

PLAYBOOK

BARBAROSSA



By Rodger B. MacGowan ©2010



CRIMEA

Game Design by Vance von Borries

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1.0 Introduction

‘He who controls the Crimea is master of the Black Sea.’

1.1 Historical Setting

The Crimea is a large peninsular region in the Black Sea known by many invaders since antiquity. During the current era after being held by the Crimean Tartars (Tatars) for three centuries, it was annexed in 1783 by Catherine II (The Great) of Russia. Later, the Crimean War (1854–1856), fought by Britain, France, Turkey, and others against Russia, focused attention on the importance of the great Russian naval fortress at Sevastopol, an importance renewed by the Second World War.

In the fall of 1941 there could be no question whether the Axis would invade the Crimea. The Soviets had been using air and naval bases there to threaten German oil supplies in Romania since the start of the war. When German troops fought their way into Crimea during October they had hoped it would be a quick campaign. Instead it became protracted with a costly siege of over eight months at Sevastopol. Where the British and French had dared to challenge the Russians a century before; now it was Germany’s turn.

1.2 General Introduction

Barbarossa: Crimea recreates the World War II campaign in the Crimea, historically from late September 1941 through early July 1942. One player will control the Axis forces (Germans and Romanians), while his opponent controls the Soviet forces. The playing pieces represent the actual units that participated in the campaign and the map represents the terrain over which those units fought. The players maneuver their units across the map and conduct combat according to the standard rules of play and the additional rules and scenario instructions found in this Play Book. One player wins by capturing certain specified objectives while his opponent wins by avoiding those victory conditions.

1.3 Combining Games

This game is part of a series of games covering World War II in the Soviet Union. Players should feel free to combine play of this game with that of *Barbarossa: Kiev to Rostov*, (KtR), also published by GMT Games. All games of this series have been built with the idea they could be played together. Some share a few of the same historical units. It is anticipated that players would want to explore more historical alternatives with combined play. To facilitate such play, some references to KtR are found in this Play Book with general guidelines on combining play.

2.0 Game Equipment

Barbarossa: Crimea contains:

- One 22x34 inch map (map Q)
- Four 11 x 17 Scenario Cards
- Two double-sided Soviet Set Up Cards
- Two Axis Set Up Cards (one double-sided)
- One 11x17 inch folded Chart Card with Combat Results Table, Terrain Effects Chart, movement charts, artillery and Non-Op HQ charts
- One 11x17 inch folded Chart Card with “How to Read Units” information, air combat, AA fire, interdiction effects, overrun and combat related charts
- One 8.5 x 11 chart card with Super-Heavy Artillery Inset Effects Table.
- Two Air Unit Status/Unit Rebuilding Cards (one Soviet [beige] and one Axis [gray]).
- Two Cards containing Scenario 3,4 and 5 Victory Conditions
- One 8.5 x 11 card with naval charts and tables
- One 8.5 x 11 Card with Turn Record track and Weather Table
- 740 die-cut ½ inch counters in two full counter sheets and two half counter sheets
- One ten-sided die

2.1 The Game Maps

2.11 Maps are used as follows:

- Scenarios 1, 2, 6, 7, 8 and 9 use separate scenario cards.
- Scenarios 3, 4, and 5 use Map Q and the Sevastopol Inset map.

2.12 The Map-T Holding Box. This represents a large geographical region adjoining the game map for use by game units without the need for additional playing space. The holding box is printed on Map Q and appropriate scenario cards, and is used in most scenarios.

NOTE: The actual Map T will be found in a later game in this series.

a. All Soviet units can move to and from the Map-T Holding Box. Axis ground units cannot enter it or attack Soviet units there but Axis air units can conduct Shipping Attack missions [PB 6.44] against Soviet naval units located there.

b. Soviet air units designated as beginning their mission in the Map-T Holding Box count range [PB 6.13] beginning with any hex on the east map edge south of hex 7011.

c. Soviet artillery units in the Map-T Holding Box can conduct artillery support combat on any hex on Map Q within range from the east map edge or from hex 7014; treat hex 7014 as in the Holding Box (the artillery need not be positioned on hex 7014). More than one such artillery unit can support any one combat per combat phase if an HQ is with them in the Holding Box. These artillery units do not require Attack Supply.

DESIGN NOTE: This is the Kerch Strait; the land on the far side is very close.

d. A player can place as many units as desired in Map-T Holding Box. There is no stacking limit. Units might be placed there At Start or as reinforcements. Ground units leave only by naval transport procedure. There is no direct Map Q land connection with the holding box [exception: PB 10.44.c].

e. Map-T Holding Box is also a port (not a sea zone) adjacent only to the Kerch Sea Zone. For purposes of Naval unit basing and repair, the Map-T Holding Box is considered a major port [Port characteristics on player aid card]. Naval units enter or leave by Naval Movement procedure [PB 8.2].

f. Map-T Holding Box provides General Supply during the Supply Determination Phase to all units there, and to all units on Map Q able to trace Supply to the Ice Bridge.

g. HQ units can attempt to recover to Operational status while in the Active Box or Map-T Holding Box. Their Non-Op status does not affect other units in either box.

h. A Zap unit can increase a unit while that unit is in Map-T Holding Box.

i. Units in the Map T Holding Box marked with Garrison markers are released individually.

2.2 The Playing Pieces

2.21 Carefully remove the cardboard playing pieces from the counter sheets and sort them into categories. Refer to the “How to Read Units” information on one of the 11x17 Chart Cards.

2.22 Unit counters are not coded for specific scenarios (as was done in previous games of this series).

2.3 Barbarossa Standard Rules (BSRs): Exceptions and Changes

“No one is forgotten, nothing is forgotten.”

—Red Army slogan

2.31 Take time to familiarize yourself with all additions and exceptions to the BSRs contained in this Play Book and in the scenario you are playing. Some BSRs used in previous games of this series have been changed for Crimea and their accompanying charts and tables have been revised to reflect those changes. Rules changes have been noted in many Play Book rules sections with reference to the appropriate BSR.

2.32 **The Sevastopol Inset Map.** Unit density in the Sevastopol area forced a change to a different scale to prevent stacking problems and static game play [See PB 5.0 for a complete discussion].

2.33 **Naval Operations.** The need for transport of reinforcements and supplies by sea adds another dimension to regular game play [see PB 8.0 for a complete discussion]. These rules will be retrofitted at a later date to allow play in Army Group North.

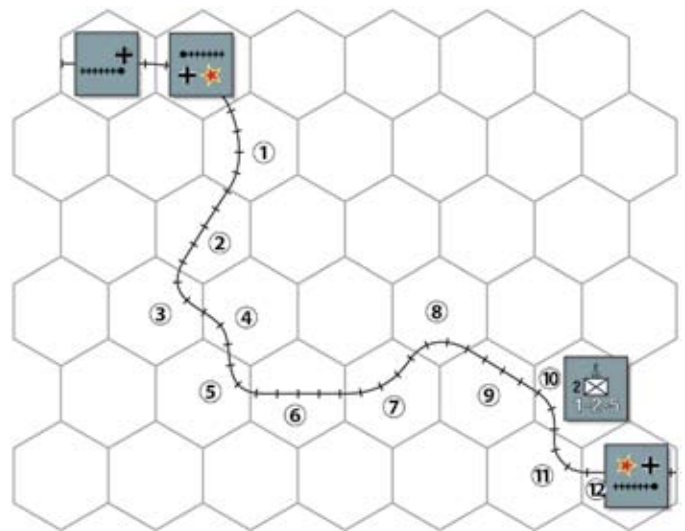
2.34 Captured Rail Lines [addition to BSR 19.0]

HISTORICAL NOTE: During late 1941, overextended Axis forces resorted to using captured Soviet rolling stock and unconverted Soviet rail lines to remain in supply.



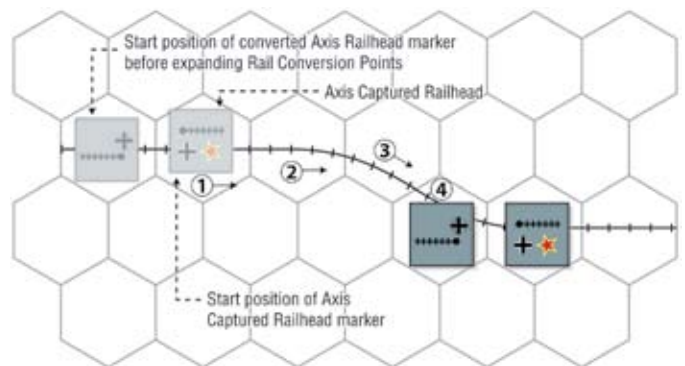
a. During the Axis Engineering Phase after expending rail conversion points, the Axis player may extend the railnet by bringing unconverted Soviet rail lines under Axis control. Scenario instructions will specify how many captured rail lines may be utilized, but the utilization procedure is identical for each line.

b. Utilization follows guidelines of BSRs 19.21, 22 and 23 with the following additions and exceptions: Each captured rail line must start adjacent to an Axis Railhead marker (major river hexsides with destroyed railroad bridges do not prevent placement). Place two Captured Railhead markers in the hex. One marker remains in the placement hex and becomes the rear Railhead hex. The second marker is moved up to 12 hexes forward along the captured rail line and becomes the forward Railhead hex. Each Swamp or Marsh terrain hex counts as two hexes. No hex in the captured rail line can be Soviet occupied or in a Soviet ZOC. The most forward hex must either be Axis occupied by a ground combat unit or in an Axis ZOC. If the second marker cannot be advanced all 12 hexes, unused hexes are lost. On subsequent turns the captured rail line may be advanced by moving the forward Railhead marker up to 12 hexes using this procedure. During Mud, Snow and Arctic Weather turns the maximum forward movement for any captured rail line is 6 hexes.



Example of extending a captured rail line in Dry Weather

c. When an Axis converted Railhead marker is moved forward by expending RCPs, any adjacent captured rear Railhead marker is moved back by an equal number of hexes.



Example of Converting captured rail hexes.

d. There is no hex length limit to the hex length of a captured rail line, but the 60 hex per turn limit for rail movement applies to both converted and captured rail lines.

e. The movement cost to move from a Converted Railhead marker to a Captured Railhead marker is 15 rail movement points (reflects the time needed to transload between rolling stock of differing gauges). Transported units with insufficient rail movement points must stop before entering the Captured Railhead marker hex (or Converted Railhead hex if moving the opposite direction), and the remaining rail transport points are lost. Major river hexsides must either contain an undestroyed rail bridge or a Ferry marker [PB2.35].

f. **General Supply.** A captured rail line can provide limited General Supply. Up to five hexes within five hexes (four hexes intervening) of the forward Railhead hex may be placed in General Supply during the Supply Determination Phase. Remove any Emergency or Out of Supply markers from those hexes. Any major river hexside in the railnet must either have an undestroyed rail bridge or a Ferry marker [PB2.35]

g. **Rail Transport.** When allowed by scenario instructions, captured rail lines have a rail capacity of one stacking point. BSR rail movement rules apply. If more than one stacking point utilizing Rail movement on a Converted rail line moves adjacent to the Captured

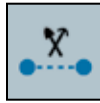
Railhead, only one stacking point may continue moving onto the captured rail line. The remaining units must cease movement on the Converted railhead hex with remaining rail movement points lost.

2.35 Major River Ferries. Axis forces were woefully unprepared to repair damaged rail bridges over the Dnepr River, and again resorted to stop-gap measures to forward supplies by utilizing ferries.



a. Placement. Ferry placement follows BSR Bridge paragraphs 23.22 through 23.24 with the following changes:

1. A Ferry marker is placed during the Axis Engineering Phase prior to Rail Conversion. A Ferry marker may be placed on any hex containing a hexside with a destroyed major river rail bridge if the hex contains a converted Railhead marker in a railnet that traces supply back to an in-supply Base or a map edge supply source.



2. The Ferry marker is placed on its Under Construction side up. During the Axis Engineering Phase of the following game turn the Ferry marker may be flipped to its Operational side. An Axis engineer unit must be present during both turns but may then move away on any subsequent turn.

b. The major river hex is now open to Axis rail movement beginning the next game turn. It costs 30 rail movement points to cross a major river on a Ferry. Transported units with insufficient rail movement points remaining may not cross the major river hexside by Ferry. They must stop adjacent to the major river hexside and any remaining rail movement points are lost. If the transported unit next enters a Captured rail hex, it would pay an additional 15 rail movement points to enter that hex [PB2.34].

c. General Supply. Starting the turn after the Ferry marker is turned to its operational side, the Axis player can trace general Supply across the major river hexside.

d. Removal. Ferry removal follows BSR Bridge paragraphs 23.22 through 23.25 with the following changes:

1. Once placed, a Ferry is not removed until either the major river hexside rail bridge is repaired, or an enemy unit moves into its hex.
2. Future placement is in the Axis Engineering Phase prior to Rail Conversion.

DESIGN NOTE: Both of these rules are meant to be retrofitted into Kiev to Rostov, but with the caveat that play balance will be affected (in favor of the Axis player). Kiev to Rostov scenarios have not been retested to determine adjustments to supply point levels and victory levels.

3.0 Special Rules

Not all BSRs cover all scenario situations. Additions or modifications to BSRs that apply to two or more scenarios begin here. All rules changes have been noted in the Play Book Rules section with reference to the appropriate BSR. Take time to familiarize yourself with all additions and exceptions to Barbarossa Standard Rules (BSRs) contained in this Play Book and in the scenario you are playing.

3.1 Historical Weather

3.11 The historical weather for each turn is printed in the Turn Box on the Turn Record Track. It can be used in any scenario by prior mutual agreement.

3.12 Limited Mud. During Dry Climate conditions no more than two turns in a row of Mud are allowed. If on the third turn Mud occurs, disregard that Mud result and use Dry (no Storm) instead.

NOTE: This game uses a Weather Table that differs from those in the rest of this game series. Much of the Crimea enjoyed a far milder climate than the rest of the Soviet Union.

3.2 Replacements

3.21 Axis Replacements

a. Romanian nationality is specified for certain RPs shown on the Set Up cards. Use these only on Romanian units. A Romanian Type I RP can be received instead as a (1-2-4 type) Regiment Substitute Counter.

3.22 Applicable to Both players:

a. Both players can accumulate Type I RPs as desired up to the limit shown on their Loss/Replacement Tracks. Track accumulated Romanian RPs separately.

NOTE: The limit has been increased for this game.

b. All Soviet units in the Active Box return to play only through the Map-T Holding Box or by on-map conversion of Zap units.

c. All Axis units in the Active Box return to play through the north edge of the game map.

3.23 Soviet Replacements

The Soviet Replacements Table is not used in this game. Use the following in its place.

a. The Soviet player receives one Type I RP every turn unless the scenario states otherwise. Some scenarios list additional Type I RPs as reinforcements.

b. Each Type I RP can be received instead as a Zap unit. Zap units are created normally during the Soviet Replacement phase.

NOTE: Unless otherwise indicated, use of Zap units is the only way for the Soviet player to get Type I RPs to besieged units at Odessa or Sevastopol.

c. The Soviet player receives only the Type A, air, and armored train RPs specially listed on the Set Up Cards. Air and armored train RPs are “use or lose.” A rebuilt armored train is placed only in Odessa. Rebuilt armor and artillery units return to play only through the Map-T Holding Box unless specified by scenario instructions.

d. The Soviet player can start the construction of no more than one Strongpoint per turn, unless the scenario states otherwise.

e. There are no Soviet Mandated Attacks other than those required by scenario rules.

DESIGN NOTE: This feature figures importantly in other games in this series and no additional Mandated Attacks are generated here. To the Kremlin the Crimea was a secondary theater of operations and as such was already on limited supply and reinforcement. It was not subject to as intense a level of supervision as elsewhere until later [see Scenario 6].

f. Soviet Garrisons

1. Each turn the Soviet player can, as desired, either release one Garrison hex or accept one Special Reinforcement Pool Group. The option remains in effect every turn, even if neither is chosen.

2. All units on a Garrison hex At Start are the combined Garrison of that hex and are released together as a group.

EXAMPLE: Hex 5718 in Scenario 3 has two units At Start. Both are the Garrison. Both are released upon a single declaration of the release of the hex 5718 Garrison.

3. Garrison units in the map T Holding Box are released individually.

3.24 The Axis player cannot create Strongpoints unless allowed by scenario rules.

3.3 Map Exit

Exiting the map is not allowed in this game, except for Soviet units moving to the Map-T Holding Box. Units (of either side) cannot retreat off the map edge.

3.4 Reinforcements and Withdrawals

3.41 Units on the Set Up Cards marked as “Available” are part of various pools of game pieces [such as MSUs] that are used in the scenario. No more than the listed number of each type can be used. Set aside the rest for use in a different scenario. More (or fewer) of certain types may become available later as shown in the Reinforcements section of the Set Up Cards.

3.42 Withdraw – Cannot Cancel [Additions to BSR 8.73]

Not all withdrawals can be cancelled. Certain withdrawals are marked “Cannot Cancel” on the scenario Set-Up Cards. These occur because of special historical circumstances. A player cannot pay VPs to cancel the withdrawal of “Cannot Cancel” units.

3.43 Units withdraw at the strength shown on the Set Up Card. If the withdrawing unit is at less than the strength shown, then the owner deducts the necessary steps from accumulated replacements steps of the appropriate type, or he reduces units of the same type currently in play on the game map, step-for-step.

NOTE: If a withdrawing unit is stronger than the strength shown, the extra step(s) remain with the unit, but can be used to offset shortages of identical type steps in other withdrawing units on a one-for-one basis.

3.44 Withdrawn air units can be from any air status box, even the Destroyed Box.

3.45 Combining Games

When combining series games, players can conduct as much or as little switching of units as they desire.

a. Some withdrawing units are marked “to KtR.” When combining this game with the KtR game, units not withdrawn do not appear in the KtR play area.

b. All Axis units (and some Soviet units) are from KtR even though not so marked. Here, apply the opposite of the above; they arrive from the KtR game and so should not be received unless withdrawn from that game’s play area.

c. Use only one counter to represent the same unit. It cannot appear at the same time in play areas of more than one game.

d. Only Soviet non-Naval air units on the Crimea Soviet Air Unit Status card suffer the +2 DRM if Simferopol is Axis occupied [PB 6.15].

e. Transferred air units are subject to a time delay. Place transferred air units in the Flown Box with a “Do Not Move 2 GTs” marker on them. They can undergo Readiness die rolls while under the Do Not Move markers, but add the value of the marker (1 for a 1 GT marker, or 2 for 2 GTs) to the Readiness die roll. If they pass, they go to the Ready Box with their Do Not Move markers. After the Do Not Move markers are removed, they are eligible to perform air missions.

DESIGN NOTE: The time delay as to when air units withdraw from one game and then appear in the next is necessary to provide the variable Readiness status for those units when they reappear. This is, in part, because the ground servicing element also needs time to make the transfer. We regret any design inconsistencies from game to game.

f. All replacements, Strongpoints, and ASPs for both sides are in addition to those received in the AGS game. Add all Soviet replacements and Strongpoints received in Scenario 2 to those for the AGS game but these are received as described for Scenario 2.

g. Some units shown on Soviet Set Up Card One Back are used only when combining campaign games.

h. When combining games, those Mandated Attacks generated in other games in this series cannot be satisfied on Map Q.

3.5 Reinforcements

3.51 Unless otherwise indicated all Axis reinforcements enter through the north edge of Map Q, usually at a specified entry hex. Units restored by replacements procedure from the Cadre Box will return to play through any north edge entry hex desired.

3.52 Unless otherwise indicated, all Soviet reinforcements enter play by placement in the Map-T Holding Box. Units recovering from Cadre status and currently in the Active Box are placed only in the Map-T Holding Box unless recovering by use of an on-map Zap unit.

4.0 Special Movement Situations

4.1 Railroads

4.11 Railroad Movement is not available unless specifically allowed in the scenario being played.

4.12 Soviet coast artillery units cannot use railroad movement, air transport, or naval transport.

4.2 Unit Conversions

Some of the scenarios include groups of units marked “Remove – Receive.” During the Reinforcements Phase the owning player removes the indicated unit(s), from wherever located (including from the Cadre or Eliminated boxes). He removes that exact unit. He then immediately receives the indicated unit(s) in the same location as the removed unit(s). If more than one unit is removed in an optional conversion, place the new unit(s) in any one of the hexes (or boxes) occupied by units to be removed. The new unit enters play at no more than the same step strength as the unit(s) removed; if the removed unit is reduced, the new unit enters reduced; if full strength, it enters at full strength. If more steps are removed than received, the excess is lost.

4.3 Supply Unit Entry

4.31 All Soviet Supply Points enter play by first being placed as MSUs in the Map-T Holding Box.



4.32 All Axis Supply Points enter as MSUs (or Dumps) through the north map edge of Map Q.

NOTE: Axis Fuel Shortage and its effects [see KtR] are not included in this game because of the lack of motorized and panzer divisions. Apply these effects when combining games and such a division moves into the Crimea game area.

5.0 The Sevastopol Inset Map

The defense of Sevastopol for eight months (officially 250 days) during 1941 and 1942 was one of the epic events of the war in Russia. During 1944 Sevastopol was given the honorific of “Hero City” by the Soviet government. To portray this famous siege, the single Map Q hex of Sevastopol and 25 surrounding hexes are represented by the Sevastopol Inset Map, an enlarged, detailed map adjacent to Map Q.

NOTE: Follow BSRs unless described differently below.

5.1 Inset Map Overview

5.11 The Inset Map is used at all times in scenarios that include it; they are scenarios 3, 4, 5 and 8 (printed on one of the separate scenario cards).

5.12 The Inset Map is an enlargement of the black outlined area around Sevastopol on Map Q.

- a. Ground units are always placed on the inset map.
- b. There is no change in Sequence of Play between Map Q and the Inset Map. Movement of units on both maps and between both maps is done in any order during the appropriate game phase. Attacks are declared and resolved in any order on both maps.

5.13 There are two types of regular sized hexes represented on the Inset Map:

- Transition hexes (all regular sized hexes adjacent to the Inset Map boundary line; each hex contains a yellow dot)
- Interior hexes (all other regular sized hexes on the Inset Map)

5.14 Optional. Players can use Map Q Interior hexes for temporary storage of Soviet naval units.

5.15 Mega Hexes. The Inset includes groupings of seven Inset hexes, called “mega” hexes, which have no effect on play. Each has a hex reference number corresponding to a Map-Q hex. Mega hexes are for reference and orientation purposes only.

5.2 Inset Map hexes

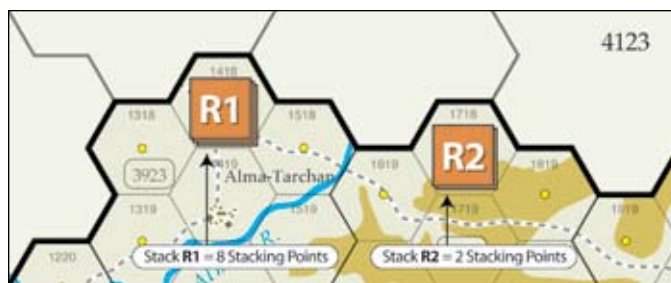
5.21 The scale of the Inset Map is smaller than Map Q, so its terrain from hex to hex does not always match exactly with terrain shown in Map Q hexes.

DESIGN NOTE: Inset Mega Hexes generally conform to the corresponding Map Q hex but where a Map Q hex appears as completely one type of terrain (such as hills), the corresponding Inset Map area may show hills in only some of the Inset hexes. Additional terrain details such as woods, roads, etc. sometimes appear in Inset Map

hexes when the corresponding Map Q area indicates none of these. At this scale we can enjoy the benefits of greater detail.

5.22 Transition hexes are found only at the edge of the Inset. These hexes mark the boundary between the Inset Map and Map Q. A black-colored hexside provides an additional graphic to show the exact point of change between Inset Map Transition hexes and Map-Q hexes adjacent to the Inset Map. Transition hexes differ from interior Inset hexes as follows:

- a. Transition Inset hexes each contain a yellow dot to distinguish them from Interior Inset hexes.
- b. ZOC projection between Transition Inset hexes and adjacent Map Q hexes differs from regular ZOC projection [PB 5.3].
- c. Stacking for combat between Transition hexes and adjacent Map Q hexes differs from combat between regular hexes [PB 5.23]



EXAMPLE: Stack R1 in transition hex 1418 contains 8 stacking points, the maximum allowed for an Inset hex [PB5.23]. Stack R2 in transition hex 1718 contains 2 stacking points. The two stacks, totaling 10 stacking points, are both adjacent to Map Q hex 4023. No additional Soviet units with stacking value one or greater may stack in hexes 1518, 1619 or 1718 because 10 Soviet stacking points, the maximum adjacent to a Map Q hex, are already present.

5.23 Stacking on any Inset hex is limited to eight (8) stacking points.

a. Additionally, while the 8 stacking point per hex limitation is in effect, stacking on transition hexes is further limited to a total of ten (10) stacking points adjacent to any numbered Map Q hex shown on the inset.

DESIGN NOTE: Play testing revealed that the Soviets could stack up to eight stacking points per transition hex, presenting the Axis player with more than 20 stacking points to attack with a maximum of 10 stacking points (before factoring in artillery) – in effect, ahistorically denying the Axis player entry into critical areas of the inset map.

b. The Axis player is limited to placing 10 (ten) stacking points per numbered Map Q hex shown on the inset.

c. Strongpoints cannot be constructed on transition hexes (same problem as above with denial of entry becoming a real problem for the Axis player).

d. In any attack on an Inset hex containing any type of undestroyed fortification, one engineer unit may be added above the maximum stacking limit of 8 SPs [PB 7.42].

5.3 Inset Map Zones of Control

5.31 In all hexes on the Inset Map, any unit with a ZOC exerts that ZOC in the Inset hex it occupies and the six surrounding Inset hexes.

5.32 ZOC extends into adjacent Map Q hexes only from units having ZOC that occupy Inset hexes directly adjacent to a Map Q hex. These ZOC effects are identical to Map Q ZOC effects.

5.33 Units in Map Q hexes having ZOC exert their ZOC into all adjacent Transition hexes, but the ZOC effects (identical to Map Q ZOC effects) extend only into the Inset hexes directly adjacent to Map Q hexes.



EXAMPLE: Soviet unit R1 exerts ZOC into Map Q hexes 3922 and 4023 as well as Inset hexes 1318, 1419, and 1518. Unit R3 exerts ZOC into Map Q hex 4023 as well as adjacent Inset hexes but not into Q3922. Unit R2 does not exert ZOC into any Map Q hex but does extend ZOC into all adjacent Inset hexes. Axis unit A3 exerts ZOC into Inset hexes 1418, 1518, 1619, and 1718 as well as Map Q hex 3922, 4022 (not shown), 4122 (not shown), and 4123.

5.4 Inset Map Movement

The printed Movement Allowances (MAs) of all units remain unchanged on the Inset Map.

5.41 Adjacent Map Q hexes.

- All standard terrain MP costs and effects on movement apply. These hexes function normally in all respects to other Map Q hexes.
- Units unable to enter Inset hexes from Map Q hexes (insufficient MPs remaining) remain in those adjacent Map Q hexes until their next available movement phase.



EXAMPLE: Axis unit A2 begins movement in Q3922. It moves to Inset hex 1418 by spending ½ MP since it is moving along minor road (Dry weather), then another ½ MP to 1419 where it stops.

In his turn the Soviet player moves his R4 unit from Inset hex 1619 to Q4023 by spending 1MP for crossing the river and 1MP for entering a clear hex; it must stop since it has only now entered the ZOC of Axis A5 (A2 moved to 1419). Soviet R5 cannot move directly to Q4023 since that would be directly from enemy ZOC to enemy

ZOC; it could, however, move from 1718 to 1619 and then to Q4023 (thereby spending a total of 4 MPs).

5.42 Inset Map Special Movement

a. Follow BSR 11.1 for Railroad Movement. During Railroad Movement each Inset hex equals one Map Q hex. Each Inset hex occupied or entered must be at least three Inset hexes (two hexes intervening) from any Inset hex or Map Q hex containing enemy combat units.

Exception: The three hex proximity restriction does not apply for armored train units and railroad artillery.

b. Follow BSR 11.3 for Strategic Movement. During strategic movement each Inset Map hex equals one Map Q hex. Each Inset hex occupied or entered must be at least three Inset hexes (two hexes intervening) from any Inset hex or Map Q hex containing enemy combat units.

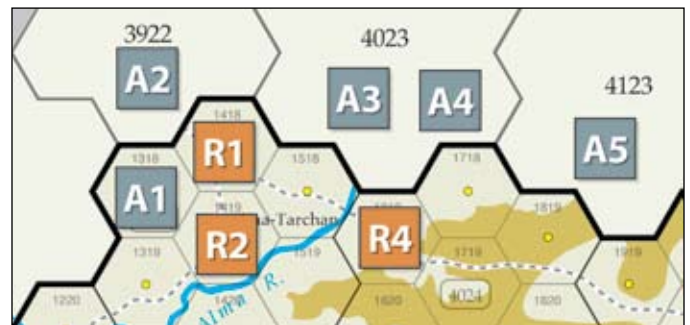
c. Soviet naval units move from Inset Map port hexes as part of normal naval movement and do not count hexes [PB 8.21].

d. Flotilla units move onto or from the Inset through all-sea or coastal hexes on Map Q in the same manner as land units do through land hexes [PB 5.41].

5.5 Inset Map Combat

Conduct attacks per BSRs.

5.51 Attacks from Map Q hexes into Transition hexes are resolved with differing stacking point limits, up to ten stacking points in the Map Q hex, and up to eight stacking points in each Inset hex attacked.



EXAMPLE: In the diagram above, if Axis A3 attacks R1, it must also attack R4 because R4 exerts ZOC into the adjacent Map Q hex 4023 (it occupies an Inset hex adjacent to a Map Q hex). Axis A3 cannot attack Soviet R2 because they are not adjacent. Axis A5 cannot attack R4 because they are not adjacent. A2 can attack only R1.

5.52 Attacks conducted entirely from Inset hex to Inset hex observe the eight stacking point limit per Inset hex. Apply combat results per BSRs. Exception: PB 7.42 – overstacking an Axis engineer unit when attacking a Soviet fortification hex.

EXAMPLE: In the 5.52 example, if Axis A1 in Inset hex 1318 attacks, it must engage both R1 and R2 because both these units project a ZOC into its hex. Note that if A2 attacks R1 then A1 needs to engage only Soviet unit R2.

5.53 A unit forced to retreat by combat results can retreat off the Inset Map onto any Map Q hex where it would be normally allowed to move; it can also retreat from Map Q onto the Inset map; or it can

combine the two if retreating two hexes. Each hex counts as one hex of the retreat, whether it is on Map Q or the Inset map.

5.6 Special Situations on the Inset

5.61 Strongpoints are always placed on Map Q Interior hexes. Place them directly on the desired Inset hexes.

5.62 Range Calculations. For distances on the Inset Map triple the range for all artillery (both sides), for air range limitations [PB 6.1] (both sides), and the command radius of Soviet HQs (Op or Non-Op). LOC Ranges [BSR 6.11] for General and Attack Supply is doubled. AA range does not change. Range can be computed partly on Map Q and partly on the Inset Map. When measuring range from the Inset to Map-Q, each three unused range hexes carries to Map Q as one Map Q range hex; amounts less than two do not carry. When measuring range from Map Q onto the Inset, triple all remaining range after deducting for the Map Q portion.

PLAY NOTE: Players often reported forgetting that their Map Q artillery could be used to fire on the Inset Map, and vice versa. The “disconnect” between the two maps cannot be avoided, so use extra care when moving units, allocating artillery support, etc.

5.63 AA units on the Inset in enemy ZOC (from Inset or off Inset) cannot conduct AA Fire

DESIGN NOTE: Because of the close-in nature of the Inset, they are now engaged in front-line fighting.

5.64 Bunker Busting. Axis AA and Assault Gun units may double their attack strengths when part of a Declared Attack against hexes containing Strongpoint, Fortified Belt, Fortified Line or City terrain.

a. One AA unit per Declared Attack may be designated as a bunker buster. This unit will double its attack strength, but it cannot contribute a +1 DRM to the AA Fire Table. Other AA units participating in the Declared Attack use their normal attack strengths and may contribute their +1 DRMs to the AA Fire table.

b. One Axis Assault Gun unit per Declared Attack may be designated as a bunker buster. This unit will double its attack strength. Other Assault Gun units participating in the Declared Attack use their normal attack strengths.

DESIGN NOTE: Assault Guns were originally designed to support infantry against prepared positions and they performed very well in this roll. Later in southern Russia they would earn a reputation as tank killers. The AA guns proved to be as effective in their improvised role against bunkers as the 88mm AA guns in North Africa became against Allied tanks there.

