

# Fighting Formations:



## Grossdeutschland Infantry Division

### Playbook – part 1

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GMT1015

## INTRODUCTION

*“With almost 18,000 men it was one of the strongest units available. As befitted its armaments, equipment and fighting strength, it was one of the units of which much would be asked in the future. This fact was well known to the men of the unit from the General right down to the youngest Grenadier. The GD cuff title, worn by every member of the division, was the outward symbol of their membership in the unit. When, on 14 May 1942, the Division Ia received departure orders for the next day, destination unknown, it was apparent that the days of preparation were over; the war was again priority number one!”*

*—excerpt from The History of the Panzerkorps  
Grossdeutschland, vol.1 by Helmuth Spaeter*

In this first volume of **Fighting Formations** we feature the **Grossdeutschland Infantry Division** as it fought from late June of 1942 to March of 1943. In each scenario, one player will take command of elements of this elite German formation while the other assumes control of the opposing forces of the Soviet Union.

Sit back, buckle up, and enjoy the ride!

*Throughout this booklet you will see paragraphs such as this one set in green text. These sections are filled with clarifications, play hints, design notes, and other assorted wisdom to help ease you along.*

*Rules found within this booklet are the “Exclusive Rules” for this game. Rules within the accompanying series rulebook are termed the “Core Rules.” Whenever a conflict arises between Core Rules and Exclusive Rules, these Exclusive Rules always take precedence.*

*Like the core rulebook, this Playbook contains numbers within brackets – e.g. [3.2] – which indicate to the reader an important reference to another rule. These references may be ignored when reading through the rules for the first time, as their main use is to aid the reader in finding a specific related rule during play.*

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## GAME COMPONENTS

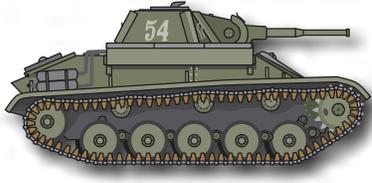
Your copy of **FF: Grossdeutschland Infantry Division** should include:

- four back-printed 22" x 34" mapsheets
- five sheets of die-cut counters
- 55 cards
- a 24-page Series Rulebook
- this 64-page Playbook
- one back-printed Track Display
- two back-printed 8.5" x 11" player aid cards
- ten dice (two each of 6-, 8-, 10-, 12-, and 20-sided)
- ten wooden cubes
- one wooden pawn

## 41. GENERAL RULES

### 41.1 COMPONENTS

#### 41.11 Radioless Vehicles



**Identification**—Many Soviet vehicles still lacked radio communication at this point in the war. In this game, these units are marked with a circled **R** symbol and are termed “radioless” vehicles.



**Effect**—During Soviet Assault and Move orders (only), it costs double to activate each Radioless vehicle (that is, 0 Initiative if under Mission Command, 2 Initiative if under Tactical Command, or 4 Initiative if Out of Command). On the Order Matrix, these two orders have the circled **R** symbol next to them as a reminder.

*DESIGN NOTE: Commanders of radioless vehicles relied heavily on pre-planned tactics or, once battle was joined, flag, hand or smoke signals. This made them less flexible and more difficult to maneuver effectively than their German counterparts once natural battlefield friction began breaking down localized command cohesion. Having a higher average activation cost during orders involving movement allows this detriment to play out fairly realistically, as the Soviet player will not want to put his radioless vehicles into situations where they would need to perform complex maneuvers lest they eat up too much of his personal command & control (Initiative).*

#### 41.12 (Smoldering) Wrecks

This game contains two Wreck markers. Rules for how they function are found within Scenario 1’s Special Rules (page 16).



Other components in this game function as per the Core Rules [1–10].

### 41.2 MECHANICS

All Core Rule mechanics [20–26] function in this game without modification.

*DESIGN NOTE ON GERMAN AND SOVIET COMMAND: In every scenario, the quality of each side’s command level and Command marker allocation helps to set the tone of that nationality’s relative combat capabilities at the tactical level. The side with the larger Command Radius and/or larger Command-to-unit ratio will on average be saving quite a bit of Initiative, and thus executing more orders than his opponent through the course of a game. The important part of this equation is the reuse of Mission*

*Command markers: assuming each side uses all of their available Command before the last order cube is expended for the turn, the German player will usually have more opportunities for keeping all his units under Mission Command than will the Soviet player. The subsequent savings in Initiative costs to activate and to Return/Op Fire with German units throughout the average scenario serves to highlight the more advanced tactical prowess of German officers at this point in the war, as well as the German command’s greater capacity to maintain lower-echelon military cohesion on the battlefield.*

### 41.3 ORDERS

#### 41.31 Melee

German **Pionier** infantry units and Soviet **Engineer** infantry units get +1D when firing in melee. This modifier is noted on the Melee Tables player aid for ease of reference during play.

*DESIGN NOTE: This represents the use of specialized weaponry designed for close combat such as flamethrowers, concentrated charges, satchel bombs, submachine guns, etc. as well as a higher degree of training in the intricacies of close assault.*

#### 41.32 Support

This game includes three different Support orders, which are identical for each side: “Division” (giving 3 assets), “Regiment” (giving 2 assets), and “Battalion” (giving 1 asset).

Other orders in this game function without modification as per the Core Rules [30–38].

*DESIGN NOTE: The positioning of the various orders on the German Order Matrix is slightly different than that of the Soviet one. This was done to emphasize certain combat proclivities of the two sides.*

*For example, the Soviets were more apt to move aggressively than to bring effective fire to bear on the enemy (the general opposite of German tendencies). Near reckless line-abreast movement into the teeth of enemy fire whilst firing from the hip – the so-called “human wave” – was still a hallmark of Soviet infantry forces at this point in the war. Thus it is easier for the German player to fire; for the Soviet to move.*

*Also, the German forces of GD – most Wehrmacht formations, for that matter – were better trained at coordinated fire and movement (Assault order more likely than Advance) while Soviet troops were more willing than their German counterpart to engage in risky close quarters fighting (Advance order more likely than Assault).*

*These generalizations weren’t always true, of course, but exist in order to give the players a better feel for the differing mind-sets and general tactical capabilities of this game’s adversaries.*

## 42. TERRAIN

The specific terrain found in *FF:GD* is described in detail below. The following information is also shown graphically on the Terrain Chart for quick reference during play.

### 42.1 BRIDGE

Bridges have no game effect. They are merely visual decoration, used to indicate where a road crosses difficult terrain.



### 42.2 CEMETERY

**Leg Move Cost:** 1

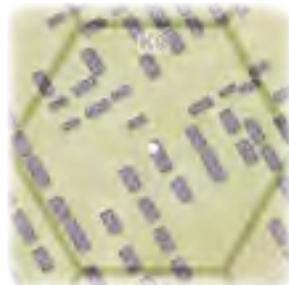
**Track Move Cost:** 6 + Bog Check (see below)

**Wheel Move Cost:** impassable

**Cover:** 1

**LOS:** 2 hindrance

**Bog Check**—Whenever a tracked vehicle enters a cemetery hex (including during an Advance order) its owner must immediately – before any Op Fire or other reaction is made in that hex – draw at random one hit marker from the cup. If it shows “Immobilized” on its vehicle side, place it on that vehicle. Otherwise, put the hit marker back in the cup with no effect.



### 42.3 FIELD

**Leg Move Cost:** 1½

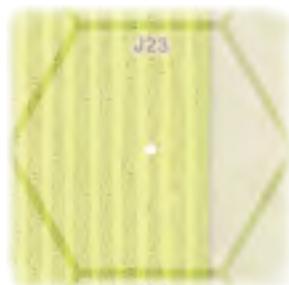
**Track Move Cost:** 1

**Wheel Move Cost:** 2½

**Cover:** 0

**LOS:** 3 hindrance

*DESIGN NOTE: This terrain represents the various – and often vast – fields of wheat, sunflowers, corn, sparse orchard, etc. found throughout the western Soviet Union.*



### 42.4 MARSH

**Leg Move Cost:** 6

**Track Move Cost:** impassable (unless entering/exiting along a road)

**Wheel Move Cost:** impassable (unless entering/exiting along a road)

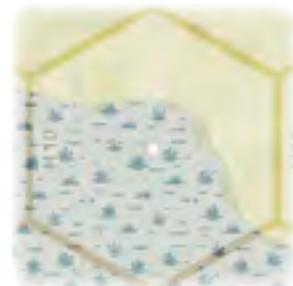
**Cover:** 0

**LOS:** clear

#### 42.41 Vehicles & Marsh

Vehicles must always be placed In Column while occupying any marsh hex, however briefly [24.10].

*And note that this is only possible where a road exists in a marsh hex.*



### 42.5 RAILWAY EMBANKMENT

**Leg Move Cost:** +1 to cross

**Track Move Cost:** +3 to cross

**Wheel Move Cost:** +5 to cross

**Cover:** none; or 3 if a direct fire attack crosses a railway embankment hexside as it enters the target hex.

**LOS:** 4 hindrance (but only if the hexside is not one of the six hexsides comprising the sighter’s or the target’s hex)

**Hexside Terrain**—A railway embankment defines the terrain along one or more hexsides, rather than the hex itself.



### 42.6 STREAM

**Leg Move Cost:** +3 to cross

**Track Move Cost:** +6 to cross

**Wheel Move Cost:** +9 to cross

**Cover:** none

**LOS:** clear

**Hexside Terrain**—A stream defines the terrain along one or more hexsides, rather than the hex itself.



## 42.7 WALL

**Leg Move Cost:** +1 to cross

**Track Move Cost:** +2 to cross

**Wheel Move Cost:** impassable (except along a road)

**Cover:** none; or 3 if a direct fire attack crosses a wall hexside as it enters the target hex.

**LOS:** 4 hindrance (but only if the hexside is not one of the six hexsides comprising the sighter's or the target's hex)

**Hexside Terrain**—A wall defines the terrain along one or more hexsides, rather than the hex itself.

*DESIGN NOTE: Wall terrain is also used to represent thin or meandering terrain such as a hedge, fence or low ridge.*

## 42.8 WOODS

**Leg Move Cost:** 2

**Track Move Cost:** impassable if the hex's center dot lies atop woods artwork (unless entering/exiting along a road [24.8]); otherwise 2 if the hex's center dot is *not* on woods artwork

**Wheel Move Cost:** impassable if the hex's center dot lies atop woods artwork (unless entering/exiting along a road [24.8]); otherwise 3 if the hex's center dot is *not* on woods artwork

*The woods hex pictured above would be impassable to vehicles.*

**Cover:** 2

**LOS:** obstacle; creates one blind hex

**Air Bursts**—The target number of any artillery barrage (only; never an aircraft barrage) against a woods hex is decreased by 2. This is true even if one or more units in the targeted hex will be using an alternate means of cover (a Pillbox, for example).

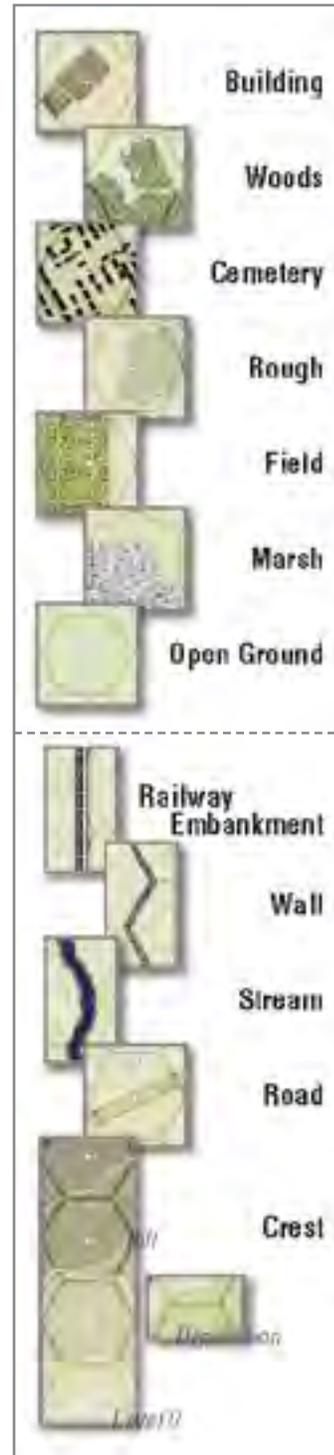
*EXAMPLE: A Light Mortar barrage into a woods hex containing a Rifle squad (morale 11) would have a target number of 26 (26; +2 woods cover; -2 air burst). If that squad occupied a Pillbox the target number would instead be 32 (26; +8 Pillbox; -2 air burst).*

### 42.81 Vehicles & Woods

Vehicles cannot cross any hexside that is entirely covered by woods artwork (for example, the bottom of the woods hex pictured above). Vehicles must always be placed In Column while occupying any woods hex, however briefly [24.10].



## TERRAIN HIERARCHY

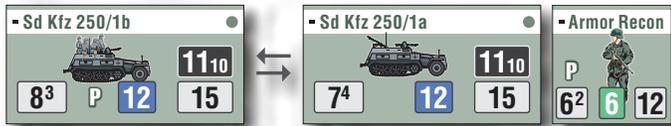




### 43.4 PASSENGERS

This special action is denoted on a unit by the capital letter “P”.

**Prerequisite**—For a unit to use its Passengers special action, it must be fresh and must expend 6 MPs while activated for a Move or Assault order. This MP expenditure cannot be combined with another expenditure and can elicit Op Fire from the opponent.



**Effect**—If enabled on an Sd Kfz 250/1b vehicle unit, it is immediately (before any Op Fire) removed from the map and replaced in the same hex with both an Sd Kfz 250/1a vehicle unit *and* an Armor Recon infantry unit, each of the same size (platoon or squad). If activated on an Armor Recon unit stacked in the same hex with a *fresh* same-size Sd Kfz 250/1a (which also must be activated), they are *both* removed and replaced with an Sd Kfz 250/1b unit of the same size. In both cases the replacement vehicle must maintain the same facing as that of the removed vehicle. In both cases the replacement unit(s) are still considered activated for the order and to have already spent as many MPs as that of the removed unit that had spent the greatest number of MPs up to that point.

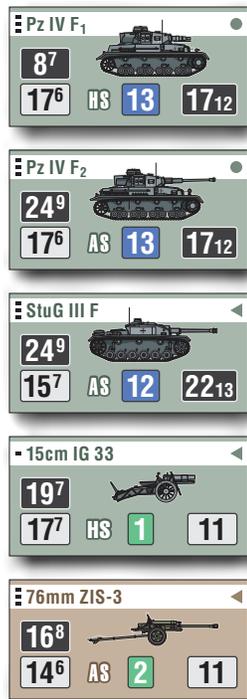
### 43.5 SMOKE MUNITIONS

This special action is denoted on a unit by the capital letter “S”.

