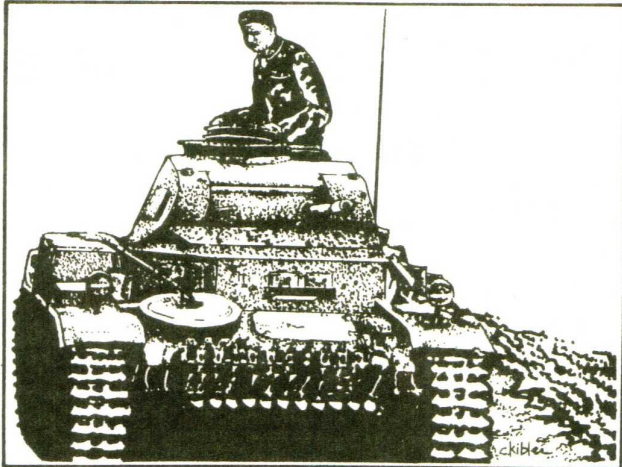


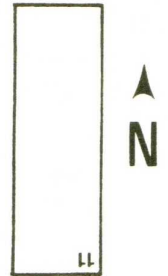
TRAVERSE RIGHT . . . FIRE!

Scenario R213



RUSSIA, SOMEWHERE SOUTH OF BIALYSTOK, June 23, 1941: The elite German 18th Panzer Regiment, fresh from amphibious training, was among the lead elements of Army Group Center as they pressed deep into Russia on the day after 'Barbarossa'. The Soviets, still confused as to the extent of the attack, ordered armored cars of the Northwest Military District to patrol to the border and return. As they advanced, commanders on each side looked for the other in the distance. Rounding a curve, they found each other at less than 100 meters range.

Board Configuration



VICTORY CONDITIONS

Side with the most points at game's end wins, a tie is a Russian Victory. Germans get one point for every Armored Car destroyed, immobilized, or abandoned at game's end, Russians get one point for every tank destroyed, immobilized, or abandoned at game's end and two points for every Armored Car that exits the board on the assigned target road hex.

TURN RECORD CHART

See Special Rules	1	2	3	4	5	END				

Elements of the 18th Panzer Regiment:

 16 -2 -3 20L(4) -/2 2	 15 -2 -3 20L(4) -/2 2	CE 9-1 2nd Lt	CE 8-1 1st Sgt
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Armored Cars of the Fourth Front:

 24 -3 -4 37L(8) 2	 24 -3 -4 45L 2
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SPECIAL RULES

- R213.1** Prior to play both sides list the order of entry of vehicles.
- R213.2** German player rolls one die. On a roll of 1 or 2 his entry hex is Y1 and his target hex is I10. On a die roll of 3 or 4 his entry hex is I1 and his target hex is Y10. On a roll of 5 or 6 his entry hex is A6 and his target hex is Q10.
- R213.3** Russian player rolls one die. On a roll of 1 or 2 his entry hex is Y10 and his target hex is A6. On a roll of 3 or 4 his entry hex is Q10 and his target hex is I1. On a roll of 5 or 6 his entry hex is I10 and his target hex is Y1.
- R213.4** Both sides enter simultaneously moving all vehicles one hex forward along the road from the entry to the target hex on the shortest possible route. Then check for LOS between Russians and Germans. If no LOS then move forward another hex.
- R213.5** All vehicles must stay on road, one of the bow hexsides facing the next road hex, with turret facing the bow, till the game starts.
- R213.6** Turn One starts when there is a LOS between the Russian and German vehicles. 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 spot the opposing vehicles. Only one leader may modify roll.

- R213.7** No Russian vehicle has a radio but they may all enter and move buttoned up prior to Turn One.
- R213.8** Russian vehicles may not leave the board on turn one.
- R213.9** Red terrain is Level One hill. All buildings are wooden.
- R213.10** Prior to the start of Game Turn One all units travel on road forming a string of adjacent units. If the game starts and there are still vehicles off board they may enter on Turn One on or adjacent to entry hex.
- R213.11** After Turn One starts play proceeds normally.

AFTERMATH: The Germans reacted first and met the reconnaissance units with a hail of fire. Initially the armored cars milled around trying to get back on the road and resume their patrol. However, after one Soviet vehicle was shot up and another crashed into a stone wall, the remainder fled. The Russians did leave behind one German tank burnt out by a close range frontal shot. The tactical victory was obviously German—but the slow erosion of the best of the Wehrmacht's armor crews had begun. It was the first full day of the German invasion of Russia. The panzers of the 18th Regiment reformed and moved eastward again.