5.7 Citadel Hexes

These hexes contain multiple heavy fortifications, some originally started well over a century earlier. Soviet troops held these tenaciously.

5.71 ZOC Effects of Citadel. Enemy ZOC does not extend into an undestroyed Citadel hex.

5.72 Combat Effects of Citadel. Apply the following in combat when Soviet units are defending an undestroyed Citadel.

a. The Axis player applies a (+1) DRM to his combat die roll (cumulative with other effects). One Axis engineer unit or one super-heavy artillery unit attacking Citadel offset this DRM [addition to

BSR 15.64]. Additional defender DRMs may be available for other terrain in the hex [for hill or strongpoint] and cannot be offset by additional engineer or super-heavy artillery units.

b. One defending unit doubles its defense strength, up to a maximum increase of three (3) defense strength points for the hex. This can be any unit type, defender’s choice.

EXAMPLE: Two Soviet units occupy a Citadel hex. One is an artillery unit with defense strength of two and the other is an infantry division with defense strength of four. The Soviet player chooses to use the doubling effect on the infantry division, doubling three of its four defensive strength points to six and giving the division a defensive strength of seven. Counting the artillery unit, the total intrinsic defense strength for the Citadel hex is nine before adding any artillery support.

c. All Axis armored units [except armored engineer and Flammpanzer units] attacking Citadel are halved.

d. Axis CAB is not allowed against undestroyed Citadel hexes, but Panzer Division Integrity is allowed.

e. Units on an undestroyed Citadel hex must take all printed step losses, but can ignore all Retreat combat results without suffering the additional No Retreat step reduction. This takes precedence over the No Retreat option and only if the Citadel is destroyed may an in-range Soviet HQ issue a No Retreat order to that hex.

The maximum possible defense DRM in a single hex for combat against a Citadel in this game is 3, plus effects of supporting air units, computed as:

- Citadel (+1)
- Strongpoint (+1); not all Citadel hexes have this
- Hill (+1); not all Citadel hexes have this
- Air support (variable number)

The Axis can offset by a total of –2 DRM, plus effects of air units, computed as:

- One engineer or one Super-Heavy artillery unit (–1); additional engineer or Super-Heavy artillery units have no DRM canceling effect, though their support strengths can be added to the combat.
- Panzer Division Integrity Bonus (–1)
- Air units (variable number)

The Citadel may be destroyed [see PB 5.76] before netting the final DRM. Remember that the final net combat DRM cannot exceed +3 or –3 [BSR 15.7].

DESIGN NOTE: These Citadels are relatively small and cannot hold a full division, hence the limit on the doubling effect. Retreats do not apply since units deployed there would be under orders to stand. Citadel garrisons were full of fanatical political officers issuing death or glory orders. It should be noted also that the Soviets did not name these Citadels—only the Germans did.

5.73 Axis units defending a Citadel hex (destroyed or not destroyed) do not receive its combat effects.

5.74 Soviet units on an undestroyed Citadel hex are not subject to Surrender [BSR 21.0] and are always in General Supply.

5.75 Citadel and Fortified Line Destruction. When at least one Axis Super-Heavy artillery unit is included in a combat supplied attack on an undestroyed Citadel or Fortified Line hex a separate

procedure is conducted using the Super-Heavy Artillery Inset Effects Table [7.33] before regular combat resolution (Generally representing a prior bombardment).

5.76 A destroyed Citadel confers no combat or other effects. It cannot be built or rebuilt. A Citadel can be destroyed by one of two methods:

- When occupied during the Axis engineering phase by an Axis division or engineer unit (except for 300th Armored Engineers)
- When an attack against it includes Axis super-heavy artillery that achieves a “destroyed” result when making a separate attack, immediately before regular combat using the Super-Heavy Artillery Inset Effects Table [PB 7.33].

5.8 Fortified Belt Hexes

“Come on fascist dogs. We are waiting.”

— Communist slogan posted on Sevastopol perimeter, 1942

These hexes contain permanent systems of bunkers and minefields arrayed in depth.

5.81 Fortified Belt hexes are found only on the Inset map. They benefit only the Soviet player. They cannot be built or rebuilt. See TEC for terrain movement costs.

5.82 Combat Effects. The Axis player applies a (+1) DRM to his combat die roll (cumulative with other effects) when attacking a Soviet unit on an undestroyed Fortified Belt hex and applies the asterisk result when it occurs. The DRM and asterisk apply regardless of the direction or combination of directions the attacker uses. Additional defender DRMs may be available for hill terrain in the hex or for a Strongpoint.

5.83 Axis ZOC does not extend into an undestroyed Fortified Belt hex (occupied or unoccupied), for any purpose. Soviet ZOC does. The ZOC of both players’ units does extend out of Fortified Belt hexes into non-Fortified Belt hexes.

5.84 Axis units defending a Fortified Belt hex (destroyed or undestroyed) do not receive its combat effects.



5.85 A destroyed Fortified Belt hex confers no combat or terrain movement effects. Axis ZOCs extend normally into a destroyed Fortified Belt hex. A Fortified Belt hex can be destroyed only when occupied during the Axis

Engineering Phase by an Axis division or engineer unit.

5.86 Combining Games. Soviet Fortified Belt hexes on the Sevastopol Inset are not completed and ready for use until the end of the Soviet engineering phase of GT53.

DESIGN NOTE: Sevastopol had no continuous landward defense line at the start of the war. This particular line was begun on 4 July 1941 by the usual means of forced local labor. The inner encircling Fortified Line was completed quickly. A third defense line farther out was planned but the Germans arrived well before it could have been completed.

5.9 Inset Map Air Operations

Up to three air units per side are allowed for any single air mission. There is no change from BSRs for AA Fire, CAS, Interception, Interdiction, or Air-to-Air Combat. Each Inset hex is the equivalent of a regular map hex for determining mission hexes. Range for AA

fire from HQs and AA units remains unchanged from Map Q

5.10 Defender Fanaticism. [Addition to BSR 16.5] Victorious Axis units cannot advance into a defender hex containing Strongpoint or Fortified Belt terrain if the defenders were issued a No Retreat order and lost the last (or only) defender step to satisfy the No Retreat step loss provision.

6.0 Air Units

“Wo bleibt die Luftwaffe?” (Where is the Luftwaffe?)

— Often repeated by the German soldier

6.1 Air Range Limitations

6.11 Axis single-engine air units cannot be placed in mission hexes more than 25 hexes from a friendly town, city, or major city in Axis General Supply. All other Axis air units can conduct missions in any hex. Axis single-engine air units are the following types: Bf109E, Bf109F, and Ju87.

6.12 Soviet “TB-3” and “DB3” air units [these are long-range bombers] can conduct missions on any hex.

6.13 No Soviet air unit of any other type can be placed in mission hexes more than 25 hexes from a friendly hex in General Supply. Any Soviet air unit in the Map T Holding Box counts any hex south of hex 7010 on the east edge of Map Q as a friendly hex in general supply.

6.14 A hex to be used for air range cannot be placed in supply by spending an ASP.

6.15 Soviet Airbase Limitations. Beginning the turn after the Axis player captures Simferopol (hex 4321) all Soviet air units are treated as being in the Map-T Holding Box; those non-Naval air units in the Map-T Holding Box are subject to a (+2) DRM on their Readiness die roll while in Flown status. Those in Damaged status do not have this DRM. Naval air units are not affected by the DRM for Soviet Airbase Limitations.

DESIGN NOTE: With the loss of their central Crimean bases, more Soviet air units operated from the area represented by the Map T Holding Box. There, the whole base organization had to be rebuilt from scratch. Battlefield coordination problems between the regions were immense.

6.2 Air Combat

“To provide assistance to the forces of the Crimea, the Stavka orders you to throw in 51st Army’s aviation to a maximum.”

— Stavka to the Commander of the Forces of the Crimea, 1 Nov. 1941

6.21 Air Combat Table. This game uses a revised Table. The original Table was not properly generating air unit losses in certain combat differential columns. Note also the revised DRMs on the AA Fire Table.

6.22 Soviet Anti-aircraft Units. Some of these have no movement allowance. These are restricted to movement only on active railroad hexes or to Naval Transport [PB 8.5]. They cannot otherwise move and cannot retreat or advance as a result of combat. They are restricted during movement to final positioning (upon concluding railroad movement) in a town, city, or major city.

DESIGN NOTE: These were area defense organizations deployed for protection of communications centers. The Soviets deployed comparatively few mobile AA guns for tactical protection. These would be controlled by army headquarters; fewer still by Front command.

6.3 AA Fire

Apply the following changes to the AA Fire Table:

- Also apply a (-1) DRM for a Soviet IL-2 air unit.
- No longer apply a DRM when the firing Soviet unit is greater than four hexes from an Operational HQ.

6.4 Additional Axis Air Interdiction Missions

[Addition to BSRs 13.0 and 17.1]

NOTE: Axis Air Interdiction missions are now conducted earlier in the Sequence of Play; see the Expanded Sequence of Play.

6.41 Axis air units with an Interdiction rating can perform an additional three types of missions:

- Naval Movement Interdiction Mission
- Port Interdiction Mission
- Shipping Attack Mission

6.42 Naval Movement Interdiction Mission Procedure

- Allocate eligible air units during the Axis Air Interdiction Phase.
- Eligible interdiction units are any air unit with an Interdiction rating. Non-mission air units can also be assigned as firing units (as escort).
- There are no mission hexes. Instead, a maximum of three air units can be placed in the Naval Movement Interdiction Box (found on Map Q or the appropriate Scenario cards). Air units with an Interdiction rating that are placed in the box affect naval movement anywhere on the map.
- Up to three Soviet naval fighter air units can oppose this mission. Air combat is resolved normally.

NOTE: Soviet AA Fire is not possible against this mission.

- Surviving Axis air units cause an Interdiction Level marker equal to their Interdiction ratings (up to Level 2) to be placed in the Naval Movement Interdiction Box. Excess Interdiction ratings are ignored.
- Now return all air units in the Naval Movement Interdiction Box to the Flown Box.
- The Soviet player refers to this box when making any Naval Movement Loss Table die rolls. If the Interdiction Level in the box is one (1), he uses the Air Interdiction column on the Naval Movement Loss Table; if the Interdiction Level is two (2), apply a (+1) DRM on that table for each die roll.
- Combined Games.** Only German air units are eligible for this mission.

6.43 Port Interdiction Mission. If a port hex on the game map is within a Zone of Interdiction as a result of a regular Interdiction mission [BSR 13.0], reduce the port's loading and unloading capacity, and general supply capacity, by the amount of NTPs shown for each type of port on the Port Characteristics Chart for each level of

Interdiction [no more than 2 levels are possible; BSR 13.14]. The level of Interdiction also affects naval unit Readiness [PB 8.13] and Repair [PB8.35] at that port. This mission is not allowed against the port in Map-T Holding Box [since it is not hex terrain]. Naval units (excluding transports) in the port do allow the Soviet player to make an AA die roll if no Soviet AA capable land units occupy or are adjacent to the port hex. The same holds true when the port is a defender hex in a Declared Attack.

6.44 Shipping Attack Mission. During the Axis Combat phase the Axis player can use air units in the Ready Box as mission units to attack enemy naval units either at sea or occupying a port hex or in the Map T Holding Box. Any air unit with an Interdiction Rating can conduct Shipping Attack mission.

- Mission units can be escorted by firing units (apply the three air unit maximum).
- Mission units are subject to air combat by opposing Soviet naval air units.
- Surviving mission units are each placed to attack a single naval unit. All can attack the same unit, or attack separate units if more than one naval unit is present. Additional naval units can be ignored. Targeted naval units are specified prior to any rolls being made. Mission units cannot shift to different target units once the declaration is made.
- Any naval unit, except transport type, is eligible to conduct AA Fire but only against air units conducting a mission (of any type) in the hex occupied by that naval unit (not adjacent). AA Fire is allowed regardless of a naval unit's status, Sailed or Ready, but do not add together other naval units in the same hex for AA Fire DRMs. In-range ground AA unit or HQ fire DRM up to the maximum +2 DRM can be added to each attacked naval unit's AA die roll. Map T Holding Box
- Refer to the Shipping Attack Table. Roll once for each remaining air unit and apply DRMs. Apply any resultant Damage Points to the affected naval units immediately and then place the mission units in the Flown Box.
- Since transports cannot conduct AA Fire; [they had no AA weapons], any naval unit allowed AA Fire that is stacked with that transport (in port) can provide AA Fire for that transport, unless it is, itself, a target of a shipping attack mission that same phase.

NOTE: Since the transport is the actual object of the attack, the transport will take any resulting Damage.

- Air units can conduct Shipping Attack mission against naval units in Map-T Holding Box. Soviet anti-aircraft units there have no effect on Axis air units.
- Air units cannot attack Flotilla units with Shipping Attack missions. The DD/T/Flotilla Column on the Shipping Attack Table can only be utilized by air units for DD and T Shipping Attack missions.

DESIGN NOTE: This may seem odd but these are deemed as ground units. Historically, flotillas experienced such a turn-over of actual vessels that the loss of a few such vessels would not eliminate the unit.

i. CD artillery units can also conduct Shipping Attack Missions against any in-range naval or flotilla units during the Axis Combat Phase [PB 8.31b].



6.5 Soviet Naval Air Units

These specially designated air units have some additional restrictions.



6.51 Only the Soviet player has naval air units. On the air unit counters the plane icons are colored navy blue instead of army brown.

6.52 Naval air units are restricted to use only within 25 hexes of a base unit [*NOTE: There are only two such base units*]. They can also be used within 25 hexes of the Map-T holding Box entry area hex [PB 2.12b] (regardless if a base unit is present in the Holding Box).

6.53 Only Soviet fighter naval air units can oppose Axis air units conducting:

- Naval Movement Interdiction mission [PB 6.42], or
- Shipping Attack mission [PB 6.44].

6.54 Naval air units are not subject to Soviet Airbase Limitations [PB 6.15].

DESIGN NOTE: The Black Sea Fleet Air Force was not operationally subordinate to the Front (Army command) and in principal continued to support the defense of Sevastopol.

6.6 Air Transport

Air Transport is not available for either player in this game [exception: PB 10.44e].

7.0 Special Units and Situations

7.1 Special Reinforcement Pool Groups

Certain Special Reinforcement Pool Groups have special conditions attached. See scenarios 3, 4 and 5 for these group special conditions.

7.2 Special Axis Situations

7.21 Romanian Regiment Substitute Counters. The Axis player uses these only for Romanian infantry or mountain type units. Romanian RSCs cannot be used for German units and German RSCs cannot be used for Romanian units [see also PB 3.21b for special use].



7.22 Axis Garrison Requirements. Each city hex the Axis captures requires a garrison of one step (of any combat type), or the VPs for that city are lost. For multi-hex cities the required total garrison can be in any single hex or combination of hexes of that city.

7.3 Artillery

7.31 Unless located in the Defender Hex Romanian artillery units provide defensive support at half strength (drop fraction). No more than two Romanian artillery units can combine to provide fire support in a single combat. German artillery units can combine (not reduced) with Romanian artillery up to the four-unit limit.

EXAMPLE: If there are two Romanian artillery units, no more than two German units can combine with them.

7.32 German Super-Heavy Artillery Units with Asterisk (zero) Support Strength.

[Addition to BSR 23.4]

a. These units can also fire only at Soviet Citadel and Fortified Belt hex.

b. Those that have zero support strength (shown by asterisk) cause each Soviet coast artillery or super-heavy artillery unit in the target hex to be reduced by one step if the fortification is “Destroyed” by results of the Super-Heavy Artillery Inset Effects Table. They reduce artillery in a hex only once.

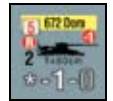
c. Participation by those S-H artillery units that have zero support strength (shown by asterisk) allows the attacker to offset the +1 DRMs of all fortifications in the hex (each non-asterisk S-H artillery unit can offset only one such +1 DRM).

d. Those that have zero support strength (shown by asterisk) can each fire up to only four times during the course of a scenario. In the Storfang scenario (#8) use the Ammo markers and the Super-Heavy Artillery Ammunition Expenditure Track. Start each unit’s Ammo marker on the 4 Box, and move down one box each time the unit fires. Once each unit has fired for the last time (Ammo marker reaches the 0 Box), immediately withdraw the unit from the game.

For other combined campaign scenarios, use a number marker to show the number of times each has fired. Place the marker with the unit, or place it on the unit’s facsimile on the Set Up card.

e. The Dora unit

1. Dora has only a Firing mode; once placed at the start of a scenario, it cannot move, retreat, or advance after combat.



2. Combining Games. Dora will also destroy all Supply Dumps in the target hex (not MSUs). Supply Dumps are not used in the same scenario as Dora but should players want to add Dora to other scenarios, apply this effect. MSUs are not affected due to greater dispersion.

DESIGN NOTE: Dora cannot move (in game terms) because of the time needed to prepare a new battle position.

7.33 Super-Heavy Artillery Inset Effects Table

DESIGN NOTE: Sevastopol saw one of the heaviest concentrations of super-heavy artillery in the history of warfare. On the Sevastopol Inset map, the effects of those shells falling on any Inset hex is proportionally greater than on a regular map hex, and the effects on the many types of fortification terrain become more diverse. This table will be found on one of the player aid cards.

a. Any Axis S-H artillery unit can use the Table.

b. Resolve the Super-Heavy Artillery Inset Effects Table before resolving regular combat. More than one Super-Heavy artillery unit may attack, but apply only the single best DRM as listed below the Table. Super-Heavy artillery units not listed can use the Table but do not have a DRM on the Table. Those S-H artillery units with only an asterisk for support strength apply only a DRM, not any support strength to the regular combat.

c. All effects are applied immediately prior to combat resolution (the super-heavy artillery is making a preliminary bombardment).

d. Apply the most favorable Table DRM, if applicable. Refer to the Super-Heavy Artillery Inset Effects Table for results.

7.34 Soviet Super Heavy Artillery

a. There are only two such Soviet units provided in this game (the “30+” and the “35+” units). They have only Firing mode and cannot



move, retreat, or advance after combat. The reverse side is an infantry reduced strength level (these are two-step units) where the unit has permanently lost its artillery support strength.

DESIGN NOTE: These two units had huge crews in immense fortifications going several levels underground. They fought on long after their guns were destroyed.

b. Neither has an attack DRM; both have artillery support strength. Per BSR 23.42 they can provide support (attack or defense) to any in-range hex with a Declared Attack marker.

c. Each counts toward the artillery unit and strength limitations per combat.

7.35 Soviet Artillery

a. While on the Odessa map (Scenario Card #1 Back) or Sevastopol Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.

b. **Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

7.36 Coast artillery for both sides can conduct all regular artillery procedures (in addition to the effects in PB 8.32).

7.4 Combat

“There is no such thing as a division being finished.”

—Manstein, 25 October 1941

7.41 Armored Engineers. The German 300th Bn functions as “engineer” for most combat and DRM purposes. They are not halved when attacking city. They do not provide the engineer DRM for attacking across river. They are subject to loss from armor attrition, require Type A replacements, and count as armored for VP calculations. They cannot remove enemy Strongpoints, or destroy Citadels, Fortified Lines or Fortified Belts during the Engineering Phase.

7.42 Engineer Assault. In any hex where Axis units are attacking a non-destroyed Soviet fortification (of any type), the Axis player can add one engineer unit (any type) over and above the normal stacking limit. The engineer must combine with other units attacking that fortification. Engineer effects in combat are automatically in effect. If that engineer survives combat, it must advance after combat (if results allow); it is retreated on any other combat result.

7.43 Any defending hex containing only Romanian units (no German units present) cannot be placed under No Retreat orders [exception to BSR 14.33].

7.44 German 22nd Infantry Division. When all three regiments of this division are present in the same hex (at full or reduced strength), they qualify as a full division for purposes of fortification removal.

7.5 Axis Panzer and Motorized Units

7.51 Panzer Division Integrity [Addition to BSR 15.68]

A single Panzer Division receives a (–1) DRM for each group containing one Panzer Battalion and one Motorized Regiment or Reconnaissance Battalion. All units must belong to the same Panzer Division. The 22nd Panzer Division could have three such groups, each receiving a (–1) DRM in separate combats, but only one such DRM is allowed per Panzer Division in any single combat. When four of the six units of this division are present in the same hex, they qualify as a full division for purposes of fortification removal.

7.52 Motorized Divisions. None may be present on map at the same time a Panzer division is on map.

7.53 German 60th Motorized Division

a. If either of the two motorized infantry units of this division are removed from play due to combat losses



(to Cadre or Eliminated boxes), each returns only as non-motorized infantry; conduct an immediate Unit Conversion for that unit and use the corresponding Unit Conversion counter (one for each regiment is provided).

b. When all three units of this division are present in the same hex, they qualify as a full division for purposes of fortification removal.

7.54 Due to sub-unit composition, both the Groddeck and Ziegler brigades qualify for the Combined Arms Bonus (CAB) on attack when allowed by weather, or terrain and absence of defending Soviet armor, AA or AT units. When defending, both units negate Soviet CAB, and trigger armor attrition.



7.6. Soviet Surrender [Addition to BSR 21.0]

61.61 A combat unit in any hex does not have to make a Surrender check as long as it can trace an overland Line of Communications (LOC) [BSR 6.2] of unlimited length to:

- The Ice Bridge in Scenarios 4, 5 and 9.
- A friendly port or anchorage; disregard whether the port capacity [PB 8.44] is adequate to provide General Supply to all units tracing to it.

Exception: Port or anchorage hexes containing only a Soviet CD artillery unit must make a Surrender check when Axis units with 2 or more stacking points are adjacent.

DESIGN NOTE: There are several lone Soviet CD artillery units occupying coastal hexes with a defense strength of 1 to simulate their defensive capability against a seaborne landing, but their defense strength would have been zero against land attack. Such units were easily overcome by small Axis forces.

7.62 The Surrender Table now includes a DRM showing the increased likelihood of militia unit surrender and the increased likelihood of Surrender during a specified period of the game.

7.63 Naval units are not subject to Surrender.

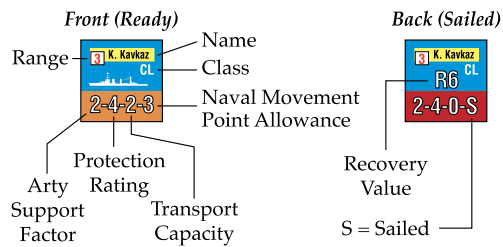
7.64 Soviet units in an undestroyed Citadel hex are not subject to Surrender.

8.0 Naval Operations

Only the Soviet player has naval units.

8.1 Naval Units

8.11 Explanation of Naval Unit Values



BB	Battleship	DD	Destroyer
CL	Light Cruiser	T	Transport
DL	Destroyer Leader		

8.12 Characteristics

a. Naval units are not combat units, but they can affect (ground) combat units. They have no stacking value. They do require General Supply or Attack Supply.

b. Naval units move only at sea and have no effect on movement of units on land. They cannot prevent entry of enemy combat units into a port hex [see PB 8.23b]. They do, however, prevent entry of enemy non-combat units [such as MSUs].

c. Naval Units have no steps; they suffer Damage Points [8.34]. A unit in the Eliminated Box cannot be rebuilt [except “T” type].

d. All naval units [except transport type] are allowed AA Fire. For this purpose each naval unit counts as an AA unit, regardless of Damage on it; but it provides AA only for itself [see also 6.44d and g].

e. Naval units cannot be reduced or removed to satisfy combat unit step losses, but they can be damaged or eliminated due to Naval Movement Loss Table results, or the Shipping Attack air mission [PB 6.44].

NOTE: Flotilla units are not naval units [PB 8.8].

8.13 Naval Unit Readiness

a. Naval unit counters have two sides: Ready and Sailed. The Ready side indicates Ready status: the unit is armed, fueled, provisioned and crewed. To be eligible for naval movement [PB 8.2] a naval unit must be in Ready status [Exception: 8.23b]. Sailed naval units check for readiness during the Naval Readiness Phase of the Strategic Segment.

b. Procedure. The Soviet player must designate Sailed naval units to either roll for repair or for readiness. No Sailed naval unit can roll for both procedures in the same Naval Readiness Phase. The Soviet player rolls one die for each selected naval unit that is in Sailed status. Apply DRMs from the Naval Unit Readiness and Repair Chart. If the modified die roll result is equal to or less than the unit’s Recovery rating, change that naval unit to Ready status. Units that do not pass

Readiness remain in Sailed status and can try again next turn. Units that pass Readiness can remain Ready indefinitely.

c. Sunk naval units are permanently lost [exception: Transport type; PB 8.34.b]; sunk naval units do not check for Readiness.

8.2 Sea Zones and Naval Movement

8.21 Naval units move only by naval movement at sea. When naval movement occurs, the naval units physically move. Any ground units with them [loaded for naval transport; PB 8.5] move with those naval units [even when forced to move; see PB 8.23b]

8.22 All sea areas are divided into sea zones. Coastal hexes and ports are not part of any sea zone. Sea zones are used for naval unit movement and are used for calculation of how far a naval unit can move. Naval units are not placed on any specific hex in the sea zone unless for a specific mission [such as in PB 8.6].

NOTE: The Map-T Holding Box is a port, not a sea zone. All sea hexes on the Sevastopol Inset Map are part of the Sevastopol Sea Zone; these are not a separate sea zone.

8.23 Naval Movement

a. A naval unit conducts naval movement in either, or both, the Motorized Movement or Movement phases.

b. A naval unit conducts naval movement also during enemy Movement or Reaction Movement or during advance or retreat after combat only when it is forced to do so [these are rare circumstances] because an enemy combat unit enters the port hex it occupies. Transfer it immediately into the adjacent sea zone; such transfer is subject to the Naval Movement Loss Table [8.3] and treat “abort” as a D1 result. It remains in Ready status while at sea. If it begins in Sailed status, it turns immediately to Ready status but apply a (+3) DRM to the Naval Movement Loss Table.

NOTE: Naval units can move during any type of weather but only Storm weather causes a DRM on the Naval Movement Loss Table.

c. Move naval units one at a time, individually.

DESIGN NOTE: Soviet ships do not move as groups because of poor command and control.

d. Move each from sea zone to sea zone, from port to sea zone, or sea zone to port. Naval units do not move from hex to hex even though each sea zone includes a hex grid. The grid is used only for naval unit placement for certain game functions.

e. Naval movement is not limited by Non-Op status of HQ units [they are a different command].

f. Naval units can remain “at sea” in a sea zone at the end of Naval Movement in the Soviet Movement Phase only if they do not have sufficient NMPs to enter a friendly port.

Exception: Transporting units for Amphibious Assault [PB 8.74c.3].

DESIGN NOTE: The Soviets understood all too well that they did not have the capability to replace lost vessels. Ships at sea were far more vulnerable to the Luftwaffe than ships in port.

8.24 Naval movement is measured in terms of Naval Movement Points (NMPs). Naval units can spend all or some of their printed NMP allowance each phase they move.

- Naval units use their NMP allowance (as shown on the bottom right-hand portion of each naval unit).

- Flotilla units use hex movement.

a. There is only one type of NMP cost. It costs one NMP for a naval unit to enter a sea zone from a port or an adjacent sea zone. Each port on Map Q is adjacent to only one sea zone.

b. NMP costs:

- To move from one sea zone to an adjacent sea zone, cost 1 NMP
- To end movement on any all-sea hex in the same sea zone is no NMP cost
- To move from port to an adjacent sea zone, cost is 1 NMP
- To enter a port hex adjacent to the sea zone there is no NMP cost

8.25 Naval Unit Status

a. Once a naval unit ends its movement phase in a friendly port, turn it over to its “Sailed” side. Sailed naval units cannot move until they change to Ready status.

b. A naval unit in Sailed status can provide artillery support [PB 8.6] and AA Fire.

DESIGN NOTE: The reasons for availability for movement are not the same as the reasons for availability for fire support.

c. A naval unit is not turned over to Sailed until it enters a friendly port.

NOTE: Until it enters a friendly port it cannot re-load with ground units for naval transport [PB 8.5]; it cannot conduct Damage Repair [PB 8.35].

8.26 Shallow Water

Certain sea and coastal hexes are specially marked on the game map as Shallow Water.

a. No naval movement or flotilla movement [PB 8.8] is allowed within the areas marked as Shallow Water.

b. The Sivash

1. Axis combat units can move and attack across Sivash hexsides under the same restrictions as major river hexsides
2. They are limited to only 2 stacking points across any Sivash hexside per phase.
3. An engineer unit must occupy the initial hex at the beginning of that phase (it can move away later during the same movement phase). The engineer can conduct this movement (or combat) by itself, and can support crossings across multiple qualifying Sivash hexsides.
4. If a whole hex is Sivash (no land), no unit of any type can enter it, cross it, or attack across it. Soviet units cannot cross.

NOTE: This is not naval transport.

DESIGN NOTE: The Germans would make use of assault boats to make such crossings. Assault boats were most often controlled by engineer units. The Soviets would use similar methods but note that there are no Soviet engineer units in this game.

c. **Severnaya Bay.** German combat units can cross these hexsides (on the Sevastopol Inset), in the same manner as Sivash [PB 8.26]. This is allowed across any of four hexsides, from 1427/1527 to 1626/1627. Soviet units cannot cross except by utilizing Naval Transport from Inset hex 1527 to 1526 or vice versa. Transporting naval units are subject to Naval Movement Loss.

d. No naval movement (except for transport type) is allowed in the Sea of Azov sea zone; flotilla movement is allowed.

e. **Combining Games.** A Bridge Unit cannot be used to cross Sivash or Severnaya Bay hexside.

8.3 The Naval Movement and Shipping Attack Loss Tables

8.31 General.

a. Whenever a naval unit stops its movement for the current phase (either by entering a port or anchorage, by remaining at sea or), and has spent at least one Naval Movement Point, resolve the Naval Movement Loss Table for that unit. Roll separately for each naval unit.

EXAMPLE: A naval unit spends one NMP to enter the Kerch Sea Zone during the Soviet Motorized Movement Phase and stops there. It is subject to Naval Movement Loss Table results. Resolve the Table for it at the end of the phase and apply the results. During the next movement phase when it moves from Kerch Sea Zone to Feodosia port, it is again subject to Naval Movement Loss Table results upon arrival in the port because it spent one NMP to enter the Crimea Sea Zone. Note that here the Naval Movement Loss Table is resolved twice for the same unit. Results are cumulative.

b. CD artillery units can also conduct Shipping Attack Missions against any in-range naval or flotilla units in line of sight during the Axis Combat Phase.

- 1) CD Artillery units conducting Shipping Attack cannot participate in Ground Combat.
- 2) Each CD Artillery unit targets one naval or flotilla unit. If more than one CD unit is present, some or all may target the same unit/flotilla, or different units/flotillas.

8.32 Find and then use the applicable column of the Naval Movement or Shipping Attack Loss Table.

a. Naval Movement Loss Table

- 1) Use the Air Interdiction column when the Axis player has placed an Interdiction Level One marker in the Naval Movement Interdiction Box [PB 6.42]; apply a (+1) DRM for a Level Two marker.
- 2) Use the Coast Defense (CD) Artillery column for all naval units that either pass within range of at least one enemy CD unit anywhere on the way to a destination hex [such as the Kerch Strait], or where the destination hex is itself in range of an enemy CD unit [such as when stopping in an all-sea hex to provide artillery support to a (ground) combat unit]. Apply an additional (+1) DRM for each additional CD artillery point (count support points, not units) after the first point.
- 3) If both (a) and (b) above apply then use the “Both” column, with DRMs as specified above.
- 4) If neither (a) or (b) above apply, then use the “Regular Movement” column.

b. Shipping Attack Loss Table

- 1) Use the appropriate column for the target unit/flotilla.
- 2) Roll separately for each CD unit.

8.33 Naval Movement Loss and Shipping Attack Table Results

a. Naval Movement Loss Table

- 1) Apply applicable DRMs to the die roll to obtain the final result.
- 2) If the only DRM is for Storm, no more than one (1) printed Damage Point can be applied to the naval unit.
- 3) If “Abort” is the result, the owner chooses to:
 - Return that naval unit (and any transported units) immediately to its departure port, or
 - Apply an additional one point of Damage [required for PB 8.23.b] and remain at the current location (destination port or at sea).

NOTE: When returning to port due to an Abort result, a naval unit may appear to need to spend NMPs to return to that port, but additional NMPs are not actually spent; the naval unit does not actually physically occupy the destination hex. It has turned back short of its destination, and the NMPs that would have been spent getting to the destination are spent returning to port. No additional NMPs are spent so the naval unit is not again subject to Naval Movement Loss Table results.