*Note that this capability only ever appears on a unit’s activated side—that is, smoke is not available to Op Fire or Return Fire.*

**Prerequisite**—For a unit to use its Smoke special action, the owning player must discard one asset from his hand during step 2 of a direct fire attack (never melee) by that unit and announce “smoke” instead of AP or HE. The unit must be fresh. Smoke may only be used once per attack.

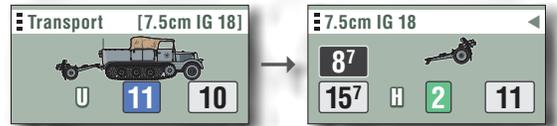
**Effect**—The active player determines, then rolls, attack dice for the attack as normal. If the shot misses due to hindrance, there is no effect. Otherwise, a “5” Smoke marker is placed in the target hex and the fire attack ends with no further effect.



### 43.6 UNHOOK

This special action is denoted on a unit by the capital letter “U”.

**Prerequisite**—For a unit to use its Unhook special action, it must be fresh and must expend 6 MPs while activated for a Move or Assault order. This MP expenditure cannot be combined with another expenditure and can elicit Op Fire from the opponent.



**Effect**—The vehicle unit is immediately (before any Op Fire) removed from the map and replaced in the same hex with whatever gun unit is listed in brackets on the removed counter (a “7.5cm IG 18” platoon in the above example). The replacement unit must be the same size as the removed unit (platoon or squad). The replacement unit must be placed so as to have a fire arc *opposite* that of the removed transport. The replacement unit is still considered activated for the current order and to have already spent as many MPs as that of the removed unit.

*DESIGN NOTE: The transport unit itself “disappears” from the map as it is assumed to beat a hasty retreat—the enemy’s attention ostensibly focused on the new threat that has just been dispensed onto the battlefield.*

**“Remember: A unit must be fresh (no hit marker attached) in order to perform any special action.”**

**—management**

## 44. ASSETS

The specific assets found in **FF:GD** are described in detail below. They are presented in alphabetical order for ease of reference. As most assets are self-explanatory on the cards themselves, players need not read this section prior to beginning play. These rules are mainly used for clarifications should the need arise during play. Historical commentary is included wherever it was thought to be of interest.

### 44.1 COMMAND & CONTROL

3 cards each

**Order**—When this asset is played as an order, the active player chooses *one* of the following two options:

- Select one Command marker currently on the map on its Mission side and flip it to its Tactical side; or
- Select one Command marker currently on the map on its Tactical side and flip it back to its Mission side.



*DESIGN NOTE: This asset simulates both the disruption of the enemy's plans on the one hand (the flipping of an opponent's Mission Command marker) and the ability of friendly unit commanders to adapt quickly and concisely to a constantly changing battlefield (the flipping of your own Tactical Command).*

### 44.2 COUNTERBATTERY FIRE

2 German and 3 Soviet cards

**Reaction**—This asset may be played as a reaction at the moment the opponent announces a Battery asset: *before* any part of its text effects are carried out (including the forfeiting of the Fate card, if appropriate). If so, the effects of that Battery asset are canceled. In addition, that Battery asset is removed from the game instead of being placed in the opponent's discard pile for possible reuse later in the game.



**Note**—This asset cancels any asset with the word “Battery” in its title. A “Counterbattery Fire” asset itself cannot be canceled because Battery does not appear as a separate word.

*DESIGN NOTE: Note that a canceled battery asset doesn't necessarily mean that an enemy battery triangulated and zeroed in and let loose with a volley of HE shells. It can also represent the unwillingness of the battery commander far behind the lines to support **your** particular section of the battlefield: another sector (off-map) may have a more pressing need and thus is getting its fire mission resolved first. It could also be the case that communication with your artillery regiment has been cut—so the poor artillerymen don't even know when and where you need their help.*

### 44.3 DEMOLITIONS

2 cards each

**Order**—When this asset is played as an order, that player selects and then automatically eliminates any one fortification marker occupying the same hex as one of his *fresh* infantry units. If the unit used for the demolitions is a Pionier (for Germany) or Engineer (for the Soviets), the acting player may instead choose to eliminate a fortification in a hex adjacent to that unit.



Then, if the player gives up possession of the Fate card to his opponent, he puts the Demolitions card back into his hand rather than putting it in his discard pile.

*DESIGN NOTE: This asset simulates the use of various forms of man-portable explosives such as satchel charges, bangalores, concentrated charges, etc. When ridding your opponent of his well-laid Wire marker, you could also think of this asset as representing a trusty pair of wire snippers.*

### 44.4 FIGHTER

2 cards each

**Order**—When this asset is played as an order, *one* of the following occurs:

- If the Air Support marker is enemy side face up, the marker is flipped over so that the friendly nationality is face up and the order is done.
- If the Air Support marker is already friendly side face up, that player conducts two consecutive, separate aircraft barrages [26] using the “Fighter” row of the Barrage Table (located on the Barrage Table player aid card).



*DESIGN NOTE: The first option for this order represents the duel occurring in the skies for air superiority. The second option then assumes that air superiority has been achieved (at least temporarily!) so as to allow ground support to occur. Ground support in this case is likely a strafing run made with wing cannons or machine guns.*

### 44.5 FIGHTER BOMBER

2 cards each

**Order**—When this asset is played as an order, *one* of the following occurs:

- If the Air Support marker is enemy side face up, the marker is flipped over so that the friendly nationality is face up and the order is done.



- If the Air Support marker is already friendly side face up, that player conducts two consecutive, separate aircraft barrages [26] using the “Fighter Bomber” row of the Barrage Table (located on the Barrage Table player aid card).

*Ground support in this case is likely rockets, armor piercing cannons, or a bombing run with medium ordnance.*

## 44.6 HEAVY ANTI-TANK RIFLE

1 German card

**Reaction**—When this asset is played, the German player selects any one hex containing a *fresh* German infantry unit not sharing a hex with a Soviet unit. He then makes an AP direct fire attack with a FP of 14 and range of 3 from the chosen hex.



*DESIGN NOTE: This asset represents the 2.8cm sPzB 41 heavy antitank rifle. This was a taper-bored weapon where the 28mm shell actually emerged from the muzzle having been squeezed down to only 20mm. The main benefit of this was a tremendous increase in muzzle velocity and thus a greater killing power at shorter ranges compared to weapons of similar caliber. The drawbacks were greater bore wear and the need for scarce tungsten with which to construct the core of each shell. As the war progressed tungsten became so rare in Germany that this type of ammunition and weaponry were phased out in favor of more traditional armaments.*

*Three sPzB 41's were allocated to the (5th) Heavy Company of each Rifle Battalion within the two GD Regiments. The 2nd Pioneer Platoon, 5th Heavy Squadron, Reconnaissance Battalion had an additional three guns for a total of 21 within the division. However, I found no specific accounts of the use of this weapon during the time frame covered by this game: thus this card is included for both completeness and to cover those instances where one may have been used simply because it happened to be on hand and there was a viable target.*

## 44.7 HEAVY BATTERY

2 German cards

**Order**—When this asset is played as an order – and is not canceled by the opponent [44.2] – the German player conducts an artillery barrage [26] using the “Heavy Battery” row of the Barrage Table (located on the Barrage player aid card).



**Smoke**—Card #8 gives the German player the option of performing a smoke barrage instead of an artillery barrage. This choice must be announced at the time the card is played (before the Soviet player makes his decision as to whether to cancel the order with any Counterbattery Fire asset that may be in his hand).

**Pre-Plotted Fire**—Both cards allow the German player the option of giving up control of the Fate card to the Soviet player in order to add 12 to the accuracy roll instead of the default +6. This decision must be made before the roll is made.

*DESIGN NOTE: This asset generally represents III (heavy) Battalion of GD's Artillery Regiment. This unit consisted of 7th, 8th and 9th Batteries: the first two containing four s.FH18 (15cm) howitzers with tractors; the latter containing four K18 (10cm) field guns with tractors.*

## 44.8 LIGHT ANTI-TANK RIFLE

1 German card

**Reaction**—When this asset is played, the German player selects any one hex containing a *fresh* German infantry unit not sharing a hex with a Soviet unit. He then makes an AP direct fire attack with a FP of 2 and range of 3 from the chosen hex.



*DESIGN NOTE: This asset represents the 7.92mm Panzerbuchse (PzB) 38 light anti-tank rifle. Though more or less obsolete versus any Soviet armored vehicle that could realistically be encountered at this mid point of the war, Infantry Division GD was nonetheless still equipped with an overabundance. Like the Heavy Anti-Tank Rifle asset, there is little to indicate that these were used in any great numbers despite their prevalence. Thus this card is included to represent those rare times when a flank shot at a light tank may have presented itself to the cunning soldier that just happened to have one of these weapons at hand.*

*One PzB 38 team was allocated to each of the 27 Rifle Platoons within the two GD Regiments. The (5th) Heavy Company within each of the division's six Rifle Battalions had an additional three rifles each. Finally, HQ sections with the 3rd and 4th Recon Squadrons carried an additional six rifles for a total of 78 within the division.*

## 44.9 LIGHT BATTERY

1 card each

**Order**—When this asset is played as an order – and is not canceled by the opponent [44.2] – that player conducts an artillery barrage [26] using the “Light Battery” row of the Barrage Table (located on the Barrage player aid card).



**Smoke**—Card #30 gives the Soviet player the option of performing a smoke barrage instead of an artillery barrage. This choice must be announced at the time the card is played (before the German player makes his decision as to whether to cancel the order with any Counterbattery Fire asset that may be in his hand).

**Pre-Plotted Fire**—Both cards allow the player the option of giving up control of the Fate card to the opposing player in order to add 12 to the accuracy roll instead of the default +6. This decision must be made before the roll is made.

*DESIGN NOTE: For the German player, this asset is likely a battery of 7.5cm IG 18 infantry guns being used in an indirect role close to the front lines. It could also represent a battery of captured Soviet field guns, which wasn't altogether uncommon. Lastly, it can also represent one of the other, larger-caliber batteries firing at reduced strength.*

*For the Soviet player, this asset generally represents one or more batteries of 76mm field guns—most likely the ZIS-3.*

## 44.10 LIGHT MORTARS

3 Soviet cards

**Order**—When this asset is played, the Soviet player selects one of his *fresh* infantry units not in the same hex as an enemy unit. He then conducts an artillery barrage [26] using the “Light Mortars” row of the Barrage Table (located on the Barrage player aid card).

LOS for placement of the SR must be from the chosen unit rather than from an active Soviet Command marker. The SR cannot be placed closer than 2 hexes nor further than 10 hexes from the chosen unit.

The Soviet player automatically adds 12 to the Accuracy roll (he need not give up, nor even be in possession of, the Fate card).

*DESIGN NOTE: At this point in the war the Soviets were still utilizing light (50mm) mortars at the platoon and squad level. Other nations – Germany included – were dropping the weak light mortars in favor of weapons with more damage potential. Despite the fact that borrowed and captured light mortars were likely used by them at various times, Infantry Division GD had no light mortars in their inventory, thus the lack of a Light Mortars asset for the German player.*

## 44.11 MEDIUM BATTERY

3 German cards and 1 Soviet card

**Order**—When this asset is played as an order – and is not canceled by the opponent [44.2] – that player conducts an artillery barrage [26] using his nationality’s “Medium Battery” row of the Barrage Table (located on the Barrage player aid card).



**Smoke**—Most Medium Battery assets gives the player the option of performing a smoke barrage instead of an artillery barrage. This choice must be announced at the time the card is played (before the opposing player makes his decision as to whether to cancel the order with any Counterbattery Fire asset that may be in his hand).

**Pre-Plotted Fire**—All four cards allow the player the option of giving up control of the Fate card to the opposing player in order to add 12 to the accuracy roll instead of the default +6. This decision must be made before the roll is made.

*DESIGN NOTE: For the German player, this asset represents either I or II (light) Battalion of GD's Artillery Regiment. These units consisted of three batteries each: the first two batteries had four l.FH18 (10.5cm) howitzers with tractors; the third battery had four s.FH18 (15cm) howitzers with tractors. A battalion also had a Headquarters Battery and Signals Platoon in trucks.*

*For the Soviet player, this asset generally represents one or more batteries of 122mm (“M-30”) or perhaps even heavier 152mm (“M-10”) gun howitzers. In game terms, since the German asset represents guns of mainly 105mm caliber whereas the Soviet asset represents artillery pieces of at least 122mm, the Soviet one hits a little harder on the Barrage Table.*

## 44.12 MORTAR BATTERY

2 cards each

**Order**—When this asset is played as an order – and is not canceled by the opponent [44.2] – that player conducts an artillery barrage [26] using the “Mortar Battery” row of the Barrage Table (located on the Barrage player aid card).



**Smoke**—Each player has one Mortar Battery card that gives him the option of performing a smoke barrage instead of an artillery barrage. This choice must be announced at the time the card is played (before the opposing player makes his decision as to whether to cancel the order with any Counterbattery Fire asset that may be in his hand).

**Pre-Plotted Fire**—All four cards allow the player the option of giving up control of the Fate card to the opposing player in order to add 12 to the accuracy roll instead of the default +6. This decision must be made before the roll is made.

*DESIGN NOTE: This asset generally represents batteries of Soviet 82mm mortars and German 81mm GrW 34 mortars. For GD, two of the latter were issued to the (4th) Heavy Platoon of each rifle company. Each of the six rifle battalions had six in its (4th) MG Company. The (4th) Heavy Platoon of the 2nd, 3rd and 4th Recon Squadrons also had two 81mm mortars – with those of 2 Squadron mounted inside a halftrack designated Sd Kfz 250/7 – for a total of 78 tubes within the division. These weapons were rarely fired with direct line of sight to the enemy and so are used in this game as off-map artillery similar to the larger guns and howitzers of other “battery” assets.*

### 44.13 POLITICAL COMMISSAR

1 Soviet card

**Reaction**—This asset may be played at any time during any order (Soviet or German). It may be played prior to units being activated for the order. However, Political Commissar cannot be played in those scenarios taking place in 1943: 1942 scenarios only.

