

# Tactical Combat Series:

## GD'41

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**GD'41:** The Tula Road, 22-25 October 1941 #2-09  
**A Tactical Combat Series Game**

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#### A Complete Copy of GD'41 Includes:

1x Box  
 1x TCS Series Rulebook (v3.1)  
 1x Game Specific Rulebook  
 2x Dice (two colors)  
 2x 22x 34" Maps  
 3x 280-counter countersheet  
 1x Registration Card  
 1x Current Price List  
 Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

### Introduction

The final German attack on Moscow began on 30 September 1941 with the battles of encirclement at Bryansk and Vyazma. Further south, Guderian's Second Panzer Group captured Orel on 3 October without fighting and pushed on to the Zusha River. While Mtzensk fell on 10 October, further advances would have to wait until the pocketed Russians could be eliminated.

The Russian 4th Tank and 201st Parachute Brigades had been fighting rear guard actions as the Germans advanced beyond Orel. Mtzensk's defense fell under the newly formed 26th Army composed of the 6th Guard Rifle Division, 4th and 11th Tank Brigades, 41st Cavalry Division, and the 5th Parachute Corps (three Parachute Brigades).

The German drive on Tula resumed on 22 October in spite of the terrible German supply situation. Russian defenses proved too much for the frontal assault attempted by the 4th Panzer Division, so a combined attack by the 3rd and 4th Panzer Divisions along with Infantry Regiment Grossdeutschland was ordered for 23 October.

#### Note on the Counters:

What you see here is the result of a vote conducted at the end of July 1996 regarding which format of counters players most preferred. The majority preferred this style over the other used for TCS counters. Some minor changes were made as requested by those polled.

## 1.0 General Special Rules

### 1.1 Terrain

#### 1.1a Intermediate Contour Lines.

Contour lines are marked on the map for every 10 meters, rather than only 20 meters as is normally done. The dashed lines are the Intermediate (10 meter) lines and only apply to LOS purposes; they have no effect on movement.

**1.1b Steep Slopes.** In addition to the Movement Effects listed on the Terrain Effects Chart, the Steep Slope symbol blocks LOS to and from units adjacent to the down hill side of the slope for lines of sight crossing the symbol.

### 1.2 Limited Personal AT Weapons

While both sides had overcome much of the terror associated with tanks in the early portion of the war, both were still limited in the available personal AT weapons. Use a -1 die roll modifier for all German AT Roll attacks, and a -2 for all Soviet AT Roll attacks.

### 1.3 Gun Transport

The trucks, halftracks, horse limbers, and hand carts used by both sides to transport weapons units have been integrated within their Move Mode ratings. MAs with no additional designator are considered foot; those with a "W" move as trucks (i.e. "Wheeled"); those with a "T" move with tracks.

# The Gamers

## 1.4 Command and Control

**1.4a German Command Prep.** The German rating is 3.

**1.4b Soviet Command Prep.** The Soviet rating is 6 for attack and movement type op sheets. It is a 3 for any defensive op sheet. Ignore all staff and size modifiers for Soviet Op Sheets.

**1.4c German Higher Intent.** The Germans are to open the main Orel-Tula highway.

**1.4d Soviet Higher Intent.** The Soviets must hold the Germans at the Zusha River line.

**1.4e Reinforcements and Op Sheets.** In all scenarios, players can draw up the Op Sheets of their choice before play begins. Such Op Sheets can also be drawn up for reinforcements. All such pre-game Op Sheets are implemented before play begins. If the player waits until the game begins to issue Op Sheets to reinforcements, then the reinforcements enter with no weighted turns accumulated.

**1.4f Soviet Command Restrictions.** The Soviet player is limited to one implemented Op Sheet for each Regiment/Brigade that is in play. Russian Op Sheets cannot contain units from more than one Regiment/Brigade. In short, each of the five major Russian formations (4th and 10th Gd Rgts, 201 Para Bde, 4th and 11th Tank Bdes) will have a single implemented Op Sheet which includes only units from its own formation. 6th Gd Division assets can be assigned to either of the Gd Regiment Op Sheets.

## 1.5 Set Up Notes

**1.5a Units Called For.** Unless specifically stated otherwise, all units of a formation set up with that formation.

**1.5b Order of Set Up.** The Soviet player always sets up first and prepares his initial Op Sheets before the German player sets up. The German player sets up second and prepares his Op Sheets **after** the Russian player sets up.

**1.5c Battalion Morales.** Unless given as another value in a scenario, all Battalion Morales begin at zero.

**1.5d Reinforcements.** In the campaign scenarios (4.4 and 4.5) both sides receive reinforcements by rolling each hour on their respective Variable Arrival Table. Even if the roll calls for a unit, that unit cannot arrive until the listed turn occurs—early rolls for the formation are ignored. Units can arrive anywhere at or within 3 hexes of their listed entry hex.

**1.5e Artillery Ammunition.** Each scenario lists the artillery ammunition

available at start. In the two campaign scenarios (4.4 and 4.5) both sides receive additional ammunition by rolling on their respective Ammunition Resupply Tables.

**1.5f Minefields.** Except for those already printed on the map, neither player can create new minefields during play.

## 1.6 TCS Additional Rules

The following are rules which have been suggested as additions to the TCS v3.1 system. Use these as standard rules. If you disagree with them, let me (Dean) know and I'll consider your vote regarding their inclusion in the future games of the series (as well as the series rules themselves). I think they add more to the game than their cost in verbiage—making them acceptable additions to the game system.

**1.6a Infantry Guns vs. Point Targets.** Modify 18.0c to read: If Infantry Guns of 100mm or larger fire at a hex containing Point Targets **at a range of 8 or less**, roll once per target using the Artillery Point Fire Table in addition to any Area Fire attack made against the hex.

**1.6b "Special B" Type Targets.** Infantry Guns and AT Guns are considered "Special B" targets rather than the simpler B-type target (now reserved for trucks and very lightly armored vehicles). A Special B type target is an **Area Target** in all cases except when fired upon in Overwatch Fires or fires within an Assault-style Combat—in those later cases, it can be treated as a B-type Target.

## 2.0 German Special Rules

### 2.1 Artillery

The following batteries may be available to the German player (the scenario will state which are available in the time-frame covered):

Battery	Caliber
1-400	105mm
2-400	105mm
3-400	150mm
1-I-103	105mm
2-I-103	105mm
3-I-103	105mm
4-II-103	105mm
5-II-103	105mm
6-II-103	105mm
7-III-103	150mm
8-III-103	150mm
9-III-103	150mm
1-604	210mm

**2.1a Mixed Gun Battalion.** The 400th Artillery Battalion is made up of both 105mm and 150mm batteries. This battalion can fire Battalion Fires normally with the strength given on the counter. Expend ammunition according to the batteries present (2x 105 & 1x 150).

**2.1b Target Reference Points (TRPs).** The German player can substitute any of the following TRPs in the place of the spotting unit when determining the distance between the spotter and the target hex for the Adjustment Table. Missions using this technique require a spotter with a clear LOS to both the Target Hex and the TRP.

