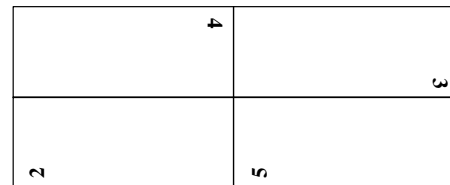


Sowchos 79 (Crossus Ironsaurus 16)



SOUTHERN RUSSIA, December 8, 1942: Following the encirclement of Sixth Army at Stalingrad, the Germans launched a relief effort from their bridgehead at Nizhna Chirskaya, 25 miles from the nearest troops of Sixth Army at Marinowka. The Chir River was to provide the left flank for the operation, and consequently had to be held. Attempting to foil the German relief effort, the Russian Fifth Tank Army attacked across the Chir and forced its way past the left flank of the defending 336th Infantry Division, and on to Sowchos 79, a collective farm deep in the German rear. General Balck's 11th "Ghost" Panzer division, just arriving in the area from Rostov to take part in the relief of Stalingrad, was detoured to attack Sowchos 79 and restore the situation.

Board Configuration



Victory Conditions: The Germans win at game end if they control => 21 of the building locations between rows 3L&V inclusive, provided that the Russians have not amassed > twice the German CVP.

Balance:

German: Change VC to read 18 building locations and 2.5x the German CVP.
 Russian: Change VC to read 24 building locations and 1.5x the German CVP.

★ Russian sets up first	1	2	3	4	5	6	7	8	9	10	End
✚ German moves first											



German OB:

Elements of the 110th Panzer Grenadiere Regt. [ELR:4], set up anywhere on Board 5 {SAN:3}

4 ² -6-8	4 ¹ -6-7	2-2-8	9-2	8-1	5-12	3-8	8	13 75L	28 T7 21PP	75 M7
5	4					2				

Elements of the 15th Panzer Regt., enter on Turn 1 or later on the western edge of Board 2 between rows A/Q inclusive:

13 75L	14 75L	13 50L	33 75*	16 75*	10-2	9-2	16 T7 21PP	28 T7 21PP
2	2	2	2	2				

Elements, 111th Panzer Grenadier Regt., enter on Turn 2 on the western edge of Board 2 between rows A/Q inclusive:

4 ² -6-8	4 ¹ -6-7	2-4-8	2-2-8	9-2	9-1	8-0	3-8	3-8	8	76L	16 15PP AAMG
2	2							2			4



Russian OB:

Elements, Motorized Inf. Battalion [ELR:3], set up between rows 3Y/L inclusive {SAN:5}

4-4-7	9-1	8-0	4-10	2-8	1-12	50* [3-20]
21	2	2	4			

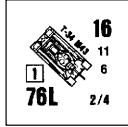
Elements, Motorized Inf. Brigade, set up on road hexes between 4Y3/FF5 inclusive. See SSR 3. and 4. for setup instructions.

5-2-7	4-4-7	2-2-8	9-1	8-0	2-8	1-12	50* [3-20]	57LL	25 T8 21PP
4	4				2	2			6

**Russian OB:**

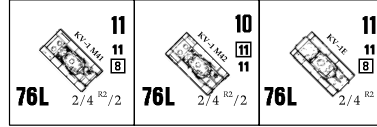
Elements, 1st Armored Corps, enter on/south of 3Q10 on the indicated turns:

Turn 4:



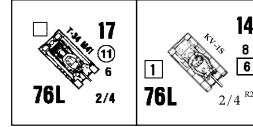
4

Turn 5:



2

Turn 7:

**Special Scenario Rules:**

1. Weather is Ground Snow, with no wind at start.
2. The Germans have one 100+OBA with Plentiful Ammo. Both Radios may access this OBA, but only one Radio may be in contact at any given time.
3. All Personnel must start as Passengers (D6.1), the Gun must start in Tow. All vehicles must start in Motion with CAs pointing South.
4. During setup, Each Russian vehicle of carrying Passengers may be covered by a 1/2" "??", with that vehicle's actual Passengers (including SW)/towed Guns (if any) placed out of the opponent's view in a Cloaking Box corresponding to that "??"'s ID. Such a "??" does not itself bestow concealed status on the vehicle or Passenger(s), but does prevent the opponent from inspecting the vehicle's contents, and is removed (and replaced by the vehicle's contents if any) as per the normal rules for "??" loss [EXC: not for being in enemy LOS unless within six hexes of a Good Order enemy unit, nor for movement of the *vehicle*]. A Gun in tow is revealed immediately upon coming into enemy LOS regardless of range. Passengers are also revealed if they pass a Crew Survival DR (D6.9); i.e., if eliminated outright they need not be revealed.

