

THE FRONT IN FLAMES

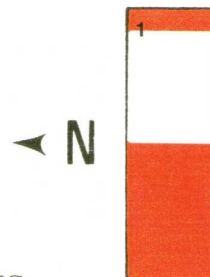
Scenario R214



RUSSIA, 20 KM SOUTH OF KHARKOV, August 22, 1943: As Kharkov fell for the final time, front lines became unclear. Observation posts and defensive lines were held briefly, then abandoned as the Soviets advanced. The front began to stabilize around the Mosh river as units of the Soviet 57th Army clashed with German XI Corps troops for commanding terrain; such terrain as the church on the "Rollbahn" to Dnepropetrovsk.

Board Configuration

Playable rows D through Q inclusive



VICTORY CONDITIONS

Player to last solely occupy the 2nd floor of K4 gets four points. Each captured enemy squad or leader yields three points. Each destroyed enemy squad or leader is worth one point. The side with the most points at game's end wins. A point tie is a Russian victory.

TURN RECORD CHART

See scenario rules for setup.	1	2	3	4	END						

Elements of the XI Corps:

9-1	8-1	4-6-7	LMG 2-8 B12
5			3

Elements of the 57th Army:

8-1	8-0	4-4-7	LMG 2-6 B10-
7			

SPECIAL RULES

R214.1 All buildings are wooden. All buildings are first level except hex K4 which is second level.

R214.2 Prior to play both sides record the order of entry of forces. One squad must follow another in a continuous string. Squads may not stack in pregame moves. Leaders and support weapons may be stacked freely.

R214.3 The order of march may not be changed till turn one starts and normal play begins.

R214.4 Two separate packs of chits 1-4 are established. Each player draws secretly from one pack. The German enter on O1 if they pick 1, on Q2 if 2, on Q7 if 3, on K10 if 4. The Russians enter on G1 if they pick 1, on D1 if 2, on D7 if 3, on I10 if 4.

R214.5 The path of the lead squad must be prewritten for 10 pregame moves. Each move is one hex.

R214.6 Both sides enter simultaneously moving all units one hex forward, then checking for LOS between Russians and Germans, then if no LOS exists, advancing all units one hex along the preplotted path.

R214.7 A column may hold position for one or more pregame moves by writing '—' on the plot.

R214.8 Turn One starts when there is a LOS between Russian and German unit(s). On a die roll of 1 through 4 inclusive the German is the first player. This die roll is subject to leader modification if the leader can see the opposing units. Only one leader may modify the die roll.

R214.9 After Game Turn One starts play proceeds normally.

R214.10 Should the enemy units be plotted to enter the same hex simultaneously, and no prior LOS has been established, they do so and are locked in close combat. Roll then for first player NOT counting any leader modifier.

R214.11 If no LOS has been established by the end of pregame turn 10, play starts with German as first player on die roll 1-4.

R214.12 No bypass movement or any other activity except movement is allowed in pregame moves.

R214.13 If Turn One starts and there are still units off board they may enter any board edge hex on or adjacent to entry hex without paying column entry costs.

AFTERMATH: The advancing infantry of both nations moved with a caution born of experience. Slowly they advanced in long files up the deserted streets. The Germans formed a firebase across the lane from the church and were about to move in when the lead Russian squad suddenly appeared. A firefight quickly developed in which neither side was able to gain an advantage. Both forces withdrew. The next day the entire area fell to Soviet armored spearheads.