# **CROSSTOWN TRAFFIC**

#### **BMW 4.2**



**VICTORY CONDITIONS:** The Soviet player wins immediately by exiting 40 VP off the west edge. Otherwise, the Soviet player wins at game end by earning more VP than the German player. The Soviet player earns VP for units exited off the west edge of Board 49. The German player earns double VP for un-broken German units on Board 49 in hexes  $\leq$  7 and German units exited along the north edge.

**DEVURETSCHNAJA, USSR, 1 FEBRUARY, 1943:** The German aim at this point along the southern part of the Soviet front was to survive. As new units became available they were thrown on the front line to replace destroyed German and allied forces. The Soviets, however, were about to overreach themselves again, this time striking for Kharkov with Operation Gallup. On the first day of the operation, holes were exploited in the German line. One of the German strongpoints, Devuretschnaja, became surrounded. A company of the fresh SS troops was sent to provide support.

### **BOARD CONFIGURATION:**



## TURN RECORD CHART

★ RUSSIAN Sets Up First	1	<b>^</b> ★	2	Λ	5	6	7	0	0	END
GERMAN Moves First		2	3	4	5	U	1	0	9	END



road hexes within 3 hexes of 33N7: {SAN 3}



#### **SPECIAL RULES:**

1. Weather is Ground Snow (E3.72). All roads are plowed. All units have Winter Camouflage (E3.712).

2. All buildings are wooden.

3. SS units have an ELR of 4. SS MMC ELR and Battle Harden in this way:

 $658 \rightarrow 447 \rightarrow 436$ . However, all German units are always considered SS (A25.11).

**AFTERMATH:** The 15th Company, mounted on motorcycles, raced to help the trapped garrison. However, on the outskirts of the village they ran into portions of the 6th Guards Calvary Corps. The Soviet troops were streaming to the west in an attempt to exploit the hole in the German lines. The SS troops managed to fight their way into the village while giving the enemy a bloody nose. Still, the Soviet forces would not be stopped on this day.