

Standard Combat Series:

Rostov '41

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Rostov '41: Race to the Don

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Introduction

Rostov '41 is a *Standard Combat Series* game covering the German approach to and capture of Rostov, and the ensuing successful Soviet counter-offensives against the overextended German divisions. Soviet divisions which had hitherto performed poorly during the war executed their first successful coordinated counter-offensive against the Germans at Rostov, driving them back further west after briefly holding the city. The series of battles that ensued were highly mobile and the action severely tested and bested the limits of German logistics.

General Information Scale

Each turn represents 3-6 days, and each hex equals 2.5 miles. Units sizes range from battalions to divisions.

Counter Colors and Ownership

The German player's units are black (SS), gray (Wehrmacht), and dark blue (Slovak).

The Soviet player's units are red (NKVD), and brown (Soviet army).

Units with black movement factors are motorized or mechanized. They suffer movement restrictions during mud turns (see 1.8 weather). All black SS units are considered to have black movement factors for this purpose.

1.0 Special Rules

1.1 Sequence of Play

Weather (1.8)

Initiative

Unless specified in the scenario, each player rolls one die for Initiative every turn. The German player receives a +1 modifier to his roll if the Weather is Clear. The side with the higher roll is the Initiative Player and moves first. If the Initiative roll is a tie, the Initiative Player from the previous turn remains as such.

Additionally, subtract the lower Initiative roll from the higher Initiative roll. The result is the number of Air Strike markers the Initiative Player receives for that turn (3 markers maximum). If the current roll was a tie, neither player obtains any Air Strike markers.

Initiative Player Turn

Reinforcement Phase
German Barrage Phase
Movement Phase
Barrage Phase
Combat Phase
Exploitation Phase
Supply Phase
Clean Up Phase

Non-Initiative Player Turn

The non-Initiative Player now repeats the steps in order above.

Turn End

Advance to the next turn or end the game if last turn of scenario.

1.2 Units

1.2a Stacking. Up to three units of any type or size can stack in a hex. If a hex is found to be overstacked at the end of a Player Turn or at the instant of any Combat or Overrun, all units in it DG (1.4).

1.2b Steps. Units have one or two steps. A unit has two steps if the counter has a printed back with a reduced strength version of the unit and a graduated tone frame around it. Single step units are either those with no back version or which are the back of a two-step unit. Units show step losses by flipping. If the unit is currently two-steps, it will then operate using the back side of the counter. If a unit has only one-step or it has already been flipped to its reduced side, remove the unit from play to show a step loss.

1.2c Motorized MA. Units have either white or black Movement Allowances (the few SS units with outline MA values count as black MA). Units with a black MA are motorized, those with a white MA are not.

1.3 Terrain

1.3a Multiple Terrain Types. When a hex contains multiple terrain types, use the best terrain for defense (including Barrage) and the worst for movement.

1.3b Overruns. Overrun combats are only allowed in Open terrain hexes, as indicated on the Terrain Effects Chart.

1.3c Control. For Victory purposes, a side "controls" a hex if it currently occupies or was the last to move through the hex in question.

Unit Symbol Key

See also SCS rules, page 2.

Unit Front

Unit Designation: 1/4, 13 Pz
Exploit Capability: 4-2-8
Attack, Defense, Movement

Unit Back

Unit Designation: 1/4, 13 Pz
Exploit Capability: 2-1-8
Attack, Defense, Movement

Artillery

Unit Designation: 13, 13 Pz
Range: 4
Movement: 1-6
Attack, Defense

Barrage Marker

Barrage Roll: 4
16 Pz

Air Strike Marker

Barrage Roll: 3

	Armor
	Armored Recon
	Motorcycle
	Infantry
	Motorized Infantry
	Mountain Infantry
	Machine Gun
	Pioneer
	Anti-Tank
	Artillery
	Mountain Artillery
	Rocket Artillery

Markers

	Game Turn
	Disorganized
	Out of Supply

1.4 Disorganized Units (DG)

Units can become DG because of Barrage results or through overstacking.

DG units have...

- ... x1/2 Attack Strengths, Barrage Ratings, Defense Strengths, and Movement Allowances.
- ... no Exploit capability.
- ... no ZOC.

Multiple DG results have no additional effect. DG and Out of Supply effects are cumulative.

If Soviet units are marked DG during their movement (see 1.6), their Movement Allowances are halved immediately. If

they have already expended at least half their Movement Points, they may move no further during that Phase.

Remove all DG markers during the friendly Clean Up Phase, but retain any on stacks that are overstacked, and add one to any stack that is overstacked and not already marked.

1.5 Supply

Each turn units must trace (as per SCS rule 12.1) to be "in supply." Mark units with an Out of Supply (OOS) marker if out of supply during the Supply Phase.

An Out of Supply unit has...

- ... x1/2 Attack Strength, Defense Strength, and Movement Allowance

... no Barrage capability
 ... no Exploit capability
 ... no ZOC

1.5a German Supply Sources. Entry Areas hexes A-C.

1.5b Soviet Supply Sources. Entry Area hexes D-H.