- 4) A naval unit that begins naval movement while in a sea zone will substitute “A” (Abort) results on the Naval Movement Loss Table with an additional one (1) Damage Point. Do not apply the Abort (there is no port to which the naval unit can return).
- 5) Whenever “Damage” is the result, immediately apply the indicated number of Damage points.

b. Shipping Loss Table

- 1) Apply applicable DRMs to the die roll to obtain the final result.
- 2) If two or more CD Artillery units target a single naval unit/flotilla, apply all numerical results to the target unit/flotilla.

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8.34 Naval Unit Damage

- a. If a naval unit receives Damage Points from Shipping Attack [PB 6.44.c] or Naval Movement Loss [PB 8.33], apply the listed number of Damage Points to that naval unit, not to its passengers or to any other naval unit. Once a naval unit accumulates Damage Points greater than its protection rating, that naval unit is sunk; place it in the Eliminated Box.
- b. A sunk transport unit is placed instead in the Cadre Box with 3 Damage Points. It can return to play if it passes Damage Repair during the naval readiness phase. Once it passes, place it with 2 Damage Points in the Map T Holding Box on its Sailed side at the conclusion of the phase.

DESIGN NOTE: Soviet transport naval units are really groups of transport ships. A loss of individual ships could be replaced after a short organizational delay.

- c. Passenger ground units are not affected unless:
 - 1) the naval unit carrying them is sunk. If the naval unit is sunk, place its passengers in the Eliminated Box.
 - 2) The naval unit receives two or more Damage Points while transporting passenger ground units. The transported passenger units each receive a Do Not Move 2 Turns marker.

EXAMPLE 1: The Soviet “Komintern” naval unit (protection rating of 3) is sunk upon receiving its fourth Damage Point. Place it in the Eliminated Box. It cannot return to play.

EXAMPLE 2: The Soviet “Gp-A” transport naval unit (protection rating of 2) is sunk upon receiving its third Damage Point. Place it in the Cadre Box (since transports can be rebuilt) but any ground units it was transporting go to the Eliminated Box (since it was sunk).

- d. Record Damage by use of Number markers. Place these on the facsimile for that naval unit, as found on the Naval Units Damage Box on the map.

NOTE: As an alternative, players could place these directly on the naval unit but are cautioned that this would make for unwieldy stacks of game counters. Other alternatives: players might want to make unit hit rosters, or place the marker on the scenario Set Up Card.

- e. Naval units with Damage can still change to Ready status but note the (+1) DRM for the Readiness die roll [PB 8.13b].
- f. A naval unit with Damage totaling greater than half its protection rating loses one (1) NMP and half of its support factor (rounded up). Naval transport capacity does not change, regardless of Damage. Naval units with AA retain AA regardless of damage.

8.35 Damage Repair

- a. During the Naval Readiness Phase (of the Strategic Segment) the Soviet player can conduct Damage Repair on each of his selected Sailed naval units and any Ready naval unit with Damage. Conduct Repair after Readiness

- b. **Procedure.** The Soviet player rolls one die for each naval unit with Damage and applies pertinent DRMs from the Naval Unit Readiness and Repair Chart. If the result is equal to or less than the naval unit’s Recovery Rating, remove one Damage Point from that naval unit. No more than one Damage Point can be removed per Naval Readiness Phase for each naval unit.

- c. A Transport type naval unit in the Cadre Box requires just one Damage Point to be removed (of the three points on it) in order to be moved from the Cadre Box back into play. Place it in Map-T Holding Box on its Sailed side with two Damage Points remaining.

8.4 Ports

- 8.41 Every major city, city, or town found in coastal hexes is also a port, regardless of its precise location in that hex [the graphic symbol does not have to actually touch the sea]. A port is always adjacent to a sea zone, not actually in that zone, and is always adjacent to only one sea zone.

- 8.42 Each major port and minor port has a special naval holding box printed on the game map near it. Naval units can be stored there when in port. This is the same as being in that port and is provided only as a convenience to reduce stacking problems. Anchorages are so restricted that few naval units will be found there, so no port box is provided for them.

8.43 Port Categories

- **Major Port:** a coastal hex with an anchor symbol within a circle.
- **Minor Port:** a coastal hex with an anchor symbol.
- **Anchorage:** any city or town in a coastal hex without an anchor symbol.

- 8.44 There is no limit to the number of naval units of allowed types that can occupy a port. Naval units are restricted to the type of port they can use. See the Port Characteristics Chart for the types of naval units allowed in each type of port.

8.45 Port capacity is measured in terms of Naval Transport Points (NTPs). See the Port Characteristics Chart for the maximum that can be both loaded and unloaded on any turn for each type of port. The number listed on the Chart is the total for both loading and unloading. Capacity used for loading cannot also be used for unloading in the same player turn.

EXAMPLE: If capacity is 10 and 7 NTPs have unloaded, then a maximum of only 3 (10 – 7 = 3) can load in the same turn. Next turn another 10 NTPs can load or unload at that port.

8.46 Port General Supply

a. A port provides General Supply for a limited number of stacking points of ground units that can trace a Supply Line to it. A port thereby becomes a Supply Source (although limited). See the Port Characteristics Chart for General Supply capacity by port type. General Supply capacity is stated in terms of Stacking Points.

b. A port of any type (and anchorage) provides twice its General Supply capacity if a friendly “Base” type unit is on that port hex.

NOTE: Normally, an unlimited number of units can trace a Supply Line off the edge of a game map but, nearly always, Soviet units on Map Q have no connection with the (north) edge of the game map, that being the connection with the rest of the Soviet Union. They are on a peninsula and thereby are cut off by water on all other sides. Furthermore, the north edge of Map Q is not a source of General Supply for Soviet units. So, they rely totally on port capacity to provide their General Supply. As the Axis player captures ports in Crimea, total available Soviet port capacity may become insufficient to sustain all Soviet units. Players are cautioned to watch port capacities carefully.

The Axis player depends primarily on his land connection to the north edge of the game map for supply. The Supply Sources there provide unlimited General Supply to all units within range. Should Axis units be cut off from the map edge, they will likewise have to depend on the General Supply capacity of friendly ports.

c. Combining Games. The Axis player is not allowed any port capacity in the Black Sea until he controls Odessa (historically, GT59), and in the Sea of Azov until he controls Odessa, Sevastopol, and Kerch.

d. A port (or anchorage) on Shallow Water does not provide any general supply (since it cannot function as a port/anchorage) [examples: hex 3606, hex 4703]

8.47 Soviet Naval Base Units

a. The Soviet player has two Naval Base units that can be placed on any Soviet controlled port hex (maximum of one base unit per hex).



b. A Soviet Naval Base unit doubles the port capacity of the placement port hex on the GT following placement.

c. A Soviet Naval Base unit cannot be moved by road or rail movement. It can only be transported or evacuated by sea transport [PB 8.5].

8.48 Port Capacity Reduction. Reduce a port’s General Supply capacity as follows:

a. If a port hex is within a Zone of Interdiction, reduce the General Supply capacity for each level of Interdiction by the amount shown on the Port Characteristics Chart. Since there are only two levels of

Interdiction, use either the listed amount for Level 1 or double the listed amount for Level 2.

b. If a port hex is within range of one or more enemy artillery units in General Supply, reduce General Supply capacity by one per artillery fire support point, up to a maximum reduction of six for as long as the enemy units are in range.

c. For a port to have any General Supply capacity at even a reduced rate when enemy combat units are adjacent, a friendly ground unit, combat or non-combat, is required in the port hex.

d. Capacity reduction effects are cumulative. Capacity for any port cannot be reduced below zero. A Base unit doubles the net port General Supply capacity after all reductions have been made.

EXAMPLE: A Soviet Base unit occupies Inset hex 1527 (Sevastopol major port). The printed port capacity is 30, but Axis artillery units with six support points are in range, reducing the capacity by 6 to 24, and the port is in a Level Two zone of interdiction, further reducing the capacity by 12, leaving remaining capacity at 12. The Base unit now doubles this capacity to 24.

8.49 A port captured during a movement or combat phase cannot be utilized for Naval Transport, naval movement, or General Supply purposes until the next turn (not next phase).

8.5 Naval Transport

“Novorossiisk has been established as the basis for supplying Sevastopol... I ask Comrade Khrushchev to accelerate the supply of transports in Novorossisk.”

—Stavka to the commanders of the forces of the Crimea, 16 November 1941

8.51 Naval Transport occurs after all other ground movement has ceased for that phase.

- Loading or unloading of eligible ground units onto a naval unit is not ground movement and uses no (ground) movement points, however to perform Naval Transport in its entirety (loading, naval movement and unloading) costs the transported ground unit its entire movement allowance for that movement phase [8.54f and g].
- Motorized and non-motorized units entering a Holding Box as reinforcements during their respective movement phases can be naval transported during the movement phase of arrival.

8.52 Ground units are carried only by naval units that have naval transport capacity. Naval movement of ground units is also limited by the capacity of individual ports [PB 8.45].

8.53 Naval Transport Units

a. All naval units capable of performing naval transport have transport capacity marked on them. A naval unit cannot perform naval transport unless it has transport capacity greater than zero.



b. Generally, one capacity point carries one stacking point of ground units. One capacity point on a naval unit transports:

- One non-motorized stacking point, or
- One HQ, or
- One Supply Point

c. Each motorized stacking point (including orange MA artillery) requires two capacity points; therefore, each motorized stacking

point requires a naval unit having a capacity of at least two points. Naval units cannot combine to carry ground units; a sufficiently large naval unit is required.

d. Non-Transportable:

- Armored Train
- CD Artillery
- Railroad Artillery
- Super-Heavy artillery

NOTE: Replacements Points (RPs) cannot be transported but Soviet “Zap” or tried militia units can be transported. Tried Militia units can be converted to RPs at any time when located on a city, major city or anchorage, and then spent at the end of that turn to restore lost unit steps [BSR 7.22b]. Transported Zap units are used normally [BSR 7.22c].

8.54 Naval Transport Procedure

a. Eligible ground units (those that can move this movement phase) and the naval units to transport them must begin together on an on-map port or in the Sevastopol or Map-T Holding Box.

Units allowed to Load:

Motorized Movement Phase

- Motorized units
- Non-Motorized units activated by an in-range HQ for port-to-port naval transport. Place Activated marker.
- Infantry, Mountain Infantry, Parachute, and non-Motorized Engineer units activated for Amphibious Assault.

Movement Phase

- Motorized units
- Non-Motorized units

b. Place the ground units either underneath the naval unit or on the naval unit’s facsimile on the Naval Units Box.

c. Perform Naval Movement [PB 8.23] for all transporting naval units to be moved this phase. Each naval unit spends its NMPs to end Naval Movement at either:

- a friendly destination port (place it in the port box); or
- it remains at sea in a sea zone if it cannot reach a friendly destination port; or
- it is placed for Amphibious Assault [PB 8.7]
- all transported ground units have no AA capability.

d. Resolve the Naval Movement Loss Table [PB 8.3] after having moved all desired naval units.

NOTE: After conducting Amphibious Assault during the motorized movement phase the naval unit might return to port. It would do so during the movement phase. If that port is adjacent to the same sea zone, no NMPs are spent, so do not resolve the Naval Movement Loss Table for that unit.

e. Unloading. Place the transported ground units on the map on the destination port hex, up to stacking limits and according to that port’s unloading capacity [PB 8.45 and 8.46; and see Port Characteristics Chart].

f. Any transported ground unit that would exceed stacking limits or the unloading capacity of the port, instead remains on the transporting naval unit until the next friendly movement phase when

capacity opens again and cannot expend MPs in the movement phase unloaded.

g. Ground units that have conducted naval transport cannot expend any MPs during that movement phase they are unloaded. Unloaded Zap units can be used to strengthen reduced units in the destination port hex [7.22c.2]. Such strengthened units assume any Do Not Move marker carried by the ZAP unit used to strengthen them.

h. MSUs and Dumps still loaded on naval units are not eligible to be used by ground units. Once unloaded (onto the port hex) these can be spent in the next phase of the same Segment to provide Attack Supply.

i. Non-Motorized units activated for port-to-port transport during the Motorized Movement Phase [8.54a] may unload during the Movement Phase but cannot move [8.54g].

8.55 Evacuation

a. During any friendly movement phase the Soviet player can declare Evacuation procedure to begin at any friendly port.

Exception: Evacuation cannot be declared for a holding box.

b. Evacuation takes effect when the declaration is made. Place an Evacuation marker on all ports where Evacuation is declared. Remove this marker during the Game Turn Interphase of the turn of completion of Evacuation. Evacuation is complete either when the Soviet player declares it to be complete or when an Axis combat unit enters the hex.

c. While an Evacuation marker is on a port:

- Double the loading capacity of that port [Compute capacity after reduction; see PB 8.47].
- That port cannot unload (it only loads).
- The port’s General Supply capacity is zero (0) until the Evacuation marker is removed.
- Any naval unit arriving there does not change to Sailed mode; it remains in Ready mode.
- Ground units do not have to start in the Evacuation hex in order to load onto naval units that will transport them. They can conduct regular ground movement to the Evacuation port and load and leave, all in the same phase.

d. All ground units that conduct Evacuation receive a “Do Not Move 2 GTs” marker immediately upon loading onto a naval unit. The two-GT period for removal begins the turn the unit lands. Naval units are not affected by the Do Not Move marker.

EXAMPLE: The 1330 Regiment evacuates during GT 59 to hex I426. A Do Not Move 2 Game Turns marker is placed on it immediately upon landing. During the Soviet engineering phase of GT 59, the marker is changed to a Do Not Move 1 Game Turn. At the end of GT 60 the Do Not Move marker is removed and the unit is free to move on GT 61.

e. Any HQ that conducts Evacuation is turned over to its Non-Op status immediately upon being loaded onto a naval unit. It can begin recovery to Operational status only while on land. As long as it is on a naval unit, its Non-Op status has no effect on other land or naval units.

DESIGN NOTE: Historically, the Soviets organized the evacuation at Odessa carefully because they could not risk a repetition of the disastrous Tallinn evacuation during August where Soviet personnel and merchant ship losses were enormous.

8.6 Naval Artillery Support

8.61 At Sea Naval Artillery Support

a. A naval unit with artillery support strength can contribute that support strength to a Declared Attack, whether a regular (ground) combat or Amphibious Assault combat [PB 8.7]. To do so, the naval unit ends movement on an all-sea hex in range of the Defender Hex. While at sea only one naval unit can support any single Declared Attack, although it can combine with artillery on land if within Command Range of a friendly HQ when combining with other ground artillery in the same combat (all using the same HQ).

b. At sea naval units cannot be used to provide defensive artillery support.

c. Any at sea naval units providing support strength to a Declared Attack must return to port during the Soviet Movement Phase after providing the support.

8.62 Naval units in port can combine and count toward the artillery unit and strength limitations per Declared Attack.

a. Naval units do not have to be stacked with an HQ to contribute their artillery support strength to a Declared (ground) Attack, but must be within Command Range of a friendly HQ when combining with other artillery (naval or ground) in the same combat (all using the same HQ). The four artillery unit maximum applies to each Declared Attack.

b. A single in-port naval unit can conduct Support without the presence of an HQ within Command Range if it is the only unit (naval or land) providing artillery support to that combat.

8.63 Naval units in port can also combine to conduct defensive fire support following the provisions of 8.62 above.

DESIGN NOTE: At both Odessa and Sevastopol Soviet ships were included under a well organized and centrally directed artillery system of observed fire control. Outside of this control they could not respond in a timely manner to enemy actions.

8.7 Amphibious Assault

Amphibious Assault is the procedure by which combat units can attack a coastal hex from an adjacent all-sea hex.

8.71 Each participating combat unit starts in a port with a naval unit with sufficient capacity and is carried by naval transport procedure to the desired all-sea hex of placement for Amphibious Assault against an adjacent coastal hex.

8.72 Soviet Amphibious Assault combat takes place only in the combat phase; naval movement for placement occurs in the Soviet Motorized Movement Phase.

8.73 Unit Limitations

a. Only the following combat units can conduct Amphibious Assault:

- Infantry
- Mountain Infantry
- Airborne
- Engineer (non-motorized)

b. All participating Soviet combat units (on map or in the Map-T Holding Box) are Activated [BSR 10.24.c] but do not require an HQ for this activation. Place an Activated marker on each.

DESIGN NOTE: Combat units are being activated by a Front level HQ (or higher) and are not bound by the restrictions for Soviet Army HQs.

c. Units leaving a port due to Evacuation [PB 8.55] cannot be used for Amphibious Assault in the same turn.

d. Combat units making Amphibious Assault do not require Attack Supply, are not AA capable and are not subject to Soviet Surrender [BSR 21.0] during the turn of Amphibious Assault.

NOTE: Starting the turn after landing, the very next supply determination phase, these units are required to trace General and Attack supply normally. Units that cannot trace LOC to a friendly port or the Ice Bridge must make Surrender die rolls [PB 7.6] if adjacent to Axis units.

8.73 Placement Limitations

a. Only one combat unit per phase can be placed in a single all-sea hex for Amphibious Assault [due to poor command control].

b. Placement on a coastal hex is not allowed.

c. Coastal hexes which are the object of an Amphibious Assault can be either occupied or unoccupied. Enemy reaction movement is prohibited into an unoccupied coastal hex under Amphibious Assault.

NOTE: Amphibious Assault can be used to place a unit in a coastal hex that is already occupied by another friendly unit.

d. From the all-sea placement hex each combat unit can attack any one adjacent coastal hex. It cannot attack two or more coastal hexes in a single combat. Combat units in more than one all-sea hex can combine to attack the same coastal hex, but all must be adjacent to that coastal Defender Hex.

e. Amphibious Assault cannot be conducted by leaving the required naval units in port; they must be at sea.

8.74 Amphibious Assault Procedure

a. Movement: Move eligible units on the transporting naval units by naval transport procedure [PB 8.54] from departure ports. End movement in an all-sea hex opposite a coastal hex during the motorized movement phase. All naval transport movement is subject to Naval Movement Loss Table results.

b. Combat: The units in the all-sea hex declare an attack against a single adjacent coastal hex. They ignore other adjacent hexes occupied by enemy combat units. They can participate in an attack combined with other units already on land.

NOTE: An enemy unit in an adjacent coastal hex does not project its ZOC through the all-sea hexside between its coastal hex and the all sea hex occupied by the Amphibious Assault units.

c. Amphibious Assault Combat Procedure

1. Units conducting an Amphibious Assault ignore retreat combat results. No Retreat or Additional Retreat orders are not allowed.
2. Amphibious Assault Units must advance after combat if the coastal hex becomes vacant.
3. If combat results do not clear the coastal hex of enemy combat units, surviving attacking ground units and the naval units transporting them remain "at sea" in the all-sea hex adjacent to

the coastal hex. They can conduct Amphibious Assault against the hex next turn (if the naval units do not move) without again resolving the Naval Movement Loss Table, or can move away (by naval movement) during their next movement phase (and might be subject to Naval Movement Loss Table results).

4. While on the all-sea hex they cannot be attacked by enemy ground units on the coastal hex except for in range CD Artillery units participating in a Shipping Attack.

5. Flotillas can also be included in the combat and can advance after combat onto a vacated coastal Defender Hex.

6. Ground units that have conducted Amphibious Assault cannot conduct movement for the rest of the turn (or 2 turns if their transporting unit has received two or more damage points [PB 8.34c.2]).

d. Amphibious Assault units can make a Declared Attack against an unoccupied coastal hex, ignoring other adjacent coastal hexes. Combat procedure is not followed since there is no actual attack [the hex is vacant]. All of these units must advance after combat onto the vacant coastal hex.

8.75 An MSU (not a Dump) can be carried by a transport naval unit to a coast hex occupied by a friendly combat unit or supply unit.

a. It moves onto the coastal hex during the combat phase as though it were a combat unit making an Amphibious Assault. It can accompany other combat units currently making an Amphibious Assault and can provide combat supply once it has landed, and during the same phase it lands.

b. Once landed, an MSU can also be expended during the Supply Determination Phase to place Soviet units in General Supply [BSR 6.53], but cannot prevent Surrender die rolls for Soviet units unable to trace LOC to a port.

8.76 Coast Defense (CD) Artillery Effects

a. During naval movement CD artillery causes a DRM on the Naval Movement Loss Table if that naval unit, at any point in its naval movement, either passes [PB 8.32b] or ends within range of an enemy CD unit.



NOTE: Where the Odessa and Sevastopol Sea Zones join (near hex 2517) is not intended to force CD effects. The area is constrained by the need to fit the Inset map onto the game map. Naval units move by this area without CD effects, unless conducting amphibious assault within range of coast defense artillery.

1. During naval movement the final hex of Amphibious Assault naval movement becomes the naval target hex for all CD units in range of that hex. A CD unit can affect more than one naval target hex per turn [since it affects all that are within range]. Designate those CD units that will apply their support strength at each naval target hex for purposes of Naval Movement Loss Table.

EXAMPLE: The Soviet player makes an Amphibious Assault against two different target hexes in range of a single Axis CD unit. The Axis CD unit has the range to reach both naval target hexes. It can be used against both of the two naval target hexes for purposes of determining Naval Movement Loss Table results.

2. Total the support strengths of all in-range CD units. CD units cannot fire at naval target hexes through any all-land hexsides or more than one coastal (part-land and part-sea) hexside.

3. The support strengths of all CD units in a Defender Hex are doubled against each naval target hex.

4. The total obtained is the CD artillery point strength to apply as a DRM on the Naval Movement Loss Table.

NOTE: A CD unit can be counted twice if it is adjacent to two naval target hexes.

b. During combat the same CD unit can apply its artillery support strength on one Defender Hex. Apply each CD unit's support strength to just one defending coastal hex, not all that are in range. No doubling occurs for combat [Doubling applies only to DRM computation on the Naval Movement Loss Table; PB 8.76a3].

c. All CD units of both players always apply their CD effects against naval movement, regardless of their supply status. Soviet CD units always have attack supply, regardless of its function, and regardless of ASP availability. Axis units are subject to normal supply restrictions.

8.8 Flotillas [Addition to BSR 23.3]

8.81 Flotilla units are land combat units but have special movement capabilities and restrictions.



8.82 Flotilla units can move up to sixteen hexes in both friendly regular movement and friendly motorized movement phases. They do not move during the reaction movement phase [since they were not tied into the HQ communications system].

8.83 Flotilla units can move on any hex that includes major river hexside, any coastal hex, and all-sea hexes. They cannot move onto Shallow Water hexes [PB 8.26a].

8.84 Flotillas in Combat

a. A flotilla unit can always participate in (ground) combat, but cannot attack during a Storm turn. If Storm weather occurs, any Flotilla unit on a sea or coastal hex is picked up (during the weather determination phase) and placed at the nearest friendly port within its movement allowance. If there is no such friendly port, the unit is not repositioned. In either case, it remains stationary for the remainder of the turn (but can retreat after combat). Flotilla units on land hexes adjacent to a river hexside are not repositioned.

b. When alone in a hex a flotilla unit cannot receive defensive artillery support. It can receive offensive artillery support if attacking alone.

c. Flotillas can retreat to an all-sea hex.

8.85 Flotilla units are subject to the Naval Movement Loss Table only when conducting Flotilla movement in an all-sea hex (any number of these) in a sea zone or within range of an enemy coast defense artillery unit. A flotilla unit is sunk (to Eliminated Box) if it suffers three or more Damage Points. Place a number marker on the Flotilla to show points of Damage already inflicted. Flotilla units may also be removed from play normally to satisfy step losses if they participate in amphibious assaults or combat.

8.86 Flotilla units do not require Attack Supply or General Supply.

9.0 How to Set Up a Scenario

"[The] next task [is] to occupy the Crimean peninsula, which is particularly dangerous as an enemy airbase against the Romanian oilfields."

—Supplement to Hitler's Directive #34, dated 12 August 1941

Follow the sequence below:

9.1 Go to the Scenario selected.

9.11 Each scenario begins by designating:

- The Scenario Card or the Map to use
- The Soviet and Axis Set Up Cards to select if Map Q is used
- Scenario units

9.12 Use the following charts and cards for all scenarios:

- Soviet and Axis Air Unit Status/Unit Rebuilding Cards
- The two 11 x 17 Chart Cards

Use the Turn Record Track and other player aid cards as required.

9.2 Set up and align those maps and charts that will lie flat.

9.3 Place markers on the charts

a. VP Markers. Place both markers on the specified box of the Victory Point Track (located on the Axis Air Unit Status/Unit Rebuilding Card).

b. Soviet and Axis Armor/Artillery loss markers. Place these in the Zero boxes of their respective Loss/Replacement Tracks (located on the Soviet and Axis Air Unit Status/Unit Rebuilding Cards) unless specified otherwise in scenario instructions.

c. Place the Soviet and Axis Replacements markers in the Soviet and Axis Loss/Replacement Tracks in the Zero box unless scenario instructions designate otherwise.

d. Refer to the Turn Record Track Codes beside the Turn Record Track. Place the Turn marker in the beginning Turn Box for the scenario being played.

9.4 Place Scenario units

9.41 Place the ground, naval, and air units on the Set-Up Cards. Boxes for units setting up on their reverse sides are marked with a black triangle. A box with a black triangle indicates that a unit is placed on its reverse side because:

- a. It is at reduced strength.
- b. It is a Non-Op Soviet HQ.
- c. It is a strongpoint under construction.
- d. It is an MSU placed on its Dump side.
- e. It is an Untried unit.

9.42 Super Heavy Artillery. For At Start placement the Axis player always has the option of whether to place these units in Mobile or Firing mode unless the mode is specified in the set up.

9.43 Place Step Loss, Garrison, Emergency Supply, Out of Supply, or Interdiction Level markers on those units that Set-Up or Scenario Cards specify should receive them. Be sure to check the supply status of all units placed At Start, and then properly mark as Out of Supply those that cannot trace a supply line

9.5 Transfer At-Start Units

9.51 Move the At Start air units to their appropriate boxes on the Air Unit Status charts.

9.52 Place the At Start ground units on indicated map hexes.

9.53 Place all Railhead, Railcut, Step Loss, and Strongpoint markers (and those in PB 9.43) on the map hexes designated by the Set-Up cards.

9.54 Weather Tables. The Weather Tables on Scenario cards apply to scenario map areas and Map-T Holding Box, if applicable. Weather Table for Scenarios 3,4 and 5 apply to Map Q plus the Sevastopol Inset Map and map-T Holding Box. Players may use historic weather for any scenario by mutual agreement.

9.6 Begin Play

Go to the expanded sequence of play on the back cover of this Play Book and begin play.

10.0 SCENARIOS

10.1 Scenario 1: The Tartar Ditch

Historical Summary

As early as 12 August 1941 Hitler ordered his 11th Army to prepare for an operation to clear the Crimea in a swift campaign, and then quickly jump east across the Kerch Straits into the Kuban region to threaten the Soviet Caucasian oilfields. Not seen in Berlin was that the Soviets had heavily fortified and garrisoned the Perekop Isthmus, the gateway into Crimea. The position drew its strength from its narrowness (only 5 miles wide) and the fact that the terrain offered no natural cover for attackers. In addition to recent strong field defenses, the isthmus was covered by the Tartar Ditch, a five hundred year old earthwork, 40 to 50 feet high and deep, that still barred the whole of the isthmus. Behind these defenses sat Soviet 51 Independent Army of seven divisions, commanded by Col.Gen. F.I. Kuznetsov, recently removed from his positions successively as commander of Northwestern Front and Central Front, an unlucky commander during this first year of war (he later commanded another army, the 61st, and survived the war).

Against this position were arrayed parts of German 11th Army, now led by Gen. Erich von Manstein. The 11th Army had also to face major Soviet forces to the east and this left only its 54th Corps of three reinforced divisions, Gen. Erich Hansen commanding, to break the isthmus position. For this they benefited from generous artillery support but the planned follow-on forces were drawn away by renewed fighting to the northeast [see the Kiev to Rostov game] and ammunition was in short supply.

Soviet command surrendered the initiative from the beginning, allowing the Germans an early start by clearing Soviet troops of 156 Rifle Division entrenched in the approaches to the isthmus position. Then on 24 September the main German attack began. Three days of intensive assault got them across the Tartar Ditch and through much of the 10 mile deep defense zone. Only then did Kuznetsov strike back, adding two cavalry divisions and tanks to the defending rifle divisions. By then the Germans were ready and they easily shattered

the Soviet attack. The German advance then resumed, driving to the Ishun Isthmus area, but the combination of heavy casualties here and Soviet attacks from the northeast (off this game map) against German 11th Army forced a complete halt in 54th Corps' drive south. Kuznetsov's troops got a needed break.

The Germans claimed a possibly exaggerated 10,000 prisoners, 112 tanks, and 135 guns as booty, yet they unquestionably won a victory. The Soviets showed they were slow to react to German moves and that they could not hold even these excellent defensive positions. The Germans were now well positioned for a decisive offensive into Crimea.

Required:

- Scenario Card #1 Front
- Units used: Listed on Scenario Card #1 Front

10.11 Scenario Length. There are four turns. Start with GT48 and end with GT51. Use historical weather (Dry) for all turns.

10.12 Scenario Area. Use map on Scenario Card One front

10.13 Placement

- The Soviet player sets up first.
- Resolve Air Readiness beginning GT49.

10.14 Scenario Special Rules

a. Exception to BSR 22.26a and b (HQ Recovery and Voluntary Non-Op HQ Disbandment): The 51 HQ cannot be disbanded at any time in the scenario, and cannot roll for recovery on GT 48.

DESIGN NOTE: Extremely poor Soviet command and control was a major factor in the loss of the outstanding Perekop defensive position.

b. Both sides are in General Supply for the entire scenario. MSUs and Dumps are not used. The Axis player disregards Attack Supply restrictions for GTs 48 through 50; on GT 51 he has no Attack Supply. The Soviet player is in Attack Supply for the entire scenario.

c. Neither side receives replacements or new Strongpoints.

d. No Rail movement is allowed.

10.15 Victory Conditions

a. The Axis player wins if he captures and holds by the end of the scenario all of the following hexes: 3606, 3705, 3708, and 3808 and loses five or fewer steps.

b. The Soviet player wins if he avoids Axis victory conditions, or if the Axis player loses more than five steps regardless of the number of hexes taken.

Historic result: Soviet Victory. Hansen's Corps was unable to take the fortified positions in hexes 3708 and 3808.

10.16 Play Notes. The burden is on the Axis player to win this one because of the superior Axis forces available. The first task is to completely clear the two Perekop hexes (3606 and 3705). The safest strategy is to amass overwhelming strength on one hex at a time to limit potential Axis losses and maximize Soviet losses, but it may not be the best strategy. Only when both hexes are cleared will Axis forces be able to spread out to attrit the Soviet forces before making attacks to seize the final objective hexes. If you take two turns to clear hexes 3606 and 3705, the astute Soviet player can leave behind a bare minimum of blocking units to insure that the Axis forces will only be able to attack hexes 3708 and 3808 on GT 51 when there

is no Axis Attack Supply. Perhaps better to risk early step losses to have two turns to force the Soviet player to sacrifice units in front of hexes 3708 and 3808. The Soviets need to be weakened enough to allow successful attacks on GT 51 without Attack Supply. The Soviet player should be prepared to sacrifice all of the units in the two Perekop fortified hexes to keep the Axis forces bottled up for two turns – or longer if at all possible. With a Non-Op 51 Army HQ, moving your units up (or back) will be challenging, but remember, your cavalry divisions can be moved in the Motorized Movement Phase, allowing you to move two units per turn. Additionally, your 3rd Crimean DNO Division starts outside of the Non-Op 51 Army HQ command range, so it can make one full movement normally into that command range in addition to the limited movement for units beginning inside the command range. The most crucial task will be to deploy the minimum number of units to shield the final objective hexes while retaining sufficient strength to defend effectively on GT 51. This will require skill.

LEARNING SCENARIO COMBAT TUTORIAL

Situation: It is GT 48 of the scenario and positions on the tutorial map show Axis and Soviet units at the completion of the Axis Movement Phase. The Axis player makes attack declarations for hexes 3606 and 3705. Normally Declared Attack markers would be placed on both hexes, but are omitted to better see the defending units.

There is no Soviet Reaction. The command range for the Non-Op Soviet 51st Army HQ makes reaction impossible, and the only motorized unit (5th(+) Tank Regiment) is already in an Axis ZOC.



