



# Monkeys with Typewriters

An Experiment in Scenarion Design

## The Idea

"All in all, both scenarios are a pleasure to play, and are an interesting demonstration of what different designers can do with a similar historical situation."  
Robin Reeve, aka Montagu on Game Squad

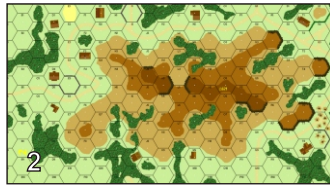
## The Challenge

"Following on from the excellent thread about different scenarios covering the same action, interest has been expressed in putting a bunch of scenario design monkeys in a room to see what they'd come up with given exactly the same reference materials. What'd be the outcome? The ASL equivalent of Hamlet or just a pile of poo covered typewriters?" Ian Percy, aka Mr.P on Game Squad

# Leonov's Hill

## MwT-26

Only hexrows A-V are in play.



### Cape Krestovyi, Finland, 11 October 1944.

On the night of Oct 11th The Russian naval detachments of the 14th army had a 3 phased attack. The plan was to take the German strongpoint, attack the German 155mm coastal batteries from inland and knock out the German flak batteries which were positioned on a hill near the cape. Senior Lt. W.N Leonov and his 95 men were given the task of taking out the Flak batteries. With the cover of darkness and the element of surprise his men were able to cut through the barbed wire and assaulted the bunkers killing the German gun crews in hand to hand combat. But the night was young as Lt. Leonov's men seized the guns and prepared to defend the hill.



**Victory Conditions:** The Germans win by controlling both trenches and pillboxes at game end.

### Scenario Special Rules:

1. EC are Wet with no wind at start.
2. Night Rules are in effect. Straying and Kindling is NA. The initial base NVR is 4 with scattered clouds and a half moon. The Germans are the Scenario Attacker and the Russians are the Scenario Defender.
3. Treat all level 3 hill hexes as level 2. Cliffs do not exist.
4. The Russian must setup the 88L AA guns in a trench. Each pillbox must be Adjacent to a Trench counter.
5. Prior to play the German player secretly determines which side of the board each group will enter from. Only one group per side. One group will enter randomly on each turn 1-3. To determine which group enters on turns 1-3 the German player rolls 1 die at the start of each turn; on a 1-2 group 1 enters, 3-4 group 2 enters, 5-6 group 3 enters. Reroll if the group has been rolled before.
6. The German radio represents one module of 100mm OBA (HE only) with plentiful ammunition.
7. The Russian DC may be set prior to play on any hill 621 hex that does not have a fortification on it.
8. Both sides may declare hand to hand combat.
9. The Russians are commandos and do not suffer captured use penalties when using the 88L AAguns.

**RUSSIANS** Set Up First  
**GERMANS** Move First



**Northern Fleet Reconnaissance Detachment :** [ELR 4] Set up anywhere on hill 621 (At least one crew or MMC must setup in each fortification). {SAN 3}



			2	5	2	3		2	2	3

**Elements of the 6th Mountain Division:** [ELR 3] Enter as directed by SSR 5. {SAN 2}



Group 1							
			4				
Group 2							
			4				
Group 3							
			2	3	2		

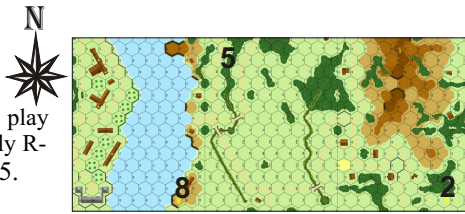
**AFTERMATH:** The Germans were not going to let the flak batteries remain in Russian hands. Through out the night they sent counter attack after counter attack at the Russian commandos. Leonov's men fended off the Germans for as long as they could. The Germans started attacking with indirect fire along with more troops coming over from across the lake. Leonov looked at the situation and knew they couldn't hold the 88's much longer so he had his men remove the breechblocks from the remaining 88's and retreated to a near by hill. Two days later Leonov with a reinforced platoon counter attacked the hill and drove the Germans from the flak batteries and took the hill for good.

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# Here They Come Again

## MwT-27

Only hexrows A-P are in play on boards 8 and 2 and only R-GG are in play on board 5.



### Scenario Special Rules:

1. EC are wet, with no wind at start. All Woods are Brush.
2. There is a +1 LVHindrance in effect for the first 3 turns.
3. The FlaK 18s in the Russian OB are considered Captured, but only a +1 DRM applies to TH DRM and to the Breakdown Number. This rule only applies to Russian 2-2-8s. Other Russian units use the captured and unqualified rules normally. The FlaK 18s set up emplaced, but not HIP, in hexes 5CC4 and 5Z4.
4. The Russian 6-2-8s and German 5-4-8s are considered assault engineers.
5. Pillboxes are considered rally terrain for rally and rout purposes.
6. The Germans receive one Module of 81mm OBA directed by an off-board observer at level 3 from hex 8O1. This Module has plentiful ammo and is HE only.
7. Place 1-3-5 Pillboxes in the following hexes; 5Z5-CA Y6-Z6, 5BB5-CA BB6-CC6, 2H3-CA G3-G4. Place a 1-5-7 Pillbox in hex 2O5- CA P4-P5. Place Trenches in the following hexes; 5Y5, 5AA5, 5CC5, 2I4, 2J4, 2K5, 2N5, 2M5. Place Wire in the following hexes; 5X4, 5Z5, 5AA3, 5BB6, 5DD5.

**Cape Krestovi, Petsamo Bay, 12 October 1944.** As dawn broke, Captain Barchenko-Emelianov surveyed his unit's situation. His naval reconnaissance troops had taken 2 of 3 objectives in their night assault hours earlier, and fended off several counterattacks. However, Barchenko-Emelianov knew the Germans would not be content to leave him in possession of what was left of a FlaK battery and a strongpoint overlooking the bay. True to their tactical doctrine, the Germans came in force at first light.



**Victory Conditions:** The Germans win at game end if they Possess (A4.43 & A4.44) the two FlaK 18s. *If these guns are destroyed or disabled during play, mark them with a, "MA Disabled" counter, but leave them on the board.*

**RUSSIANS** Set Up First  
**GERMANS** Moves First



**Elements of Composite Detachment Northern Fleet; Reconnaissance Detachment-HQ Northern Defense Region, Reconnaissance Detachment HQ Northern Fleet, 113<sup>th</sup> Separate Artillery Battalion, 338<sup>th</sup> Separate Engineer Battalion: [ELR 4] {SAN 4}**

Set up  $\leq 2$  hexes of 5AA5 (See SSR 3 and 7).



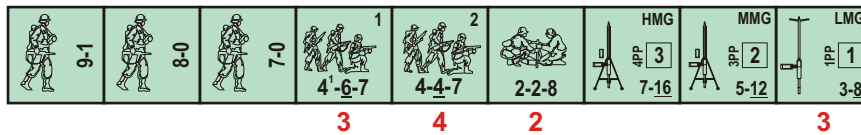
Set up in Trenches or Pillboxes on board 2 (see SSR 7).



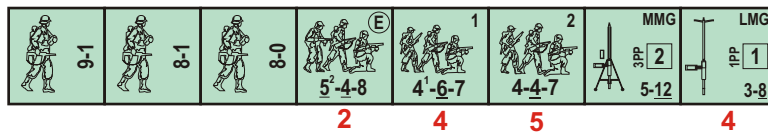
**Fortifications:** Set up as per SSR 7.



**Elements Infanterie Division 210, Marine Artillerie Abteilung 513, and Marine Artillerie Abteilung 517: [ELR 3] Set up on or north of hexrow M on board 8 and hexrow U on board 5. {SAN 3}**



Enter on Turn one on the north edge of boards 8 and 5.



**AFTERMATH:** With German artillery raining down, the Germans- Infantry and Naval troops, came foreword with a vengeance. The Soviets blasted away with their captured 88s and small arms. In the end, the Recon troops were forced to spike their prizes and withdraw up the hill. It was going to be a long day.

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# The Guns of Cape Krestovyi

## MwT-28

Only hexrows R-GG are in play.



**Victory Conditions:** The Russian wins if at game end no 88L is possessed by an unbroken German MMC and/or  $\geq$  two 88L are possessed by Russian 2-2-8.

### Scenario Special Rules:

1. EC are Wet with no wind at start. Kindling is NA.
2. Night rules are in effect. The Russian is the scenario attacker, German is the scenario defender. Majority Russian squad type is stealthy, German is Lax. Base NVR is 4 hexes.
3. Non-crew Russians are stealthy. The Russians may declare hand-to-hand CC as per J2.31.
4. No quarter is in effect for both sides.
5. All woods are brush.
6. Each German 88L must setup in a level one hill hex with at least one hex of numbered row 1 within its CA. Guns may not change CA unless within LOS of an enemy unit, and may not use HIP. Guns may not boresight.

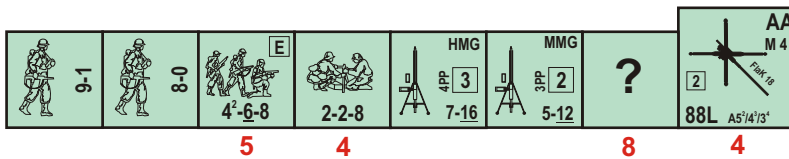
**GERMANS** Set Up First

**RUSSIANS** Moves First

**Cape Krestovyi, Finland, 10 October 1944.** During the summer of 1944, the Karelian Front organized special purpose-forces to conduct raids against German shore installations along the northern coast of Finland. One of the units, a composite detachment of sailors and marines from the Northern fleet was tasked with preparing the area around cape Krestovyi for an invasion by 14<sup>th</sup> Army. One group was to attack the battery of 150-mm coastal guns defending the approaches, while the other led by Sr Lt. WN Leonov, was to attack the 88-mm antiaircraft battery. Hiding in the bushes nearby on Oct 11, the Soviet raiders--along with some naval artillery crews--set out on their raid at nightfall.



