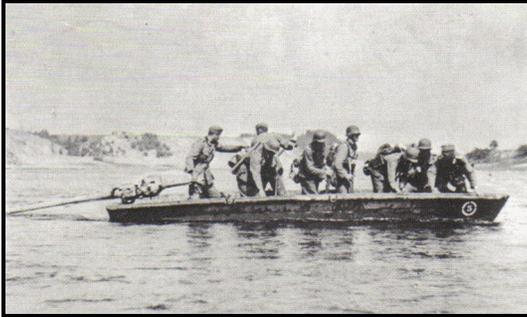


# THE FAR BANK

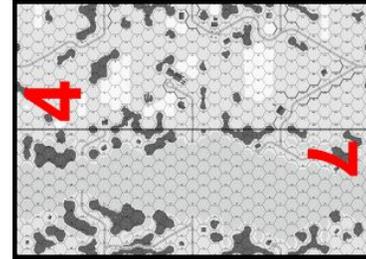
## WWW Scenario 85

090125



**ULLA, RUSSIA, July 7th 1941:** Fifteen days after the beginning of "Operation Barbarossa", the Fourth Panzer Army moved along the southern bank of the upper Divina River as it positioned itself for an enveloping attack on Vitebsk. The army's northern wing being the LVII Panzer Corps, was to cross the Divina at Ulla and capture Gorodok located just north of Vitebsk. In what was assumed to be an area weakly defended the panzer corps commander assigned the task of constructing the bridge at Ulla to the 1st Engineers School Battalion.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Russian player receives one point for each German squad eliminated, and two points for each building he controls within 5 hexes of any river hex at game end. The Russian player must have 10 points or more by game end to win. The German player wins by avoiding the Russian 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 a local partisan group** - setup anywhere north of the river:

8-0	3-3-6	LMG 2-6 B10+	1-8-8	1-8-8	1-8-8	?
3			11			

**Remnants from Ulla Garrison, 22nd Army** - enter turn 5 on any north edge hexes:

8-1	8-0	4-4-7	MMG 4-10 B11+	LMG 2-6 B10+
2	12	3		

**Company A, 1st Engineer School Battalion** - enter turn 1 on any south edge hexes:

9-2	9-1	8-1	8-0	F 6-4-8	LMG 2-8 B12	BML 4 1S/3PP
8		4		8		

**Battalion reinforcement elements** - enter turn 7 on any south edge hexes:

9-1	8-0	F 6-4-8	LMG 2-8 B12	20-1 2	BML 4 1S/3PP
3		2		3	

### SPECIAL SCENARIO RULES:

**WWW 85.1:** The Finnish 6-4-8 squads are used to represent German engineers. Treat them exactly as German engineers in all respects. Note that they may not self-rally.

**WWW 85.2:** All island river hexes are treated as normal river hexes. The river is at normal level, with a moderate current running east to west.

**WWW 85.3:** The Russians are considered to control all buildings north of the river at the start of the game.

**AFTERMATH:** In the face of sporadic small arms fire, one company of engineers crossed the river in an effort to flush out the Russian snipers and secure the far bank. As the Germans were carrying out this mission a strong Russian counter-attack was suddenly launched. Heavy hand-to-hand fighting developed as the Russians fought to drive the engineers back into the river. If reinforcements with flamethrowers had not arrived at the last moment from across the river the Russians may well have succeeded. But with the additional support the Germans were able to secure the crossing site and finally construct the bridge.

Bill Thomson512-799-6705

## Squad Leader Academy

SQL, COI, COD, GIA Player Development

Email: [Bill@WargameAcademy.org](mailto:Bill@WargameAcademy.org)

Website: [www.WargameAcademy.org](http://www.WargameAcademy.org)

7940 Luling Lane Austin, TX 78729 USA

©1982 A World Wide Wargamers Scenario  
 Original Scenario Design by World Wide Wargamers, Author(s) Unknown;  
 Modifications and/or changes herein limited to corrections to typos and/or sentence structure only,  
 Updated 090125; rev B  
 Graphic Layout by Bill Sosnicki (B090125)  
 Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.