

# TWO LONG BARS

## BP/MICHICON '88 SCENARIO B1



**VICTORY CONDITIONS:** The Soviets win the INSTANT they move, with either an infantry unit or AFV, through all hexes of the Runway (B7). This movement does not have to take place in the same turn, or be performed by the same unit, but must, in total, traverse all hexes of the Runway.

**KALININ, SOVIET UNION, 26 November 1941:** Kalinin fell to the Germans in the early winter of 1941. By late November, the German formations were on their last legs. The bitter cold and incessant counterattacks had taken their toll. Into this situation flew pilot Hans Ulrich Rudel piloting a Stuka, instantly recognizable by the two long vertical bars painted on its tail. As he landed on the outskirts of Kalinin, tank shells started to fall on the runway. The Soviets were attacking the thin screen of infantry covering the approaches to the airfield. In a flash, Rudel was back in the air, accompanied by HS-123 fighter bombers, determined to stop the Russians before they could overrun his base.

### BOARD CONFIGURATION:

#### BALANCE:

✚ German: The FB enters WITH bombs.

★ Soviet: Add an 8-0 leader to the Soviet OB.

14



### TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
★ SOVIET Moves First							



Elements of 161st Infantry Division [ELR: 3] set up per SSR 2: {SAN:3}











 4-1-6-7	 9-1	 8-1	 8-0	 1-4-9	 5-12	 3-8	 1-12	 30-1
5					3			



Elements of 30th Army [ELR: 3] enter on turn 1 anywhere on south board edge: {SAN:2}



 4-4-7	 8-1	 7-0	 4-10	 2-6	 1-12	 12 3 2 76*2x2/2 <sup>R2</sup> /2	 10 8 4 76*2x2/2 <sup>R2</sup> /2
10				2		3	

### SPECIAL RULES:

- EC are Snow. Ground Snow (E3.72) is in effect. Extreme Winter rules (E3.74) are in effect. Note all aircraft are immune to the effects of Extreme Winter. There is no wind at scenario start.
- All German forces must set up on hexrows S through W, inclusive, EXCEPT one squad (or equivalent), one SMC, and one SW, which may set up anywhere on or north of hexrow W.
- The Germans receive Air Support (E7) on Turn 1 in the form of one Stuka with bombs and one FB without bombs.
- All Soviet forces have Winter Camouflage (E3.711).

- The Soviet T28E M40 is considered to have a radio, and consequently be immune from the effects of D14.

**AFTERMATH:** The thin line of infantry bent, but did not break. Despite subzero temperatures, weapons that would not fire, and being heavily outnumbered, the efforts of Rudel and the Luftwaffe, with their steady attacks on the Soviet armor, saved the day. The Soviets would have to bring up fresh forces to throw the Germans back from the gates of Moscow.

# ICE FOLLIES

## BP/MICHICON '88 SCENARIO B2



**VICTORY CONDITIONS:** The Soviets win by clearing ALL islands of Unbroken German Infantry OR by having 9 unbroken squads on the west bank of the river at game's end. The Germans win by avoiding the Soviet victory conditions.

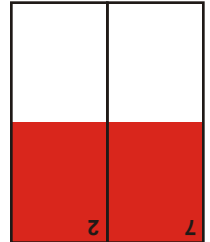
**THE DON, NORTH of VORONEZH, SOVIET UNION, 14 February 1943:** During the long winter of 1942-43, the German 2nd Army held a defensive line along the Don. The Soviets launched repeated attacks against this line during and after the fall of Stalingrad. These attacks often came at night and always tested the nerve of both attacker and defender.

### BOARD CONFIGURATION:

### BALANCE:

☒ German: Substitute a 9-2 leader for 9-1 leader in OB.

★ Soviet: May choose any combination of 5-2-7 & 4-4-7 squads, as long as the total is 16 squads.



Only hexrows A-P are playable.