Aftermath: Balck's 15th Panzer Regiment with 25 functioning AFV's, followed by the 111th Panzer Grenadier Regiment, drove from the heights west and north of Sowchos into the rear of the Russian positions, destroying a motorized infantry column in the process. Turning south, the panzers surprised the Russian armor, which was at that instant moving to attack the 336th Infantry from the rear. Simultaneously, Balck's 110th Grenadiers attacked the farm to the southwest, while the divisional artillery of the 336th hammered the northeastern flank. By the end of the day, 53 Russian tanks were destroyed, Sowchos 79 was in German hands, and the Russian First Armored Corps was in retreat; but the Ghost Division had been lost to the planned relief of Stalingrad.

Scenario conversion: Mustafa Unlu

Scenario artwork: Doug Maston

THE DEFENSE OF LUGA (Crossus Ironsaurus 18)



SOUTH OF LENINGRAD, July 19, 1941: As the panzers drove deeper into Russia, intent on even greater encirclements, many potentially dangerous Russian armor groups were bypassed. The German infantry, being primarily foot or horse bound, was forced to keep up as best they could to safeguard the panzer's lines of communication. Hence when the Russians attempted to break out, their armored attacks often had to be dealt with, not by their armored counterparts, but by infantry and anti-tank units. One such instance occurred at Luga, where elements of the German 269th Infantry Division were assigned to hold the western approaches to the German drive on Leningrad. Desperate to stop or delay the advance, bypassed remnants of the 21st Tank Division, 16th Rifle Division, and the 2nd DNO (a militia unit) were hastily declared Operational Group Luga and ordered to take the city.

Board Configuration

N →

1			3
5			4

Balance:

German: Add one 3.7cm PaK360.37, one 2cm FlaK38 and two crews to German OB. One board may receive up to 15 counters.

Russian: Command Difficulties (SSR3) do not apply. Furthermore, the Russian player needs to control =>14 buildings to satisfy the VC.

Victory Conditions: The Russians win at the instant that they control =>16 of the stone buildings in the play area.

German sets up first Russian moves first	1	2	3	4	5	6	7	8	9	10
	11	12	13	End						

German OB: Elements, 469th Inf Reg & 269th Div AA [ELR:3], set up anywhere south of rows 3&4K as per SSR2: {SAN:4}

	1 4-6-7	2-2-8	9-2	8-1	1 3-8	2 5-12	3 7-16	3 50*[2-13]
	13	5			2	2	2	2
	3 37L H6[9]	3 50L [75]	3 37L (8)	3 20L (6)				
	2							

Russian OB: Operational Group Luga [ELR:3], enter on Turn 1 along the north edge: {SAN:3}

	1 4-4-7	C 4-2-6	E 6-2-8	9-1	8-1	7-0	1 2-6	2 4-10	1-12	2 50mm
	24	12	3				2	2	2	
	10 76* 2x2/2 R2/2	14 ² 1 0 CMG -8*	11 3 1 45L -/4 ² /2	23 2 1 45L -/4	23 2 1 45L -/4	9 8 8 +152* 2/4 ²	17 11 6 76 2/4			
	2	3	2							

Special Scenario Rules:

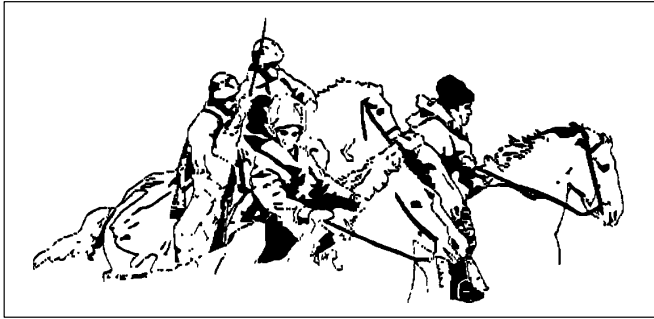
- EC are Dry, with no Wind at start.
- All German units may set up utilizing HIP. No more than 12 *counters* may set up per board.
- The Russians are suffering from Command Difficulties. The following handicaps apply to the Movement of all Russian units:
 - Armored Assault (D9.31) is NA.
 - Non-Elite Russian Infantry may not become CX unless accompanied by a leader.
 - All Russian tanks (except the T34M40) are treated as Radioless (D14). Furthermore, Russian AFV non-Platoon movement attempts have to pass a 1TC in order to be successful. All Russian AFV's (including the T34M40)