#### Possible TRPs:

- Building Hexes
- City Hexes
- Road Junctions
- Hilltop Reference Hexes (Those with the elevation marker.)

## 2.2 Air Power

Each turn between 0700 and 1500, the German player rolls two dice on the German Aircraft Availability Table. Aircraft fire values are given on the counter. Sortie availability is halved in some scenarios.

## 2.3 Motorcycle Infantry

Several German units were provided with Motorcycles for added mobility. These units are specially marked on their Move Mode sides. When using roads at least 6 hexes away from any enemy unit, these units use a reduced movement cost.

## 2.4 Pioneers

German Pioneers receive a -2 shift when attacked by minefields.

## 3.0 Soviet Special Rules

### 3.1 Artillery

The following artillery battalions may be available to the Soviet player (as given in each scenario):

#### Battalion Caliber

1-34 Gd	76mm
2-34 Gd	76mm
1-26 Gd	76mm
2-26 Gd	76mm

**3.1a Battalion Fires.** All Soviet artillery fires must be Battalion-sized. Each Russian Artillery Ammo point represents a Battalion Fire. When firing smoke, each mission still

generates only one Level-2 Smoke Marker. The Russians have no Illum ammunition.

**3.1b Rapid Fire.** The Soviet artillery cannot make Fast Fire missions.

**3.1c Spotters.** Control of Russian Indirect Fire was restricted by the general lack of radios and the resulting heavy reliance on Field Telephones. As such, the following restrictions are imposed:

A) Mortars can only fire at targets they spot for themselves.

B) 120mm Mortars can additionally fire at targets spotted by their Company FO.

C) Artillery Battalions can only fire on targets spotted with their own Battalion Forward Observer.

**3.1d Forward Observers (FOs).** FOs are exempt from the Mode restrictions in 17.2b. FOs can never

actually be killed as a result of the Area Fire Table. If no other units are in the FOs hex which can take the Area Fire Table step loss requirement, ignore the loss. Inflict Morale results (including Surrender and step losses from SYRs) normally.

## 3.2 Commissars

Soviet Infantry and MG units that receive a Suppressed result can choose to lose one additional step per stack and ignore the suppression. This option can be exercised only once per phase per stack.

## 3.3 Bunching

All units of a Soviet company (tank as well as infantry) must move during their Action Phase so as to keep bunched up (all units at or within a three hex radius). Move the leading unit/stack of the company; then attempt to move the other units of the company to fulfill this rule. Units which fall behind must continue to “catch up” as best they can.

## 3.4 Russian Tank Restrictions

**3.4a Fire Restrictions.** Due to their lack of communications, multiple Soviet tanks cannot combine to make a single SFA attack unless stacked in the same hex. Soviet tanks which move and change to Fire Mode are marked with a “Fired” marker (to preclude their ability to fire Overwatch). Tanks which change to Fire Mode, but do not move, are not so marked.

**3.4b Tanks as Carrier Restrictions.** Except for the Motorized Battalions, Soviet units cannot use Tanks as Carriers.

## 3.5 Roadblocks and Minefields

The Russians prepared their defensive positions well and made extensive use of mines and roadblocks. Both are printed on the map. These minefields include a number which represents the chance that the field is incomplete. The first time a German unit makes a breach attempt, the Soviet player rolls one die. If the number rolled is less than or equal to the printed number, the minefield is a dummy and has no further effect on play (mark or record these in any convenient manner).

Roadblocks cannot be cleared—see the Terrain Effects Chart for their effects.

## 4.0 Scenarios

### 4.1 Repulse of SR 12

This scenario covers the initial German attempt to open the Tula Road by “storm.” The attack failed due to the determined Russian defense and poor coordination of the various attack elements (i.e. infantry, artillery, and the Luftwaffe). The scenario shows the futility of “banging” your head against a brick wall.

#### General Information:

**First Turn:** 1000, 22 Oct

**Last Turn:** 1300, 22 Oct

**Map Area:** Map B north of xx.15 (exclusive)

#### Soviet Information:

##### Set Up:

**On or northeast of the line from B14.34 to B20.25:**

- 2-10 Gd Inf Battalion
- 2x Inf Gun, 10 Gd (Gun-10 Gd)
- 3x AT Gun, 10 Gd (AT-10 Gd)

**On or northeast of the line from B20.25 to B22.22 to B22.16:**

- 3-10 Gd Inf Battalion
- 2x Inf Gun, 109 Gd (Gun-10 Gd)
- 3x AT Gun, 10 Gd (AT-10 Gd)

**w/i 2 B35.34:**

- Mtr-10 Gd Mortar Company
- at B24.32: FO-10 Gd Mortar FO Section

#### Artillery:

- 1-34 Gd Artillery Battalion
- FO-1-34 Gd at B24.23
- 1-26 Gd Artillery Battalion
- FO-1-26 Gd at B40.21

#### Ammunition:

- 76mm: 5 HE

#### Orders:

- Prepared Defense

#### German Information:

##### Set Up:

**On or southwest of the line from B6.29 to B11.22:**

- I-12 Inf Battalion
- 2-49 PJ AT Company

**On or southwest of the line from B11.22 to B11.16:**

- II-12 Inf Battalion
- 3-49 PJ AT Company

#### Artillery:

- I-103 Artillery Battalion
- II-103 Artillery Battalion

#### Ammunition:

- 105mm: 20 HE, 15 Smoke

#### Orders:

- Take Strepurino Golubotschki

#### Victory:

The German player wins a major victory if he occupies B24.27 at any time during the game and a smashing victory if he takes any hex of Strepurino Golubotschki (good luck!). Any other result is a minor Soviet victory.

## 4.2 The GD Attacks

This scenario covers the initial attack of the Grossdeutschland in the Mtzensk area.

#### General Information:

**First Turn:** 1000, 24 Oct

**Last Turn:** 1500, 24 Oct

**Map Area:** Both Maps, but only the area on or north of the main OreI-Tula road

#### Soviet Information:

##### Set Up:

**On or northeast of the line A1.11 to A10.06 to A17.00:**

- 1-10 Gd Inf Battalion

**On or northeast of the line B14.34 to B20.25:**

- 2-10 Gd Inf Battalion (less six infantry steps)
- 2x Inf Guns, 10 Gd (Gun-10 Gd)
- 3x AT Guns, 10 Gd (AT-10 Gd)

**w/i 3 A22.06:**

- Pio-10 Gd

**w/i 2 A30.05:**

- Mtr-10 Gd Mortar Company
- FO-10 Gd Mortar FO Section at B24.32

**Strepurino Golubotschki:**

- Pio-6 Gd Pioneer Company

**Artillery:**

- 2-34 Gd Artillery Battalion
- FO-2-34 Gd at A22.02
- 2-26 Gd Artillery Battalion
- FO-2-26 Gd at A41.30

**Ammunition:**

- 76mm: 10 HE

**Orders:**

- Prepared Defense

**German Information:****Set Up:****On or southwest of the line B6.29 to B11.22:**

- GD Inf Regiment (less I-GD and V-GD)

**Artillery:**

- I-103 Artillery Battalion
- I-604 Artillery Battery

**Ammunition:**

- 105mm: 30 HE, 15 Smoke
- 210mm: 5 HE

**Orders:**

- Take Point 228

**Victory:****Soviet:**

- Minor: Hold Point 228
- Major: Hold Point 228 and German losses exceed 45 Infantry Steps

**German:**

- Minor: Hold Point 228
- Major: Hold Point 228 and German losses are less than 35 Infantry Steps

## 4.3 The Flank is Turned

This scenario covers the final drive by the Grossdeutschland to cut the main Orel-Tula road.