### Elements, 6<sup>th</sup> Gebirgs Division: [ELR 3] Setup on hill hexes (See SSR 6) {SAN 3}



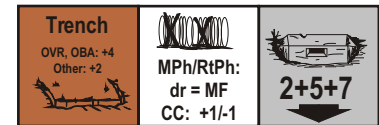
5

4

8

4

Set up in any hexes numbered 7 or less:



5

8

2

### Elements, Northern Fleet Reconnaissance Detachment: [ELR 5] Enter on Turn 1 along the east edge. {SAN 2}



4

5

3

4

**AFTERMATH:** Although the German 6<sup>th</sup> Gebirgs division was on alert due to copious recent activity, Leonov's 95-men crept through the barbed wire to within 50 meters of the German guns before an illumination flare was sent up. After several minutes of hand-to-hand combat amid the trenches and bunkers along Cape Krestovyi, Leonov's men were able to prevail over the German defenders. Still, the German mountain troops counterattacked throughout the night, even as the Russian artillery crews fired their captured 88s. A more determined counterattack came at dawn, but Leonov was able to remove the breechblocks of the guns prior to his withdrawal. The 88's had been neutralized

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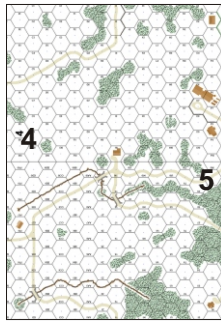
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# Popov's Injection

## MwT-29

Only hexrows A-P on boards 4 and R-GG on board 5 are in play.



**Tarnet, Norway, 6 October, 1944.** Major A.F. Popov was tasked with disrupting the communication and supply channels of the German held towns along the Tarnet and Nikel roads. He, and one of his most trusted deputies, Captain



### Scenario Special Rules:

- EC are Wet with Ground Snow in effect, with no wind at start.
- Treat all Gully hexes as Flooded Streams (B20.44). All bridges are Wooden.
- All German MMC not stacked with leaders at game start begin the game Pinned.
- Russian 6-2-8 MMC are Assault Engineers and may lay AT mines in any un-mined road hex. AT Mines are inherent to the 6-2-8 MMC. To lay mines, the unit must declare the mining attempt in its current hex, during the MPh spending all its MP in the same hex. The unit is then marked with a TI counter. Providing the unit is still in Good Order at the start of the CCPh, the mine is considered placed and an AT mine counter is used to mark the hex. AT mines may be cleared as per B28.53.

Kononenko along with Major Gradov would assemble along the Lanweg and Russian road before making their attack. The destruction of bridges, destroying telephone wire and mining the road were the key objectives. Shortly before sunset on the evening of the 6th of October the Russian infiltrators first struck against a German held outpost along the Tarnet Road.

**Victory Conditions:** Providing the German player does not obtain 12 CVP, the Russians win at Game End, if they accumulate  $\geq 15$  VP. VP are awarded to the Russian player at Game End as follows: CVP as per A26.22, each Controlled building hex in the German set-up area: 2 VP, each Bridge in the German set-up area Destroyed or Captured: 7 or 5 points respectively, each hex (to a maximum of 4 hexes) of the 4A5-II road mined: 2 VP (see SSR 4).

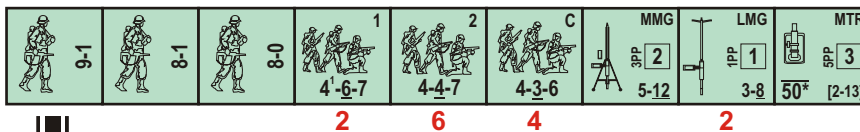
**GERMANS** Set Up First  
**RUSSIANS** Moves First



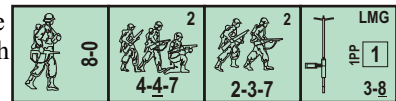
**6th Independent Guards Detachment:** Enter on, or after, turn 1 anywhere along the West, North and/or South edge of the map, and/or on the East map edge of board 5 on hexes numbered  $\geq 6$ . The Russian may only enter a maximum of 6 MMC in any one turn. [ELR 5] {SAN 4}



**Elements of 6th Mountain Division:** Set up unconcealed anywhere on board 4 and/or on board 5 in hexrows numbered  $\geq 7$ . [ELR 2] {SAN 2}



**Reinforcements:** Enter on turn 3, on an edge of board 4, opposite to the map edge on which the Russian units first entered [EXC: Enter on North edge of board 4 if the first Russian group also enters along this edge.]



**AFTERMATH:** A platoon of the 222d Battalion struck the first blow, attacking the outpost of the 2d Mountain Division whilst Popov also went into action quickly. Popov's detachment deployed in three groups, one to each road and destroyed communications wire, blew up bridges and planted mines. In six separate attacks, the infiltrators destroyed 3,600 meters of telephone line, blew up two bridges, and killed over 150 German soldiers.

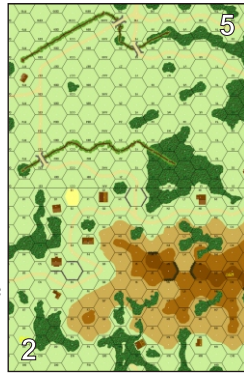
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# SLICING THE ARTERY

## MwT-30

Only hexrows A-P on board 2 and hexrows R-GG on board 5 are playable.



**Lanweg Road, Finland, 9 October 1944.** To the 2<sup>nd</sup> Gebirgsjäger (Mountain) Division, Lanweg Road was a lifeline. Under attack from



the Russian 14<sup>th</sup> Army, the division depended on this long, thin line of communications for all the material of war. Perhaps as important was its importance to morale. The road was a tenuous link through the tundra to home. Cutting that line and challenging the German sense of security was the job of Major Gradov.

### Scenario Special Rules

1. EC are Wet with a mild breeze from the Northeast. Grain is not in season. All open ground hexes including those on hill hexes are tundra. It costs 0.5 MF/MP to cross a tundra hexside. All tundra hexes are treated as Alpine Hills.
2. The Lanwen Road is defined as 5R6 5Y10 5EE6 5GG5.
3. Foxholes cannot be dug during play.
4. Russian units may leave the playing board off any edge, broken or good order in order to avoid becoming CVP for the Germans.
5. Russians are stealthy and can declare H-t-H when they initiate CC against the Germans. 2 squad equivalents, and any SMC or SW stacked with them, may set up HIP. Russians may set demolition charges as A23.7.
6. Russians do not have to roll for radio contact nor is there any OBA in this scenario.

**Victory Conditions:** Russians win at game end if they have a good order SMC in possession of the radio and with a LOS to any road hex of the Lanwen road (see SSR 2) and the Germans have not accumulated  $\geq 18$  CVP.

RUSSIANS Set Up First  
GERMANS Move First



**Elements of the 2<sup>nd</sup> Mountain Division: [ELR4] Set up/Enter as directed. {SAN 2}**

**Jäger Company:** Setup on the Lanwen road. All mortars must be dm..



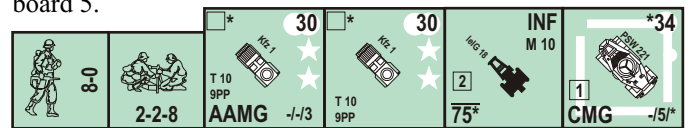
12 2

**Engineer Platoon:** Enter from the East or West edge of board 5 in hexes numbered  $\geq 3$  on turn 1.



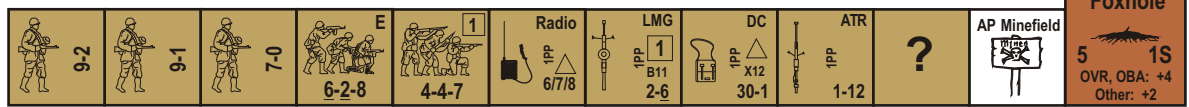
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**Light Howitzer Platoon and recon elements:** Enter on any one road edge hex outside the Russian setup area on board 5.



2 2 2

**222<sup>nd</sup> Motorised Engineer Battalion: [ELR 4] Sets up on board 2 or in hexes numbered  $\leq 3$  on board 5. {SAN 4}**



4 6 3 2 2 6 18 3  
(Factors)

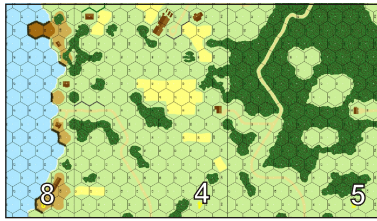
**AFTERMATH:** The Russian force of just 108 men were able to call in successful airstrikes and launch deadly ambushes against the German supply convoys seriously disrupting the flow of help to the front. Telephone wires were effectively severed and 2 bridges destroyed. All of this was achieved despite the diversion of significant German forces tasked with hunting Gradov and his men. The detachment rejoined their own lines on the 12<sup>th</sup> September having suffered very light casualties.

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# The Ice Men Cometh

MwT-31



Only rows A-Q are playable. On board 8, only hexes numbered 7-10 are playable.

**Western shore of Cape Krestovyi, Midday, 12 October, 1944.**

On the night of October 11, a Russian force of sailors captured and dismantled a battery of 88s along the western shore of Cape Krestovyi, but at dawn the next day, Germans remaining on the Cape, with support of assault boats, launched a counter-attack, forcing the Russians to withdraw to the east.