1.6 Barrages

Both Artillery and Air Strikes conduct Barrages against enemy hexes. All Artillery units and all Air Strike markers have a Barrage Rating marked on them. Artillery units (which are not marked Out of Supply) are available to Barrage each turn according to the below. Entry hexes may not be targeted for Artillery Barrages or Air Strikes.

The Initiative Player may have 0-3 Air Strike markers to use during a turn as determined by the relative Initiative rolls (1.1) or as given for the first turn of a scenario. Unused Air Strike markers are lost at the turn's end and never carry over to the next turn.

The handling rules for each, below, are very similar, but differ in some details.

1.6a Barrage Phasing. The Soviet player may conduct Barrages and Air Strikes during the (common) Barrage Phase only. The German player may conduct Barrages during either Barrage Phase, but each Artillery unit may only conduct one Barrage per turn. Players are encouraged to use Barrage markers to execute Barrages as well and indicate which Artillery units have already fired during the turn. Only friendly Artillery units can Barrage in a given Player Turn (meaning, the Germans have two phases where they could Barrage in their Player Turn, while the Soviets have only one such phase).

1.6b German Air Strike Phasing. Can be conducted at ANY point during a Soviet OR German Barrage, Movement or Exploitation Phase. The German player can interrupt whatever is happening to conduct an Air Strike, after which the Phasing player continues play. Thus the German player can conduct an Air Strike against a moving Soviet stack, just before one attempts to Overrun, or even against Soviet Artillery



that is declaring a Barrage, but before the Barrage is executed. **Important:** Air Strikes cannot be used on Entry Hexes containing Reinforcements.

1.6c Range and Spotter Concerns.

Each Artillery unit has a range printed on its counter (in the colored dot). Artillery units can fire out to this maximum range in hexes. Range has no effect on the Barrage Rating. Artillery requires a friendly unit adjacent to the target to spot for the Barrage. Air Strikes can only be placed within 3 hexes of a friendly unit, but do not require any actual spotter unit.

1.6d Firing Limits. A given target hex can be targeted by a maximum of 3 Artillery Barrages each Barrage Phase. No more than **one** Air Strike can be used against a given target hex per phase. Air Strikes do not count against or affect the Artillery limit of 3 nor do Artillery affect the Air Strike limit of 1. In other words, as an absolute maximum, a hex could be targeted by 3 Artillery Barrages and 1 Air Strike in a given phase.

1.6e Barrage Execution. Identify all Barrages targeting a hex before resolving any of them (i.e. they must all commit before any dice are rolled). Barrage markers for each Artillery unit are provided: use them to place all Barrages on their target hexes before executing them. Use the backside of a Barrage marker if the Artillery unit is DG to indicate their reduced strength. If multiple Barrage and Air Strike markers are in a hex, the player can execute them in any desired order.

- Each Barrage or Air Strike barrages the target hex independently. Do not add their ratings together.

- Roll one die for each Barrage. Modify this roll for terrain. If the modified roll is *less than or equal to* the Barrage Rating of the firing unit, all units in the target hex are DG. Additional DGs have no further effect on a target.

- If the modified die roll is at least 2 less than the Barrage Rating, inflict a step loss on any full-strength two-step unit in the stack (Target player's choice in the case of Artillery; Barraging player's choice for an Air Strike). In practice this means that a 4-Barrage Rated Artillery unit will inflict a step loss on a full-strength target unit on a roll of 1-2, or 1 in a City.

• The **LAST STEP** of any unit **CANNOT** be eliminated as a result of a Barrage, even if multiple single-step units are stacked in the target hex.

1.6f Artillery Units. An Artillery unit in an EZOC can only Barrage hexes adjacent to it. Artillery units use their printed Defense Strength when defending in ground combat. They have no Attack Strength and thus do not exert a ZOC.

1.7 Unit Reconstruction

Whenever a **non-motorized Infantry unit** is eliminated (any unit with the infantry cross in its box and a MA of 5 or less), roll one die.

On a result of 1-3, place the unit (full-strength) that many turns ahead on the Turn Record Track. The unit enters as a Reinforcement on that turn at Entry Areas A-C for the Germans, and F-G for the Soviets. On a roll of 4-6, the unit is permanently eliminated.

This represents reforming of shattered units with little equipment. Cavalry, Armor, and Weapons units do not recover their mounts, weapons, and vehicles, etc., and may not be reconstructed in this way.

1.8 Weather

For each turn with a number in parentheses, roll a single die. If the result falls in the range indicated, the weather changes to that state and remains in that state until the next die roll for weather. During the entire game, the weather will change from Clear to Mud to Clear (representing a light freeze) to finally end in Freeze (a very deep freeze).

Weather effects apply across the entire map as per the following:

Clear: The German player receives a +1 modifier to his Initiative roll. Otherwise, no effect.

Mud:

- Use the Mud costs on the TEC.
- No Exploitation Phases.
- No OVERRUNS.
- Only one Air Strike (max) is allowed; other Air Strikes are lost.

- Each player rolls one die and halves the result (rounding up). This is the max number of Artillery Barrages that player can make during that turn.

