

OPERATIONAL COMBAT SERIES

Crimea: Conquest & Liberation Playbook

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5.1 Scenario 1 “Rite of Passage”

This scenario covers the first phase of the Crimean Campaign. The Axis player is tasked with breaking into the Crimean Peninsula and clearing it of enemy forces.

Set Up Order: Soviet first

First Player: Axis has initiative and chooses.

First Turn: 26 Sept 41

Last Turn: 26 Dec 41

Game Length: 28 turns

Initial Ground Condition: Dry,
Normal Flight

Kerch Strait: Normal

Scenario Special Rules:

- Neither side makes supply or replacement rolls on the first turn.
- **The Phantom Threat & Group Batov.** The Soviets reacted slowly to the initial assault on Perekop due to worries about possible Axis air and seaborne assaults. Soviet ground units may not move or attack until they are activated:
 - Any Soviet unit that is in an Axis ZOC (even for a moment as an enemy stack moves past) or attacked in any way (Combat or Barrage) becomes active immediately.
 - Units placed in Reserve Mode (including at start) are immediately active (the act of going into Reserve activates them).
 - Units in Group Batov (indicated in the setup) all activate on 29 Sept 41 (turn two).

- On 1 Oct 1941 (turn three), during the Mode Determination and Movement Segment, the Soviet player rolls one die for each hex containing Soviet units not currently activated. On a roll of 1, all units in that hex activate that turn and may move their full movement allowance. A roll of 2-6 activates all units in the hex but allows only half movement allowance for that turn. Activated units may use strategic, rail or sea transport movement. After the Soviet Movement Phase this turn, all Soviet units move and attack normally.
- Soviet air units, naval units and wagons are not affected by this rule and may move and perform missions normally. Units rebuilt before 5 Oct 1941 are active when placed.
- **Optional Play Continuation.** With agreement of both players at game start, play can continue after the scenario end (26 Dec 41). On 22 Dec, either player may announce Play Continuation (if neither opts for it, then the scenario ends after the 26 Dec turn). The Soviet player secretly rolls a die to determine when their Taman Force appears:
 - 1-2: 22 Dec 41
 - 3-4: 26 Dec 41
 - 5-6: 29 Dec 41
- Place the Taman units in the Soviet Reinforcement Phase on the turn indicated. These are all Soviet units from the Scenario 5.2 setup which are on or east of F48.08 and in the Novorossiysk Box (exception: leave the Soviet BB and CL, which are already in play, where they are). In addition, place one each of I.16, Yak.1, MiG.3, TB.3, Li.2 and Po.2 at any Soviet Air Base;

place 2 Wagon points anywhere in the Taman Peninsula/Novorossiysk Box; add 1 Reserve Marker to the Soviet pool; and place a Level-2 Air Base in F48.08. Place the Soviet Amphibious Landing marker in the “Ready” box. Continue play until the 1 Mar 42 turn, using the Scenario 5.2 Victory Conditions. Roll for weather and initiative normally. The Soviet player may declare his “Massive Assault” from the Scenario 5.2 special rules on or after the turn the Taman Force is placed.

Victory:

Players are awarded one VP for each port *level* in Crimea controlled at game end. A port level is the undamaged capacity of the port, so Kerch would count for 2 VP. Count ports with less than 1 SP capacity as 1 VP.

The Axis player is awarded 4VP for each Hedgehog hex (present at scenario start) within 2 hexes of the Sevastopol port hex he controls.

The Axis player is awarded either 1 VP if the Soviet BB *Sevastopol* is damaged, or 2 VP if the Soviet BB *Sevastopol* is sunk.

The player with the most points wins. A win with a +3 or more differential is a substantial victory. A tie is a tie.

| Location | VP Value |
|-----------------------|----------|
| Yevpatoriya (F10.13) | 1 |
| Sevastopol (F10.04) | 8 |
| Yalta (F17.02) | 1 |
| Alushta (F21.05) | 1 |
| Sudak (F28.06) | 1 |
| Feodosiya (F33.08) | 1 |
| Kamysh Burun (F44.09) | 1 |
| Kerch (F45.10) | 2 |
| Kolonka (F46.10) | 1 |
| Each Sevastopol Hog | 4 |
| BB <i>Sevastopol</i> | 1/2 |

Soviet Set Up Information

Crimea Rail Cap: 2T

Taman Peninsula Rail Cap: 1 SP

Sea Cap: 3 SP

Reserve Markers: 1

Saved Pax: 2

Reinforcements: See Order of Arrival

Soviet Variable Reinf: See table

Seaborne Assault Marker: The Soviet player may not make Amphibious Landings in this scenario.

Rail Conversion: All rail hexes are Soviet gauge except F7.34 to F10.31 inclusive.

Breakdown Pool (some of these units will start on map):

- 2x 3-3-3 Brkdwn Rgt
- 4x 3-2-2 Brkdwn Rgt

F8.20:

7-3-4 Cav Div (40)

F10.04 (Sevastopol):

- 4-3-3 Naval Inf Bde (7)
- 3-2-2 Inf Rgt (1 Perekop, 2 Perekop)
- 2x Wagon Points
- 2 SP
- BB *Sevastopol*
- CL

F10.13 (Yevpatoriya):

12-2-2 Inf Div (321)

F11.05:

- (5)-1-1 UR Bde (82)
- 12-1-1 Arty Rgt (51)

F17.02 (Yalta):

3-2-2 Brkdwn Rgt

F18.08 (Simferopol):

2 SP

F19.21 (Ishun):

51st Army HQ

F19.21 (Ishun) (within 2 hexes):

- 12-2-2 Inf Div (172)
- 7-3-4 Cav Div (42)

F20.23:

12-2-2 Inf Div (106, less 1 step)

F21.05 (Alushta):

12-2-2 Inf Div (320, less 1 step)

F23.18 (Dzhankoy):

3 SPs

F26.22:

12-2-2 Inf Div (276)

F28.06 (Sudak):

12-2-2 Inf Div (184, less 1 step)

F28.12 (Sovietskiy):

7-3-4 Cav Div (48)

F33.08 (Feodosiya):

3-2-2 Brkdwn Rgt

F45.10 (Kerch)

- 4-2-6 MC Rgt (13)
- 1 SP

Group Batov (next 5 hex entries, marked with an asterisk):

F16.26:

12-2-2 Inf Div (156)*

F18.24:

3-2-2 Brkdwn Rgt*

F19.21 (Ishun) (within 3 hexes):

- 2-2-6 Lt Tank Bde (5)*
- 12-1-1 Arty Rgt (52)*

F16.25 (Armyansk):

12-2-2 Inf Div (271, less 1 step)*

F17.26 (Perekop):

3-2-2 Brkdwn Rgt*

Odessa Holding Box (see 3.6c)

- Maritime Op Gp HQ
- 13-3-3 Inf Div (25, 95, less 1 step each)
- 12-2-2 Inf Div (157)
- 10-0-1 Inf Div (421)
- 4-2-2 Inf Bde (Odessa)
- 4-2-4 Tank Bn (81)
- 12-1-1 Arty Rgt (265)
- 1 Reserve Marker

Any Soviet Airbase:

- 2x I.16
- 1x I.15
- 1x SB.2

Hedgehogs:

- Level-4:** F11.03, F11.04, F11.06, F12.04, F12.05, F16.26
- Level-3:** F16.25, F17.26
- Level-2:** F26.22
- Level-1:** F17.22, F18.22, F19.21

Air Bases:

- Level-3:** F10.04
- Level-2:** F10.13, F33.08, F45.10
- Level-1:** F17.02, F17.23, F18.08, F23.18

Axis Set-Up Information

Rail Cap: 2T

Reserve Markers: 2

Saved Pax: 1

Rail Conversion: Rail hexes from F7.34 to F10.31 inclusive are the only ones which have been converted to German gauge. The Axis player may convert two hexes per turn.

Reinforcements: See Order of Arrival

Axis Variable Reinf: See table

Off-Map Boxes: Constanta in use, Odessa may be used 26 Oct 1941.