**Scenario Special Rules:**

1. EC are Wet with no wind at start.
2. All grain is brush, and no unit may enter the water.
3. The 9-2 Soviet leader represents Lt. Leonov. Leonov cannot go berserk, nor will he surrender in Heat of Battle; in both cases, he battle hardens instead.
4. Soviet forces were exhausted; therefore, Soviet units cannot double-time, but they may achieve CX status by other means. Soviet forces are considered elite. The 6-2-8s are Assault Engineers.
5. The three 88s begin the scenario malfunctioned, and must be placed in 8O8, 8J9, and 8B8. They represent part of the 4-gun battery dismantled by the Soviets, who had removed the breechblocks before withdrawing. If any Soviet 6-2-8/3-2-8 controls 8O8, 8J9, or 8B8, a repair attempt may be made on the 88. Captured use applies. At no time can the Germans repair the 88s.
6. German player sets up only fortifications first, but hidden. Soviet player then places ten shellholes (representing bombing and shelling of coast by Soviets) on board 8 and/or 4, but no more than 3 may form connected strings or clusters of hexes. If one of these shellholes is placed in a wire hex, the wire is removed. The remainder of German set up follows.

**Victory Conditions:** Soviets win if they control hexes 8O8, 8J9, and 8B8 *or* if there are no good order German squads remaining at game end.

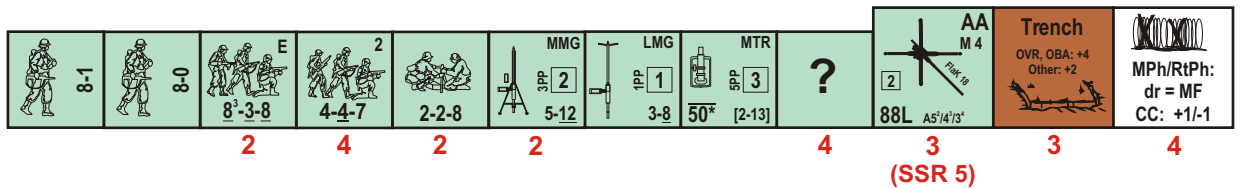
GERMANS Set Up First  
RUSSIANS Moves First



**Soviet Naval Forces: [ELR 3]** Soviet forces may set up in any woods hex on board 5. {SAN 2}



**German forces: [ELR 3]** German forces may set up anywhere on board 4 and/or 8 (see SSR # 6). {SAN 3}



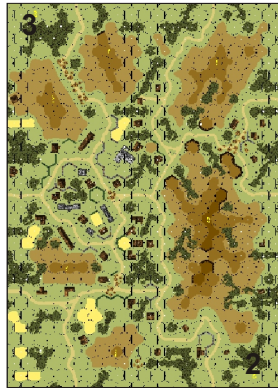
**AFTERMATH:** But by midday, the Soviet positions, bolstered by reinforcements, were strong enough to launch a counter-attack of their own, led by Senior Lieutenant V. N. Leonov, a veteran of the submarine service and now a distinguished officer of special operations. By dusk, they had retaken the position, and by nightfall, except for an occasional burst of gunfire, the area was quiet.

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# CAPE KRESTOVYI CAPER

## MwT-32



### Scenario Special Rules:

1. EC is Wet with no wind at start. Weather is Clear & Gusty. All buildings are wooden and single story. Treat all Woods as Brush. Treat Trenches and Pillboxes as Building/Woods for mandatory Rout Direction purposes (A10.51). Bore Sighting and Kindling are NA.
2. All Russian units (both Elite and non-Elite) are considered Commandos (H1.24), may declare Hand-to-Hand (J2.31), and receive an additional -1 DRM/drm to HOB (A15.1)/Leader Creation (A18.2). Three (3) of the at start 6-2-8 MMCs have additional traits as Assault Engineers with Sapper capability (B24.7), who maintain these capabilities even if they undergo Replacement/Reduced. Starting Turn 4, Russians suffer from Ammunition Shortages (A19.131, see also SSR 5). Russian Crews can repair Captured German Guns as if they were Russian Guns. The Russian sets up the captured 88L AAs unconcealed IN Trenches, and selects 2 of them to start Malfunctioned.
3. All Fortifications are placed on-board and are Known to both players. Pillboxes must have a north, northwest or northeast CA which can draw a clear LOS to a North edge ground level hex.
4. The four 150mm ART must set up Unconcealed, 1 per Pillbox and manned by a crew, with 2 of them being (*Russian's choice*) Malfunctioned. All Germans add an additional +2 drm to PF checks.
5. Whenever the Russian SAN is generated, the Russian may declare a Resupply Air Drop instead of rolling for sniper activation. A subsequent dr < 6 results in a successful Resupply Air Drop, and he may select one SW from the following options: ammo canister (Game limit: none), Russian LMG (Game limit: 4), Russian DC (Game limit: 2). The Resupply/SW Drop Point (E9.12) is determined by the Russian selecting either the GERMAN or RUSSIAN Sniper, then moving that counter as per A14.2 Random Location DR (maintain the Russian/German Sniper on board even if SAN < 2). Follow E9 rules for Resupply Air Drops [EXC: wings/sticks consist of only 1 ammo canister/SW; Offboard Landings are immediately eliminated.]. Use 1/2" ski counters to represent ammo canisters, which are 2 PP and can undergo recovery/portage/transfer/destruction like SW. The Russian player can voluntarily self-destruct a recovered/possessed ammo canister as per A9.73 in order to suspend Ammo Shortage for that Game Turn. Even if the actual Russian SAN < 2, the SAN DR is 2 for potential Resupply Air Drop purposes only.
6. Starting on Turn 4, the Russian rolls for possible Air Support (E7.2) each turn, with the possibility of bombs as per E7.21. The maximum total allowable Fighter-Bombers generated during the game is 3, and each FB may only stay for 2 game turns.
7. The Germans receive 1 OBA module of 100+mm (HE and Smoke) with normal ammunition. The Russians receive 1 OBA module of 70+mm (HE and Smoke) with Plentiful Ammunition.
8. The Russians may attempt Counter Battery Fire by declaring it after establishing/maintaining Radio Contact, and cancels his SR/FFE1/2/C if on-board. The Russian then draws normally, and if a Black Chit is drawn, the German must immediately cancel any German on-board SR/FFE1/2/C, and remove 1 Black Chit from the German OBA draw pile. If a Russian Red Chit is drawn, it is counted/treated normally, and Counter Battery is unavailable.

**Cape Krestovyi, Finland, 12 October 1944.** Both Captain Barchenko-Emelianov's and Senior Lieutenant Leonov's Naval Reconnaissance Detachments were given a special mission to silence a



150mm Artillery Battery at Cape Krestovyi, in support of a large amphibious landing at Liinakhamari. Both commanders were experienced in large force deep recon and scouting missions. Captain Barchenko-Emelianov was made overall commander of the composite unit, that trained for 4 weeks for the clandestine mission. On Oct. 9<sup>th</sup>, this raiding unit landed by sea undetected, but over 15 kilometers away from their objective. They moved quietly at night, under the cover of storms and over rough terrain, including the need to scale cliffs to get into position. On the evening of the 11<sup>th</sup>, they could see their objective. Their attack plan was simple. Leonov's 95-man group would assault the 88-mm battery sited on a gentle slope, while Barchenko-Emelianov's group would seize the strong point near the AA battery, and continue the assault onto the 150mm guns. Achieving initial surprise, the first two objects were achieved, but the 150mm gun defenses could not be penetrated. However, it appeared that German crews began disabling some of the guns to prevent capture. The Russian naval infantry and sailors had to fall back, and consolidated their defenses at the AA battery and strongpoint, in anticipation of a counterattack.

**Victory Conditions:** The Germans win if they have more VP than the Russians. *Each Controlled Pillbox, Trench, and at-start 2S Foxhole is worth 2 VPs. Each manned Gun is worth 1 VP.*

**AFTERMATH:** At dawn on October 12th, the Germans struck. Attacking units included German assault boat troops from across the harbor, as well as supporting artillery. Russian Artillerymen that were firing the captured 88s at the Germans, disabled the guns as the enemy got closer. Leonov's sailors could not hold out, and retreated from the AA battery position to a nearby hill. Ammunition and supplies were beginning to run low for the Russians. The Germans continued on towards the strong point. On-call naval air assets, air dropped supplies, and counterbattery fire help stop, then reverse the German assault on the Strongpoint. Barchenko-Emelianov and Leonov then launched a counterattack, capturing the AA battery site. This took the fight out of the Germans, who either escaped off the cape, or retreated to the defenses around the 150mm battery. That evening, the amphibious force landed at Liinakhamari, without any interference from the 150mm guns. By morning, the pressed German gun battery defenders surrendered. Both Captain Barchenko-Emelianov and Senior Lieutenant Leonov were awarded the Gold Star and the title Hero of the Soviet Union for their raiding forces success.

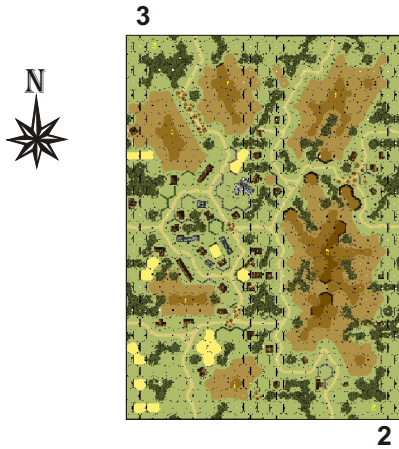
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# CAPE KRESTOVYI CAPER

MwT-32



**Victory Conditions:** The Germans win if they have more VP than the Russians. Each Controlled Pillbox, Trench, and at-start 2S Foxhole is worth 2 VPs. Each manned Gun is worth 1 VP.

