

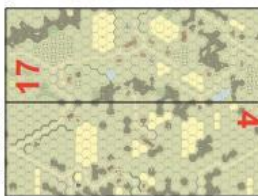


Victory Conditions:

Provided the Russian has scored less than 40 CVP, the German player wins if at game end no gun is possessed by a good order Russian MMC, and they control building 4P6.



Board Configuration:



Dzerzhenin, Poland. 5 October 1944.

The only way to stop Poland from being overrun by the Red Army was to counterattack the Soviet bridgeheads before they could reinforce. One such bridgehead was located along the Narew at Dzerzhenin. The 65th Army's 105th Rifle Corps had already begun to dig in around the village as guns of the 921st Artillery regiment were emplaced in support. Before more heavy weapons could be brought across the Narew, the salient was attacked by the 25th and 3rd Panzer Divisions, which were recently reinforced with the King Tigers Schwere Pz abt 505. Surprised at the rejuvenated offensive capability of the panzerwaffe, the Russian infantry in the forward positions ran from their foxholes, terrorized by the massive Tigers and the speed and coordination of the German assault. This was no beaten enemy they were facing. This was blitzkrieg with a second wind.

Special Rules:

1. EC are moderate with no wind at start. Bore sighting is NA.
2. Prior to all set-up, place 6 rubble counters in 17Q5 and roll direction/distance. Place rubble of the appropriate type on the ground level of the nearest building hex, rolling for random selection if more than one building hex is selected. (Ignore rubble locations already created.) Roll for falling rubble normally.
3. Russians may setup in foxholes in allowable terrain, but the guns may not utilize HIP.

Aftermath:

By 10 AM, the German attack had severed the first line of resistance along the boundary between the 194th and 354th Rifle Divisions. As the Russians fell back through the rubble village, their artillery engaged the panzers over open sights. With only a single trench line remaining before the river, Lt. Colonel Vorobev rallied enough troops to secure the bridgehead just in time for reinforcements to arrive, beginning with Stalin heavy tanks of the 16th Guards Tank Regiment followed by fresh infantry. The blitzkrieg counterattack had been stopped, but the 65th Army's advance into Poland had also been contained.

RUSSIAN

Elements, 1023rd Rifle Regiment [ELR:3] set up between hexrows I and Y inclusive:

15 2 6 5

Elements, 16th Heavy Tank Rgt. enter turn 3 along the east edge:

JS-II 13 8-1

Elements, 921st Art. Rgt. set up on board 4 between hexrows I and Y inclusive:

obr.31 6 1 2 5 4 3

{SAN:4} 2-2-8 122L 2 2

Balance: Russians may use MOL (A22.6)

GERMAN

Elements, 25th Panzer Division and Sch. Pz. Abt. 505 [ELR:3] enter turn 1 along the North edge:

12 3 2 2

Elements, 3rd Panzer Division enter turn 4 along the west edge of board 4:

PzKfW VG SPW 251/1 SPW 251/10

5 2 3 4

Balance: Exchange both StugIIIG for MkIVJ.

RUSSIAN sets up first

GERMAN moves first

1

2

3

4

5

6

7

END

SCENARIO CREDITS:

Scenario Designed by: Pete Shelling

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