

SCENARIO NO. 1: RUSSIAN TANK OFFENSIVE

Game Length – 10 Game-Turns

Russians deploy on or behind their Front Line; all of the Front Line hexes must be occupied by infantry units or their Zones of Control. Germans have the same requirements as the Russians, only with their own Front Line. Germans deploy first. Russians move first.

SOURCE OF SUPPLY: Russian – D side of mapsheet German – B side of mapsheet

at beginning, more than three hexes from the Front Line:

7 2 9	2 0 9	4 4 8	5 0 10	10 4 9	6 2 10	14 1 10	20 6 8	13 6 6	36 9 9	40 6 6	2 0 10	3 4 10	(1) 1 10
x7	x3	x3	x3	x3	x2	x3	x2	x2	x3	x1	x2	x3	x8

ORDERS OF BATTLE:

German at beginning, anywhere on map

2 0 3	2 0 9	5 0 3	7 0 3	3 2 3	3 2 3	3 2 3
x14	x2	x4	x2	x2	x2	x2

at Golos at Kropotkin at least ten hexes from the Front Line at Bakunin

3 0 8	2 0 3	2 0 3	5 0 3	3 2 3	(1) 1 10	2 0 3
x1	x1	x1	x2	x2	Supply 0	x2

Group 1 – Group 2 – Group 3 –

5 1 12	4 1 9	3 1 10	5 0 2	7 2 9	6 2 10
x1	x1	x2	x1	x1	x1

Reinforcements

Before units are deployed, Germans choose their reinforcement option; using this system, units enter at various times and locations, as follows:

entrance side	group no.	1	2	3
Option I: A		1	3	4
Option II: B		3	4	6
Option III: C		4	2	6

VICTORY CONDITIONS (see section in rules)

Before either side deploys its units, the Russians must choose one of the following objectives. These choices dictate the Victory Conditions of both sides:

A – occupy Kropotkin, out of Enemy Zones of Control, and in supply.
 B – move units off hexes marked "B", and keep at least one of these hexes in supply.
 C – same as B, only using those hexes marked "C".
 D – occupy Ilyich, out of Enemy Zones of Control, and in supply.

	Marginal	Tactical	Decisive
German A & D	destroy 200 Russian points	destroy 300 Russian points	destroy 400 Russian points
B & C	cut Russian supply to objective for at least 2 turns after they achieve it	same as Mgl., for 3 turns	same as Mgl., for 5 turns
Russian A or D	achieve on turn 8, and hold uninterrupted to end of game	same as Mgl., but from turn 5	same as Mgl., but from turn 4
B	move 100 points off map by turn 5, and keep one of the hexes in supply until end of game	same as Mgl., but 200 points	same as Mgl., but 300 points
C	same as "B" Mgl., but 150 points	same as Mgl., but 250 points	same as Mgl., but 350 points

SCENARIO NO. 3: MEETING ENGAGEMENT

Game Length – 7 Game-Turns

Neither side deploys on the map, but they move onto it, as specified. Russians move first.

SOURCE OF SUPPLY: Russian – sides A and B of mapsheet German – sides B, C, and D of mapsheet

ORDERS OF BATTLE:

Russian enter on Turn 1, on roadhex from side A; units must enter using road movement space. The units proceed on the road axis A-Kropotkin-Golos-Ogarev. Any units reaching Ogarev may move off the road up to two hexes from the town. If all units do not enter on Game-Turn 1 due to the RMS, they may enter on Game-Turn 2. The Russians move **twice** before the Germans enter.

German enter on Turn 1, on roadhex from side A; units must enter using road movement space. The units proceed on the road axis A-Kropotkin-Golos-Ogarev. Any units reaching Ogarev may move off the road up to two hexes from the town. If all units do not enter on Game-Turn 1 due to the RMS, they may enter on Game-Turn 2. The Russians move **twice** before the Germans enter.

