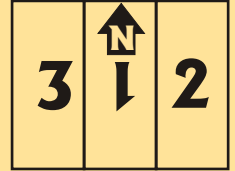


# EAST FRONT TANK LEADER

## PB Situation #5

**German Reconnaissance in Force: Action against the Lutezh Bridgehead on the Dniepr (10.10.43).** The Russians had thrown a bridgehead across the Dniepr River which the Germans had to penetrate before attacking it.

**Visibility:** 10. **Game length:** 30



### RUSSIAN FORCES

842nd Rifle Rgt (reinforced) of the 294th Rifle Div.

Card	Unit
<b>219-223</b>	73 Rifle Rgt. Add another 76.2mm howitzer (take the one from HQ/62)
<b>226</b>	C/42 SP Gun Comp.
<b>6 wagons, 2 trucks, 6(4) mines, 10(6) wire.</b>	

The units set up on board #1. The Russian player sets up first. All non-vehicle units can set up entrenched.

**Victory Conditions:** The Russians win by keeping the Germans from accomplishing their victory conditions.

**Balance option:** Add 119 AT company (234).



### GERMAN FORCES

Battle group, 7th Pz Div (elements of 25 PzRgt, 6 PG Rgt, 38 Engr Bn, 42 AT Bn, 78 Arty Rgt, 42 Recon Bn).

Card	Unit
<b>104</b>	KG Sturm. Commands all German units.
<b>115</b>	A/1 Pz Company.
<b>118</b>	1 Recon Bn.
<b>102</b>	HQ/Sturm. Add 1x81mm Mortar and 3xFO from HQ/33.

The Hummel counter uses the Wespe ratings.

**116** B/33 Company.  
**4 trucks, 4 halftracks.** Ignore HT affiliation. (Replace all trucks by halftracks if you own WFTL or Desert Steel.)

All units set up on map 3 after the Russians set up.

**Victory Conditions:** Must get units off the east edge of the board, stay off map for 3 turns, re-enter on hexes they left, and exit west edge of board #3 by turn 30. Marginal victory - 7 units. Tactical victory - 14 units. Decisive victory - 20 units.

Turn	1	2	3	4	5	6	7	8	9	10	11	12
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# EAST FRONT TANK LEADER

## PB Situation #6

**German Mobile Defense of Position: Action West of Dniepr River during Retreat from Dniepr Bend (28.11.43).** Even during momentary "quiet spells", the Russians would launch minor probes that would be usually met by an elastic German "mobile defense".

**Visibility:** 10 **Length:** 10 turns.

**Move:** Snow/Mud.



### RUSSIAN FORCES

19th Tank Corps.

Card	Unit
<b>200-208, 216-218</b>	6 Tank Brigade.
<b>214</b>	7 Guards Tank Brigade.
<b>235,232-233</b>	1st Bn, 7 Guards Tank Brigade.
<b>236,229-230</b>	2nd Bn, 7 Guards Tank Brigade.
<b>224, 225</b>	A/42, B/42 Comp.
<b>239</b>	1st Bn, 62 Rifle Brigade. Add 1xATG and 1xSMG from 238.
<b>234</b>	119 AT Company.

**4 trucks.** If you own WFTL or Desert Steel, replace 1 truck by 2 halftracks. All units set up within 10 hexes of east edge of map 1.

**Victory Conditions:** Marginal - have 12 units on map #3 at game end. Tactical - 22 units. Decisive - 32.

**Variant** (closer to historical org): replace 239 by 231.



### GERMAN FORCES

Battle Group of the 24th PzRgt, 26th PzRgt, 40th AT Bn, 283 Flak Bn.

Card	Unit
<b>104</b>	KG Sturm (controls 114 instead of 116).
<b>102</b>	HQ/Sturm. If you own WFTL, replace StGill with JpgPz IV.
<b>103</b>	A/33 Company. Add 1x81mm Mrt from W/33.
<b>114</b>	B/72 Company.
<b>119</b>	9th AT Company. Omit 7-1-1 infantry.

**4Trucks, 2 Halftracks** (ignore affiliation) (Replace all trucks by halftracks if you own WFTL or Desert Steel.)

All units set up on map 2 after the Russians.

**Victory Conditions:** Marginal - destroy as many Russian units as are lost but not more than 2x as many. Tactical - destroy 2x as many but not 3x as many. Decisive - destroy 3x as many or more.

**Balancing Variants:**

(1) Pro-German: Add 1x75mm ATG to 119.

(2) Pro-Russian: Replace 114 with 115.

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