When played, all Soviet infantry and gun units (not vehicles) are automatically considered to be under Mission Command for the duration of that order (only), regardless of the presence or positioning of Soviet Command markers.

### 44.14 PTRD ANTI-TANK RIFLE

4 Soviet cards

**Reaction**—When this asset is played, the Soviet player selects any one hex containing a *fresh* Soviet infantry unit not sharing a hex with a German unit. He then makes an AP direct fire attack with a FP of 3 and range of 3 from the chosen hex.

*DESIGN NOTE: This asset represents both the 14.5mm PTRD (Degtyarev) and PTRS (Simonov) light anti-tank rifles used by Soviet forces throughout the war.*

### 44.15 ROCKET BATTERY

1 Soviet card

**Order**—When this asset is played as an order – and is not canceled by the opponent [44.2] – the Soviet player conducts an artillery barrage [26] using the “Rocket Battery” row of the Barrage Table (located on the Barrage player aid card).

Unlike a regular artillery barrage, a rocket artillery barrage attacks all hexes within *two* hexes of the final hex (a total of 19 hexes).

*Also note that unlike other batteries the accuracy roll for a rocket barrage is never subject to modification.*

*DESIGN NOTE: This asset represents a fusillade of Katyusha rockets. Soviet rockets ranged in size from the 82mm “M-8” to the 132mm “M-13” on up to the huge 300mm “M-30.” The latter was introduced in 1942 and boasted six times the explosive power of the M-13, though with considerably less range (little more than 2.5 kilometers).*

*The Germans have no rocket asset in this game—what was to be the 10th battery of the GD Artillery Regiment (and containing six Nebelwerfer launchers) didn’t materialize until early 1943.*

### 44.16 SMOKE GRENADES

2 German cards

**Reaction**—This asset may only be played at the start of a German Advance, Assault or Move order—after all units have been activated for the order but before any of them carry out any activities allowed by the order. When played, the German player rolls 1d10. He

then places up to that many “5” Smoke markers with or adjacent to any number of fresh activated infantry and/or *armored* vehicle units. Deplete all Smoke markers from a Smoke Grenades asset at the end of the order in which they were placed.



*DESIGN NOTE: This asset represents the occasional use of smoke grenades or smoke pots to either cover an advance or, more likely, withdrawal under fire. The Soviets rarely if ever used smoke at the tactical level and so only the German player enjoys the possibility of seeing this asset put to possible good effect during the course of a game.*

### 44.17 SMOKE SCREEN

2 cards each

**Reaction**—This asset may only be played at the start of that player’s Advance, Assault or Move order—after all units have been activated for the order but before any of them carry out any activities allowed by the order. When played, the active player rolls 1d10. He then places up to that many “5” Smoke markers with or adjacent to any number of fresh activated Pionier (for Germany) or Engineer (for the Soviets) infantry and/or *armored* vehicle units (Germany only). Deplete all Smoke markers from a Smoke Screen asset at the end of the order in which they were placed.



*DESIGN NOTE: This asset represents use of the various types of smoke dischargers by armored vehicles and/or smoke grenades/pots by combat engineer forces trained in their battlefield use.*

### 44.18 STUKA DIVE BOMBER

2 German cards

**Order**—When this asset is played as an order, *one* of the following occurs:

- If the Air Support marker is Soviet side face up, the marker is flipped over so that its German side is face up.
- If the Air Support marker already has its German side face up, the German player conducts two consecutive, separate aircraft barrages [26] using the “Stuka Dive Bomber” row of the Barrage Table (located on the Barrage Table player aid card).



*DESIGN NOTE: Ground support in this case is likely a bombing run with screaming siren and large ordnance being delivered by a Junkers Ju.87D. It could also represent the 37mm armor piercing cannons of the Ju.87G. See also the note for “Fighter” [44.4].*

## 45. FORTIFICATIONS

The specific fortifications found in *FF:GD* are described in detail below. The information is also shown graphically on the player aid.

### 45.1 ANTI-TANK DITCH (FLOODED)

Anti-Tank Ditch markers are found on the back of Sighting markers. Once revealed, a hex containing an A-T Ditch is impassable to *all* units. Friendly units cannot set up in a hex containing an A-T Ditch Sighting marker.



### 45.2 BUNKER

#### 45.21 Stacking

No more than 1 platoon or 3 same-nationality squads can occupy (be stacked beneath) a Bunker. Vehicles may never occupy a Bunker: infantry and guns only. Units may freely enter a Bunker within their hex only during setup or if activated for an Advance, Assault or Move order. Units inside a Bunker may leave it at any time. Units sharing a hex with a Bunker marker but not physically stacked underneath it derive no benefit from that Bunker.



#### 45.22 Cover

A Bunker gives its occupants an alternate cover of “8” (“11” instead vs barrages or vs direct fire attacks from its flank fire arc). As usual, this is not cumulative with other cover in the hex. Melee fire attacks vs a unit inside a Bunker suffer -1D.

#### 45.23 Apertures

A Bunker has a front fire arc (similar to that for vehicles) as defined by its three green arrows. All hexes outside this arc are in the Bunker’s flank fire arc. A Bunker must always be placed on the map so that each of its six sides clearly faces a hexside of the hex it occupies. Once oriented, a Bunker cannot change facing.

**Effects**—Units inside a Bunker do not have LOS to any hex outside their front fire arc. Units in a Bunker’s flank fire arc do, however, have LOS to the Bunker (if not directly to the occupants themselves). Such units making direct HE fire attacks against the Bunker’s hex *will* affect the occupants of the Bunker, who will benefit from the Bunker’s higher (parenthetical) cover value.

### 45.3 ENTRENCHMENTS

#### 45.31 Stacking

No more than 1 platoon or 3 same-nationality squads can occupy (be stacked beneath) Entrenchments. Vehicles may never occupy Entrenchments: infantry and guns only. Units may freely enter Entrenchments within their hex only during setup or if activated for an Advance, Assault or Move order. Units inside Entrenchments may leave them at any time. Units sharing a hex with an Entrenchments marker but not physically stacked underneath it derive no benefit from those Entrenchments.



#### 45.32 Cover

An Entrenchments gives its occupants an alternate cover of “3” (“6” instead vs barrages). As usual, this is not cumulative with other cover in the hex. Melee fire attacks vs a unit inside Entrenchments suffer -1D.

### 45.4 MINES

Mines markers are found on the back of Sighting markers. When a Mines marker is revealed, the owning player may keep it in the original Sighting marker’s hex or he may place it into any of the six adjacent hexes.



*DESIGN NOTE:* The “shifting” of Mines out of the Sighting marker’s hex represents the fact that a minefield would generally remain hidden until stumbled into, with its exact location only guessed at until revealed. When mines are assigned to one side in a scenario, each Sighting marker represents the opposing commander’s best estimate as to the possible location of a minefield—thus the opposing player would do well to remember that mines could realistically be in any one of the seven immediate hexes centered on each Sighting marker.

Once revealed each Mines marker will attack every unit (enemy or friendly) that moves or advances into or out of its hex. This includes the moving/advancing units that caused the Mines to be revealed initially. Since this attack will always occur within the same hex, a mine attack uses the procedure for that of a melee fire attack [34.2]. Units that were already in a Mines hex at the moment another unit enters/exits the hex are immune to that mine attack.

Hindrances (default included) are always ignored for a mine attack.

If a platoon is eliminated as it leaves a mined hex, its two resulting squads are still placed in the hex it was entering. A fresh unit that becomes hit while leaving a mined hex is still placed in the hex it was entering.

*It made it but now has a casualty to contend with.*

### 45.5 PILLBOX

Pillboxes use all the same rules as for Bunkers except that a Pillbox’s normal cover is “5” and its barrage/flank fire cover is “8.”



### 45.6 ROADBLOCK

Roadblock markers are found on the back of Sighting markers. Once revealed, a hex containing a Roadblock has the following effects on move costs:



- **Leg**—doubled when entering the hex.
- **Track**—not applicable: tracked vehicles may only Advance into or out of a hex containing a Roadblock.
- **Wheel**—impassable.

### 45.7 WIRE

Wire markers are found on the back of Sighting markers. Once revealed, a hex containing Wire has the following effects on move costs:



- **Leg**—not applicable: such units may only Advance into or out of a hex containing Wire.
- **Track**—doubled when entering the hex.
- **Wheel**—impassable.

## 50. EVENTS

Players desiring a bit more randomness in the game are welcome to incorporate this optional rule into any of the scenarios. However, being entirely optional, both players should agree beforehand to use this variant—if either or both players wish to exclude events then this section can be safely ignored with no detriment to game play or to scenario balance.

### 50.1 EVENTS DURING SETUP

To form a draw cup for random selection during play, place all 16 event markers into an opaque container (separate from the one used for hit markers).



### 50.2 EVENTS DURING PLAY

At the end of every turn – immediately before advancing the Turn marker – the player with Initiative blindly draws one event chit at random from the cup. The event indicated on the chit is performed then the chit is removed from play (unless explicitly stated otherwise in the event’s text). Ignore any portion of an event that is impossible to fulfill given current game conditions, performing only those parts that are possible, if any. In every case, whenever an event calls for a player to “spend” Initiative, that player cannot do so if the expenditure would cause the Initiative marker to move beyond the opponent’s “20” space.

Event effects are outlined below. Events are presented in alphabetical order for ease of reference.

#### Breeze

Roll 1d6. Shift all Smoke markers 1 hex in the direction of the roll (“1” corresponds to the map’s “1” hexrow, then clockwise from there).

#### Command Confusion

Set the Initiative marker to “0”. The player with Initiative may hand over possession of the Fate card to his opponent to cancel this event.

#### Corps Assets

The player with Initiative may spend 11 Initiative to draw 4 assets. Then his opponent may spend 11 Initiative to draw 4 assets (regardless of what the first player chose).

#### Cunning Plan

After the Order Matrix is next reseeded – and immediately before resuming normal play – the player with Initiative may move any one cube to another box of his choice.

#### Dash

The player with Initiative may spend 1 Initiative (regardless of Command status) to activate one unit for an immediate Move, Advance or Assault order. The opponent may conduct Op Fire if appropriate.

#### Dogfight

Flip the Air Support marker. The player with the Fate card may give up possession of it to his opponent to cancel this event.

#### Field Promotion

The player with Initiative may spend X Initiative to place a new Command marker into his Available Command box, where X equals that player’s current Command & Control level. If he does, his opponent may do the same.

#### Hero

The player with Initiative may spend 1 Initiative to place this event chit onto any friendly unit in play. While the Hero chit is attached, that unit activates for 0 Initiative regardless of friendly Command. Remove the chit from play if the heroic unit deploys, musters, or is hit.

#### Interrogation

Each player rolls 1d6. Highest roll may look at all asset cards in his opponent’s hand. If tied, only the player with Initiative may look.

#### Master of Logistics

The player with Initiative may spend 8 Initiative to take any one asset card in his discard pile back into his hand.

#### Medic

The player with the Fate card may give up possession of it to his opponent to remove a hit marker from one of his units.

#### Reserves

The player with Initiative may receive an immediate reinforcement unit. The new unit must have the exact same *name* and *size* (squad or platoon) as a unit pictured in the scenario being played. The cost of acquiring the unit is X Initiative, where X equals that unit’s HE firepower *plus* AP firepower (front side). If purchased, the reinforcing unit is placed in the same hex as any friendly Command marker that was on the map at the moment this chit was drawn. His opponent may then do the same (regardless of what the first player chose).

*Example: In scenario #1, one of several possible choices for the German player would be a new Grenadier platoon (the first unit pictured on page 17 of this booklet) for 15 Initiative. The Soviet player has only two possible choices: a T-34/76B platoon for 30 Initiative (15 AP + 15 HE) or a T-60 platoon for 18 Initiative. Further, since there’s only one T-60 platoon counter in the game, it couldn’t even be chosen unless it had previously been destroyed or deployed so that the physical piece was back in the countermix.*

#### Snap Shot

The player with Initiative may spend 1 Initiative (regardless of Command status) to activate one unit for an immediate Fire order. The opponent may conduct Return Fire if appropriate.

#### Steady On (two chits)

Return all previously-removed event chits to the cup (any event chits currently marking something in play remain where they are) then remove this chit from play as normal. This event has no other effect.

#### Weapon Malfunction

The player with Initiative may spend 1 Initiative to place this event chit onto any opposing unit in play. The next time that unit is activated it costs the opponent +2 Initiative to do so; the chit is then removed from play. If the unit is a platoon that is eliminated while the chit is in play, transfer the chit to one of the two resulting squads.

## SCENARIO SETUP

*To set up one of the scenarios that follow, perform the following sequence in the order given. We recommend new players begin with the Introductory Scenario shown on the facing page.*

**Note**—In every scenario, any item marked with a superscripted letter (such as “3<sup>B</sup>”) indicates that that item has a special rule attached to it. All such special rules will be found in the large “**SPECIAL RULES**” box at the bottom of the scenario’s left page.

### 60.1 AXIS AND ALLIES

**Germany or Russia**—Choose sides as agreeable to both players.

**Orders of Battle**—Each player gathers up all units and markers allotted to his side as shown in the two “**Forces**” boxes on the right page. The number underneath an item shows how many are allotted.

### 60.2 THE BATTLEFIELD

#### 60.21 Map

The map or maps to be used are listed atop the Situation Report.

#### 60.22 Track Display

Place the Track Display to the side of the map where both players can reach. Make sure the German Order Matrix and German Command boxes are towards the German player.

#### 60.23 Hit Markers

To form a “draw cup” for random selection during play, place all 80 hit markers into an opaque container (such as a clean, dry coffee cup). Keep the other markers off to the side for now.

### 60.3 THE SETUP BOXES

To the upper right of the Situation Report are a series of boxes. Players set up game markers, receive initial assets, etc. by following this top-to-bottom series of informational boxes.

#### 60.31 Turn & Sudden Death Markers

Place the Turn and Sudden Death markers into the indicated spaces of the Time Track: the number before the slash for the Turn marker; after the slash for Sudden Death.

#### 60.32 Sniper Marker

Place the Sniper marker into the Sniper box with the listed side face up. If “NA” appears then sniper activity is not applicable in that scenario and the marker will not be needed.

#### 60.33 Initiative Pawn

Place the Initiative pawn into the indicated space of the Initiative Track. Make sure it is on the correct side of the “0” space.

#### 60.34 VP Marker

Place the appropriate VP marker into the indicated space of the Initiative Track. Make sure it is on the correct side of the “0” space. If “NA” appears then tracking VPs during play is not relevant for that scenario and so the VP markers will not be needed.