AXIS COMBAT PHASE

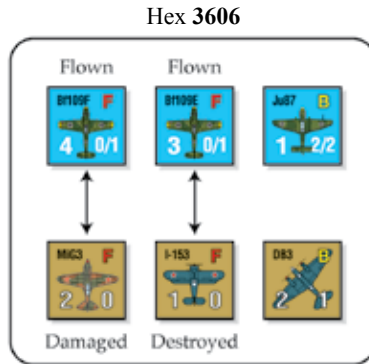
1) CAS Missions (Axis Placement). The Axis player has decided to attack hex 3606 in strength and places the following air units face down on that hex: one BF109E, one BF109G and one Ju87. The Ju87s are vulnerable to fighters, but are better able to pass AA die rolls, and have a CAS rating of 2 – thus the maximum fighter protection. The Axis player also runs a CAS mission in defender hex 3705 and places one Ju88, one HE111 and one dummy air unit in the hex to make both hexes appear to have an equal number of air units.

2) CAS Missions (Soviet Response). The Soviet player suspects the main attack will fall on hex 3606, and places the following air units on the hex: one MiG3, one I-153 and one DB3 bomber. He is hoping that there is only one Axis fighter, and that if he gains the initiative, he can attack a mission air unit (hopefully a Ju87) with his best fighters.

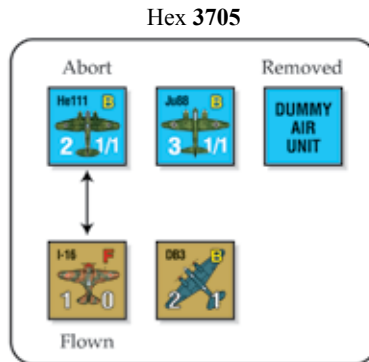
He places his remaining two air units (one I-16 fighter and one DB3 bomber) on hex 3705.

3) Air Combat:

a. Hex 3606. The Axis player reveals his air units, and since this is a CAS mission, does not need to declare whether his fighter units are firing or mission units – they can only be firing units. The Axis player rolls the die for Air Initiative and obtains a 3 – Axis Initiative. The Axis player orders his firing units against the Soviet firing units – Bf109F vs MiG3 and BF109E vs I-153. Since all firing units are engaged, the mission units are not part of the air combat. The Axis player hopes to minimize any damage to his fighters while retaining a good possibility of destroying or damaging both Soviet fighters. The Soviets fare poorly in both combats. The I-153 unit is destroyed and the MiG3 unit is damaged, but neither roll well enough to damage or destroy the Axis fighters. The Soviet player might have done better by avoiding air combat. On GT 49 the Axis player will be able to utilize both JU87 units because he will be able to adequately protect both with his fighter units.



b. Hex 3705. The Axis air units are turned over and the Dummy unit is removed. The initiative die roll is 9, so the Soviet player orders combat, attacking the HE111 bomber unit and rolling well enough to force it to abort.



4) AA Fire. In both Declared Combats each side has an infantry division in or adjacent to the mission hex, so both sides make AA die rolls. Neither side has any AA units or in-range Operational HQs, so there are no + DRMs to the die rolls. The Ju87 has a –1 DRM.

Mission hex 3606	Die Roll	Result
Ju87 (Axis)	4 (-1) = 3	No effect
DB3 (Soviet)	10	Damaged

The only remaining DRM is the –2 for the Ju87 since the DB3 was damaged and placed in the Damaged Box.

Mission hex 3705	Die Roll	Result
Ju88 (Axis)	10	Damaged
DB3 (Soviet)	9	Aborted

There are no DRMs to apply. The DB3 was aborted and placed in the Flown Box., and the damaged Ju88 was placed in the damaged Box.

5) Odds.

a. Hex 3606. The Axis player attacks with the following ground units:

Unit	Hex	Attack Strength
73 Div	3505	8
190 AG Bn	3505	2
SS LAH Recon	3505	2
46 Div	3605	8
Total		20

Unit	Hex	Support Strength
49 Arty Rgt	3405	3
I-814 S-H Arty	3503	2
641 S-H Arty	3504	2
Total		7

All artillery is in range of hex 3606. The Super-Heavy Artillery can participate because undestroyed fortifications are present in the hex. Theoretically, up to four in-range artillery units and four additional in-range Super-Heavy artillery units could participate so long as the support strength does not exceed attack strength.

Total attack strength = 27 points

b. Hex 3606. Soviet defender strength.

Unit	Hex	Defense Strength
106 Div	3606	4
5 (+) Tank Rgt	3606	1
Total		5

Unit	Hex	Support Strength
52 Arty Rgt	3706	1
Total		1

Total defense strength = 6 points

Basic odds: 27 to 6 = 4 to 1

6) Die Roll Modifiers

Soviet Undestroyed Fortified Line	+1
Soviet Undestroyed Strongpoint	+1
Axis S-H Arty *	-2
CAS (Ju87)	-2
Net DRM	-2

* Each S-H artillery unit is able to offset the +1 DRM of one of the undestroyed fortifications.

The Soviet player would really like to issue an Additional Retreat order to this hex, but cannot because his HQ is Non-Op. The Axis player gains no benefit by issuing an order, so does not.

7) Combat Resolution. The die roll is 5 (modified to 3 by the –2 DRM). The Axis player consults the 4 – 1 column of the Combat Results Table. The result is 2R. The Soviet defenders in hex 3606 must lose two steps and retreat two hexes. The Soviet player does not see much opportunity for attacking, so removes the one step 5(+) Tank

Rgt and reduces the 106 Div by one step and retreats the reduced division to hex 3707. The Axis player elects to advance only the 73 Div into hex 3606. The first Declared Combat is concluded.

8) Second Declared Combat in hex 3705. The same sequence is followed for the second attack. This is a much smaller diversionary attack conducted because the 271 Soviet Division exerts a ZOC into the hex occupied by the German 46 Division and must be attacked if the 46 Div is itself attacking.

- The opposing strengths are 4 to $4 = 1$ to 1 odds.
- The Soviets also have a +2 DRM for an undestroyed Fortified Line and Strongpoint, and the Axis attackers can only offset with a -1 DRM for an Engineer effects attacking undestroyed fortifications. There are no air DRMs.
- The Soviet player would like to issue No Retreat orders for this combat, but again cannot. The Axis player, however, sees the possibility of significant step losses, so issues Additional Retreat orders to the attackers.

9) Combat resolution. The attacker die roll is 10, modified to 11 by the +1 DRM. The attacker is required to lose two steps, but the loss is reduced to one step by the Additional Retreat orders. The Soviets suffer no loss. Because engineer effects were employed, they must lose the step. The engineer unit is turned to its reduced side. The attackers must retreat three hexes, and the Soviet player chooses the retreat paths. Both units are retreated to hex 3702. Combat ends.



End of GT 48 Axis Combat Phase

AXIS MOTORIZED MOVEMENT PHASE:

The Axis player could move both the 190 Assault Gun and SS LAH Recon units up to $\frac{1}{2}$ of their respective MAs, but prefers to keep them where they are to serve, if needed, as Reaction units during the Soviet Combat Phase.

AXIS ENGINEERING PHASE:

1) The 73 Division occupies hex 3606. Being a division, it has the engineering capability to destroy Fortified Lines and remove Strongpoints. It does so now. The Soviet Strongpoint is removed and

a Fortified Line Destroyed marker is placed in hex 3606. On future turns the Axis player will be able to trace supply, use road movement and convert rail hexes through hex 3606 now that the Fortified Line is destroyed and the Strongpoint has been removed.

2) The Axis player chooses to leave both S-H artillery units on their Fired sides instead of turning them to their mobile sides. Both will be needed the next turn to assist in the attack against hex 3705

SOVIET OPTIONS:

Counter attack: a very bad idea. You will not generate anything approaching favorable odds, the Axis player will generate a +1 DRM by issuing No Retreat orders, and there is another Ju87 in the Ready Box waiting to add its +2 DRM without having to worry about Soviet fighter interception.

Defend forward: not a good idea either. Other than the doomed 271 Division in hex 3705, you have no defensive terrain for +DRMs if attacked. You can't issue Additional Retreat orders. You are playing into Axis strength and will lose multiple steps for no appreciable gain.

Falling back and delaying: Your best chance. Retreat your cavalry and artillery from hex 3706 back to the Strongpoints in front of Ishun. Leave the 106, 156 and 271 divisions to their fate and let them buy time for you. You can lose one of the two remaining strongpoint hexes, so you may want to defend one in more strength than the other. Your first unit moved on GT 49 Movement Phase should be the Non-Op 51 Army HQ. Move it as far south as possible to restore freedom of movement around Ishun. Hope that your HQ recovers Operational status so it can issue No Retreat orders for that critical GT 51.

10.2 Scenario 2: Odessa: Hero City

“Odessa shall not be surrendered. It shall be defended until the end. The Black Sea Fleet shall help fulfill this mission.”

—Stalin, 5 August 1941

Historical Summary

On 8 August Romanian Fourth Army was directed by Romanian High Command to defeat the enemy just beyond the Dneister River and to occupy Odessa. Soviet forces defending the river were by now in full flight east due to the major defeats well to the north at Uman (well off the game map). The defending Soviet Independent Coastal Army, Gen. G. P. Safronov commanding, had only 27,500 men. Observers expected them to be overwhelmed. Opposing them was Romanian Fourth Army, commanded by Gen. Nicolae Ciuperca, which would soon number 160,000 men, 1100 guns, and 70 tanks.

Overall, the Soviet defenders were not particularly well-equipped or organized at first, but they resisted fiercely. They were greatly aided by concentric rings of fortifications (built largely by civilian labor), and the support of the Soviet Black Sea Fleet which contributed infantry and occasional naval gunfire support. The Soviets also instituted a highly effective artillery support system incorporating both land-based and naval artillery. In addition the Soviets held another 10,000 ill-equipped men in reserve. Essential to Soviet success, however, was the ability to reinforce Odessa by sea. Odessa would have fallen quickly without the thousands of reinforcements

and great quantities of munitions brought in by sea during the 73 days of the siege.

The siege of Odessa went through three stages. The first, running from about 8 August through 5 September, encompassed two major assaults intended to complete the encirclement and then a punch through the Fortified Belts. While many of these initial attacks went sour and saw heavy Romanian losses, the end of the second major assault would find the Soviets driven from their outer line. The most important Romanian gain occurred in the Eastern Sector where they advanced to the sea [hex 2110] allowing them to bring Odessa under observed artillery fire.

The second stage saw most combat shift to the Southern Sector. Using fresh divisions the Romanians made steady progress, advancing up to Tartarka [hex 1812] and closing on the main Soviet airfield at Dalnik. Yet the Romanians still could not achieve a breakthrough and continued to suffer ruinous losses. On 9 September, Ciuperca was replaced by Gen. Iosif Iacobici, the former Defense Minister.

Without any real plan, Iacobici quickly, and predictably, exhausted his divisions in yet more bloody frontal assaults. Sensing weakness, the Soviets launched a surprise offensive in the Eastern Sector on 22 September. Supported by naval gunnery from the Black Sea Fleet and amphibious landings they pushed the Romanians out of range of Odessa port putting the Romanians fully onto the defensive. On 30 September Moscow ordered Odessa evacuated to reinforce Soviet troops in Crimea now threatened by a renewed German offensive there (see Scenario #3), and Gen. I. Y. Petrov took over as commander of Coastal Army in early October. The Soviets successfully carried out evacuation over two weeks. During the night of 15-16 October the last lift of some 35,000 soldiers was evacuated, although leaving behind many of their heavy weapons. In sum perhaps as many as 100,000 soldiers and 150,000 civilians and 200,000 tons of material were evacuated over the period of the siege, an incredible achievement in the face of Axis air superiority and the loss of several ships to air attack.

Prior to the great evacuation, the Soviets had committed heavily in the defense of Odessa, perhaps 120,000 men, and official figures admitted the loss of 41,258 of them. Of some 360,000 Romanians who saw action at Odessa, a staggering 111,265 became casualties. The Romanians suffered from the start from their poor training, inadequate equipment, and an attack philosophy of massed infantry attacks against machine guns and fortifications. The Soviets viewed Romanian tactics as predictable and poorly coordinated. The initial decision to attack without preparation had cost so many casualties that there was never again enough Romanian manpower available to mount a perimeter-wide assault.

The Romanian Fourth Army did not see action again for nearly a year. Some very badly mauled divisions did not fight again until 1944. Evacuated Soviet troops were back into the fighting in the Crimea within a month or even less. The Romanians may have gained some prestige in finally capturing Odessa on their own, but the victory was as hollow as many of their divisions had now become. Worse, the carnage seriously eroded Romanian popular support for continuation of the war against the Soviet Union.

Required:

- Scenario Card #1Back (Odessa Map)
- Scenario Card #2 Front (Axis and Soviet Set Up and Reinforcements)

10.21 Scenario Length. There are thirty-three turns. Start with GT27 and end with GT59. Use historical weather for GTs 27 and 28. Resolve the Weather Table for all remaining turns.

10.22 Scenario Area. Scenario Card One Back

10.23 Placement

- The Soviet player sets up first.
- Resolve Air and Naval Readiness beginning GT28.
- All Soviet MG units are set up on their Tried side.

10.24 Scenario Special Rules

a. The Soviet player uses the Sevastopol Holding Box on Scenario Card #1Back for certain reinforcements, all replacements, and for naval units. Ground units exit only by naval transport procedure. Due to Axis advances, there is no direct land connection between Odessa and the Sevastopol Holding Box. Apply rule PB 2.12 for the Sevastopol Holding Box, using it like the Map-T Holding Box.

b. Replacements and Strongpoints

- The Soviet player receives one (1) Type I RP per turn starting GT30. All are received at Sevastopol, unless marked otherwise on the Set-Up Card.
- The Axis player receives only those replacements shown on the Set Up Card. Units restored from Cadre return to play through the west edge.
- The Soviet player can conduct strongpoint construction beginning GT30 at the rate of one strongpoint per turn. These cannot be constructed at more than nine hexes from Odessa Map hex 2011.
- The Axis player cannot build Strongpoints.

c. Both sides always have Attack Supply; do not use MSUs. General Supply restrictions still apply. Exception: Soviet units roll for Surrender only if unable to trace LOC to a friendly port [PB 7.6].

d. Suspend BSR 22.26.b (Voluntary Non-Op HQ Disbandment). The Coastal HQ can recover effectiveness only by passing the recovery die roll.

e. Apply rule PB 7.34 and 7.35 for all Soviet artillery, coast artillery, and naval units.

f. In this scenario, a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery units on the map need only be within Command Range of an HQ also on the map. Air interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

g. Naval Artillery Support. Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

h. Coast artillery for both sides can conduct all regular artillery procedures (in addition to the effects in PB 8.32).

i. Axis air units are not allowed Local Tactical Advantage until beginning with GT 40. If this result occurs on the Air Initiative Table, roll the die again until a different result is obtained.

- j. Defender hexes containing only Romanian units cannot be issued No Retreat orders [PB 7.43].
- k. Treat the Dnester River as a major river for crossing purposes.
- l. All Soviet units that have not completed Evacuation on or before GT59 are counted for Victory Point calculations.

10.25 Victory Conditions

The Axis player wins an Operational Victory and the game ends immediately if at any time his combat units simultaneously occupy both Odessa hexes. Otherwise, players score Victory Points to determine the scenario winner [see Scenario Card #2 Front].

10.26 Play Notes.

Axis. Historically the Romanians failed miserably and took ruinous losses, so replicating their tactics will produce comparable results. If you push hard to take VP hexes on or ahead of schedule, and hold down VP deductions for Reinforcement Pool Groups, you probably will burn up your Romanian army without capturing Odessa before it is evacuated. You have no Romanian engineers, your artillery cannot support well, few Romanian air units can interdict, and your units have high stacking values making high odds attacks more difficult to achieve without costly low odds attacks on adjacent Soviet units. Almost every hex attacked will contain a strongpoint, and the dreaded asterisk result will claim many steps. Perhaps take a different approach. Forget about winning on VPs. Take every Axis Reinforcement Pool Group offered. Take your time. Attack selectively. Amass the high odds attacks whenever possible, and make attacks against adjacent Soviet hexes go in at no less than 1 to 2 odds with Additional Retreat orders. For the most part, the Soviets are limited to one I Type replacement step per turn at Sevastopol. If you consistently eliminate 2 or more Soviet steps per turn and keep your losses manageable, you will continue to shrink the Soviet defensive perimeter. One of the keys to Axis success will be to position (and keep) your Axis CD artillery units on the coast within range of the port of Odessa. In-range CD units and interdicting air units in the Naval Movement Interdiction Box will make rolling on the Naval Movement Loss Table a nightmare. It will become very difficult to get those replacement steps brought in, and the shipping attacks on naval units in the port of Odessa will begin to inflict enough damage that a significant number of those naval units will be spending several turns at Sevastopol rolling for repairs instead of transporting troops. Your odds of winning the scenario – still difficult, but achievable.

Soviet. You must walk a tightrope. Every step you have is valuable. You must constantly defend in strength as far forward as possible to lower attack odds and increase attacker casualties. Five or six defender strength points augmented by an equal number of artillery support points defending in a strongpoint is a very tough obstacle for the Romanians to overcome. Lower odds allow you to issue No Retreat orders to gain that important +1 DRM while limiting the possible number of R results that would cost you that extra step. However you must always be mindful of potential Axis advances that could encircle stacks in strongpoints, leaving retreat as the only option to rescue those units. Sometimes it is beneficial to sacrifice several surrounded units if it can buy you multiple turns of resistance, but there will be many times when you will need the units for later and must withdraw them, leaving behind a single step at most to extract one more turn of delay. The best use for your fighters air units may well be opposing Interdiction missions directed against HQ Coastal Army. If successful, those Interdiction missions reduce

the number of No Retreat orders and limit the amount of artillery support your units can receive. Deny the coastline north and east of Odessa to the Axis player for as long as possible. If those Axis CD Artillery units can set up on the coast, they will make things difficult for you.

10.3 Scenario 3: Crimea: The Road to Sevastopol

“Do not give up Sevastopol under any circumstances, and defend it with all of your forces.”

— Stalin, 7 Nov. 1941

Historical Summary

Since being driven back to the Ishun area, the Soviets had been busy. They fortified the Isthmus with mines, wire, dug-in tanks, turreted emplacements, and even remote-control flamethrowers. Soviet Col. General F.I. Kuznetsov remained in command of Soviet 51 Army. He stuck to a pre-war plan of including the coast line in his overall defense scheme and it perhaps cost him the battle. On the plus side his forces were well fortified and he expected to be reinforced soon by troops evacuated from Odessa. But those forces were still reorganizing back in Sevastopol at the time the Germans attacked.

The German 11th Army, led by von Manstein, also was reinforced, now with more artillery and air support but it still had no armor other than a few assault guns. Leading the attack again was Hanson’s 54th Corps although this time backed up by 30th Corps in reserve along with many support troops. They needed ten days to crack the Ishun position achieving a decisive breakthrough on 29 October. The breakthrough at Ishun was so complete that his infantry took all of central Crimea in about four days, Feodosia on 3 November, and cleared the final resistance in the Kerch area on about 16 November, leaving only Sevastopol holding out to the rear. Despite the November mud, this was an exceptional pace. The fighting in the Ishun area cost the Germans heavily, about 7286 casualties, but Soviet 51 Army was finished, suffering 26,000 prisoners alone.

Manstein first hoped to capture Sevastopol in a quick mobile maneuver but he lacked motorized troops and sufficient air power for the quick dash. To regain some mobility he combined several small motorized units into the Ziegler Brigade to push ahead of the infantry. And it almost worked. It captured Bakchisarai on 2 November, well ahead of the infantry, and established a roadblock to cut off the Soviet retreat. But the Soviets managed to by-pass Ziegler’s battlegroup by moving along mountain roads and slipped several important formations into the fortress area. Others took the longer route directly through the mountains to Alushta and then along the coast. Altogether about 27-30,000 men came overland into the fortress to join about 23,000 of the naval base already present or recently shipped in.

While 51 Army HQ withdrew toward the Kerch Peninsula in complete chaos, Soviet forces at Sevastopol made ready. The Naval Base reorganized as the Sevastopol Defensive Region, Vice-Admiral Oktyabrsky taking command, and incorporated within it Gen-Major Petrov’s Coastal Army, lately arrived from Odessa. For practical matters the Coastal Army was responsible for most ground operations in and around Sevastopol but its command was part of a (then typical) communist committee for over-all direction of war effort

in the area. This made Soviet command sluggish when compared to German command but tighter proximity and communications allowed response times to improve. Also on the plus side was that Sevastopol was drawn up in a comprehensive defensive sector plan as had been done at Odessa.

Since July, troops and civilians at Sevastopol had constructed landward defenses incorporating pre-war naval artillery batteries, some of very high caliber, and immense antique fortifications from previous wars. Three defensive rings were planned but there was time to build only two main lines. Much later these lines blurred as additional fortifications were constructed. Few troops were on hand initially but with the return of Coastal Army and daily reinforcements by sea, numbers were built up to around 60-70,000 defenders by the time the main German offensive began.

When German troops first poked at the outer Sevastopol defenses about 4 November, it became obvious that concentration for the attack was needed. On 10 November the attack began in earnest with 50th and 132nd divisions coming off the march to make converging attacks on the Makensie Heights. The Soviets countered that blow with a timely redeployment of reserves and covered it with naval artillery gunfire. This became a pattern that frustrated many German attacks and on 15 November von Manstein called off his offensive. His 11th Army had suffered over 2000 casualties with little gain and still had not recovered sufficiently from losses in earlier battles. The next attack would have to be a fully prepared deliberate offensive.

Required:

- Map Q
- Axis Set Up Card One Front
- Soviet Set Up Card One Front
- Units used: Refer to the Scenario Set-Up Cards.

10.31 Scenario Length. There are sixteen turns. Start with GT60 and end with GT75. Use historical weather for GTs 60 and 61. Resolve the Weather Table for all remaining turns. Note the change of Weather Table column on GTs 66 and 74.

10.32 Scenario Area. Use Map Q and the Sevastopol Inset Map.

10.33 Placement

- a. The Soviet player sets up first.
- b. Resolve Air and Naval Readiness beginning GT61.

10.34 Scenario Special Rules

a. Limited Axis rail movement is allowed.

1. Axis Rail Conversion, Map Q: four (4) Rail Conversion Points (RCPs) per turn. Conversion must begin at hex Q2701.
2. The incomplete railroad. At Start of play, mark railroad hexes 2701 and 3607 with railcut markers. These railroad hexes are not available for use by either side until converted [BSRs 19.2 and 19.3]. The Axis player cannot begin conversion of these hexes until GT69.
3. Axis Converted Railroad Capacity: 2 stacking points per turn, Map Q only, solely on converted Railroad hexes.
4. Captured Soviet Rail Use [PB2.34]. Axis player begins with one on map captured rail line with a captured Railhead marker in hex 2601 (this is the forward captured Railhead hex. The rear captured Railhead hex is off-map at Zaporozhe).

5. Axis player may extend only one captured rail line up to 12 hexes per turn [PB 2.34b.]. Captured rail lines do provide limited General Supply.

6. Axis captured railroad capacity: 0 stacking points per turn until the turn after Simferopol is captured. Then 1 stacking point per turn thereafter.

7. Once both Converted and Captured rail lines are operational and Simferopol is Axis controlled, maximum capacity is 3 stacking points (2 maximum on Converted lines and 1 maximum on Captured lines).

DESIGN NOTE: Axis railroad capacity is very low during this period due to being dependent on captured cars and locomotives operating from Zaporozhe (to the north of the playing area), later supplemented by 5 locomotives and 80 railroad cars captured at Simferopol.

b. Soviet Railroad movement is allowed. Soviet Railroad Capacity is 3 stacking points, total per turn, for Map Q and the Sevastopol Inset map combined.

c. Supply

1. Axis Sources: hexes: 2401, 2601, 3401, 4801, and 5001.
2. The Axis player receives 2 Attack Supply Points per turn at any north edge supply source hex.
3. Soviet Source: Map-T Holding Box.
4. The Soviet player receives 1 ASP per turn in Map-T Holding Box.

Note (1): Both players receive General Supply at any friendly port but this is limited to that port's current capacity [PB 8.4].

Note (2): Axis 147 coast artillery unit (in hex 2107) is in general supply because it is on an anchorage.

d. The Soviet player begins play At Start with one Mandated Attack [BSR 12.4].

e. While on the Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.

f. **Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

g. **Axis Special Reinforcement Pool Group One (SSLAH Brigade).** The use of one unit of this Group in Scenario One does not constitute acceptance of the Group.

HISTORICAL NOTE: The Group was diverted (permanently) from the Crimea by the need to reinforce against attacks by Soviet Southern Front just to the north of the game area [see Scenario Three in the Kiev to Rostov game].

h. Axis Reinforcement Pool Group Two (Ziegler Brigade). This unit conversion can be done only once during the game. The conversion ends and the original two units return to play in place of the Ziegler unit on the turn indicated. 10.35 Victory Conditions

Refer to Scenario 3 VP Card for VP hexes and Victory Levels.

10.36 Play Notes.

Axis. The first objective has to be the rail junction at Dzhankoy. The Soviet player has been tasked with the historical directive to defend forward, and the Axis VP reduction for capture after GT 65 provide one very good reason to trade units for time. Your army is superior, but not nearly mobile enough to pull off a complete victory over the Soviet 51st Army. The Ziegler brigade is a temporary aid, but to provide a decent motorized exploitation force, you should spend the VPs to receive the Leibstandarte Brigade for the turns it is available. Only then will you have the ability to trap and destroy Soviet units that would bar your way to either Kerch or Sevastopol. Utilize your air superiority not only to optimize attacks, but also to Interdict 51st Army HQ. It can issue only one order per combat phase but that is one order too many. Interdiction also forces railed Soviet reinforcements to stop short of the battle area. You lose most of your air assets on GT 68, so the faster you defeat the Soviets around Ishun and Dzhankoy, the more time you will have to devote to Naval Movement Interdiction and Shipping Attack. As the Soviet position disintegrates, you must choose how to divide your forces to pursue the divergent goals of clearing the Kerch Peninsula and reducing the Sevastopol fortifications. Your forces are inadequate to undertake both tasks, so you would be well advised to send enough forces to clear Kerch expeditiously to get the higher VP totals since the bulk of hard-to-defend scenario VPs are in this area. By all means probe aggressively at Sevastopol and inflict step losses where feasible, but terrain and fortifications favor the Soviet player there. Force the Soviet player to devote sea transport to reinforcing Sevastopol rather than Kerch. The Soviet player can turn the area around Kerch into a mini-fortress supported by naval gunfire, so make sure CD artillery accompanies your forces to make the port untenable for Soviet naval units.

Soviet. You have the harder task in this scenario. You have to defend in force around Ishun and Dzhankoy to deny VPs to the Axis player and delay advances toward Kerch and Sevastopol as long as possible. The problem is, you do not have a plethora of units to sacrifice to do it. Every reinforcing infantry unit you pull into the initial battles is probably a unit that will not survive and be available for defense later. You have a very low replacement rate (one I Type RP per turn) and it does not take long for losses to far outstrip your ability to replace them. Still, you will need more artillery and AA units to prolong the defense, but you do have some of these you can spare. Remember to utilize your rail transport capacity each turn to quickly move your reinforcing units up. Another balancing area – how long do you elect to construct strongpoints around Ishun and Dzhankoy and neglect fortifying both Kerch and Sevastopol? You can only construct one SP per turn. Compared to other fronts, you are fighting war on a shoestring in the Crimea. As much as you wish to hold Kerch and Feodosia, your first priority is to hold as large a perimeter around Sevastopol as possible.

10.4 Scenario 4: Sevastopol: First Assault

“Sevastopol will be captured as soon as possible”

—Hitler’s Directive #39, dated 8 December 1941

Historical Summary

On 17 December the Germans began their first major prepared assault on Sevastopol. Leading once again was Hansen’s 54th Corps, now of four divisions and well supported although still short on personnel from earlier fighting. Their objective was to clear the north side of the Belbek River and they accomplished this after five days of costly fighting. Meanwhile in the south, 30th Corps attacked with two divisions but failed to gain much ground. At no point did the Germans achieve a breakthrough but they did manage to take some important terrain. In this offensive the Germans experienced many difficulties typical for the East Front. Notably, this was the lack of adequate supply; here, meaning they could not take full advantage of their artillery. The Soviets again proved more flexible tactically but more importantly they were able to steadily reinforce Sevastopol to replace losses. The Germans had too few aircraft to spare for interdiction and no navy.

The decisive moment came on 26 December when just as German forces were fully committed to fighting at Sevastopol, the Soviets amphibiously landed elements of the now revived 51 Army around the end of the Kerch Peninsula. At first, the German 42nd Corps, Gen-Lt. Hans Graf von Sponeck commanding, contained the threat, and had defeated all but two of the beachheads, but on the 29th the Soviets made a major landing at Feodosia, well to the German rear. Sponeck panicked and withdrew his corps against orders. Now von Manstein stopped the attack on Sevastopol, withdrawing from advanced positions there, and sent units to stabilize the Kerch front. Sponeck was removed from command and stood court-martial (and was executed on 23 July 1944). The reinforcements restored the front. On 15 January 1942 a small German offensive recaptured Feodosia but there action had to stop. The Soviets were attacking again up north in the Ukraine and the Luftwaffe had to leave to stop it. All of the December battles cost the Germans another 8600 men and the Soviets lost about 7000 killed and 20,000 captured.

Overall, the Soviets had improved their position. While they had yielded about a third of the ground they had hoped to hold in the Sevastopol fortress area, the remaining positions there were quite strong. To the east the Soviets firmly held the Kerch peninsula. The position was secure and could provide a base for further operations to liberate the whole of the Crimea. The loss of the Feodosiya area cramped this possibility but they still wielded a viable threat.

Required:

- Map Q
- Axis Set Up Card Two Front
- Soviet Set Up Card Two Front
- Units used: Refer to the Scenario Set-Up Cards.

10.41 Scenario Length. There are twenty-three turns. Start with GT84 and end with GT106. The weather is automatically Frost for GT84. Resolve the Weather Table for all remaining turns.

10.42 Scenario Area. Use Map Q and the Sevastopol Inset Map.

10.43 Placement

- a. The Soviet player sets up first.
- b. Set a spare marker on the Axis Loss/Replacement Track at 4. These are initially available Super-heavy Artillery Points [PB10.44f.2]
- c. Resolve Air and Naval Readiness beginning GT85. Soviet non-Naval air units have the +2 DRM applied to Readiness die rolls since Simferopol has fallen.

10.44 Scenario Special Rules

- a. Limited Axis rail movement is allowed.

1. Axis Rail Conversion, Map Q: four (4) Rail Conversion Points (RCPs) per turn. Refer to Axis Set Up Card Two Front for Converted Railhead Placement.
2. Axis Converted Railroad Capacity: 2 stacking points per turn, Map Q only, solely on converted Railroad hexes.
3. Captured Soviet Rail Use [PB2.34]. Axis player begins with all unconverted Soviet rail lines under Axis control. Refer to Axis Set Up Card Two Front for Captured Railhead Placement.
4. Maximum rail capacity is 3 stacking points (2 maximum on Converted lines and 1 maximum on Captured lines).

- b. Soviet Railroad movement is allowed. Soviet Railroad Capacity is 3 stacking points, total per turn, for Map Q and the Sevastopol Inset map combined.

c. Supply

1. Axis Sources: hexes: 2401, 2601, 3401, 4801, and 5001.
2. The Axis player receives 2 Attack Supply Points per turn at any north edge supply source hex.
3. Soviet Source: Map-T Holding Box.
4. The Soviet player receives 1 ASP per turn in Map-T Holding Box.

NOTE: Both players receive General Supply at any friendly port but this is limited to that port's current capacity [PB 8.4].

5. Soviet player may place one Strongpoint under construction marker per turn.

- d. While on the Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.

- e. **Naval Artillery Support.** Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

f. Axis Super-Heavy Artillery.

1. Axis Super-Heavy Artillery provisions of PB 7.33 are in effect on the Inset map.

2. Super-heavy artillery ammunition shortage. Each Axis Super-Heavy artillery unit expends one Super-Heavy artillery point each time it participates in a Declared Combat.

- The Axis player must expend one MSP on the Inset map to provide 4 Super-Heavy artillery points.
- During the Supply Determination Phase expend an ASP (remove an MSU or reduce a Dump to an MSU). On the Axis Loss/Replacement Track, move the spare marker [1043.b] up four spaces.
- For each Super-Heavy artillery unit providing support strength move the spare marker one space closer to the 0 space. When the 0 space is reached, no Super-heavy artillery unit can participate in combat until an ASP is expended to supply more points.

- g. On any turn of Snow weather during Snow climate the Axis player can build Strongpoints [see BSRs 18.34 and 23.12].

- h. **Winter Freeze.** Beginning GT 97 the entire Azov Sea Zone and all of the Kerch Sea Zone north of the "Ice Limit" boundary printed on the map freezes. When frozen this sea area becomes impassable to all naval and flotilla movement for the rest of the game.