Breakdown Pool (some of these units will start on map):

3x 4-5-3 Brkdwn Rgt

12x 4-4-3 Brkdwn Rgt

F7.34 (Tsyurupinsk):

11th Army HQ

1-2-2 Ld Bn (836)

1T Truck

F10.31:

Railhead

F12.29:

54 Corps HQ

(7)-4-3 Mot Flak Bn (610)

(2)-4-3 Mot PJ Bn (560)

1-3-2 Mot Pol Bn (683)

5-4-8 Stug Bn (190)

18-2-3 Arty Rgt (49)

2x Wagon Points

7 SPs

F12.29 (within 5 hexes):

8-2-3 Mot Werfer Bn (4)

18-2-3 Arty Rgt (767)

F15.27:

20-4-3 Inf Div (73)

F16.27:

20-4-3 Inf Div (46)

F23.28:

Wagon Extender

The next three entries, marked with an asterisk, may not move or attack until released per Order of Arrival. If any of them are attacked or barraged before this point, they are all released immediately.

F20.26:

4-5-3 Brkdwn Rgt*

F24.26:

20-5-4 Inf Div (22, less 2 steps)*

F27.24:

4-5-3 Brkdwn Rgt*

Any Axis Airbase:

1x Bf.109e

2x Bf.109f

2x Ju.87b

2x Ju.88

3x He.111H

Air Bases:

Level-2: F6.34

Level-1: F16.28

5.2 Scenario 2 “Tiger by the Tail”

By late December Manstein’s 11th Army was making slow and painful progress in slogging forward toward Sevastopol. In keeping with Stalin’s insistence that Crimea be cleared as part of the great Winter Counter Offensive, plans were set in motion to inject Soviet forces into the peninsula by sea to trap and destroy the enemy and relieve the siege of Sevastopol.

General Information:

Set Up Order: Soviet first

First Player: Axis has initiative and chooses.

First Turn: 26 Dec 41

Last Turn: 1 Mar 42

Game Length: 20 Turns

Initial Ground Condition: Freeze, Normal Flight.

Kerch Strait Condition: Open (this is the first turn of Freeze weather for the Kerch Strait).

Scenario Special Rules:

- Neither side makes supply or replacement rolls on the first turn.
- The Soviet player has one “Massive Assault” available during this scenario. Declare a Massive Assault in the Russian Movement Phase. There will be no German Reaction Phase in that turn and the Russians have the initiative in the next turn as well. Essentially it allows the Soviet player to create a “double-move” at the time of his choosing (provided the player

realizes it is best to do this at the bottom of a turn).

Victory Conditions:

Players are awarded 1 VP for each port level they control in the Crimean or Taman Peninsula at game end. A port level is the undamaged capacity of the port, so Kerch would count for 2 VP. Count ports with less than 1 SP capacity as 1 VP.

The Axis player is awarded 1 VP for each Hedgehog hex (present at scenario start) within 2 hexes of the Sevastopol port hex he controls.

The Axis player is awarded either 1 VP if the Soviet BB *Sevastopol* is damaged, or 2 VP if the Soviet BB *Sevastopol* is sunk.

The player with the most points wins. A win with a +3 or more differential is a substantial victory. A tie is a tie.

| Location | VP Value |
|-----------------------|----------|
| Yevpatoriya (F10.13) | 1 |
| Sevastopol (F10.04) | 8 |
| Yalta (F17.02) | 1 |
| Alushta (F21.05) | 1 |
| Sudak (F28.06) | 1 |
| Feodosiya (F33.08) | 1 |
| Kamysh Burun (F44.09) | 1 |
| Kerch (F45.10) | 2 |
| Kolonka (F46.10) | 1 |
| Taman (F48.08) | 1 |
| Temryuk (F55.09) | 1 |
| Anapa (F55.03) | 1 |
| Each Sevastopol Hog | 1 |
| BB <i>Sevastopol</i> | 1/2 |

Soviet Setup Information

Crimea Rail Cap: 0

Taman Peninsula Rail Cap: 1 SP

Sea Cap: 3 SP in 1941, 2 SP in 1942

Reserve Markers: 3

Seaborne Assault Marker: Starts in the “Ready” box.

Reinforcements: See Order of Arrival

Soviet Variable Reinf: See table

Rail Conversion: Rail lines in Crimea between F10.13 and F16.11 inclusive, F10.04 and F17.08 inclusive, and east of F32.10 inclusive are Soviet gauge. The rail line from F24.18 to F36.35 is Soviet gauge. The Taman Peninsula is Soviet gauge. All other rail lines are German gauge.

Dead Pile:

12-2-2 Inf Div (106, 184, 271, 276, 320, 321)
 7-3-4 Cav Div (42, 48)
 2-2-6 Lt Tank Bde (5)
 4-2-6 MC Rgt (13)
 3x I.15

Breakdown Pool:

4x 3-3-3 Brkdwn Rgt
 4x 3-2-2 Brkdwn Rgt

F10.04 (Sevastopol, may be placed within 2 hexes except for F12.03.

Infantry divisions may deploy Brkdwn units.):

Maritime Op Grp HQ
 13-3-3 Inf Div (25, 95)
 12-2-2 Inf Div (109, 172)
 11-1-1 Inf Div (345, 388 less 1 step)
 10-0-1 Inf Div (421, less 1 step)
 7-3-4 Cav Div (40)
 4-3-3 Naval Inf Bde (7, 8, 79)
 (5)-1-1 UR Bde (82)
 3-2-2 Inf Rgt (1 Perekop, 2 Perekop)
 4-2-4 Tank Bn (81)
 12-1-1 Arty Rgt (51, 52)
 5 SP

F48.08 (Taman):

10-3-3 Mtn Div (302)
 12-1-1 Arty Rgt (457)
 8-2-2 Gd Mot Katy Bn (1/7)

F49.11:

11-1-1 Inf Div (396)
 4-2-2 Inf Bde (12)
 12-1-1 Arty Rgt (265)

F55.03 (Anapa):

12-2-2 Inf Div (236)
 12-1-1 Arty Rgt (25)

F55.09 (Temryuk):

51 Army HQ
 12-2-2 Inf Div (224)
 4-3-3 Naval Inf Bde (83)
 12-1-1 Arty Rgt (456)
 6 SP

F57.05:

12-2-2 Inf Div (157)

F59.06 (Varenikovskaya):

11-1-1 Inf Div (398)

F59.10:

12-2-2 Inf Div (156)

Novorossiysk Box:

44 Army HQ
 10-3-3 Mtn Div (63)
 7-3-4 Cav Div (72)
 3-4-2 Mtn Rgt (105, 251)
 4-2-4 Tank Bn (124, 125)
 12-1-1 Arty Rgt (547)
 2 SP
 BB Sevastopol
 CL
 6 Naval Transport Points

With any friendly units:

4x Wagon Pts

Any Soviet Air Base:

1x I.15
 4x I.16
 2x Yak.1
 1x MiG.3
 1x Su.2
 1x TB.3
 2x SB.2
 1x Po.2
 1x Li.2

Hedgehogs:

Level-4: F11.03, F11.04, F11.06,

F12.04, F12.05

Level-2: F11.05

Level-1: F10.03

Air Bases:

Level-3: F10.04

Level-2: F48.08, F60.06, F61.06

Level-1: F55.09, F60.02

Axis Setup Information:

Reserve Markers: 4

Saved Pax: 2

Rail Cap: 2T

Rail Conversion: Rail lines in Crimea between F10.13 and F16.11 inclusive, F10.04 and F17.08 inclusive, and east of F32.10 inclusive are Soviet gauge. The rail line from F24.18 to F36.35 is Soviet gauge. The Taman Peninsula is Soviet gauge. All other rail lines are German gauge. The Axis player may convert two hexes per turn.

Reinforcements: See Order of Arrival

Axis Variable Reinf: See table

Off-Map Boxes: Odessa and Constanta in use.