The Germans have a variable entrance; at the end of the second Soviet Player-Turn, the German rolls a die to determine his appearance, as follows:

5 9 4 1 9	5 12	4 1 9	3 1 10	6 1 9	5 0 10	8 0 8	3 1 10	(1) 1 10
x1	x1	x1	x1	x3	x1	x1	x1	x4

Die result map side

1,2	B
3,4	C
5,6	D (both roads)

The Germans must enter on roads in a similar fashion to the Russian entry, except for one Player-Turn only, and the German units may move off the road once within three hexes of any Russian units.

VICTORY CONDITIONS

	Marginal	Tactical	Decisive
German	occupy Ogarev at end of game in supply	occupy Golos and Ogarev at end of game in supply	occupy Golos, Ilyich and Ogarev at end of game in supply
Russian	occupy Kropotkin at end of game in supply	occupy Golos and Kropotkin at end of game in supply	occupy Kropotkin, Golos, and Ogarev at end of game in supply

SCENARIO NO. 2: RUSSIAN DEFENSIVE POSITION

Game Length – 10 Game-Turns

Russians deploy on or behind their Front Line; all of the Front Line hexes must be covered by infantry units or their Zones of Control. Germans have the same requirements, only with their own Front Line. Russians deploy first. Germans move first.

SOURCE OF SUPPLY: Russian – A, C, and D sides of the mapsheet German – B side of mapsheet

ORDERS OF BATTLE:

Russian at beginning, anywhere on map:

5 0 3	5 0 2	2 0 3	1 0 3	20 4 8	10 4 9	(1) 1 10	1 1 3
x6	x2	x2	x4	x1	x1	x4	x1

at beginning, within three hexes of Bakunin:

5 0 2	7 2 9	6 2 10
x2	x3	x1

Turn 2, Turn 3, Turn 4, Turn 6

Reinforcements

D side of map:

6 0 3	2 0 3	1 0 3	2 0 3	(1) 1 10	(1) 1 10	15 4 10	36 9 9	7 2 9	2 0 9
x3	x1	x2	x1	x4	x4	x1	x1	x2	x1

German at beginning, anywhere on map:

2 0 3	2 0 9	5 0 3	7 0 3	3 2 3	3 2 3	3 2 3	5 1 8	4 1 9	3 1 10	7 0 8	12 0 9	3 1 10	(1) 1 10
x7	x1	x3	x1	x1	x1	x1	x1	x4	x4	x1	x1	x10	x3

Reinforcements

These reinforcements enter on side A the turn after the Germans enter either Bakunin, Golos, Ogarev, or Makhno.

2 0 3	2 0 9	5 0 3	7 0 3	3 2 3	3 2 3	(1) 1 10
x7	x1	x3	x1	x1	x1	x3

VICTORY CONDITIONS

Before either Player deploys his units, the German Player must choose from the Victory options given him, as below.

	Marginal	Tactical	Decisive
option A	occupy each hex of Bakunin out of Enemy Zones of Control, and in supply for one complete Game-Turn	same as Mgl., for two consecutive Game-Turns	same as Mgl., for three consecutive Game-Turns
option B	destroy 80 Russian points	destroy 150 Russian points	destroy 200 Russian points
option C	occupy Golos out of Enemy Zones of Control, and in supply for three complete, consecutive Game-Turns	same as Mgl., but Ogarev or Makhno simultaneously	same as Mgl., but all three cities simultaneously
Russian (all options)	destroy 60 German points	destroy 120 German points	destroy 180 German points

SCENARIO NO. 4: GERMAN MOBILE DEFENSE – DELAYING ACTION

Game Length – 20 Game-Turns

At the end of every Russian Movement Phase, all Russian motorized units (i.e., units with a Movement Allowance of 8 or greater) must be stacked with or adjacent to a Friendly non-motorized unit (i.e., a unit with a Movement Allowance of less than 8). Germans deploy first. Russians move first.