NOTE: This removes all port functions from Kerch (6912), Yenikale (7013), and Genischesk (4804).

i. Ice Bridge

1. On GT 99 the Soviet player emplaces the Ice Bridge marker on hex 7012 (if 7012 is friendly; if not friendly, it is never received). He emplaces it during the turn sequence as he would for a bridge unit over a river [generally follow BSR 23.2—the Ice Bridge is one-sided. It is placed at the end of the Supply determination Phase and is available to the Soviets at the start of their Motorized Movement Phase].

2. There is only one Ice Bridge. It remains for use on GTs 100 and 101 only. Remove it at the end of GT 101, during the Game-turn Interphase. It can also be destroyed by Axis units following BSR 23.25.

3. The Ice Bridge allows regular land movement at the minor road movement rate in Snow directly from Map-T Holding Box onto hex 7013. Strategic movement is allowed.

4. Limitations: Up to six (6) stacking points of Soviet units can move in any combination of from the Map-T Holding Box or back to the Holding Box.

5. The Map-T Holding Box can serve as a Supply Source for Soviet units on map Q if they can trace a LOC to the Ice Bridge.

DESIGN NOTE: Historically the ice bridge was open for use during just one time period during the course of this game: January 6th through 9th; and outside of the game period it was again available beginning in late January. Please note that many histories have incorrectly recorded these dates.

j. Movement Restrictions:

1. Kerch Peninsula Area. No Axis units may move east of hexrow 49XX until two turns following any Soviet Amphibious Assault on the Kerch peninsula (coastal hexes Q4904 through Q4923). Units east of the 49XX line are free to move west of the 49XX line, but would then also could not re-enter until two turns following any Soviet Amphibious Assault on the Kerch peninsula.

2. Axis units outside of the Kerch peninsula area on coastal hexes

north of hex Q3822 may only move at the cost of -1 VP per unit moved until the turn following any Soviet Amphibious Assault on the Kerch peninsula area.

3. No Soviet Amphibious Assault allowed on any coastal hex outside of the Kerch peninsula area north of hex Q3822.

k. Axis Reinforcement Pool Group Five (anti-aircraft units). The Axis player places these units during the Reinforcement Phase, one each on any friendly Map Q town or city hex that can trace a Supply Line, subject to the 10 point stacking limit. If not enough locations are currently in play, or stacking space is not available, then he places them all on any one town or city. If no placement position is available then this Group cannot be accepted.

DESIGN NOTE: Because they generally enjoyed an overwhelming air superiority, German high command ordered some of their available Luftwaffe AA battalions to the front lines from airfield defense to operate in a direct-fire role against ground targets. While Luftwaffe command objections were overruled, they succeeded in retaining administrative control of the units and kept them concentrated. The combined arrangement worked effectively to destroy Soviet bunkers.

l. Soviet Reinforcement Pool Group One (additional NKVD). The unit is received on hex Q1528 if the hex is friendly (if not friendly, the unit is not received) regardless of the strength or location of the unit removed. Remove only one of the two listed units.

10.45 Victory Conditions

Refer to Scenario 4 VP Card for VP hexes and Victory Levels.

10.46 Play Notes:

General. This scenario models the historical events in the Crimea from late 1941 through early 1942. The movement restrictions of 10.44j will keep both players from taking advantage of historical hindsight to skew results. Axis high command feared the disruption the Soviets could have caused by landings north and west of Sevastopol. The Soviets did not take advantage of the situation – thus the penalties on Axis coastal unit movement and prohibition on Soviet landings. The astute Axis player would deploy enough troops in the Kerch Peninsula to defeat an Amphibious Assault, yet historically it was treated as a backwater and raided for replacement troops to keep the Assault on Sevastopol going. Therefore, measures are in place to give the Soviets the chance they had historically.

Axis. Your best hope of defeating a Kerch landing is to inflict enough losses on the Soviet defenders at Sevastopol that the Soviet player must send more units and replacements there than historically. Your forces around Sevastopol are badly deployed for attack. Movement costs in hill and mountain hex are higher during frost weather and further hamper redeployment. There are more Soviet air units available early in the scenario than Axis air units. Avoid making too many attacks without air support or you will suffer the consequences as the + Soviet CAS DRMs translate into higher Axis step losses. Until Axis air reinforcements arrive and Soviet air losses mount, you will need to forego all other missions in favor of CAS for selected attacks designed to cause the highest number of Soviet step losses. If you cannot amass six or more Soviet air units in the destroyed Box quickly, pay the VP for the LW Flak Groups. Their doubled strength against undestroyed inset fortifications is invaluable. The most vulnerable part of the Soviet line is north of Sevastopol near the west coast. Make this a focal point for your efforts. If you can

claim the VPs for Fortified Belt hexes, it will be in large part due to success here. Also, if your attacks are successful, you can bring the port hexes within range of your artillery and reduce port capacity to the point where the Soviet player must bring in MSUs by sea to keep all units in General Supply. As quickly as the ground situation will allow, begin allocating air units to Naval Movement Interdiction to complicate the Soviet player's life. Damaged and Sailed transport unable to achieve Ready status will seriously weaken any Amphibious Assault. Your goal is to be able to contain or eliminate the Soviet landings without stopping the attacks around Sevastopol.

Soviet. Reinforce Sevastopol massively early in the scenario when Axis Naval Movement Interdiction is rare or non-existent. It takes many turns to get a damaged naval unit back to ready status after it has sailed. You need the maximum number of undamaged, Ready status naval units for your Amphibious Assault and follow-on Amphibious Assaults. Your 2 NMP naval units are vulnerable on the Sevastopol run. Hold them back for the Amphibious Assault. Defend the fortified perimeter around Sevastopol fiercely. When possible, intercept Axis HQ Interdiction missions. You want maximum Soviet artillery support and Orders to be available when needed. Commit your mobile AA units to defend in your most threatened sectors. The Axis player has only a few air units, and having any damaged or destroyed by AA fire will hurt. Place Strongpoints under construction to backstop areas most heavily attacked. Carefully commit your air units because prolonged contact with Axis fighters will result in significant losses. The longer they survive, the more the Axis player will be forced to commit most of his air units to CAS. Stage your Amphibious Assault well before the Freeze on GT 97. You stand a far better chance of capturing Kerch and Kamysh Burun if you can sustain attacks against them from three sides.

10.5 Scenario 5: Crimean Campaign

“The only thing that matters is oil...and to keep the German armies out of the Caucasus.”

— Marshal of Soviet Union S.K. Timoshenko

Required:

1. Map Q
2. Set Up Cards
 - Axis One Front
 - Axis Two Back
 - Soviet One Front
 - Soviet Two Back
3. Units used: Refer to the Scenario Set-Up Cards.

10.51 Scenario Length. There are forty-seven turns. Start with GT60 and end with GT106. Use historical weather for GTs 60 and 61. Resolve the Weather Table for all remaining turns. Note the change of Weather Table column on GTs 65, 74, and 91.

10.52 Scenario Area. Use Map Q and the Sevastopol Inset Map.

10.53 Placement

- a. The Soviet player sets up first. Use Scenario #3 for all At Start placement for both sides.
- b. Resolve Air and Naval Readiness beginning GT61.

c. Reinforcements—Start with those listed for Scenario #3 and continue with those listed for Campaign Scenario #5.

10.54 Scenario Special Rules

a. Limited Axis rail movement is allowed.

1. Axis Rail Conversion, Map Q: four (4) Rail Conversion Points (RCPs) per turn. Conversion must begin at hex Q2701.
2. The incomplete railroad. At Start of play, mark railroad hexes 2701 through 3607 with railcut markers. These railroad hexes are not available for use by either side until converted [BSRs 19.2 and 19.3]. The Axis player cannot begin conversion of these hexes until GT69.
3. Axis Converted Railroad Capacity: 2 stacking points per turn, Map Q only, solely on converted Railroad hexes.
4. Captured Soviet Rail Use [PB2.34]. Axis player begins with one on map captured rail line with a captured Railhead marker in hex 2601 (this is the forward captured Railhead hex. The rear captured Railhead hex is off-map at Zaporozhe).
5. Axis player may extend only one captured rail line up to 12 hexes per turn [PB 2.34b.]. Captured rail lines do provide limited General Supply.
6. Axis captured railroad capacity: 0 stacking points per turn until the turn after Simferopol is captured. Then 1 stacking point per turn thereafter.
7. Once both Converted and Captured rail lines are operational and Simferopol is Axis controlled, maximum capacity is 3 stacking points (2 maximum on Converted lines and 1 maximum on Captured lines).

DESIGN NOTE: Axis railroad capacity is very low during this period due to being dependent on captured cars and locomotives operating from Zaporozhe (to the north of the playing area), later supplemented by 5 locomotives and 80 railroad cars captured at Simferopol.

b. Soviet Railroad movement is allowed. Soviet Railroad Capacity is 3 stacking points, total per turn, for Map Q and the Sevastopol Inset map combined.

c. Supply

1. Axis Sources: hexes: 2401, 2601, 3401, 4801, and 5001.
2. The Axis player receives 2 Attack Supply Points per turn at any north edge supply source hex.
3. Soviet Source: Map-T Holding Box.
4. The Soviet player receives 1 ASP per turn in Map-T Holding Box.

Note (1): Both players receive General Supply at any friendly port but this is limited to that port's current capacity [PB 8.4].

Note (2): Axis 147 coast artillery unit (in hex 2107) is in general supply because it is on an anchorage.

d. The Soviet player begins play At Start with one Mandated Attack [BSR 12.4].

e. While on the Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total

number of artillery units that can combine for a declared combat.

DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.


f. Naval Artillery Support. Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

g. Axis Super-Heavy Artillery.

1. Axis Super-Heavy Artillery provisions of PB 7.33 are in effect on the Inset map.
2. Super-heavy artillery ammunition shortage. Each Axis Super-Heavy artillery unit expends one Super-Heavy artillery point each time it participates in a Declared Combat.
 - The Axis player must expend one MSP on the Inset map to provide 4 Super-Heavy artillery points.
 - During the Supply Determination Phase expend an ASP (remove an MSU or reduce a Dump to an MSU). On the Axis Loss/Replacement Track, move the spare marker [1043.b] up four spaces.
 - For each Super-Heavy artillery unit providing support strength move the spare marker one space closer to the 0 space. When the 0 space is reached, no Super-heavy artillery unit can participate in combat until an ASP is expended to supply more points.

h. On any turn of Snow weather during Snow climate the Axis player can build Strongpoints [see BSRs 18.34 and 23.12].

i. Ice Bridge

1. On GT 99 the Soviet player emplaces the Ice Bridge marker on hex 7012 (if 7012 is friendly; if not friendly, it is never received). He emplaces it during the turn sequence as he would for a bridge unit over a river [generally follow BSR 23.2—the Ice Bridge is one-sided. It is placed at the end of the Supply determination Phase and is available to the Soviets at the start of their Motorized Movement Phase].
 
2. There is only one Ice Bridge. It remains for use on GTs 100 and 101 only. Remove it at the end of GT 101, during the Game-turn Interphase. It can also be destroyed by Axis units following BSR 23.25.
3. The Ice Bridge allows regular land movement at the minor road movement rate in Snow directly from Map-T Holding Box onto hex 7013. Strategic movement is allowed.
4. Limitations: Up to six (6) stacking points of Soviet units can move in any combination of from the Map-T Holding Box or back to the Holding Box.
5. The Map-T Holding Box can serve as a Supply Source for Soviet units on map Q if they can trace a LOC to the Ice Bridge.

DESIGN NOTE: Historically the ice bridge was open for use during just one time period during the course of this game: January 6th through 9th; and outside of the game period it was again available beginning in late January. Please note that many histories have incorrectly recorded these dates.

j. Axis Special Reinforcement Pool Group One (mountain divisions). The VP cost varies according to the VP Plan chosen.

HISTORICAL NOTE: Hitler had intended that these units go to Crimea and then cross the Kerch Straits to support an offensive from Rostov into the Caucasus region. Army Group South, however, had pressing needs elsewhere for infantry.

k. Axis Special Reinforcement Pool Group Two (Romanian infantry divisions). The Group is received only by passing a die roll. The Axis player spends one (1) VP during the reinforcement phase to be able to roll the die for the Group. If the die roll result is 3 or less, he receives the Group this turn. If the result is greater than 3, he does not receive the Group this turn but he can try again on any future turn, as desired, during the turns the Group is available [see Set Up Card]. He spends one VP each time he tries for the entry.

HISTORICAL NOTE: These divisions had not been decimated at Odessa and therefore were made available to Romanian 3rd Army. But, they were subject to much political wrangling over their deployment.

l. Axis Special Reinforcement Pool Group Three (paratroops). This Group is received by the same procedure as in 7.14 above, with the same potential VP cost. Once received, the parachute unit enters play either:

- as normal reinforcement through the north edge, or
- by air transport [BSR 11.7]; this is the only air transport mission allowed for the game.

HISTORICAL NOTE: The Soviets feared the entire German parachute division was available and would drop onto airfields in central Crimea early in the German offensive. Instead, German high command made only one regiment available to the whole area of Army Group South operations.

m. Axis Reinforcement Pool Group Five (anti-aircraft units). The Axis player places these units during the Reinforcement Phase, one each on any friendly Map Q town or city hex that can trace a Supply Line, subject to the 10 point stacking limit. If not enough locations are currently in play, or stacking space is not available, then he places them all on any one town or city. If no placement position is available then this Group cannot be accepted.

DESIGN NOTE: Because they generally enjoyed an overwhelming air superiority, German high command ordered some of their available Luftwaffe AA battalions to the front lines from airfield defense to operate in a direct-fire role against ground targets. While Luftwaffe command objections were overruled, they succeeded in retaining administrative control of the units and kept them concentrated. The combined arrangement worked effectively to destroy Soviet bunkers.

n. Soviet Reinforcement Pool Group One (additional NKVD). The unit is received on hex Q1528 if the hex is friendly (if not friendly, the unit is not received) regardless of the strength or location of the unit removed. Remove only one of the two listed units.

o. Soviet Reinforcement Pool Group Five (109 Rifle Division). The Soviet player cannot accept this group until he has received Reinforcement Pool Group One.

10.55 Axis Victory Plans

“The defense of the Kerch Peninsula is one of the main missions of the forces of the Crimea.”

—Stavka to the Commander of the Forces in the Crimea, 13 November 1941

a. On or before the reinforcement phase of GT 66 the Axis player must choose one of two possible Victory Plans. Once chosen, it remains in effect for the rest of the game.

b. The Victory Plan in effect determines the bonus VPs to award for Axis control of specified locations, causes changes in VP costs for Axis Campaign Special Reinforcement Pool Group One, changes the VP value for Sevastopol hexes, and other situations.

c. The Soviet player cannot examine the final VP Plan marker (or the one not chosen) until the turn it is revealed by the Axis player. For purposes of scoring Victory Points before the VP Plan is revealed, players should assume the Sevastopol Plan is in use, and then make final adjustment to VP totals when the actual Plan is revealed, if necessary.

d. The Axis player must reveal the Victory Plan during the reinforcement phase of GT 79, and may reveal it earlier.

f. Kerch Plan

1. The Axis player must take Campaign Pool Group One.
2. The Axis player scores an additional 4 VPs if he controls Kerch (hex 6912) at the end of the scenario.
3. The Axis player can build Strongpoints beginning the turn this Victory Plan is revealed.
4. Crossing the Kerch Straits. To simulate crossing both German 1 and 4 Geb Divisions must begin the crossing turn in the port of Kerch (hex 6912). The Axis player announces the crossing and removes the units from the map. Both divisions must cross at full strength.

The Axis player loses one VP (–1 VP) per GT beginning GT 79 if:

- The full strength German 1 and 4 Geb Divisions have not crossed the Kerch Straits.
- A minimum of 3 German CD Artillery units are not stationed on one or more coastal hexes on or within one hex of hex 7012.
- 5. On the GT the Axis player announces the crossing, place a spare marker 10 turns ahead of the current turn on the TRT. Axis ASPs are reduced by one per GT until the GT the Turn marker is placed on that turn box. Remove the spare marker when the Turn marker is placed.

DESIGN NOTE: This plan never took place, so there is much supposition about the details. The Axis could probably have scraped up enough captured shipping to transport the divisions across, and could have amassed enough CD artillery units to keep the Straits open often enough to keep supply flowing. The ten turn ASP reduction postulates that someone had to keep these divisions in supply, and it probably would have been 11th Army. Also, ten turns is probably about as long as the two divisions could have held out against Soviet reserves amassed against them before being returned to Army Group South to assist in the overland attack. All-in-all, probably not the most feasible of strategic plans.

f. Sevastopol Plan. On the turn this Victory Plan is revealed:

1. The Axis player receives an extra three Type I (German) replacements (not received when combining games).
2. The Axis player scores one additional VP if he controls Sevastopol (Insert hex 1527) at the end of the scenario.

g. Axis Super-Heavy Artillery provisions of PB 7.33 are in effect on the Inset map.

h. Combining Games. Use the Sevastopol Plan VP column for all VP scoring; ignore the Kerch Plan.

DESIGN NOTE: The Victory Plan arrangement comes partly from the natural consequences of geographic reality in Crimea but mostly from Hitler's plan for an early move across the Kerch Straits to support a drive south from Rostov [see the Kiev to Rostov game] towards Caucasian oil fields. Manstein claimed, after the war, he had leeway on this decision. He chose to focus his energies instead on destroying the Soviet fortress in his rear, a sounder strategic choice, and one firmly rooted in his staff training.

10.55 Victory Conditions

Refer to Scenario 5 VP Card for VP hexes and Victory Levels.

10.56 Play Notes. Much of what has been written for Scenario 3 and 4 Play Notes remains valid, but keep in mind, neither player is limited by many of the historical constraints of those scenarios. Should the Soviet player fight tooth and nail for Dzhanikoy? Most likely not. It's not nearly as important in a longer scenario than preserving units urgently needed to defend both Kerch and Sevastopol. Does the Axis player need to take the SS LAH Brigade? Maybe not. Depends on how quickly the Soviet player runs for the ports. Should the Axis player take the VP hit and bring in the 60th Motorized Division? It could be a game winner if the Soviet player fails to withdraw in a timely manner, but will the Soviet player be that cooperative? Doubtful. Also, you get it right at the start of Mud season—not helpful. Could the 60th prove invaluable breaking through the Kerch or Sevastopol defenses? Perhaps so, but it's an expensive division to keep up to strength and fully effective, and the competent Soviet player will start backstopping his lines where the 60th is attacking to limit motorized and infiltration movement opportunities.

What about the competing VP plans? The Kerch plan allows you to bring in two more good divisions, allowing you to attack Kerch in greater force, or free up more of 11th Army to attack Sevastopol. Getting the ability to build strongpoints is also a big plus. The downside is that you cripple your attack on Sevastopol, and that may well prove to be fatal when trying to eke out a victory. The Sevastopol plan is still probably most achievable, though three infantry replacement points is scant recompense for bludgeoning your way through successive defensive lines.

Doing better. Certainly the Axis player will garrison Kerch strongly enough that the Soviet player will probably never be successful in recapturing it. The Soviet player needs to be much more aggressive with Amphibious Assaults. Smaller assaults can be staged from Sevastopol itself, and the western Crimea coastline is vulnerable in the extreme. If an assault does no more than eliminate a step or two of coastal garrison units, the Axis player will have to first dispatch a force large enough to destroy the assault forces or force them to evacuate, and then re-garrison the area, reducing troop strength elsewhere.

10.6 Scenario #6: Kerch: The Party Boss Attacks

Historical Summary

After the December and January battles the Kerch Peninsula front stabilized as the Soviets continued to pour in reinforcements. This raised their commitment to three armies with about 210,000 men, so on 28 January they re-designated their command as Crimean Front, Lt.Gen. D.T. Kozlov commanding.

Stalin viewed the relief of Sevastopol as of great importance. If Soviet troops could break out, they could threaten the deep rear of German Army Group South. All plans tied into the great Stalin mandated offensives then underway from Leningrad to the Black Sea. To emphasize the importance he sent High Command Army Commissar Lev Mekhlis, a bloodthirsty political crony, to ensure offensives would be pressed vigorously.

On 27 February the Soviets struck. The main blow fell on a lightly held outpost line on the northern part of the Parpach Line. The Romanians there yielded quickly and then the Soviets turned their attention to the German part of the line. This too was thinly held but it did not yield. With reserves moving up the Germans sought to strike back. For two days bad weather hampered battle operations and then a thaw relieved the German situation by bogging the Soviet advance. With the thaw came the Luftwaffe. As Stukas rained bombs on Soviet tanks the Soviet offensive broke down. By the evening of 3 March the battle had drawn to a close. The Soviets still held their gains in the northern sector, a noticeable dent in the line, but there was no hint of a breakthrough.

Since exhaustion was no excuse not to attack, Meklis ordered the Soviets to resume their offensive. On 13 March Crimean Front surged forth with eight rifle divisions and two tank brigades and, after a slight gain of ground and despite a brief victory over the untested and newly arrived German 22 Panzer Division, they were again held in check, losing 136 tanks in three days. On 9 April they tried again in another major effort with about six rifle divisions and 160 tanks and, as before, they were quickly defeated with heavy losses for little perceptible gain. Each attack turned out to be a military disaster. None was prepared adequately and all suffered from poor logistical support. So little tactical planning took place that attacks became predictable and could be easily defeated. Mekhlis blamed his commanders; the commanders blamed the troops, thereby causing all to suffer. In the end these disasters fatally set up the Soviets for the great defeats of May and June.

Required:

- Scenario Card #2 Back
- Units used: Refer to Scenario Card #2 Back

10.61 Scenario Length. There are nine turns. Start with the Soviet portion of GT126 and end at the end of GT134. The weather is automatically Frost for GT126. Resolve the Weather Table for all remaining turns.

NOTE: The Axis player has not committed any air units to Naval Movement Interdiction.

10.62 Scenario Area. Map and Map-T Holding Box on Scenario Card #2 Back

10.63 Placement

- a. The Axis player sets up first.
- b. Resolve Air Readiness beginning GT127 Soviet non-Naval air units have the +2 DRM applied to Readiness die rolls since Simferopol has fallen.

10.64 Scenario Special Rules

- a. Both sides always have Attack Supply; do not use MSUs. General Supply restrictions still apply. Soviet units roll for surrender only if unable to trace LOC to a friendly port [PB 7.6].
- b. Neither side receives replacements or strongpoints (except for the three at start Axis strongpoints).
- c. Whenever at least one of the two armor units of the German 22nd Panzer Division is in a defender hex, double the attack strength of any Soviet armor unit attacking that hex.

DESIGN NOTE: Not only had 22 Pz.Div. not completed its training, but it went into battle against Soviet T-34s with old French tanks captured during 1940. The result was disaster.

- d. **Commissar Mekhlis.** Stalin's henchman forced the Crimean Front into numerous costly attacks. To accurately simulate the carnage, the following two scenario special rules are in effect:

1. Soviet player must make two mandated attacks on GTs 126, 127 and 128 and one mandated attack on GTs 129 and 130.
2. Ignore the R (retreat) portion of any Soviet attacker combat result. Attacking Soviet units remain in place. Add one Soviet step loss to the result in lieu of the retreat. Attacking Soviet units are still subject to possible one step loss if an asterisk result is obtained.

- e. **Effective Axis Air Support.** In any combat where Axis air units contribute one or more DRMs, Soviet tank units (if present) must take the first printed step loss of the combat result [addition to BSR 16.31c] or the no attacker retreat additional step loss [PB 10.64d.2].

10.65 Victory Conditions

- a. The Soviet player wins a Tactical Victory if he captures and holds two or more of the following hexes at the end of the scenario: 5614, 5615, 5616 or 5715.
- b. The Soviet player also wins a Tactical Victory if he captures and holds hex 5816 at the end of the scenario.
- c. The Soviet player wins an Operational victory if he captures and holds friendly either Feodosia (hex 5718) or Axis railhead hex 5516 at the end of the scenario.
- d. The Axis player wins if he avoids Soviet victory conditions.

10.66 Play Notes.

Axis. The Soviets will take the Strongpoint at 5815 held by the Romanians. Best to issue them an Additional Retreat order to try to save the defender step. The German held strongpoints in 5816 and 5817 are a different matter. Both should be issued No Retreat orders. Both hexes must be held. The Soviets will break through to the north and they will create a bulge. You cannot stop this westward movement initially because of the scarcity of units, but you must try at all costs to keep the Soviets from ending adjacent to four hexsides of Strongpoint hex 5816 to prevent Axis reinforcements

from entering the hex. If not continually reinforced, the defenders can be attrited away, and once Soviet occupied, the hex probably cannot be retaken. Reinforce Feodosia so that it cannot be taken by Amphibious Assault. Use the arriving Axis units to first stop the Soviet advance in the north, and then selectively counterattack to gain back ground.

Soviet. You have so many steps to lose! Attack everywhere on the first turn, but endeavor to get the highest odds possible. Don't forget about using naval units with their Support Strengths, especially on GT126 when Axis air units cannot perform Naval Movement Interdiction. As soon as practicable, load your transports and keep them in readiness for a chance to land and capture Feodosia. If they do not get to Amphibious Assault, they still serve a valuable function by forcing the Axis player to keep scarce units in and around Feodosia to prevent a landing. One of your main tasks will be to control the crush of Soviet units crowding west. Pack them too closely together and fully stacked hexes will prevent shuffling weakened formations to the rear and pushing fresh formations forward. The northern wing has the dual task of attacking west in strength toward Railhead hex 5516 and attacking south to isolate Strongpoint hex 5816. Get your two motorized units forward to team up with the armored units to achieve the -1 DRM Combined Arms Bonus.

10.7 Scenario 7: Kerch: Operation Trappenjagd

Historical Summary

As a necessary preliminary to the capture of Sevastopol, von Manstein would have to first clear the Kerch Peninsula, the area that had been giving him trouble since the end of December. Manstein wanted to begin the operation as soon as possible and brought considerable forces to the field. He received 28th Light Division and the highly mobile 22nd Panzer Division (now retrained from its March missteps), some Romanians, and strong reinforcements from the Sevastopol area including super-heavy artillery. The biggest addition was VIII Air Corps (von Richthofen commanding) of some 460 fresh aircraft, a deadly efficient close support force. Manstein was confident of a quick victory.

German intelligence fairly accurately estimated the Soviets, pegging them at 17-21 rifle divisions, 2 cavalry divisions, and 3 rifle and 4 tank brigades of Crimean Front to defend the Kerch area. All were still under the command of inept General D.T. Kozlov, and he was still saddled with political commissar Mekhlis. The Soviets had improved the Parpach Line fortifications, set up a sketchy secondary line a few kilometers back, and established a final line well to the rear at Marfovka along an ancient Tartar wall.

Manstein's forces struck on 8 May, focusing on the southern sector of the Line, the area of smallest Soviet reserves. Because of the narrowness of the front, Manstein reasoned the Germans would have to defeat both the front line troops and the reserves in the initial attack. As it turned out, the plan worked. Infantry made a direct frontal assault with Richthofen's aircraft clearing the way while artillery and other aircraft disrupted Soviet reserves. Then an ad hoc group under von Groddeck of assorted German and Romanian motorized units burst through the main line and got into the Soviet reserve positions. Continued air attack disrupted the Soviet response and then bad weather stepped in to bog any remaining Soviet response.

Despite this, Soviet armor managed a series of counterattacks, but with coordination poor none scored much success.

Finally on the 10th Soviet High Command allowed Kozlov to fall back but it was not until the 12th that he could issue orders, by which time the situation had broken down. Kozlov had completely lost control of the battle. Soviet troops now streamed eastwards to get to Kerch for evacuation ahead of the Germans. This left many formations pinned in the Parpach Line. On the 15th Kerch surrendered leaving only mop-up operations that continued for nearly a week more.

Such military disasters as this would not be without the horrors of war. The evacuation from Kerch had been so precipitate that troops were left behind. Some of these, mostly personnel from two specialist academies and the 95th NKVD Border Guard Detachment (led by Col. P.M. Yagunov), plus many civilians from the city of Kerch, sought refuge in the extensive 42 km. underground limestone quarry and cave system of nearby Adzhimushkai. Accounts have them at first just hiding from the Germans, but they soon had to raid for supplies. The Germans sealed off the area but later resorted to drastic means to root them out of the caves, perhaps even using poison gas. More likely though, they used an irritant, or choking, gas (which would not have been a war crime) but the effects may have been the same as the gas displaced oxygen in the confined spaces of the caves. Finally over five months later in late October, only some 48 survivors (out of thousands, the total number varies considerably according to which account you read, ranging from 3000 up to 20,000, and higher) emerged to be sent to POW camps. The higher numbers of deaths may include victims of the NKVD purges of the late 1930s, notably at nearby Bagerovskiy Rog where perhaps 12,000 “Kulaks” were executed. Another problem is whether all sought refuge in the same cave system, there being several quarries in the area. Regardless, Adzhimushkai has since gained its place in Soviet lore as another Brest fortress, a sort of Russian “Alamo.”

Overall, for about 7600 casualties the Germans achieved a huge victory claiming 170,000 prisoners, 1133 guns, and 258 tanks as booty. Although the Soviets claimed 120,000 of their men escaped the encirclements, the result remained a clear disaster. Both Kozlov and Mekhlis were cashiered, as well as others. Kozlov was indeed slow and deserved dismissal. Mekhlis again attempted to cover his mistakes by blaming all on his subordinates, but this time Stalin was not buying that argument.

Requirements:

- Scenario Card #3 Front
- Units used: Refer to Scenario Card #3 Front.

10.71 Scenario Length. There are five turns. Start with GT161 and end with GT165. The weather is automatically Mud (no Storm) for GT161 and Clear (no Storm) for all remaining turns.

10.72 Scenario Area. Entire map area on Scenario Card #3 Front

10.73 Placement

- The Soviet player sets up first.
- Resolve Air Readiness beginning GT162. Soviet non-Naval air units have the +2 DRM applied to Readiness die rolls since Simferopol has fallen.
- The initial set-up shows the positions of Axis and Soviet units after preliminary successful Axis attacks into Soviet forward positions.

- Many of the Axis and Soviet air units have already been committed and have been placed in their respective Flown, Damaged or Destroyed Boxes. Axis and Soviet air units remaining in their Ready boxes are available for use in GT161.

- The Axis player has already eliminated three Soviet steps: one each from the 63rd Mountain Division and the 276th and 396th Rifle Divisions. These steps do count toward Axis victory [10.75].

10.74 Scenario Special Rules

a. Both sides always have Attack Supply; do not use MSUs. General Supply restrictions still apply. Soviet units roll for Surrender only if unable to trace a LOC to a friendly port [PB7.6].

b. Neither side receives replacements or builds new strongpoints. There is no rail conversion or rail movement.

c. Axis Brigade Groddeck may be broken down into its component sub-units at the start of any Axis Movement or Motorized Movement Phase. Any step losses on the brigade must be taken from the sub-units upon break down. Once broken down, the brigade cannot be reformed.

d. No Soviet HQ may be disbanded during the course of this scenario.

e. Soviet Restrictions.

HISTORICAL NOTE: Von Manstein's well-planned attack resulted in a victory all out of proportion to the forces involved. Superior generalship played a part, but the Soviets themselves contributed mightily to their own defeat.

1) The provisions of BSR 22.25g (Overlapping radii of Soviet Non-Op HQs) are in effect for all turns of the scenario. There are additional restrictions to BSR 22.25g for GTs 161 and 162:

- GT 161—within the combined HQ Non-Op command radius area, no Soviet movement is allowed in either Soviet movement phase. No Soviet Non-Operational HQ may roll for Operational Recovery [Exception to BSR 22.26].

HISTORICAL NOTE: Accounts show Soviets were caught by surprise, assuming the Axis buildup was being done simply to resist their next attack, and their initial reaction was dismal.

- GT 162—Soviet multiple Non-Op HQ zone remains in effect. A maximum of one qualifying non-HQ unit may move each Soviet Movement Phase. HQs still may not move, but may roll for Operational Recovery.

HISTORICAL NOTE: Commissar Meklis was pushing hard to get yet another offensive underway. The Soviet bulge northwest of Parpach filled with formations for an attack. The Axis attack caught the Soviets out of position to defend effectively, and after the April purges, commanders on the ground were not going to counterattack or retreat on their own initiative. After von Manstein struck, it took days for Kozlov to issue retreat orders and that delay proved fatal for many Soviet formations.

2) Mandated Soviet Attacks. GTs 160 and 161—the Axis player may designate one or two Axis hexes as defender hexes that the Soviet player must attack under BSR provisions for Mandated Attack.