- All Retreats are limited to one hex (convert all Retreat results into "r1" regardless of the printed value).

- Advance after Combat is also limited to one hex (the defender's hex itself).

- Motorized units halve their Attack Strength (cumulative with any other effects).

Mud greatly slowed down the ability to resupply units with munitions. In addition, the German supply line was nearly non-existent during the heavy freeze.

Deep Freeze:

- Major river hexsides may now be crossed for +2 MP and attacked across at x1/2 Attack Strength

- Swamp costs 2 MPs and can be entered by motorized units.

- German Armor units (any counter with an oval symbol in it, including Recon) attack and defend at half strength.

- The German player rolls one die and halves the result (rounding up). This is the max number of Artillery Barrages he can make during that turn.

2.0 Scenarios

2.1 Fritz on the Don

First Turn: Turn 1

Last Turn: Turn 14

Initiative: Soviet player (no Air Strikes)

Axis Information:

LAH SS Mot Inf Div:

27.10: 2-2-10 Arm Cav Bn (LAH), 2-3-6 AT Bn (Schon)

27.11: 3-5-6 Mot Inf Rgt (I,II)

28.11: 3-5-6 Mot Inf Rgt (III,IV)

25.10: 3-1-6 Arty Rgt (LAH)

13 Pz Div:

25.11: 2-2-10 Arm Cav Bn (13), 1-2-8 Motorcycle Bn (43)

24.11: 4-2-8 Pz Bn (I/4), 3-5-6 Mot Inf (66)

23.12: 4-2-8 Pz Bn (II/4), 3-5-6 Mot Inf (93)

22.11: 1-3-6 AT Bn (13), 4-1-6 Arty Rgt (13)

14 Pz Div:

25.14: 2-2-10 Arm Cav Bn (40), 1-2-8 Motorcycle Bn (64)
 24.14: 4-2-8 Pz Bn (I/36), 3-5-6 Mot Inf (103)
 23.15: 4-2-8 Pz Bn (II/36), 3-5-6 Mot Inf (108)
 22.15: 1-3-6 AT Bn (4), 4-1-6 Arty Rgt (4)

16 Pz Div:

14.15: 2-2-10 Arm Cav Bn (16), 1-2-8 Motorcycle Bn (16)
 8.15: 4-2-8 Pz Bn (I/2), 3-5-6 Mot Inf (64)
 7.16: 4-2-8 Pz Bn (II/2), 3-5-6 Mot Inf (79)
 6.16: 1-3-6 AT Bn (16), 4-1-6 Arty Rgt (16)

Wiking SS Mot Inf Div:

8.18: 2-2-10 Arm Cav Bn (Wiking)
 6.10: 3-5-6 Mot Inf Rgt (Westld)
 4.10: 3-5-6 Mot Inf Rgt (Nordld)
 2.10: 3-5-6 Mot Inf Rgt (Germ)
 1.11: 4-1-6 Arty Rgt (Wiking)

Independent:

24.09: 4-1-4 Rocket Rgt (Lehr)
 21.15: 3-1-4 Arty Bn (612)

Soviet Information:**30 Rifle Div:**

10.18: 1-2-4 Inf Rgt (35)
 10.16: 1-2-4 Inf Rgt (71)
 9.15: 1-2-4 Inf Rgt (256)

51 Rifle Div:

32.11: 1-3-4 Inf Rgt (23)

150 Rifle Div:

29.24: 1-2-4 Inf Rgt (469, 674, 756)

296 Rifle Div:

11.28: 1-2-4 Inf Rgt (994)
 11.27: 1-2-4 Inf Rgt (996)
 12.26: 1-2-4 Inf Rgt (998)

339 Rifle Div:

29.17: 1-3-4 Inf Rgt (1133)
 29.15: 1-3-4 Inf Rgt (1135)
 29.13: 1-3-4 Inf Rgt (1137)

395 Rifle Div:

29.12: 2-4-4 Inf Rgt (714)
 29.11: 2-4-4 Inf Rgt (723)
 28.10: 2-4-4 Inf Rgt (726)

Cavalry:

25.22: 2-4-6 Cav Div (35)
 21.24: 2-4-6 Cav Div (38)
 23.22: 2-4-6 Cav Div (56)
 56.21: 2-4-6 Cav Div (66, 68)

Armor/Anti-Tank:

42.10: 4-3-8 Arm Bde (2)
 51.23: 2-1-8 Arm Bn (92)
 29.09: 1-2-4 AT Rgt (521)
 24.29: 1-2-4 AT Rgt (530)

Artillery:

30.14: 3-1-2 Arty Bde (9A-1)
 34.27: 3-1-2 Arty Bde (18A-1)

Rostov Garrison:

46.09: 1-4-2 Inf Rgt (Rostov)
 47.09: 1-3-2 NKVD Inf Rgt (230)
 46.08: 1-3-6 NKVD Mot Inf Rgt (33)
 45.08: 1-2-2 Inf Rgt (Com)
 45.09: 1-2-2 Inf Rgt (Pol Sch)

