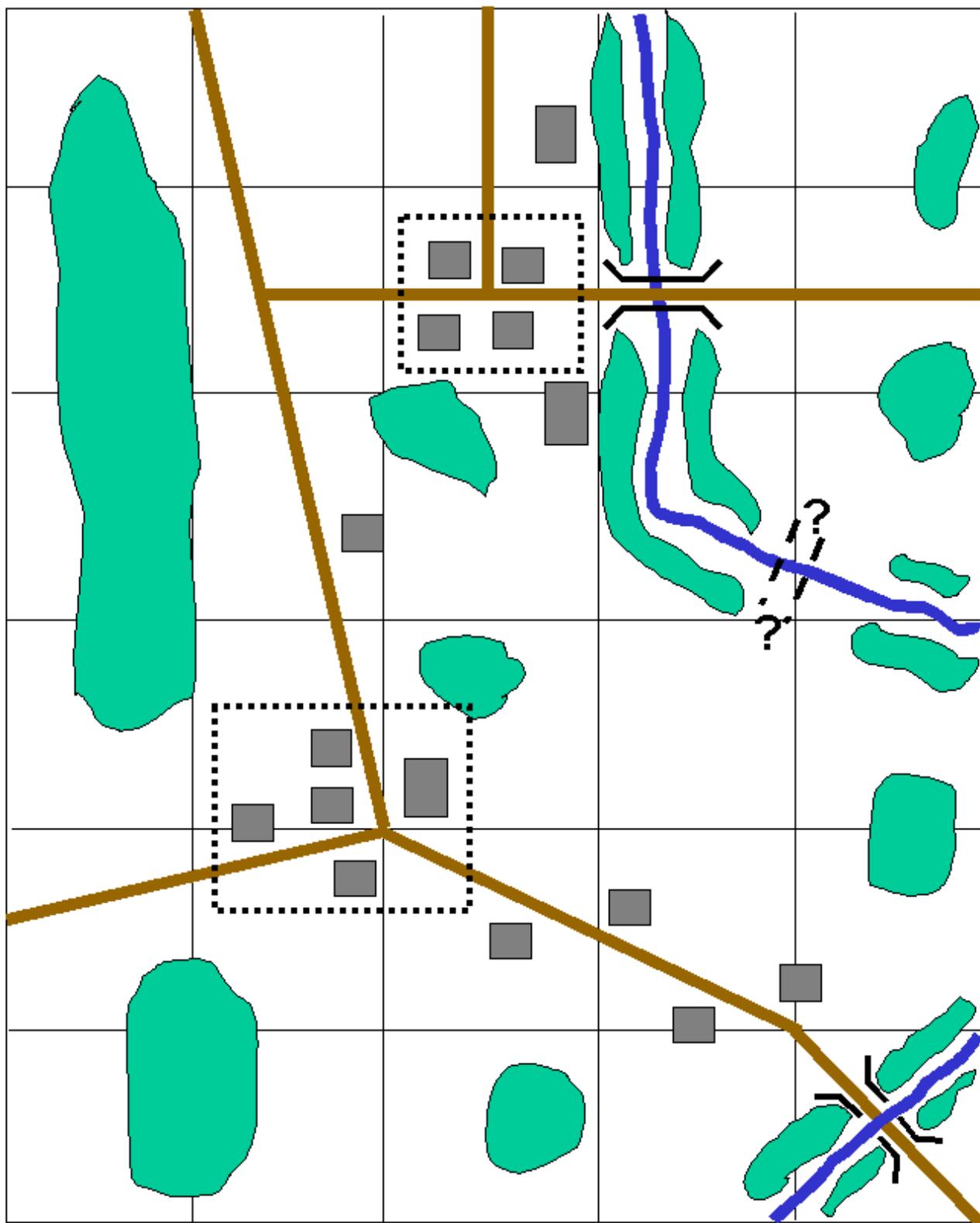


Near Smolensk

July 1941

This scenario is based on an idea proposed in The Courier #81 and translated into Battlefront terms by Michael Turner. It is a German attack on a river line, where superior troop quality compensates for smaller numbers. As this is a Barbarossa scenario, you will need to use the cards from our Blitzkrieg and early war supplements.