**RUSSIANS** Set Up First  
**GERMANS** Moves First



**Elements of Fortress Battalions, 210<sup>th</sup> Infantry Division: [ELR 3]** Set up on any whole/half hex on/north of row Q on board 3 (see SSR 4). {SAN: 2}

9-1	8-1	8-0	7-0	4 <sup>2</sup> -6-8	4 <sup>1</sup> -6-7	4-4-7	2-4-7	2-2-8	5-12	3-8	50 <sup>+</sup> [2-13]	8	?		
SFH 18 *M(2) 150		K 18 M(4) *150L		2		6		6		2		3		9	

**Assault Boat Reinforcements** enter anywhere along the West edge on Turn 1.

8-1	8-0	5 <sup>2</sup> -4-8	3-8	X12 30-1	?
5		2		4	

**Reinforcements** enter anywhere along the West and/or South Edge of board 3 on Turn 3.

7-0	4 <sup>1</sup> -6-7	4-4-7	3-8
2		2	



**Fortifications** set up no more than 1 per hex, on any Hill 3E3 level 1 or level 2 hex (see SSR 3).

2+5+7	1+5+7	<b>Trench</b> OVR, OBA: +4 Other: +2
2		4

**Northern Defensive Region Reconnaissance Detachment, with elements of 113<sup>th</sup> Separate Artillery Bn and 338<sup>th</sup> Separate Combat Engineer Bn: [ELR 5]** Set up on any Hill (2O5) location/hex (SSR 2). {SAN: 4}

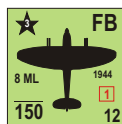
9-2	8-1	8-0	1-4-9	6-2-8	4-5-8	2-2-8	B11 2-6	1-12	50 <sup>+</sup> [3-20]	X12 30-1	6/7/8	?	<b>Foxhole</b> 5 OVR, OBA: +4 Other: +2
5		6		3		2		3		6		8	

**Northern Fleet Reconnaissance Detachment and elements of 113<sup>th</sup> Separate Artillery Bn:** Set up within 3 hexes of 3W6 (SSR 2).

9-1	8-0	4-5-8	5-2-7	4-4-7	2-2-8	B11 2-6	1-12	50 <sup>+</sup> [3-20]	?	M 4 88L A5 <sup>1</sup> /4 <sup>1</sup> /3 <sup>1</sup>	<b>Trench</b> OVR, OBA: +4 Other: +2	<b>Foxhole</b> 5 OVR, OBA: +4 Other: +2	dr = MF CC: +1/-1						
2		3		3		4		2		8		4		4		2		6	



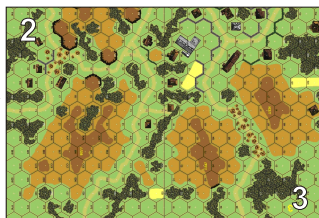
**Naval Air Fleet Support:**  
see SSR 6.



# FOUR GOLDEN STARS

## MwT-33

Only hexrows A-P on board 3 and R-GG on board 2 are in play.



**Victory Conditions:** The German player wins at game end if there is no functional AA gun possessed by a GO Russian crew AND there is no GO Russian MMC in building 3M2.

### Scenario Special Rules:

- EC are moist with no wind at start. A+1 LV hindrance is in effect until the end of game Turn 2.
- All woods are brush but still rally terrain for rout purpose. All buildings are ground level only. Building 3M2 is Fortified. Bore sighting is NA. Kindling is NA.
- Place one AA gun (emplaced but not HIP) per hex adjacent to 2BB5. AA guns cannot set up in same hex nor Adjacent to each other. Wire must be placed adjacent to an AA gun. Limbering/manhandling the guns is NA.
- Russians are stealthy and may deploy as per A1.31. 4-5-8 squads have a smoke exponent of 2. Germans have no PF capability.
- Beginning on Turn 5, the Russian player rolls for air support.
  - dr 1-2: One FB'44 with bombs
  - dr 3-5: One FB'44 without bombs
  - dr 6: No air support.

**Cape Krestovyi, Petsamo Bay, Finland October 12<sup>th</sup> 1944.** To support the 14<sup>th</sup> Army ground offensive, orders were given to re-establish a Soviet naval base at Petsamo. Captain Barchenko-Emelianov, Commander of an raiding unit consisting of naval infantrymen and sailors, got the



task to silence a German 150mm gun position on the northern shore of Cape Krestovyi; which controlled the entrance to Petsamo Bay. As part of a larger amphibious landing operation, the Composite Detachment got ashore on 10 October. After a rapid cross-country march under harsh weather conditions, Barchenko-Emelianov's men reached their initial target. Senior Lieutenant Leonov's group attacked a battery of 88mm AA guns, while two platoons from Barchenko-Emelianov's group attacked a strongpoint 300 meters north. The remaining platoon would storm a shore-battery position. The AA gun position and the strongpoint were quickly overwhelmed, but the attack on the gun-battery failed. The German crews destroyed the guns, afraid of losing them to the Russians. At dawn of 12 October, the remaining German forces, with reinforcements send over the bay in assault boats, counterattacked the Russian held positions...

**RUSSIANS** Set Up First  
**GERMANS** Moves First

1	2	3	4	5	6
---	---	---	---	---	---

**Russian Naval Infantry Composite Detachment:** Set up ≤ 4 hexes from 3M2. [ELR 4] {SAN 3}

9-2	8-1	4-5-8	2-4-8	1 B11 2-6	X12 30-1	3 [3-20]	2 5-12
6		3		2			

Set up on/adjacent to hex 2BB5 (see SSR 3).

9-1	4-5-8	2-2-8	1 B11 2-6	2 88L AS <sup>5</sup> /4 <sup>1</sup> /3 <sup>1</sup>	MPh/RtPh: dr = MF CC: +1/-1
3		2		5	

**Elements of Marine-Artillerie-Abteilung 517 and ad hoc Alarmeinheiten:** Enter from the South and/or East board edge on Turn 1. [ELR 3] {SAN 2}

9-1	8-0	7-0	4-6-7	4-4-7	4-3-6	2-2-8	2 3PP 5-12	1 3-8	3PP 50mm	5PP 81mm
4		8		3		2		2		3

**AFTERMATH:** Unable to hold their positions against the overwhelming Germans, Lt. Leonov retreated with his remaining men to a nearby hill, but not before his gunners made the AA guns inoperable. As the German counterattack reached the strongpoint Barchenko-Emilianov was able to call in naval fighter bombers in support. With numerous air strikes assisting, the situation was stabilized by mid-afternoon. Barchenko-Emilianov sent Leonov some reinforcements, enabling him to retake the AA guns. This task was accomplished by dusk. The Germans were retreating and many of them were isolated. With new troops arriving on the next day the fighting was finally over. In this action, the Naval Infantry detachment lost 53 men killed and wounded. Captain I.P. Barchenko-Emilianov, Senior Lieutenant W.N. Leonov and two enlisted men were awarded the gold star and title "Hero of the Soviet Union" for their gallant behavior at Cape Krestovyi.

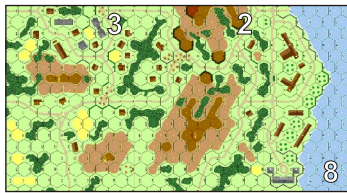
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# PESTILENT PIONEERS

## MwT-34

Only hexrows R-GG on boards 3 and 2 and hexrows A-P on board 8 (numbered ≤ 7 are in play.)



### Scenario Special Rules:

1. EC are wet and overcast, with a mild breeze from the North West. A two lane stone bridge exists from hex 8I4 to hex 8I7. The terrain in hex 8I4 is level -1 marsh. There is no line of sight from 8I3 to below the bridge in 8I4. The river is deep with a moderate current flowing north.
2. All Russian MMC and leaders are Commandos. Four of the 6-2-8 MMC are Assault Engineers. The Russian player can deploy up to 3 squads during the game (not at start). To deploy the MMC must pass a 2TC instead of a NTC normally required (A1.31). Russians will not surrender via HOB, any such result is treated as a berserk result instead.
3. Starting on Turn 1, the German player randomly selects one reinforcement group per German player turn. Only one group can be selected per turn, re-roll any tied results. All of the units from that group enter on either the north, south or west edge of the map on that turn.
4. The German units in the Transport Convoy must enter on 3Y10 on turn 1 in Convoy E11 having expended half their movement points. The convoy must move towards 8I7 using the maximum movement rate possible per turn. Vehicles in the convoy may not leave the convoy until the condition 1 of E11.251 applies. Any vehicle exited off from 8I7 gives the Germans exit VP.
5. Telephone lines exist in all road hexes on board 2. A Russian MMC destroys a telephone line by a successful clearance attempt (B24.7) in one of the road hexes. Only one telephone line per road hex can be destroyed. A maximum 5 telephone lines can be destroyed. Building C3 is a telephone exchange, and is a three storey stone building. The Russian player receives 5 VP for detonating a DC (by any means) within the building.
6. The German player may, at the beginning of turn 4, 5 or 6, change the order of player turn in a turn from Russian first to Germans first, effectively giving the Germans two player turns in a row. Once changed the order cannot change back.

## Petsamo River, Finland 11 November 1944.

Things were not going well for General Jodl, the Commander of XIX Mountain Corps. The Finns had withdrawn from the war, leaving his Corps as the only force facing the advancing Soviets. To top it off, the Soviets started sending highly trained specialist forces behind his lines to disrupt his communications. The 6th Separate Guards Battalion of Demolition Specialists (6th OGBM) was operating behind German lines harassing the hard pressed German troops. The highly trained Russian troops were tasked with destroying bridges, telephone lines and any other infrastructure that would hinder the Germans, a task they set to with relish.

