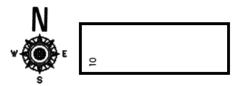
# **FAST HEINZ**

## Scenario K



EAST OF ROSLAVL, SOVIET UNION, August 7th, 1941: Another day of pouring rain. The mud clung like black tar to the men's boots. The 292nd Infantry Division slowed in its push to close the bag on the Russian Fourth Army. Each overrun town required its own garrison. Each possible exit needed a guard. As the leading troops shrank in number so did their speed. To insure success Colonel-General Heinz Guderian abandoned his panzers to march on foot with the 507th Regiment. The 292nd moved on.

# **Board Configuration**

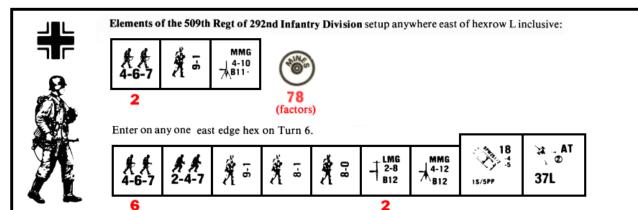


#### VICTORY CONDITIONS

To win the Russian must exit 9 squads off the east edge by game's end. AFVs with functioning armament count as two squads.

#### TURN RECORD CHART

 ♣ German sets up first.
 1
 2
 3
 4
 5
 \*6
 7
 8
 9
 END





Fragments of the Russian Fourth Army enter on any or all board edge hexes west of Row I inclusive.

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### SPECIAL RULES

- 1. Use all rules through COD including the possible conversion of German minefield factors to booby traps and/or Anti-Tank mines.
- 2. Environment is WET.
- 3. All wheatfields are level -1 marsh. (Rule 127).
- 4. The hastily laid mines were rather easy to clear. All mine and booby trap clearing attempts get a -1 DRM.
- 5. All buildings are wooden and level one.
- 6. Mines may be setup in halfhexes.

Aftermath: The hastily laid minefields stunned the approaching ragtag collection of Russian infantry and armor. Initial infantry attempts to rush the town were brushed back by mine blasts and accurate machinegun fire. Finally the Russians were able to clear a mine-free path for the tanks alongside the woods just as German reserves arrived. The battle swirled at the edge of town until one tank was destroyed and the other lost a track. The Russian infantry then broke and fled.

By August 8th the Roslavl pocket yielded 38,000 Russian prisoners, 200 captured tanks and numerous guns. Another stunning victory on the road to Moscow.