### TURN RECORD CHART

☒ GERMAN Sets Up First	1	2	3	4	5	6	END
★ SOVIET Moves First							



Elements of 2nd Army [ELR: 3] set up first on any island or west of any river hexes: {SAN:3}



4-6-7 7	2-2-8	9-1	8-1	8-0	7-16	5-12	3-8	81* [2-60]	5 1S OVR, OBA: +4 Other: +2 7
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Elements of 60th Army [ELR: 3] enter on turn 1 from the east edge of Board 7: {SAN:1}

5-2-7 8	4-4-7 8	8-1	8-0	7-0	4-10	1-6 3
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### SPECIAL RULES:

- Night rules (E1) are in effect. The German is the scenario Defender (E1.2). NVR is 3 hexes and can NOT change during the scenario. The Majority Squad Type (E1.6) for both sides is Normal.
- EC are Snow. Deep Snow rules (E3.73-3.734) are in effect. There is no wind at scenario start. All forces have Winter Camouflage (E3.711).
- All building hexes on all boards are wood rubble.

**AFTERMATH:** The islands fell during the night, but before dawn the Germans mounted a counterattack and took them back in vicious hand-to-hand fighting.

# PRUSSIAN PANIC

## BP/MICHICON '88 SCENARIO B3



**VICTORY CONDITIONS:** The Soviets must exist 25 VP's worth of units off the north edge of the mapboard OR control two multi-hex buildings north of hexrow Q at game's end to win. The German wins by avoiding a Soviet win.

### TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	3	4	5	6	7	8	END
★ SOVIET Moves First										

**ALLENSTEIN, EAST PRUSSIA, 21 January 1945:** During the Soviet offensive into East Prussia, the 2nd Byelorussian Front struck north from Poland. Its goal: the Baltic and the isolation of all German forces in East Prussia. The city of Allenstein lay along the Front's axis of advance. On January 21, elements of 3rd Guards Cavalry burst into the city, panicking the population, who had little idea the Soviets were so near.

### BOARD CONFIGURATION:

#### BALANCE:

✚ German: The Soviets must exist 30 VP's worth of units to win.

★ Soviet: Substitute a 10-3 Leader for the 10-2 in the OB.

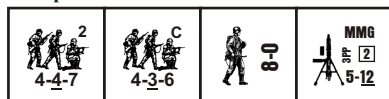
N

02



Allenstein Volksturm [ELR: 2] set up per SSR 1: {SAN:5}

#### Group 1



2

#### Group 2



3

#### Group 3



2

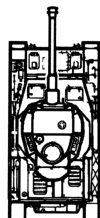
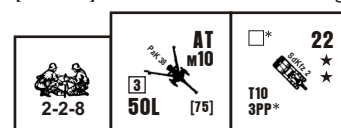
2

#### Group 4

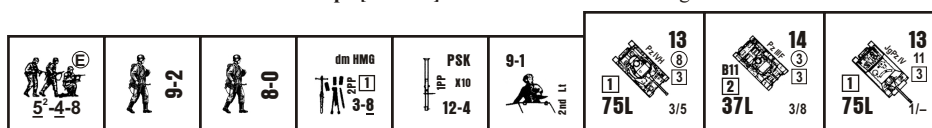


1 to 10

Elements of Gross Deutschland Corps [ELR: 4] enter on Turn 2 on north edge.



Elements of Gross Deutschland Corps [ELR: 4] enter on Turn 3 on north edge.

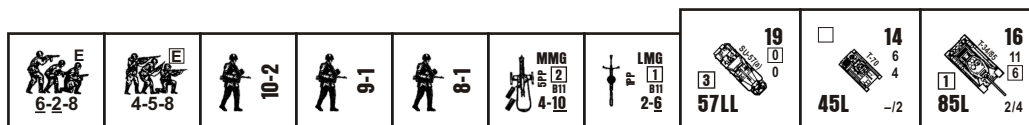


6

2



Elements of 3rd Guards Cavalry Corps [ELR: 4] enter on turn 1 anywhere on south board edge: {SAN: 2}



6

6

(dm)

4

3

2

### SPECIAL RULES:

1. German forces at start must begin game set up one group per building in any of the following buildings: CC7, Z3, U3, O9, M6, K2. Group 4 may consist of from 1 to 10 "???" counters; exact number is up to the German player. The German player sets up his onboard forces CONCEALED before the Soviet player may examine the map. All German set-up forces have ELR 2; all reinforcements have ELR 4.

2. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. All Soviet forces have Winter Camouflage (E3.711), as do all Gross Deutschland forces. Kindling fires is NA.

3. No German weapons may bore sight.

4. All Interrogation rules (E2) are in effect. The Soviet is the attacker. The territory is considered hostile to the attacker.

5. Treat Rowhouse U8-X6 as one multi-hex building for victory purposes.

**AFTERMATH:** The cavalry stormed through the town, pushing aside the Volksturm and coming close to breaking out to the north. Desperate counterattacks by ad hoc groups of the Gross Deutschland Corps managed to drive the Guards back into the southern part of town. The effort was for naught, however, as the Germans evacuated Allenstein the following day.

# "CLEAR UP THE BRIDGEHEAD"

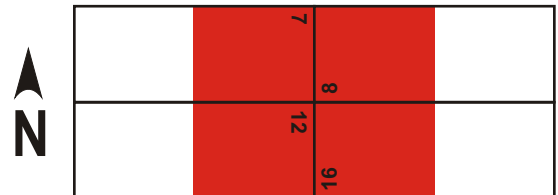
## BP/MICHICON '88 SCENARIO B4



**VICTORY CONDITIONS:** The Germans win if there are no Soviet infantry south of the river at game's end. The Soviets win by avoiding the German victory conditions.

**West Bank of the DNEIPER, near STAYKI, SOVIET UNION, 25 September 1943:**  
The Soviet fall offensive was in full swing, Rybalko's 3rd Guards Tank Army had crossed the Dneiper at Bukrin, Moskalenko's 40th Army followed a few days later further upstream. One such crossing consisted of only 50 men who had crossed by swimming and improvised rafts. Knowing that such a bridgehead could be reinforced and expanded if left to itself, hastily motorized elements of 34th Infantry Division were ordered to "clear up the bridgehead and destroy the forces this side of the river..."

### BOARD CONFIGURATION:



### BALANCE:

☒ German: Increase game length by 1 turn.

★ Soviet: Add one ATR to the Soviet OB.

Only hexrows A-P are playable.

### TURN RECORD CHART

★ SOVIET Sets Up First	1	2	3	4	5	6	END
☒ GERMAN Moves First							



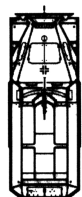
Elements of 40th Army [ELR: 3] set up first within 5 hexes of 8C9: {SAN: 5}



4-5-8	2-4-8	9-2	8-1	8-0	6-12	4-10	2-6	1-12	7 morale	5-18 OVR, OBA: +4 Other: +2
3	3								8	5



Motorized Elements of 34th Infantry Division [ELR: 3] enter Turn 1 on south edge of Board 12: {SAN: 3}



4-6-7	9-1	8-1	0-7	5-12	3-8	50* [2-13]	16 1 T7 -1-13	16 1 75*
10					3	2	3	

### SPECIAL RULES:

- EC are Wet, with a heavy wind blowing from North to South. Overcast Conditions (E3.5) exist, and rain may begin per those rules. Kindling fires are NA.
- The River (B21.12) flows from West to East. It is Deep, with a Moderate current.
- Building 8C9 has a ground level only.
- Grain Fields do not exist.
- No Soviet weapons may be Bore Sighted.
- All Soviet forces set up CONCEALED before the German player may examine the map. The 8 "?" are over and above the concealment counters used to fulfill this SSR.

**AFTERMATH:** The Soviets once again displayed their legendary tenacity in the defense and despite being outnumbered managed to keep the bridgehead intact. By digging in along the bank, they were able to bring all likely avenues of attack under fire. Steady automatic weapons fire broke up every assault the Landers could muster and the Germans had to satisfy themselves with investing the enclave to keep the Russians penned in. This bridgehead would not end up being a major threat, but one just like it in a different location would become the springboard for the liberation of Kiev in a few weeks.