Breakdown Pool (some of these units will start on map):

3x 4-5-3 Brkdwn Rgt
 12x 4-4-3 Brkdwn Rgt
 2x 4-4-3 Jg Rgt
 2x 3-2-2 Rum Brkdwn Rgt

F10.13 (Yevpatoriya):

2-4-3 Mot Eng Bn (741)
 2T

F11.07 (Kacha):

4-5-3 Breakdown
 4-4-3 Breakdown

F12.02:

20-4-3 Inf Div (72, less 1 step)

F12.03:

20-4-3 Inf Div (170, less 1 step)

F12.06:

20-5-4 Inf Div (22, less 1 step)

F13.03:

4-3-3 Pio Rgt (690)

F13.04:

6-3-3 Rum Mtn Bde (1)

F13.05:

20-4-3 Inf Div (24, less 1 step)

F13.06:

20-4-3 Inf Div (132, less 1 step)

F14.03:

30 Corps HQ
 5-4-4 Rum Mot Cav Bde (Korne)
 5x Wagon Pts (may be set up as an Extender)
 1 SP

F14.05:

20-4-3 Inf Div (50, less 1 step)

F15.06 (Bakhchisaray):

54 Corps HQ

F15.06 (within 5 hexes):

5-4-8 Stug Bn (190)
 (2)-4-3 Mot PJ Bn (560)
 30-2-3 Mot Werfer Rgt (54)
 18-2-3 Arty Rgt (49, 614, 767, 787)
 7 SP

F17.02 (Yalta):

2-4-3 Mot Eng Bn (70)

2T

F17.11 (Sarabus):

1-2-2 Ld Bn (836)

F18.08 (Simferopol):11th Army HQ

8-2-3 Mot Werfer Bn (4)

4-3-3 Pio Rgt (620)

1-3-2 Mot Pol Bn (683)

(7)-4-3 Mot Flak Bn (610)

F21.05 (Alushta):

6-3-3 Rum Mtn Bde (4)

F24.09 (Belgorsk):

Rum Mtn Corps HQ

12-2-2 Rum Arty Rgt (7)

1T

F27.25:

6-4-3 Infantry KG (Hitz) (This unit may not move until the first Axis player turn after a Soviet Amphibious Landing.)

F28.06 (Sudak):

7-4-4 Rum Cav Bde (8)

F33.08 (Feodosiya):

4-4-3 Engineer Rgt (617)

2T

F33.10 (Vladislovovka):

42 Corps HQ

12-2-2 Rum Arty Rgt (4)

2T

F43.11 (Bagerovo)

18-2-3 Arty Rgt (781)

(7)-4-3 Mot Flak Bn (22)

F43.12:

4-4-3 Breakdown Rgt

1T

F44.09 (Kamysh Burun):

4-4-3 Breakdown Rgt

2T

F45.10 (Kerch):

20-4-3 Inf Div (46, less 2 steps)

2T

With any friendly units:

2x Wagon Point

1T Truck

Any friendly Air Base:

2x Bf.109f

1x Bf.109e

1x Bf.110

2x He.111H

1x Ju.88

Axis Railheads: F17.11, F18.08, F23.18, F31.11

Air Bases:

Level-2: F6.34, F10.13, F18.08, F33.08, F45.10

Level-1: F16.28, F17.02, F17.23, F23.18

5.3 Mini-Scenario 1: “Eviction Notice”

Having turned back the Russian seaborne assaults and weathered repeated attacks, the Axis armies are now poised to kick the Russians out of the Kerch Peninsula once and for all. This short battle encompasses Operation Trappenjagd (“Bustard Hunt”).

General Information**Set Up Order:** Soviet first**First Player:** Axis player choice**First Turn:** 8 May 1942**Last Turn:** 19 May 1942**Game Length:** 4 Turns**Initial Ground Condition:** Dry, Normal Flight.**Kerch Strait:** Normal**Special Scenario Rules:**

- Scenario boundaries for ground units are all hexes east of hex row 28.xx (inclusive) and south of hex row xx.15 (inclusive). The remainder of the map is active for logistics and air unit movement only. Air units may fly from hexes outside the play area to mission hexes inside it. No off-map bases are available.
- Axis units begin the scenario fueled for their Movement Phase only (as if by OCS 12.5c, para C)
- There are no reinforcements, replacements, additional SP or rebuilds. Air units deployed outside of the scenario boundaries refit for free.

- The Axis player may add a +2 DRM to any one Combat die roll during Turn 1 or +1 to any one combat from turn 2 onwards if the defender is in a coastal hex. This DRM may only be used once. The coastal hex may not be on the north shore of the Kerch Peninsula. (This represents the disruptive effect produced by an Axis amphibious landing just behind the Soviet front line.) Use of this DRM must be declared in Step 1 of the relevant combat’s sequence.

Victory Conditions:

Axis Decisive Victory: No Soviet units remain on the Kerch Peninsula (the portion of Crimea east of 34.xx).

Axis Substantial Victory: No Soviet units on the Kerch Peninsula at scenario end can make Trace Supply to Kerch except the units actually in F45.10.

Soviet Victory: Any other result.

Soviet Setup Information**Crimea Rail Cap:** 0**Taman Peninsula Rail Cap:** 1 SP**Sea Cap:** 1 SP**Reserve Markers:** 2

Rail Conversion: Hex F34.09 and east are Soviet Gauge, as well as the Taman Peninsula.

Breakdown Pool:

2x 3-3-3 Brkdwn Rgt

4x 3-2-2 Brkdwn Rgt

F41.08:

7-3-6 Tank Bde (54)

F41.09:

7-3-4 Cav Div (72)

F41.11:

12-2-2 Inf Div (156)

F40.08:

44 Army HQ

4-2-4 Tank Bn (124)

12-1-1 Arty Rgt (25, 265)

F39.10:

47 Army HQ

4-3-3 Naval Inf Bde (83)

F38.07:
5-1-5 Tank Bde (39)

F38.10:
11-1-1 Inf Div (390)
4-2-2 Inf Bde (143)

F37.09:
11-1-1 Inf Div (404)

F37.10 (Sem' Koldezey):
51 Army HQ
12-2-2 Inf Div (157)
5-1-5 Tank Bde (56)
4-2-4 Tank Bn (126)

F36.09:
11-1-1 Inf Div (396)
4-2-6 MC Rgt (13)

F36.10:
12-2-2 Inf Div (236)
10-2-2 Mtn Div (138)
12-1-1 Arty Rgt (456)

F36.11:
4-2-2 Inf Bde (12)

F35.09:
12-2-2 Inf Div (276)
10-3-3 Mtn Div (63)

F35.10:
10-3-3 Mtn Div (302)
11-1-1 Inf Div (398)
6-2-5 Tank Bde (40)

F35.11:
12-2-2 Inf Div (224)
10-3-3 Mtn Div (77)
24-2-2 Gd Mot Katy Rgt (19)

F34.10:
11-1-1 Inf Div (400)
12-2-2 Inf Div (271, 320)
5-1-5 Tank Bde (55)
24-2-2 Gd Mot Katy Rgt (18)

Any hex:
4 SP

Any Friendly Airbase
2x I.16
2x Yak.1
1x MiG.3
2x SB.2
1x SU.2

Air Bases:
Level 2: F45.10, F60.06, F61.06
Level 1: F48.08, F55.09, F60.02

Axis Setup Information:

Reserve Markers: 3

Rail Cap: 2T

Supply Source: F31.11 (Kirovskoye)

Initial Supply: 7 SP in any friendly hex.

Breakdown Pool:

6x 4-4-3 Brkdown Rgt
2x 4-4-3 Jg Rgt
2x 3-2-2 Rum Brkdown Rgt

F31.11 (Kirovskoye):

Rum 7 Corps HQ
12-2-2 Rum Inf Div (10)
12-2-2 Rum Arty Rgt (7)

F32.08:

30 Corps HQ
20-4-3 Inf Div (50)
18-2-3 Arty Rgt (49)

F32.10:

42 Corps HQ
18-2-3 Arty Rgt (787)
12-2-2 Rum Inf Div (19)

F33.08 (Feodosiya):

10-4-6 PG KG (Grod)
5-4-6 Recon KG (Muller)

F33.09:

22 Pz Div (24 Aufk Bn, I-204 Pz Bn, II-204 Pz Bn, 129 Mot Inf Rgt, 140 Mot Inf Rgt, 140 Mot Arty Rgt)

F33.10 (Vladislavovka):

20-4-3 Inf Div (46)
5-5-8 Stug Bn (249)
Railhead marker

F33.11:

20-4-3 Inf Div (170)
5-5-8 Stug Bn (197)
7-4-4 Rum Cav Bde (8)

F34.08:

20-4-3 Inf Div (132)
15-4-3 Jg Div (28)

Air Bases:

Level 1: F16.28, F17.23, F23.18
Level 2: F6.34, F10.13, F18.08, F33.08

Any Axis Airbase:

4x Bf.109f
1x Bf.110
2x Ju.87b
2x Ju.88
4x He111

Any Friendly Hex:

1x Truck Point
2x Wagon Points

Railhead:

F33.10 (Vladislavovka). The Railhead may be advanced one hex each turn towards Kerch as long as it does not move adjacent to a Soviet Combat unit.