**General Information:**

**First Turn:** 0600, 25 Oct

**Last Turn:** 1000, 25 Oct

**Map Area:** Map A only

**Soviet Information:****Set Up:****On or northeast of the line A17.15 to A26.01:**

- 1-10 Gd Inf Battalion (less 18 steps of infantry and with a Battalion Morale of 1)
- Pio-10 Gd Pioneer Company (less 9 steps)

**w/i 2 A30.05:**

- Mtr-10 Gd Mortar Company
- FO-10 Gd Mortar FO Section

**Krasnyy Lipowez:**

- SMG-6 Gd SMG Company (less 6 steps)

**On or northeast of the line A54.13 to A60.04:**

- 4 Gd Inf Regiment
- NKVD-6 Gd Inf Platoon

**On or northeast of the line A45.26 to A54.13:**

- 11 Motor Battalion

**Artillery:**

- 2-34 Gd Artillery Battalion
- FO-2-34 Gd at A25.05
- 2-26 Gd Artillery Battalion
- FO-2-26 Gd at A41.30

**Ammunition:**

- 76mm: 10 HE

**Orders:**

- Prepared Defense

**German Information:****Set Up:****On or southwest of the line A13.14 to A18.07:**

- I-GD Inf Battalion

**On or southwest of the line A18.07 to A22.01:**

- III-GD Inf Battalion (less 9 steps of infantry)

**With any of the above GD units:**

- IV-GD Weapons Battalion (less 2 StuG IIIs)
- V-GD Regimental units Battalion

**On or northwest of the line A13.35 to A10.30:**

- I-6 Panzer Battalion (3 Pz Div)
- I-3 Inf Battalion (3 Pz Div)

**Arriving at A10.00 on any desired turn:**

- 3-I-35 Panzer Company
- 4-I-35 Panzer Company
- 3-79 Pioneer Company
- 3-I-11 Flak Company
- 2-91.Le Flak Company
- 11-12 Inf Gun Company

**Artillery:**

- 400 Artillery Battalion
- I-103 Artillery Battalion

**Ammunition:**

- 105mm: 20 HE, 15 Smoke
- 150mm: 5 HE, 5 Smoke

**Orders:**

- GD: Take the ravine vicinity of A33.10
- 35 Pz: Exit between Entry Hexes N and NE
- 3 Pz Div: Clear area north of the stream

**Special Rules:**

- 3 Pz Div units cannot cross the stream west of A60.29.

**Victory:****Soviet:**

- Minor: No German Victory
- Major: Hold Saroschtscha, Guschtschenskii, and A59.10

**German:**

- Minor: No Soviet unit west of A36.xx
- Major: Exit 15 tanks off the east edge south of the stream and there are no Soviet units at or within three hexes of the railroad.

## 4.4 Mzensk Breakout

This scenario starts the campaign after the arrival of the Grossdeutschland and covers the successful attack from the Mzensk bridgehead. It provides the most historical perspective of the battle.

### General Information:

**First Turn:** 1000, 24 Oct

**Last Turn:** 1000, 25 Oct

**Map Area:** All

### Soviet Information:

**Set Up:**

**On or northeast of the line A1.11 to A10.06 to A14.00:**

- 1-10 Gd Inf Battalion

**On or northeast of the line B14.34 to B20.25:**

- 2-10 Gd Inf Battalion (less 6 steps of infantry)
- 2x Inf Guns, 10 Gd (Gun-10 Gd)
- 3x AT Guns, 10 Gd (AT-10 Gd)

**On or northeast of the line B20.25 to B26.16:**

- 3-10 Gd Inf Battalion (less 12 steps of infantry)
- 1x Inf Gun, 10 Gd (Gun-10 Gd)
- 2x AT Guns, 10 Gd (AT-10 Gd)

**w/i 3 A22.06:**

- Pio-10 Gd Pioneer Company

**w/i 2 A30.05:**

- Mtr-10 Gd Mortar Company
- FO-10 Gd Mortar FO Section at B24.32

**Strepurino Golubotschki:**

- Pio-6 Gd Pioneer Company

**w/i 2 A40.03:**

- SMG-6 Gd SMG Company

**On or northeast of the line B26.16 to B36.01:**

- 201 Para Brigade (less 12 steps of infantry)

**On or northeast of the line A54.13 to A60.04:**

- 4 Gd Inf Regiment
- NKVD-6 Gd Inf Platoon

**Artillery:**

- 1-34 Gd Artillery Battalion
- FO-1-34 Gd at B24.23
- 2-34 Gd Artillery Battalion
- FO-2-34 Gd at A22.03
- 1-26 Gd Artillery Battalion
- FO-1-26 Gd at B40.21
- 2-26 Gd Artillery Battalion
- FO-2-26 Gd at A41.30

**Ammunition:**

- 76mm: 10 HE, 4 Smoke

**Orders:**

- Prepared Defense

### German Information:

**Set Up:**

**On or southwest of the line B6.29 to B11.22:**

- GD Inf Regiment (less I-GD and V-GD)

**On or southwest of the line B16.24 to B22.15:**

- 12 Inf Regiment (less 11-12 Inf Gun Company and 24 steps of infantry)
- 2-49 PJ AT Company
- 3-49 PJ AT Company
- 2-79 Pio Pioneer Company (less 6 steps)
- 2-35 Panzer Company (less 6 tanks)

**On or southwest of the line B22.15 to B27.08 to B27.01:**

- I-33 Inf Battalion (less 9 steps)
- 1-49 PJ AT Company
- 1-79 Pioneer Company (less 2 steps of infantry)

**In reserve (see special rules below) on the line B1.15 to B1.06:**

- 3-35 and 4-35 Panzer Companies
- 3-79 Pioneer Company
- 3-I-11 Flak Company
- 2-91.Le Flak Company
- 11-12 Inf Gun Company

**All mines south of B21.20 have been cleared.**

**Artillery:**

All

**Ammunition:**

- 105mm: 30 HE, 20 Smoke, 7 Illum
- 150mm: 10 HE, 5 Smoke, 2 Illum
- 210mm: 5 HE

**Orders:**

- GD: Take Point 228
- 12 Inf Rgt: Take Point 231
- 33 Inf Rgt: Protect the divisional flank
- 35 Panzer Rgt: In Reserve

**Special Rules:**

The German player must place the above noted units in reserve and can only release them when one of the following occurs:

- 1) Point 231 or Point 228 is taken
- 2) It is 0600, 25 Oct

**Victory:**

Victory is based on the status of the Orel-Tula road and railroad. "Open" is defined as no Soviet units at or within 2 hexes of any hex of the feature. If any Soviet unit is at or within two hexes of any hex of the feature, then the feature is "Closed."

