full move and still battle. Units moving onto hex not using the sewer treat the hex as normal.
- At the left side of the board are 2 connecting "off board hexes" (not visible in this editor). One of these hexes contain a sewer entrance. Both hexes contain a 3 figure Armia Krajowa unit (French resistance). For ordering purposes, these hexes are in

the left flank.

- Use "Camouflage" rules (Actions 16): The Polish players gets one camouflage token. Special rule: Before drawing cards Camouflage tokens that are not in use may be placed on AK-units: during setup or after after playing a Recon 1.
- Use "Sniper" rules (Troops 10) for the single figure unit marked with a Russian sniper badge. This is a polish sniper.
- Use "Supply Train" rules (Troops 6) for the German train.
- Use "Capture Equipment" rules (Actions 12) for the two supply depots (terrain 43). Polish Armia Krajowa (French Resistance) can capture a Mortar and a MG. When capturing first equipment, throw 1d: inf or grenade = MG, other = Mortar. Capturing on the other hex get the other SWA.

Setup order

1		x29
2		x5
3		x2
4		x1
5		x1
6		x2
7		x2
8		x1
9		x1
10		x1
11		x7
12		x7
13		x2
14		x1
15		x12
16		x2
17		x8
18		x3
19		x2
20		x3
21		x2
22		x1



SCENARIO #20100

[D02018] BERLINGS LANDING

- DUTCH OPEN 2018: ARMIA KRAJOWA SCENARIO 6



Historical Background

Mid September the 1st Polish Army joined the fight. These were men from General Zygmunt Berling's forces, originally from the Polish Army of 1939, who had decided to join the communists rather than continue the fight with British.

The morning of 16-sept-44, the first units of the 1st Polish Army crossed over to Czerniakow Gorny south of Poniatowski Bridge, controlled by the insurgents of LTC "Radoslaw". On the 19th Berling ordered more troops to cross the Vistula. They crossed under fire but managed to establish a beachhead between the two destroyed bridges.

As more troops crossed the river, they tried to dislodge the Germans who had taken up fortified positions, one of them the Muzeum Narodowe, that was looted by the Gestapo.

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

Briefing

Allied player [Armia Krajowa, First Polish Army]: 5 command cards, you move first.

Axis player [Germany]: 5 command cards.

Conditions of Victory

6 medals

Actions 32: Bridge control rules are in effect for the roadblock, this is a Temporary Objective for the Allied player.

Museum Narodowe is a Temporary Objective for both players.

The German players starts with this medal)

Special Rules

- 1st Polish Army (Polish soldier who fought alongside the Russians) are represented by Russians.
- The Green Battle stars represent sewers: Armia Krajowa infantry may move from sewer to empty sewer as full move and still battle. Units moving onto hex not using

the sewer treat the hex as normal. The 1st Polish Army cannot use the sewers.

- Airpower card for the allied player: 1d per hex (instead of 2d).

- Actions 16: The Polish players gets two camouflage tokens. Special rule: Before drawing cards Camouflage tokens that are not in use may be placed on AK-units: during setup or after after playing a Recon 1.

- Armia Krajowa troops are represented by the Polish shield and only three figures, they play like French Resistance (We played them that way also at the Dutch open.)

- Troops 10 - Sniper: The single man marked with a Russian sniper badge is a Polish sniper

- SWA 6 - Mortar Late War

- SWA 7 - Machine Gun Late War

- Terrain 40 - Road Block

- Vistula River is fordable Terrain 61 - Fordable streams

Setup order

- 1 x19
- 2 x3
- 3 x5
- 4 x1
- 5 x1
- 6 x1
- 7 x14
- 8 x3
- 9 x1
- 10 x15
- 11 x5
- 12 x2
- 13 x2
- 14 x4
- 15 x2
- 16 x1
- 17 x2

SEELOW HEIGHTS



Historical Background

On 16 April, the battle of Berlin started with a massive Soviet artillery barrage against General Theodor Busse's 9th German Army, which numbered around 200,000 men and equipment. Zhukov's Red Army, on the other hand, was a juggernaut of over 750,000 men and equipment. Busse, realizing that the Germans could not hold onto their forward positions once the Soviet forces had crossed the River Oder, had already evacuated most of his front line units back to Seelow Heights when the Soviet barrage started.

The Soviet troops quickly cleared the remaining German front line but their advance ground to a halt when they reached Seelow Heights, the last major line of defense before Berlin. North of Seelow, the Soviet 47th Army and 3rd Shock Army struggled to make progress against the Germans toward Letschin. In the south, between Seelow and Lebus, the Soviets almost gained a breakthrough but were contained by a fierce counterattack from the Kurmark Panzer Grenadier Division. Meanwhile the 28th Guards, while attacking the village of Dolgelin, were driven back by Tiger tanks.

Zhukov, frustrated by the slow advance, threw in his reserves and ordered his tank formations forward even though his original plan had called for them to wait for the breakthrough. Late in the day on April 17th, the German defenders started to give way and Seelow finally fell the morning of the 18th. By the next day the road to Berlin finally lay open but Soviet losses were staggering.

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

Briefing

Axis Player [Germany]
Take 10 Command cards.

Allied Player [Soviet Union]
Take 10 Command cards.
You move first.

Conditions of Victory

18 Medals

The Axis side gains 1 Medal for each Recon 1 Command card that their side plays.

Exit rules are in effect on the portion of the Axis baseline in between the 2 Exit markers for the Allied player.

The 8 town hexes form a Temporary Majority Medal Objective (Turn Start) worth 2 Medals to the side that occupies the absolute majority. The Axis player controls the towns at game start and thus has 2-medal headstart.

Seelow Heights is made up of three groups of hill hexes (6 on the left, 11 in the center, 12 on the right). Each hill group is a Temporary Medal Objective (Turn Start) worth 1 Medal for the Allied player if one of their units

occupies it AND no Axis unit occupies it.

Special Rules

Re-Supply rules (Action 24 - Resupply) are in effect for Supply Trucks (Troops 17 - Supply Trucks).

Place a badge on the Axis and Allied elite infantry and armor units (Troops 2 - Specialized Units) and on Axis Engineer units (Troops 4 - Combat Engineers). If you run out of Soviet infantry units, use US standard figures as elite infantry.

Place a badge (or use the proper figures) for the Mobile Artillery units (Troops 14 - Mobile Artillery), the Axis Tiger Tank (Troops 16 - Tigers) and the Axis Heavy Anti-Tank Gun unit (Troops 23 - Heavy Anti-Tank Guns).

Special Weapon Assets late war rules (SWAs 4 - Special Weapon Assets, Late War) are in effect for units equipped with Anti-Tank Guns (SWAs 5 - Anti-Tank Gun) and Machine Guns (SWAs - 7 Machine Gun).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Setup order

- 1 x27
- 2 x1
- 3 x10
- 4 x1
- 5 x1
- 6 x7
- 7 x13
- 8 x7
- 9 x10
- 10 x15
- 11 x2