Axis Reinforcements:**Turn 2:****Entry Area B:**

1 Geb Mtn Div: 1-3-5 AT Bn (44), 2-4-5 Mtn Inf Rgt (98, 99), 3-1-4 Arty Rgt (79)

Independent: 3-1-4 Arty Bn (732)

Turn 3:**Entry Area C:**

4 Geb Mtn Div: 1-3-5 AT Bn (94), 1-2-6 Bicycle Bn (94), 2-4-5 Mtn Inf Rgt (13, 91), 3-1-4 Arty Rgt (94)

Turn 5:**Entry Area C:**

198 Inf Div: 1-3-4 AT Bn (235), 2-5-4 Inf Rgt (305, 308, 326), 4-1-4 Arty Rgt (235)

Turn 6:**Entry Area A:**

Independent: 1-2-4 Pio Bn (60), 2-3-6 AT Bn (670), 1-3-6 MG Bn (9)
 60 Mot Inf Div: 2-2-10 Arm Cav Bn (160), 1-3-6 AT Bn (160), 1-2-8 Motorcycle Bn (160), 3-5-6 Mot Inf Rgt (92, 120), 4-1-6 Arty Rgt (160)
Independent: 4-1-4 Arty Rgt (511)

Turn 10:**Entry Area A:**

Rychlá Mot Inf Div: 1-2-8 Arm Cav Bn (11), 2-3-6 Mot Inf Rgt (20, 21), 3-1-6 Arty Rgt (11)

Soviet Reinforcements:**Turn 2:****Entry Area G:**

31 Rifle Div: 1-3-4 Inf Rgt (75, 177, 248)

343 Rifle Div: 1-3-4 Inf Rgt (1151, 1153, 1155)

353 Rifle Div: 2-4-4 Inf Rgt (1145, 1147, 1149)

Armor: 4-3-8 Arm Bde (6)

Artillery: 3-1-2 Arty Bde (56A-1, 56A-2)

Turn 3:**Entry Area D:**

136 Rifle Div: 1-3-4 Inf Rgt (387, 541, 733)

383 Rifle Div: 2-4-4 Inf Rgt (149, 694, 696)

Anti-Tank: 1-2-4 AT Rgt (727)

Artillery: 3-1-2 Arty Bde (18A-2)

Turn 6:**Entry Area E or F:**

96 Rifle Div: 2-4-4 Inf Rgt (43, 209, 651)

99 Rifle Div: 1-2-4 Inf Rgt (197)

Cavalry: 2-4-6 Cav Div (30)

Entry Area G:

347 Rifle Div: 1-3-4 Inf Rgt (1175, 1177, 1179)

Armor: 4-3-8 Arm Bde (132), 2-1-8 Arm Bn (52)

Cavalry: 2-4-6 Cav Div (70)

Entry Area H:

317 Rifle Div: 2-4-4 Inf Rgt (571, 606, 761)

Turn 7:**Entry Area G:**

Armor/Anti-Tank: 4-3-8 Arm Bde (54), 2-1-8 Arm Bn (81), 1-2-4 AT Rgt (558, 754)

Artillery: 3-1-2 Arty Bde (9A-2)

Entry Area H:

Cavalry: 2-4-6 Cav Div (62, 64)

Turn 9:**Entry Area E or F:**

51 Rifle Div: 1-3-4 Inf Rgt (287, 348)

216 Rifle Div: 1-3-4 Inf Rgt (589, 647, 665)

253 Rifle Div: 1-2-4 Inf Rgt (979, 981, 983)

295 Rifle Div: 1-2-4 Inf Rgt (1038, 1040, 1042)

Armor/Anti-Tank: 4-3-8 Arm Bde (142), 1-2-4 AT Rgt (756)

Artillery: 3-1-2 Arty Rgt (37A-1, 37A-2)

Turn 10:

Entry Area F:

99 Rifle Div: 1-2-4 Inf Rgt (1, 206)

Entry Area H:

106 Rifle Div: 2-4-4 Inf Rgt (397, 442, 534)

Rifle Brigades: 2-5-4 Inf Bde (11, 13, 16, 78)

Victory Conditions:

The German player scores the following Victory Points (VPs) for controlling locations at the end of the game:

Rostov (all five hexes):

Enter Rostov at any point	3
Rostov	15
(5)	

Bataysk (46.06, 47.07) 5 (2)

Novocherkassk (54.13): 5 (2)

Taganrog (29.08, 29.09, 30.08): 3

Stalino (7.29, 7.30): 3

Malochistyakovo (24.29): 2

Kuybyshevo (29.24): 2

Uspenskaya (25.22): 2

Bolshekrepinkaya (39.18): 2

Krasny Luch (30.32): 2

Shakhty (56.21, 57.21): 5 (2)

Novoshakhtinsk (51.22) 2

Sverdlovsk (44.31) 2

A (B) means that the German player is awarded A VPs for controlling the location at the end of the game, but (B) if he does not but did occupy the location at some point in play.

Where multiple hexes are listed, the German player must control (or have controlled) all of them at once to obtain the VP award.