**Soviets:**

- Marginal: The road or RR are closed.
- Minor: The road and RR are closed.
- Major: The road and RR are closed plus tank losses are less than those inflicted.

**German:**

- Marginal: Both the road and RR are open.
- Minor: Both the road and RR are open plus German tank losses are less than 35.
- Major: Same as Minor, except the Germans exit an infantry Battalion (80% of starting steps) and 15 tanks through each of the E and NE areas.

**Victory Shifts:**

- Shift one level in favor of the Germans if the road or railroad is open at any time before dusk on 24 Oct.
- Shift one in favor of the Russians if they exit one Infantry Company (at least 80% strength) via Entry Area W at any time during the game.

# OP SHEET

## GD'41

Time:

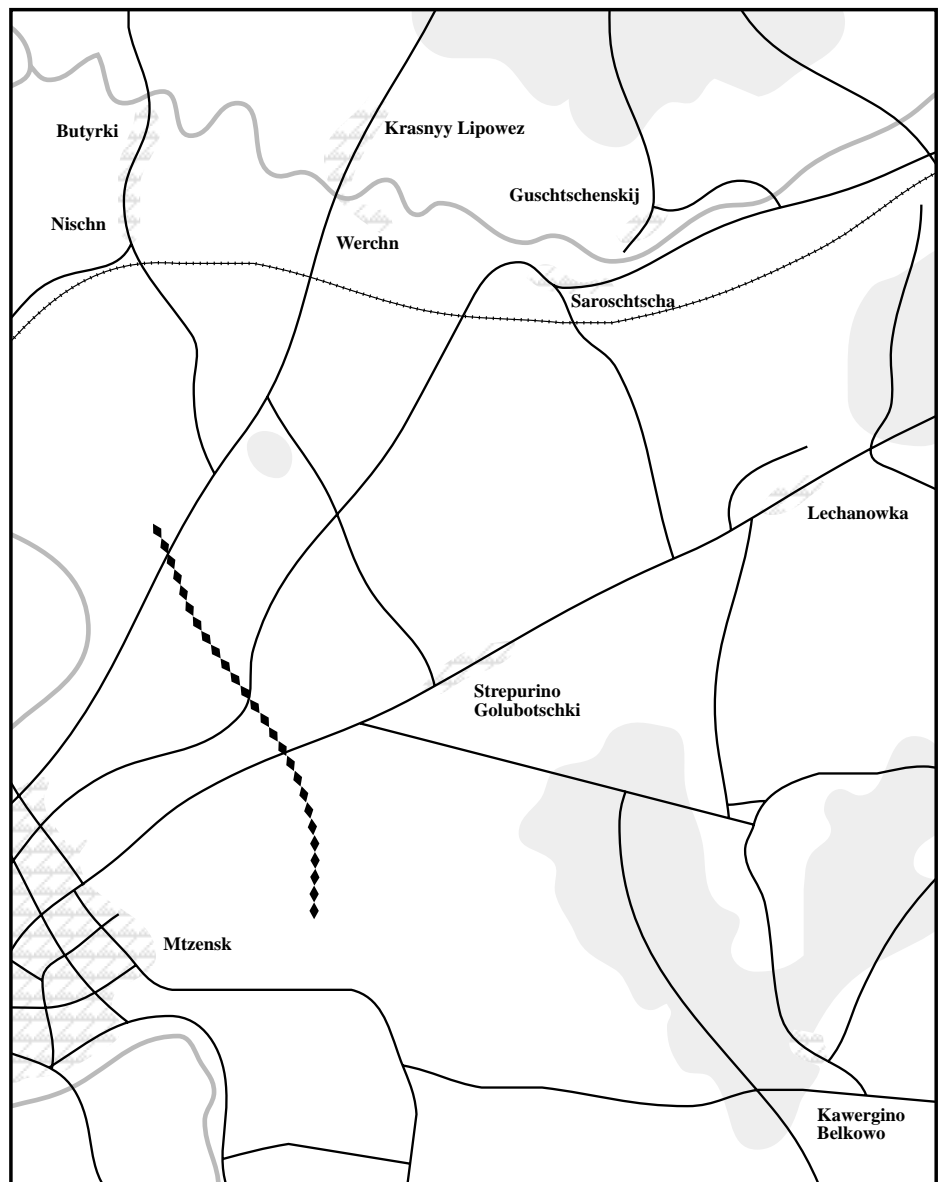
Type:

Size:

**Task  
Organization:**

**Failure  
Instructions:**

**Written Notes:**



## 4.5 The Road to Tula

This scenario starts the campaign one day earlier than 4.4 and provides players with a much more fluid situation. German options for the attack are increased but must be balanced with the increased chances for a Russian counterattack.

### General Information:

**First Turn:** 0700, 23 Oct

**Last Turn:** 1000, 25 Oct

**Map Area:** All

### Soviet Information:

**Set Up:**

**On or northeast of the line A1.11 to A10.06 to A14.00:**

- 1-10 Gd Inf Battalion

**On or northeast of the line B14.34 to B20.25:**

• 2-10 Gd Inf Battalion (less 6 steps of infantry)

- 2x Inf Guns, 10 Gd (Gun-10 Gd)

- 3x AT Guns, 10 Gd (AT-10 Gd)

**On or northeast of the line B20.25 to B22.22 to B26.16:**

• 3-10 Gd Inf Battalion (less 6 steps of infantry)

- 2x Inf Gun, 10 Gd (Gun-10 Gd)

- 3x AT Guns, 10 Gd (AT-10 Gd)

**w/i 3 A22.06:**

- Pio-10 Gd Pioneer Company

**w/i 2 A30.05:**

- Mtr-10 Gd Mortar Company

• FO-10 Gd Mortar FO Section at B24.32

**Strepurino Golubotschki:**

- Pio-6 Gd Pioneer Company

**w/i 2 A40.03:**

- SMG-6 Gd SMG Company

**On or northeast of the line B26.16 to B36.01:**

• 201 Para Brigade (less 6 steps of infantry)

**On or northeast of the line A54.13 to A60.04:**

- 4 Gd Inf Regiment

- NKVD-6 Gd Inf Platoon

**Artillery:**

- 1-34 Gd Artillery Battalion
- FO-1-34 Gd at B24.23
- 2-34 Gd Artillery Battalion
- FO-2-34 Gd at A22.03
- 1-26 Gd Artillery Battalion
- FO-1-26 Gd at B40.21
- 2-26 Gd Artillery Battalion
- FO-2-26 Gd at A41.30

