

 Open	 Lake	 Major City
 Woods	 Major River	 Minor City
 Forest	 Minor River	 Village
 Swamp	 Lake Hexside	 Hedgehog
 Secondary Road		
 Track		
 Railroad		
 PzGrp Boundary		
 Entry Hex		

SMOLENSK

BARBAROSSA DERAILED

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The Gamers
Quality Wargames Since 1980



Northeast Box

(1 MP from North & East edge sources)

Southeast Box

(1 MP from South & East edge sources)

Red Air Force Box

Active

(20 hexes to East Edge)

Inactive

(Unlimited Refit)

Soviet Dead Pile

Supply Cache

Weather Table

	<i>Limited Flight</i>	<i>Normal Flight</i>
Roll one die →	1	2-6

Limited

“Limited Flight” means air missions are **not** allowed in Exploitation or Reaction, and Hip Shoot missions are **not** allowed.

Normal

“Normal Flight” means regular air rules apply.

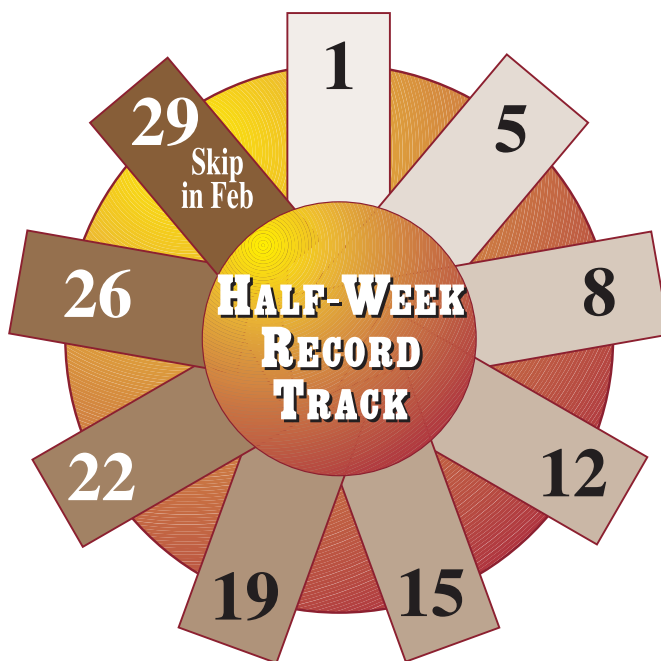
July



August



September



Intro Scenario: Vitebsk

This is a solo exercise in which the player practices Hoth's assault on Vitebsk.

New players should pay attention to how the normal text-based setup notations, as used in the other scenarios, are expanded visually here with accompanying images of the counters themselves.

General Information

First Turn: 8 July 41

Last Turn: 8 July 41

Total Game Length: 1 player turn

First Player: Axis

Weather: Normal Flight on 8 July

Special Scenario Rules

The player wins a Major Victory by capturing both hexes of Vitebsk. He wins a Minor Victory by putting a solid wall of Axis combat units around the city. Otherwise, he loses the game and should try again. Also try to use as few SP as possible — challenge yourself!

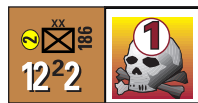
The Axis organic trucks all setup Full.

Attacking units can never use Internals (OCS 12.10) in this scenario.

Soviet Set-Up Information

12.31:

12-2-2 Inf Div (186; -1 step)



18.27:

20-1-3 Tk Div (14; -1 step)



18.28:

11-1-1 Inf Div (126; -1 step)



19.26:

20-1-3 Tk Div (18; -1 step)



19.27:

10-0-1 Inf Div (162; in Move Mode)

3-1-1 Alarm Mil Rgt



19.28:

10-0-1 Inf Div (134; in Move Mode)

Level 1 Airbase

1 SP



20.28:

12-2-2 Inf Div (220; -1 step)



19.32:

22 Army HQ

11-1-1 Inf Div (214; -1 step)

(2)-2-2 Alarm AT Rgt

26-1-1 Arty Bde

1 Wagon Point

2 SP

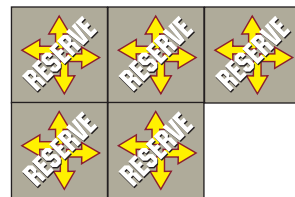


Axis Set-Up Information

Reserve Markers Available: 5

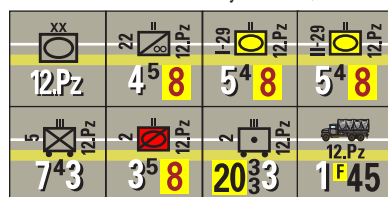
Reinforcements: None

Variable Repls: None



4.25:

12 Pz Div (22 Krd, I/29 Pz, II/29 Pz, 5 Inf, 2 Aufk, 2 Arty, Truck)



5.27:

39 Mtr Corps HQ

10-5-4 Inf Bde (900)

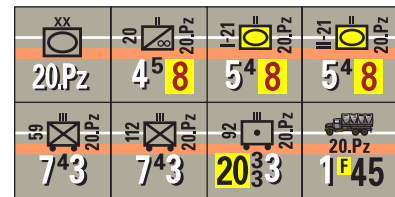
3 Wagon Points

5 SP



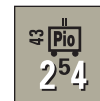
10.30:

20 Pz Div (20 Krd, I/21 Pz, II/21 Pz, 59 Inf, 112 Inf, 92 Arty, Truck)



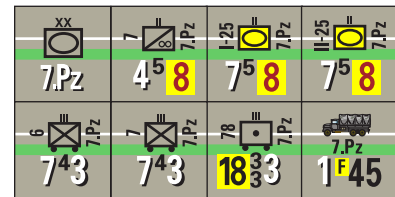
11.31:

2-5-4 Pio Bn (43)



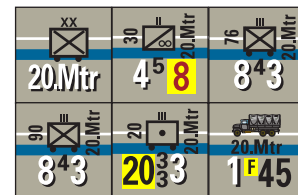
15.25:

7 Pz Div (7 Krd, I/25 Pz, II/25 Pz, 6 Inf, 7 Inf, 78 Arty, Truck)



14.27:

20 Mtr Div (30 Krd, 76 Inf, 90 Inf, 20 Arty, Truck)



In the Luftwaffe Box (off-map):

2x Bf.110

1x Do.17z

1x Ju.88

3x Ju.87b

