NIGHT BATTLE AT NOROMARYEVKA

Scenario 105

AT THE VILLAGE OF NOROMARYEVKA, January 1st 1943: In an effort to threaten Rostov from the northwest, the Russian XXV Tanks Corps launched its 42-43 winter offensive on Army Group Don in an attempt to strike at the rear of Army Detachment “Hollidt.” Misled by the slight resistance offered by the Italian Eighth Army, the Russians neglected to send out advance reconnaissance units. Catching the Russians completely by surprise, the armoured column was quickly surrounded. Using separate packs of tanks, the Russians repeatedly tried to force a breach in the noose. One such breakthrough attempt met with some success as it raced towards the village of Noromaryevka. Here, Major Bake held a covering position with his 2nd Battalion, 11th Panzer Regiment.

VICTORY CONDITIONS

The Russian player wins by being the last side to have solely occupied with an unbroken unit all of the stone buildings on board 3 at game end. The German player wins by avoiding the Russian victory conditions.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>Russian moves first</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Elements of the 2nd Bn., 11th Panzer Reg't, 6th Panzer Division setup on any whole hex of board 3 with a minimum of 4 AFVs placed on or adjacent to the road which circles the village. The two unmanned decoys must be among the AFVs placed on or adjacent to the road.

Elements of the XXV Tank Corps enter on turn 1 on any hex(es) on north edge of board 4:

SPECIAL RULES

105.1 Night rules (49) are in effect.
105.2 All units may start or enter the game concealed.
105.3 Two of the six German AFVs are considered unmanned. These decoys may not move or fire, although they do provide cover. During the initial setup the German player secretly records which of his AFVs are decoys. Unmanned decoys are used only to confuse the Russian player—they cannot be manned by either side.
105.4 Panzerfaust model availability is determined by 85.6

AFTERMATH: The German defense consisted of only a few Panzer IV's and a handful of infantry. In addition there were a few damaged, unmanned German tanks awaiting repair scattered around the village. The Russian attack came a few hours after midnight. Close action tank battles soon developed between and around the houses of the village. In the uncertain light of the night, the Russians regarded the German unmanned tanks as intact vehicles and concentrated much of their fire on these targets. This gave Bake the time he needed to move into better firing positions. By the time daylight broke the Russian breakout attempt had been eliminated. Daybreak also brought the same fate to the remainder of the XXV Tank Corps.