**Ammunition:**

- 76mm: 10 HE, 5 Smoke

**Orders:**

- Prepared Defense

### German Information:

**Set Up:**

**On or southwest of the line B6.29 to B11.22:**

• I-12 Inf Battalion (less 6 infantry steps)

- 2-49 PJ AT Company

**On or southwest of the line B11.22 to B11.14:**

• II-12 Inf Battalion (less 6 infantry steps)

- 3-49 PJ AT Company
- 2-79 Pio Pioneer Company
- 2-35 Panzer Company

**On or southwest of the line B11.14 to B11.10:**

- I-33 Inf Battalion
- 1-49 PJ AT Company
- 1-79 Pioneer Company

**In reserve (see special rules below) on the line B1.15 to B1.06:**

- 3-35 and 4-35 Panzer Companies
- 3-79 Pioneer Company
- 3-I-11 Flak Company
- 2-91.Le Flak Company
- 11-12 Inf Gun Company

**Artillery:**

All

**Ammunition:**

- 105mm: 30 HE, 20 Smoke, 7 Illum
- 150mm: 10 HE, 5 Smoke, 2 Illum
- 210mm: 5 HE

**Orders:**

• 12 Inf Rgt: Take Point 231 then Point 228 and protect Mtzensk.

- 33 Inf Rgt: Take Point 199

- 35 Panzer Rgt: In Reserve

**Special Rules:**

The German player must place the above noted units in reserve and can only release them when one of the following occurs:

- 1) Point 231 or Point 228 is taken
- 2) It is 0600, 25 Oct

**Victory:**

Victory is based on the status of the Orel-Tula road and railroad. "Open" is defined as no Soviet units at or within 2 hexes of any hex of the feature. If any Soviet unit is at or within two hexes of any hex of the feature, then the feature is "Closed."

**Soviets:**

- Marginal: The road or RR are closed.
- Minor: The road and RR are closed.
- Major: The road and RR are closed plus tank losses are less than those inflicted.

**German:**

• Marginal: Both the road and RR are open.

• Minor: Both the road and RR are open plus German tank losses are less than 35.

• Major: Same as Minor, except the Germans exit an infantry Battalion (80% of starting steps) and 15 tanks through each of the E and NE areas.

**Victory Shifts:**

• Shift one level in favor of the Germans if the road or railroad is open at any time before dusk on 24 Oct.

• Shift one in favor of the Russians if they exit one Infantry Company (at least 80% strength) via Entry Area W at any time during the game.

## Designer's Notes

The hardest part about preparing **GD'41** was in selecting which battle to portray. The Grossdeutschland's experience in 1941 was primarily defensive (protecting the flanks of the panzers) and I actually did a great deal of work on a situation where the GD held off an attack by three Russian infantry divisions. But this had very few tanks and would not have done the **TCS** justice. Dean kept asking about Tula and with a little digging I uncovered the Battle of Mtzensk.

Once selected, Mtzensk proved to be a fairly easy research job with the significant data available from the German records. Tank strengths for both sides were spelled out in great detail as was a complete listing of unit movements. The records even included a captured minefield plan for the Russian 25th Guard Regiment (just off the map to the north).

The special rules dealing with Russian operations are an attempt to saddle the player with some of the limitations of the 1941 Russian army. On the defense, Russian infantry performance was generally very good and they exhibited an innate ability to melt into the terrain. On the attack, however, they suffered from gross fits of inexperience and command paralysis.

The artillery rules were the last to come together and were developed through considerable research and playtesting (including **GD'41**, **GD'42**, and **Black Wednesday**). Until Dean finally came up with the FO system (in **Black Wednesday**) the Soviet artillery was always able to fire on gaps in the minefields with surgical precision—something they were historically unable to do. As with **GD'40**, the use of artillery is hamstrung by shortages of ammunition and the resupply tables represent the unreliable nature of the supply lines of both sides.

The reinforcement system was set up based on the known data and to include some variables. For the Germans, the northern Kampfgruppe arrived early on the 25th and there is little chance that this will vary much in play. The Grossdeutschland will also begin arriving historically on the 24th and the arrival table should provide a reasonable amount of delay before they are all available (they had marched all night from Orel). On the Russian side, things are more variable. The 11th Brigade started the battle east of the map and operated on the map at various times on the 24th. The 4th Brigade fought north of the map (against the rest of the 3rd Panzer Division) and is included in the unlikely event that they

moved south disregarding the northern German threat.

Weather was excluded from the game as there are no indications that it played a role in the fighting along the Zusha. The fall rains and muddy season had certainly begun, but the area around Mtzensk was still fairly solid due to the good drainage. In fact, the only log road built on the map was at A56.08 and A56.09.

The idea to integrate the carriers and weapons units came from **Black Wednesday** and solves the problem of players using the carriers to move non-historical passengers about. This rule should be applied in **GD'40** as well.

The battle of October 22 is included but is not part of the full campaign game as this preliminary attack was a complete failure which resulted in the plan to flank the Russian positions on the road. A campaign game is included in two versions—long and short. The short version (4.4) begins after the arrival of the Grossdeutschland and includes most of the significant actions.

## Historical Notes

### The Grossdeutschland in 1941

As 1941 began, the Infantry Regiment Grossdeutschland (I.R.GD) was continuing its training in France. This routine continued until 6 April 41, when the regiment entrained to move to the new front in Yugoslavia and Greece.

The role of the I.R.GD in the Yugoslavian campaign was brief and included little fighting. The border was crossed on 11 April. After breaking the border fortifications, the regiment passed many ethnic German towns where they were welcomed as liberators. The "casual" advance halted at the blown Danube bridges on the outskirts of Belgrade. On 12 April, a patrol of the SS Division "Reich" succeeded in entering Belgrade but ended up surrounded in the German embassy. The I.R.GD was ordered to cross the Danube on makeshift rafts and rescue the SS men. The German ambassador met the regiment on the far bank and led them into the city. By the 14th, the city was secured and the Yugoslavian campaign was over.

The I.R.GD remained in the Belgrade area on occupation duties until mid-May when they were ordered to move into western Poland.

## The Initial Phase in Russia

The I.R.GD was assigned to the 46th Panzer Corps of Guderian's 2nd Panzer Group. The corps (which included the 10 Pz Division and the SS-Reich Motorized Division) was initially in reserve and did not enter Russia until June 27th. By then, the Russian border defenses had been defeated and the German mobile troops were beginning their drive into the interior.

The role of the regiment throughout the early campaign was two-fold: 1) protect the open flanks of the Panzer spearheads and 2) help in holding the perimeter of large pockets. By 9 August, the regiment had reached the Dnepr River south of Mogilev. The river was crossed on a broad front on 11 August and the battle for Smolensk began. As the Panzer Divisions made a long swing to the east toward Yelnya, the I.R.GD was assigned the task of holding the Smolensk-Roslavl Road.