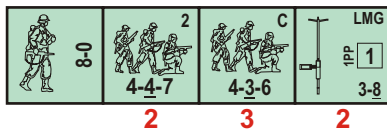


**Victory Conditions:** The Russian player wins at game end by having 40 VP more than the German player. *CVP are awarded normally* [EXC: Germans prisoners do not count double, Russian prisoners count double]. *In addition, the Russian player also receives VP as follows: 10 VP for the first bridge hex they destroy, 5 VP for detonating a DC within building C3. 5VP for controlling building C3 at game end, 3 VP for every telephone line they destroyed (see SSR 5).*

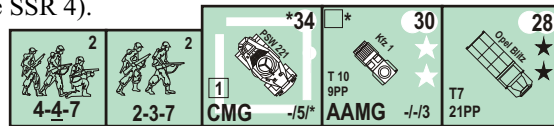
GERMANS Set Up First  
RUSSIANS Moves First



**Elements of security and communications units, XIX Mountain Corps: [ELR 3]** Set up in building locations on Board 8. {SAN 3}



**Transport convoy:** Enter on 3Y10 of Board 3 on Turn 1 (See SSR 4).



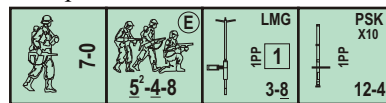
Reacting forces from XIX Mountain Corps and 2<sup>nd</sup> Mountain Division (See SSR 3).

Group 1



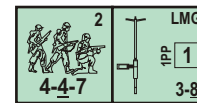
3

Group 2



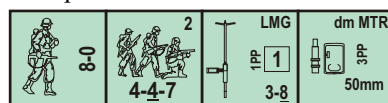
3

Group 3



3

Group 4



3

Group 5



3

**Elements of the 6<sup>th</sup> OGBM: [ELR 5]** Set up concealed in any concealment terrain with hexes numbers ≤ 3 on board 2. {SAN 3}



14

5

4

**AFTERMATH:** The rear area troops at his disposal were not up to the task. Jodl was forced to send detachments from his two mountain divisions after the pesky pioneers. The men of 6 OGBM destroyed bridges, telephone lines and vital communications. Despite the additional troops, the elite pioneers were able to disengage and return to the Russian lines, leaving behind a disrupted and nervous enemy. At least Jodl was rid of one pest, and could concentrate on the storm to come.....

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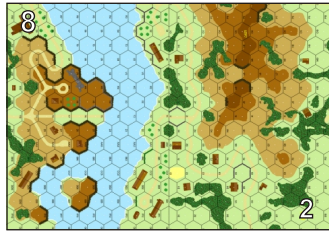
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# NOW GIVE'M BACK

## MwT-35

Only hexrows A-Q on board 2 and Q-GG on board 8 are in play.



**Cape Krestovyi, near Petsamo, Finland, 12 October 1944.** The Soviet Special Forces outfit, after training for a month for this assignment, finally hit the German garrison during the night of the 11<sup>th</sup>. Their mission was to take out the heavy gun battery at the tip of the peninsula, guarding the entrance to Liinakhamari harbor, to be assaulted later by another amphibious landing force. The commanding strongpoint at the middle of the peninsula was captured, as was the strongpoint containing a battery of 88s. But the heavy guns had time to react, swung around and defended themselves successfully. At dawn the surviving Germans launched a counterattack, reinforced by German troops sent across the bay. The Soviets were outnumbered and under great pressure, especially for Lieutenant Leonov and his men at the FlaK-battery. These men were mostly volunteer sailors, veterans of several operations behind enemy lines, but also included a few artillery men and engineers.



**Victory Conditions:** The German player wins if at game end he has five Victory points. One victory point is earned at game end for every pillbox, trench and gun controlled.

### Scenario Special Rules:

1. EC are wet with no wind at start.
2. All buildings are woods with the same outline. No walls or hedges exist. Orchards (as well as grain) are out of season. The island and all landhexes to the west of the river do not exist, treat the whole body of water as ocean.
3. Both sides start concealed if in concealment terrain. Entrenchment, pillbox and emplacement counts as concealment terrain during setup, for dummies too. No fortifications setup hidden.
4. Soviet units are stealthy.
5. Captured penalties do apply if the Soviets fire the guns.

**RUSSIANS** Set Up First  
**GERMANS** Moves First



### Elements of Northern fleet Reconnaissance composite detachment: [ELR 4] Set up as directed (see SSR 4) {SAN: 3}

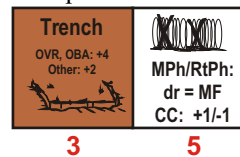
Setup within two hexes of 2F3 and/or within two hexes of 2O6.



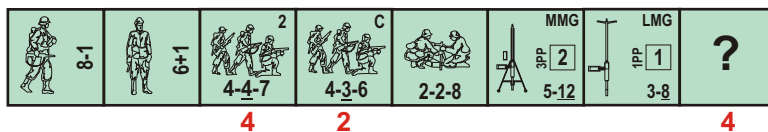
Setup within 2 hexes of 2F3.



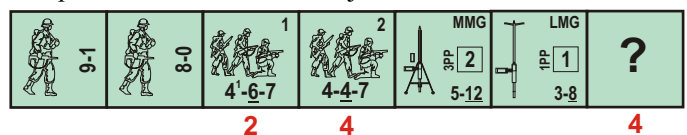
Setup within 2 hexes of 2O6.



### Remnants of the Cape Krestovyi Garrison: [ELR 3] Setup northwest of the road 8Y1-2I2-2Q1. {SAN: 4}



Setup under TI in land hexes adjacent to the ocean.



**AFTERMATH:** The Germans attacked throughout the morning, and the AA-gun position had to be abandoned by Leonov, but not before removing and taking along the breechblocks from the guns. As the German attack pressed on, the detachment commander, Barchenko-Emilianov called for airstrikes from the Northern fleet. This restored the situation enough for a successful counterattack to be mounted against the Flak-battery position as well as renewed pressure on the naval guns. Late that night 600 men were landed and captured Liinakhamari, without being fired upon by the heavy battery at Cape Krestovyi. The German garrison on the peninsula surrendered the next day. Leonov and Barchenko-Emilianov both, as well as two enlisted men, were awarded the gold star and the title of Hero of the Soviet Union.

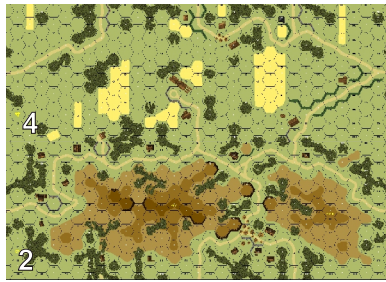
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# FIGHTING OVER FOOD & AMMO

MwT-36



## Scenario Special Rules:

1. EC are wet with no wind at start.
2. Place ammo counters in hex's 2R1, 2S6, 4O5, 2N6 and 4T4 then make a Random Placement DR for final location of each canister. Colored die direction; white die distance (halved). If a building location is determined, roll for new placement in hexes surrounding building ignoring other building locations. At game end the possessed ammo counters are allotted point values. Make a dr for each container 1-3=1 point; 4-6=2 points.
3. Use any none-used information counter to represent Ammo counter. Ammo Counters have a 4 PP value. The ammo counters can not be destroyed nor can they be used for any other purpose.
4. First to Set Up and Move is determine by DR. One DR for each function.

**12 October 1944.** At Dawn the remaining Germans on the cape regrouped and counterattacked. At times the Russian defenders became so hard pressed that Artillery and air support was all that held off the attacks. With ammunition running low further supplies were dropped in to the battle area to sustain the defence.

**Victory Conditions:** The side with the most points worth of ammo counters (see SSR 2) Possessed by good order MMC win. If tied the side that lost the least CVP wins, if still tied the Russian wins.

DR to determine which side Sets Up First, high roll wins.

DR to determine which side Moves First, low roll wins.

1	2	3	4	5	6
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**Naval Composite Detachment: [ELR 3]** Set up on/east of hex row Y. {SAN 3}



6

**Mixed force and ad-hoc German unit: [ELR 3]** Set up on/west of hex row I. {SAN 2}



4 3 2

**AFTERMATH:** One such ammo drop scattered containers over the ground between the two forces. Both sides realised the value of the containers and a furious skirmish for the precious ammo began. Both sides clung onto what they recovered but the Russians gained just enough to re-supply the troops that had started to run out of ammo and clung on for another day.

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# WHERE BEARS DARE

## MwT-37

Only hexrows R-GG on map 8 and 2, and hexrows A-P on map 3 are and 5 are playable.



### Scenario Special Rules:

- EC are moderate with no wind at start
- Buildings do not exist. Hexes on/west of the road running from 5A5-5H3-5P5 represent the shoreline and are unplayable (ocean). Massacre is NA.
- Set up pillboxes as follows: a 2-5-7 in 8X7, covered arc (CA) W8-X8 and a 2-5-7 in 2CC6, ca DD5-DD6. Place Trenches in the following locations; 8X6, 8X6; 2BB5, and 2BB6. Place Wire in hexes 8V6, 8Y8, 8Z7, and 8AA7.
- The Germans receive a 100+ ART OBA module (HE and smoke, no harassing fire) directed by an Offboard observer at level 1 on the west edge. Coupled to this module there is the Russian counter battery fire represented by the Germans having a deck of 6 Black & 6 Red Battery Access chits. After each Fire mission is resolved (i.e. after FF1 and/or FF2), a chit is drawn from the counter battery deck: if Red the fire mission is immediately canceled due to counter battery fire, and the German player will have to restart by placing the AR. Once a red chit is drawn, the counter battery deck is restored to 6 Black and 6 Red chits for the next German fire mission(s).
- All Russians are commandos. Russian crews suffer only a +1 captured use penalty when firing the 88s.
- Russian player may roll for air support starting on Turn 2. Air Support consist of one 44'FB with Bombs. It can remain in play for 2 turns before being automatically Recalled. Air Support may be attempted again 2 Turns after the plane of first mission has left the map. This second air support consist of 1 44'FB without Bombs.

### Cape Krestovyi, 12 October, 1944.

To prevent interference with an amphibious assault, the Russian command aimed to neutralize the German garrison on Rybachii peninsula and their 150mm guns. On 11 October, a night assault by the composite detachment Barchenko-Emelianov, (the equivalent of western commandoes) launched a surprise attack which captured some vital ground and a 88mm artillery battery, but failed to capture or disable the 150mm shore battery. The Germans were quick to react and from nearby Liinakhamari, transferred via boats a strike in the woods. By the morning of 12 October both sides were ready to strike: the German with the aim to repel the Russian raiders and recover the lost artillery positions; and the Russians intent on holding the ground and performing their main mission goal: neutralize the 150mm guns. It was a race with time, and both sides were desperate to win.