HISTORICAL NOTE: As Axis spearheads advanced beyond the

front lines, they began a series of meeting engagements with Soviet reserve formations. Thanks to air superiority and air reconnaissance, Axis forces “saw” the Soviet counter attacks coming. The Soviets advanced blindly.

- GTs 160 and 161—the Axis player may designate one or two Axis hexes as defender hexes that the Soviet player must attack under BSR provisions for Mandated Attack. The Axis player designates the Soviet hex or hexes to perform each Mandated Attack, BUT the attack must meet the minimums of BSR 12.42.

PLAY NOTE: The Axis player must be careful when advancing after combat so one of the two provisions of BSR 12.42 can be met. Then the Axis player is free to react into a Mandated Attack defender hex with qualifying motorized units after the Mandated Attack is declared.

- All Soviet units in hexes designated to make Mandated Attacks must attack. None can be held back. Soviet artillery cannot support mandated attacks unless located in a hex adjacent to a designated Axis defender hex.
- Each Soviet Mandated Attack is shifted one column left on the CRT after the final odds have been determined.

HISTORICAL NOTE: Most Soviet formations had lost severely in the earlier March and April attacks (see Scenario 6 - Kerch: The Party Boss Attacks), but could not be withdrawn to rebuild properly. Untrained or poorly trained replacements were fed into these burned-out units. Soviet tactical proficiency suffered greatly.

- Each Mandated Attack where Axis CAS mission air units provide one or more +DRMs is shifted one additional column to the left and suffers one step loss over and above the Mandated Attack result. The first printed step loss must be armored if one or more armor units participate in the attack. Maximum loss cannot exceed 4R.

HISTORICAL NOTE: Many accounts speak of the destruction meted out by the Luftwaffe against Soviet reserve formations moving up to attack—especially their armored formations.

- Treat any Mandated Attack result of “e” as a 4R result
- 3) Any attacking Soviet unit unable to trace a LOC to Kerch has one shift to left on CRT after final odds are determined.
- 4) Treat any attack at final odds of less than 1-4 as an attack with an automatic 4R result

f. Axis Air Support. The large number of Axis aircraft operating over such a small area meant that Axis air power ruled this battlefield as no other—suppressing AA fire, disrupting communications and punishing reserve formations, especially tank units.



- During the entire scenario all Axis AA die rolls have a -1 DRM in addition to any other printed DRMs.
- In any combat where Axis air units contribute one or more DRMs, Soviet tank units (if present) must take the first printed step loss of the combat result [addition to BSR 16.31c].

g. Naval Rules. Do not use naval rules for this scenario. The magnitude of the Soviet defeat caught planners by surprise. Though thousands individual troops were brought off, no organized combat formations were evacuated.

10.75 Victory Conditions

- The Axis player automatically wins if he fulfills both of the following:
 - Kerch (hex 6912) is friendly at the end of the scenario, and
 - At least 34 Soviet steps are in the Eliminated or Cadre Boxes.
- If Kerch is not friendly, the Axis player can still win if at least 52 Soviet steps are in the Eliminated or Cadre Boxes.
- Any Soviet units unable to trace supply to Kerch at the end of the scenario are placed in the Eliminated Box and those steps do count for determining victory
- The Soviet player wins if the Axis player fails to fulfill either of his sets of victory conditions.

10.76 Play Notes.

General. This scenario departs in major ways from Barbarossa Standard Rules because this was no standard Axis victory. At first glance you look at this scenario and probably wonder, “How fair is it to set the Soviets up for failure by arranging mandated Attacks?” It’s not fair, but the historic result of the battle was that after ten days of fighting (five game turns) three Soviet armies had ceased to exist and the survivors were desperately trying to escape from Kerch before the German spearheads. Standard barbarossa combat procedures simply pushed back a massive wall of Soviet defenders, inflicting losses to be sure, but leaving a largely intact Soviet army between the Axis player and Kerch. This was an improbable victory and required special game mechanics. By all numerical measures, the Soviets should have been able to easily hold off von Manstein’s attackers. This was a battle dominated by intangibles—mostly negative for the Soviets and positive for the Axis. Seldom did a political Commissar wreak more havoc on a chain of command than did Mekhlis. Soviet tactical proficiency was at its lowest ebb in this battle because largely untrained recruits were poured into burned-out formations that could not be taken out of line to rest and retrain. Axis forces were well trained, had every confidence in von Manstein, and were supported by one of the deadliest concentrations of tactical air support seen on the east Front.

Axis. Your primary task is to break out toward Kerch as quickly as possible. DO NOT attack the Soviet bulge. Any attacks there serve only to push Soviet units east toward freedom. Instead, on your first turn (GT 161), attack only hex 5916 and advance into it. Save your air units for the Soviet Combat Phase. It would be beneficial to designate your Axis occupied hexes 5816 and 5916 as the defender hexes to be attacked by the Soviets with their two Mandated Attacks. DO NOT designate any of the Soviet bulge hexes to take part in Mandated Attacks. No Soviet movement can occur to reinforce or reduce the designated Mandated Attack hexes, so the Soviet attack forces should fare very poorly. Your forces should be able to Advance into Parpach on GT 162 and effectively cut off the numerous units in the bulge. Soviet movement restrictions will prevent most units from moving again, and Soviet GT 162 mandated attacks should again result in very heavy losses. By the end of GT 162 you should be on the verge of breakout, so push east as far and fast as possible, leaving behind only enough units to hold the cut-off Soviet units in place until they surrender or the end of the scenario occurs.

Soviet. A tough scenario. You are going to lose a lot of units, so concentrate only on the units you can pull back. You will have to choose between defending in place in force or running and leaving

stay behind units to delay. Both approaches proved to be feasible, but situation on the ground and Axis player skill level dictated the best course to follow.

10.8 Scenario #8: Sevastopol: Operation Storfang

“The next task will be ... the capture of Sevastopol.”

—Hitler’s Directive #41, dated 5 April 1942

“I am sure that the glorious defenders of Sevastopol shall live up to their duty to the Homeland with dignity and honor.”

—Stalin, June 1942

Historical Summary

Everything now centered on Sevastopol. For this final battle the Soviets prepared about as well as could be done. The main defenses now consisted generally of three fortification belts, an outer belt in an arc from Belbeck to Balaclava, a reserve line generally along the line of the Sapun Heights, and then an inner belt based on antique fortifications encircling the city and port directly. In between was a labyrinth of additional bunkers, anti-tank obstacles, and minefields. Defending Sevastopol was the Independent Coastal Army, still commanded by Oktyabrsky and Petrov, of about 106,000 men, at least 600 artillery pieces, over 2000 mortars, and about 38 tanks. Thousands of additional troops would be shipped in during the battle.

Against this huge array Manstein deployed nearly 200,000 Germans and Romanians supported by 563 field guns, 48 siege guns [see side bar], and 754 rocket launchers (nebelwerfer), plus some heavy anti-aircraft guns to be used as direct fire weapons, and almost no tanks (a battalion arrived later). All were plentifully supplied with ammunition. The most important Axis asset, however, was the VIII Air Corps with over 600 aircraft manned by personnel well experienced in combat close support.

The attack began on 3 June with a program barrage of WWI proportions that lasted five days. Just before dawn on 7 June the first sections of German infantry began their assault. This they had to perform methodically. Despite the immense barrage most Soviet bunkers survived because they had been dug into the underlying bedrock. Each position required its own campaign of attack with the Soviet troops often resisting to the death and taking many Germans with them. German 22nd and 50th Divisions worked their way into the Belbeck Valley with the 132nd Division following. As this attack withered in front of Soviet Citadels (such as Ft. Stalin), Manstein opened the attack on the southern perimeter.

Strategically, the Germans followed a plan of converging attacks with the Romanians covering the center. They calculated that with pressure on both flanks Soviet reserves would split and thereby would not effectively support each other. Generally, the battle followed the German plan. One by one the forts in the north were broken and overrun while in the southern sector German forces closed up to the Sapun Heights.

On the 19th the huge Maxim Gorky I battery finally fell, well after its heavy guns had been silenced, and on the next day the Germans advanced to Severnaya Bay, effectively closing the port to shipping. But not until 26 June did the Germans control the main defensive belt. After a brief rest to bring up heavy artillery, Manstein ordered an attack by storm boats across Severnaya Bay (hexside 1626/1627)

in order to outflank the Sapun Heights defenses.

During the night of 27/28 June the final offensive began. The amphibious move completely surprised the Soviets and now all remaining positions fell in quick succession. Four days later Manstein announced the fall of Sevastopol and on 4 July the last main Soviet forces were surrendered just after the fall of the Maxim Gorky II battery.

German losses came to about 24,000 and the Romanians suffered about 2500 casualties. The Soviets lost nearly their entire force. Only a few thousand evacuated during the battle, and none at its end save for a handful of the top commanders. There were no plans for full evacuation. As one measure of the intensity of the fighting, the German army alone expended about 6.7 million rounds of small arms ammunition (of about 9 million available). Sevastopol gained notoriety as one of the great sieges of the war and later was given the honorific, “Hero City.” With its fall coming at the time of the fall of Tobruk (in Africa) in June it appeared to planners in Berlin that nothing could withstand Axis military power. Next stop: Stalingrad.

Required:

- Scenario Card #3 Back
- Scenario Card #4 Back

Units used: Refer to Scenario Card #4 Back

10.81 Scenario Length. There are fifteen turns. Start with GT176 and end with GT190. The weather is automatically Dry (no Storm) for all turns. Do not resolve the Weather Table [Historically, it was intensely dry and hot].

10.82 Scenario Area. Use the Inset map and Map-T Holding Box on Scenario Card #3 Back

10.83 Placement

a. The Soviet player sets up first. Place an Interdiction Level 2 marker on the Soviet Coastal Army HQ in Inset hex 1428 (simulates the effects of the pre-assault bombardment on communications). This marker affects HQ order issuance and artillery support only. If the Axis player wishes to interdict the port of Sevastopol, he must conduct an air interdiction mission.

b. Resolve Air and Naval Readiness each turn starting GT 177.

DESIGN NOTE: All Soviet air units are single engine aircraft units based within the Soviet perimeter at Sevastopol. Do not apply the +2 Air readiness DRM to the IL-2 air unit.

10.84 Scenario Special Rules

a. Both sides always have Attack Supply; do not use MSUs. General Supply restrictions still apply.

DESIGN NOTE: The initial Axis supply situation for 11th Army in September 1941 was quite tight at an average of about 1.7 supply trains per day. During the Spring the situation improved steadily with the average moving up to 9 trains and then 12 trains, then almost 15 trains daily, enough that for this scenario sufficient attack supply can be assumed as always present.

b. Soviet combat units suffer Emergency or Out of Supply effects only if unable to trace a Supply Route to a friendly Soviet port. Soviet units roll for Surrender only if unable to trace a LOC to a friendly port unless occupying an undestroyed Citadel hex [PB7.6].

DESIGN NOTE: Axis interdiction or port loss will almost certainly reduce supply capacity below the level needed to keep all Soviet units in General Supply, yet historically most Soviet units kept fighting steadfastly until cut off from an escape port. Apparently the Soviets had used the respite between the November/December assault and Operation Storfang to amass ample levels of supply in and around Sevastopol.

c. The Soviet player receives one Type I RP each turn to move one ZAP unit in the Cadre Box to the Active Box.

d. No additional Strongpoints can be built by either side.

e. No Soviet rail movement allowed (Axis bombardment and bombing had wrecked the tracks beyond repair during the scenario time frame). No Axis rail conversion allowed either.

f. While on the Inset Map a Soviet HQ is not required to be stacked with artillery units to allow them to combine their support strengths when attacking or defending in a single combat. Artillery or naval units on the Inset need only be within Command Range of an HQ also on the Inset. Air Interdiction of the HQ still reduces the total number of artillery units that can combine for a declared combat.

DESIGN NOTE: Sevastopol artillery was organized under a single commander who had good centralized control over the 70 batteries of all gun types in the fortress area.

g. Naval Artillery Support. Naval units providing artillery support for ground units are included within the artillery unit combination restrictions [and PB 7.34.a], and must be within range of an operational HQ when combining with other artillery [see also PB 8.6]. Naval units can conduct artillery support (attacking or defending) regardless of their Readiness status.

h. Evacuation. On the turn one or more Axis ground combat units enters hex 1526, the Soviet player must place an Evacuation marker [PB8.55] in port hex 1527 (or vice versa if hex 1527 is occupied first), and it remains there for the rest of the scenario. The port hex no longer functions as a supply source for the remainder of the scenario.

1. No further unloading of units or MSUs is allowed.
2. Any Soviet naval units in port in hex 1527 (1526) must put to sea immediately [follow procedures of PB8.23b].
3. Soviet air units have a +4 DRM applied to all readiness die rolls (chaotic supply situation with the closing of port hex 1527).

DESIGN NOTE: Once hex 1526 (1527) is Axis occupied all naval units in port hex 1527 (1526) would come under Axis direct fire with a high probability of being sunk in port.

i. Coastal Army HQ cannot move except to utilize Naval Transport (Axis ground and air bombardment forced vulnerable HQ elements underground).

j. Axis Super-Heavy Artillery provisions of PB 7.32 and 7.33 are in effect.

10.85 Victory Conditions

a. The Axis player wins if he has 20 VPs or more at the end of the scenario.

b. The Soviet player wins if the Axis player fails to fulfill his victory conditions.

10.86 Play Notes

Axis. You stand a good chance of winning this scenario, but will have to push hard. You are short of ground troops—again, but have some awesome Super-Heavy artillery and ample air support at start to compensate. The most vulnerable section of the Soviet line is again the northern section close by the coast where the Fortified Belt was lost to the Axis the previous December. Use your Super-Heavies to offset the +DRMs and negate the asterisk results in support of fewer high-odds attacks designed to inflict step losses. Where possible, include one assault gun and one Flak unit in your major attacks because of their doubling effect against undestroyed fortifications. You have a fair number of replacement steps, but even when attacking selectively, by the time the Severnaya Bay is reached one division will usually have been cannibalized to provide additional infantry replacements. The Soviet player has sufficient reserves to hold parts of the forward line for several turns, but eventually the dam breaks and you can surge toward the northern shore of Severnaya Bay, taking away most of the Soviet port capacity in the process. Do not forget to position CD artillery in coastal hex 1427. Soviet Port hex 1428 is still usable, but doubled CD artillery can make it very costly to enter and exit. Make capture of hex 1726 a priority. Once Axis occupied, Soviet units north of the Bay are cut off with no retreat possible except for Sea Transport. Every Soviet unit trapped there can't help prolong the battle for Sevastopol itself. The asterisk Super-Heavies will eventually run out of ammunition, but the Axis player should use them often to bust through the fortified belt, especially the 459th because it cannot move and the I-833 because while very powerful, it has a very short range. Dora cannot move, so save one or two shots for the far southern Citadels. The other S-H artillery should be moved as soon as the north shore of Severnaya Bay is cleared. As the Axis advance closes in on Severnaya Bay, begin transferring infantry to the south to overcome the Sapun Heights. Surprisingly, the next most vulnerable Soviet sector is the weakly held Strongpoint line near Balaklava. Axis forces are strong enough initially to make inroads into this Strongpoint line, drawing in reserves to stabilize the situation. Your most important air mission will be interdicting the Coastal Army HQ each and every turn. You do not want that HQ to be issuing any No Retreat orders. This interdiction can prove to be costly because the HQ is well protected by Soviet AA. You may have air units damaged or destroyed over the course of the interdiction effort. Next in importance are the CAS missions in support of the major attacks. Finally, Shipping Attack missions only if Soviet naval units suffer significant damage on the Movement Loss table.

Soviet. Despite the strength of your fortifications in the north, you are overmatched there by the Axis Super-Heavy artillery and air units. Still, you will use most of your arriving Zap units in the early turns to rebuild and strengthen units in front of the Citadels. Remember that Zap units can be used to strengthen units that are in Axis ZOCs. Also remember that Axis ZOCs do not extend into the Fortified Belt hexes, so you can sometimes have good lateral movement to plug gaps or reinforce threatened hexes. Also, units in undestroyed Citadels cannot be forced to retreat. Your CLs can provide good, consistent fire support and will be needed to fill the gap when your Guard artillery is transported back to the Map-T Holding Box to avoid giving the Axis player VPs for their destruction. Sevastopol Port hex 1428 is safest for them, not being susceptible to Evacuation or being forced to move when Axis units occupy the north shore of Severnaya Bay. Preserve your air units for as long as possible. Firing

units are best used to counter the interdiction missions and force Axis firing units to opt out of interdiction and engage in Air Combat. Soviet Mission units should be used for the most part against lesser Axis diversionary attacks when Axis units are few or non-existent in order to provide +DRMs and increase Axis losses. Recognize when defeat is inevitable in the north and withdraw the bulk of the units north of Severnaya Bay to prolong the battle to the south. Do not fail to have Soviet naval units in port hexes 1526 and 1527 sail before Axis units occupy port hex 1526 and force naval units in both ports to leave with negative Naval Movement DRMs. Forget about the south portion of your line at your peril. Axis forces are strong enough to roll up your Strongpoint line, and there are enough long-range S_H artillery units to offset the fortification +DRMs and at times negate the asterisk results too. Where defending in the north is often a brutal hold-in-place affair, defending in the south is often about delaying and trading small units for time. Keeping your HQ on map as long as possible is beneficial. It draws off Axis air units and when AA die rolls are good, the HQ can issue one or possibly two orders. Still, you may want to transport your HQ out before the Axis CD artillery occupies hex 1427. If you wait until both CD units end up in 1427 and there is a Level 2 Interdiction marker in the Naval Movement Interdiction Box, you stand a good chance of losing two VPs if your transporting naval unit is sunk. It would be time to consider moving the CLs back to Map-T Holding Box also.

10.9 Scenario #9: Kerch: The Kerch-Feodosiya Operation

Historical Summary

Kerch-Feodosiya Landing Operation

Translated by Thomas F. Burke

From: L.T. Yermilov, ed., *Boyevaya Letopis, Voyenno-Morskogo Flota 1941-1942 [Military Chronicle of the Navy 1941-1942]*, Moscow: Voenizdat, 1983. With some additions by translator primarily from: Shirokorad, Aleksandr, *Bitva za Chernoye More [Battle for the Black Sea]*, Tranzitkniga: Moscow, 2005.

At the end of November, Stavka of the Supreme High Command made the decision to conduct a landing operation with the goals of the liberation of the Kerch Peninsula, the provision of help to the defense of Sevastopol, and the creation of conditions for further actions to liberate Crimea.

30 November – 7 December. The decision to return to the Kerch Peninsula was made several days after the evacuation of Soviet troops from there. On 30 November the Commander of the Transcaucasus Front (TCF) Gen-Lt D.T. Kozlov in accord with a directive of Stavka presented a preliminary plan for an amphibious landing on the eastern shore of the Kerch Peninsula. On 5 December the Deputy Chief of the General Staff Gen-Lt A. M. Vasilevsky, the Deputy chief of the General Staff, proposed that Vice-Admiral F.S. Oktyabrsky, the Commander of the Black Sea Fleet (BSF), report to Stavka his ideas about the possibility of conducting a landing operation to capture the Kerch Peninsula in mid-December. On 6 December the BSF commander reported that conduct of an operation was possible. Kerch and Feodosiya were selected as the main landing places; it was proposed that a landing be conducted from warships at the pier in the port of Feodosiya. On 7 December Stavka

approved the plan proposed by the Commander TCF. In addition to it, an amphibious landing at Feodosiya was to be examined. The BSF and Azov Military Flotilla (AMF) were to be subordinated to the Commander TCF during the operation.

13 December. The TCF Commander was given the directive to conduct the landing operation. It envisaged the simultaneous landing of the main forces of the 44th Army (Gen-Maj A.N. Pervushin) in Feodosiya and auxiliary landings in the areas of Koktebel, Ssypony Point, and Mount Opuk, and the 51st Army (Gen-Lt V.N. Lvov) on the eastern and northern shores of the Kerch Peninsula. The landing forces were ordered to encircle and destroy the enemy grouping located on the peninsula composed of the 46th Infantry Division and two separate tank battalions of the 42nd Army Corps and the Romanian 3rd Motorized Regiment and 8th Cavalry Brigade (up to 25,000 men, 180 guns, and 118 tanks).

The BSF was ordered to conduct the landing of the 44th Army and support the troops on the shore. For the conduct of the operation ships of the fleet and transports were divided into three main groups: a landing detachment in Feodosiya (Landing Detachment “A”), a landing detachment in the Mount Opuk area (Landing Detachment “B”), and a covering detachment composed of the cruiser “Molotov”, leader “Tashkent”, and destroyer “Smyshleniy” under the command of the cruiser commander Capt 1st Rank Yu.K. Zinoviyev.

Troops of the 51st Army were to be landed by the AMF (Rear Admiral S.G. Gorshkov) and the Kerch Naval Base (KNB) (Rear Admiral Frolov) which were operationally subordinated to the Army. The period of readiness for conduct of the operation was from 19 December and its intended start on 21 December.

23 December. The plan and period of the conduct of the landing operation was changed at the direction of the TCF Commander, since in connection with the beginning of the enemy offensive on Sevastopol on 17 December, the 345th Rifle Division and 79th Naval Rifle Brigade, which had been designated for the landing force, were dispatched there; and a significant number of ships and transport vessels were also drawn upon for the transport of the troops to Sevastopol.

According to the changed plan, the operation was to be conducted in two phases: on 26 December, the landing of 51st Army on the north and east of the Kerch Peninsula and a regiment of 44th Army at Mount Opuk; and on 29 December, the landing of 44th Army in Feodosiya.

25-31 December. Actions of the Azov Military Flotilla. On 25 December the loading of landing forces on the ships and vessels of the AMF was carried out, the 224th Rifle Division and 83rd Naval Rifle Brigade were loaded in Temryuk and part of the 12th Rifle Brigade in Kuchugury. For participation in the landing operation in the composition of the flotilla, five landing detachments were created. From 1230 hours to 2200 hours on 25 December the detachments went out to sea with the calculation of reaching the landing areas by 0500 hours on 26 December.

The 1st Detachment (Capt-Lt F.P. Shiovnikov), composed of the minelayer “Zarya”, minesweeper-craft “Akula”, and 3 fishing boats, was to land 530 landing troops in Kazantinskiy Bay.

The 2nd Detachment (Capt-2nd Rank V.S. Grozniy-Afonin) was divided into western and eastern groups. In the detachment were the gunboat “Don”, steamships “Krasniy flot” and “Penay”, tug

“Nikopol” with barge, self propelled scows “Gordipiya” and “Fanagoriya” with nine barges, patrol boats “CKA-123” and “CKA-128”, and 15 fishing boats. The detachment was to land a force composed of 2,883 men, 3 tanks, 19 guns and mortars, and 18 horses in the Cape Zyuk area.

The 3rd Detachment (Capt-Lt A.D. Nikolayev), composed of the minesweeper-craft “Uragan”, self-propelled barge “Tamans”, dredger “Voroshilov” and 2 fishing boats was to land 1,070 men with four guns at Cape Tarkhan.

The 4th Detachment (Capt 3rd Rank V.M. Dubrovov) was divided into western and eastern groups. It was composed of the gunboats “No.4” [until 7/22/41 it was Icebreaker No.4] and “Dnestr”, minesweepers “T-486” (“Sovetskaya Rossiya”) and “T-492” (“Beloberezhnye”), steamship “Yeysk”, tug “Dofinovka” with barge “Taganrog”, and 8 fishing boats. The detachment was to land a force composed of 2,198 men, 3 tanks, 8 guns, and vehicles in the Cape Khroni area.

The 5th Detachment (Capt-Lt V.A. Iossa) included the minesweeper “T-513” (“Nord”) and “T-491” (“Kiziltash”), tug “Uriskiy” with barge Dolzhanka” and 8 fishing boats. It was to land 1,000 men in the Yenikale area.

The transport to the landing places was conducted in stormy conditions. Many vessels fell behind from the detachments. The sail fishing boats and rowboats, towed behind the ships and vessels and intended for use as landing craft, filled up with water. Many of them were lost. As a result the landing was delayed.

On 26 December at 0630 hours the 4th Detachment’s western group approached Cape Khroni and at 0730 hours began disembarking the landing force in Bulganak Bay under heavy enemy fire. A barge was utilized as a pier. The gunboat “Dnestr” supported the landing with fire. Landing troops from the detachment’s eastern group were disembarked there later. At 1600 hours in order to develop the success of the 4th Detachment, the 5th Detachment approached Cape Khroni, having been redirected there by the AMF Commander. The disembarkation of the landing force did not occur due to enemy fire and the strong surf. By the morning of 27 December the 5th Detachment departed for Temryuk.

At 0700 hours on 26 December the 2nd Detachment approached Cape Zyuk. Under the cover of a smokescreen put up by the patrol boat “CKA-123”, the disembarkation of the landing force from the fishing boats began across a barge brought up to the shore. The patrol boats transferred the landing troops from the transport “Penay”. At 1030 hours the 1st Detachment approached Cape Zyuk; it had been delayed because of the storm and was redirected to the area by the flotilla commander. At 1050 hours enemy aviation began an attack. The barge “Fanagoriya” was sunk, and the streamships “Krasnyy flot” and “Penay” were damaged. The minesweeper-craft “Akula” was thrown on shore by a wave, while one fishing boat pierced its hull by striking a rock. In these conditions the 1st Detachment, having disembarked around half of the landing troops, departed for Cape Khroni. At the same place by the end of the day, having not completed disembarkation, the 2nd Detachment also departed.

At dawn on 26 December the dredger “Voroshilov” and the minesweeper-craft “Uragan” from the 3rd Detachment approached Cape Khroni. At 1245 hours the dredger was attacked by enemy aircraft and sunk. The “Uragan”, overcrowded with personnel rescued from the dredger, gave up disembarking and returned to Temryuk.

During the night of 27 December in the area of Cape Khroni the minesweeper “T-492” disembarked 250 men from the second echelon of the landing force. During the day disembarkation had not succeeded because of increasing enemy countermeasures. A barge with landing troops was sunk by enemy aviation. The steamship “Penay” was heavily damaged and beached itself on the shore. The damaged minesweeper “T-491” was towed to Kuchugury.

On 29 December at 0100 hours the minesweepers “T-486” and “T-513”, transport “Yeysk”, tugs “Shtorm” and “Dofinovka” with barges, and patrol boats “CKA-123” and “CKA-128” under the general command of Capt 3rd Rank V.M. Dubrovov approached Cape Khroni. By this time the landing force that had disembarked on 26 December had now moved further inland from the coast. Left without a covering force, the landing area was again occupied by the enemy. The detachment commander and the participating flotilla commissar, Regimental Commissar S.S. Prokofyev, considered a landing possible. However, the commander of the 224th Rifle Division accompanying the landing force did not agree with them. By his order part of the detachment’s ships and vessels went to disembark the landing force at Yenikale, but because of the increasing storm the disembarkation did not occur, and the vessels departed for Temryuk. The steamship “Yeysk” and two fishing boats, remaining in the area of Cape Khroni, by order of the detachment commander disembarked two battalions (1,354 men and 15 guns and mortars) despite enemy resistance.

On 30 December one more detachment was prepared for sea composed of the gunboat “No.4”, minesweepers “T-513” and “T-492”, self-propelled barge “Gordipiya”, tugs “Nikopol” and “Kuzbass”, 12 fishing boats and 2 barges under the command of Capt 2nd Rank V.S. Groznyi-Afonin. The detachment was to disembark a landing force in the area of Yenikale or at Cape Khroni, but during the morning of 31 December the liberation of Kerch became known and for that reason the troops onboard the ships and vessels were directed there.

From 26 to 31 December the AMF disembarked on the Kerch Peninsula 6,140 men and unloaded 9 tanks, 38 guns and mortars, 9 motor vehicles, and 240 tons of ammunition.

25 – 29 December. Actions of the Kerch Naval Base. The Kerch Naval Base was given the task to land the 302nd Mountain Rifle Division on the eastern shore of the Kerch Peninsula. The embarkation of the landing force at Komsomolsk and Taman began at 1600 hours on 25 December and was completed during the night of 26 December. The voyage by sea was completed in stormy conditions. Part of the vessels arrived at the landing place late because of running aground. The base’s boats and landing craft were divided into three detachments.

The 1st Detachment, with the first landing groups (1,154 men) was composed of 8 torpedo and 2 patrol boats and 20 fishing boats divided into four groups under the command of Sr-Lt I.G. Litoshenko, by 0500 hours on 26 December approached Eltingen, Kamysh-Burun, and Staryy Karantin. In the area of Kamysh-Burun the landing occurred unexpectedly for the enemy. The landing troops fortified themselves at Kamysh-Burun Spit and the pier of the ship repair plant. In the area of Eltingen and Staryy Karantin because of strong enemy countermeasures only 19 and 55 men respectively succeeded in landing. Until dusk they waged an unequal battle and then attempted to breakthrough to Kamysh-Burun. Only two men succeeded in doing so from the Eltingen area. Part of the landing

troops from the Staryy Karantin area found a small rowboat and withdrew in it to the ships while the remaining troops perished.

The 2nd Detachment, with the first echelon of the landing force (744 men) was composed of 6 torpedo and 2 patrol boats and 12 fishing boats and under the command of Sr-Lt F.I. Petrovskiy, on 26 December at 0700 hours approached Kmysh-Burun Spit and the pier of the ship repair plant and was met with strong enemy fire. With the support of the patrol boats and also the 140th Artillery Battalion of the KNB and 25th Corps Artillery Regiment of the 51st Army from the Taman Peninsula, the disembarkation of the landing troops was carried out. The torpedo boats covered the area of landing with a smokescreen.

The 3rd Detachment composed of 6 torpedo and 2 patrol boats, 9 fishing boats, and 3 tugs, which towed 2 barges and a bolinder barge [a 530 ton barge 45.8 meters long, 7.2 meters wide with the engine built by the Swedish firm Bolinder; each could carry up to 10 tanks or one battalion of troops; trans.] and under the command of Capt-Lt V.I. Yevstigiyejev and had onboard 3,327 landing troops and 32 guns and mortars, approached Kamysh-Burun at 1300 hours. It also was forced to conduct a landing under fire. Artillery from the Taman Peninsula and boats supported the landing troops. As the result of raids by enemy aviation one barge was sunk and another was damaged but the landing force was disembarked.

On 27 December because of a storm, transports [of landing forces] were not conducted in the strait. On 28 and 29 December the KNB continued the transport of troops while bitter fighting raged on the peninsula. On 29 December, in connection with the landing of our troops at Feodosiya, the enemy began to withdraw from the Kerch Peninsula. During the night of 30 December a group of scouts headed by the chief of staff KNB Capt 3rd Rank A.F. Studenichnikov, having landed on shore from a torpedo boat, penetrated to Kerch. Having established that the enemy had left the city, the group commander reported this to the base staff.

During the operation the landing craft of the KNB disembarked 11,225 landing troops, and transported 47 guns, 198 mortars, 12 motor vehicles, 210 horses, and 14 wagons.

[During the whole operation enemy artillery and aviation had sunk one patrol boat, five torpedo boats, one tug, one bolinder, and one barge. Personnel losses of the naval base and landing detachments totaled 350-400 men killed and wounded. – Shirokorad, pg. 274]

25 – 30 December. Actions of Landing Detachment “B”. On 25 December Landing Detachment “B” composed of gunboats “Krasnyy Adzharistan” (flagship of detachment commander Rear-Admiral N.O. Abramov), “Krasnyy Abkhazia”, and “Krasnaya Gruzziya”, escort ship “Kuban”, a tug [SP-15] with blinder barge, and 6 patrol boats took on board at Anapa a Mountain Rifle Regiment and during the night of 26 December went to sea. [By midnight the gunboats had taken aboard 2,393 men, 14 76-mm guns, and 6 120-mm mortars. Because of a large swell embarkation on the patrol ship and the bolinder could not be carried out]. However, at the time of departure the tug with the bolinder barge remained behind at the roadstead [because in the darkness the tug captain did not notice (probably due to fog) the departure of the gunboats; trans.], while soon after its departure the patrol ship “Kuban” returned [because it had no landing troops aboard] and did not participate in the landing. At night during the voyage the ships lost one another. During the morning of 26 December the gunboat “Krasnyy Adzharistan” and a boat which

was intended to be used as a landing craft approached the area of Mount Opuk. The detachment decided to return to Anapa, collect the ships together, and carry out the landing on the morning of 27 December. However on that day the landing could not be carried out because of the storm and poor visibility. On 28 December the detachment took on coal at Novorossiysk and by order of the Military Council of the Black Sea Fleet was directed to disembark the landing force in the Kerch Strait. At 2210 hours on 28 December the ships began the disembarkation of the landing troops under enemy fire. The disembarkation continued on 29 December with the help of three fishing boats that brought personnel from the gunboats to shore and was completed on 30 December. Part of the landing force was disembarked on the pier of the Kamysh-Burun port.