#### 60.35 Order Cubes

Place the ten order cubes into the indicated boxes of the Order Matrix. An “R” indicates random placement for that cube: roll 1d10 and place it in the box matching the result. If less than ten cubes are indicated put the remainder into the Used Order Cube box, where they will stay until the Matrix is first reseeded.

#### 60.36 Command Radius Markers

Players place their Command Radius markers into the indicated space of the Command & Control Track.

#### 60.37 Air Support Marker

Place the Air Support marker into the Air Support box with the listed side face up. If “NA” appears then aircraft barrages are not applicable in that scenario and the marker will not be needed.

#### 60.38 Asset Cards

This box indicates which assets (by card number) begin the game already in a player’s hand. Players then shuffle together all remaining assets belonging to their nationality and set them off to the side in a face down stack to form a draw pile. Any “random” assets listed for a player are then drawn from the top of his respective draw pile.

#### 60.39 Fate Card

This box indicates which side begins the game in possession of the Fate card [9].

### 60.4 VICTORY CONDITIONS

Both players should familiarize themselves with everything in this box, as it is the repository of what needs to be accomplished in order to win the game [22].

### 60.5 DEPLOYMENT

Players now set up their initial forces within the parameters given in this box. Unit groups are both identified by title and color-coded to their nationality. Groups preceded by a circled “St” are that player’s starting forces and are setup in top-down order. Starting Command markers begin the game in the Available Command box unless stated otherwise. Infantry and gun units may set up inside allotted Bunkers, Pillboxes and Entrenchments, within stacking limits. Vehicles setting up in buildings, woods, or on a road in an otherwise impassable hex must begin In Column and within stacking limits.

**60.51 Deploying**—During setup each player may deploy [30.21] a number of his allotted platoons up to his side’s Available Command markers (do not count reinforcement Command entering play in later turns). Allotted squads cannot muster during setup.

**60.52 Hidden Pieces**—For each “Hidden” Sighting marker allotted, that player also receives a matching rectangular “Hiding” marker. Hidden units (along with any beneficial fortification they may be inside of) are placed underneath these Hiding markers, off-map, and kept secret from the opponent until revealed.

**60.53 Reinforcements**—Deployment groups preceded by a circled number (such as “⑨”) indicate reinforcing pieces that do not begin the game in play but will instead enter the game when the Turn marker enters that space of the Time Track (turn 9 in the above example). Place a “Reinforcements” marker on the appropriate space(s) of the Time Track as a reminder of their impending arrival.

### 60.6 SPECIAL RULES

Players should read and familiarize themselves with any special rules shown in this box that haven’t already been referred to.

### 60.7 H-HOUR

Finally, the player with the Initiative [20] begins the game by announcing the first order.

sometime in 1942...

## SITUATION REPORT

For this introductory scenario, lay out map 7/8. Have the German player sit to the map's north edge (as shown by the compass on the map) and the Soviet player opposite him. You will be playing only on the map 7 half: go ahead and place the Track Display across map 8 so that the Initiative Track runs along the edge of map 7.

You may wish to lay the two player aids above the Track Display, with the Terrain Chart and generic aid sides face up (the Melee and Barrage tables can be face down for now and flipped up as needed during play).

Set up the Track Display markers, cubes and pawn as listed to the right. Give card 23 to the German player and card 46 to the Soviet player. These will be the players' starting hands. Then shuffle the two Asset decks, forming two draw piles. Give the Fate card to the German player.

Next, place control markers into the seven objective hexes as instructed in the "Deployment" box at right. After gathering up the pieces shown below from the counter mix, the German player sets up his forces in the hexes indicated for each. The Soviet player does the same for his units. Make sure the tanks set up with defined front arcs. Note that the four Command markers will begin the game in the players' respective "Available Command" boxes (on the Track Display). There's no need to set them up on the map right away, since they can be placed on the map at any time once play begins.

Finally, because the Initiative pawn begins the game on the Soviet side of 0, the Soviet player will get to perform the very first order.

## MAP: 7

TURN / SUDDEN DEATH MARKERS:	12 / 16
SNIPER MARKER:	Germany
INITIATIVE PAWN:	1 (Soviet side of 0)
VP MARKER:	not used
ORDER CUBES:	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
COMMAND RADIUS MARKERS:	Germany 3; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS:	Germany — card 23 Soviets — card 46
FATE CARD:	Germany

### VICTORY CONDITIONS:

When the game ends, the winner is the side in control of the most objectives.

### DEPLOYMENT:

- St Objectives**—Place control markers German side up in hexes F1, M1, G7 and H7. Place control markers Soviet side up in hexes K7, R7 and L11.
- St German Forces**—Set up first in the hexes listed below.
- St Soviet Forces**—Set up last in the hexes listed below.

### SPECIAL RULES:

None.

## German Forces

 L 15 <sup>3</sup> 3 12	 L 15 <sup>3</sup> 3 12	 L 14 <sup>1</sup> 4 12
F1	F2	F3
 14 <sup>6</sup> 2 12	 22 <sup>9</sup> 13 <sup>7</sup> A 3 21 <sup>12</sup>	
E1	E1	
 L 15 <sup>3</sup> 3 12	 22 <sup>9</sup> 13 <sup>7</sup> A 3 21 <sup>12</sup>	
M1	O1	Available Box

## Soviet Forces

 15 <sup>7</sup> 15 <sup>4</sup> A 4 23 <sup>16</sup>	 13 <sup>5</sup> 2 12	 L 13 <sup>2</sup> 4 11	 L 13 <sup>2</sup> 4 11
J11	I12	K12	L11
 15 <sup>7</sup> 15 <sup>4</sup> A 4 23 <sup>16</sup>	 L 13 <sup>2</sup> 4 11	 L 13 <sup>2</sup> 4 11	 L 13 <sup>2</sup> 4 11
K12	K11	K10	K9
 15 <sup>7</sup> 15 <sup>4</sup> A 4 23 <sup>16</sup>	 L 13 <sup>2</sup> 4 11		
R6	R7	Available Box	

**SITUATION REPORT**

**MAP: 1**

On the 30th of June, 1942, Grossdeutschland Infantry Division informed XXXXVIII Panzer Corps that it had established a bridgehead across the Olym river. The forward forces included elements of I (Grenadier) Infantry Reg't, the Reconnaissance Bn and the Panzer Bn.

On the morning of 1 July, infantrymen began breakfast in their holes and hollows in front of the railway embankment while the tankers took on fuel and ammunition behind it. Two anti-tank guns had been set up in strategic locations to guard against enemy armor patrols. The smoldering wrecks of T-34s from yesterday's battle dotted the landscape. All was quiet.

Feldwebel Rapp of II Coy, Panzer Bn GD describes what happened next:

*"We were just about to eat breakfast when, suddenly, a cry rang out: 'Enemy tanks from the right and ahead!' We leapt into our tanks and fired up the engines. ... We drove ahead across the railroad tracks to the positions of our anti-tank guns. There—about 150 meters away a T-34 was driving across in front of us and firing at our anti-tank gun. It had already run over our other gun which had been positioned further forward. 'Ready! Fire!'—'Hurray! A direct hit!' Another T-34 which appeared behind the first was knocked out by my neighbor. The enemy sought to take cover behind his burning tanks, but his fate was sealed."*<sup>1</sup>

As II Coy battled the Soviet armor incursion, more of Panzer Bn GD made ready then drove forward. Spotting additional enemy tanks approaching from 1500 meters, it was now a duel. I Coy – Pz IVs to II Coy's Pz IIIs – moved out to the left and started picking off the enemy tanks one by one. Orders then were received for the German tanks to face right and pursue any fleeing tanks. Feldwebel Rapp continues:

*"As we advanced we came under fire from the right. Suddenly our tank shuddered. A bit on the running gear; two road wheels were torn away. Then—what was that? One of our crews was bailing out. Their tank had also taken fire from the right—a direct hit! ... The enemy tank that had done the firing was spotted at the railway embankment. Two of our tanks worked their way towards it. A direct hit blew up the enemy tank and its turret flew off, landing right on the railroad tracks."*<sup>1</sup>

By 06:30 the battle was over. Few Soviet tanks had escaped, with ten T-34s and two light tanks destroyed. It was Panzer Bn GD's first serious engagement. The wounded were carted off in half-tracks and the salvageable panzers towed to the rear. Led by an armored patrol from 1st squadron of the Recon Bn, the formation began its planned advance towards Jassenki.

<sup>1</sup> Excerpts from pages 334-335 of *The History of Panzerkorps Grossdeutschland, vol.1*, by Helmuth Spaeter.

TURN / SUDDEN DEATH MARKERS:	8 / 13
SNIPER MARKER:	NA <sup>o</sup>
INITIATIVE PAWN:	18 (Soviets)
VP MARKER:	1 (Germany)
ORDER CUBES:	3, 3, 7, 7, 7, 7, R, R, R, R
COMMAND RADIUS MARKERS:	Germany 3; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS: <sup>c</sup>	Germany — 17 + one random Soviets — one random
FATE CARD:	Soviets

**VICTORY CONDITIONS:**

The German player gains 3 VPs each time a Soviet unit is eliminated.  
The Soviet player gains 2 VPs each time a German infantry unit or gun unit is eliminated.

**DEPLOYMENT:**

- St** Reinforced Infantry Company—Anywhere east of the rail line.
- St** 1st & 2nd Tank Companies—Any map edge hexes east of the rail line not containing a German unit.
- 9** II Panzer Company—Any hexes along the west edge of the map not containing a Soviet unit.
- 10** I Panzer Company—Any hexes along the north edge of the map not containing a Soviet unit.
- 11** 3rd Tank Company—Any map edge hexes marked in brown.

**SPECIAL RULES:**

- A. SMOLDERING WRECKS:** Prior to setup, each player drops a Wreck marker from at least 3 feet above hex K15. Place these markers into the hexes they land closest to. Wreck markers act as "2" Smoke for all rules purposes except that they are never removed during turn advances—they will remain on the map throughout the scenario.
- B. COMMANDER'S VEHICLE:** The Pz II F is considered to always be under Mission Command.
- C. SKIRMISH:** Battery and Counterbattery assets cannot be played in this scenario (cards 1-10 and 30-37).
- D. BUTTONED UP TANKS:** Sniper orders are not allowed and sniper activity is not performed in this scenario.
- E. WITHDRAWAL:** Beginning on Turn 12 the Soviet player may voluntarily exit his units off the east map edge. Exited units are worth no VPs for either side.

## German Forces

### Reinforced Infantry Company, I (Grenadier) Regiment:

**St**

<b>Grenadier</b> L 15 <sup>3</sup> 3 12 3	<b>MG 34</b> 14 <sup>6</sup> 2 12 1	<b>Armor Recon</b> 6 <sup>2</sup> 5 12 3	<b>Motor Recon</b> 7 <sup>1</sup> 6 12 1	<b>5cm PaK 38</b> 12 <sup>7</sup> 6 <sup>6</sup> A 2 12 2	<b>ENTRENCHMENTS</b> 3(6) Cover 2
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(Note that the German player begins this scenario with no Available Command)

### Elements of II Company, Panzer Battalion:

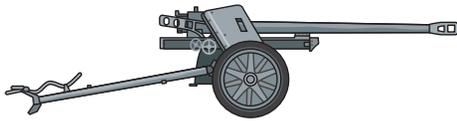
**9**

<b>Pz II F</b> 2 <sup>4</sup> 11 <sup>4</sup> 5 13 <sup>9</sup> 1 <sup>B</sup>	<b>Pz III J</b> 17 <sup>7</sup> 16 <sup>5</sup> A 2 17 <sup>12</sup> 3	<b>Pz III J</b> 14 <sup>7</sup> 13 <sup>5</sup> A 3 17 <sup>12</sup> 1	<b>Mission Command</b> 0 3
--	--	--	----------------------------------

### Elements of I Company, Panzer Battalion:

**10**

<b>Pz IV F2</b> 24 <sup>9</sup> 17 <sup>6</sup> A 3 17 <sup>12</sup> 2	<b>Pz IV F2</b> 21 <sup>9</sup> 14 <sup>6</sup> A 4 17 <sup>12</sup> 1	<b>Mission Command</b> 0 1
--	--	----------------------------------



Wrecks from the previous day's battle:

**WRECK**  
2  
2<sup>A</sup>

## Soviet Forces

### 1st & 2nd Tank Companies:

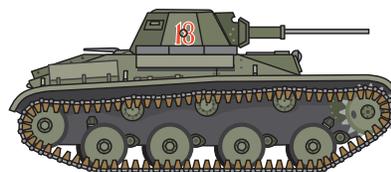
**St**

<b>T-34/76B</b> 15 <sup>7</sup> 15 <sup>4</sup> A 4 23 <sup>16</sup> 3	<b>T-60</b> 6 <sup>4</sup> 12 <sup>3</sup> 4 16 <sup>11</sup> 1	<b>Mission Command</b> 0 1
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### 3rd Tank Company:

**11**

<b>T-34/76B</b> 15 <sup>7</sup> 15 <sup>4</sup> A 4 23 <sup>16</sup> 2	<b>Mission Command</b> 0 1
--	----------------------------------



## SITUATION REPORT

## MAP: 2

During operations in the Olym River area on 29-30 June, the 24th Panzer Division – occupying Grossdeutschland's right flank – came under stiff resistance at the town of Gorschetschnoje. 24th Panzer bypassed the village and resumed its advance to the east.

During the night of 1-2 July a divisional order was issued instructing the 2nd Infantry Regiment of Grossdeutschland – I.R. GD 2 – to eliminate this ongoing threat to the German flank. Kampfgruppe (“Battle Group”) Garski was thus formed, consisting of I.R. GD 2 (less I Battalion), two of the three batteries of the Assault Gun Battalion, the Artillery Battalion, and support from the Panzer Battalion which would make a flank attack from the northeast. II Battalion of I.R. GD 1 would provide a screening force to the north.

Early on 2 July the infantry elements of Kampfgruppe Garski approached Gorschetschnoje from the north. They were met by fire from forward positions outside of town, including Soviet T-34's and anti-aircraft guns. Major Feucker, commander of II Bn, I.R. GD 2, was killed in this initial barrage. Hauptmann von Lützuau, CO of 10th Company, assumed command of the battalion.

