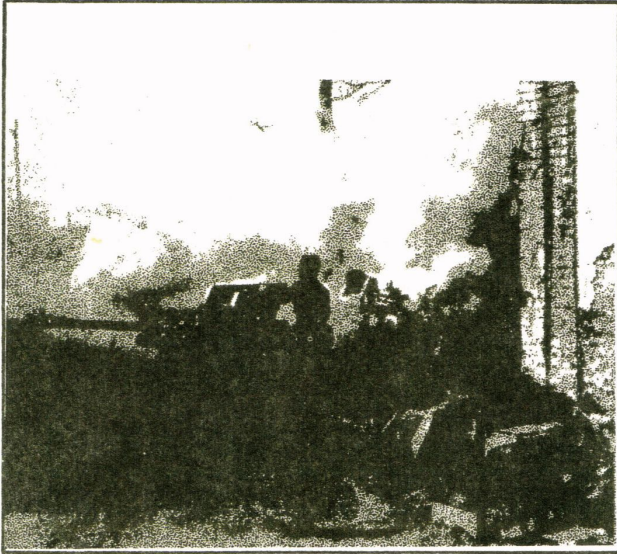


THE PENETRATION OF ROSTOV

Scenario 104



ROSTOV, July 24th 1942: With the German summer offensive of '42, "Operation Blue", Hitler hoped to force a decision on the southern front. In an attempt to form a large scale encirclement on the lower Don, the City of Rostov became the natural center of operations. The initial breach of the outer city defenses had been made by the Panzer troops of the III and LVII Corps, but the city's center was the battlefield for assault parties and not armoured formations. To make matters worse, the NKVD garrison was determined to defend Rostov to the last bullet. Functioning as the regime's guard against possible rebellion, the NKVD troops were very familiar with street fighting techniques. To defeat such an enemy the Germans had to formulate a definite plan of attack. The 1st and 3rd Battalion, 421st Infantry Regiment were divided into three assault companies each. Each company, fighting in line abreast, was to advance down its assigned sector and secure each block therein. In this way each company protected its neighbors from flank attacks.

Board Configuration



VICTORY CONDITIONS

The German player wins by clearing all 2nd level buildings of unbroken Russian *squads* at game end. The Russian player wins by avoiding the German victory conditions.

TURN RECORD CHART

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



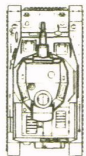
Elements of the Rostov NKVD garrison set up on any whole hex with a maximum of 2 *squads* per *building* (not building hex). Squads must set up in building hexes.



4-4-7	U. Saboteur 9-1	U. Saboteur 8-1	U. Berserk 8-0	1-8-8	1-8-8	HMG 4-1-1 B1	LMG 2-6 B10+	ATR 1-2 B11+	1	MINE S	?
10						2	4	2	8	20	18



Assault Co of the 1st Bn, 421st Infantry Reg't, 125th Division enter turn 1 or later in whole or in part on any north edge hexes:



4-6-7	2-4-7	U. Saboteur 9-2	U. Berserk 9-1	U. Berserk 8-1	HMG 6-16 B12	LMG 2-8 B12	Inf 75*	Art 105 H6	24 1S/7PP
16	2		2			4			2

Tank support from the 13th Panzer Division enters per 104.3 on any north edge hex:

14 0-1 75* H5 4/2

SPECIAL RULES

- 104.1 The Russian mine factors are actually booby traps. They must be placed in quantities of four factors per hex only in building hexes.
- 104.2 No sewer movement is allowed.
- 104.3 The German tank may enter only on a die roll of '1'. The German player may roll for his armor reinforcement at the start of each *German Rally Phase*.
- 104.4 All Russian squads have a morale rating of 8.
- 104.5 Russians are prohibited from setting fires (102.2).
- 104.6 Russians may not boresight hex row GG.

AFTERMATH: The fighting became fiercest in the area around the Tagaurov road which led straight to the Don bridge. The German attack was held up repeatedly, discovering it near impossible to pin-point the well-camouflaged NKVD troops. By using close support artillery and a few tanks of the 13th Panzer Division, the assault companies began the bombardment of suspected enemy positions. Soon they were able to work their way forward by zig-zagging along the streets and using the tanks for cover where possible. By the early morning of the next day all of the companies of the 421st Regiment had reached the Don River. The Germans had forced the last enemy units out of Rostov. The gateway to the Caucasus had been opened.