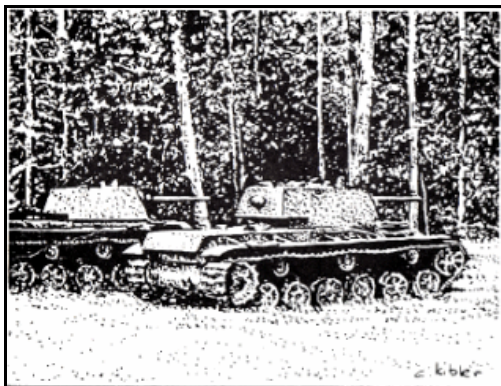


FIRST CRISIS OF ARMY GROUP NORTH

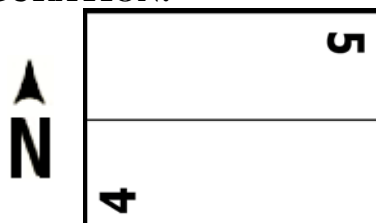
Tournament Scenario 1

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RUSSIA, RIVER DAUGAVA, June 25, 1941: When Army Group North moved toward the Daugava River, the Russian command responded by detailing the III Armored Corps to meet and destroy Manstein's units. On June 24th, the Soviet armored force made contact with the 6th Panzer Division, the spearhead of the XLI Panzer Korps. Over a hundred of the Soviet tanks were the super-heavy KV models. The size and power of these stunned the panzer crews and baffled the AT gunners; neither seemed to possess a gun which could penetrate the armor of their opponents. The German advance was halted and the 6th Panzer cut off. The following day, the 1st Panzer was ordered to relieve and reinforce the 6th, while the Soviet unit moved to continue its advance. These two efforts immediately collided.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Russians player must exit three tanks with functioning main armament off the west edge of the mapboard. The German player wins by avoiding the Russian victory conditions.

TURN RECORD CHART:

⚔ German Sets Up First	★ 1	2	3	4	5	6	7	END
★ Russian Moves First								

Elements of the 1st Panzer Division: Set up anywhere:

Enter on Turn 1 anywhere along the west edge:

Elements of III Armored Corps - Enter on turn 1 anywhere along the east edge:

SPECIAL RULES:

- T1.1** There is no road movement bonus.
- T1.2** All German infantry and weapons must start and/or enter play loaded in or on vehicles.
- T1.3** Units may not utilize Bore Sighting (78.).
- T1.4** Battlefield Integrity (93.) is not in effect.

AFTERMATH: The Soviet heavy tanks outclassed the German defenses and simply drove through the German units towards their objectives. The German armor commanders responded to this with careful maneuver and precision fire, turning their tanks around to follow the Russian advance

while the infantry attempted to close assault the Russian Behemoths. These tactics eliminated a few of the Russian vehicles, but the rest continued their steady advance until they ran into German AA and artillery positions in the rear. Unlike the AT and tank guns, these weapons had a fair chance of penetrating the thick armor of the Russian tanks. The Soviet advance ground to a halt. A rapid German counterattack threw the confused Russians back about two miles and relieved the crisis.

CREDITS: Original design by Burt Baker, Development by Jon Mischeon & Joe Suchar. The TS scenarios were used in the Origins 1983 COI/COD tournament. Published in the GENERAL volume 19 number 5. Scenario Card Provided By Bill Sosnicki
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