A Russian counterattack was ordered against the Germans encircling Smolensk consisting of 20 divisions released from the Reserve Front. Though most attacked from North and East of Smolensk, three attacked from the Roslavl area. The resulting battle on the Stomet River was the first real crisis for the I.R.GD. The regiment was spread out over a 6 Km front and short one of its battalions. The attack of three Soviet Rifle Divisions was finally repulsed with the help of the 5th MG Battalion and elements of the 18th Panzer Division.

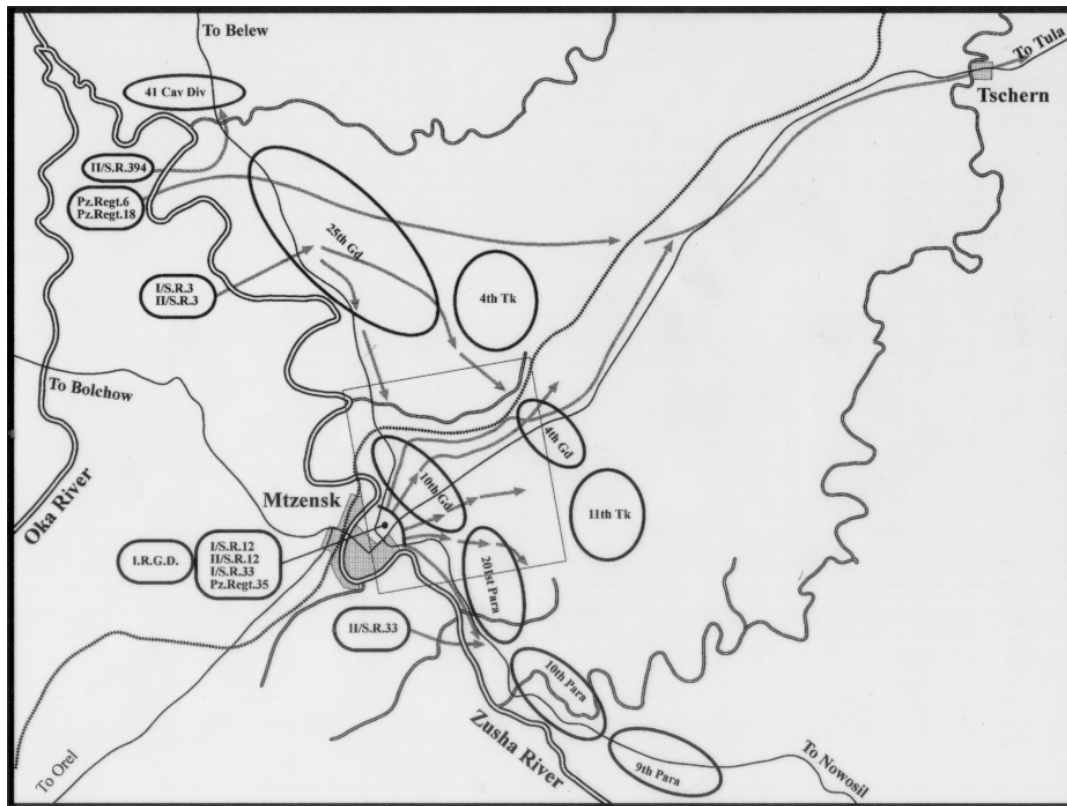
In September, the regiment moved south with the rest of the Panzer Group. It continued its duties as flank guard and sometimes had to cover very large frontages. In early October, the final drive on Moscow began and great pockets of Russians were formed at Bryansk and Vyazma. These were cleared by 20 October and the I.R.GD was given a few days rest in Orel.

## The Battle of Mtzensk

As the 2nd Panzer Group was busy reducing the Bryansk Pocket, the Russians concentrated a blocking force (the 26th Army) along the Orel-Tula road at Mtzensk. The major element of this force was the 6th Gds Rifle Division posted astride the road. Extending the line to the north was the 41st Cavalry Division and to the south three Parachute Brigades. The army was supported by two Tank Brigades (28 modern tanks and over 90 light tanks).

The 4th Panzer Division had been holding the Zusha River crossing at Mtzensk since 10 October but had made no attempts to drive to the east. The 3rd Panzer Division was in the Bolchow area and was moving





rapidly to the Zusha despite deteriorating road conditions. On 22 October, the 4th Panzer Division was ordered to force the Mtzensk heights and to open the road to Tula. This frontal attack failed miserably as the Russians were well dug in.

It was apparent from the failure on the 22nd that the frontal approach would be too costly and an alternative was drawn up. The 3rd Panzer was ordered to cross the Zusha in two groups (3rd Schutzen and 5 Panzer Brigades) north of Mtzensk and would drive into the flank and rear of the Russian positions. The 4th Panzer would continue to apply pressure along the main road. The I.R.G.D would reinforce the final assault. The river crossing of the 3rd Schutzen Brigade occurred around noon on 23 Oct with the 5th Panzer Brigade crossing early on the 24th. Significant bridgeheads were developed in the area of the 25th Gds Regiment and a tank battle erupted between the 5th Panzer Brigade and the 4th Tank Brigade as the Russians sought to close the gaps in their lines. The panzers won this contest and were able to exploit their success by reaching the Orel-Tula road 16 Km north of Mtzensk around midnight on the 24th.

In front of Mtzensk, the 4th Schutzen Brigade worked throughout the 23rd to stretch the Russians in the area of the 201st Para Brigade. By late morning on the 24th, the I.R.G.D began arriving in force and a

general attack both north and south of the main road developed. By the end of the day, the Russians realized the Zusha positions could not be held and began withdrawing to the southeast. The 11th Tank Brigade, restricted by the condition of the secondary roads, could not retreat cross-country and was forced to fight through the Germans along the road to the north. This attack ended in disaster for the Russians and 17 more tanks were abandoned.

The fighting in Mtzensk is described in the records as most intense. From the Grossdeutschland's history—

Nests of resistance had to be stormed, and whole trench systems were softened up with hand grenades and taken. The Russian defenders, who fought bitterly, were cut down one by one.

## On to Tula

After the battle at Mtzensk, the road to Tula lay open. Guderian formed a Kampfgruppe around the 5th Panzer Brigade consisting of the I.R.G.D and all the remaining tanks of the Panzer Group. Their task was to take Tula by storm.

Through deteriorating road conditions, the attackers pushed north. Tschern was taken on 25 October and the outskirts of Tula were reached on the 29th. An attack

on the city started well on the 30th, but by the afternoon had run into an antitank ditch and an area of open ground. Here, the I.R.G.D changed over to the defense as the muddy conditions had made further attacks impossible. Russian counterattacks were fought off daily until the unit was relieved in mid-November.