A tank battle ensued involving the infantry's escorting assault guns. Artillery and Stuka attacks brought intermittent relief to the attackers but overall the battle was proving tougher than anticipated. An unidentified Oberschütze from 13th Coy, I.R. GD 2 describes his experience:

*“We ran into a major tank battle in which a T-34 came towards our section – 1st Section/2nd Platoon/13th Company under the command of Uffz. Klavun – to make us all into applesauce. First, I knocked all the mounted Russian infantry off the tank with my light machine gun; then Uffz. Klavun disposed of the tank with a concentrated charge. The T-34 began to burn. As we advanced towards the railway embankment we succeeded in eliminating three anti-tank gun crews, partly in close-in fighting. To the left in front of the embankment was another enemy nest with a light machine gun.... We then moved against the level crossing ... A number of Russian tanks and anti-aircraft guns were positioned there. We ran about like hares. The Klavun Section succeeded in putting three more enemy tanks out of action in close-in fighting; then we were through.”<sup>1</sup>*

As a result of the flanking thrust by Panzer Bn GD, an attempt by the Soviets to leave Gorschetschnoje to the east failed. A total of 51 Russian tanks were eliminated in the engagement, resulting in the destruction of elements of four Soviet tank brigades that had been brought into the area from Stalingrad and the Urals.

<sup>1</sup> Excerpt from pages 341-342 of *The History of Panzerkorps Grossdeutschland, vol.1*, by Helmuth Spaeter.

TURN / SUDDEN DEATH MARKERS:	1 / 15
SNIPER MARKER:	Soviets
INITIATIVE PAWN:	10 (Germany)
VP MARKER:	46 (Soviets)
ORDER CUBES:	1, 2, 2, 3, 3, 4, 4, 5, 5, 6
COMMAND RADIUS MARKERS:	Germany 3; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS:	Germany — 9-10, 15, 26-27 + one random Soviets — 42, 46-48, 52 + one random
FATE CARD:	Germany

## VICTORY CONDITIONS:

German player gains 5 VPs for each Bunker that is either destroyed or contains no Soviet unit.

German player gains 1 VP for each eliminated Soviet vehicle.

Beginning on turn 11, the Soviet player gains victory points for each *fresh* Soviet vehicle unit he exits off the east map edge:  
1 VP per squad and 3 VPs per platoon.

## DEPLOYMENT:

- St** Rifle Battalion—On or south of hexrow BB.
- St** Fusilier Regiment—Hexrow JJ.
- 2** Sturmgeschütz Battalion—Hexrow JJ.
- 7** Tankodesantniki Battalion—Hexrow A.
- 10** Panzer Support—Any map edge hexes marked in gray.
- 11** Light Tank Company—Any map edge hexes marked in brown.

## SPECIAL RULES:

- A. SIGHTING MARKERS:** 6x Hidden Unit, 5x False Sighting and 4x Roadblock.
- B. FORTIFIED BUILDINGS:** The Bunkers must be set up in building hexes.
- C. COMMANDER'S VEHICLE:** The Pz II F is considered to always be under Mission Command.
- D. BREEZY:** Any time “doubles” are rolled, shift any Smoke markers on the map one hex to the east.
- E. TANK-RIDERS:** Soviet T-34's are not considered to be radio-less as long as they share a hex with a fresh SMG unit.

## German Forces

Infantry elements of II & III Bns., II (Fusilier) Rgt. w/Recon Bn. support:

**St**

<b>Grenadier</b> L 15 <sup>3</sup> 3 12 18	<b>Pionier</b> L 14 <sup>1</sup> 4 12 2	<b>MG 34</b> 14 <sup>6</sup> 2 12 4	<b>MG 42</b> 17 <sup>8</sup> 1 12 7	<b>Motor Recon</b> 7 <sup>1</sup> 6 12 3	<b>Sd Kfz 250/1b</b> 13 <sup>3</sup> 3 15 1	<b>Sd Kfz 250/10</b> 6 <sup>6</sup> 7 <sup>4</sup> A 5 15 1	<b>Mission Command</b> 0 9
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II & III Coys., Sturmgeschütz Bn.:

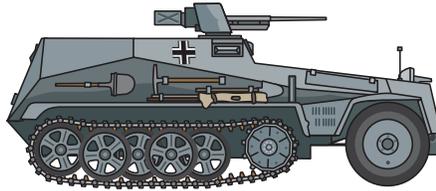
**2**

<b>StuG III F</b> 22 <sup>9</sup> 13 <sup>7</sup> A 3 21 <sup>12</sup> 4	<b>StuG III F</b> 19 <sup>9</sup> 10 <sup>7</sup> A 4 21 <sup>12</sup> 2	<b>Mission Command</b> 0 2
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Panzer Bn. support:

**10**

<b>Pz II F</b> 2 <sup>4</sup> 11 <sup>4</sup> 5 13 <sup>9</sup> 1 <sup>c</sup>	<b>Pz III J</b> 17 <sup>7</sup> 16 <sup>5</sup> A 2 17 <sup>12</sup> 5	<b>Pz IV F1</b> 8 <sup>7</sup> 17 <sup>6</sup> H 3 17 <sup>12</sup> 2	<b>Pz IV F2</b> 24 <sup>9</sup> 17 <sup>6</sup> A 3 17 <sup>12</sup> 3	<b>Mission Command</b> 0 3
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## Soviet Forces

Reinforced Rifle Battalion w/supporting Anti-Aircraft Company:

**St**

<b>Rifle</b> L 13 <sup>2</sup> 4 11 15	<b>Maxim MG</b> 13 <sup>5</sup> 2 12 5	<b>DShK MG</b> 5 <sup>3</sup> 17 <sup>2</sup> 2 12 1	<b>76mm ZIS-3</b> 14 <sup>8</sup> 12 <sup>6</sup> A 2 12 1	<b>87mm AA Gun</b> 10 <sup>5</sup> 15 <sup>4</sup> 1 12 3	<b>85mm AA Gun</b> 23 <sup>8</sup> 15 <sup>6</sup> 2 12 1
<b>T-34/76B</b> 15 <sup>7</sup> 15 <sup>4</sup> A 4 23 <sup>16</sup> 3	<b>Mission Command</b> 0 6	<b>ENTRENCHMENTS</b> 3(6) Cover 14	<b>BUNKER</b> 8(11) Cover 9 <sup>B</sup>	<b>Sighting</b> 13 15 <sup>A</sup>	

Tankodesantniki (Tank-rider) Battalion:

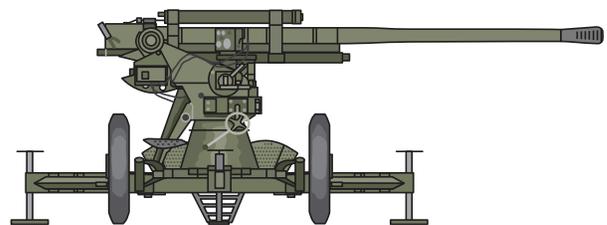
**7**

<b>SMG</b> 14 <sup>1</sup> 3 11 9	<b>T-34/76B</b> 15 <sup>7</sup> 15 <sup>4</sup> A 4 23 <sup>16</sup> 9	<b>Mission Command</b> 0 3
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Light Tank Company:

**11**

<b>T-60</b> 6 <sup>4</sup> 12 <sup>3</sup> 4 16 <sup>11</sup> 1	<b>T-70</b> 11 <sup>5</sup> 9 <sup>3</sup> A 4 17 <sup>13</sup> 2	<b>Mission Command</b> 0 1
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## SITUATION REPORT

## MAP: 3

scenario design by Kai Jensen

In the race to capture Voronezh in early July, elements of 7th Company/Infantry Regiment GD 1 captured a road bridge over the Don River nearly intact—just a 15 meter gap at the east bank had been burned out during the fighting. II Battalion/I.R. GD 1 was assigned to occupy the bridgehead and extend it for the coming offensive operations. The village of Podkletnoje lay about 3,000 meters to the east and would be their next target on their way to Voronezh. Stukas dropped their bombs on the village around midday the following day, ending with a message canister dropped near the bridgehead with the note: “*Village virtually free of the enemy. Will support your attack!*” The attack was not forthcoming, however, as the remaining elements of II Battalion were still busy crossing the river.

Just before dawn on 6 July, 6th and 8th Companies of I.R. GD 1 started their attack toward Podkletnoje from the west-northwest and I Battalion/I. R. GD 1 from the southeast in order to take the village from both sides. Enemy fire from Podkletnoje was initially weak, but a wide band of swamp slowed 6th and 8th Companies on their approach. Elements of 6th Company made a crossing over a small bridge but then came under well-aimed sniper fire, pinning the men down. 7th Company, which had been held in reserve until now, was brought up and continued pressing on toward the village until a water-filled anti-tank ditch stopped their progress as well. Snipers again forced the men to take cover, leaving several casualties and killing Uffz. Groswindhager of the Artillery Regiment GD.

During the early morning hours as the battle raged, the road bridge was repaired by the Pioniers. Assault guns, followed by the battalion’s heavy weapons as well as anti-tank guns of the Panzerjäger Battalion GD, roared across the bridge to join up with the infantry. Elements of I Battalion finally swept into Podkletnoje from the southeast as the infantry accompanied the assault guns into the village from the northwest around 0900 hours. The village was taken from the Soviets who had desperately defended from their bunkers and foxholes.

The heavy fighting and blazing heat took their toll on the units and it required a great deal of effort to again get them moving to clear the Soviets from the wooded area east of the village. The Grenadiers found what they believed to be a Soviet troop training grounds (they found many bunkers and a large cache of equipment and weapons) and captured a large number of prisoners.

**Aftermath**—After securing the village, two rifle companies of I Battalion/I.R. GD 1 mounted the assault guns and made a reconnaissance in force towards Voronezh. They made it as far as the railroad station in the city but were pulled back, allowing them to claim being the first units into the city.

TURN / SUDDEN DEATH MARKERS:	5 / 13
SNIPER MARKER:	Soviets
INITIATIVE PAWN:	10 (Germany)
VP MARKER:	29 (Soviets)
ORDER CUBES:	5, 5, 5, 5, 5, 6, 6, 6, 6
COMMAND RADIUS MARKERS:	Germany 4; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS:	Germany — three random Soviets — four random
FATE CARD:	Germany

## VICTORY CONDITIONS:

The German player gains 3 VPs for each *fresh* German platoon (1 VP for each fresh German squad) he exits off the map from any hex along the “German Exit Area.”

The German player gains 4 VPs for each of the seven objective hexes under his control (and loses 4 VPs if a hex reverts to Soviet control).

## DEPLOYMENT:

- St** Place a control marker Soviet side face up into each of the seven objective hexes.
- St** Rearguard—Anywhere east of the marsh.
- St** Fortifications—Any road or open ground hexes east of the marsh. Exception: One A-T Ditch Sighting marker must be placed in hex 07, with the rest of the A-T Ditch Sighting markers set up so as to form a continuous chain of all eight A-T Ditches.
- St** 6th/8th Companies—Any hexes of German setup area “A”.
- 7** 7th Company—Any hexes of German setup area “A”.<sup>B</sup>
- 9** Heavy Weapons/Vehicles—Any hexes of German setup area “A”.<sup>C</sup>
- 11** I Battalion—Any hexes of German setup area “B”.<sup>D</sup>

## SPECIAL RULES:

- A. SIGHTING MARKERS:** 8x A-T Ditches (see Deployment, above), 2x Mines, 2x Wire and 10x False Sightings.
- B. RESERVES:** 7th Company may enter play during any earlier End of Turn sequence in which the German player controls at least one objective.
- C. ACROSS THE DON:** The heavy weapons and vehicles may enter play during any earlier End of Turn sequence in which the German player controls at least two objectives.
- D. FLANKING MANEUVER:** I Battalion may enter play during any earlier End of Turn sequence in which the German player controls at least three objectives.
- E. ATTACHED AA HALFTRACKS:** During any Soviet aircraft barrage, the Soviet player cannot place the Spotting Round within 4 hexes of the 2cm SP FlaK nor within 5 hexes of the 2cm SP Quad FlaK.

## German Forces

6th and 8th Coys., II Bn., I (Grenadier) Rgt.:

St

<b>Grenadier</b> L 15 <sup>3</sup> 3 12 6	<b>MG 42</b> 17 <sup>8</sup> 1 12 2	<b>Mission Command</b> 0 3
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7th Coy. in Reserve:

7

<b>Grenadier</b> L 15 <sup>3</sup> 3 12 3	<b>MG 42</b> 17 <sup>8</sup> 1 12 1	<b>Mission Command</b> 0 1
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Elements of II Bn's Heavy Weapons Coy., the Sturmgeschütz Bn. and IV Heavy Bn.:

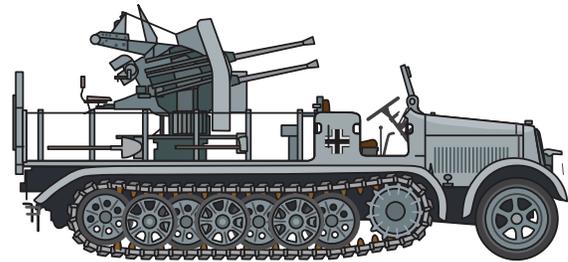
9

<b>-2cm SP FlaK</b> 3 <sup>4</sup> 8 <sup>4</sup> 3 10 1	<b>-2cm SP Quad FlaK</b> 6 <sup>5</sup> 16 <sup>5</sup> 2 10 1	<b>-Transport [15cm IG 33]</b> 10 1	<b>-Transport [7.5cm IG 18]</b> 10 1
<b>StuG III F</b> 22 <sup>9</sup> 13 <sup>7</sup> A 3 21 <sup>12</sup> 3	<b>Pionier</b> L 14 <sup>1</sup> 4 12 1	<b>Mission Command</b> 0 2	

Elements of I Bn., I (Grenadier) Rgt.:

11

<b>Grenadier</b> L 15 <sup>3</sup> 3 12 6	<b>Pionier</b> L 14 <sup>1</sup> 4 12 1	<b>MG 34</b> 14 <sup>6</sup> 2 12 2	<b>MG 42</b> 17 <sup>8</sup> 1 12 3	<b>Mission Command</b> 0 3
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## Soviet Forces

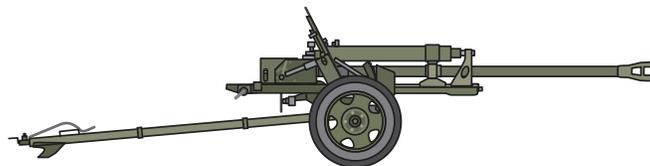
Rearguard elements of 6th Soviet Army:

St

<b>Rifle</b> L 13 <sup>2</sup> 4 11 20	<b>Maxim MG</b> 13 <sup>5</sup> 2 12 4	<b>M37 45mm AT Gun</b> 10 <sup>6</sup> 7 <sup>5</sup> A 1 12 1	<b>76mm ZIS-3</b> 14 <sup>8</sup> 12 <sup>6</sup> A 2 12 1	<b>Mission Command</b> 0 5	<b>ENTRENCHMENTS</b> 3 (6) Cover 6	<b>BUNKER</b> 8 (11) Cover 2
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Fortifications:

<b>Sighting</b> 13 22 <sup>A</sup>
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## SITUATION REPORT

## MAP: 4

Following painstaking preparations and supported by the infantry and artillery, Sturmpannier Battalion GD was to launch a daring operation against the enemy bunkers of the so-called “cemetery hill” due east of the town of Tschermassowo. This operation – code named “Max und Moritz” – had as its main objective the seizing of the strategic height from the Soviets, who were suspected of harboring several artillery observers atop the hill mass. Furthermore, if the Germans were in control of the hill they could observe the enemy far towards the east, making countermeasures against the Soviet artillery positions more effective.