The German player loses VPs for the following at game end:

Each supplied Soviet unit west of the Krinka and Mius rivers (south of xx.30): -1 VPs

-1 VP for each German full Armor unit (not Recon, for example) and every 2 Artillery units (round UP) eliminated.

Germans must occupy or be last to pass through all hexes of a feature to score points for it.

Points awarded for entering Rostov are in addition to points for controlling it.

For Rostov, Bataysk and Novochoerkassk, the second, higher point value is awarded if the Germans control the feature at the game's end.

Victory:

2 or fewer:	Soviet Decisive Victory
3-6	Soviet Major Victory
7-10	Soviet Minor Victory
11-13	Draw
14-17	German Minor victory
18-21	German Major Victory
22+	German Decisive victory

2.2 Fritz On The Mius

First Turn: Turn 1

Last Turn: Turn 4

Initiative: Soviet player (no Air Strikes)

Use the Set Ups and Reinforcements in Scenario 2.1

Victory Conditions:

The German receive one VP for each of the following:

Taganrog (29.08, 29.09, 30.08)

Krym (42.10)

Novocherkassk (54.13)

Kuybyshevo (29.24)

Malochistyakovo (24.29)

Stalino (7.29, 7.30)

Enter any hex in Rostov

The Germans lose a VP if there is any Soviet unit west of the Krinka and Mius rivers (south of xx.30).

German Victory: 5 or more VPs

Soviet Victory: 4 or less VPs

2.3 Fritz Grabs Rostov

First Turn: Turn 7

Last Turn: Turn 14

Initiative: German player (3 Air Strikes)

Axis Information:

Dead Pile (Armor Bns only for VP purposes):

13 Pz Div: 4-2-8 Pz Bn (II/4)

14 Pz Div: 4-2-8 Pz Bn (II/36)

16 Pz Div: 4-2-8 Pz Bn (II/2)

LAH SS Mot Inf Div:

36.16: 2-2-10 Arm Cav Bn (LAH), 2-3-6 AT Bn (Schon)

36.15: 3-5-6 Mot Inf Rgt (I,II)

36.14: 3-5-6 Mot Inf Rgt (III,IV)

35.16: 3-1-6 Arty Rgt (LAH)

13 Pz Div:

37.10: 2-2-10 Arm Cav Bn (13), 1-2-8 Motorcycle Bn (43)

36.10: 4-2-8 Pz Bn (I/4), 3-5-6 Mot Inf (66)

35.11: 3-5-6 Mot Inf (93) [step loss], 1-3-6 AT Bn (13)

34.10: 4-1-6 Arty Rgt (13)

14 Pz Div:

34.20: 2-2-10 Arm Cav Bn (40)

34.22: 1-2-8 Motorcycle Bn (64)

34.21: 4-2-8 Pz Bn (I/36), 3-5-6 Mot Inf (108)

35.19: 3-5-6 Mot Inf (103)

33.23: 1-3-6 AT Bn (4), 4-1-6 Arty Rgt (4)

16 Pz Div:

35.27: 2-2-10 Arm Cav Bn (16)

34.27: 4-2-8 Pz Bn (I/2), 3-5-6 Mot Inf (64)

29.24: 3-5-6 Mot Inf (79) [step loss]

35.26: 1-3-6 AT Bn (16), 1-2-8 Motorcycle Bn (16)

33.26: 4-1-6 Arty Rgt (16)

Wiking SS Mot Inf Div:

31.29: 2-2-10 Arm Cav Bn (Wiking), 3-5-6 Mot Inf Rgt (Westld) [step loss]

32.28: 3-5-6 Mot Inf Rgt (Nordld)

33.28: 3-5-6 Mot Inf Rgt (Germ)

31.27: 4-1-6 Arty Rgt (Wiking)

1 Geb Mtn Div:

29.30: 1-3-5 AT Bn (44)

28.31: 2-4-5 Mtn Inf Rgt (98)

29.31: 2-4-5 Mtn Inf Rgt (99)

28.30: 3-1-4 Mtn Arty Rgt (79)

4 Geb Mtn Div:

26.32: 1-3-5 AT Bn (94), 2-4-5 Mtn In Rgt (13) [step loss]
 27.32: 2-4-5 Mtn Inf Rgt (91)
 25.32: 1-2-6 Bicycle Bn (94)
 26.31: 3-1-4 Arty Rgt (94)

198 Inf Div:

23.32: 1-3-4 AT Bn (235)
 21.34: 2-5-4 Inf Rgt (305)
 22.33: 2-5-4 Inf Rgt (308)
 22.32: 2-5-4 Inf Rgt (326)
 21.33: 4-1-4 Arty Rgt (235)

60 Mot Inf Div:

16.06: 2-2-10 Arm Cav Bn (160), 1-2-8 Motorcycle Bn (160)
 13.06: 3-5-6 Mot Inf Rgt (92, 120)
 12.05: 1-3-6 AT Bn (160), 4-1-6 Arty Rgt (160)

Independent:

35.15: 4-1-4 Rocket Rgt (Lehr)
 32.23: 3-1-4 Arty Bn (612)
 24.29: 3-1-4 Arty Bn (732)
 9.06: 4-1-4 Arty Rgt (511)
 17.06: 1-2-4 Pio Bn (60)
 29.09: 2-3-6 AT Bn (670), 1-3-6 MG Bn (9)

Soviet Information:**30 Rifle Div:**

36.27: 1-2-4 Inf Rgt (35)
 36.26: 1-2-4 Inf Rgt (71)
 36.25: 1-2-4 Inf Rgt (256)

31 Rifle Div:

46.08: 1-3-4 Inf Rgt (75, 177, 248)

96 Rifle Div:

32.29: 2-4-4 Inf Rgt (43)

99 Rifle Div:

48.34: 1-2-4 Inf Rgt (197)

136 Rifle Div:

33.29: 1-3-4 Inf Rgt (387)
 34.28: 1-3-4 Inf Rgt (541)
 35.28: 1-3-4 Inf Rgt (733), 4-3-8 Arm Bde (132) (Independent)

150 Rifle Div:

36.24: 1-2-4 Inf Rgt (469)
 36.23: 1-2-4 Inf Rgt (674)
 36.22: 1-2-4 Inf Rgt (756)

296 Rifle Div:

23.35: 1-2-4 Inf Rgt (994)
 24.34: 1-2-4 Inf Rgt (996)

317 Rifle Div:

40.18: 2-4-4 Inf Rgt (571)
 40.17: 2-4-4 Inf Rgt (606)
 41.17: 2-4-4 Inf Rgt (761)

339 Rifle Div:

36.21: 1-3-4 Inf Rgt (1133)
 36.20: 1-3-4 Inf Rgt (1135)
 37.20: 1-3-4 Inf Rgt (1137)

343 Rifle Div:

42.10: 1-3-4 Inf Rgt (1151), 2-1-8 Arm Bn (52) (Independent)
 42.09: 1-3-4 Inf Rgt (1153, 1155)

347 Rifle Div:

42.13: 1-3-4 Inf Rgt (1175), 2-1-8 Arm Bn (92) (Independent)
 42.12: 1-3-4 Inf Rgt (1177)
 42.11: 1-3-4 Inf Rgt (1179)

353 Rifle Div:

41.16: 2-4-4 Inf Rgt (1145)
 42.15: 2-4-4 Inf Rgt (1147)
 42.14: 2-4-4 Inf Rgt (1149)

383 Rifle Div:

28.32: 2-4-4 Inf Rgt (149)
 29.32: 2-4-4 Inf Rgt (694)
 30.31: 2-4-4 Inf Rgt (696)

395 Rifle Div:

30.30: 2-4-4 Inf Rgt (714)

Cavalry:

27.33: 2-4-6 Cav Div (30)
 44.31: 2-4-6 Cav Div (35, 56)
 25.34: 2-4-6 Cav Div (38)
 40.05: 2-4-6 Cav Div (62)
 47.07: 2-4-6 Cav Div (64)
 38.19: 2-4-6 Cav Div (66)
 51.13: 2-4-6 Cav Div (68)
 54.13: 2-4-6 Cav Div (70)

Armor/Anti-Tank:

38.24: 4-3-8 Arm Bde (2)
 48.13: 4-3-8 Arm Bde (6)
 26.33: 1-2-4 AT Rgt (530)
 31.30: 1-2-4 AT Rgt (727)

Artillery:

37.21: 3-1-2 Arty Bde (9A-1)
 36.28: 3-1-2 Arty Bde (18A-1)
 33.30: 3-1-2 Arty Bde (18A-2)

43.10: 3-1-2 Arty Bde (56A-1)

43.12: 3-1-2 Arty Bde (56A-2)

Rostov Garrison:

46.09: 1-4-2 Inf Rgt (Rostov)
 49.10: 1-3-2 NKVD Inf Rgt (230)
 47.09: 1-3-6 NKVD Mot Inf Rgt (33)
 45.08: 1-2-2 Inf Rgt (Com)
 45.09: 1-2-2 Inf Rgt (Pol Sch)

Reinforcements (both sides):

Use the Reinforcements in Scenario 2.1

Victory Conditions:

Same as Scenario 2.1

2.4 Soviet Counterpunch

First Turn: Turn 11

Last Turn: Turn 14

Initiative: Soviet player (1 Air Strike)

Weather: Automatically Freeze

Axis Information:

Dead Pile (Armor Bns only for VP purposes):

13 Pz Div: 4-2-8 Pz Bn (II/4)

14 Pz Div: 4-2-8 Pz Bn (II/36)

16 Pz Div: 4-2-8 Pz Bn (II/2)

LAH SS Mot Inf Div:

47.09: 2-2-10 Arm Cav Bn (LAH)

45.08: 2-3-6 AT Bn (Schon)

46.08: 3-5-6 Mot Inf Rgt (I,II, III,IV)
 [both step loss]

46.09: 3-1-6 Arty Rgt (LAH)

13 Pz Div:

37.10: 1-2-8 Motorcycle Bn (43), 3-5-6 Mot Inf (93) [step loss]

42.09: 4-2-8 Pz Bn (I/4)