On 30 November, Army Group Center decided to take advantage of the frost to make one final attempt to take Tula. This attack would envelop the city from the east and was conducted in the freezing cold. The I.R.G.D was spread over the entire front to provide shock troops to the various attack divisions. These attacks began on 2 December and continued until the 5th. On that date, the war in Russia changed. The Russians committed their Siberian Divisions in their first full-scale winter counteroffensive.

Hungry and cold, the I.R.G.D fought continuous rear guard actions along the Orel-Tula road. One 21 December, they were back to Tschern with company strengths ranging from 10 to 25 men. On the 23rd, they moved through Mtzensk and took up positions on the Oka River near Bolchow. They stood there for several months.

Thus ended 1941, a year that spanned emotions—from the euphoric summer advances to the disasters of the winter. Through it all, the Grossdeutschland earned

itself a reputation as a dependable “fire brigade.” But, the reputation came with a high cost—casualties for the year reached 4,070 men from the initial strength of about 5,000. As bad as 1941 ended, 1942 would be worse.

## Unit Notes

1) The 35th Panzer Regiment had been reduced to a single battalion by October with 36 tanks remaining out of the 168 available on 22 June.

2) The 6th Panzer Regiment was composed of three equal strength battalions (72 out of 22 June’s 198 tanks). The two battalions not included in the game (along with the tanks of the 18th Panzer Regiment) were operating just north of the map.

3) The Russian 4th and 11th Tank Brigades are at full strength and it is interesting to note that they had more KV-1s than T-34s.

4) The 26th Army was formed from the 1st Gds Rifle Corps in October and would become the 2nd Shock Army in November.

5) The 6th Gds Rifle Division was formed by the redesignation of the 120th Rifle Division on 26 September. The 120th was formed in central Asia and fought with distinction in the battles round Yelnya in August.

6) The 4th Tank Brigade was redesignated 1st Gds Tank Brigade before the end of 1941 for its exploits between Orel and Tula (including Mtzensk). Performance of this brigade prompted Guderian to request a formal investigation by officials in the German Armaments Industry. This investigation ultimately resulted in the decision to accelerate efforts to field the Panther tank.

Note: The 1st Gds Tank Brigade (later forming the backbone of the 3rd Mech Corps) continued to cross paths with the GD. The two will tangle again in the Luchessa Valley in November, 1942 and south of Kursk in 1943...how’s that for a plug for **GD’42** and **GD’43**? See you there!

## Player’s Notes German

The situation for the German player is a classic in the employment of mobile forces. Facing an extended, entrenched enemy line, the German player hope to breakthrough the center without taking excessive losses. Plans must be made to bypass them.

The historical German plan was a good one. Operations on the 23rd concentrated on stretching the Russian flanks. On the 24th, this was continued with increasing pressure and when enough of the I.R.GD had been assembled, an all out attack that outflanked the northern defenses sent the Russians running. Remember, the Russians have only a limited ability to plug a gap once formed and cannot hope to fight a mobile battle successfully.

The level of German victory will usually hinge on tank losses and these must be kept to a minimum. The real German commanders had to protect these assets if there was to be any hope of taking Moscow. Infantry with other weapons in support should be used to stop counterattacking Soviet armor before attempting to do so with the panzers.

## Soviet

The first major task for the Russian player is to make wise choices in the initial set up. Each minefield hex must be covered with fire and special care must be given to the composition of each stack. Initial Op Sheets for the potential reinforcements should be carefully considered and drawn up.

Once play begins, punish the German any chance you get...especially his tanks. Try to hold out some form of reserve as a major crisis will develop on one flank or another (or both).

The arrival of reinforcements are not certain, but if they are received use them in mass against the German spearheads. Start with an implemented Op Sheet and begin planning another as soon as the German attack plans are revealed.

The temptation to use the 4th Gds Regiment forward should be avoided as their initial positions can be very hard for a reduced German force to deal with (thus providing a good chance for a marginal Russian victory).

## Guderian’s Blitzkrieg

The Battle for Mtzensk can also be portrayed using the OCS game **Guderian’s Blitzkrieg**. The following OCS v2.0i scenario is provided for players who own that game.

**Turn 10** (German player-turn only)

**Weather:** Normal

**Reserve Markers:** Any desired number

### German Set Up:

**A35.03:** 3 Pz Div (1 Rec Bn, Organic Truck), 1 SP

**A36.01:** 3 Pz Div (2-6 Pz Bn), 18 Pz Div (1-18 Pz Bn)

**A37.01:** 3 Pz Div (1-6 Pz Bn, 394 Shu Inf Rgt, 75 Arty Rgt)

**A39.01:** 3 Pz Div (3 Shu Inf Rgt)

**B39.34:** 4 Pz Div (1-35 Pz Bn, 12 Shu Inf Rgt, Organic Truck), 1 SP

**B39.33:** 4 Pz Div (7 Rec Bn, 33 Shu Inf Rgt)

**B37.32:** 4 Pz Div (103 Arty Rgt)

**B34.29:** 24 Pz Corps HQ, GD Inf Rgt, 440 Arty Bn, 622 Arty Bn, 2 SPs

### Soviet Set Up:

**A43.02:** 26 Army HQ, 1 SP

**A39.01:** 41 Cav Div

**A41.01:** 12-0-1 Arty Bde

**A41.02:** 12-4-6 Tank Bde

**A40.01:** Level 2 Hedgehog, Breakdown Rgt

**B40.34:** 10-2-1 Inf Rgt (120, less one step), Level 2 Hedgehog

**B41.34:** 10-3-4 Tank Bde

**B40.33:** 2-1-1 Para Bde (201)\*

**B41.33:** 2-1-1 Para Bde (9)\*

**B41.32:** 2-1-1 Para Bde (10)\*

\*Use Para Bdes from Boyd Schorzman’s variant.

### Victory:

The Germans win if they capture Chern’, otherwise the Russians win.

