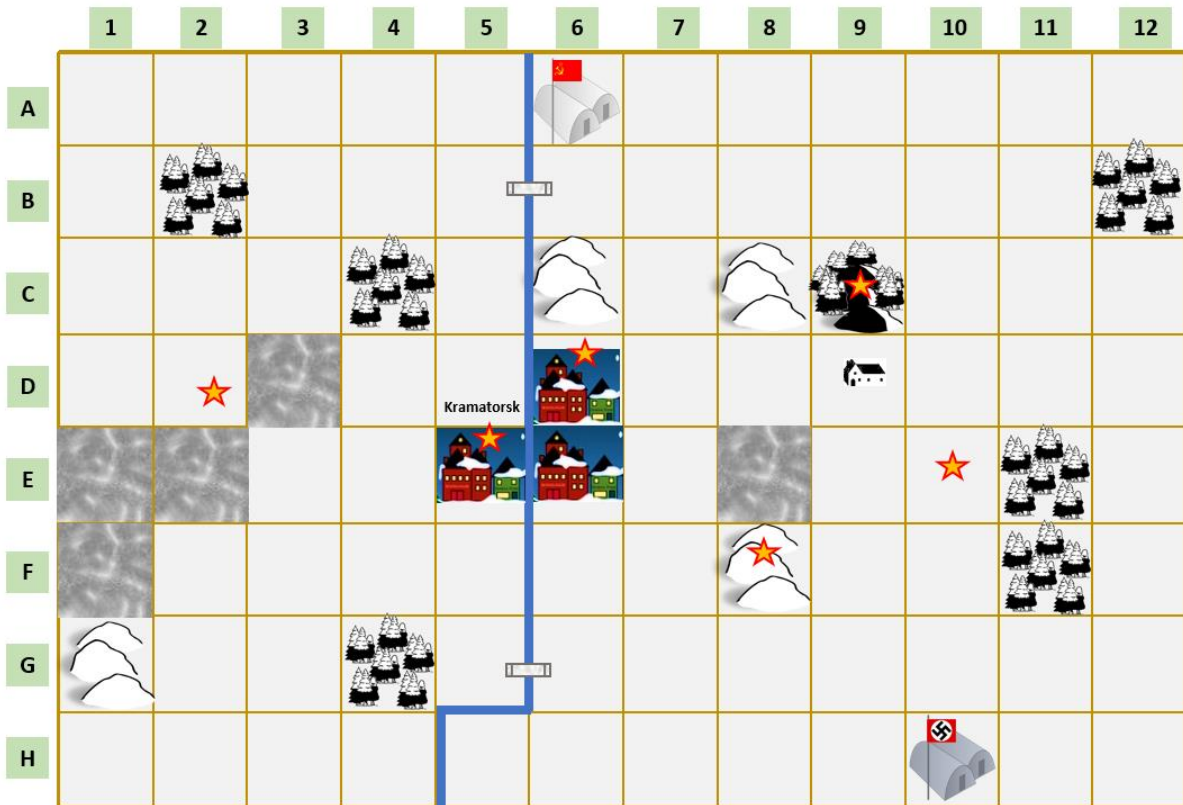


ROMMEL SCENARIO

Operation Gallop - February 1943



The weather is clear. Kramatorsk [D5, E5 and E6] is an urban area. D9 is a hamlet which can be placed for scenic purposes but has no effect on combat. Objective squares are denoted by stars. Units can cross the 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 cannot cross rivers using road movement unless they use a bridge. Supply lines can cross the rivers anywhere. The grey squares are areas of deep snow drifts over deep ravines, treat them as soft ground

Starting Ops:

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

Description:

The Russians have launched Operation Gallop hoping to cut off and destroy German units in the Rostov area. However, instead of advancing quickly the Russian General Popov has been drawn into a prolonged attack on the 7th Panzer Division in Slavyansk. This has given the German's time to gather a force for a counter attack near Kramatorsk.

Victory:

The game is a standard single day of 16 moves. In order to win you need to control at least one of the objective squares in Kramatorsk and more objectives overall at the end of the 16th turn.

Elements:

The Axis have 3 Elements. The remains of the 11th and 3rd Panzer Divisions and the 333rd Infantry Division. The corps level support artillery can support any unit without penalty.

The Soviets have 3 Elements. Two greatly depleted Tank Corps, the 4th Guards Tank Corp and the 3rd Tank Corps, plus part of the 4th Rifle Corps. The tank corps had been reduced to only around 60 tanks each and were desperately short of motorised infantry.

Set Up:

Soviet: Russian 4th Guards Tank Corps deploys in lines A to D and can also place 4 units in E5 and E6. The 3rd Tank Corps deploys in line A.

Axis: The German Panzer Divisions and the Corps Support units deploy in line H. The Germans move first.

Reinforcements:

The German 333rd Infantry Division arrives anywhere in line H in the marker phase of turn 1. The Russian Rifle Corps arrives anywhere in line A in the marker phase of turn 2.

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

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SOVIET FORMATIONS	COMBAT	ARMOUR	SPECIAL
4th Guards Tank Corps			
1 x Light Tanks	3-2-1	1	Recon
5 x T34	3-2-1	3	
4 x Motor Rifle Infantry	4-3-2		Motorised
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
1 x Katyusha	4 / 4 / [0-1]		Self Propelled, Rockets
3rd Tank Corps			
1 x Light Tanks	3-2-1	1	Recon
5 x T34	3-2-1	3	
4 x Motor Rifle Infantry	4-3-2		Motorised
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
4th Rifle Division			
12 x Russian Infantry	3[4]-2[3]-1[2]		Leg
1 x 122mm Artillery	12 / 3 / [0-1]		Motorised
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
11th Panzer Division			
2 x Panzer IV	5-4-3	4	
2 x Panzer III	5-4-3	3	
2 x Panzergrenadier	4-3-2		Armoured
2 x Motorised Infantry	4-3-2		Motorised
3rd Panzer Division			
2 x Panzer IV	5-4-3	4	
2 x Panzer III	5-4-3	3	
1 x Panzergrenadier Units	4-3-2		Armoured
3 x Motorised Infantry	4-3-2		Motorised
333rd Infantry Division			
7 x German Infantry	4-3-2		Leg
3 x Ost Infantry	3-2-1		Leg
2 x Stug	5-4-3	3-4	
Corps Support			
1 x Wespe	12 / 3 / [0-2]		Self Propelled Artillery
1 x 105mm Artillery	12 / 3 / [0-1]		Motorised