LONG RANGE RECON

Gun Duel 2001 GD5



VICTORY CONDITIONS: The Russian player wins at game end if he accumulates 40 VP. (See SSR 6)

3 July 1943 Butovo, USSR

The Soviets were well aware of the upcoming German offensive to eliminate the bulge in the lines at Kursk. They did not know exactly where or when the German strike would fall. While assembling the forces to defeat this offensive the Soviets began utilizing their long range reconnaissance detachments to assess the German strengths and to pre-register likely logistic and assembly areas for artillery to disrupt the German plans. These detachments would occasionally raid German positions if the opportunity presented itself. One such situation occurred west of Butovo in the XXXXVIII Panzer Corp rear area. The reconnaissance troops infiltrated to within 200 yards of the German supply base and attacked at first light.

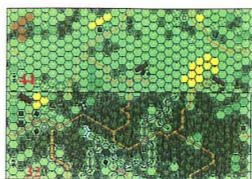
BOARD CONFIGURATION:

Board 44 Board 32



BALANCE:

Russian: German reinforcements enter on turn 3. German: Russian CVP cap decreased to 10.



TURN RECORD CHART

German Sets Up First 6 END Russian Moves First

> Russian Elements of long range recon detachment "Rodina" and local partisans: [ELR 5] Setup within 2 hexes of 44N4 and/or 44R3: [SAN 3]



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Setup HIP on board 32







Enter on or after turn 2 on the north or east board edge.









German Elements of XXXXVIII Pz. Corp HQ supply and security units: [ELR 3] Setup within 2 hexes of 44 R7: [SAN 2]











Opel Blitz 5

Enter on turn 2 on the west board edge













SPECIAL RULES:

1. EC are clear and dry.

move normally.

- 2. Russian/Partisan squad type is stealthy. German squad type is lax. 3. The German trucks must be setup in the following hexes: 2 trucks in 44R8,
- 2 in 44S9, 1 in 44T8. At start the German trucks are placed under a "No Move" counter. At the start of each German MPh after turn 1 the German player makes a dr for each truck. If the dr is a 1 or 2, the "No Move" counter is removed and the truck may move in that phase with 1/2 of it's MP expended. After the turn in which the "No Move" counter is removed the truck may
- 4. If the German trucks are eliminated and not a burning wreck they may be attacked again in an attempt to burn.
- them. The wreck is treated as if it were an immobile truck.
- 5. The Russian GAZ 67Bs are considered to be armed with a 4FP AAMG that has to be manned by passengers to fire and may not be removed or scrounged. 6. VP are calculated as CVP plus the Russian player receives VP as follows: 10 for each burning German truck, 5 for each eliminated German truck and 1 for each building hex in the initial German setup area that is either rubbled or in a blaze. The Germans win IMMEDIATELY if they accumulate 14 CVP. (Prisoners do NOT count toward the German CVP total).

