

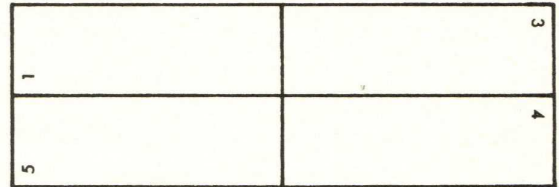
THE DEFENSE OF LUGA

Scenario 18



SOUTH OF LENINGRAD, July 19, 1941: As the panzers drove deeper into Russia, intent on even greater encirclements, many potentially dangerous Russian armored groups were bypassed. The German infantry, being primarily foot or horse bound, was forced to keep up as best they could to safeguard the panzer's lines of communication. Hence when the Russians attempted to break out, their armored attacks often had to be dealt with, not by their armored counterparts, but by infantry and anti-tank units. One such instance occurred at Luga, where elements of the German 269th Infantry Division were assigned to hold the western approaches to the German drive on Leningrad. Desperate to stop or delay the advance, bypassed remnants of the 21st Tank Division, 16th Rifle Division, and the 2nd DNO (a militia unit), were hastily declared Operational Group Luga and ordered to take the city.

Board Configuration



Rules Introduced: Sections 94-95

VICTORY CONDITIONS

The Russians win by being the last side to occupy any 16 of the stone buildings. The game starts with all buildings considered as last occupied by the Germans. The Germans win by avoiding the Russian victory conditions.

TURN RECORD CHART

⊕ German sets up first	1	2	3	4	5	6	7	8	9	10	restart on turn 11 (1)
★ Russian moves first			END								

Elements of the 469th Infantry Regiment and detachment of 269th Divisional Artillery set up anywhere south of hex row K of board 3 and 4 utilizing Hidden Initial Placement (42). Germans may not start more than 12 counters on any individual board.

	4-6-7	2-4-7	9-2	9-1	8-1	LMG 2-8 B12	MMG 4-12 B12	HMG 6-16 B12	AA 20L (6) V	AA 37L (8)	AT 37L H5#6	AT 50L
	13	6		2	3	4	2	2			2	2

Elements of Operational Group Luga enter anywhere along the north edge:

	4-4-7	4-3-6	6-2-8	9-1	8-1	8-0	7-0	MMG 4-12 B11	LMG 2-6 B10+	ATR 12 B11+
	24	12	3					2	4	
	11 76* 4x2/2	16/5 20L (6) -/2	12 45L -/2x2	22 45L -/2	9 152*4/-x2	17 76 4/2				
	2	3	3	2						

SPECIAL RULES

18.1 The Russian tanks, often without radio equipment and handicapped by the ill-conceived and poorly planned attack, were totally confused throughout the battle. Therefore, the Russian tanks are not given freedom of movement. The Russian player must roll one die during his Rally Phase for every multiple of six (or fraction thereof) mobile tanks he still possesses. The resulting number is the number of his AFVs which he may move that turn. Tanks already on the board are not prevented from firing or pivoting within the hex they already occupy by this rule. The sole exception to this movement limitation is the T34/76A which is considered the Russian command vehicle. It may move every turn without counting as a moving tank.

18.2 The German AT and Flak guns do not have to record their Covered Arc during Hidden Initial Placement. These weapons may choose their

Covered Arc at the time they are revealed.

18.3 The Russian forces must start the game stacked off the board, adjacent to the hexes they will use to enter the game.

18.4 The German AA guns start the game "hulldown" (63.17).

18.5 There is no HEAT ammunition available for the 37mm AT Guns.

AFTERMATH: The Russian attack, though supported by an assortment of tanks, was stopped on the outskirts of the town. German anti-tank guns dispatched the Soviet armor which blundered forward piecemeal with relative ease, while the Russian infantry, lacking solid leadership, were repulsed by far fewer Germans. The result was decisive, but had the Russians better planned their assault, it could easily have gone the other way.