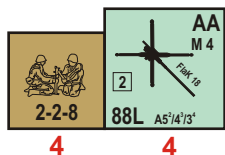
**Victory Conditions:** To win the German player must control the central pillbox (2CC6) and all locations containing 88mm AA guns at game end.

**RUSSIANS** Set Up First  
**GERMANS** Moves First

1	2	3	4	5	6
---	---	---	---	---	---

### Russian: [ELR 5] Set up as directed . {SAN 2}

Set up unconcealed; One German 8.8 Cm Flak 18 AA and a Russian 2-2-8 Crew in hexes; 8W5, 8W6, 8X4, and 8Y5.



Groups 1, 2 and 3 set up concealed as if Germans are entering from off map

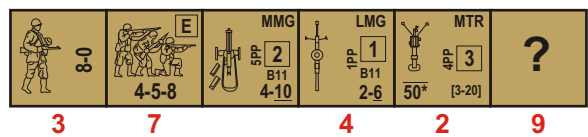
Group 1: Set up ≤ 4 hexes of 8Y8.



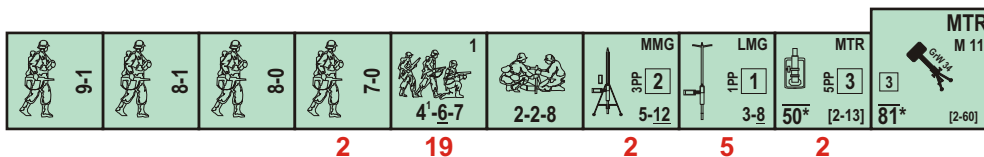
Group 2: Set up ≤ 4 hexes of 2CC6.



Group 3: Distribute with either of the other two groups.



### German: [ELR 3] Set on map 5 between hex rows C and P. {SAN 2}



**AFTERMATH:** The Germans, supported by indirect fire from across the bay were initially able to gain control of the anti-aircraft battery, but further advances were checked by the Russians who were able to call in air strikes and counter battery fire. After a few hours of intense combat the Germans were forced to fall back to their starting positions. Being under direct threat, the 150mm were not able to interdict Russian naval operations. The next day the outmatched German garrison on Cape Krestovyi would surrender.

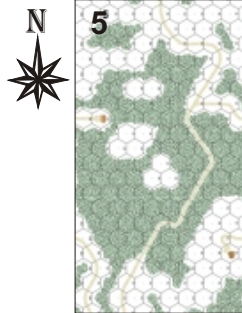
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# DEATH ON THE *EISMEER STRASSE*

## MwT-38

Only hexrows A-V are in play.



Near Luostari, Russia, 11 October 1944. On 7 October, a massive artillery barrage heralded the Red Army's liberation of the Kola Peninsula. The Soviet 14th Army crashed into the front lines of the 2nd and 6th Mountain divisions, and drove inexorably towards Petsamo. By 10 October,



**Victory Conditions:** GERMANS win at the end of any Game Turn by amassing 12 Victory Points. VP are earned by--- Inflicting CVP (normal points); Clearing the Roadblock (4VP); No unbroken Russian units on/adjacent to the road running R6-I4 at scenario end (3VP). Each Russian unit (calculated as CVP) exited off the West board edge between G10 and L10 (inclusive) subtracts one German VP.

### Scenario Special Rules:

1. EC are Wet with Ground Snow. Falling Snow (+1 LVhindrance at all ranges) is in effect for the entire scenario. Only the V7-H3-A6 road exists.
2. Place a roadblock in hex P4, blocking the P4/P5 hexside; and Burned-Out Wrecks in hexes P6, Q6, R6, and S7
3. No Quarter is in effect for both sides; All Units are equipped with Winter Camouflage.
4. Russians are Stealthy; not subject to Covering; and considered to have underlined morale.
5. All methods of Roadblock Clearance have a -2 DRM

RUSSIANS Set Up First

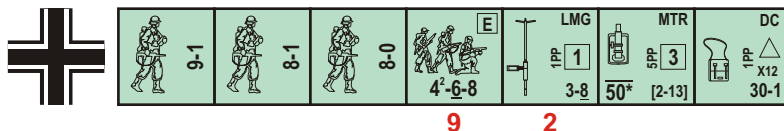
GERMANS Moves First



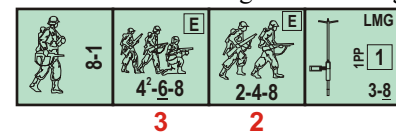
**6th Separate Guards Demolition Battalion:** Set up in/adjacent to road hexes on/between hexrows O and S. [ELR 5 (SSR4)] {SAN 4}



**5th Company, 1st Battalion, GebirgsJager Regiment 137, Gebirgs Division 2:** Enter Turn 1 along the east edge. [ELR4] {SAN-3}



Enter on Turn 1 along the North edge:



**AFTERMATH:** For nearly two weeks, in the harsh weather above the Arctic Circle, Major A.F. Popov and a company from the 6th Guards Engineers reconnoitered deep behind German lines in preparation for the imminent Soviet offensive. The Guards moved only at night, survived on half rations, and maintained strict noise and light discipline—for days, they watched and waited. On the night of 6 October, just hours before the Soviet Assault, the 6th Guards lashed out, destroying a Radio relay station. For the next four days Popov's men blasted German convoys, ambushed isolated units,, and knocked out communications targets. On 11 October, Popov ordered a rare daylight operation. In a blustery autumn snow-squall, the Guards blocked the Arctic Coast Highway, and savagely mauled a supply column traveling through the area. As the Russians were mopping up, a force of German mountain troops swept in from the east under cover of the swirling snow. A bitter firefight erupted around the hastily built roadblock; until Popov and his Guards disengaged, and disappeared like ghosts into the snowy forest.

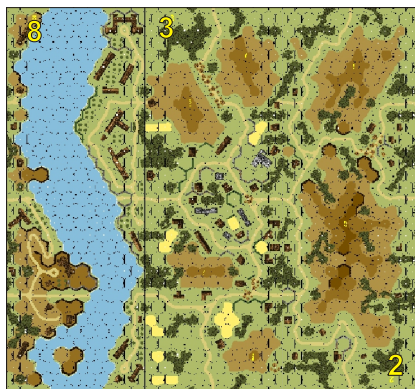
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# HARBOR OF HEROES

MwT-39



## Scenario Special Rules:

1. EC is Wet with no wind at start. Weather is Clear & Gusty. All buildings are wooden and single story. Treat all Woods as Brush. Add +2 DRM to all Entrenching Attempts. Board 8 river hexes represents a large harbor, so treat all land/island hexes west of the eastern shoreline as Water Obstacles. Water hexes are Deep with No Current. During Turns 1-2, a +1 LV Hindrance (E3.1) applies to all non-CC attacks. Players may treat Trenches, Foxholes, and Pillboxes as Building/Woods for mandatory Rout Direction purposes (A10.51). Bore Sighting and Kindling are NA.

2. All Russian units (both Elite and non-Elite) are considered Commandos (H1.24), may declare Hand-to-Hand (J2.31), and receive an additional -1 DRM/drm to HOB (A15.1)/Leader Creation (A18.2). Three (3) of the at start 6-2-8 MMCs have additional traits as Assault Engineers with Sapper capability (B24.7), who maintain these capabilities even if they undergo Replacement/Reduced. Starting Turn 4, Russians suffer from Ammunition Shortages (A19.131, see also SSR 5). Russian Crews may attempt repairs normally on German Ordnance. The captured German 88L AAs set up as Known and in Trenches, with 1 of them being Malfunctioned.

3. All Fortifications are placed on-board and are Known to both players. Pillboxes must have a North, NorthWest or NorthEast CA which can draw a clear LOS to a North edge ground level hex.

4. The four 150mm ART must set up Known, 1 per Pillbox and manned by a crew, with 2 of them being Malfunctioned. All Germans add an additional +2 drm to PF checks. The German may use Sidecar-3S counters to represent the Assault Boats (E5.11).

5. Whenever the Russian SAN is generated, the Russian may declare a Resupply Air Drop instead of rolling for sniper activation. A subsequent  $dr \leq 5$  results in a successful Resupply Air Drop and Ammo Shortages are suspended for the remainder of that player turn. There is a +2 drm if Gusts are currently in effect.

6. The Germans receive one OBA module of 100+mm (HE and Smoke) with normal ammunition. The Russians receive one OBA module of 70+mm (HE and Smoke) with Plentiful Ammunition.

7. The Russians may attempt Counter Battery Fire by declaring it after establishing/maintaining Radio Contact, and cancels his SR/FFE1/2/C if on-board. The Russian then draws normally, and if a Black Chit is drawn, the German must immediately cancel any German on-board SR/FFE1/2/C, and remove 1 Black Chit from the German OBA draw pile. If a Russian Red Chit is drawn, it is counted/treated normally, and Counter Battery is unavailable.