During the morning of 26 December the support ship detachment (cruisers “Krasnyy Kavkaz” and “Krasnyy Krim”, destroyers “Nezamozhnik” and “Shaumyan”), which was to support the landing of Landing Detachment “B”, arrived in the area of Mount Opuk (“Krasnyy Krim” and “Shaumyan” beforehand had bombarded Feodosiya), but did not find anything there. At 2039 hours the “Krasnyy Kavkaz” bombarded the shore. Not waiting for Detachment “B”, during the morning of 27 December the ships departed for Novorossiysk.

28 – 30 December. Actions of Landing Detachment “A”. At the start of the operation Landing Detachment “A” included:

- Support Ship Detachment (Capt 1st Rank V.A. Andreyev), composed of cruisers “Krasnyy Kavkaz” and “Krasnyy Krim”, and destroyers “Nezamozhnik”, “Zeleznyakov”, and “Shaumyan”
- 1st Detachment of Transports (Capt 2nd Rank I.A. Zaruba), composed of transports “Zyryanin”, “Zhan-Zores”, “Nogin”, “Serov”, “Shakter”, “Tashkent”, “Krasnyy Profintern”, and “Azov”
- Security Detachment of the 1st Detachment of Transports (Capt 3rd Rank G.P. Negoda), composed of the destroyers “Bodryy” and “Boykiy”, and the minesweepers “T-401” and “T-411”
- 2nd Detachment of Transports (Capt 2nd Rank Filippov), composed of the transports “Kalinin”, “Dimitrov”, “Kursk”, “Krasnogvardeyets”, and “Fabritsius”
- Security Detachment of the 2nd Detachment of Transports (Capt 2nd Rank M.F. Romanov), composed of the leader “Tashkent”, the destroyers “Sposobnyy” and “Soobrazitelnyy”, the minesweeper “T-410”, and 6 patrol boats
- The Landing Craft Detachment (Capt-Lt A.P. Ivanov), composed of the minesweepers “T-404” and “T-414”, 12 patrol boats, and 6-10 self-propelled barges. Capt 1st Rank N.Te. Basisty was designated commander of the landing.

On 28 December in Novorossiysk and Tuapse the embarkation of troops of the 44th Army was carried out. The Support Ship Detachment, and also the additionally assigned transport “Kuban” took on board the forward detachment of landing troops composed of the 251st Mountain Rifle and 633rd Rifle Regiments, and the 2nd Battalion 814th Rifle Regiment (5,119 men, 18 guns, 7 mortars, 30 motor vehicles, 72 horses, 19 wagons, etc). On the boats of the landing craft detachment was loaded the assault detachment of sailors (300 men, commander – Sr-Lt A.F. Aidinov).

On 29 December at 1720 hours the Support Ship Detachment and Landing Craft Detachment went to sea. Determining their place on the approaches to Feodosiya with the aid of searchlights of the

submarines “Shch-201” (Capt 3rd Rank A.I. Strizhak) and “M-51” (Capt-Lt V.M. Prokofyev) and the light buoys dropped by them, the ships reformed into combat order. At 0350 hours the cruisers and destroyers opened fire on the port. At 0403 hours the fire was stopped, and the boats of the Landing Craft Detachment began to breakthrough to the port. Directing fire along the pier, they began the landing of the assault groups. The patrol boat “SKA-0131” (Sr-Lt A.D. Kokarev) burst into the harbor first. Landing troops disembarked by the patrol boat captured the lighthouse and set it on fire in order to help the ships orient themselves. “SKA-013” (Lt N.N. Vlasov with the detachment commander Capt-Lt A.P. Ivanov aboard) anchored at the boom gates and showed the ships the entry to the port with green [tracer] fire.

At 0413 hours under enemy fire the destroyers “Shumyan” (Capt-Lt S.I. Fedorov), “Nezamozhnik” (Capt 3rd rank P.A. Bobrovnikov), and “Zeleznyakov” (Cpt-Lt V.S. Shiskanov) burst into the port. The destroyers disembarked the landing troops on the piers and suppressed the enemy firing points with artillery fire. The cruiser “Krasnyy Krym” (Capt 2nd Rank A.I. Zubkov) conducted fire from the area of the lighthouse, and the landing troops on board it transferred to launches and boats.

At 0502 hours the cruiser “Krasnyy Kavkaz” (Capt 2nd Rank A. M. Gushchin) approached towards the inner side of the wide mole and began mooring. A strong driving wind interfered with the mooring resulting in its completion only at 0715 hours.

[Altogether the warships of the Support Ship Detachment disembarked 4512 men, of which “Krasnyy Kavkaz” – 1,586, “Krasnyy Krym” – 2,000, “Shaumyan” – 330 troops, “Nezamozhnik” – 289, and “Zheleznyakov” – 287. Moreover, “Shaumyan” unloaded two 76-mm guns, two 107-mm mountain mortars, while “Nezamozhnik” unloaded one 76-mm gun and 17 boxes of mines. – Shirokorad, Pg.282].

At 0720 hours the transport “Kuban” entered the port and began to disembark landing troops and unload equipment.

The cruisers were the main targets of the enemy. During the disembarkation of the landing force, the “Krasnyy Krym” was hit by 11 shells and mortar rounds, and the “Krasnyy Kavkaz” was hit 17 times, while the enemy also directed light machinegun fire at it. Especially dangerous was the hit on the second turret of the cruiser “Krasnyy Kavkaz”. The shell pierced the turret and blew up inside it. The turret crew was knocked out of action and charges started to burn; there arose the fear that the ship would explode. Coming to after the shell explosion Red Fleet sailor V.M. Pokutnyy succeeded in pulling a burning charge from the elevator, but subsequently collapsed after losing consciousness. At that time gunner P.G. Pushkarev and senior electrician P. Pilipko broke into the turret and were able to put the fire out. At 0810 hours, having completed the disembarkation of the landing troops, the “Krasnyy Kavkaz” moved away from the pier.

During 29 and 30 December the ships of the Support Ship Detachment stationed themselves in Feodosiya Bay, periodically bombarding the enemy on the coast. Multiple raids by enemy aviation remained without results. By the morning of 30 December the enemy was cleaned out from Feodosiya and the surrounding heights.

On 29 December at 2210 hours the vessels of the 1st Detachment of Transports with the first echelon of the landing force (236th and 157th Rifle Divisions) began to arrive at Feodosiya. The unloading

continued to the evening of 30 December. Enemy aviation bombarded the city and port. As the result of several hits on the pier, the unloaded transport “Tashkent” was burned out. The remaining vessels, having completed the disembarkation of troops, departed for Novorossiysk.

On 31 December at 0130 hours the transports of the 2nd Detachment began to enter the harbor with the second echelon of the landing force (63rd Mountain Rifle Division). Enemy aircraft as before conducted intensive strikes on the port while anti-aircraft weapons were not available to repulse the raids. The transport “Krasnogvardeyets” was sunk and the transport “Dimitrov” was damaged after hits by enemy bombs. On 31 December the vessels of the 2nd Detachment of Transports departed Feodosiya. The disembarkation of the main landing force was completed. On the transports of the 1st and 2nd Detachments were brought 17,635 men, 1,478 horses, 34 tanks and tankettes, 127 guns and mortars, 291 motor vehicles, 18 tractors, 137 wagons, 634 tons of ammunition and other cargoes.

2 January. Troops of the 44th and 51st Army, landed by forces of the Black Sea Fleet and Azov Military Flotilla, completely liberated the Kerch Peninsula from the enemy. The enemy grouping located here, although able to avoid encirclement and complete destruction, suffered heavy losses.

The Kerch-Feodosiya Landing Operation was the largest naval landing operation during the Great Patriotic War. As a result of it an important beachhead was captured in Crimea, the enemy lost the possibility of invading the Caucasus through the Kerch Peninsula, and was forced to halt the offensive at Sevastopol.

During the operation by forces of the Black Sea Fleet, Azov Military Flotilla, and Kerch Naval Base, 40,319 men [or “41,930 troops,” the number varies somewhat according to source; trans], 1,760 horses, 434 guns and mortars, 43 tanks, 330 motor vehicles, 978 tons of ammunition, and other cargoes were brought to Crimea.

For participation in the Kerch-Feodosiya Landing Operation, the Guards banner was awarded to the cruiser “Krasnyy Kavkaz”, by order of the People’s Navy Commissariat dated 3 April 1942, and the cruiser “Krasnyy Krym” by order of the Peoples Navy Commissariat dated 18 June 1942.

Requirements:

- Scenario Card #4 Front
- Units used: Refer to the Scenario Card #4 Front

10.91 Scenario Length. There are eight turns. Start with the Soviet portion of GT94 and end with GT101. The weather is automatically Snow with Storm for GT94. Resolve the Weather Table for all remaining turns

10.92 Scenario Area. Contained on Scenario Card # 4 Front.

10.93 Placement

- a. The Axis player sets up first.
- b. Resolve Air Readiness beginning GT95. Soviet non-Naval air units have the +2 DRM applied to Readiness die rolls since Simferopol has fallen.

10.94 Scenario Special Rules

- a. The Axis player receives 1 ASP per turn at the west edge.
- b. Supply Situation.

1. Attack Supply is in effect for both sides. General supply is also in effect for both sides. Exception: Soviet units roll for Surrender only if unable to trace a LOC to a friendly port [PB 7.6].
2. Axis supply sources are hexes: 5315, 5319, and 5321. Soviet supply sources are any friendly on-map port. Both sides may expend MSUs or reduce Dumps to MSUs to create temporary one turn supply sources [BSR 6.53]
- c. The Soviet player receives 1 ASP and one Type-I RP per turn in Map-T Holding Box.
- d. Neither side has any railroad capacity. Do not use railhead or rail-cut markers.
- e. The Soviet player cannot build any Strongpoints [historically, they had no construction materials].
- f. On any turn of Snow weather during Snow climate the Axis player can build Strongpoints [see BSRs 18.34 and 23.12].
- g. **Winter Freeze.** Beginning GT 97 the entire Azov Sea Zone and all of the Kerch Sea Zone north of the “Ice Limit” boundary printed on the map freezes. When frozen this sea area becomes impassable to all naval and flotilla movement for the rest of the game.

NOTE: This removes all port functions from Kerch (6912), Yenikale (7013), and Genischesk (4804).

h. Ice Bridge

1. On GT 99 the Soviet player emplaces the Ice Bridge marker on hex 7012 (if 7012 is friendly; if not friendly, it is never received). He emplaces it during the turn sequence as he would for a bridge unit over a river [generally follow BSR 23.2—the Ice Bridge is one-sided. It is placed at the end of the Supply determination Phase and is available to the Soviets at the start of their Motorized Movement Phase].
2. There is only one Ice Bridge. It remains for use on GTs 99, 100 and 101 only. Remove it at the end of GT 101, during the Game-turn Interphase. It can also be destroyed by Axis units following BSR 23.25.
3. The Ice Bridge allows regular land movement at the minor road movement rate in Snow directly from Map-T Holding Box onto hex 7013. Strategic movement is allowed.
4. Limitations: Up to six (6) stacking points of Soviet units can move in any combination of from the Map-T Holding Box or back to the Holding Box.
5. The Map-T Holding Box can serve as a Supply Source for Soviet units on map Q if they can trace a LOC to the Ice Bridge.

DESIGN NOTE: Historically the ice bridge was open for use during just one time period during the course of this game: January 6th



through 9th; and outside of the game period it was again available beginning in late January. Please note that many histories have incorrectly recorded these dates.

- i. By mutual agreement, both players may utilize free set-up. Axis player places all at start on-map Axis units subject to stacking limits. Soviet player is free to configure Amphibious Assault groups within limits of transport capacity and choose coastal hexes to Amphibiously Assault.
- j. No Axis air units may be placed in the Naval Unit Movement Interdiction Box on GT 94.

10.95 Victory Conditions

- a. The Soviet player wins if at least four of the following locations are friendly to him at the end of the scenario:
 - Vladislavaka (hex 5716)
 - Feodosiya (hex 5718)
 - Sem Kolodesi (hex 6214)
 - Kamysh-Burun (hex 6814)
 - Kerch (hex 6912)

- b. The Axis player wins if the Soviet player fails to fulfill his victory conditions.

10.96 Play Notes. The historical scenario shows just how close the Soviets came to losing this battle. Amphibious assaults are inherently risky—especially in Storm weather. Judicious use of air units, especially Axis air units will prove to be critical. The Soviet player must take Kamysh-Burun quickly so that at least some of the units landing from the Sea of Azov can trace an LOC and avoid surrender die rolls. The next priority is assuring the Ice Bridge can be placed so that sufficient reinforcements can cross to make capture of Sem Kolodesi, Feodosia and Vladislavaka possible. The capture of Feodosia by Amphibious Assault would be a bonus, but may be difficult to do directly since it can be assaulted from only one sea hex by one unit. A safer strategy would be to Amphibiously Assault both adjacent hexes and attempt to capture it on the next GT. The Axis player will be reacting to these landings and should do his best to mass whatever strength is at hand to defeat Soviet landings one at a time.

Free set-up. Direct assault against the eastern tip of the Kerch Peninsula will probably fail with heavy loss. The free set-up scenario initial landings may well be based on finding suitable coastal hexes near a port/anchorage or with a port/anchorage not heavily defended. The optimal Soviet strategy may be to cut off the Axis forces in the eastern end of the peninsula from reinforcements and supply and defeat them in detail in time to open the Ice Bridge. As before, judicious use of air units by both sides will have a major impact on the outcome.

11.0 Detailed Examples of Play

“The self-denying struggle of the defenders of Sevastopol is a model of heroism for the Red Army and the Soviet people.”

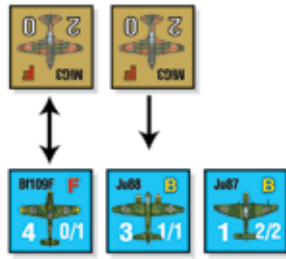
—Stalin, June 1942

11.1 Air Mission Examples

NOTE: The maximum number of air units either player can assign to any air mission (Interdiction or CAS) is three.

Example 1: Interdiction

Any map hex can be a mission hex for an Interdiction mission. During the Axis Air Interdiction Phase the Axis player declares an Interdiction mission against a map hex containing a Soviet HQ. The Axis player takes one BF109 F (fighter) unit, one JU87 B (bomber) and one JU88 B (bomber) unit from the Ready Box of the Air Unit Display and places them face down in the mission hex.



The Soviet player decides to oppose the mission with two MIG-3 F (fighters) from the Ready Box on the Soviet Air Unit Display, and places them face up in the mission hex. Because both players have air units in the mission hex, they must now resolve Air Combat.

A point of clarification: In Air Combat, all air units are either mission units or firing units. Bombers (B type air units) are easy to classify. They are always mission units. Their Air Combat Rating is used defensively only. They never fire during Air Combat. Many fighter (F type air units) are dual capable, possessing CAS or Interdiction ratings as well as an Air Combat Rating (ACR). When dual capable fighters are present in an air combat, the owning player must immediately and irrevocably declare whether they are being used as mission units (performing CAS or Interdiction with those ratings and using their ACR defensively) or firing units (using their ACR to fire on opposing units).

The Axis player now reveals his three air units. Because the BF109 is dual capable, the Axis player announces that it will be a firing unit for this Air Combat.

The Axis player rolls one die and refers to the Air Initiative table. The result of “1” indicates “Axis Initiative, Local Tactical Advantage.” Axis Initiative allows the Axis player, within limits, to structure the matching of opposing air units for Air Combat resolution. Local Tactical Advantage applies only to a possible second round of Air Combat, and will be covered later. Opposing firing units must be matched against each other, so the Axis player allocates his one BF109 against one of the MIG-3 units. The Axis player must now allocate a mission unit against the remaining MIG-3 because he has no other firing units remaining. Because it is his choice of which mission unit to use, he chooses the JU88 with its ACR of three instead of the JU87 with its ACR of one. The JU88 will be much harder for the MIG-3 to abort or damage. If the Soviet player had the Initiative, the weaker JU87 would have been chosen.

All firing units fire simultaneously in Air Combat. Mission units do not fire—they simply defend with their ACRs. The Soviet player fires at the JU-88 with his MIG-3, indexing the –1 column of the

Air Combat Table (MIG-3 ACR of 2 minus JU-88 ACR of 3). He rolls a 6 (No Effect) result.

Now both players fire in the BF-109 vs. MIG-3 engagement. The German player indexes the +2 column on the Air Combat Table (BF-109 ACR of 4 minus the MIG-3 ACR of 2) and the Soviet player indexes the –2 column (MIG-3 ACR of 2 minus the BF-109 ACR of 4). The Axis player rolls a 5, which damages the MIG-3. The Soviet player rolls a 3, which has no effect. The MIG-3 is returned to the Damaged Box. The BF-109 remains for the second round due to Axis Local Tactical Initiative.

In most instances Air Combat would now be concluded. However, because the Axis player received a Local Tactical Initiative result, any unengaged Axis firing unit may choose a new target and fire again. The only Axis firing unit, the BF-109, is unengaged (its MIG-3 opponent from the first round of air combat limped back to the Soviet Damaged Box). The only remaining Soviet unit is the other MIG-3, so it becomes the target unit. The Axis player again indexes the +2 column, rolls the die and obtains a 3, which is a “destroyed” result. The MIG-3 is sent immediately to the Soviet Destroyed Box. Because it was the target unit in a Local Tactical Initiative situation, it cannot fire back.

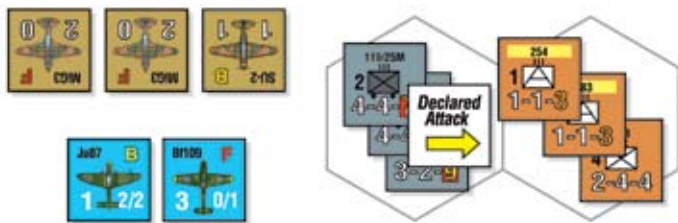
Air Combat is over. All remaining firing units (in this case, the BF-109) return to their respective Flown Boxes. The JU-87 and JU88 continue the Interdiction mission.

The Soviet player is able to conduct AA fire because a HQ occupies the mission hex (it could have also occupied any of the six hexes surrounding the mission hex). The HQ will provide a +1 DRM to each Soviet AA die roll. The Soviet fires first at the JU-88. The die roll is 8 (modified to 9 due to the HQ DRM), obtaining an Abort result. The JU-88 is placed immediately in the Axis Flown Box. The next die roll against the JU-87 is a 5, but this time the HQ DRM is cancelled out by the JU-87’s own DRM of –1 against AA fire. The final die roll result remains 5, which equals “No Effect” on the table. The JU-87 remains in the mission hex after Air Combat and AA fire, so it automatically performs its mission. The Axis player receives one level of Interdiction in the mission hex for each Axis Interdiction rating point remaining in the hex (up to a maximum of two levels). The JU-87 has two Interdiction rating points, so the Axis player places a Level Two Interdiction marker in the mission hex and moves the JU-87 to the Flown Box. The air mission is concluded. The Interdiction marker remains in the mission hex until it is removed during the Game Turn Interphase. Until removed, it turns the mission hex and the six surrounding hexes into a Zone of Interdiction affecting the Soviet player (for a complete list of Interdiction Effects, refer to the Air section of the 11x17 Chart Card).

Example 2: CAS

Situation: The Axis player has declared an attack against a hex containing several Soviet units, two of which are AA units. A Declared Attack marker has been placed on the hex. At the start of the Axis Combat Phase, the Axis player allocates all desired CAS missions, and one of them is allocated to this particular Declared Attack. Unlike Interdiction, the only allowable mission hexes for CAS missions are hexes bearing Declared Attack markers. The Axis player allocates from the Ready Box a BF-109 and a JU-87, placing them face down on the mission hex. Once the attacking player (the Axis player in this case) has allocated all CAS missions, the defending player allocates his CAS missions to any hexes containing Declared

Attack markers. The Soviet player allocates two MIG-3 fighters and an SU-2 bomber from the Ready Box to perform a CAS mission in the example hex, and moves the units face up to the map.



Because both players have air units in a mission hex, they perform Air Combat:

1. The Axis player does not need to declare his BF-109 is functioning as a firing unit—it does so automatically because it has a CAS rating of zero.
2. The Axis player checks for Air Initiative by rolling one die and referring to the Air Initiative Table. The die roll is 6, which indicates that all firing units return to their respective Flown Boxes. The rest of the Air Combat procedure is skipped.

Both players' mission units must undergo AA fire, because both sides have ground combat units qualified to deliver AA fire in or adjacent to the mission hex.

The Axis player rolls a 3 with no DRMs which results in a No Effect result. The Soviet SU-2 unit remains in the mission hex. The Soviet player rolls a 10, modified by a +2 DRM (those two Soviet AA units contribute +1 DRM each), which yields a Damaged result when applying the -1 Stuka DRM. The Stuka is removed from the map and placed in the Axis Damaged Box.

The SU-2 now automatically contributes its CAS Rating of one to the Declared Attack as a +1 Defender DRM. Return the SU-2 to the Flown box. Place a one numeric marker in the hex if desired.

11.2 Overrun Example



Situation: It is the Axis Movement Phase. The weather for the turn is Dry. The Axis player decides to Overrun the Soviet artillery brigade in hex A with the Overrunning force shown in the illustration (all of the German motorized units begin the Axis Movement Phase stacked together in the hex adjacent to hex A, so all can move in the same Overrunning stack).

Because the Soviet artillery unit is stacked in a hex with a Strongpoint, the Axis player must achieve 12-1 odds to Overrun. The Axis force has thirteen attack strength points. The Soviet unit (being a lone artillery unit in an Overrun situation) defends with its defense strength of one only. With odds of 13-1, the Axis force meets one

of the two pre-conditions for Overrunning a fortification hex. It meets the second because a motorized Engineer unit is part of the Overrunning stack.

The Axis player refers to the Overrun Table, rolls the die and obtains a six. The Axis player now applies the relevant DRMs:

1. Odds Ratio DRM: this DRM is -2 because the Overrun odds are 13-1 (exceeding the 10-1 ratio that provides the -2, but not quite 14-1 which would provide -3).
2. Defender Condition DRM: there is a -1 DRM because all the units being overrun (the only unit in this case) are artillery units.
3. Terrain DRM: there is a +2 DRM for the Strongpoint in the Overrun hex.

The net DRM is -1 (-2, -1 and +2), so the modified Overrun die roll is five. This result falls in the 3-7 range of the Overrun Table, yielding an Overrun Succeeds result. The Soviet unit does not have to lose a step, but the Axis player places an Overrun marker on the unit and retreats it two hexes. The Axis Overrunning stack must now advance into the vacated Overrun hex, having expended two and one half MPs (one MP for the Overrun attempt, one half MP to enter the Overrun hex on a main road and plus one MP for entering a hex with a Strongpoint). The Soviet unit in the Overrun hex did not exert a ZOC, but even if a Soviet ZOC had been exerted, there would have been no MP cost paid because the Overrunning stack began its movement adjacent to the Overrun hex. The Axis player “drops off” the Engineer unit in hex A. The Engineer is left behind to destroy the Strongpoint during the upcoming Axis Engineering Phase.

The reduced Overrun stack keeps moving, entering hex D on the minor road at a cost of one MP for entering a non-clear terrain hex on a minor road and plus one MP for entering the ZOC of the Soviet unit in hex C (making a total of four and one half MPs expended so far). The Axis player determines if Overrun into hex C is possible. The MP cost to Overrun into hex C would be one MP for the Overrun plus one MP for entering hex C (a non-clear terrain hex) on a minor road. Adding two more MPs would yield a cumulative total of six and one half MPs. All the Axis units have MAs of seven—enough to pay the Overrun MP costs. The Overrunning stack has ten attack strength points—just enough to meet the minimum 5-1 odds level for a “German only” Overrun against the reduced Soviet division with two defense strength points. The Overrun die roll is made, and an eight is obtained. This time the DRMs are unfavorable for the Axis player. There is a +2 DRM for the 5-1 odds level and another +2 DRM for the hill terrain in hex C. The modified die roll is eleven. Even though the total DRM is +4, the maximum Overrun DRM is +3/-3. Not only does the Overrun fail, but the Overrunning stack must also lose one step. Overrun movement ceases. The only option remaining to the Axis player for occupying hex C is to declare an attack against the hex at the end of the Axis Movement Phase after possibly moving more Axis units adjacent to hex C and bringing Axis artillery into support range.

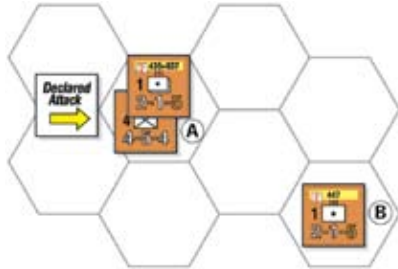
NOTE: At the start of this example, the Axis player had another Overrun option available. Because the Soviet unit in hex A has no ZOC, the Overrunning stack could move into hex B and declare an Overrun on the reduced division in hex C. Though the Overrunning stack would be adjacent to two Soviet units, it would only be in the ZOC of the one being overrun, so the Overrun would be permitted. The cost to move into hex B is four MPs (one MP for the Soviet ZOC,

one MP for entering the hex off-road and plus two MPs for the woods in the hex). The Overrun MP cost is again two MPs. The Overrun will be conducted at 6-1 odds, eliminating the 5-1 Odds DRM. The Overrun can still fail, but the odds of losing a step will be less. The trade-off is that insufficient MPs remain to also Overrun the Soviet unit in hex A even if the Overrun against hex C succeeds.

11.3 Soviet Artillery Support

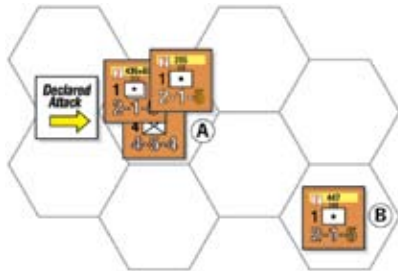
Example One

Normally only one qualifying Soviet artillery unit can contribute its support strength to any declared attack (defending or attacking). In this example the Soviets are defending, and either the artillery unit in hex A (the defender hex) or the artillery unit in hex B could contribute its support strength to the defense but not both. To maximize defense strength, the Soviet player would probably contribute the *defense strength* of the artillery unit in hex A and contributing the *support strength* of the artillery unit in hex B. Examples two and three highlight the two conditions where more than one Soviet artillery unit is allowed to contribute its support strength.



Example Two

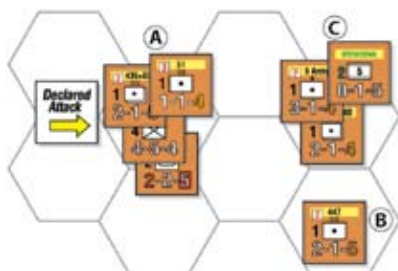
When defending, if two or more Soviet artillery units occupy a defender hex, each of those units may contribute their support strength to the defenders in the hex. In this example, the Soviet player would probably opt to have the two artillery units in hex A (the defender hex) contribute their support strengths. The Soviet player also has the option for one artillery unit in hex A to contribute its support strength and the other contributes its defense strength or for both artillery units in hex A to contribute their defense strengths and the artillery unit in hex B contributes its support strength. What the Soviet player cannot do is have the artillery unit in hex B contribute its support strength if either (or both) artillery units in hex A contribute their support strengths.



NOTE: If a defender hex is within the Command Range of a Non-Op HQ, only one Soviet artillery unit can contribute its support strength regardless of how many artillery units occupy the defender hex.

Example Three

Another way for more than one Soviet artillery to provide support is to be stacked with an operational in-range HQ. In this example, the Soviet player could have four artillery units (the maximum) provide support to hex A, the defender hex. There are two artillery units in



the defender hex which can contribute their support factors [refer to Example Two], plus the two artillery units stacked with the operational HQ in hex C. Theoretically, up to four artillery units could be stacked with the HQ in hex C and contribute their support strengths to a declared attack (both on attack and defense). As in example two, the artillery unit in hex B cannot contribute its support strength if any of the artillery units in hex A or hex C are contributing their support strengths.

Note 1: If the defender hex were to be in the Command Range of a Non-Op HQ, only one of the five artillery units in this example could contribute its support strength.

Note 2: Axis Air Interdiction can reduce the number of artillery units stacked with a HQ which can contribute their support strengths by one for each Interdiction Level. In this example, a Level One Interdiction marker in hex C would allow only one of the two artillery units in that hex to contribute its support strength. If hex C contained a Level Two Interdiction marker, none of the artillery units in that hex could support [refer to Interdiction Effects on the 11x17 Chart Card].

Note 3: The available support strength of eight (each of the four qualifying artillery units has a support strength of two) exceeds the defense strength of seven (the division with a defense strength of five and the tank brigade with a defense strength of two) in the defender hex. The Soviet player can either have all four artillery units support with only seven of the available eight support strength points, or can support with three of the four qualifying artillery units (six support strength points), and have one of the two defender hex artillery units contribute its defense strength.

11.4 Naval Movement Example



The Soviet *K.Kavkas* naval unit (with a Naval Movement Point allowance of 3) begins the Soviet Motorized Movement Phase in the major port of Sevastopol (hex 1527). The Soviet player picks up the *K.Kavkas* and places it in the Map-T Holding Box, a major port. The *K.Kavkas* has now spent its three Naval Movement Points (NMPs) for the phase (one to enter the Sevastopol Sea Zone, a second to enter the Crimea Sea Zone, the third to enter the Kerch Sea Zone, and nothing to enter the Holding Box port in the Kerch Sea Zone). He then resolves the Naval Movement Loss Table to see if any Damage was incurred in this movement. The Axis player had successfully placed air unit with an interdiction rating of 1 in the Naval Movement Interdiction Box, therefore an Interdiction Level 1 marker is in the Naval Movement Interdiction Box. The *K.Kavkas* is subject to loss on the Air Interdiction column of the Naval Movement Loss Table. The Soviet player rolls a 10, with no DRMs, resulting in "AD1." He places a "1" number marker on the naval unit to indicate the one Damage point. He then chooses to ignore the Abort portion of the result. This causes an additional 1 point of damage to the *K.Kavkas*. Since the *K.Kavkas* has a protection rating of 3, it is not sunk. He then turns it to its Sailed side to show it is not available for further naval movement until it returns to its Ready mode.

12.0 Designer's Section

12.1 Unit Abbreviations

Axis

AA—Aufklarungs Abteilung (reconnaissance)

FAG—FlakArtillerieGruppe; temporarily formed tactical groups of anti-aircraft weapons for ground support role.

Geb—Gebirgsjager (mountain); these troops were well-trained and equipped and organized for warfare in mountainous terrain. With only two infantry regiments they were more mobile than regular infantry but were wasted in non-specialist actions.

Groddeck—Unit commander's name: Oberst Karl-Albrecht von Groddeck (later Generalleutnant), an effective commander; he later commanded a division.

Korne—Unit commander's name: Col. Radu Korne.

Le—Leicht (light); to gain mobility these divisions had only two infantry regiments instead of the usual three, and their artillery was motorized, but they ended up functioning as regular infantry divisions.

LW—Luftwaffe (German Air Force) ground unit armed as infantry.

MG—Machinegewehr (machine-gun)

Mtn—Mountain

Pz—Panzer (armored)

SSLAH—SS Leibstandarte Adolph Hitler; these were the elite among the SS (i.e. Schutzstaffel; lit. "Protection Squad"). Still only brigade in size, it was organized as four large, well-armed motorized infantry battalions plus smaller attached units. Most personnel were veterans.

Ziegler—Unit commander's name: Oberst Heinz Ziegler, chief-of-staff of German 42nd Corps. Later (as general) during 1943, he directed operations at Faid/Kasserine Pass in Tunisia and would command a corps in Italy during 1944. His brigade in the Crimea also included the Korne unit which the game shows separately.

Soviet

Army—A composite unit assigned directly to army HQ command.

BSF—Black Sea Fleet (Chernomorskiy Flot); this historical designation on three naval infantry regiments distinguishes them from naval infantry units found on other fronts.

comp—Composite unit; for simplification some small historical units have been consolidated into larger game units.

FFA—Field Fortified Area

Flot—Flotilla

- BSF = Black Sea Fleet
- Kiev = Kiev

Gd—Guards; denoting experienced, motivated, and reliable troops, this honorific title was conferred on formations that had distinguished themselves in combat. Such honors usually brought an increase in rank for the commander, more pay for everyone, and greater priority in re-supply and reinforcement. It would also mean a change in tactical organization and increase in authorized equipment, but most such increases could not be accomplished until the spring of 1942.