43.09: 3-5-6 Mot Inf (66)

44.08: 1-3-6 AT Bn (13)

45.11: 4-1-6 Arty Rgt (13)

14 Pz Div:

40.14: 2-2-10 Arm Cav Bn (40)

43.15: 1-2-8 Motorcycle Bn (64)

41.14: 4-2-8 Pz Bn (I/36), 3-5-6 Mot Inf (108)

42.13: 3-5-6 Mot Inf (103)

46.14: 1-3-6 AT Bn (4)

42.12: 4-1-6 Arty Rgt (4)

16 Pz Div:

40.16: 2-2-10 Arm Cav Bn (16)

35.19: 4-2-8 Pz Bn (I/2), 4-1-6 Arty Rgt (16)

35.23: 3-5-6 Mot Inf (64)
 35.21: 3-5-6 Mot Inf (79) [step loss]
 37.19: 1-3-6 AT Bn (16)
 39.18: 1-2-8 Motorcycle Bn (16)

60 Mot Inf Div:

49.14: 2-2-10 Arm Cav Bn (160)
 49.13: 1-2-8 Motorcycle Bn (160)
 50.10: 3-5-6 Mot Inf Rgt (92)
 50.12: 3-5-6 Mot Inf Rgt (120)
 50.11: 1-3-6 AT Bn (160)
 49.12: 4-1-6 Arty Rgt (160)

Wiking SS Mot Inf Div:

34.24: 2-2-10 Arm Cav Bn (Wiking)
 32.28: 3-5-6 Mot Inf Rgt (Westld)
 [step loss]
 34.27: 3-5-6 Mot Inf Rgt (Nordld)
 35.26: 3-5-6 Mot Inf Rgt (Germ)
 33.26: 4-1-6 Arty Rgt (Wiking)

1 Geb Mtn Div:

28.31: 1-3-5 AT Bn (44)
 29.31: 2-4-5 Mtn Inf Rgt (98) [step loss]
 29.30: 2-4-5 Mtn Inf Rgt (99)
 30.29: 3-1-4 Mtn Arty Rgt (79)

4 Geb Mtn Div:

26.32: 1-3-5 AT Bn (94), 2-4-5 Mtn
 In Rgt (13) [step loss]
 27.32: 2-4-5 Mtn Inf Rgt (91)
 25.32: 1-2-6 Bicycle Bn (94)
 26.31: 3-1-4 Arty Rgt (94)

198 Inf Div:

24.32: 1-3-4 AT Bn (235)
 22.34: 2-5-4 Inf Rgt (305)
 23.34: 2-5-4 Inf Rgt (308)
 24.33: 2-5-4 Inf Rgt (326)
 23.33: 4-1-4 Arty Rgt (235)

Rychlá Mot Inf Div:

17.06: 1-2-8 Arm Cav Bn (11)
 13.06: 2-3-6 Mot Inf Rgt (20, 21),
 3-1-6 Arty Rgt (11)

Independent:

45.09: 4-1-4 Rocket Rgt (Lehr)
 43.12: 3-1-4 Arty Bn (612)
 27.31: 3-1-4 Arty Bn (732)
 45.10: 4-1-4 Arty Rgt (511)
 49.10: 1-2-4 Pio Bn (60)
 42.10: 2-3-6 AT Bn (670)
 41.10: 1-3-6 MG Bn (9)

Soviet Information:

30 Rifle Div:
 49.17: 1-2-4 Inf Rgt (35)
 50.15: 1-2-4 Inf Rgt (71)

31 Rifle Div:

42.08: 1-3-4 Inf Rgt (177)
 43.08: 1-3-4 Inf Rgt (248)

51 Rifle Div:

35.28: 1-3-4 Inf Rgt (287, 348), 4-3-8
 Arm Bde (132)

96 Rifle Div:

36.26: 2-4-4 Inf Rgt (43)

99 Rifle Div:

36.25: 1-2-4 Inf Rgt (1, 197, 206)

106 Rifle Div:

47.05: 2-4-4 Inf Rgt (397, 442, 534)

136 Rifle Div:

30.31: 1-3-4 Inf Rgt (541), 4-3-8 Arm
 Bde (142)
 31.31: 1-3-4 Inf Rgt (387, 733)

150 Rifle Div:

36.22: 1-2-4 Inf Rgt (469, 674, 756)

216 Rifle Div:

36.29: 1-3-4 Inf Rgt (589, 647, 665)

253 Rifle Div:

34.28: 1-2-4 Inf Rgt (979, 981, 983)

295 Rifle Div:

35.27: 1-2-4 Inf Rgt (1038, 1040,
 1042)

296 Rifle Div:

23.35: 1-2-4 Inf Rgt (994)
 24.34: 1-2-4 Inf Rgt (996)

317 Rifle Div:

51.13: 2-4-4 Inf Rgt (571)
 51.12: 2-4-4 Inf Rgt (606)

339 Rifle Div:

36.21: 1-3-4 Inf Rgt (1133)
 36.20: 1-3-4 Inf Rgt (1135)

