EAST FRONT TANK LEADER

PB Situation #1

Russian Rear Area Raid: White Russia (7/44). During the massive Russian offensives of 1944 the Russian "cavalry/tank" groups did great damage among German rear area installations.

Visibility: 10(6). Game length: 10





RUSSIAN FORCES

Card Unit

219, 220-223 73 Cav Reg. Replace all infantry/SMG

platoons with Cavalry (10 units). Omit all HQ/MG/Obs units.

231 52nd SMG Bn.

201, 204-206 6th Tank Bn.

226 C/42 Support company.

4 wagons.

All units enter any board from any outer edge. All units must enter through two road hexes on that edge.

Victory Conditions: Marginal - 8 or more German units destroyed. Tadical - 12 or more. Decisive - 16 or more. FO units count as 5 units if destroyed.



GERMAN FORCES

Card Unit

121 33rd Bn, minus 2 HMG. Use blank counters to mark 3 infantry platoons as Green (these represent attached security troops).

9th AT Company. Use all four gun counters, but leave out all infantry.

4 wagons, 3 bunkers, 8 minefields.

All units set up on board 2. One FO unit each must set up in a bunker on hilltops 129 and 132. The third sets up in a bunker on a hilltop at least 5(3) hexes away from the others.

All units can set up entrenched.

Victory Conditions: Marginal - 6 or 7 German units destroyed. Tadical - 3 to 5. Decisive - 2 or less.

Turn

2

3

4

5

6

7

8

9

End 10

11

12

EAST FRONT TANK LEADER

1

PB Situation #2

German delaying action against infantry: Russian Advance on Nikopol (5.2.44). The vanguards of three Soviet Rifle Divisions advance on a broad front into the German rear with only a small German mobile force to delay them.

Visibility: 8(5). Game length: 12 turns. Move: Snow/Mud





RUSSIAN FORCES

F Card Unit

1 219-222 73 Rifle Reg. Omit 57mm AT.

1 wagon, 1 truck.

3 238 2/62 Rifle X. **228** 112 SMG Bn.

226 C/42 SPA company.

2 238, 239 62 Rifle X. Omit 2x82mm Mrt. **1 truck.**

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The Russians arrive in three groups (1, 3, 2 above). Each force moves onto the northern map edge of the board with its number on turn 1.

Victory Conditions: Marginal - have 1 unshaken, unsuppressed unit 20 hexes from the northern mapedge (on or south of row M). Tadical - 30 hexes (on or south of row S). Decisive - exit map by south edge.



GERMAN FORCES

Card Unit

123 KG Waldheim. Subordinates include 112, 119 and 121 instead of 118, i.e., it's a Command Card for all German formations.

101 A/2 Comp.

122 3/203.

121 33Bn.

9th AT Company. Omit 7-1-1 infantry.

5 Trucks, 4 Halftracks (ignore affiliation, halftracks can still spot)

All German units enter the south edge of any one mapboard on turn 1.

Victory Conditions: Marginal - destroy 10 Russian units. Tadical - destroy 20 Russian units. Decisive - destroy 30 Russian units

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Turn	1	2	3	4	5	6	7	8	9	10	11	12