# Counter Manifest & Order of Battle

## German Forces: 24th Panzer Corps

- 3rd Panzer Division (part)
  - I Battalion, 6 Panzer Regiment
    - 1 Co (8x Pz III)
    - 2 Co (8x Pz III)
    - 3 Co (3x Pz II, 5x Pz IV)
  - 521 Panzer-Jäger Battalion
    - 3 Co (4x PzJgl)
  - I Battalion, 3 Infantry Regiment
    - 1 Co (3x Inf, 1x MG)
    - 2 Co (3x Inf, 1x MG)
    - 3 Co (3x Inf, 1x MG)
    - 4 Co (3x MG, 3x Mort)
    - 5 Co (2x AT)
- 4th Panzer Division (part)
  - I Battalion, 35 Panzer Regiment
    - 2 Co (2x Pz II, 11x Pz III)
    - 3 Co (2x Pz II, 11x Pz III)
    - 4 Co (5x Pz II, 5x Pz IV)
  - 11 Flak Battalion
    - 3 Co (4x 88mm)
  - 91.Le Flak Battalion
    - 2 Co (2x 20mm)
  - I Battalion, 12 Infantry Regiment
    - 1 Co (3x Inf, 1x MG)
    - 2 Co (3x Inf, 1x MG)
    - 3 Co (3x Inf, 1x MG)
    - 4 Co (3x MG, 3x Mort)
    - 5 Co (2x AT, 2x IG)
  - II Battalion, 12 Infantry Regiment
    - 6 Co (3x Inf, 1x MG)
    - 7 Co (3x Inf, 1x MG)
    - 8 Co (3x Inf, 1x MG)
    - 9 Co (3x MG, 3x Mort)
    - 10 Co (2x AT, 2x IG)
  - 12 Infantry Regiment, Regimental Troops
    - 11 Co (2x 75mm IG, 2x 150mm IG)
  - I Battalion, 33 Infantry Regiment
    - 1 Co (3x Inf, 1x MG)
    - 2 Co (3x Inf, 1x MG)
    - 3 Co (3x Inf, 1x MG)
    - 4 Co (3x MG, 3x Mort)
    - 5 Co (2x AT, 2x IG)
  - 79 Pioneer Battalion
    - 1 Co (1x Pio)
    - 2 Co (3x Pio)
    - 3 Co (3x Pio)
  - 49 Panzer-Jäger Battalion
    - 1 Co (2x AT)
    - 2 Co (2x AT)
    - 3 Co (3x AT)

- Infantry Regiment Grossdeutschland
  - I Battalion (1x Pio, 2x AA, 4x AT)
    - 1 Co (3x Inf, 1x MG)
    - 2 Co (3x Inf, 1x MG)
    - 3 Co (3x Inf, 1x MG)
    - 4 Co (3x MG, 3x Mort)
  - II Battalion (1x Pio, 2x AA, 4x AT)
    - 5 Co (3x Inf, 1x MG)
    - 6 Co (3x Inf, 1x MG)
    - 7 Co (3x Inf, 1x MG)
    - 8 Co (3x MG, 3x Mort)
  - III Battalion (1x Pio, 2x AA, 4x AT)
    - 9 Co (3x Inf, 1x MG)
    - 10 Co (3x Inf, 1x MG)
    - 11 Co (3x Inf, 1x MG)
    - 12 Co (3x MG, 3x Mort)
  - IV Battalion
    - 13 Co (4x IG)
    - 14 Co (6x AT)
    - 15 Co (4x IG)
    - 16 Co (4x StuG III)
  - V Battalion
    - 17 Co (3x MC Inf, 1x MCMG, 2x SdKfz 221, 2x SdKfz 222)
    - 18 Co (3x Pio)
    - 19 Co (6x SdKfz 6/2)

- 3rd Battalion, 10 Gd Infantry Regiment
  - 7 Co (3x Inf)
  - 8 Co (3x Inf)
  - 9 Co (3x Inf)
  - MG Co (4x MG)
  - Mtr Co (1x Mortar)
- AT Company, 10 Gd Infantry Regiment (4x AT)
- Mortar Company, 10 Gd Infantry Regiment (1x Mortar, 1x FO)
- SMG Company, 6 Gd Rifle Division (3x Inf)
- Pioneer Company, 6 Gd Rifle Division (3x Inf)
- NKVD Detachment, 6 Gd Rifle Division (1x Inf)
- 34th Gd Artillery Regiment (2x FO)
- 26th Artillery Brigade (2x FO)
- 1st Battalion, 201st Parachute Brigade
  - 1 Co (3x Inf)
  - 2 Co (3x Inf)
  - 3 Co (3x Inf)
  - MG Co (2x MG)
  - Mtr Co (1x Mort)
  - AT Co (4x BT-7)

- 4th Tank Brigade
  - 10th Tank Battalion
    - 1 Co (4x KV-1)
    - 2 Co (7x BT-5)
    - 3 Co (6x BT-7)
  - 235th Tank Battalion
    - 1 Co (4x KV-1)
    - 2 Co (7x BT-5)
    - 3 Co (7x BT-7)
  - 4th Motorized Battalion
    - 1 Co (3x Inf)
    - 2 Co (3x Inf)
    - 3 Co (3x Inf)
    - Battalion Troops (6x MG, 3x Mort)
  - 11th Tank Brigade
    - 2nd Tank Battalion
      - 1 Co (4x KV-1)
      - 2 Co (4x KV-1)
      - 3 Co (6x T-34)
    - 11th Tank Battalion
      - 1 Co (8x T-26)
      - 2 Co (8x T-26)
      - 3 Co (8x T-26)
    - 257th Tank Battalion
      - 1 Co (8x T-26)
      - 2 Co (8x T-26)
      - 3 Co (8x T-26)
    - 11th Motorized Battalion
      - 1 Co (3x Inf)
      - 2 Co (3x Inf)
      - 3 Co (3x Inf)
      - Battalion Troops (6x MG, 3x Mort)

## Soviet Forces: 26th Army

- 6 Guard Rifle Division (part)
  - 1st Battalion, 4 Gd Infantry Regiment
    - 1 Co (3x Inf)
    - 2 Co (3x Inf)
    - 3 Co (3x Inf)
    - MG Co (4x MG)
    - Mtr Co (1x Mortar)
  - 2nd Battalion, 4 Gd Infantry Regiment
    - 4 Co (3x Inf)
    - 5 Co (3x Inf)
    - 6 Co (3x Inf)
    - MG Co (4x MG)
    - Mtr Co (1x Mortar)
  - AT Company, 4 Gd Infantry Regiment (4x AT)
  - Mortar Company, 4 Gd Infantry Regiment (1x Mortar, 1x FO)
  - 1st Battalion, 10 Gd Infantry Regiment
    - 1 Co (3x Inf)
    - 2 Co (3x Inf)
    - 3 Co (3x Inf)
    - MG Co (4x MG)
    - Mtr Co (1x Mortar)
  - 2nd Battalion, 10 Gd Infantry Regiment
    - 4 Co (3x Inf)
    - 5 Co (3x Inf)
    - 6 Co (3x Inf)
    - MG Co (4x MG)
    - Mtr Co (1x Mortar)

## Terrain Effects on Movement and Combat

Terrain	Combat	Foot MPs	Tracked MPs	Truck MPs
Open	Open	1	1	2
Woods	Partly Protective	1	2	3
Orchard	Partly Protective	1	2	2
Fields	Open	2	3	P
Buildings	Partly Protective	ot	ot	ot
City	Protective	1/2 (1/3)	1/3	1/3
Stream	ot	+1	+3	+5
Contour Line	ot	+1	+1	+1
Intermediate Contour Line	ot	ot	ot	ot
Steep Slope	ot	+2	P	P
River	ot	P	P	P
Primary Road	ot	1/2 (1/3)	1/3	1/3
Secondary Road	ot	1/2 (1/3)	1/2	1/2
Railroad	ot	1/2	1/2	1/2
Roadblock	ot	NR	NR	NR

(#)—motorcycle movement  
 NR—No Road in hex  
 ot—other terrain  
 P—prohibited