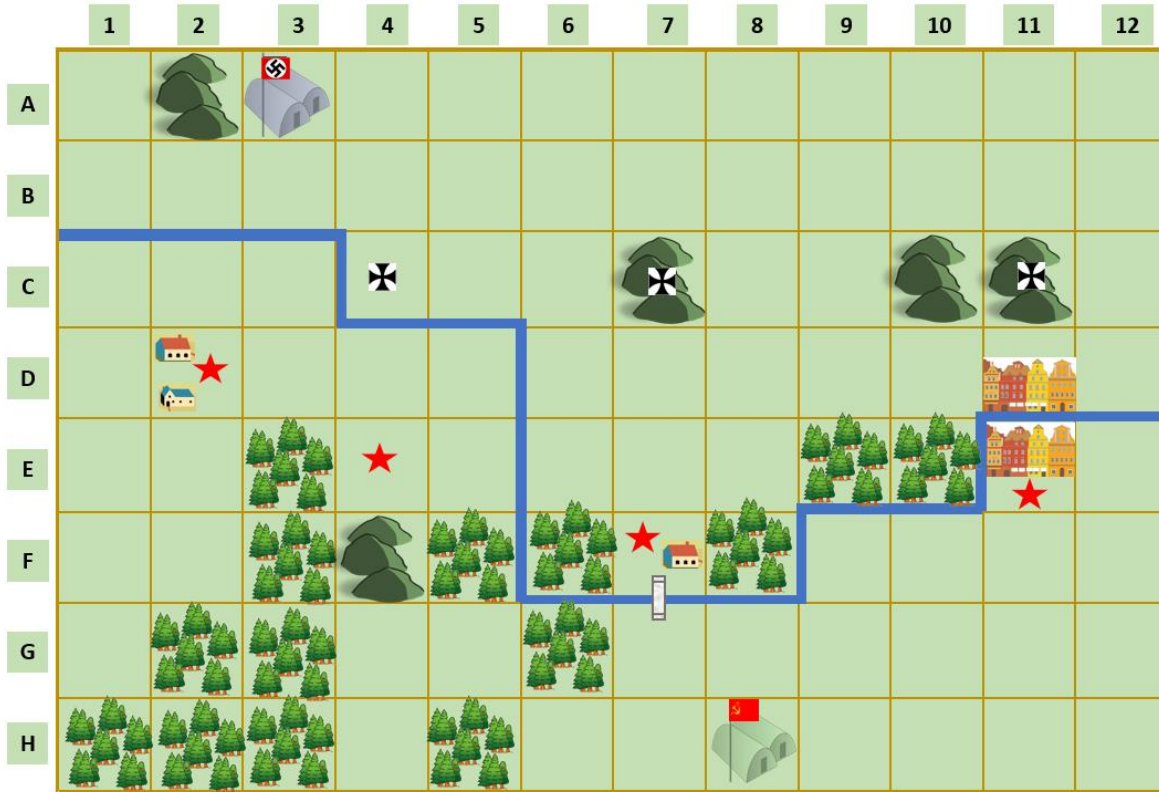


Mius River Breakthrough 18 July 1943



The weather is clear. Objective squares are denoted by Russian Stars and German Crosses. The river is a tributary of the Mius River. Units can cross this river at any point, but crossing it is like moving into non-open terrain, units can only move a maximum of 1 square. Additionally any unit attacking across the river is vulnerable in combat. Units can cross the river using road movement but must pay 2 ops as for crossing a bridge. Supply lines can cross the river anywhere. Squares D11 and E11 are urban areas for combat purposes whilst D2 and F7 are hamlets which can be placed for scenic purposes but have no impact on combat.

Starting Ops:

The Soviets start with 3 Ops and the Germans start with 6 Ops. Both sides use their mid war ops.

Description:

Believing the Germans to be dangerously weakened following Kursk the Russians have launched a number of offensives. In the Ukraine the Soviet 5th Shock Army has broken through the German 306th and 294th infantry divisions on the Mius River and is pushing towards Stepanovka. The 16th Panzer Grenadier Division is thrown in to try to close the bridgehead.

Victory:

The game is a standard single day of 16 moves. The Russians need to be holding 4 or more objectives at least one of which is a German objective [Black Crosses] and be holding them at the end of the 16th turn.

The Germans need to capture 2 or more Russian objectives [Red Stars] and be holding them at the end of the 16th turn whilst still holding at least 2 of their own.

ROMMEL SCENARIO

Elements:

The Axis have 3 Elements. Two Kampfgruppen of the 16th Panzer Grenadier Division reinforced with a Sturmgeschutz Battalion and some rallied units of the 294th Infantry Division. The Axis corps support units can support any German unit without penalty.

The Soviets have 3 Elements of Mechanised Brigades of the 2nd Guards Mechanised Corps. The Soviet corps support units can support any Russian unit without penalty.

Set Up:

Soviet: Russian units deploy in lines E to H.

Axis: The German units deploy in line A. The Germans move first.

Axis	1	3	5	7	9	11	13	15
Soviet	2	4	6	8	10	12	14	16

ROMMEL SCENARIO

SOVIET FORMATIONS	COMBAT	ARMOUR	SPECIAL
2nd Guards Mechanised Corps			
4th Mechanised Brigade			
5 x Motor Rifle Infantry	4-3-2		Motorised
1 x Motor Rifle Infantry	4-3-2		Motorised, Anti-Tank
2 x T34	3-2-1	3	
1 x T70 Light Tank	3-2-1	1	Recon
5th Mechanised Brigade			
6 x Motor Rifle Infantry	4-3-2		Motorised
2 x T34	3-2-1	3	
1 x T70 Light Tank	3-2-1	1	Recon
6th Mechanised Brigade			
6 x Motor Rifle Infantry	4-3-2		Motorised
3 x T34	3-2-1	3	
Corps Support			
1 x Katyusha	4 / 4 / [0-1]		Self-Propelled, Rockets
1 x 122mm Artillery	12 / 3 / [0-1]		Motorised
2 x 76mm Artillery	8 / 2 / [0-1]		Motorised
2 X SU 76	2-1-1	1-3	
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
16th Panzer Grenadier Division			
KG I			
2 x Panzer IV	5-4-3	4	
3 x Panzer III	5-4-3	3	
3 x Panzergrenadier	4-3-2		Armoured
3 x Motorised Infantry	4-3-2		Motorised
KG II			
1 x Light Tank	5-4-3	1	Recon
6 x Motorised Infantry	4-3-2		Motorised
3 x Stug	5-4-3	3-4	
1 x Marder	2-1-1	1-4	
294th Infantry Division			
6 x Infantry	4-3-2		Leg
Corps Support			
2 x 105mm Artillery	12 / 3 / [0-1]		Motorised