

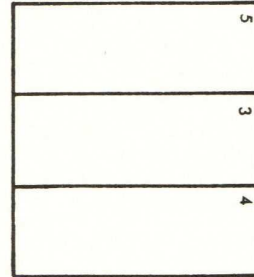
A WINTER MELEE

Scenario 19



OKOROVOVO, February 17, 1942: Following the Russian winter counteroffensive, the Germans were forced to fall back to isolated pockets in an attempt to survive both the Russians and the weather. In the resulting gaps, the Russians found useful employment for their cavalry in resupplying partisans. Occasionally, however, the Germans would sortie out from their pockets in an attempt to disrupt these Russian operations. On one such occasion, a recon element of the First Panzer Regiment broke up a planned partisan-cavalry operation, and frustrated their attempts to re-establish themselves in the town. The Russians reacted strongly and threw in the only immediately available reserve; an airborne drop by a battalion of the 204th Parachute Brigade. Soon the Germans found themselves in a wild melee with partisans, cavalry, and paratroopers.

Board Configuration



Rules Introduced: Sections 96-99

VICTORY CONDITIONS

The Russians win by being the last side to have uncontested control of all five stone buildings on board 3. The Germans are considered to have control of all stone buildings at the beginning of the game. The Germans win by avoiding the Russian victory conditions.

TURN RECORD CHART

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

Partisans set up first on any whole hex of board 5. The snipers may set up anywhere as per Special Rule 19.4:

3-3-6	9-1	8-0	1-8-8	1-8-8	LMG 2-6 B10+	ATR 12 B11+	1
10			2	2	4		

Elements of the 204th Parachute Brigade in battalion strength drop as per Special Rule 19.3:

5-3-7	9-1	8-0	12(18)	6-2-8	LMG 2-6 B10+	10-2	9-1	25
12			12	20	3			

Elements of the 11th Cavalry Regiment enter anywhere along the south edge of board 4:

Elements of an Ad Hoc Recon group of First Panzer Regiment set up on any whole hex of board 3:

4-6-7	9-1	8-1	9-2	LMG 2-8 B12	MMG 4-12 B12	18 1S/5FP
10		2		3	2	3

SPECIAL RULES

19.1 Snow rules are not in effect.

19.2 If the partisans lose five squads, they (including snipers) must retreat from any board 5 non-woods hex they currently occupy and attempt to move into a woods hex on board 5. The retreat must occur in whole or in part during the next friendly Movement or Advance Phase, and must continue by moving at least one hex towards board 5 in each Russian player turn which follows until completed. Following the retreat, partisans may not re-enter board 3.

19.3 The turn of entry of the Russian paratroops is determined randomly and is unknown to both players. The Russian player draws one of the 8 Fire Mission chits (45.2) provided in the Basic Game at the start of each Russian player turn, and replaces it at the end of the turn. If he draws a chit equal to the turn number his paratroops *must* enter that turn. The paratroops enter automatically on turn 5 if not already on board.

19.4 The Russian snipers may set up hidden on any non-open ground hex (as per 96.2) of any board, after the German set-up, so long as they are not on or adjacent to a German unit.

19.5 Neither side may use bore sighting.

19.6 The Russians may not form mixed fire groups of partisans and paratroopers unless a leader is present in each firing hex.

AFTERMATH: Not surprisingly, the Russians had an exceptionally difficult time coordinating such vastly different troops and despite great gallantry by all concerned, the Germans were able to exploit their central position in the town and break up the isolated Russian attacks until an armored relief column arrived. Disheartened, the regular army formations broke off the attack and headed back for their own lines, while the partisans simply faded back into the woods.