N ↑



Terrain and Scenario Notes

- Turn 1 is the 0800hrs turn. The scenario ends at the end of the 1050hrs turn (turn 18). The German player has the first move.
- Victory is evaluated by ownership of the standing bridge in the NE (6 points), fords (if found on the river) (4 points each), and villages (4 points each). Ownership of a crossing site consists of no undisordered enemy within 6" of the site. Ownership of villages consists of no non-disordered enemy in an building inside the dotted lines. Houses outside of the dotted lines do not count for victory conditions.

Terrain Notes

- Grid lines are 12" apart, leading to a map size of 5' x 6'
- All buildings are of wooden construction.
- Woods are considered "Woods with Underbrush".
- All buildings are of wooden construction.
- The River may only be crossed at bridges and fords.
- The roads are unpaved

Briefing for Officer commanding defence forces

Situation July 1941, Near Smolensk

Situation: July, 1941, near Smolensk. German armored forces have driven deep into Russian territory on the direct route to Moscow. Enormous Soviet forces have been encircled. German units are now exploiting towards Smolensk on the Moscow highway. Armored forces are being assembled in the Smolensk area for a major counter-offensive. Defending Soviet forces must hold until counter-offensive units are ready to attack.

Your Reinforced Rifle Battalion must hold the crossing sites as they will be critical to the counter-offensive.

It is early morning (0800 hrs.) with good weather and visibility.

Mission

Defend to retain control of crossing sites; the standing bridge, fords (if found on the river), and villages, to facilitate the crossing of the 3rd Army's counter-offensive.

Execution

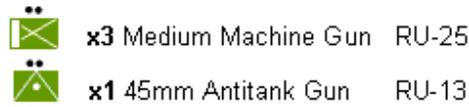
Your forces are listed in detail below. Hold the objectives against the attacking Germans.



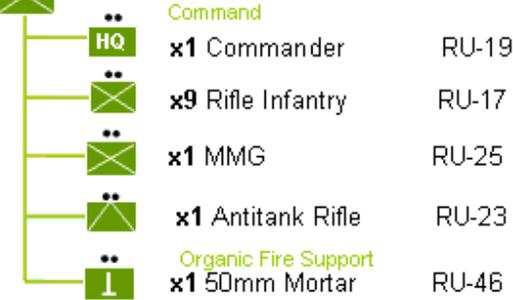
Reinforced Rifle Battalion



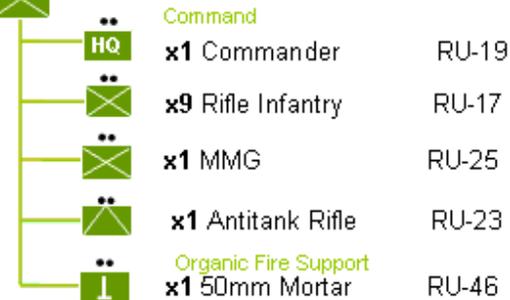
ATTACHMENTS [TRN]



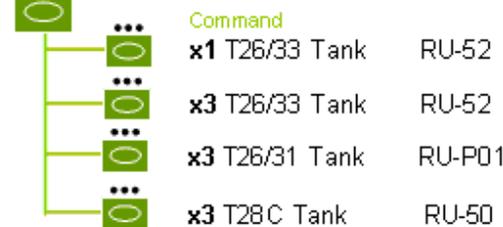
1st Rifle Company (TRN)



2nd Rifle Company (TRN)



Tank Battalion [Exp]



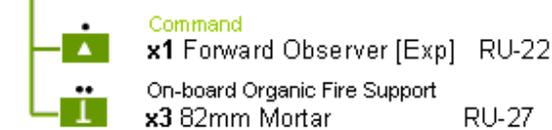
Antiaircraft Machinegun Platoon (TRN)



Light Artillery Battery (Exp)



