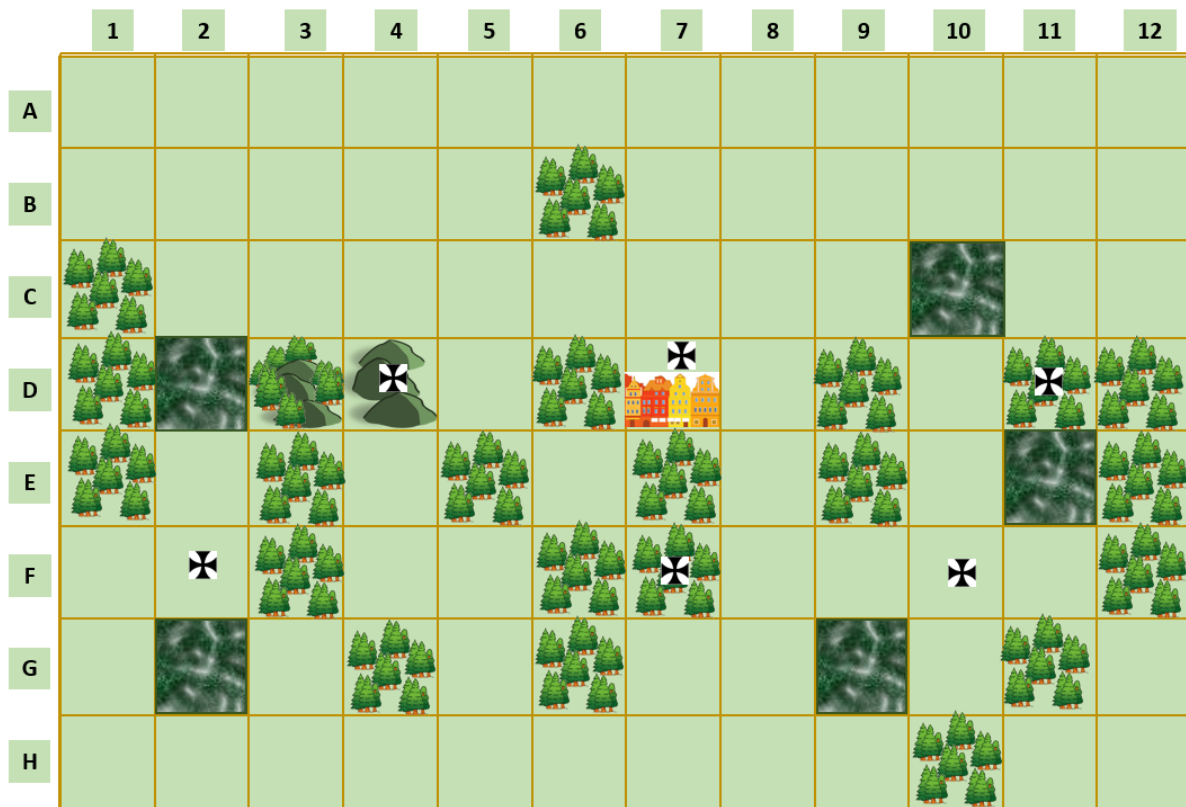


Operation Suvorov –10 August 1943



The weather is clear. Objective squares are denoted by crosses. The dark green squares are swamps and count as soft ground. Supply lines cannot run across mine fields [see Set Up below].

**Starting Ops:**

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

**Description:**

Operation Suvorov was a major Soviet offensive aimed at recapturing Smolensk. The Germans were stretched thin but had defensive positions prepared.

**Victory:**

The game is a standard single day of 16 moves. The Soviets need to be holding the four or more objectives at the end of the 16<sup>th</sup> turn to win.

**Elements:**

The Axis have 2 Elements, the 113<sup>th</sup> Infantry Division with supporting units and a StuG Kampfgruppe. The corps level support artillery can support any unit without penalty.

The Soviets have 3 Elements. The 215<sup>th</sup> and 274<sup>th</sup> Rifle Divisions and the 42<sup>nd</sup> Guards Tank Brigade. The corps level support units can support any unit without penalty.

**Set Up:**

Soviet: The Russian Rifle Divisions and Corps Support Units deploy anywhere in lines A and B. The Russians move first

## ROMMEL SCENARIO

Axis: The German 113<sup>th</sup> Infantry Division and the Artillery units deploy anywhere in line D to H. The Germans have 8 prepared defences which they can place in their deployment area, but no more than 2 per square. Additionally the Germans can place 4 mine fields in any open square in lines C and D.

### Reinforcements:

The Soviet 42<sup>nd</sup> Tank Brigade arrives in the Marker Phase of turn 1 anywhere in Row A.

The German StuG Kampfgruppe arrives in the Marker Phase of turn 4 anywhere in Row H.

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

SOVIET FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>215<sup>th</sup> Rifle Division</b>			
12 x Rifle Infantry	3[4]-2[3]-1[2]		Leg
1 x Rifle Infantry	3[4]-2[3]-1[2]		Leg, Pioneer
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
<b>274<sup>th</sup> Rifle Division</b>			
12 x Rifle Infantry	3[4]-2[3]-1[2]		Leg
1 x Rifle Infantry	3[4]-2[3]-1[2]		Leg, Pioneer
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
<b>42<sup>nd</sup> Guards Tank Brigade</b>			
2 x Light Tanks	3-2-1	1	Recon
2 x T-34	3-2-1	3	
1 x KV-1	3-2-1	3	
3 x Motor Rifle Infantry	4-3-2		Motorised
1 x Katyusha	4 / 4 / [0-1]		Self Propelled, Rockets
<b>Corps Support</b>			
1 x SU-122	3-2-1	2-3	Infantry Support
1 x 152mm Artillery	16 / 4 / [0-1]		Motorised
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>113<sup>th</sup> Infantry Division</b>			
15 x Infantry	4-3-2		Leg
3 x Infantry	4-3-2		Leg, Anti Tank
<b>StuG KG</b>			
3 x Stug	5-4-3	3-4	
1 x Panzergrenadier Units	5-4-3		Armoured
2 x Motorised Infantry	4-3-2		Motorised
<b>Corps Artillery</b>			
2 x 105mm Artillery	12 / 3 / [0-1]		Motorised