**Cape Krestovyi, Finland, 12 October 1944:** Both Captain Barchenko-Emelianov's and Senior Lieutenant Leonov's Naval Reconnaissance Detachments were given a special mission to silence a 150mm Artillery Battery at Cape



Krestorvii, in support of a large amphibious landing at Liinakhamari. Both commanders were experienced in large force deep recon and scouting missions. Captain Barchenko-Emelianov was made overall commander of the composite unit, that trained for 4 weeks for the clandestine mission. On Oct. 9<sup>th</sup>, this raiding unit landed by sea undetected, but over 15 kilometers away from their objective. They moved quietly at night, under the cover of storms and over rough terrain, including the need to scale cliffs to get into position. On the evening of the 11<sup>th</sup>, they could see their objective. Their attack plan was simple. Lenov's 95-man group would assault the 88-mm battery sited on a gentle slope, while Barchenko-Emelianov's group would seize the strong point near the AA battery, and continue the assault onto the 150mm guns. Achieving initial surprise, the first two objects were achieved, but the 150mm gun defenses could not be penetrated. However, it appeared that German crews began disabling some of the guns to prevent capture. The Russian naval infantry and sailors had to fall back, and consolidated their defenses at the AA battery and strongpoint, in anticipation of a counterattack. At dawn, the Germans counter attack.

**Victory Conditions:** The Germans win if they have  $\geq 34$  VP at Game End. *Each Controlled Pillbox, Trench, and at-start Foxhole is worth 2 VP. Each manned Gun is worth 1 VP.*

**AFTERMATH:** The German attack included assault boat troops from across the harbor. Russian Artillerymen that were firing the captured 88s at the Germans, disabled the guns as the enemy got closer. Leonov's sailors could not hold out, and retreated from the AA battery position to a nearby hill. Ammunition and supplies were beginning to run low for the Russians. The Germans continued on towards the strong point. On-call naval air assets, air dropped supplies, and counter battery fire help stop, then reverse the German assault on the strong point. That evening, the Russian amphibious force landed at Liinakhamari, without any interference from the 150mm guns. By morning, the pressed German gun battery defenders surrendered. Both Captain Barchenko-Emelianov, Senior Lieutenant Lenov and two other Naval Infantry men were awarded the Gold Star along with the title Hero of the Soviet Union for their raiding force's success.

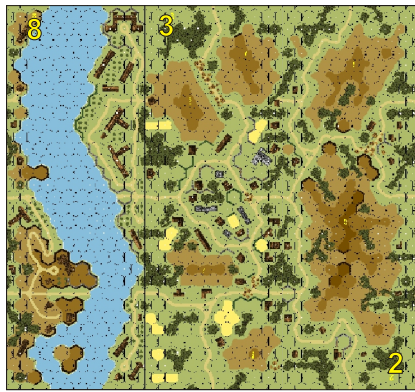
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# HARBOR OF HEROES

MwT-39



**Victory Conditions:** The Germans win if they have  $\geq 34$  VP at Game End. Each Controlled Pillbox, Trench, and at-start Foxhole is worth 2 VP. Each manned Gun is worth 1 VP.

**RUSSIANS** Set Up First  
**GERMANS** Moves First



**Elements of Fortress Battalions, 210<sup>th</sup> Infantry Division: [ELR 3]** Set up on any whole/half hex on/north of hexrow M on board 3 (see SSR 4). {SAN: 2}

													?
				2	6	6	6	6	2	3			9

**Assault Boat Reinforcements** enter anywhere Along the West Edge on Turn 1.

	3	2	2	6	

**Assault Boat units** set up anywhere on board 8 on/West of hexrow 7.

		6	2	6	



**Fortifications** set up no more than 1 per hex, on any Hill 3E3 level 1 or level 2 hex (see SSR 3).

2	2	4

**Northern Defensive Region Reconnaissance Detachment, with elements of 113<sup>th</sup> Separate Artillery Bn and 338<sup>th</sup> Separate Combat Engineer Bn: [ELR 5]** Set up on any Hill (205) location/hex (SSR 2). {SAN: 4}

										?	
			5	6	3	2	3	6	8		

**Northern Fleet Reconnaissance Detachment and elements of 113<sup>th</sup> Separate Artillery Bn:** Set up within 3 hexes of 3W6 (SSR 2).

									?				
		2	3	3	4	2			8	4	4	2	6

**Naval Air Fleet Support:** Enter on Turn 5.

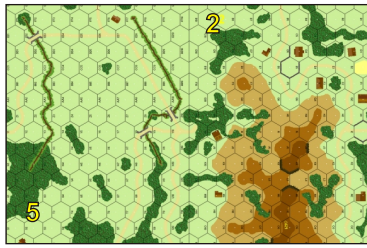


2

# HUNTING ARCTIC HEROES

## MwT-40

Only hexrows R-GG on board 5 and A-P on board 2 are in play.



### Scenario Special Rules:

1. EC are Wet with a mild breeze from the Northwest. The K5/L5 hexside Cliff does not exist. AA Guns that are destroyed remain in play for VP purposes. Pillboxes may not be eliminated, however, any result that would have eliminated a Pillbox will still cause elimination of all its contents. Pillboxes and Trenches may not set up HIP. Boresighting is N/A.
2. Russian 6-2-8/3-2-8s are Assault Engineers (H1.22). Russian Elite and First Line units are Stealthy (A11.17). Russian units (only) may declare Hand-to-Hand CC (J2.31) when either the ATTACKER or after having ambushed the German.
3. Minefields and Wire must be set up  $\geq 3$  hexes away from any Trench/Pillbox. Captured Breakdown penalties are N/A for the German HMG in the Russian OB.
4. Each German Gun and all Russians in Leonov's detachment must set up in a Trench. These Trenches must set up ADJACENT to one another and one Trench must be set up in Z5. Trench set up in a Road/Bridge hex is N/A.
5. On German Turn 1, the German may freely place a SMOKE FFE anywhere on Board 2 that his Observer (SSR6) has an LOS to (no LOS forfeits the FFE). This FFE may be corrected by the Observer and the FFE:C may be used by the German OBA module (SSR6) on Turn 2.
6. On German Turn 2, the German receives one 80-mm OBA module (HE/SMOKE) with and an Offboard Observer (C1.63) viewing from any hex (selected prior to setup) on the Northern map edge at level 3. SMOKE FFE (counters) may only be placed on board 5 [EXC: A SMOKE FFE/SR being converted that is inaccurate and lands on board 2].

## Cape Krestovyi, Finland, 12

**October 1944.** On the morning of October 12th, 1944, the German army mounted a counter-attack against a captured AA battery and a strongpoint some 300 meters away from the battery. Russian Arctic Raiders Captain I. P.



Barchenko-Emelianov and Senior Lieutenant V. N. Leonov and their men were all that stood in the way of the counter-attacking force.

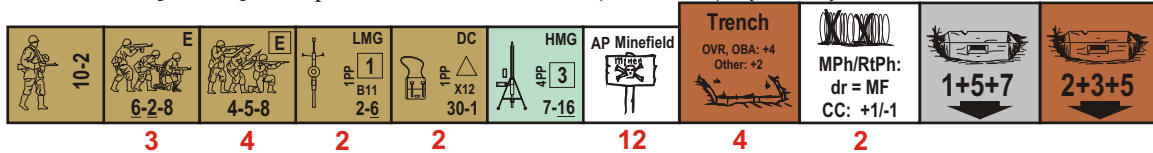
**Victory Conditions:** Whichever side has more VP at game end is the winner. A tie is a draw. VP are assigned as follows:

- 1) Each Pillbox Hex Controlled is worth 2 VP. Control of a Pillbox Hex/Pillbox is immediately granted to the Controller of either Location if the other Location is empty, contrary to A26.132 and B30.91 (see SSR1).
- 2) Each AA Gun is worth 2 VP to the side that Controls it if not malfunctioned/disabled. Otherwise each AA Gun is worth 1 VP to the side that possesses it. Control of a Gun's Location will also grant Possession of the Gun if un-possessed (see SSR1).

**RUSSIANS** Set Up First  
**GERMANS** Move First

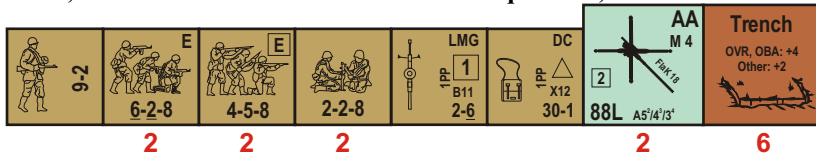
1	2	3	4	5	6	7	8
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### Elements of the reconnaissance detachment of Headquarters, Northern Defensive Region headed by Captain I. P. Barchenko-Emelianov: [ELR 4] Set up on hill hexes of board 2 (See SSR 3). {SAN 4}



3 4 2 2 12 4 2  
**Factors**

### Elements, Reconnaissance Detachment of Headquarters, Northern Fleet headed by Senior Lieutenant V. N. Leonov (see SSR 4).

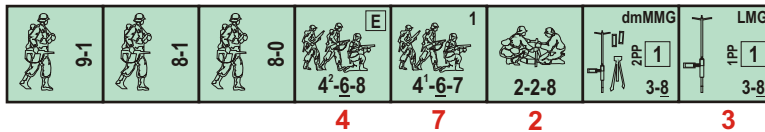


2 2 2 2 2 6

Air Support 1 FB with Bombs on Turn 6. The FB is automatically recalled at the end of Turn 7.

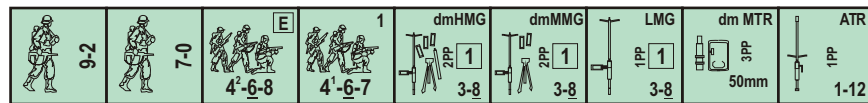


### Elements of The German 6th Mountain Division: [ELR 3] Enter turn one on the North edge of board 5. {SAN 2}



4 7 2 3

**Assault boat reinforcement force:** Enter turn 4 on the North edge.



2 4

**AFTERMATH:** Supported by troops sent from across the harbor and casualty inflicting artillery, the Germans outnumbered and recaptured the AA battery, but not before Leonov's men disabled the 88-mm guns. When the German counter-attack reached the strongpoint position where Barchenko-Emelianov and his men waited, Soviet air support arrived and saved the day. By noon the strongpoint was secure, and by dusk Leonov and his men had counter-attacked and retaken the AA battery with the support of some squads from Barchenko-Emelianov. Leonov and Barchenko-Emelianov were both later decorated as "Hero of the Soviet Union".