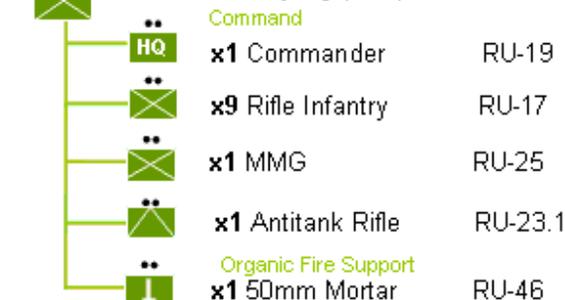
Mortar Company (TRN)



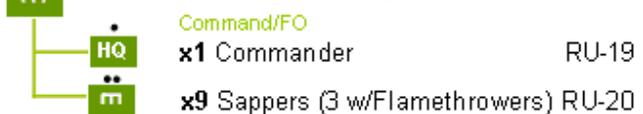
Reinforcements (Turn 8, Behind River, on Table Edge)



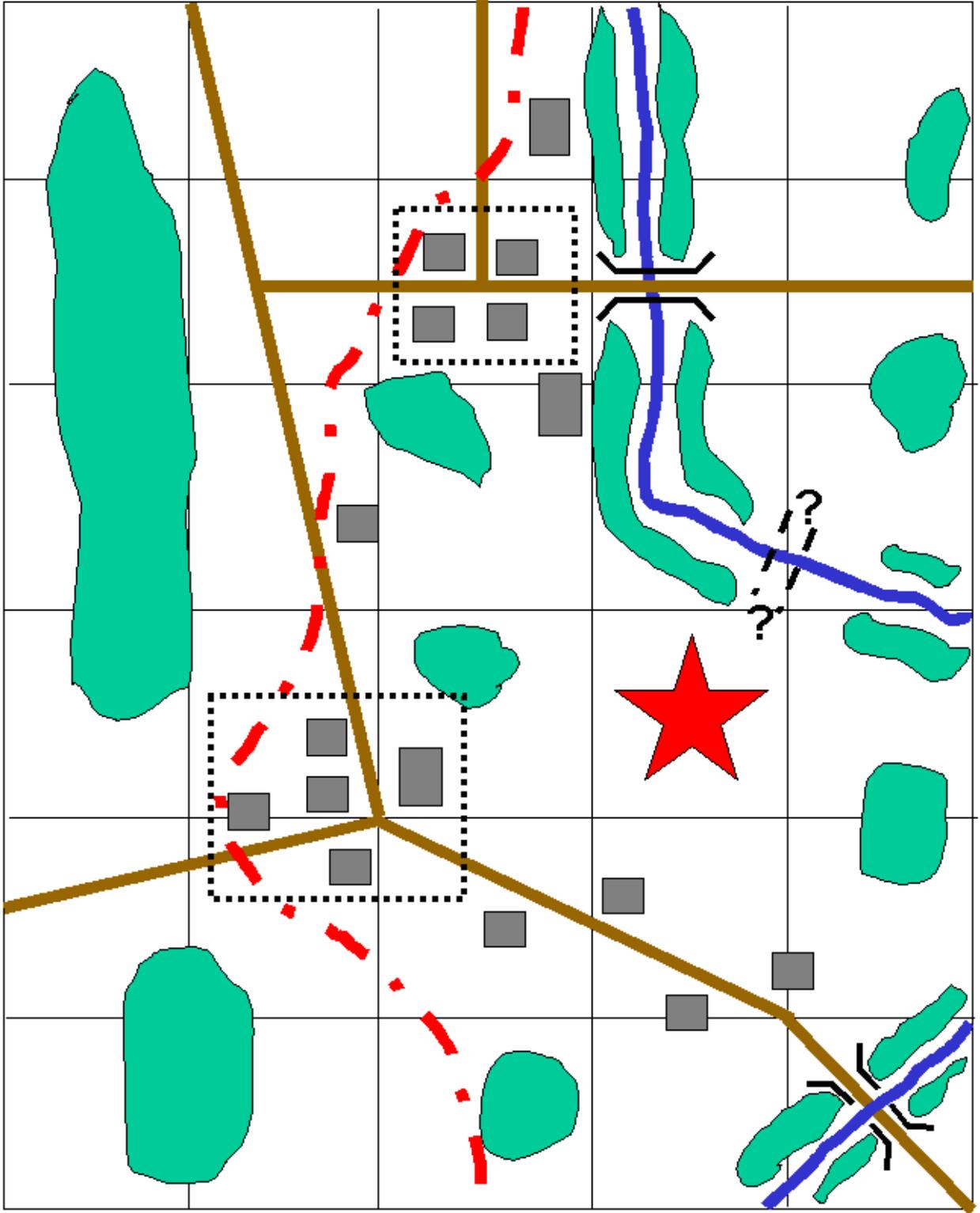
3rd Rifle Company (TRN)