K—Cavalry

MG—Machine-gun; because they had little or no Transport at this time, these units were usually positioned in fortifications. These were originally controlled by a Fortified Area brigade HQ but at Odessa they subordinated to fortress command.

Mtn—Mountain

MOON—Militseyskiy Otryad Osobgo Naznachiya; a special purpose police unit of 1200 men formed during August for the defense of Odessa.

Naval—Naval Infantry Brigade; many former "sailors" organized into land combat units. They took disproportionate casualties because of poor basic infantry tactical training, but made up for this by a refusal to yield.

NKVD—Narodnyy komissariat vnutrennykh del (People's Commissariat of Internal Affairs); these units would not hesitate to fire on their own troops to keep them in line. All regulars, Border Guards, and internal security regiments which participated in the campaign are shown in this game; the last notorious for slaughter of their prisoners.

Od—Odessa (sometimes spelled out "Odessa"); a composite unit.

Sev—Sevastopol (sometimes spelled out "Sevastopol"); a composite unit.

Zap—Zapasnyy polk (Replacement Regiment); these units had reserve, replacements, and depot functions. Even NKVD rear security units would send gathered-up Red Army stragglers to an army Zap regiment for sorting out and re-equipping. Generally, one Zap regiment would be assigned per Army but on special occasion more could be made available. Zap units could find themselves on the front line during emergencies, and during 1941 there were plenty of emergencies.

ZHOO—Zhenskiy Oboronitel'nyy Otryad; a women's defense unit formed with 900 women. Although the Soviets mobilized a great number of women for combat duty during the war, all-women units were rare.

12.2 Suggested Reading

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Additionally, much material is available on the internet, including videos and contemporary newsreels on YouTube. Much of the internet material is background and technical data about weapons but you can also find articles about the campaign.

12.3 German Super Heavy Artillery

By Vance von Borries

Sevastopol was one of only a few heavily fortified areas of Europe that merited the attention of heavy siege artillery and it certainly drew German attention. For the June 1942 attack there was to be no shortage of such weapons. The German 11th Army collected what turned out to be the largest operational concentration of these weapons during the war.

Such artillery had been in German war plans since rearmament began in 1933. Generally, these were of a special-purpose design to break even the strongest fortifications by penetrating armor plate or thick concrete, a chore regular field artillery and aerial bombs of the time could not achieve.

At Sevastopol the Germans had the time to deploy a broad array of siege guns, some with interesting characteristics. The 28cm H L/12 was a German design dating from well before WWI, now largely obsolete. It fired a heavy shell 11400 meters and was now moved by a half-tracked transporter. It was a very heavy weapon, requiring 3-4 days for emplacement.

The most common siege weapon was the 30.5cm Morser (mortar). Many saw action against the Maginot Line. Those at Sevastopol were originally produced in 1916 by Skoda for the Austro-Hungarian army and entered the German army with the annexation of Czechoslovakia. They fired a combined 6074 rounds into the Sevastopol area.

A new German weapon was the 35.5cm H.M1. Development on this gun began in 1936 but only a few examples were produced (3 to 7 guns). It was carried in six loads on trailers and assembled on the battlefield by a gantry device. It could fire a 575kg shell at a range of 20850 meters. At Sevastopol it fired about 412 rounds.

Next up are the two 42cm Gamma guns, a Morser (built by Krupp in 1906) and a Haubitze (howitzer) of similar characteristics. These were originally part of the pre-WWI "Big Bertha" program designed to destroy Belgian forts. Somehow, the Gamma-Morser escaped the attentions of various Allied disarmament commissions and was reassembled during Germany's rearmament. The Gamma Haubitze (built by Skoda) was acquired with the annexation of Czechoslovakia and was used later against the Maginot Line (the Morser was not). Moving these weapons could require up to ten special railway cars and two and a half days for emplacement. The Haubitze fired about 199 rounds and the Morser fired about 180 rounds, all at various strongpoints in the Sevastopol area. The Morser was last used in firing against Warsaw in August 1944.

One of the stars of the special purpose artillery was the German built 60cm Morser Karl Gerat. This curious monster of about 124 tons was mounted on a specially built self-propelled tracked chassis and served by munitions carriers that were themselves tracked conversions from a Pzkw IV chassis. It fired a 2200kg armor-piercing

shell but at a very short range, a maximum of 4500meters. Each gun required a crew of 155 men; additional personnel would be required to prepare firing sites. Only six Karls were built, originally for use against the Maginot Line, but they were not ready in time. Two Karls were used against the Brest-Litovsk Citadel in June 1941 and the results were impressive. At Sevastopol the Karl guns ("Odin" and "Thor") fired 197 rounds, mainly at the Soviet Maxim Gorki I battery, where they are said to have had a decisive effect, and at other "bastions," and then later at Ft. Malakov after a re-supply of ammunition. After returning to Germany these guns were alerted for use against Leningrad but that plan was cancelled. The last actions for the Karl guns were at Warsaw in August 1944 and briefly against US targets in the Ardennes. In the end these guns were disabled by US air attack or overrun by the Soviets.

The biggest of all was the 80cm K (E), Scherer Gustav (heavy Gustav), codenamed "Dora," (built by Krupp). It was designed originally as a "wonder weapon" to be used against the Maginot Line in France but was not completed anywhere near in time, the first test round not being fired until 10 September 1941. This was the world's biggest gun at the time, weighing in at 1350 tons. Once assembled, it required a railroad type carriage with special tracks and locomotives, using the curvature of the track and gun barrel elevation for aiming. It could hurl a 7.1 ton armor-piercing shell at a target 23.7 miles distant or a 4.8 ton high explosive shell 29.2 miles (or perhaps 33.75 miles; sources vary). The armor-piercing shell could penetrate 80 yards of earth (or 7 meters of concrete) and formed a crater nearly 90 feet across and 30 feet deep. The physical and psychological effects of being anywhere near the shell-burst of either type were recorded as profound.

Dora required four trains for shipment and did not begin entry into the Crimea until April 1942. While it required a crew of 450-500 men, another 2500 men were employed in the construction of its firing site near Sevastopol. Additionally, two Flak battalions were deployed to protect it and other artillery nearby. After the completion of the Sevastopol operation, Dora was dismantled and shipped back to Germany for the fitting of a new barrel. It returned to Russia again for use against Leningrad in September 1942 but a Soviet offensive threatened and it again returned to Germany. Its only other operational use during the war was at Warsaw in August 1944 where it fired 30 rounds. As the Soviets approached in 1945 it was dismantled and the parts scattered.

Axis Super-Heavy Artillery Inventory*

Sevastopol, June 1942

<i>guns</i>	<i>Size</i>
1	80cm, K (E) Dora-Gerat
2	60cm Morser, Karl Gerat ("Thor" and "Odin")
1	42cm, Gamma Haubitze (t)
1	42cm, Gamma Morser
1	35.5cm, Haubitze M.1
16	30.5cm, Morser (t)
1	28cm, lange Bruno K (E)
12	28cm, Haubitze L/12
3	28cm, Kusten Haubitze L/12
10	24cm, Haubitze

Dora Fire Plan*

<i>Target</i>	<i>Planned # of shells</i>	<i>Actually Fired</i>
On 5 June:		
1. Coast batteries, etc. (hex 1427)	N/A	8
2. Ft. Stalin (hex 1626)	8	6
3. Maxim Gorki I	N/A	1
On 6 June:		
3. Ft. Molotov (hex 1525)	8	7
4. Ammo dumps at White Cliffs (hex 1626)	10	9
On 7 June:		
5. "Battery 448" (hex ????)	12	7
On 11 June:		
6. Ft. Siberia (hex 1626)	N/A	5
On 17 June:		
7. Maxim Gorki, And adjacent batteries (hex 1525)	N/A	5
TOTAL: (armor piercing rounds)	38	48
On 25 June:		
8. Sevastopol city (hex 1527) (all 5 are high explosive)	N/A	5
TOTAL SHELLS	38	53

*Data derived from contemporary reports, recently published materials, and website sources.

12.4 Designer's Notes

Barbarossa: Crimea constitutes the sixth in a series of games that covers WW II in the Soviet Union. This game presents the same rules, analysis, scale, and many of the same charts and tables you will find in the earlier games of this series. You should find that each installment will fit well enough with the earlier ones that it will be possible to play them together.

Map research problems here were solved by much the same method as done in the earlier games. Check the Designer's Notes in those for details. The Crimea maps are among the more interesting in the series for topography. We endeavored to get all town names correct for the period despite the considerable name changing that took place during and after the war.

There seem always to be those scenarios that require a close examination of German situation maps. As with preceding games in this series I traced the progress of each division to determine exactly when it entered or left the play area and even traced in full the first turns. There is less accuracy with the Soviets because the situation maps are confusing. That is because so many records were lost and the peculiar way they present what information they have available. Even so, much can be deduced based on experience, the written record, and allowance for the breaking up of units to cover emergency situations.

General research presented essentially the same problem here in this game as it has for the earlier games in this series, there being a shortage of good English language sources, although the Sevastopol

siege is comparatively well covered. As stated before, there is a paucity of these for all East front campaigns of the war. There are, as you may expect, additional Russian language sources and researcher Tom Burke examined some of those as well. We encourage you, if interested, to visit the archives and your local library for additional information.

German heavy artillery has certainly made appearances in other games but is appropriate and perhaps better depicted here (a scaling advantage) particularly since Sevastopol saw such a large concentration of German siege artillery. A later concentration at Leningrad was actually larger but the planned operation never took place.

The game's purpose, of course, is not to depict terror weapons or actions. With that in mind we have omitted from the series certain details regarding SS activities in occupied areas, so no death squads, no police battalions, and no terror bombing of cities. Interestingly, no large scale SS combat formations fought in this area during any part of the war. As stated in earlier games, this game series will not digress into political policies any more than how these might directly affect military operations.

While some Soviet units appear only in the Special Reinforcement Pool, we found that Soviet High Command reinforced here only sparingly; leaving few reserves available in late 1941 outside of what was committed to Moscow operations. The Pool Groups represent either special strategic reserves or groups not quite ready for combat due to lack of arms, delayed trains, etc.; a release of such a group means the arms or the trains could have arrived earlier. Also, Stalin withheld some units without regard to the military situation. The Germans too were stretched thin all over the Soviet Union and this leaves few real reinforcement options. Both sides were focused on the Moscow operation during this time period.

Since much of the game is disconnected by the scope of its scenarios from the overall Barbarossa campaign, victory points do not play as large a role here. When you do score VPs, it is usually for the same reasons as for the other games. A VP scored (or lost) for reinforcements represents political costs, opportunity costs, and the cost of additional military equipment. A VP for locations, usually cities, represents prestige (a type of political gain) and economic value. Economic value could change as factories evacuated to Siberia, but that is not as much a factor in the Crimea as it would be for such industrial regions as the Donbas. Overall, victory points present a convenient method of measuring game progress and a relative cost of decisions taken.

Generally with the OoB we decided on a fair number of consolidations where we paired together units of the same function, such as with some Soviet coast artillery units around the ports. We omitted most of these outside the port areas because they were abandoned. Similarly, the German 306th Heavy Artillery brigade (HArKO) represents a consolidation of four railroad artillery batteries and other similar units. The 306th actually controlled more batteries, but with differing ranges and values it was better to show these separately in the game. The rifle regiments of 25th and 95th Rifle Divisions are so strong because they were reinforced with either machine-gun detachments while at Odessa, or light artillery (and more) while at Sevastopol. We have found that such consolidations significantly reduce time for set-up and play and reduce the risk of game-wise play distortions. Going in the opposite direction we split a few divisions into their component regiments (or detached a regiment) in order to get a correct battle feel to cover long frontages. Notable in this

group is the German 22nd Infantry Division. It had more manpower and had a fully equipped motorized recon battalion.

New here is the special Axis player's option to consolidate some of his small units into a larger unit, hence the Ziegler and Groddeck brigades. Such tactical flexibility was typical of the German army at the time and representative of Manstein's tactical abilities. Manstein even complained at the time about not having any motorized formations for the campaign. Providing the option to create the historically present Ziegler brigade removes some of the pressure on the Axis player about whether to absorb the VP cost and take the SSLAH brigade group as an optional reinforcement.

With such situations in mind I noted from the beginning of the design process the potential for a high concentration of game pieces in the Sevastopol area. Our hobby experience shows how such concentrations can be fatal to game play so the answer seemed to be to use the extra available research material to produce a close-up game map of Sevastopol, the Inset Map, much like what was done with Leningrad in the AGN game in this series. We have endeavored to produce a smooth transition from the series standard maps to this different scale map. We recognize that Inset Map rules have changed considerably from the first edition of the AGN game published some years ago, but we feel the transition is smoother than before, based on your feedback to that game.

Also returning is the use of a naval system. Here too we addressed issues over its scaling and relationship to the ground system and the need to make it work smoother than before. The naval system for this series should remain subordinate to the land system; yet it still must handle amphibious invasions, naval gunnery, and naval transport all within the same general level of detail found with the land game. We have continued to omit Bombardment (or nearly all of it) because its load on game play would be beyond what is required for an operational land-based game system.

Within the naval movement function it may seem curious that a naval unit is charged for leaving a port but not for entering a port. This design choice simplifies the process when you think of how ships actually move. Consider that a port is a fixed point, geographically. A ship's location within the sea zone is not fixed but is also not random. A ship will move to where it intends to move, not elsewhere. Then consider that the port is on the edge of the sea zone, not beyond. The additional movement point for port entry would then carry the ship beyond the sea zone edge, a situation clearly not possible. Finally, if moving from port to port within the same sea zone, it would make more sense to spend only one movement point.

One would think tracking the combat histories of Soviet warships would not be difficult, but issues arose. Some ships were named for then-heroes of the revolution but when those individuals became politically unacceptable ships, towns, and other things bearing their name required re-naming. A good example is the Molotov. This was a new cruiser, of substantially Italian design, that entered service on 14 June 1941. For the time period of the game it carried the name Molotov, but in August 1957, when former Stalin-crony Molotov fell out of favor, the ship was re-named the Slava. The official naval history was written not long after 1957 and so it refers to the ship only as the Slava. Interestingly, the Voroshilov, having entered service in June 1940, kept its name without change until it was broken up (at Inkerman) in 1974. The Paris Commune was laid down during Czarist days as the Sevastopol; it was renamed during the 1920s, but reverted to its original name in 1943.

We should not pass this topic without some note of the current day. After WW II, Stalin removed great numbers of the then independence-minded former Tartar population (and others) from the Crimea, replacing them mainly with ethnic Russians. Then in 1954 Soviet premier N.S. Khrushchev awarded the Crimea to the neighboring Ukrainian SSR to further dilute a residual Tartar influence. With the break-up of the Soviet Union in 1991 the newly independent Ukraine asserted its sovereignty over the Crimea, leaving Russia with only a twenty year lease on naval base facilities at Sevastopol (as set under the 1997 Treaty of Friendship and Cooperation) and with few other places to go with its now reduced Black Sea Fleet. The lease was set at \$93 million per year, offset by Ukraine's purchase of natural gas from Russia. The Russian speaking population of Crimea (currently about 60% of that population, and quite pro-Russia) has since hampered Ukraine's efforts to join NATO and has itself hinted about seeking independence. With Russia's recent (August 2008) military adventurism, the issue of continuance of the lease and of the status of ethnic Russians in former socialist countries has taken on a renewed importance. Importantly, in September 2008 the Ukraine announced that it will not renew the lease.

We hope we have produced a game you will enjoy playing. Finally, let me extend my considerable appreciation to the playtesters, to researcher Tom Burke, to Ed Rains for his contributions, and to all who have generously written of their support of this game series and of what they hope to see in future games.

—Vance von Borries

Game Credits

Designer: Vance von Borries

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Game Map Art: Todd Davis

Rulebook and Charts Layout: Mark Simonitch

Production Coordination: Tony Curtis

Initial Editing and Proof: Ed Rains, Vance von Borries

Final Editing and Proof: Tony Curtis, Vance von Borries

“Mercilessly exterminate all of the Fascist madmen, repulsing all enemy attempts to penetrate into Sevastopol with fire and grenades. Not a step back in the struggle for Sevastopol! Remember that the attentions of not only the Russian people but also of the entire world are riveted on Sevastopol. The Motherland awaits our victory over the enemy. Not a step back. Victory will be ours!”

—Proclamation of the Military Council of the Sevastopol Defensive Region, 20 December 1941

BARBAROSSA: Crimea Countersheet 2 of 4 (Front Side)

100-1 to 100-100

Counter Art: Rodger B. MacGowan and Mark Simionich

1007-2

1007-1 to 1007-100

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BARBAROSSA: Crimea Countersheet 2 of 4 (Back Side)

100-1 to 100-100

Counter Art: Rodger B. MacGowan and Mark Simionich

1007-2

1007-1 to 1007-100

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Naval Charts

PORT CHARACTERISTIC CHART

[PB 8.44]

Situation:	Anchorage	⚓	⚓
		Minor Port	Major Port
BB can occupy?	No	No	Yes
CL can occupy?	No	Yes	Yes
DD, DL, and T can occupy?	Yes	Yes	Yes
Port Capacity for General Supply			
Stacking points able to trace	6	15	30
Port Capacity to Load and/or Unload (Naval Transport Points)			
	4	12	24
Reductions to all Port Capacities (Cumulative)			
For each Air Interdiction Level	-2	-4	-6
For each in-range artillery support point	max.	max.	max.
	-6	-6	-6

NAVAL UNIT READINESS AND REPAIR CHART

[PB 8.13 and 8.35]

DRMs	Situation
+1	The naval unit has Damage (any level). Important: Apply DRM to Readiness, not to Damage Repair.
+1	For each level of Port Interdiction applied to that port [PB 6.43]
+1	If in a minor port [see Port Characteristics Chart]
+2	If in an anchorage [see Port Characteristics Chart]

NAVAL MOVEMENT LOSS TABLE

[PB 8.33]

Die Roll	Regular Naval Movement	(a) Coast CD Artillery	(a) Air Interdiction	Both: (b) Air + CD Artillery
1-5	NE	NE	NE	NE
6-8	NE	A	A	A
9-10	A	A	AD1	AD1
11	A	D1	AD1	AD1
12	A	D1	AD1	AD1
13	AD1	D2	AD2	AD3
14	AD3	AD3	AD2	AD6
15+	AD4	AD4	AD2	AD6

Key:

- A Abort; unit either returns to departure port, or apply D1
- D# Number of Damage Points to apply
- NE No Effect

Notes:

- (a) Use applicable column when only effect is the one listed.
- (b) Use this column when both effects are applicable.

DRMs (cumulative)

- +3 Storm weather (during any Climate except Dry)
- +1 Storm weather during Dry Climate
- +1 For Air Interdiction Level 2 marker in Naval Movement Interdiction box
- +1 For the second (and each additional) in-range Coast Defense artillery point with line of sight (each CD arty unit in an Amphibious Assault defender hex has its strength doubled during Amphibious Assault [PB 8.76a.3])
- +1 For Soviets for Scenarios 6, and 8
- +3 For Soviet units forced to move [PB 8.23.b]

SHIPPING ATTACK TABLE

[PB 6.44e and 8.33b]

Die Roll	- Ship Type -		
	BB	CL or DL	DD/T/Flot
-1	6	4	3
0	5	4	3
1	4	2	2
2	3	2	2
3	2	1	2
4	1	1	1
5	NE	1	1
6	NE	NE	1
7+	NE	NE	NE

Roll once for each attacking air or CD Artillery unit.
Air units cannot attack flotillas [PB 6.44h]
Number result is number of Damage Points inflicted on target naval unit. NE = No Effect.

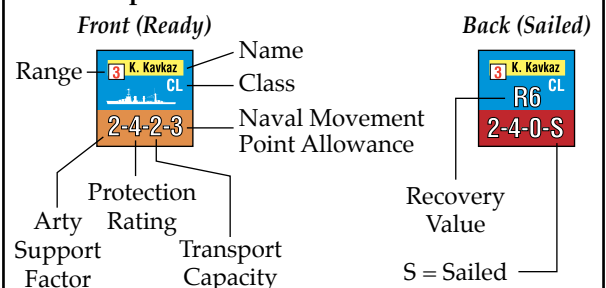
Map-T Holding Box DRMs (cumulative)

- 2 Air unit is a Ju87
- +2 Port is Map-T Holding Box (Do not count ground AA units [PB 6.44g])

Map Q and Inset Map DRMs (cumulative)

- 1 Each In-range CD artillery unit with line of sight
- 2 Air unit is a Ju87
- +1 per in-range ground AA/Operational HQ unit (max two) for attacking air units

Explanation of Naval Unit Values



EXPANDED SEQUENCE OF PLAY

A. STRATEGIC SEGMENT (both players for all phases)

1. Weather Determination Phase

- a. Determine weather condition from scenario instructions or the appropriate scenario Weather Table [5.1].
- b. If Storm, move all air units in Ready Boxes, and reinforcing or replacement air units [9.2], to the Flown Box.

2. Supply Determination Phase

- a. Trace supply to all on-map units [6.1]. In hexes where supply status has changed remove Emergency or Out of Supply markers if now in General Supply [6.62]; turn Emergency Supply markers to Out of Supply [6.64]; place new Emergency Supply markers [6.63].
- b. Remove MSUs or turn over Dumps serving as one-turn supply sources. Remove Emergency and Out of Supply markers from hexes now in General Supply [6.62].
- c. Receive Attack Supply Points (ASPs) [6.81]; convert ASPs into MSUs or Dumps; set these aside until the friendly movement phase [6.83 and 6.84].
- d. Emplace Ice Bridge [PB 10.44].

3. Replacements Phase

- a. The Soviet player refers to the scenario Set Up Card or Replacement Chart for:
 - 1) Use-or-Lose RPs: spend now or lose [7.24 and 7.25].
 - 2) Type I RPs: adjust the Infantry REPL marker for:
 - New RPs received [7.22]
 - RPs received for each eligible Zap or militia step converted [7.22.b]
 - 3) Zap units in a town/city/major city can be exchanged for an eligible one-step unit from the Cadre Box [7.22.c.1].
 - 4) Remove one Garrison marker now, or set aside chosen Pool Group(s) to enter as reinforcements; adjust VP marker if necessary [BSR 7.26.b and PB 3.23.f].
 - 5) Strongpoints. Set these aside until the Soviet engineering phase [7.21].
- b. Spend Type I RPs to move Zap units from the Cadre Box to the Active Box [7.22.c.3].
- c. The Axis player refers to the scenario Set Up Card for:
 - 1) Use-or-Lose RPs: spend now or lose [7.33].
 - 2) Type I RPs and Type A RPs: adjust Axis Repl. Markers [7.31 and 7.32].

4. Reinforcement/Withdrawal Phase

- a. Victory Plan determination [PB 10.35].
- b. Remove available Axis/Soviet reinforcements and chosen Pool Groups from Set Up Cards. Adjust Axis VP marker if necessary. Set aside ground units but place air units on the Air Unit Status Charts [8.21 through 8.23].
- c. Withdraw required units (or their substitutes) or pay VPs [8.7]; adjust VP marker on the VP Track [25.1].

5. Air Readiness Phase

Refer to the Air Unit Status Cards.

- a. Resolve Readiness for air units in Flown Boxes [9.11].
- b. Resolve Readiness for air units in Damaged Boxes [9.11].

6. Axis Air Interdiction Phase

- a. Axis player designates Interdiction mission hexes.
- b. Axis player places air units from his Ready Box face down on mission hexes [17.23], or onto the Naval Movement Interdiction Box.
- c. Soviet player places fighters from his Ready Box on mission hexes [17.23] and Naval Movement Interdiction Box, as desired.
- d. Axis player reveals units and declares which are mission and firing units [17.31.b.2].
- e. Resolve air combat [17.33].
- f. Soviet player resolves AA Fire against surviving Axis mission air units [17.4].
- g. Place Interdiction markers in mission hexes that still contain Axis mission air units [13.14] and in the Naval Movement Interdiction Box. Place air units in the Flown Box.

7. Naval Readiness Phase

- a. Resolve Readiness for naval units in port [PB 8.13].
- b. Conduct Naval Damage Repair [PB 8.35].

Note: In this game only the Soviet player has naval units.

B. AXIS PLAYER SEGMENT

1. Axis Movement Phase

- a. Place Receiving Replacements markers on desired on-map units [10.12].
- b. Conduct ground unit movement. All unit types are allowed to move. Detach Regiment Substitute Counters before movement [24.3].
- c. Special Movement procedures allowed:
 - Reinforcement entry [10.13.d]
 - Railroad [11.1]
 - Strategic [11.3]
 - Overrun [11.4]
 - Infiltration [11.5]
 - Air Transport [11.7]
 - One-hex movement [11.9]
- d. Adjust VP Track for VP hexes occupied.
- e. Recombine Regiment Substitute Counters [24.4].
- f. Check each friendly hex for over-stacking [3.3].

2. Axis Attack Declaration Phase

Declare all attacks and mark Defender Hexes with Declared Attack markers [12.0].

3. Soviet Reaction Phase

- a. Eligible motorized units conduct Reaction Movement, moving

at one-half MA [14.1].

- b. Designate artillery support for Defender Hexes [14.2].
- c. Issue Retreat or No Retreat orders [14.3].

4. Axis Combat Phase

- a. CAS missions and Shipping Attack missions
 - 1) Axis player moves air units from his Ready Box to any desired Defender Hex and places them face down [17.23].
 - 2) Soviet player moves air units from his Ready Box to any desired Defender Hex [17.23].
 - 3) Axis player reveals his air units and declares them as mission or firing units [17.31.b.2].
 - 4) Axis player resolves air combats in any order desired [17.33].
 - 5) Both players resolve AA Fire as necessary [17.4].
 - 6) Net the surviving opposing CAS points in each mission hex. Convert remaining CAS points into a combat die roll DRM [15.13].
 - 7) Resolve the Shipping Attack Table for both Axis air and coast defense artillery units and apply Damage points [PB 6.44].
- b. Axis player designates all Declared Attacks that are Attack Supplied and designates those MSUs or Dumps that will provide the Attack Supply Points [15.3].
- c. The Axis player conducts Citadel Destruction [PB 7.33].
- d. Axis player resolves Declared Attacks in any order desired [15.2]. Follow the sequence below for each Declared Attack:
 - 1) Axis player allocates artillery support if the attack receives Attack Supply [15.4].
 - 2) Axis player totals participating attack and support strength [15.51].
 - 3) Soviet player reveals Untried units and removes any with zero defense strength [15.54].
 - 4) Soviet player totals participating defense and support strength [15.54 and 15.55].
 - 5) Expend Axis ASP(s) if Attack Supply is designated [15.56].
 - 6) Determine final odds [15.57].
 - 7) Axis player issues any Retreat or No Retreat orders [15.58].
 - 8) Any Defender Orders marker is revealed [15.59].
 - 9) Net Axis and Soviet DRMs. The final DRM cannot exceed +3 or -3 [15.6 and 15.7].
 - 10) Resolve the combat using the CRT [15.8].
 - 11) Remove Declared Attack, Orders, and Numeric markers [15.81.h].
 - 12) Apply combat results [16.1 through 16.4].
 - 13) Adjust Step Loss and VP Tracks as needed [16.25].
 - 14) Conduct Advance After Combat [16.5].
 - 15) Adjust VP Track for VP hexes captured [25.12].

5. Axis Motorized Movement Phase

- a. Only the following units are allowed to move: [see Movement Phase Chart].
 - Motorized units—at only one-half MA
 - Cavalry—at only one-half MA
- b. Special Movement procedures allowed:
 - Reinforcement entry [10.13.g] (for motorized and cavalry units only)
 - Overrun [11.4]
 - One-hex movement [11.9]
- c. Adjust VP Track for VP hexes captured [25.12].
- d. Check each friendly hex for over-stacking [3.3].

6. Axis Engineering Phase

- a. Turn over on-map Strongpoint Under Construction markers; place new Strongpoint Under Construction markers in allowed hexes [18.31 through 18.35].
- b. Place or turn over Ferry markers [PB 2.35].
- c. Conduct Axis Railroad Conversion [19.2].
- d. Conduct Captured Railroad utilization [PB 2.34].
- e. Place Fortified Line (or Fortified Belt Hex) Destroyed markers and remove Strongpoints if allowed [18.13].
- f. Remove Overrun markers from Soviet units [11.44 note].
- g. Spend Axis RPs; remove Receiving Replacements markers [7.41]. Increase receiving units by the allowed number of steps.
- h. Remove Do Not Move One GT markers from Axis units. Turn any Do Not Move Two GT markers on Axis units to their One GT side.
- i. Turn an Axis S-H artillery unit to its firing side, if desired, if it did not move during the turn [23.43.b].

C. SOVIET PLAYER SEGMENT

Note the change in sequence. When a phase is noted “same as,” return to the identical phase in Segment B and substitute “Soviet” wherever “Axis” appears, and “Axis” wherever “Soviet” appears.

1. Soviet Motorized Movement Phase

- a. Place Receiving Replacements markers on desired on-map units [10.12] or on units in a Holding Box.
- b. Conduct ground unit movement:
 - 1) Unit types allowed to move are [see Movement Phase Chart]:
 - Motorized—at full MA
 - Cavalry—at one-half MA
 - Armored Train—at full MA
 - Units activated by Operational HQs—at full MA
 - Flotilla units—at full MA
 - Naval units—at full NMP allowance
 - 2) Units with Receiving Replacements markers cannot move.
 - 3) Special Movement procedures allowed:
 - Reinforcement entry (motorized and cavalry only) [10.13.b]
 - One-hex movement [11.9]
 - Armored Train [11.12 exception]

- Overrun [11.4]
- Motorized Infiltration [11.5]
- Naval unit movement (Soviet only) [PB 8.2]
- Evacuation [PB 8.55]
- Amphibious Assault naval movement [PB 8.74.a]
- Flotilla movement (Soviet only) [PB 8.82]

4) Resolve the Naval Movement Loss Table separately for all naval units that moved, or which end the phase at sea.

- c. Adjust VP Track for VP hexes regained [25.12].
- d. Check each friendly hex for over-stacking [3.3].

2. Soviet Attack Declaration Phase

Same as Axis phase [12.0].

3. Axis Reaction Phase

Same as Soviet phase.

4. Soviet Combat Phase

Same as Axis combat phase [15.0 and 16.0], and: Allow Amphibious Assault combat [PB 8.74.c]

5. Soviet Movement Phase

- a. Conduct ground unit movement:

1) All unit types are allowed to move except:

- Units with Activation markers
- Units with Receiving Replacements markers
- Armored Trains that moved in the motorized movement phase

Note: Motorized units move at one-half MA [see Movement Phase Chart]

2) Special Movement procedures allowed:

- Reinforcement entry [10.13.d]
- Armored Train [10.14]
- One-hex movement [10.53 exception]
- Railroad [11.1]
- Strategic [11.3]
- Overrun [11.4]
- Cavalry Infiltration [11.52.b]
- Evacuation [PB 8.55]

3) Zap Unit Infantry Rebuilding. A Zap unit can add one Type I step to an eligible unit [7.22.c.2].

4) Special movement conducted after on-map movement ceases:

- Naval movement [PB 8.2]—at full NMP allowance
- Flotilla movement [PB 8.82]—at full MA

5) Resolve the Naval Movement Loss Table separately for all naval units that moved, or which end the phase at sea.

- c. Adjust VP Track for VP hexes regained [25.12].
- d. Check each friendly hex for over-stacking [3.3].

6. Soviet Engineering Phase

Same as Axis engineering phase except:

- a. Soviet engineers speed strongpoint construction [23.11] and are required for Soviet railroad conversion [19.3]
- b. Cutting Axis rail lines [19.4]
- c. Remove Overrun markers from Axis units [11.44 note]
- d. Spend Soviet RPs to remove Receiving Replacements markers from on-map units [7.41]; increase each receiving unit by one step.
- e. Spend Soviet RPs to move units from the Cadre Box to the Active Box, or the map [7.43.d].
- f. Spend Soviet RPs to move units from the Eliminated Box to the Cadre Box.
- g. Remove Do Not Move One GT markers from Soviet units. Turn any Do Not Move Two GT markers on Soviet units to their One GT side.

7. Soviet Surrender Phase

- a. Perform surrender checks. Units that fail are placed in the Eliminated Box [21.0].
- b. Adjust Step Loss and VP Track as needed [25.13].

D. GAME TURN INTERPHASE

- 1. Remove all Activation markers and Interdiction Level markers [13.14].
- 2. Soviet player performs Non-op HQ recovery or disbandment [22.26.b].
- 3. Remove the Ice Bridge [PB 10.44.c.3].
- 4. Move the Game-Turn marker ahead by one box on the Turn Record Track.



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