5.4 Mini-Scenario 2: Operation Störfang (Sturgeon Catch)

Manstein attempts to take Sevastopol.

General Information

First Turn: 5 Jun 42

Last Turn: 5 July 42

Total Game Length: 10 turns

First Player: Soviet

Setup Order: Axis first

Weather: Dry with Normal Flight on 5 Jun 1942

Kerch Strait: Normal

Victory Conditions:

Determined by when the Axis player occupies both Sevastopol city hexes:

On or before 22 Jun 42: Axis Decisive Victory.

26 Jun to 29 July 42:

Axis Marginal Victory:

1 July to 5 July 42: Draw (Historical result)

Soviets hold either Sevastopol hex at end of 5 July turn: Soviet Victory.

Special Rules:

1. Play Area: Combat units are limited to the area west of hex row 22.xx inclusive and south of hex row xx.10 inclusive, as well as the Novorossiysk Box. Any listed Air Bases are active, and SP may be placed there for Air Refit.

2. Supply: Neither side makes supply or replacement rolls on the first turn.

3. Optional Reinforcements: Both players have two sets of optional reinforcements available and may choose either or both during any Reinforcement Phase. However, each set of reinforcements chosen shifts the victory conditions by one turn. For example, if the Axis player brings on both sets and the Soviet player neither, then the Axis must occupy both Sevastopol city hexes by the end of the 15 Jun 42 turn for a Decisive Victory and the Soviets win if they occupy either hex of Sevastopol by the end of the 29 Jun 42 turn.

Soviet Set-Up Information

Crimea Rail Cap: 0

Taman Peninsula Rail Cap: 0

Sea Cap: 2 SP

Reserve Markers: 2

Saved Pax: 10

Seaborne Assault Marker: The Soviet player may not make Amphibious Landings in this scenario.

Reinforcements: See below

Soviet Variable Reinf: See table

Rail Conversion: Hexes F10.04 to F12.05 are Soviet Gauge.

Sevastopol Port Hits: 0

Dead Pile:

12-2-2 Inf Div (184, 271, 320, 321)

4-2-2 Inf Bde (143)

4-3-3 Naval Inf Bde (138)

Breakdown Pool:

2x 3-3-3 Brkdwn Rgt

4x 3-2-2 Brkdwn Rgt

F10.04 (Sevastopol):

Maritime Op Gp HQ

5 SPs

F11.05:

(5)-1-1 UR Bde (82)

12-1-1 Arty Rgt (51, 52)

F11.06:

13-3-3 Inf Div (25)

11-1-1 Inf Div (386)

F12.02:

11-1-1 Inf Div (345, 388)

4-3-3 Naval Inf Bde (9)

F12.03:

12-2-2 Inf Div (172)

4-3-3 Naval Inf Bde (7)

F12.04:

12-2-2 Inf Div (109)

4-3-3 Naval Inf Bde (79)

F12.05:

13-3-3 Inf Div (95)

4-3-3 Naval Inf Bde (8)

Novorossiysk Box:

47 Army HQ

12-1-1 Arty Rgt (25, 547)

2x Wagon Points

3 SPs

Any Soviet Air Base:

1x I.15

2x I.16

2x SB.2

1x Su.2

Hedgehogs:

Level-4: F10.03, F11.05, F11.06, F12.02, F12.03, F12.04, F12.05

Level-3: F11.03, F11.04

Air Bases:

Level-3: F10.04

Level-1: F48.08, F55.09

Optional Reinforcement Set 1

12-2-2 Inf Div (156)

10-2-2 Mtn Div (138)

4-2-2 Inf Bde (103)

4-3-3 Naval Inf Bde (142)

3-4-2 Mtn Rgt (251)

CL

Place a Level-1 Hog in F10.04

2x I.16

1x TB.3

Optional Reinforcement Set 2

12-2-2 Inf Div (106, 157, 236)

4-2-2 Inf Bde (139)

4-3-3 Naval Bde (83)

BB *Sevastopol*

1x Yak.1

1x MiG.3

Axis Set-Up Information

Rail Cap: None

Reserve Markers: 2

Reinforcements: See below

Axis Variable Reinf: See table

Dead Pile: None

Rail Conversion: All rail hexes in Crimea and Ukraine except F10.04 to F12.05 are German Gauge.

Breakdown Pool:

3x 4-5-3 Brkdwn Rgt

8x 4-4-3 Brkdwn Rgt

2x 4-4-3 Jg Rgt

3x 3-2-2 Rum Brkdwn Rgt

F11.07 (Kacha):

20-4-3 Inf Div (132)

5-5-8 Stug Bn (197)

F12.06:

20-5-4 Inf Div (22, less 1 step)

5-4-8 Stug Bn (190)

F12.07:

18-2-3 Arty Rgt (49)

F13.02:

15-4-3 Jg Div (28)

1-5-2 Fkl Pz Bn (300)

F13.03:

20-4-3 Inf Div (72, less 1 step)

5-5-8 Stug Bn (249)

F13.04:

6-3-3 Rum Mtn Inf Bde (1, 4)

F13.05:

12-2-2 Rum Inf Div (18 Rum)

F13.06:

20-4-3 Inf Div (50, less 1 step)

30-2-3 Mot Werfer Rgt (70)

F13.07:

36-2-1 Arty Bn (Siege 1)

F14.01:

18-2-3 Arty Rgt (767)

30-2-3 Mot Werfer Rgt (54)

F14.03:

30 Corps HQ

(7)-4-3 Mot Flak Bn (610)

36-2-1 Arty Bn (Siege 2)

F14.04:

Mtn Rum Corps HQ

F14.05:

54 Corps HQ

20-4-3 Inf Div (24)

(7)-4-3 Mot Flak Bn (22)

16-0-- Rail Arty Bn (459, 688)

F14.06:

18-2-3 Arty Rgt (787)

F15.06 (Bakhchisaray):

*-0-- Rail Arty Bn (Dora)

10-0-- Rail Arty Bn (Odin, Thor)

F18.08 (Simferopol):

11th Army HQ

2-3-4 Rum Mtn Cav Bn (Mtn)

4-4-4 Rum Ski Bn (Rotta)

2x Truck Points

2x Wagon Points

5 SPs

Any Axis Air Base:

2x Bf.109f 1x Bf.110

3x He.111H 2x Ju.88

1x Hs.129b

Air Bases:

Level-2: F6.34, F10.13, F18.08, F33.08.

F36.35, F45.10

Level-1: F16.28, F17.02, F17.23,

F23.18

Optional Reinforcement Set 1:

42 Corps HQ

20-4-3 Inf Div (170)

12-2-2 Rum Inf Div (10)

1-2-4 Rum Cav Bn (57)

4x Wagon Points

2x Bf.109f

1x He.111H

2 SPs

Optional Reinforcement Set 2:

7 Rum Corps HQ

20-4-3 Inf Div (46, less 1 step)

12-2-2 Rum Inf Div (19)

7-4-4 Rum Cav Bde (8)

1-3-6 Fr Pz Co (I/223)

1x Bf.109e

2x Ju.87b

2 SPs

5.5 Scenario 3: "Cross of Iron"

(Can be played as a standalone scenario or combined with The Third Winter 26 Sept 1943 Campaign Start. See 4.1.)

Captain Stransky: *I will show you how a true Prussian officer fights.*

Sergeant Steiner: *Then I will show you where the Iron Crosses grow.*

General Information

First Turn: 26 Sep 43

Last Turn: 22 Jan 44

Total Game Length: 36 turns

First Player: Soviet

Setup Order: Axis first

Weather: Dry with Normal Flight on 26 Sept 1943

Kerch Strait: Normal

Special Scenario Rules

- Neither side makes supply or replacement rolls on the first turn.
- When playing in combination with *The Third Winter*, ignore all references to the "4th Ukrainian Front arrival" rolls and related entries on the Soviet OOA. When playing standalone, use the below special rules.
- Starting 26 Oct 43, during his Reinforcement Phase, the Soviet player rolls for arrival of the 4th Ukrainian Front. When the Soviets broke through German lines around Melitopol, they attempted to force their way into Crimea. Place the "Turn of Arrival" units immediately. The "Turn after" units arrive the following turn. There are some withdrawals on the second turn after the 4th Ukrainian Front's arrival.
- Starting the second turn after arrival, 4th Ukrainian Front units are considered "Regrouping" (see 3.3d). This applies for the remainder of the scenario. This can change in one of two ways:
 - The Soviet player rolls two dice during each Reinforcement Phase and gets a result of 11-12.
 - The Axis player moves or attacks into any Ukraine hex (see 1.1a) with ground units.
- If either situation happens, the 4th Ukrainian units are activated (on Offensive Posture) for this (if rolled in the Reinforcement Phase) or the next Soviet Player turn (if in response to Axis move/combat). Place the units/SP indicated. The 4th Ukrainian returns to "Regrouping" Posture at the end of the player turn.