SOURCE OF SUPPLY: Russian – sides A, B and D of the map German – side C of the map

ORDERS OF BATTLE:

Russian enter on Turn 1, from side C anywhere:

5 0 3	6 0 3	5 0 2	2 0 3	1 0 3	2 0 3	1 1 3	2 0 5	7 2 9	2 0 9	3 0 10	10 6 10	20 4 8	10 4 9	36 9 9	2 0 10	(1) 1 10
x9	x3	x4	x4	x8	x1	x2	x3	x3	x4	x2	x2	x1	x2	x1	x2	x4

German at beginning, anywhere in area D, A, B, German Front Line:

Germans also receive 40 Air Combat Points on the first Game-Turn

5 1 8	5 9 4	4 1 9	4 1 9	3 1 10	6 1 9	5 0 10	8 0 8	3 1 10	3 1 10	(1) 1 10	(+2)
x1	x1	x2	x1	x2	x1	x2	x1	x1	x1	x8	x3

VICTORY CONDITIONS

At the end of each Movement Phase, the Russian Player must have a continuous line of units or controlled hexes from side D to side B, or he forfeits the game.

	Marginal	Tactical	Decisive
German	Turn 9	Turn 10	Turn 11 or after
Russian	Turn 8	Turn 7	Turn 6 or before

There are two sets of Victory Conditions. The first measures the Game-Turn during which the first Russian unit enters a railway embankment hex; the second measures the Game-Turn during which the first Russian unit leaves the A side of the map.

Award one point for each Marginal victory, two for Tactical, and three for Decisive, in each set of Victory Conditions, and compare point totals at the end of the game.

Graphics by Redmond A. Simonsen

COMBAT RESULTS TABLE (CRT)

ODDS COMPARISON

Die	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
-1	DB	DX	DX	DX	DX	DX	DX	DX	DX	DX
0	AB	AB	EX	DX	DX	DX	DX	DX	DX	DX
1	AB	DB	EX	EX	DX	DX	DX	DX	DX	DX
2	AB	AB	DB	EX	EX	DX	DX	DX	DX	DX
3	AB	AB	DB	EX	EX	EX	DX	DX	DX	DX
4	AB	AB	DB	DB	EX	EX	EX	EX	EX	EX
5	AX	AX	AX	AB	DB	DB	DB	EX	EX	EX
6	AX	AX	AX	AB	DB	DB	DB	EX	EX	EX
7	AX	AX	AX	AB	AB	AB	AB	EX	EX	EX
8	AX	AX	AX	AB	AB	AB	AB	DB	DB	EX

Explanation of Results:

AX – all attacking units are destroyed.

AB – all attacking units are moved back one hex by the Attacker; if the attacking units cannot move back because of stacking limitations, or are only able to move into Enemy controlled hexes, they are destroyed.

EX – all defending units are destroyed, and the Attacker must remove Combat or Attack Strength equal to the Combat or Attack Strength loss of the Defender. The Strengths used are those used in the original combat.

DB – Defender may choose one of these two options:
 a) defending units are moved back one hex by Defender (follow same procedure as AB).
 b) all defending units immediately attack the single strongest unit of the attacking units; this may be done in violation of the rule about attacking all Enemy units stacked together; if a DB is the result, the Attacker may reinvade his original attack. This process continues until a non-DB result is achieved.

DX – all defending units are eliminated.

Attacks at less than 1-3 are rolled as 1-3; attacks at greater than 8-1 are rolled as 8-1.

N.B. – Class II attacks (ranged-artillery), apply only results which affect solely the defender (i.e., DB or DX); all other results are ignored. In Air Strike attacks, only "DX" results are applied.

COMBAT RESULTS TABLE (CRT)

ODDS COMPARISON

Die	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
-1	DB	DX	DX	DX	DX	DX	DX	DX	DX	EX
0	AB	AB	EX	DX	DX	DX	DX	DX	DX	EX
1	AB	DB	EX	EX	DX	DX	DX	DX	DX	EX
2	AB	AB	DB	EX	EX	DX	DX	DX	DX	EX
3	AB	AB	DB	EX	EX	EX	EX	EX	EX	EX
4	AX	AX	AB	DB	DB	DB	EX	EX	EX	EX
5	AX	AX	AX	AB	DB	DB	DB	EX	EX	EX
6	AX	AX	AX	AB	AB	AB	AB	EX	EX	EX
7	AX	AX	AX	AB	AB	AB	AB	DB	DB	EX
8	AX	AX	AX	AB	AB	AB	AB	DB	DB	EX