

Scenario 6

ESCAPE FROM VELIKIYE LUKI



Rules Introduced: Section 49

VICTORY CONDITIONS

To win the Germans must exit three squads off the west edge of board 4. The Soviet player wins by preventing the German Victory Conditions.

SPECIAL RULES

6.1 Due to the boisterous nature of the Russian troops following the victory at Velikiye Luki, Russian units are not allowed to "grow" (25.3) concealment (?) counters.

6.2 Russian squads may move only if accompanied by a leader, or if they have "seen" an enemy unit. To see a unit, it must have a clear LOS to the enemy unit either within the Night Visibility Range or due to illumination by starshell. Observed gun flashes outside the Night Visibility Range do not

VELIKIYE LUKI, Central Russia, January 12, 1943: During the fatal winter of 1943, the German disaster was not confined to Stalingrad alone. All along the line, Russians were cutting off pockets of Germans. At Velikiye Luki, the entire 277th Infantry Regiment was in dire straits. Surrounded and with further relief efforts abandoned, it was over for the 277th. The Russians were tightening their vise. Elements of four Rifle Regiments with massive armor and artillery support had broken the perimeter and were now in the process of slaughtering what remained of the unit. As the headquarters fell, the commander gave the order for all who could save themselves to do so. As night fell, many isolated groups headed for the German lines some ten miles distant.

Board Configuration



	2		1
4		3	

free a Russian squad to move. Russian units never "see" a German unit while it is covered by a concealment counter, even though they may Area Fire against it.

TURN RECORD CHART

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



Remnants of Co A, 2nd Bn, 277th Infantry Regiment; set up last in any full hex on board 1.



10-2	9-1	8-1	4-6-7	LMG 2-8 B12	?
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5 4 24



Elements of the 3rd Bn, 129th RIFLE Regiment; set up first on any whole hex of board 2 or 3.



9-1	8-0	4-4-7	LMG 2-8 B12	MMG 4-10 + B11
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13 3

AFTERMATH

The weakest part of the Soviet corridor lay to the Southwest in the area of the 129th Rifle Reg't. There, a few groups were able to escape the ever tightening noose, although they came out in no way resembling a combat formation, but in one's and two's. Co. A of the 2nd Bn in their attempt, lost everyone save one squad and a few officers. Technically, it was a disaster of the first magnitude but the fact that *somebody* made it was a source, albeit a small one, of considerable hope for those who would face the same plight in the months ahead.

VARIATIONS

- 6A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.
- 6B: Increase number of game turns to 12.
- 6C: Incorporate Snow rules (61) and increase number of turns to 15.
- 6D: Optional upon agreement of both players.