Victory Conditions:

Soviet Strategic victory: control both City hexes of Sevastopol.

Soviet Operational victory: there is at least one Attack-Capable Soviet unit in trace supply within 10 hexes of Sevastopol (F10.04).

Axis Operational victory: control Feodosiya (F33.08), the historical result.

Axis Strategic victory: control Kerch (F45.10).

Any other result is a draw.

Soviet Set-Up Information

Crimea Rail Cap: 1 SP (note 3.6d)

Taman Peninsula Rail Cap: 2 SP

Sea Cap: 2 SP in 1943, 3 SP in 1944

Reserve Markers: 2

Reinforcements: See Order of Arrival

Soviet Variable Reinf: See table

Dead Pile: None

Amphibious Assault Planning Marker:

Starts in the "Ready" box. Add to chart.

Barrage Marker: Coastal Front is Ready

Beachhead Marker: Ready

Rail Conversion: Soviet railheads are in hexes F58.01 and F62.02. Hexes from F58.01 to the south map edge and from F62.02 to the east map edge are Soviet gauge.

Front Status: The Coastal Front HQ is on its third turn of Offensive Posture.

Soviet Railheads:

F58.01, F62.02

Breakdown Pool:

4x Gd 4-4-3 Brkdwn Rgt

1x Gd 3-3-3 Brkdwn Rgt

1x Gd 3-2-2 Brkdwn Rgt

2x 3-3-3 Brkdwn Rgt

6x 3-2-2 Brkdwn Rgt

F54.04:

14-4-3 Gd Inf Div (2; -1 step)

14-2-2 Inf Div (9 Cos)

F55.04:

13-3-3 Inf Div (89 Tam)

5-3-3 Gd Inf Bde (8)

F55.05:

12-2-2 Inf Div (339; -1 step, 383)

F56.03:

56 Coast Army HQ

2-2-6 SU Bn (1449)

| | | |
|--|--|---|
| F56.04: 30-2-2 Gd Mot Arty Bde (1) 30-1-2 Mot Arty Bde (124H) | 1 Wagon 3 SP | 3-3-3 KM Rgt (Sev) 3-3-3 Inf KG (381-T) 22-2-0 KM Arty Rgt (Sev 2) 2-2-2 Sec Bn (755) (2)-2-2 KM Mot Flak Bn (239) (2)-2-1 KM Construction Rgt (Sev) 2 Truck Points 1 SP |
| F56.05: 12-2-2 Gd Inf Div (129) 8-4-8 Gd Tank Bde (5) 2-2-6 SU Bn (1448) | F62.07: 12-2-3 Mtn Div (242) 12-2-2 Inf Div (318) | |
| F57.05 (Krasnyy): 18th Army HQ 11-3-2 Inf Div (414 Ana) | F62.09: 4th Air Army Marker | F10.13 (Yevpatoriya): 7-1-0 KM Coastal Arty Bn (532) |
| F57.06: 13-3-3 Gd Inf Div (32; -1 step) 12-2-2 Gd Inf Div (55) | Novorossiysk Box: 4-3-3 Naval Inf Bde (81, 83, 255) 2 Naval Transport Points 1 SP | F11.03 (Balaklava): 8-2-3 Rum Mtn Div (1) 28-2-0 KM Arty Rgt (Sev 1) |
| F57.07: 12-2-2 Inf Div (351) | Air Bases: Level-2: F60.06, F61.06. Place 1T at each Air Base. Level-1: F60.02. Place 1T at this Air Base. | F11.05: 6-2-3 Rum Mtn Div (2) |
| F57.08: 12-2-2 Inf Div (304, -1 step, 317) 4-3-6 Tank Bn (51) | Any Air Base (Independent): 1x Pe.2 | F14.05: 1st Rum Mtn Corps HQ 1T |
| F57.09: 12-2-2 Inf Div (316) | Any Air Base (4th Air Army assigned to Coastal Front): 1x Spit-V 3x IL.2 1x Yak.9 1x Yak.7b | F16.26: (3)-4-6 PJ Bn (Krim) Sivash 2 Marker |
| F58.05: 30-1-2 Mot Arty Bde (125H) 26-1-2 Mot Arty Bde (62) | Axis Set-Up Information Rail Cap: 2 SP Sea Cap: 2 SP Reserve Markers: 2 Reinforcements: See Order of Arrival Axis Variable Reinf: See table Port Damage: Sevastopol has 4 hits. Dead Pile: None Rail Conversion: The entire map is German gauge except for the hexes described in the Soviet setup. Off-Map Boxes: Odessa and Constanta in use. | F17.02 (Yalta): (5)-3-3 Mot Flak Rgt (1/9) 9-1-0 KM Coastal Arty Bn (149) |
| F58.08: 12-2-2 Inf Div (227; -1 step, 389) | | F17.11 (Sarabus): 2-2-3 Rum Mtn Bn (14) |
| F59.06 (Varenikovskaya): 7-3-6 Tank Bde (63) 4-4-5 Gd Tank Bde (6) | | F18.08 (Simferopol): 17th Army HQ Krim Luftflotte Marker (if in use) (9)-2-0 Flak Div (9-) (1)-2-3 RR Rgt (Krim) 1-2-3 Constr Bn (559) 2T |
| F59.07: 9th Army HQ 12-2-2 Inf Div (395) (5)-1-1 Mot AA Div (20) | Alert Pool (some will be placed on map): 1x 2-4-7 Stug Alert Co 1x 2-3-3 Mot Alert Bn 2x 2-3-3 Alert Bn 2x 2-2-2 Alert Bn 1x 1-2-2 LW Alert Bn | F19.21 (Ishun): 4-3-4 Cav Rgt (2 Kmd) |
| F60.05: 4-3-5 SU Bn (1542) (3)-2-2 Mot AT Bde (16) | Breakdown Pool (some of these units will start on map): 4x 4-4-3 Brkdwn Rgt 1x 4-3-3 Brkdwn Rgt | F19.13 (Oktyabr' skoye): 4-4-3 Croat Inf Rgt (369) |
| F61.07: 4-3-6 Tank Bn (85) 4-2-6 Tank Bn (257, 258) | | F21.05 (Alushta): 2-2-3 Rum Mtn Bn (2) 7-1-0 KM Coastal Arty Bn (531) |
| F62.02 (Krimsk): Coastal Front HQ (Third turn of Offensive Posture) 12-2-3 Mtn Div (20) (1)-0-1 Mot Pontoon Bde (Cauc) (1)-0-3 RR Rgt (RVGK 9) 1 Truck | | F26.14 (Nizhnegorskiy): (3)-3-3 Kor Bn (550) 9-1-3 Slovak Arty Bn (20) |
| | F10.04 (Sevastopol): 9-4-0 Fortress Bde (Sev) | F27.23: Sivash 1 Marker |

F28.06 (Sudak):
6-2-3 Rum Mtn Div (3)
5-1-0 KM Coastal Arty Bn (308)

F31.11 (Kirovskoye):
1st Rum Cav Corps HQ
3-4-3 SS Pio Rgt (Schm)

F33.08 (Feodosiya):
2-3-2 KM Bn (Fed)
7-1-0 KM Coastal Arty Bn (479)

F33.10 (Vladislavovka):
2-4-7 Stug Alert Co

F37.10 (Sem' Koldezey):
2-3-7 Rum Pz Co (53)

F43.11 (Bagerovo):
3-4-3 Assault Eng (Krim)

F44.09 (Kamysh Burun):
(3)-3-3 LW Mot Flak Bn (86)
5-1-0 KM Coastal Arty Bn (787)