Engineer-Sapper Company (Exp)



N ↑



Starting Positions, Reinforcement Schedule, and notes

- Your initial elements can set up anywhere to the East of the line indicated on the map. Russian forces may start hidden (use dummies or written placement) and in improved positions/hull down.
- You may secretly place up to 4 1" x 2" minefields anywhere in your deployment area. Notify the referee of their location or write them down.
- You have two battalion commanders to help with morale bonuses. Designate one as the political commissar. The commissar stand may give normal morale bonuses to units. In addition, if it is within 1" of a stand at the beginning of the maneuver check, that stand checks morale as if it were one discipline rating better than its normal rating (trained checks as experienced, exp as vet, etc.). However, if the result of the maneuver check is PANIC, the stand is immediately destroyed.
- You must predesignate which of your tanks are the command tanks. You need not reveal this to the Germans, but the umpire must know or it must be written down.
- Before the game begins, place 3 markers approximately 5-6" apart at the area marked by ? on the map. Roll a D10 in secret for the each marker. On a 1-5, the marker represents a ford. On a 6-10 it is a dummy. The Russian player knows whether a ford is real or not, but the German player does not know if it is real until he identifies the ford with an engineer unit. If a ford is identified, place the ford marker face-up and it remains identified for the remainder of the game. If a Russian unit uses a ford to cross the river in a position where it is spotted by a German unit, the ford is automatically identified. Note that it is possible for there to be no fords present on the map.
- Your reinforcements arrive at 0920 (turn 8) anywhere on the table edge behind the river (including the Southeast).
- The on-board attachments may be attached to any of the maneuver elements or the HQ company. The commanders of the light artillery battery and mortar companies act as forward observers for their own units (only) and may call them as Organic Fire Support. The battalion commander may call them as Direct Fire support. No other units may call for fire.
- The mortar company and Light Artillery battery may fire as a unit when called by their FO or the battalion commander, but they may not use concentrations.
- Each Howitzer or 80mm mortar may fire independently if they spot their own targets, but if one of them does so, they may not fire as a battery/company on the same turn.
- 50mm mortars may only fire if they spot their own targets and may not be directed by other units.
- Each mortar and howitzer (including the company mortars) has 2xSmoke, and 10xHE. To fire as a battery, the 80mm mortars or howitzers must have at least one round remaining of the appropriate type.
- Turn 1 is the 0800hrs turn. The scenario ends at the end of the 1050hrs turn (turn 18). The German player has the first move.
- Victory is evaluated by ownership of the standing bridges (6 points), fords (if found on the river) (4 points each), and villages (4 points each). Ownership of a crossing site consists of no undisordered enemy within 6" of the site. Ownership of villages consists of no non-disordered enemy in an building inside the dotted lines. Houses outside of the dotted lines do not count for victory conditions.

Terrain Notes

- Grid lines are 12" apart, leading to a map size of 5' x 6'
- All buildings are of wooden construction.
- Woods are considered "Woods with Underbrush".
- All buildings are of wooden construction.
- The River may only be crossed at bridges and fords. The Russian player knows the location of all fords at the beginning of the game. To cross at a ford, a unit must conform to the river at the ford site. It then costs one movement action to cross to the other side. Each ford allows one unit to cross each game turn.
- The roads are unpaved

Briefing for Officer commanding Kampfgruppe Kleaves

Situation July 1941, Near Smolensk

German armored forces have driven deep into Russian territory on the direct route to Moscow. Enormous Soviet forces have been encircled. German units are now exploiting towards Smolensk on the Moscow highway. Resistance has been stiffening and German air recon reports Soviet armor assembling in the area.