The Artillery Regiment GD ensured that the guns opened fire at the exact minute, and then lifted precisely upon the jump off time for the infantry. 2nd and 3rd Companies of the Sturmpannier Bn – under their commanders Warschnauer and Hückel, respectively – were to attack from the west while 7th Company, I.R. GD 1 assaulted from the left flank. Stuka support was also promised. Gefreiter Hans Bittner of 3rd Company reports:

*“We had been in our foxholes since the previous evening. We already knew the terrain. In front of us was a knocked out T-34 which the Russians were using as an observation post; behind and to the right on the horizon was a small wood – range about 600 meters. ... A call came on the field telephone. The attack was to begin in half an hour. It was 1630. We were to get up and out of our holes during the third Stuka attack, objective: the small wood to our right. Attack as far as the cemetery wall, no farther!”<sup>1</sup>*

After the Stuka attack on the cemetery hill, as well as a barrage by the entire Artillery Regiment against the entire Gostischka Valley, 2nd and 3rd Companies were able to clear the enemy’s barrage fire zone quickly – save for some casualties by scattered mines – and began clearing out bunkers on the hill and in the small wood. Satchel charges, flamethrowers, hand grenades, spades, knives—these were the weapons of the day. It was reported that in the initial assault more than 120 bunkers were neutralized in less than twenty minutes of fighting. Immediate support by the attached Assault Gun Battalion was very good and within the hour the hill was cleared.

Meanwhile, 7th Company had begun its breakout from I.R. GD 1’s left wing. It cleared the ravine east of the cemetery hill which had been nicknamed “Prittwitz Hollow.”

**Aftermath**—By 1800 the attack’s objectives had been reached. III Battalion/I.R. GD 1 set out to relieve the two Pioneer companies which had carried out the assault. By 1900 hours III Bn began consolidating their new positions in anticipation of a possible Soviet counterattack. But for now, the cemetery hill was firmly in German hands.

<sup>1</sup> Excerpt from page 416 of *The History of Panzerkorps Grossdeutschland, vol.1*, by Helmuth Spaeter.

TURN / SUDDEN DEATH MARKERS:	5 / 13
SNIPER MARKER:	Soviets
INITIATIVE PAWN:	20 (Germany)
VP MARKER:	3 (Soviets)
ORDER CUBES:	1, 1, R, R, R, R, R, R (two in Used Order Cube box)
COMMAND RADIUS MARKERS:	Germany 3 <sup>B</sup> ; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS:	Germany — 15-16, 27 + one random Soviets — 52-53 + one random
FATE CARD:	Germany

## VICTORY CONDITIONS:

The Soviet player earns victory points for eliminated German units: 3 VPs per vehicle and 1 VP per infantry.

The German player gains 8 VPs for each of the four objective hexes under his control (and loses 8 VPs if a hex reverts to Soviet control).

## DEPLOYMENT:

- St** Place a Control marker Soviet side face up into each of the four objective hexes.
- St** Rifle Battalion—Hexrows 1-20.
- St** II Sturmpannier Company—Any hexes of setup area “A”.
- St** III Sturmpannier Company—Any hexes of setup area “B”.
- 6** Sturmgeschütz Company—Any hexes of setup area “A” or “B” (choose only one).
- 8** 7th Company—Any hexes of setup area “C”.<sup>B</sup>
- 10** Mixed Tank Company—Any hexes along the east map edge.

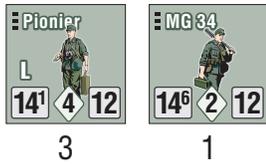
## SPECIAL RULES:

- A. SIGHTING MARKERS:** 4 Hidden Unit, 4 False Sighting, 5 Wire and 12 Mines.
- B. OBERLEUTNANT RENE de L’HOMME de COURBIERE:** When 7th Company enters play raise the German Command & Control level by one.

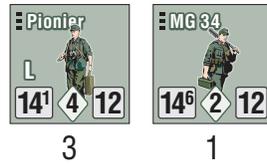
*Historical Note: Olt. de Courbiere was a descendant of a general that fought against the French in 1806. General Courbiere refused to surrender his fortress garrison to Napoleon and was later honored with the title “King of Graudenz.”*

## German Forces

II Coy. / Sturmpanier Bn.:



III Coy. / Sturmpanier Bn.:

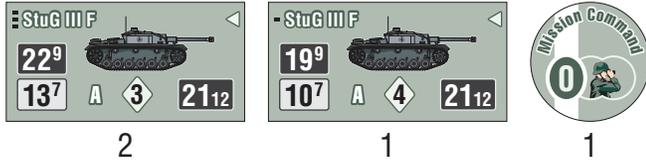


Available Command:



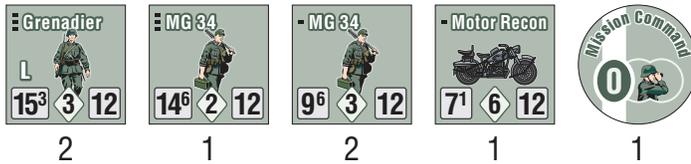
St

III Coy. / Sturmgeschütz Bn.:



6

7th Coy. / II Bn. / Grenadier Rgt.:



8



## Soviet Forces

Rifle Battalion:

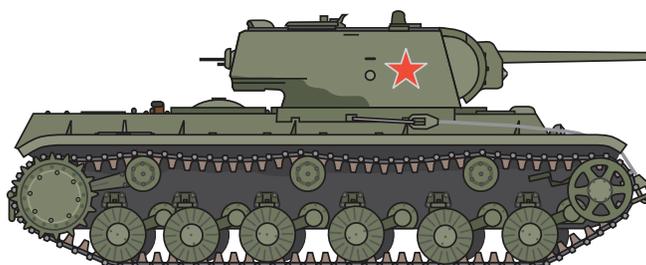


St

Mixed Tank Company:



10



SITUATION REPORT

MAPS: 5 & 6

The main objective of Operation Herbstwind (“Autumn Wind”) was simple: achieve a better defensive line while stripping the enemy’s current defensive line of its strategic strongpoints. In some cases the attacking units only had to cover 400-600 meters, depending on the terrain in their sector. After weeks of continuous fighting and ongoing attrition, however, the soldiers of Grossdeutschland were physically battered and suffering low morale. The CO of Infantry Regiment GD 2, Oberst Garski, tried every tactic known in order to dissuade the division commander from the attack. He argued that the operation would serve no real purpose and was extremely risky given the current poor state of the troops under his command. The argument reached all the way up to Ninth Army ... where Generaloberst Model rejected the concerns and ordered the attack to commence as planned.

Assigned to the right flank of Operation Herbstwind was “Kampfgruppe Grosser” comprising I and III Battalions of I.R. GD 2 supported by the Panzer Battalion GD. II Bn stood ready to provide flanking cover [off-map]. The troops moved into their jump off areas at 1400 hours despite heavy enemy defensive fire. At 1415 the entire Artillery Regiment GD opened up all along the line. Stukas pounded observed and suspected enemy positions.

Advancing rapidly, KG Grosser reached its first objectives. At 1615, however, the Soviets launched a counterattack in reinforced company strength – including two heavy tanks – which temporarily threw back the left wing of KG Grosser.

As darkness descended on the battlefield, officers of the regimental HQ ascertained the position of the new main defensive line. Gaps between units were filled from the scarce reserves. Oberst Garski had been killed leading his men from the front. The attack had resulted in heavy casualties and the loss of a veteran and respected regimental commander. The losses suffered amongst the men and officers of GD were such that individual units had to be merged within battalions. It was reported that the fighting strength of the division as a whole had fallen to that of a weak regiment.

Despite all this, the attack had actually been a great success all along the front. GD was able to report the following: 288 prisoners, 525 enemy dead, destruction or capture of 1 infantry gun, 8 heavy machine guns, 27 light machine guns, 19 anti-tank guns, 19 mortars, 5 anti-tank rifles, 389 rifles, 21 submachine guns, 14 tanks and 7 artillery pieces.

As their newly won positions were consolidated and new strongpoints constructed, news spread that the division was to be relieved. In addition, OKH decreed that hereafter I.R. GD 1 be renamed *Grenadier Regiment* and I.R. GD 2 renamed *Fusilier Regiment*.

TURN / SUDDEN DEATH MARKERS:	5 / 13
SNIPER MARKER:	Soviets
INITIATIVE PAWN:	7 (Germany)
VP MARKER:	6 (Soviets)
ORDER CUBES:	1, 1, 1, 1, 1, 1, R, R, R, R
COMMAND RADIUS MARKERS:	Germany 3; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS:	Germany — 1, 2, 4, 7, 15-16, 26 + one random Soviets — 28-29, 44-47, 52-53 + one random
FATE CARD:	Soviets

VICTORY CONDITIONS:

The Soviet player earns victory points for eliminated German units: 3 VPs per vehicle and 1 VP per infantry.  
The German player gains 6 VPs for each of the nine objective hexes under his control (and loses 6 VPs if a hex reverts to Soviet control).

DEPLOYMENT:

- St** Place a Control marker Soviet side face up into each of the nine objective hexes.
- St** Rifle Battalion—Anywhere south of the brown dotted line.
- St** Wire Entanglements—Any hexes not within the German setup area (see below). These must be set up in full view: they do not begin as Sighting markers.
- St** KG Grosser/Oberst Garski—Hexrow A and/or any woods hexes of the A1-A13-H4-E1 woods mass.
- 10** Reinforced Rifle Company—Any hexes along the east or south or west map edge (choose only one).

SPECIAL RULES:

- A. SIGHTING MARKERS:** 6x Hidden Unit, 12x False Sighting and 2x Roadblock.
- B. TRENCHLINES:** Any infantry unit moving from inside one Entrenchment to inside an Entrenchment in an adjacent hex pays a maximum of 1 MP to do so (regardless of terrain) and cannot be the target of Op Fire. This rule does not apply if the unit crossed a stream hexside.
- C. OBERST GARSKI’S COMMAND TANK:**
  - LOS for German barrages may be traced from the Pz II.
  - The Pz II is always under Mission Command.
  - All German units within 4 hexes and LOS of the Pz II can be considered under Tactical Command.
  - If the Pz II is ever eliminated or abandoned, retrieve a German Command marker from the countermix and place it in that hex with its “Tactical” side face up.

## German Forces

### Kampfgruppe Grosser:

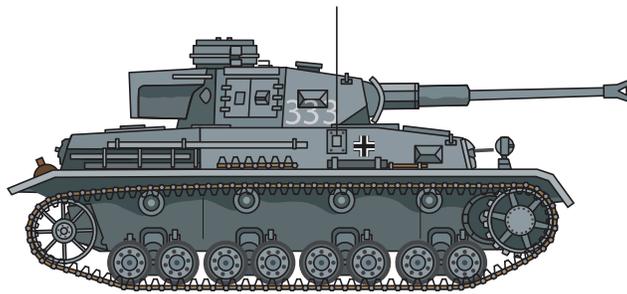
St

<b>Grenadier</b> L 15 <sup>3</sup> 3 12 18	<b>MG 34</b> 14 <sup>6</sup> 2 12 4	<b>MG 42</b> 17 <sup>8</sup> 1 12 2	<b>Pz III J</b> 17 <sup>7</sup> 16 <sup>5</sup> A 2 17 <sup>12</sup> 4	<b>Pz IV F<sub>1</sub></b> 8 <sup>7</sup> 17 <sup>6</sup> H 3 17 <sup>12</sup> 2	<b>Pz IV F<sub>2</sub></b> 24 <sup>9</sup> 17 <sup>6</sup> A 3 17 <sup>12</sup> 2	<b>Mission Command</b> 0 8
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### Oberst Garski's Command Vehicle:

St

<b>Pz II (Command)</b> 8 <sup>4</sup> 5 13 <sup>9</sup> 1 <sup>c</sup>
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## Soviet Forces

### Reinforced Battalion, 33rd Rifle Division:

St

<b>Rifle</b> L 13 <sup>2</sup> 4 11 18	<b>Maxim MG</b> 13 <sup>5</sup> 2 12 2	<b>DShK MG</b> 5 <sup>3</sup> 17 <sup>2</sup> 12 1	<b>76mm ZIS-3</b> 14 <sup>8</sup> 12 <sup>6</sup> A 2 12 1	<b>M37 45mm AT Gun</b> 10 <sup>6</sup> 7 <sup>5</sup> A 1 12 2	<b>T-34/76B</b> 12 <sup>7</sup> 12 <sup>4</sup> A 5 23 <sup>16</sup> 4	<b>Mission Command</b> 0 5
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ENTRENCHMENTS  
3(6) Cover  
24<sup>B</sup>

Sighting  
13  
20<sup>A</sup>

### Wire Entanglements:

St

<b>WIRE</b> Ad x2 10
----------------------------



### Reinforced Rifle Company:

10

<b>Rifle</b> L 13 <sup>2</sup> 4 11 1	<b>SMG</b> 14 <sup>1</sup> 3 11 4	<b>Maxim MG</b> 13 <sup>5</sup> 2 12 1	<b>Maxim MG</b> 8 <sup>5</sup> 3 12 1	<b>KV-1B</b> 12 <sup>7</sup> 12 <sup>4</sup> A 5 25 <sup>22</sup> 2	<b>Mission Command</b> 0 2
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SITUATION REPORT

MAP: 6

This scenario covers the action on the right flank of the larger **Operation Herbstwind: Kampfgruppe Grosser** scenario—that is, the battle in and around the town of Kostanossowo.