F45.10 (Kerch):
2-3-2 KM Rgt (Krc)
6-2-- Rail Arty Bn (Muhr)
2T

F46.10:
4-4-7 Stug Bn (197)

F48.08 (Taman):
2-3-3 Ost Bn (Geo)
(3)-3-3 LW Mot Flak Bn (164)
5-1-0 KM Coastal Arty Bn (772)
3 Wagon Points

F49.11:
1-2-2 Rum Eng Bn (31)

F52.08 (Vyshestebliyevskaya):
5-5-7 Flm Pz Bn (101)
3-3-3 Eng Bn (216)

F53.05:
4-4-3 Brkdwn Rgt
7-3-4 Rum Cav Div (6)

F53.06:
8-2-3 Arty Bn (287)

F53.10:
2-1-3 Azer Inf Bn (2)

F54.07:

5th Corps HQ
3-4-3 Pio Bn (617)
2 SP

F55.06:
7-3-3 Inf KG (Krieg)
5-5-7 Stug Bn (191)
2-2-3 Azer Inf Bn (1)

F55.07:
2-4-7 Pz Co (223)
10-2-3 Arty Bn (615)

F55.08:
10-1-2 Rum Arty Grp (2)

F55.09 (Temryuk):
49th Mtn Corps HQ
2-3-3 Turkum Inf Bn (Turkum)
(3)-3-3 LW Mot Flak Bn (257)
2 SP

F56.06:
16-4-3 Inf Div (98; -1 step)
4-5-7 Stug Bn (279)

F56.07:
3-4-3 Mot Pio Bn (46)
6-1-2 Rum Inf Div (19)

F56.08:
16-4-3 Inf Div (50; -2 steps)
(3)-3-3 LW Mot Flak Bn (279)

F56.09:
7-2-4 Rum Cav Div (9)
5-1-2 Rum Inf Div (10)

Hedgehogs:

Level-2: F10.03, F11.04, F12.04, F16.25, F17.26, F26.22, F53.05.

Level-1: F11.06, F12.05, F28.06, F34.08, F44.09, F45.10, F49.08, F55.06, F56.06, F56.07, F56.08, F56.09.

Air Bases:

Level-3: F10.04. Place 1T at this Air Base.

Level 2: F6.34, F10.13, F18.08, F19.13, F33.08, F36.35, F45.10, F46.10. Place 1T at these Air Bases.

Level-1: F17.02, F17.23, F23.18, F48.08, F53.10.

Any Axis Air Base:

2x Fw.190A 2x Ju.87D
1x Rum IAR 81 1x Rum Ju.87D

5.6 Scenario 4: "Sword of Damocles"

(Note to players: This is provided as a 26 Jan 44 setup for use when combining Crimea with The Third Winter. See 4.1. Very little action took place in the Crimea during this period, so it isn't recommended as a standalone scenario.)

General Information

Weather: Freeze with Normal Flight on 26 Jan 1944

Kerch Strait: Ice

Special Scenario Rules

- Neither side makes supply or replacement rolls on the first turn.
- Three UR Brigades assigned to the 4th Ukrainian Front have associated MG Brigades and Fortification Engineer Brigades (which have an inherent Level-1 Hedgehog). When the Front is in Regrouping posture, these UR Brigades are both within the Front boundary and do not move for a turn, place the two accompanying units with them. They are removed if the UR Brigade moves or the Front changes to Offensive Posture. Axis units attacking these stacks suffer the defender's Regrouping front benefits plus the Hedgehog benefits. If a UR stack is required to take losses, the UR Bde is the last to be destroyed. If destroyed, place the MG Brigade/Fortification Engineer Brigade a number of turns ahead on the Turn Record chart as if they had a successful Breakout. (*Design Note:* UR Brigades were backed by numerous defensive units when stationary and this reflects their capabilities later in the war.)

Victory Conditions:

Per *The Third Winter* but add Soviet control of both city hexes of Sevastopol is worth +2 VP.

Soviet Set-Up Information

Crimea Rail Cap: 2T (note 3.6d)

Taman Peninsula Rail Cap: 2 SP

Sea Cap: 3 SP

Reserve Markers: 3

Reinforcements: See Order of Arrival

Soviet Variable Reinf: See Order of Arrival

Dead Pile: None

Amphibious Assault Marker: Starts in the "Ready" box.

Barrage Marker: Coastal Front is Ready

Beachhead Marker: Deployed

Front Status: Coastal Front is on its 1st turn of Offensive Posture.

Rail Conversion: The Taman Peninsula is Soviet gauge. Rails in Ukraine are Soviet gauge to railheads in F13.29 and F27.25.

Soviet Railheads:

F13.29, F27.25, F48.08

Breakdown Pool (some of these units will start on map):

4x Gd 4-4-3 Brkdwn Rgt
1x Gd 3-3-3 Brkdwn Rgt
1x Gd 3-2-2 Brkdwn Rgt
2x 3-3-3 Brkdwn Rgt
3x 3-2-2 Brkdwn Rgt

F15.26:

3-3-3 Brkdwn Rgt

F15.27:

(5)-1-1 UR Bde (116, *move this unit from The Third Winter hex D22.02*)
(3)-2-0 Fortification Eng Bde (116)
(5)-3-0 MG Bde (116)

F16.27:

(5)-2-1 Gd UR Bde (1, *move this unit from The Third Winter hex D16.02*)
(3)-3-0 Gd Fortification Eng Bde (1)
(5)-4-0 Gd MG Bde (1)

F18.28 (*move this stack from The Third Winter hex D26.01*):

51 Army HQ
(5)-1-1 Mot AA Div (15)
1 SP

F20.24:

4-4-3 Gd Brkdwn Rgt
3-2-2 Brkdwn Rgt

F21.24:

3-2-2 Brkdwn Rgt
(3)-2-2 Mot AT Bde (16)

F26.34 (*move these two units from The Third Winter hex D44.01*):

4th Ukr Front HQ (Regrouping posture)
12-2-2 Inf Div (267, -1 step)

F27.24:

(5)-1-1 UR Bde (78, *move this unit from The Third Winter hex D27.06*)
(3)-2-0 Fortification Eng Bde (78)
(5)-3-0 MG Bde (78)

F27.25:

1 SP

F44.12:

12-2-2 Gd Inf Div (55)

F45.11:

13-3-3 Gd Inf Div (32; -2 steps)
14-2-2 Inf Div (9 Cos; -1 step)
4-3-6 Tank Bn (85)

F45.12:

13-3-3 Gd Mtn Div (128; -1 step)
12-2-2 Inf Div (318)

F46.10:

4-3-6 Tank Bn (51)
4-2-6 Tank Bn (258)
26-1-2 Mot Arty Bde (62)

F46.11:

12-2-2 Inf Div (339)
12-2-3 Mtn Div (242; -1 step)

F47.11:

8-4-8 Gd Tank Bde (5)
7-3-6 Tank Bde (63)
Beachhead Marker

F48.08 (Taman):

13-3-3 Inf Div (89 Tam; -2 steps)
4-3-3 Naval Bde (83, 255)
3 Naval Transport Points

F49.08:

(1)-0-3 RR Rgt (RVGK 9)
(1)-0-1 Mot Pontoon Bde (Cauc)

F49.11:

56 Coast Army HQ
(5)-1-1 Mot AA Div (20)

F55.03 (Anapa):

11-3-2 Inf Div (414 Ana)

F55.06:

Coastal Front HQ (1st turn of Offensive Posture)
4th Air Army Marker

Novorossiysk Box:

14-4-3 Gd Inf Div (2)
12-2-2 Inf Div (227, 383)
4-2-6 Tank Bn (257)
2-2-6 SU Bn (1448, 1449)
Black Sea Naval Unit

In any hex:

4 Truck Points
2 Wagon Points
3 SP

Any Air Base (Independent):

1x IL.2 (Naval) 2x Pe.2
1x P-40

Any Air Base (4th Air Army assigned to Coastal Front):

1x Spit-V 3x IL.2*
1x Yak.9
2x Yak.7b (both reduced)
** = one unit begins reduced

Hedgehogs:

Level-2: F15.27, F16.27, F27.24.

Air Bases:

Level-2: F48.07, F49.11, F55.03, F60.06, F61.06. Place 1T at each Air Base.