Your Kampfgruppe is tip of the spear of the 7th Panzer Division. Seizure of crossing sites is critical to continuing the rapid advance and denying the Soviets the opportunity to reorganize.

It is early morning (0800 hrs.) with good weather and visibility.

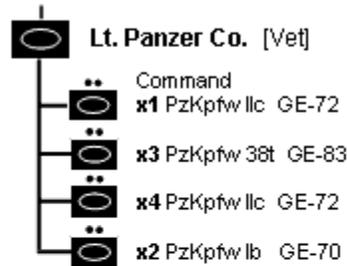
Mission

Attack and seize the standing bridge, fords (if found on the river), and villages, to facilitate the 7th Panzer Division attack to Smolensk.

Execution

Your forces are listed in detail below. Advance and seize the objectives.

Kampfgruppe Kleaves



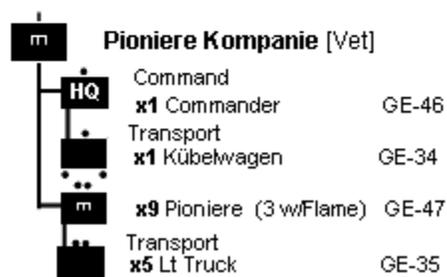
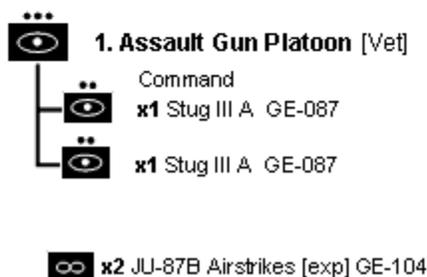
ATTACHMENTS (Exp)