must set up and enter using Platoon Movement. Non-Platoon Movement attempts are NA during turn 1.

Aftermath: The Russian attack, though supported by an assortment of tanks, was stopped on the outskirts of the town. German anti-tank guns dispatched the Soviet armor which blundered forward piecemeal with relative ease, while the Russian infantry, lacking solid leadership, were repulsed by far fewer Germans. The result was decisive, but had the Russians better planned their assault, it could easily have gone the other way.

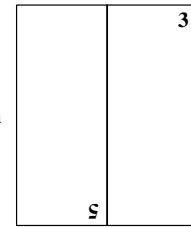
Scenario conversion: Mustafa Unlu
Scenario artwork: Doug Maston

DEBACLE AT KOROSTEN (Crossus Ironsaurus 17)



Along the Kiev Road, August 30, 1941: As the front spread with each German success, vast gaps were left in the main line. These gaps proved to be perfect lines of approach for the far-ranging Russian cavalry. One such daring group, the 1st Regiment, 2nd Cavalry Division, rode deep behind German lines to the map depot of the 6th Army, near the town of Korosten. Waiting until twilight, they drew their sabers and came sweeping across the steppes like the Cossacks of the old.

Board Configuration



Victory Conditions: To win, the Russians must inflict => 15 CVP and exit =>10 VP off the south edge.

Balance:

German: Ignore SSR3, i.e. the AC may move/fire freely and may setup anywhere on board 3.

Russian: Add two 5-2-7 squads with horses to Russian at start OB.

German sets up first	1	2	3	4	5	6	7	8	9	End
Russian moves first										

German OB: Rear echelon units [ELR:2] set up as per SSR2 and SSR3. {SAN:3}

	2 2-3-7	2 4-4-7	1 9-1	1 8-0	1 6-1	2 5-12	1 3-8	2 35 20L(4) -/5	2 28 T7 21PP	1 30 9PP AAMG T10 -/3
	10	3		2			2		2	

Relief column from 16th Mot. Division [ELR:4] enters as per SSR4 on 3A5.

1 4-6-7	2 9-2	1 16 15PP AAMG T7 -/3	1 16 9PP 37L -/3*
5		5	

Russian OB: Elements of the 2nd Cav. Division [ELR:3] set up on Board 5, out of the LOS of all German units. {SAN:2}

	1 5-2-7	2 9-2	1 9-1	1 8-0	1 2-8	1 12
	14				3	14

Special Scenario Rules:

- EC are Dry, with no wind at start.
- German on board forces set up on board 3 as follows: 2-3-7's in M2, N2(2nd), P3, S3, X3, M4, O5, V5, R6, M7. 4-4-7's may set up anywhere on board 3 but not in the same building as another German MMC nor in the same hex as a vehicle. Leaders and SW must set up with any MMC, one per hex. Trucks set up in K4 & R7. The Kfz sets up in O3. All garrison units are Lax and none may set up concealed even if out of Russian LOS.
- PSW231(8R) sets up in 3O2, VCA facing south. This unit may not move or fire during Turn 1.

- Beginning on Turn 4, the German player makes a Reinforcement DR at the start of his RPh. A DR <= the current Turn results in the reinforcements being received. If reinforcements have not arrived by Turn 7, they enter automatically.
- Only Russian units may become Cavalry.

Aftermath: The German rear echelon troops were totally stunned, and many were indeed dispatched by the sword. Desperate calls for help to the nearby 16th Motorized Division succeeded in saving only a few dazed survivors – all that remained of the map depot by the time help arrived.

Scenario conversion: Mustafa Unlu
Scenario artwork: Doug Maston