



1942 Velikiye Luki

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Version: 1942 Velikiye Luki RBv02

TOAW Version: TOAW IV 4.0.1.40

:: Hotseat::PBEM::Blue PO::Red PO

Date: 16 November - 14 December 1942

Location: Russia, South of Leningrad

Map Scale: 1 Mile/Hex

Time Scale: 1 Day/Turn

Unit Scale: Battalion, Company

Length: 28 Turns

Complexity:

Soviets

Initial Deployment: 16 formations, 49 units

Maximum Deployment: 83 formations, 248 units

Theater Options, 1

German

Initial Deployment: 29 formations, 93 units

Maximum Deployment: 54 formations, 187 units

***** CHANGE HISTORY *****

1942 Velikiye Luki RBv01 changes:

1. All improved roads changed to roads.

2. Regiments broken down to battalion formations
3. Company sized units made indivisible
4. Added TO for selection by a human Russian player
5. Soviet supply radius set to 8, German set to 10
6. Four bridging units are provided to the Russian PO
7. To make the German PO a viable opponent, German reinforcements enter earlier than original scenario by 4 to 6 days
8. The original regimental units were broken down to their component battalions. HQs are primarily divisional with battalions and companies as the basic maneuver units

1942 Velikiye Luki RBv02 changes:

1. For the game against the Russian PO, add Russian static pontoon bridges to appear at programed major river crossings.
2. Revised unit equipment graphics.
3. Revised Russian PO objective tracks

***** DESIGN NOTES *****

Russian PO has been programed using five randomly selected formation tracks adding variation to their assault.

The scenario has been shortened from the original 65 turns to 28 turns. Formations which were scheduled to deploy after turn 28 have been deleted from the OOB.

For play against the computer, recommend playing the German side against the Russian PO. The German PO has a difficult time defending river crossings.

***** THEATER OPTIONS *****

One Theater Option is provided to the Soviet player. When the Soviets are played by a person the TO should be selected to prevent the arrival of additional Soviet reinforcements. This is intended to make the game more competitive for the German player.

***** ORIGINAL AUTHOR'S BRIEFING *****

VELIKIYE LUKI

Please see Special Rules at the end of this document

In November of 1942 the Soviet 3rd Shock Army launched an offensive to cut the Nevel-Leningrad Railroad and threaten the Rzhev Salient. Unfortunately, For the Soviets, The Germans had fortified the small city of Velikiye Luki which lay directly in the path of the attacking Soviet Armies.

By: Jim Daniels

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Date: November 1942-January 1943

Location: Russia, South of Leningrad

Map Scale: 1 Mile/hex

Time Scale: 1 day/turn

Unit Scale: Regt, Bn, Coy

Length: 65 Turns

UNIT COLORS

Soviet:

Brown on Brown

German:

Wermacht: White on Grey

Luftwaffe: Blue on Grey

SS: Black on Grey

Important Events:

Soviet Shock 150 for first 2 turns

Thaw Possible in first 9 Turns

Cold Front will come through if Thaw occurs

Storms Possible at any time after turn 10

Special Rules:

Victory: Although objectives have been assigned VP values, Victory should be based instead on the number of turns that the Soviets are able to cut the N-S railroad near the western edge of the map. If the Soviets occupy the railroad in force for 7- 10 turns or more then they have achieved the objectives of the offensive and the game should be considered a Soviet Victory.

The only bridges that can be blown are those across the super river (hexes 20,21; 20,22; 19,25; and 14 37).

Soviet Divisional and Brigade Artillery should only be used to support units of their own Division/Brigade. Corps and Army Artillery may support any units.

Some roads were moved one hex to prevent crossing of the super river (the Lowatj) at sites other than bridges.

I realize that Velikiye Luki was not full of escarpments. These features were placed in order to slow the rate at which the Soviets were able to break into the city in earlier versions of the scenario.

The scenario has been greatly revamped based on additional research and playtesting.

This scenario is meant for two players or PBEM. The AI does not do a real good job due to the long and complex nature of the action.

This is based directly on Frank Chadwick's GDW Game: WHITE DEATH: Velikiye Luki, Stalingrad of the North. It is a great game and always made for tense action on both sides...Thanks Frank.

I added the SMG and Recon Companies and the Engineer battalions to the Soviet OOB based on Frank's Designer's notes.

I have also incorporated the Soviet SMG battalions into the tank battalions on the basis of additional research.

The Soviets did not have sufficient halftracks to mount the SMG units, and most rode tanks or were transported in trucks.