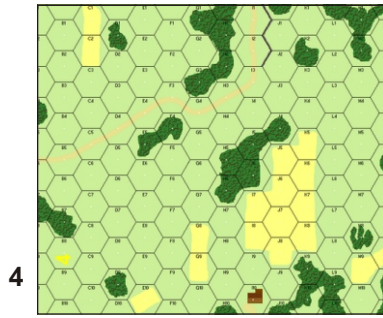
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# SAPPER SCOUTS FORWARD!!

## MwT-41

Only hexrows A-N are in play.



**East of Luostari River, Russia, 7 October 1944.** On receiving orders the day before to begin combat actions each separate group struck out against its carefully selected targets. 222d Battalion had Identified an under strength Artillery asset of the 2d Mountain Division and struck fast and hard.



**Victory Conditions:** Russians win by eliminating all three German ART guns.

### Scenario Special Rules:

1. EC are wet with no wind at start.
2. Russian's can not destroy the ART by firing until held for two Russian Fire Phases (inclusive of turn to destroy)
3. Russian may HIP a squad or half squad as if opponent started off board.
4. German ART can not change their Covered Arc as they were well dug into prepared Positions.

**GERMANS** Set Up First  
**RUSSIANS** Moves First

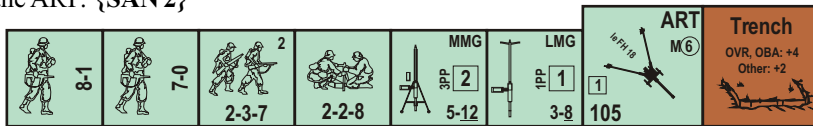


**Elements of 222d Motorized Assault Combat Engineer Battalion: [ELR 4]** Set up on/west of hex row G. {SAN 3}



6

**Attached Artillery Battery, 2d Mountain Division: [ELR 2]** Set up ART and crews on/in hexrow K in open ground (emplaced) facing EAST with the ART at least 1 hex apart. Infantry set up on/between hexrows I-K; except the MMG and one crew who must set up East of the ART. {SAN 2}



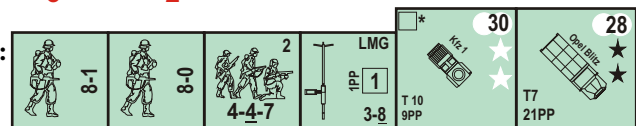
4

3

3

2

**Ad hoc replacements for Forward Elements of 2d Mountain Div:**  
Enter on Turn 3 along west edge as Passengers in Kfz1 or trucks.



6

3

**AFTERMATH:** The gun crews and guards were taken totally by surprise by the unexpected attack to the rear. Two guns fell quickly but the last gun held out with the help of the MMG until unexpected support in the form of replacements for the formations fighting at the front happened to be being driven towards the front. A mini ambush caused one truck to be disabled but warned the rest to bail out and a hurried fire fight ensued. The aid was both to late and to little to stop the third piece to be saved and once this had been accomplished the Russians melted away, allowed by the less experienced and now bloodied replacements.

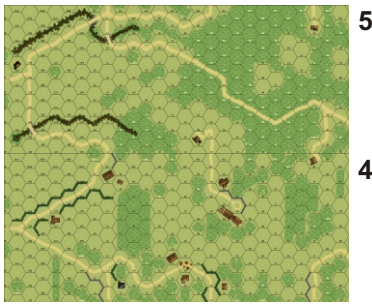
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# A TIME FOR RUSSIAN HEROES

## MwT-42

Only hexrows G-GG are in play.



**Victory Conditions:** Russians win if they destroy  $\geq 2$  Opel 6700 Blitz vehicles.

### Scenario Special Rules:

1. EC is Mist; No Wind. Night Rules are in effect; NVR:2 at start. Kindling is NA.
2. Russian DC represent *portable* AT Mines that must be placed on roads or bridges. 1 DC = 1 AT Mine Factor.
3. All Grain and Woods are considered Brush. Because of the tundra terrain, German Reinforcements must remain on the road.

**East of Nikel, 7 October 1944.** The war above the Arctic Circle was well into the fourth year of fighting; the Germans having received the ultimatum from the Finns to be out of Finland or face hostile actions. The Russians were planning on sabotaging the German XX Mountain Army withdrawal from positions occupied for the last three years, during the upcoming 14<sup>th</sup> Army offensive. The 6<sup>th</sup> Separate Guards Battalion of Demolition Specialists and other engineer units were selected to conduct these special missions.

**RUSSIANS** Set Up First

dr to determine which side Moves First low roll wins



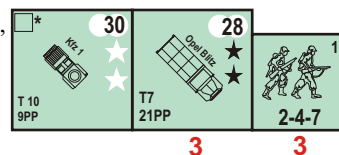
**Elements of 3<sup>rd</sup> Company, 6<sup>th</sup> Separate Guards Bn:** Set up on board 5 north of hexrow 8 between hexrows G and P. [ELR: 3] {SAN:3}



**Elements of the XX Mountain Army:** set up as indicated. [ELR: 3] {SAN: 4}



Reinforcements enter on Turn 4 in Convoy at 5GG5/GG6, traveling to 4Q2/Q1 (all MMC enter as Passengers).



**AFTERMATH:** On the night of 7-8 October, the 3<sup>rd</sup> Company made its first raid along the road several kilometers east of Nikel. In this attack, its troops took out several hundred meters of telephone line and planted mines that later destroyed two German fuel trucks.

**THIS IS A PLAYTEST VERSION!**

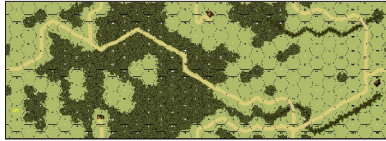
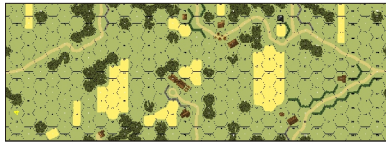
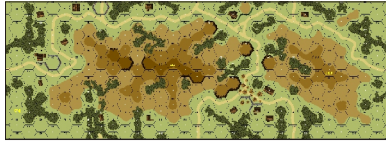
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# TARGETS NEAR TARNET

## MwT-43

Use board 2 or board 4 or board 5 as selected by SSR 2.



### Scenario Special Rules:

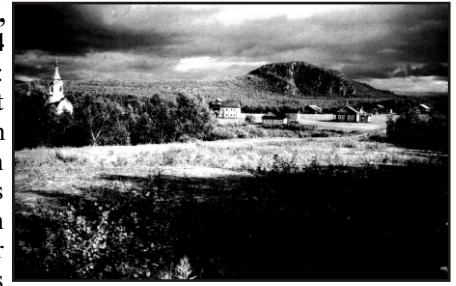
1. EC are Wet and Overcast with no wind at start. All buildings are wooden and only have a Ground Level. Grain and Woods are Brush. Before setup, roll a dr : 1-3 : no rain, 4-5 : rain, 6 : heavy rain is falling.
2. The board used for this scenario is chosen randomly, as is its orientation, with a **dr** : **1** : Board 2, with hexrow A facing East ; **2** : Board 2, hexrow A facing West ; **3** : Board 4, hexrow A facing East ; **4** : Board 4, hexrow A facing West ; **5** : Board 5, hexrow A facing East ; **6** : Board 5, hexrow A facing West.
3. Russian MMC have an underscored morale and all Russian units have an ELR of 5. They automatically gain concealment in concealment terrain, at the end of any Russian CCPh, even if in LOS of a German unbroken unit (EXC : if ADJACENT or in the same Location as a German unbroken unit).
4. **Optional « Mini-campaign »** : play the scenario three times using each time a different Board configuration as per SSR 2, re-roll if necessary - the same board may be selected twice, but its orientation must be different). The final result will determine the degree of victory :

- 3 scenarios won : Major victory
- 2 scenarios won : Significant victory

**GERMANS** Set Up First  
**GERMANS** Move First

1	2	3	4	5	6	7	8	9
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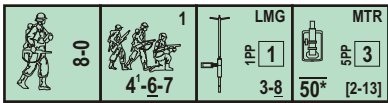
**EAST OF TARNET, NORWAY, 11-14 OCTOBER 1944.** : Spearheading the Soviet 14th Army's offensive on the Karelian front, the 6th OGBM (Separate Guards Battalion of Demolition Specialists), with other specialized units (such as the 222d Motorized



Assault Combat Engineer Battalion), was to destroy telephone wire communications, spring bridges and attack German outposts. This unit was formed by highly trained men, specialized in demolition and commando-type combat. Armed mostly with submachine guns and demo charges, they harassed defending groups of the 6th Mountain Division, in very difficult climatic conditions, along the road that led to Tarnet (in Norway) from Petsamo (in Finland). Rough and wet terrain and cold weather made the fighting and simple survival in the wilderness a bitter affair...

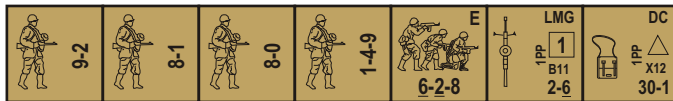
**Victory Conditions:** The German must exit  $\geq 6$  EVP through the West board edge.

**Elements of 6th Mountain Division: [ELR 3]** Set up on or between hexrows O-R, on or adjacent to a road hex. {SAN 2}



6

**Elements of 6th OGBM: [ELR 5]** Set up concealed in concealment terrain, on/between hexrows O-R or east of that area, at  $\geq 3$  hexes from any German unit {SAN : 5}



8

**AFTERMATH:** The 6th OGBM, after eight days of active combat, had destroyed more than eleven kilometers of telephone wire, four bridges, and large amounts of German equipment and troops. The battalion's losses were only four wounded and two missing in action.

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