

THE FALL OF SEVASTAPOL

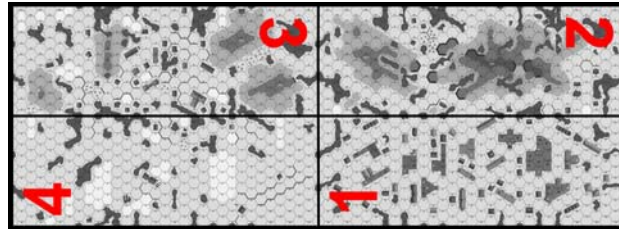
Dragon COI Scenario D5

060720



Sevastopol, Russia, June 7, 1942: By this date, General Erich von Manstein had rid the Crimea of Russian troops, except those who still held the fortress of Sevastopol. On that date, seven Russian rifle divisions, three marine brigades, 600 guns and 40 tanks guarded Sevastopol. The German assault on Sevastopol included LIV Korps in the north, XXX Korps in the south and the Rumanian mountain brigade in the center; all supported by 700 guns and powerful air elements. The Germans also had a massive railroad gun named "Gustav", but which was usually referred to as "Dora" by the German troops.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The German player must control all of Boards 2, 3, and 4 by the end of Turn 8. Additionally they also must control all the buildings on Board 1, which are north and/or west of road I10-K9-N7-P6-R6-U8-V3-X1-Y1.

TURN RECORD CHART:

★ Russian Sets Up First	★ 1	2	3+	4	5	6	7	8	END
⊕ German Moves First									

Sevastopol Garrison, elements of the 51st Army; Units may setup anywhere on the following board areas. All of Board 1, Board 4 east of Hex Row Y inclusive, Board 3 east of Hex Row I (and south of the east-west road inclusive), and Board 2 south of the longest east-west road inclusive:

9-1	8-0	7-0	6-2-8	4-4-7	4-3-6	2-3-7	HMG 6-12 B11+	MMG 4-10 B11+	LMG 2-6 B10+	30 A
			3	12	12	5			2	6

T26S

AT 45L ②	AA 37LL(s)V ②	Art 76	12 -2 -3	2+3+5	WIRE	Roadblock
2	2	2			10	2

Elements of XXX Korps; setup on board 4 west of hex row W inclusive:

10-2	8-0	8-3-8	4-6-7	LMG 2-8 B12	20 -1 2
2	3	6	4		

Elements of LIV Korps; setup on board 2 north of the east-west road exclusive:

9-1	8-1	4-6-7	MMG 4-12 B12	LMG 2-8 B12	ATR #12 B11+
2	9	2	4		

Elements of Rumanian I Mountain Korps; setup one board 3 east of hex row I and north of the east-west road exclusive:

8-1	8-0	7-0	3-4-7	MMG 4-10 B11+	LMG 2-7 B11+	2-4-7	AT 47 B11+
2		12	2	4	2	2	

SPECIAL SCENARIO RULES:

SSR D5.1: The Germans have random Stuka support. Stukas are armed with 12 AF MMG and a 36+ AF bomb.

SSR D5.2: The German 838s have unlimited smoke-making capability.

SSR D5.3: OPTIONAL: The Germans have one round of "Dora" artillery support. An AR is placed with the one-hex Fire mission landing in the hex per the spotting process during the fire phase it is used. The Accuracy of this shot is 1. The strength of the FFE is 36+/300mm column with a -12 DRM. A KIA will result with possible fire.

SSR D5.4: SIDE SELECTION PROCEDURE: Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominant AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side, whose force is augmented with that bid.

AFTERMATH: The Russian garrison was sorely pressed throughout the first three weeks after the initial German assault. Then, on June 28, the 22nd and 24th German divisions landed by boat in the Russian rear in the North Bay, and the Russian defense collapsed.

Sporadic fighting continued for about a week. At last, on July 4th, the Russians surrendered 100,000 men and 460 guns. The Germans had only lost 24,000 men in the assault all told.

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