Level-1: TTW 18.00/F10.31 (add to *The Third Winter* map), F46.10, F48.08, F53.10, F60.02. Place 1T at these Air Bases.

Axis Set-Up Information

Rail Cap: 2 SP

Sea Cap: 1 SP

Reserve Markers: 2

Reinforcements: See Order of Arrival

Axis Variable Reinf: See table

Port Damage: Sevastopol has 4 hits.

Rail Conversion: All rail lines in Crimea are German gauge. F14.28 and F27.24 and south are German gauge.

Off-Map Boxes: Odessa and Constanta in use.

Dead Pile:

2-4-7 Pz Co (223)
2-3-2 KM Rgt (Krc)
5-1-0 KM Coastal Arty Bn (772, 787)
1-2-2 Rum Eng Bn (31)
2-3-3 Turkum Inf Bn (Turkum)
2-2-3 Azer Inf Bn (1)
2-1-3 Azer Inf Bn (2)
1-2-3 Constr Bn (559)

Alert Pool (some will be placed on map):

1x 2-4-7 Stug Alert Co
 1x 2-3-3 Mot Alert Bn
 2x 2-3-3 Alert Bn
 2x 2-2-2 Alert Bn
 1x 1-2-2 LW Alert Bn

Breakdown Pool:

4x 4-4-3 Brkdwn Rgt
 1x 4-3-3 Brkdwn Rgt

F10.04 (Sevastopol):

9-4-0 Fortress Bde (Sev)
 22-2-0 KM Arty Rgt (Sev 2)
 (2)-2-1 KM Construction Rgt (Sev)
 2 Truck Points
 2 SP

F10.13 (Yevpatoriya):

3-2-3 SS Mot Pol Rgt (2)
 7-1-0 KM Coastal Arty Bn (532)
 Random Alert Bn

F11.03 (Balaklava):

28-2-0 KM Arty Rgt (Sev 1)
 3-3-3 KM Rgt (Sev)
 (2)-2-2 KM Mot Flak Bn (239)

F11.04:

2-2-2 Sec Bn (755)

F12.04:

6-2-3 Rum Mtn Div (2)

F12.05:

8-2-3 Rum Mtn Div (1)

F15.06 (Bakhchisaray):

3-3-3 SS Mot Pol Rgt (1)

F16.26:

16-4-3 Inf Div (50; -2 steps)
 7-2-4 Rum Cav Div (9; -1 step)
 (3)-4-6 PJ Bn (Krim)
 Sivash 2 Marker

F17.02 (Yalta):

2-2-3 Rum Mtn Bn (2)
 9-1-0 KM Coastal Arty Bn (149)

F17.11 (Sarabus):

10-3-2 Inf Div (381, minus 1 step)

F17.24:

10-2-3 Arty Bn (II/150, III/150)

F17.26:

14-3-3 Inf Div (336, -1 step)
 10-2-3 Arty Bn (615)

F18.08 (Simferopol):

17th Army HQ
 Krim Luftflotte Marker (if in use)
 (9)-2-0 Flak Div (9-)
 1-2-2 LW Alert Bn

F18.24:

5-1-2 Rum Inf Div (10)
 2-3-3 Ost Bn (Geo)

F19.13 (Oktyabr' skoye):

2-2-3 Rum Mtn Bn (14)

F19.21 (Ishun):

49th Mtn Corps HQ
 Random Alert Bn

F20.23:

6-1-2 Rum Inf Div (19)
 2-3-7 Rum Pz Co (53)

F21.05 (Alushta):

(5)-3-3 Mot Flak Rgt (I/9)
 7-1-0 KM Coastal Arty Bn (531)

F25.22:

1st Rum Cav Corps HQ
 9-1-3 Slovak Arty Bn (20)
 8-2-3 Arty Bn (287)

F26.22:

2-4-7 Alert Stug Co

F27.23:

3-4-3 Assault Eng (Krim)
 3-4-3 Pio Bn (617)
 4-3-4 Cav Rgt (2 Kmd)
 (3)-3-3 LW Mot Flak Bn (164)
 Sivash 1 Marker

F28.06 (Sudak):

6-2-3 Rum Mtn Div (3)
 5-1-0 KM Coastal Arty Bn (308)

F33.08 (Feodosiya):

2-3-2 KM Bn (Fed)
 7-1-0 KM Coastal Arty Bn (479)

F33.10 (Vladislavovka):

4-4-3 Croat Inf Rgt (369)
 (3)-3-3 Kor Bn (550)
 (1)-2-3 RR Rgt (Krim)

F42.09:

4-5-7 Stug Bn (279)

4-4-7 Stug Bn (197)
 (3)-3-3 LW Mot Flak Bn (86)

F43.10:

5th Corps HQ
 5-5-7 Flm Pz Bn (101)
 8-2-3 Arty Bn (II/42)

F43.11 (Bagerovo):

6-2-- Rail Arty Bn (Muhr)
 10-1-2 Rum Arty Grp (2)

F44.09 (Kamysh Burun):

1st Rum Mtn Corps HQ
 5-5-7 Stug Bn (191)
 (3)-3-3 LW Mot Flak Bn (257)

F44.10:

16-4-3 Inf Div (73; -1 step)
 3-4-3 Mot Pio Bn (46)
 3-3-3 Eng Bn (216)

F44.11:

16-4-3 Inf Div (98; -2 steps)
 (3)-3-3 LW Mot Flak Bn (279)
 7-3-4 Rum Cav Div (6)

F45.10 (Kerch):

7-3-3 Inf Rgt (Krieg)
 3-4-3 SS Pio Rgt (Schm)
 2-3-3 Mot Alert Bn

In any hex:

3x Wagon Points
 5 SP

Hedgehogs:

Level-2: F10.03, F11.04, F12.04, F12.05, F16.25, F17.26, F26.22, F44.10, F44.11, F45.10.

Level-1: F11.06, F19.23, F20.22, F28.06, F34.08, F35.09, F35.10, F35.11, F36.09, F37.10, F44.09.

Air Bases:

Level-3: F10.04. Place 1T at this Air Base.

Level 2: F10.13, F18.08, F19.13, F33.08, F45.10.

Place 1T at these Air Bases.

Level-1: F17.02, F17.23, F23.18

Any Axis Air Base:

2x Fw.190A* 2x Ju.87D*
 1x Rum IAR 81 1x Me.323
 1x Rum Ju.87D

“*” = one unit begins reduced

5.7 Scenario 5: “The Liberation Offensive”

After the Soviet 4th Ukrainian sealed off Crimea, the position of the Axis forces was hopeless. The Soviets were not in a particular hurry to conquer Crimea. Their major concern was to prevent the 17th Army from withdrawing and facing the Soviets in a different location. By the Spring of 1944 Stalin directed his units to recapture Crimea.

Army Group South Ukraine commander Ferdinand Schoerner inspected the Crimea defenses 7 Apr 1944 and pronounced them in excellent shape. Making one of the least accurate predictions of the war, he asserted the peninsula could be held “for a long time.”

General Information

First Turn: 8 Apr 44

Last Turn: 12 May 44

Total Game Length: 11 turns

First Player: Soviet

Setup Order: Axis first

Weather: Dry with Normal Flight on 8 Apr 1944

Kerch Strait: Normal

Special Scenario Rules

- There is no Axis Player Turn on Turn 1 (8 Apr 44), only a Soviet Second Player Turn. The Soviets automatically win the initiative roll on Turn 2 (12 Apr 44). After that, roll for initiative normally.
- The Soviet player does not make supply or replacement rolls on the first turn.
- Each of the following halves the Axis Sea Cap of 2 (the effects are cumulative):
 - A Soviet artillery (not mortar or Katy) unit is within range of F10.04 on its Combat Mode side (it can be DG).
 - The Soviet 56 Coast Army HQ occupies a coastal hex within 7 hexes of F10.04 (represents torpedo boat activity).
 - A Soviet Interdiction marker is in hex F9.06. In the same manner as Convoy Interdiction, the Soviet player may conduct a

Trainbusting/ Interdiction mission against hex F9.06.

- The 4th Ukrainian Front is in Offensive posture for the entire scenario.

Victory Conditions:

Axis Victory: Any ground unit remains in Crimea at the end of the 12 May 44 turn.

Soviet Victory: no Axis ground unit remains in Crimea at the end of the 12 May 44 turn, modified by:

Major Victory: Fewer than 4 RE are evacuated to Constanta.