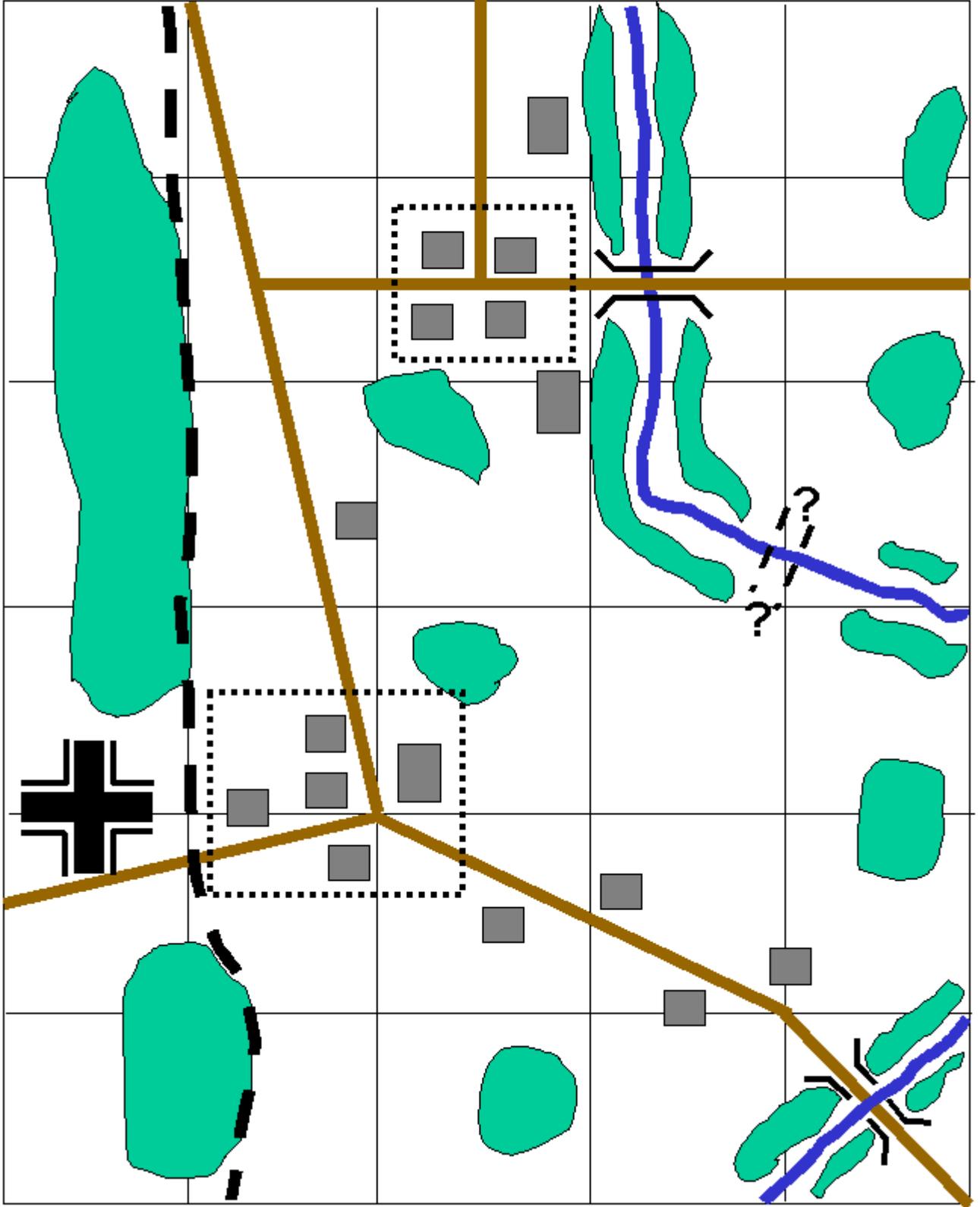
OFF-BOARD DIRECT FIRE SUPPORT



Reinforcements



N ↑



Starting Positions, Reinforcement Schedule, and notes

- Your initial elements can set up anywhere to the West of the line indicated on the map.
- Your battalion commander may call up to 2 airstrikes during the game. This is a JU-87B rather than the later war Stuka represented on card GE-53. Do not allow tank-busting missions and apply a -1 modifier to strafing attacks. Only one airstrike may be present on the map during one turn.
- Your reinforcements arrive at 0900 (turn 6) on the road leading off the West edge of the map.
- Engineers within 2" of a ford marker to reveal whether it is real or not.
- The on-board attachments may be attached to any of the maneuver elements or the HQ company. The 75mm gun will be considered Organic Support to any units in the ME to which it is attached and Direct Support to all other units.
- The 3 off-board 81mm mortars may fire as a battery when controlled by the FO or Battalion commander (concentrations are allowed). They may also fire independently, and be called by any unit in the battalion, but one of them does so, they may not fire as a battery on the same turn.
- Each mortar (81mm, and 50mm) has 2xSmoke, and 8xHE. To fire as a battery, all 81mm mortars must have at least one round remaining of the appropriate type.
- Turn 1 is the 0800hrs turn. The scenario ends at the end of the 1050hrs turn (turn 18). The German player has the first move.
- Victory is evaluated by ownership of the standing bridges (6 points), fords (if found on the river) (4 points each), and villages (4 points each). Ownership of a crossing site consists of no undisordered enemy within 6" of the site. Ownership of villages consists of no non-disordered enemy in an building inside the dotted lines. Houses outside of the dotted lines do not count for victory conditions.

Terrain Notes

- Grid lines are 12" apart, leading to a map size of 5' x 6'
- All buildings are of wooden construction.
- Woods are considered "Woods with Underbrush".
- All buildings are of wooden construction.
- The River may only be crossed at bridges and fords. To cross a Ford, a ford must first be identified by an engineer unit. To cross at a ford, a unit must conform to the river at the ford position and then spend one movement action to cross to the other side. Each ford allows one unit to cross each game turn.
- The roads are unpaved