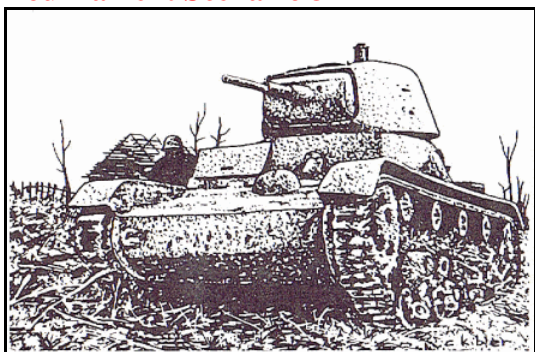


LAND LEVIATHANS

Tournament Scenario 3

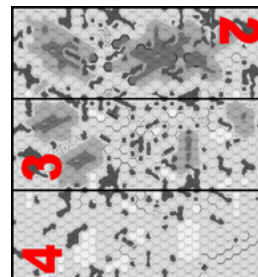
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LIPKI, July 3, 1941: Under pressure from Stalin to hold Smolensk, Yeremenko was desperate to halt the German offensive. On 1 July, he committed his sole armored reserve: the 1st Moscow Motorized Rifle Division under Major-General I. G. Kreyzer. It was a crack unit, the pride of STAVKA. Equipped with the new T-34 and KVII tanks, the division moved off to meet and defeat the 18th Panzer Division, the spearhead of Guardian's 2nd Panzer Gruppe. On 3 July at Lipki, six miles east of Borisov, contact was made.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Russian player must exit four AFVs (any type) with functioning main armament west off any road hex. 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 21st Panzer Regiment - set up anywhere on board 3 west of Hex Row I, inclusive:

10-2	9-1	CE 10-2	4-6-8	6-16 B12	#12 B11+	14 PzKw III-D 100 37L(4) 4/4
			6		2	4

Enter on hex 2GG6 on Turn 2:

CE 9-2	14 PzKw IV-E 100 75*H5 4/2
	3

Elements of the 1st Moscow Motorized Rifle Division - enter sequentially on Turn 1 in hex 3GG6:

CE 9-1	KVIIA 9 +2 +1 152* 4/-x2	T34/76A 17 0 76 4/2	BA32 24 -3 -4 45L	BT5 22 -4 45L -/2	T26S 12 -2 -3 45L -/2=2
			2		5

SPECIAL SCENARIO RULES:

T3.1 To reflect the effect of the unexpected appearance of the new Soviet armor types, all rules for pre-1942 infantry versus AFVs (105.) are in effect regardless of the presence of functioning anti-tank weaponry in the hex.

T3.2 Battlefield Integrity (93.) is not in effect.

T3.3 All buildings are of wooden construction.

T3.4 All rules for lack of wireless and one-man turrets are in effect.

T3.5 AFVs may not deliberately enter any multi-story building. Bypass in such hexes is allowed. Should an AFV crash into a multi-story as an effect of shock (131.), the building hex is rubble but the AFV is considered destroyed.

T3.6 All third-level terrain is considered normal second-level hills.

AFTERMATH: A number of light Russian AFVs, supported by a single KVII and a single T34, advanced on the lead elements of the 21st Panzer Regiment. Stunned by the appearance of the two armored monsters not encountered before on the Army Group Center front, the German panzerjaegers quickly scattered. A handful of German tanks were all that stood in the path of the Soviet advance. The PzKwIIIs routed the T26S and BT5 tanks, but the German 37mm shells, however, were unable to affect the KVII or T34's. The superior KVII and T34 tanks were quickly dispatching the panzers. At that moment three PzKwIV's arrived on the scene to engage the KVII, while the remaining PzKwIII's concentrated on the T34's vulnerable tracks. Soon both Russian heavy tanks were out of action. The heavy KVII bogged down on the soft ground and the T34 was stopped when its treads were shot away. Without the threat of the KVII or T34, the panzerjaegers rallied and were able to hold their position. This incident reveals the cardinal sin of the Russian command, employment of their superior T34 and KV types not in formation, but individually among light and medium tanks, or as support for the infantry. It was a mistake Soviet Russia was to pay dearly for.

CREDITS: Original design by Rex A. Martin. Development by Jon Mishcon & 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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