As always, Oberst Garski led from the front. In order to ensure secure radio communication, he commandeered a Panzer II tank that was fitted with a dummy cannon. When the attack began, Garski accompanied 13th Company/I.R. 2 which was being supported by Oberleutnant Heimke's 1st Panzer Company equipped with Mk IVs. Garski joined the other tanks and pushed right up to the leading Soviet positions in front of town, spraying the trenches with the tank's machine gun.

Soon, however, Garski's tank was hit and disabled. Slightly wounded in the throat, Garski unmounted the machine gun and bailed out with the crew. Garski proceeded to fire the machine gun and then his pistol, helping to roll up an enemy trench along with 13th Company. Oberst Garski then walked over to a nearby Panzer IV. Using its radio, he ordered Heimke's 1st Panzer Company to continue the attack into and beyond town. He stood upright behind the tank's turret, directing the supporting infantry.

At this point a Soviet sniper apparently spotted the exposed German officer and took a shot. The bullet pierced Garski's neck and he tumbled from the tank. In the heat of battle this incident went generally unnoticed. Not until darkness fell did some men of the Panzer company bring his body back to the regiment's command post, confirming his death.

Obergefreiter Fredi Lehmann – the Pz II's driver – describes the scene in his own words:

*"The attack by 2nd Regiment made good progress. Oberst Garski reported this by radio. Meanwhile we had worked our way up to within 10-15 meters of the Russian trenches. Then, suddenly, there was a terrific blow; the tank stopped. The transmission had been hit. There was nothing else to do but get out. I had been hit in the thigh. Oberst Garski was bleeding from the neck. My radio operator, Gefreiter Alschnaede, was not wounded. Oberst Garski waved to another tank but it failed to notice. Then the Oberst made his way over to a tank which was standing some distance away. He climbed up to the turret and bent over the hatch. All of a sudden, he doubled over and fell down from the tank. My radio operator immediately ran over to the Oberst. When he came back, all that he said was: The Oberst is dead!"<sup>1</sup>*

Oberst Garski's exemplary conduct – during a battle that he had fought vigorously to have canceled – was honored by a posthumous promotion to Generalmajor.

<sup>1</sup> Excerpt from page 423 of *The History of Panzerkorps Grossdeutschland, vol.1*, by Helmuth Spaeter.

TURN / SUDDEN DEATH MARKERS:	5 / 13
SNIPER MARKER:	Soviets
INITIATIVE PAWN:	4 (Germany)
VP MARKER:	5 (Soviets)
ORDER CUBES:	1, 1, 1, R, R, R, R, R, R, R
COMMAND RADIUS MARKERS:	Germany 3; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS:	Germany — 2, 7, 16 + one random Soviets — 45-46, 52-53 + one random
FATE CARD:	Soviets

VICTORY CONDITIONS:

The Soviet player earns victory points for eliminated German units: 3 VPs per vehicle and 1 VP per infantry.  
The German player gains 6 VPs for each of the five objective hexes under his control (and loses 6 VPs if a hex reverts to Soviet control).

DEPLOYMENT:

- St** Place a Control marker Soviet side face up into each of the five objective hexes.
- St** Rifle Battalion—Anywhere south of the brown dotted line.
- St** Wire Entanglements—Anywhere outside hexrow A. These must be set up in full view: they do not begin as Sighting markers.
- St** Right Wing of KG Grosser/Oberst Garski—Hexrow A.
- 11** Reinforced Rifle Company—Any hexes along the south or west map edge (choose only one).

SPECIAL RULES:

- A. SIGHTING MARKERS:** 3x Hidden Unit, 6x False Sighting and 1x Roadblock.
- B. TRENCHLINES:** Any infantry unit moving from inside one Entrenchment to inside an Entrenchment in an adjacent hex pays a maximum of 1 MP to do so (regardless of terrain) and cannot be the target of Op Fire. This rule does not apply if the unit crossed a stream hexside.
- C. OBERST GARSKI'S COMMAND TANK:**
  - LOS for German barrages may be traced from the Pz II.
  - The Pz II is always under Mission Command.
  - All German units within 4 hexes and LOS of the Pz II can be considered under Tactical Command.
  - If the Pz II is ever eliminated or abandoned, retrieve a German Command marker from the countermix and place it in that hex with its "Tactical" side face up.

## German Forces

Right wing elements of Kampfgruppe Grosser:

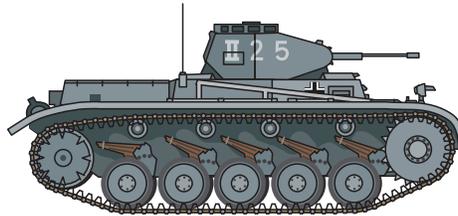
**St**

<b>Grenadier</b>  <b>L</b> 15 <sup>3</sup> 3 12 10	<b>MG 34</b>  14 <sup>6</sup> 2 12 2	<b>MG 42</b>  17 <sup>8</sup> 1 12 1	<b>Pz IV F<sub>1</sub></b>  8 <sup>7</sup> H 3 17 <sup>12</sup> 2	<b>Pz IV F<sub>2</sub></b>  24 <sup>9</sup> A 3 17 <sup>12</sup> 2	<b>Mission Command</b>  0 4
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Oberst Garski's Command Vehicle:

**St**

<b>Pz II (Command)</b>  8 <sup>4</sup> 5 13 <sup>9</sup> 1 <sup>c</sup>
--



## Soviet Forces

Elements of a reinforced Battalion, 33rd Rifle Division:

**St**

<b>Rifle</b>  <b>L</b> 13 <sup>2</sup> 4 11 9	<b>Maxim MG</b>  13 <sup>5</sup> 2 12 1	<b>76mm ZIS-3</b>  14 <sup>8</sup> 12 <sup>6</sup> A 2 12 1	<b>M37 45mm AT Gun</b>  10 <sup>6</sup> 7 <sup>5</sup> A 1 12 1	<b>T-34/76B</b>  12 <sup>7</sup> 12 <sup>4</sup> A 5 23 <sup>16</sup> 2	<b>Mission Command</b>  0 3
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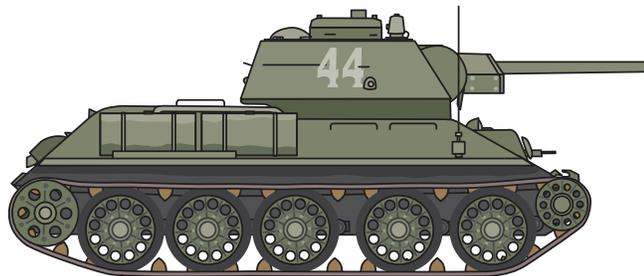
**ENTRENCHMENTS**  
 3(6) Cover  
 12<sup>B</sup>

**Sighting**  
 13  
 10<sup>A</sup>

Wire Entanglements:

**St**

<b>WIRE</b>  Ad x2 5
-------------------------------



Reinforced Rifle Company:

**11**

<b>Rifle</b>  <b>L</b> 13 <sup>2</sup> 4 11 1	<b>SMG</b>  14 <sup>1</sup> 3 11 2	<b>Maxim MG</b>  13 <sup>5</sup> 2 12 1	<b>KV-1B</b>  12 <sup>7</sup> 12 <sup>4</sup> A 5 25 <sup>22</sup> 2	<b>Mission Command</b>  0 1
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## Scenario 7

# OPERATION HERBSTWIND: GOSTISCHKA LOWLANDS

West of Boltino, Russia, 30 September 1942

### SITUATION REPORT

MAP: 5

*"The Artillery began the prelude to the concert, and at once the other heavy weapons joined in. Then came the Stukas, howling down on their victims. The mortars began to spit: 1, 2, 3 rounds ... 4, I counted along with them, 5, 6 – rifle ready, spade packed, I looked at my watch: 14.15 – 7, 8 ... out of the trench and run, run, run! Attack!"*

—an unidentified soldier from 2nd Company/I.R. GD 2

This scenario covers the action on the left flank of the larger **Operation Herbstwind: Kampfgruppe Grosser** scenario—that is, the battle to consolidate new defensive positions in the lowlands between the town of Kostanosowo and the Gostischka river.

TURN / SUDDEN DEATH MARKERS:	7 / 13
SNIPER MARKER:	Soviets
INITIATIVE PAWN:	4 (Germany)
VP MARKER:	5 (Soviets)
ORDER CUBES:	1, 1, 1, R, R, R, R, R, R, R
COMMAND RADIUS MARKERS:	Germany 3; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS:	Germany — 1, 4, 15 + one random Soviets — 28-29, 44, 47 + one random
FATE CARD:	Soviets

#### VICTORY CONDITIONS:

The Soviet player earns victory points for eliminated German units: 3 VPs per vehicle and 1 VP per infantry.

The German player gains 6 VPs for each of the five objective hexes under his control (and loses 6 VPs if a hex reverts to Soviet control).

#### DEPLOYMENT:

- St** Place a Control marker Soviet side face up into each of the five objective hexes.
- St** Rifle Battalion—Anywhere south of the brown dotted line.
- St** Wire Entanglements—Any hexes not within the German setup area (see below). These must be set up in full view: they do not begin as Sighting markers.
- St** Left Wing of KG Grosser—Hexrow A and/or any woods hexes of the A1-A13-H4-E1 woods mass.
- 11** Reinforced Rifle Company—Any hexes along the east or south map edge (choose only one).

#### SPECIAL RULES:

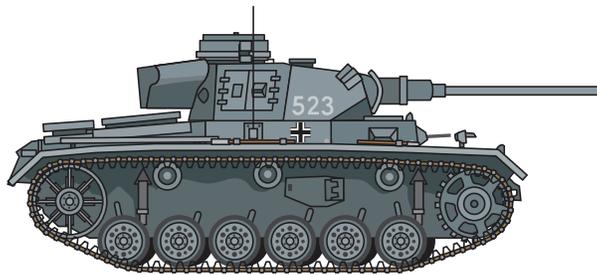
- A. SIGHTING MARKERS:** 3x Hidden Unit, 6x False Sighting and 1x Roadblock.
- B. TRENCHLINES:** Any infantry unit moving from inside one Entrenchment to inside an Entrenchment in an adjacent hex pays a maximum of 1 MP to do so (regardless of terrain) and cannot be the target of Op Fire. This rule does not apply if the unit crossed a stream hexside.

## German Forces

Left wing elements of Kampfgruppe Grosser:

**St**

 10	 2	 1	 4	 5
--------	-------	-------	-------	-------



## Soviet Forces

Elements of a reinforced Battalion, 33rd Rifle Division:

**St**

 9	 1	 1	 1	 2	 3
-------	-------	-------	-------	-------	-------

12<sup>B</sup>

10<sup>A</sup>

Wire Entanglements:

**St**

5

Reinforced Rifle Company:

**11**

 1	 2	 1	 2	 1
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## SITUATION REPORT

## MAP: 7

As the vast size and scope of the Russian attack through the Luchessa Valley became apparent, it was realized that the battered GD Infantry Division lay at the focal point of the offensive. The Grenadier Regiment GD (less II Battalion) defended a line Ssmolkowo—Gorowatka—Snernossekowo. The regiment's command posts were in constant telephone communication with division command.

During the snowy afternoon of 1 December the CO of the Grenadier Regiment – Oberst Köhler, speaking from a bunker on the slope of a hill overlooking the village of Gorowatka – was again on the phone describing the precarious situation of the troops under his command. They had virtually no anti-tank weapons, his sector consisting solely of a few strongpoints and machine gun nests, his men freezing in their foxholes and building cellars. Division 1a General Staff Major von Hobe listening in at division HQ could hear the rattle of tank tracks and the bursts of machine gun fire over the line.

It was at that moment that ten enemy tanks with accompanying Russian infantry attacked the village from the woods outside of Gorowatka. A single 8.8cm FlaK tried to hold them off but was itself hit and taken out after only one enemy kill. The Soviets pushed into the village, taking out German strongpoints one by one at point-blank range. There was little the defenders could do but hunker down or flee. A few Pioniers managed to knock out a couple more tanks with concentrated charges but the writing was on the wall: Gorowatka would quickly be overrun.

Several Russian tanks then turned their attention to Oberst Köhler's bunker on the side of the hill. He was accompanied by a handful of men from the regiment's Pioneer Platoon and a few signals men, the former occupying timber-reinforced foxholes next to the bunker and commanded by Feldwebel Sperling. One Pioneer was cut down attempting to approach a T-34 with a demolition charge. Oberst Köhler continued speaking calmly as the assault on his bunker complex continued:

*“Look at GD, Hobe, our old regiment and now our young division – it was a great time. And the Grenadier Regiment to which I feel so closely bound ... Now here we are, ... my men are fighting like lions. But soon it will all be over. We're ready. Please stay on the line, I'd like to keep talking, ... tanks are coming now ...”*<sup>1</sup>

At that the connection was broken. Oberst Köhler was still alive, however, and continued to direct the desperate fight for the bunker until the last possible moment. When he and a handful of soldiers finally left the bunker to withdraw to the rear, Köhler got barely 20 meters before a mortar round finally cut him down.

<sup>1</sup> Excerpt from page 460 of *The History of Panzerkorps Grossdeutschland, vol.1*, by Helmuth Spaeter.

TURN / SUDDEN DEATH MARKERS:	6 / 12
SNIPER MARKER:	Germany
INITIATIVE PAWN:	8 (Soviets)
VP MARKER:	3 (Germany)
ORDER CUBES:	all random
COMMAND RADIUS MARKERS: <sup>B</sup>	Germany 1; Soviets 4
AIR SUPPORT MARKER:	NA
ASSET CARDS:	Germany — 17-19 + one random Soviets — one random
FATE CARD:	Soviets

## VICTORY CONDITIONS:

The Soviet player wins immediately if no German unit is in, or has a LOS to, any hill hex.

Both sides gain victory points for eliminated enemy units:  
3 VPs per vehicle, 2 VPs per gun, and 1 VP per infantry.

## DEPLOYMENT:

- St** Elements of I Grenadier Regiment—Any non-hill hexes. Any of these units that set up in non-building hexes may be placed inside Entrenchments.
- St** Regimental HQ—Any hill hexes.<sup>A</sup>
- St** Tank/SMG Company—Any map edge hexes marked in brown.