343 Rifle Div:

46.07: 1-3-4 Inf Rgt (1151, 1153),
 1-4-2 Inf Rgt (Rostov) (Independent)
 [step loss]

347 Rifle Div:

47.08: 1-3-4 Inf Rgt (1175,
 1177), 1-3-2 NKVD Inf Rgt (230)
 (Independent)

353 Rifle Div:

51.11: 2-4-4 Inf Rgt (1145)

383 Rifle Div:

26.33: 2-4-4 Inf Rgt (149, 694, 696)

395 Rifle Div:

29.32: 2-4-4 Inf Rgt (714), 1-2-4 AT
 Rgt (756) (Independent)

Rifle Brigades:

49.09: 2-5-4 Inf Bde (11), 4-3-8 Arm
 Bde (54)
 44.07: 2-5-4 Inf Bde (13)
 50.09: 2-5-4 Inf Bde (16)
 43.05: 2-5-4 Inf Bde (78)

Cavalry:

27.33: 2-4-6 Cav Div (30)
 44.17: 2-4-6 Cav Div (35)
 25.34: 2-4-6 Cav Div (38), 1-2-4 AT
 Bn (530) (Independent)
 33.29: 2-4-6 Cav Div (56)
 40.05: 2-4-6 Cav Div (62, 70)
 51.10: 2-4-6 Cav Div (64)
 36.23: 2-4-6 Cav Div (66)
 50.13: 2-4-6 Cav Div (68) [step loss],
 4-3-8 Arm Bde (6) [step loss]

Armor/Anti-Tank:

38.19: 4-3-8 Arm Bde (2)
 40.18: 2-1-8 Arm Bn (81)
 42.18: 1-2-4 AT Rgt (558)
 33.30: 1-2-4 AT Rgt (727)
 47.18: 1-2-4 AT Rgt (754)

Artillery:

37.21: 3-1-2 Arty Bde (9A-1)
 37.23: 3-1-2 Arty Bde (9A-2)
 36.28: 3-1-2 Arty Bde (18A-1)
 34.29: 3-1-2 Arty Bde (18A-2)
 30.32: 3-1-2 Arty Bde (37A-1, 37A-2)
 52.12: 3-1-2 Arty Bde (56A-1)
 47.07: 3-1-2 Arty Bde (56A-2)

Reinforcements (Both sides):

None

Victory Conditions:

Same as Scenario 2.1

Terrain Effects

Terrain Type	MP Costs		Effects on Combat	Barrage	Overrun Allowed?
	Not Mud	Mud			
Open	1	1 ^(c)	-	-	Yes
Hills	2	2 ^(c)	Left 1 Shift	-	No
Road	1/4	1/2	ot	-	ot
Track	1/2	1	ot	-	ot
Railroad	1/2	1	ot	-	ot
Village	ot	ot	ot	-	No
City	1	1	Left 1 Shift	+1	No
Swamp	4 [2] ^(a)	4 ^(a)	Left 1 Shift	-	No
Minor River	+1	+2	A x1/2	-	No
Major River	P [+2]	P	P ^(b) [Ax1/2]	-	No
Sea Hexside	P	P	P	-	No
Entry Area	ot	ot	ot	-	ot

ot = Use the other terrain in the hex to determine this

- = No Effect

P = Prohibited. Units cannot cross such a hexside and are destroyed if forced to retreat through one.

A x1/2 means the attacker's combat strength is halved.

[x] = during Freeze

^(a) Motorized units can enter **only** during Freeze

^(b) If attacking across a Bridge, A x1/2 instead.

^(c) Double cost for Motorized units.

Combat Table

	1:3	1:2	1:1	2:1	3:1	4:1	5:1+	
2	A2r3	A2r2	A2r2	A1r1	A1	A1	Ar1	2
3	A2r2	A2r2	A1r1	A1r1	A1	Ar1	-	3
4	A2r2	A1r1	A1r1	A1	Ar1	-	Dr1	4
5	A1r1	A1r1	A1	A1	-	Dr1	D1r1	5
6	A1r1	A1	A1	Ar1	Dr1	D1r1	D1r1	6
7	A1	A1	Ar1	-	D1r1	D1r1	D1r2	7
8	A1	Ar1	-	Dr1	D1r1	D1r2	D1r2	8
9	Ar1	-	Dr1	D1r1	D1r2	D1r2	D2r3	9
10	-	Dr1	D1r1	D1r1	D1r2	D2r3	D2r3	10
11	Dr1	D1r1	D1r1	D1r2	D2r3	D2r3	D3r4	11
12	D1r1	D1r2	D1r2	D1r2	D2r3	D3r4	D3r4	12

- = no effect

A = Attacker Result

D = Defender Result

= Number of Steps lost

r# = Retreat hexes required

Artillery DG Roll

Roll one die for each barraging unit, add any Barrage terrain effect. If the result is *less than or equal* to the unit's Barrage Rating, the target stack is DG. If the modified roll is lower than the Barrage Rating by 2 or more, inflict a step loss on a 2-step unit in the target hex. (Targeted player's choice in the case of Artiller; Barraging player's choice for an Air Strike.)