

THE VOLGA IS REACHED!

ASL SCENARIO S35

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VICTORY CONDITIONS: The Germans win at game end by Controlling all building locations in hexes numbered ≥ 8 .

AFTERMATH: In spite of mounting casualties, Roske's regiment broke through the Russian defenses, and at 1515 hours both battalions radioed "the Volga is reached!" Germans armed with submachineguns managed to seize the Brewery, State Bank, and Specialists' House, which all held a commanding view of the Volga's ferry landings. They were stopped short of actually taking the ferry landings by the determined resistance of NKVD troops, and once the 13th Guards Division arrived all hopes of achieving this objective were dashed. Counterattacks managed to recapture the Brewery, but the State Bank and Specialists' House would remain in German hands, allowing them to harass the ferry landings with machinegun fire.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✚	1	2	✚	3	4	★	5	6	★	7	END
✚ GERMAN Moves First												

BOARD CONFIGURATION:

BALANCE:

★ Replace either 9-1 leader in the Russian OB with a 9-2 leader.

✚ Add one FT to the at-start German OB.



(Only hexrows A-P are playable)

Elements of 10th NKVD Division and 62nd Army [ELR: 3] set up in hexes numbered ≥ 2 :

6-2-8	4-2-6	2-2-8	8-0	6-1	2-4-10	1-2-6	1-12	76*	17 6 2/4
4	7		2			2	2		

Elements of 62nd Army HQ and 133rd Heavy Tank Brigade enter on Turn 4 along the south edge:

4-4-7	2-3-7	9-1	2-4-10	11 8 2/4 R2
4				

Elements of 42nd Regiment, 13th Guards Division enter on Turn 6 along the east edge:

4-5-8	9-1	1-2-6	30-1
5		2	

Elements of Infanterie-Regiment 194, Pionier-Bataillon 171, Infanterie-Division 71, and Sturmgeschütz Abteilung 244 [ELR: 4] enter on Turn 1 on/between hexes G1 and P0:

8-3-8	4-6-7	10-2	9-1	8-1	8-0	7-16	2-5-12	1-3-8	30-1	24-1	13 8 3 -1/-2*
3	9							2			

Enter on Turn 3 on/between G1 and P0:

5-2-4-8	9-1	8-0	2-5-12	1-3-8	30-1	13 8 3 -1/-2*
5				2		

Elements of 42nd Regiment, 13th Guards Division enter on Turn 6 along the east edge:

4-5-8	9-1	1-2-6	30-1
5		2	

SPECIAL RULES:

- Woods are stone rubble; entry costs infantry 3 MF, while vehicles pay $\frac{1}{2}$ of their MP allotment and risk Bog with a +3 DRM. Rubble has a +3 TEM and block LOS throughout (including along hexsides); ambush is possible. Orchards are shellholes, which have no effect on LOS, provide a +1 TEM for infantry units, and cost 2 MF to enter. During movement, these hexes are treated as open ground with 0 TEM if entered at a cost of 1 MF.
- Russian 6-2-8/3-2-8 MMC are 2nd-Line units, are considered to have underlined morale (and are not subject to ELR; 5.1), and have their broken side morale increased by one. Russian Elite and 1st-Line units receive a -1 drm to their Ambush dr. German 8-3-8 squads have a smoke exponent of 5.
- The T-34 M41 is a dug-in AFV. It may never move from its setup hex or change its VCA. A +1 DRM applies to all TH DR made against it, and any hull hit is treated as a miss. It may setup only in road, open ground or shellhole hexes. It leaves no wreck if eliminated, provides no TEM, and does not affect LOS. Place a "BMG Disabled" marker on the dug-in AFV at start.

- The Russian 8-0 and 6+1 leaders represent Commissars with a morale level of 10 and 8 respectively, to whom ELR does not apply. Russian Infantry units stacked with an unpinning and unbroken Commissar have their morale level raised by one and do *not* apply the +4 DM DRM when rallying. A Commissar *must* attempt to rally each broken Russian unit stacked with it; any unit that does not rally is replaced by the next lowest quality unit; if no lower quality unit exists, the unit suffers Casualty Reduction.
- Once per Russian Defensive Fire Phase, the Russian player may make a Sniper attack by making a dr < 3. The player selects one target hex; if there is > 1 unit (ignoring BU AFVs), randomly select the target. A dr 1 eliminates a leader, breaks a MMC, or STUNS a CE AFV crew; a dr 2 wounds a leader, pins a MMC, or Stuns a CE AFV crew; a dr > 2 has no effect.
- Once per German Defensive Fire Phase the German player may make a Stuka attack. The player selects the target hex and makes a single To Hit DR (which may possibly affect both infantry and vehicular targets); a Final To Hit DR ≤ 8 vs. Infantry is resolved on the 36 column of the IFT; a Final To Hit DR of 6-10 vs. AFV results in a Final To Kill number of 7 for the T-34 and 6 for the KV-1; a Final To Hit DR ≤ 5 is a direct hit which automatically eliminates the AFV.