## SPECIAL RULES:

- A. SIGHTING MARKERS:** 6x Hidden Unit and 4x False Sighting. Units of the Regimental HQ cannot set up hidden.
- B. OBERST KÖHLER:** A German Command marker occupying any of the five hill hexes is considered to have a Command Radius of 8 instead of the current German Command & Control level.
- C. WINTER CONDITIONS:**

**Falling Snow**—Aircraft barrages are not allowed. The default hindrance of 1 is modified by +1 for every 3 full hexes of range to the target. If other hindrances affect an attack – such as firing through field or smoke – use the single greatest relevant hindrance.

**Camouflage Smocks**—German infantry units are considered to have +1 Morale on their reverse (activated) side. When activated for an Advance order, German infantry may advance up to 2 hexes instead of 1 as long the first hex entered contains no Soviet units.

## German Forces

### Elements of I (Grenadier) Regiment:

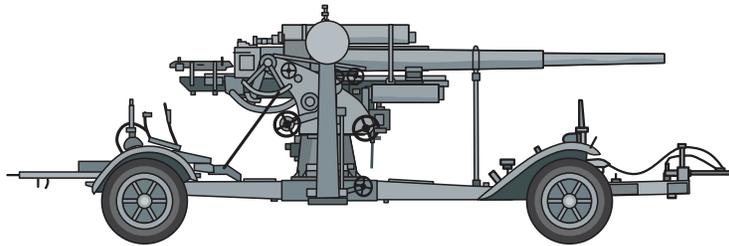
St

 Grenadier L 15 <sup>3</sup> 3 12 1	 Pionier L 9 <sup>1</sup> 5 12 2	 MG 34 9 <sup>6</sup> 3 12 1	 MG 42 11 <sup>8</sup> 2 12 1	 8.8cm FlaK 36 25 <sup>9</sup> 13 <sup>7</sup> A 3 12 1	 Mission Command 0 2 <sup>B</sup>	 ENTRENCHMENTS 3(6) Cover see deployment box	 Sighting 13 10 <sup>A</sup>
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### Regimental HQ:

St

 Pionier L 9 <sup>1</sup> 5 12 2	 Crew 5 <sup>1</sup> 6 11 1	 BUNKER 8(11) Cover 1	 ENTRENCHMENTS 3(6) Cover 2
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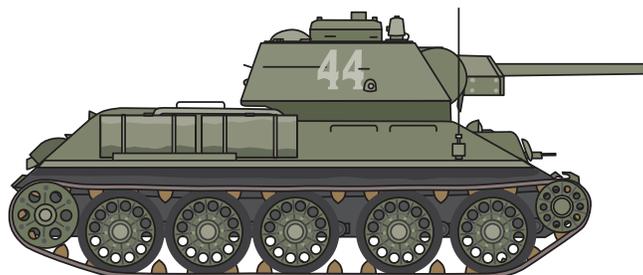


## Soviet Forces

### Mixed Tank/SMG Company, 35th Tank Brigade:

St

 SMG 14 <sup>1</sup> 3 11 2	 Engineer 14 <sup>1</sup> 4 12 1	 Maxim MG 8 <sup>5</sup> 3 12 1	 T-34/76B 15 <sup>7</sup> 15 <sup>4</sup> A 4 23 <sup>16</sup> 3	 T-60 3 <sup>4</sup> 9 <sup>3</sup> 5 16 <sup>11</sup> 1	 Mission Command 0 2
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## SITUATION REPORT

## MAP: 8

scenario design by John A Foley

During early March, 1943, Army Group Kempf had the mission to advance in the general direction of Belgorod as part of the new offensive to retake Kharkov. The Grossdeutschland Infantry Division formed the left wing of the Army Group with orders to cover the flank as the Army Group moved onto Belgorod. The Infantry Division faced an attack by the Soviet 40th Army (attempting to join the Soviet 3rd Tank Army), which it handled, sending the Soviet forces into retreat. By March 12th, the division's reinforced Reconnaissance Battalion was poised to lead the move north via Bogodukhov and Bolshaya Pisarevka in Ukraine and then north east into Russia via Grayvoron and Borisovka and finally to Belgorod.

At 0530 hours, the point unit of the reinforced Reconnaissance Battalion assembled (after a delay due to clogged roads) at the northern edge of the town of Bogodukhov. The order for the spearhead included a leading 8-wheeled patrol vehicle followed by infantry companies integrated with assault guns followed by mechanized and armored reconnaissance companies surrounding a battery from the Army Flak Battalion, followed up at the rear by the HQ company and the Heavy Weapons company. Tracked vehicles were able to move forward along the frozen road and the spearhead moved northward towards the day's first major objective of Bolshaya Pisarevka.

About an hour later, the first action occurred just before the small village of Ivany-Berdyny, with the column receiving anti-tank fire. As the column deployed and began to advance frontally upon the village, a concealed 7.62 cm anti-tank gun suddenly fired upon the assault guns.

*"Standing in his assault gun, Oblt. Schenk tried to pinpoint the gun's position. The first hit by the anti-tank gun brought the assault gun to a stop, the second ricocheted off the superstructure, killing the battery chief, who was left slumped over the hatch. The neighboring assault gun, that of battalion commander Hptm. Frantz, was able to intervene, but too late."*<sup>1</sup>

With one assault gun out of action, the men of the accompanying VI Company leapt out of their vehicles and advanced upon the houses of the village on foot. The vehicles of the II (APC) Company turned aside and approached the village from the east. Quickly, the village was taken – just as the fast recon VWs of the VW Company came around from the north.

Aftermath: After the village was taken, the division commander arrived in a Fieseler Storch and "armed with his knotty walking stick" walked over to the gathered ground commanders to "remind" them of their immediate objective: Bolshaya Pisarevka. The reinforced Reconnaissance Battalion set out from Ivany-Berdyny at 0900 hours to continue its mission.

Ten days later, GD I.D. was officially renamed the Grossdeutschland Panzer Grenadier Division and pulled back to Poltava in the Vorskla Valley for rest and refit.

<sup>1</sup> Excerpt from page 65 of *The History of Panzerkorps Grossdeutschland, vol. 2*, by Helmuth Spaeter.

TURN / SUDDEN DEATH MARKERS:	9 / 13
SNIPER MARKER:	Soviets
INITIATIVE PAWN:	11 (Germany)
VP MARKER:	NA
ORDER CUBES:	3, 3, 7, 7, R, R, R, R, R, R
COMMAND RADIUS MARKERS:	Germany 3; Soviets 2
AIR SUPPORT MARKER:	Germany
ASSET CARDS:	Germany — one random Soviets — one random
FATE CARD:	Soviets

## VICTORY CONDITIONS:

The German player wins if at game end he controls all three objectives. Any other result is a Soviet win.

## DEPLOYMENT:

- St** Place a Control marker Soviet side face up into each of the three objectives.
- St** Retreating Elements of 40th Army—Any non-field hexes.
- St** Schenk's Spearhead—Any hexes along the south map edge.
- 10** Elements of II (APC) Company—Any hexes along the south map edge.
- 12** Elements of VW Recon Company—Any hexes along the east map edge.

## SPECIAL RULES:

- A. SIGHTING MARKERS:** 6x Hidden Unit, 3x False Sighting and 1x Roadblock.
- B. CONCEALED ANTI-TANK GUN:** Set the ZIS-3 unit aside at the start of the game. At any time during a German Assault or Move order, place the ZIS-3 into any building or woods hex. When placed, it may immediately make up to three Op Fire attacks at the last enemy unit to have expended MPs (pay Initiative for these shots normally). During these three shots, the unit cannot miss due to hindrance [34.142] and will not become spent [35.63] regardless of the dice rolls.
- C. WINTER TERRAIN:** The field hindrance for this scenario is 2 (instead of 3).

## German Forces

### Schenk's Spearhead:

St

<b>Grenadier</b>  L 15 <sup>3</sup> 3 12 3	<b>MG 34</b>  L 14 <sup>6</sup> 2 12 1	<b>StuG III F</b>  22 <sup>9</sup> 13 <sup>7</sup> A 3 21 <sup>12</sup> 2	Mission Command 0 2
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### Elements of II (APC) Company:

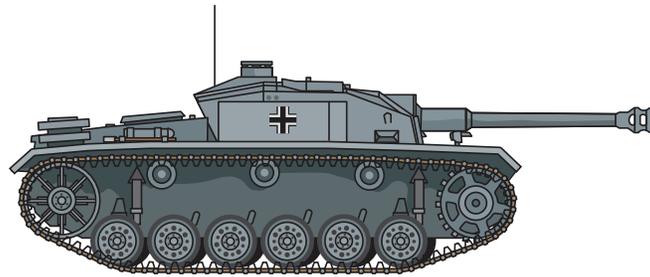
10

<b>Grenadier</b>  L 10 <sup>3</sup> 4 12 2	<b>Sd Kfz 250/1b</b>  13 <sup>3</sup> 3 15 1	<b>Sd Kfz 250/10</b>  6 <sup>6</sup> 10 <sup>9</sup> 7 <sup>4</sup> A 5 15 1	Mission Command 0 1
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### Elements of VW Recon Company:

12

<b>VW Recon</b>  7 <sup>4</sup> 4 11 3
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## Soviet Forces

### Retreating Elements of 40th Army:

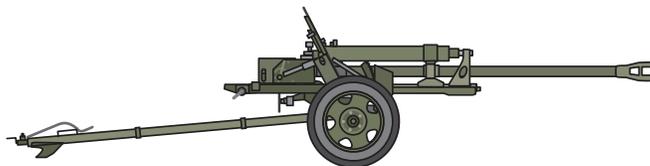
St

<b>Rifle</b>  L 13 <sup>2</sup> 4 11 5	<b>DShK MG</b>  2 <sup>3</sup> 12 <sup>7</sup> 3 12 1	<b>M37 45mm AT Gun</b>  7 <sup>6</sup> 4 <sup>5</sup> A 2 12 2	Mission Command 0 2	<b>ENTRENCHMENTS</b>  3 (6) Cover 1	<b>Sighting</b>  13 10 <sup>A</sup>
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### Concealed Anti-tank Gun:

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<b>76mm ZIS-3</b>  11 <sup>8</sup> 9 <sup>6</sup> A 3 12 1 <sup>B</sup>
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# Scenario 10

## THE EXPECTED COUNTERATTACK

Cemetary Hill, Russia, night of 22-23 September 1942

### SITUATION REPORT

MAP: 4

Following the taking of the so-called ‘cemetery hill,’ III Battalion/I.R. GD 1 was called forward to relieve the two Pionier companies which had carried out the assault. By 1900 hours III Bn began consolidating their new positions in anticipation of a possible Soviet counterattack. Though the expected attack never occurred, this scenario postulates what it might have looked like had the Soviets been able to form an ad hoc force with which to immediately counterattack the Germans’ newly won positions.

TURN / SUDDEN DEATH MARKERS:	4 / 11
SNIPER MARKER:	Soviets
INITIATIVE PAWN:	17 (Soviets)
VP MARKER:	NA
ORDER CUBES:	all random
COMMAND RADIUS MARKERS:	Germany 2; Soviets NA <sup>B</sup>
AIR SUPPORT MARKER:	NA
ASSET CARDS:	Germany — card 3 Soviets — card 53
FATE CARD:	Soviets

**VICTORY CONDITIONS:**  
 The Soviets win at game end if:  
 (1) they control at least three objective hexes; or  
 (2) they control two objectives *and* have a friendly unit in at least 6 of the 11 buildings.  
 Any other result is a German win.

- DEPLOYMENT:**
- St** Place a Control marker German side face up into each of the four objectives.
  - St** III Battalion—Any hexes numbered 2-25.
  - St** Counterattack Force—In hexes designated at right.

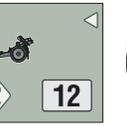
**SPECIAL RULES:**

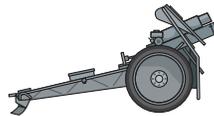
- A. SIGHTING MARKERS:** 6x Hidden Unit and 12x False Sighting.
- B. NIGHT ATTACK:** Soviet units are considered under Tactical Command for the duration of the scenario.
- C. NIGHT CONDITIONS:** Fire attacks cannot be made unless:  
 (1) the target hex is within three hexes of the firing unit; or  
 (2) the target hex is illuminated (see Starshells below).
- D. STARSHELLS:** Smoke hindrances are not applicable in this scenario. Instead, whenever a Smoke marker would be placed on the map, it is always placed on its “2” side and is considered to be a starshell instead. A starshell “illuminates” all hexes within 2 of its location. An illuminated hex is always considered to be in LOS, even if beyond the three hex maximum listed above (and LOS is not reciprocal in this case unless the other hex is also illuminated). Starshells are removed at the end of every turn in the same manner as depleted Smoke.

# German Forces

III Battalion / I.R. GD 1:

St

 L 15 <sup>3</sup> 3 12 9	 MG 34 14 <sup>6</sup> 2 12 3	 MG 42 17 <sup>8</sup> 1 12 3	 L 14 <sup>1</sup> 4 12 1	 7.5cm IG 18 6 <sup>7</sup> H 2 12 1	 Mission Command 0 3	 ENTRENCHMENTS 3 (6) Cover 4	 Sighting 13 18 <sup>A</sup>
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# Soviet Forces

Counterattack Force:

St

 L 13 <sup>2</sup> 4 11 A1	 L 13 <sup>2</sup> 4 11 B1	 L 13 <sup>2</sup> 4 11 C1	 L 13 <sup>2</sup> 4 11 J1	 L 13 <sup>2</sup> 4 11 K1	 L 13 <sup>2</sup> 4 11 L1	 L 13 <sup>2</sup> 4 11 Q1	 L 13 <sup>2</sup> 4 11 R1
 SMG 14 <sup>1</sup> 3 11 D1	 SMG 14 <sup>1</sup> 3 11 E1	 SMG 14 <sup>1</sup> 3 11 F1	 SMG 14 <sup>1</sup> 3 11 H1	 SMG 14 <sup>1</sup> 3 11 I1	 SMG 14 <sup>1</sup> 3 11 M1	 SMG 14 <sup>1</sup> 3 11 N1	 SMG 14 <sup>1</sup> 3 11 O1
 Engineer 14 <sup>1</sup> 4 12 P1							
 T-60 6 <sup>4</sup> 12 <sup>3</sup> 4 16 <sup>11</sup> G1	