Minor Victory: 4-8 RE are evacuated to Constanta.

Draw: More than 8 RE are evacuated to Constanta.

Soviet Set-Up Information

Crimea Rail Cap: 2T (note 3.6d)

Taman Peninsula Rail Cap: 2 SP

Sea Cap: 3 SP

Reserve Markers: 4

Reinforcements: None

Soviet Variable Reinf: See table

Dead Pile:

(5)-2-1 Gd UR Bde (1)

(5)-1-1 UR Bde (78)

Amphibious Assault Marker: Starts in the “Ready” box.

Barrage Marker: Ready for both Fronts

Beachhead Marker: Deployed

Front Status: Both Fronts are on their 1st turn of Offensive Posture.

Rail Conversion: The Taman Peninsula is Soviet gauge. Rails north of F13.29 and F27.25 are Soviet gauge.

Note: *Not all the 4th Ukrainian Front units withdrawn from The Third Winter are here, and others have been added. Some were rebuilt or spent time in the RVGK.*

Soviet Railheads:

F13.29, F27.25, F48.08

Breakdown Pool:

4x Gd 4-4-3 Brkdwn Rgt

3x Gd 3-3-3 Brkdwn Rgt

1x Gd 3-2-2 Brkdwn Rgt

2x 3-3-3 Brkdwn Rgt

6x 3-2-2 Brkdwn Rgt

F10.31:

4th Ukrainian Front HQ (Offensive Posture)

(1)-0-3 RR Rgt (4 Ukr)

F14.28:

2 Guards Army HQ

(5)-1-1 Mot AA Div (76)

F14.28 (within 2 hexes):

14-4-3 Gd Inf Div (3)

13-3-3 Gd Inf Div (24)

12-2-2 Gd Inf Div (87)

12-2-2 Inf Div (87, 126, 315, 347, 3 step losses distributed among these divisions)

11-1-1 Inf Div (387)

120-2-2 Gd Mot Katy Div (4)

90-2-3 Gd Mot Arty Div (2a, 2b)

4-4-3 Mot Assault Eng Bde (12, 51)

(5)-1-1 UR Bde (116)

16.28:

19th Tank Corps (79 Tank Bde, 101 Tank Bde, 202 Tank Bde, 26 Mot Inf Bde, 1452 SU Bn, 1824 SU Bn, 179 Mot Mort Rgt, Truck (full))

8-4-8 Gd Tank Bde (6)

F20.23:

13-3-3 Gd Inf Div (33)

12-2-2 Inf Div (91, 346, one is -1 step)

8-4-8 Gd Tank Bde (32)

F20.24:

12-2-2 Inf Div (216, 257, 279, one is -1 step)

78-1-2 Mot Arty Div (26)

28-1-1 Mot Mort Bde (19)

F20.25:

(1)-0-1 Mot Pontoon Bde (4 Ukr)

(5)-1-1 Mot AA Div (2)

(4)-2-2 Gd Mot AT Bde (5)

Pontoon Track Bridge Marker

F20.26:

51 Army HQ

(5)-1-1 Mot AA Div (15)

F21.23:

12-2-2 Inf Div (263, 267, each -1 step)

11-1-1 Inf Div (417)

4-4-3 Mot Assault Eng Bde (63)

4-4-8 Gd Tank Bn (22)

F21.25:

(1)-0-1 Mot Pontoon Bde (2)

(5)-1-1 Mot AA Div (18)

Pontoon Track Bridge Marker

F27.24:

12-2-2 Inf Div (77)
2-2-6 MC Rgt (52)
(3)-2-2 Mot AT Bde (15)

F34.30:

8th Air Army Marker

F44.12:

13-3-3 Gd Inf Div (32; -1 step)
12-2-2 Gd Inf Div (55; -1 step)

F45.11:

13-3-3 Gd Mtn Div (128)
12-2-2 Inf Div (339; -1 step)
4-3-6 Tank Bn (85)
4-2-6 Tank Bn (257)

F45.12:

14-4-3 Gd Inf Div (2)
12-2-3 Mtn Div (242; -1 step)

F46.10 (Kolonka):

8-4-8 Gd Tank Bde (5)
7-3-6 Tank Bde (63)
4-2-6 Tank Bn (258)

F46.11:

12-2-2 Inf Div (318; -1 step)
26-1-2 Mot Arty Bde (62)
40-2-2 Gd Mot Katy Bde (13)

F47.11:

14-2-2 Inf Div (9 Cos)
13-3-3 Inf Div (89 Tam)
4-4-8 Gd Tank Bn (6)
2-2-6 SU Bn (1449)
(3)-2-2 Mot AT Bde (16)
Beachhead Marker

F48.08 (Taman):

2-2-6 SU Bn (1448)
(1)-0-3 RR Rgt (RVGK 9)
(1)-0-1 Mot Pontoon Bde (Cauc)

F49.08:

12-2-2 Inf Div (383)

F49.11:

56 Coast Army HQ
12-2-2 Inf Div (227, -1 step)
(5)-1-1 Mot AA Div (20)
4-3-6 Tank Bn (51)

F54.07:

Coastal Front HQ (1st turn of Offensive Posture)
4th Air Army Marker

F55.03 (Anapa):

11-3-2 Inf Div (414 Ana)
Black Sea Naval Unit

Novorossiysk Box:

4-3-3 Naval Bde (83, 255)
3 Naval Transport Points

In any hex in Ukraine:

5 Truck Points
15 SP

In any hex in Crimea or Taman Peninsula (including the Novorossiysk Box):

3 Truck Points
2 Wagon Points
6 SP

Any Air Base (Independent):

1x IL.2 (Naval) 1x IL.4 (Naval)
2x Pe.2 1x P-40*
2x Li.2

Any Air Base south of xx.15 (4th Air Army assigned to Coastal Front):

1x Spit-V 3x IL.2
1x Yak.9 2x Yak.7b*

Any Air Base north of xx.15 (8th Air Army assigned to 4th Ukr Front):

2x La.5 6x IL.2*
1x Yak.9 1x La.5 Gd
3x Yak.7b (2 reduced)
“*” = one unit begins reduced

Hedgehogs:

Level-2: F15.27, F16.27, F27.24.

Air Bases:

Level-3: F10.31, F15.29, F34.30. Place 1T at each Air Base.

Level-2: F6.34, F48.07, F49.11, F54.07, F55.03, F60.06, F61.06. Place 1T at each Air Base.

Level-1: F21.35, F24.34, F46.10, F48.08, F53.10, F60.02. Place 1T at these Air Bases.

Axis Set-Up Information

Rail Cap: 2 SP

Sea Cap: 2 SP

Reserve Markers: 2

Reinforcements: None.

Axis Variable Reinf: See table

Port Damage: Sevastopol has 4 hits.

Rail Conversion: All rail lines in Crimea are German gauge. F14.28 and F27.24 and south are German gauge.

Off-Map Boxes: Rumania in use.

Dead Pile:

2-4-7 Pz Co (223)
2-3-2 KM Rgt (Krc)
5-1-0 KM Coastal Arty Bn (772, 787)
1-2-2 Rum Eng Bn (31)
2-3-3 Turkum Inf Bn (Turkum)
2-2-3 Azer Inf Bn (1)
2-1-3 Azer Inf Bn (2)
2-3-3 Ost Bn (Geo)
1-2-3 Constr Bn (559)

Alert Pool (some will be placed on map):

1x 2-4-7 Stug Alert Co
1x 2-3-3 Mot Alert Bn
2x 2-3-3 Alert Bn
2x 2-2-2 Alert Bn
1x 1-2-2 LW Alert Bn

Breakdown Pool:

4x 4-4-3 Brkdw Rgt
1x 4-3-3 Brkdw Rgt

F10.04 (Sevastopol):

9-4-0 Fortress Bde (Sev)
22-2-0 KM Arty Rgt (Sev 2)
2-2-2 Sec Bn (755)
(2)-2-1 KM Construction Rgt (Sev)

F10.13 (Yevpatoriya):

7-1-0 KM Coastal Arty Bn (532)
Random Alert Bn

F11.03 (Balaklava):

28-2-0 KM Arty Rgt (Sev 1)
3-3-3 KM Rgt (Sev)
(2)-2-2 KM Mot Flak Bn (239)

F11.04:

6-2-3 Rum Mtn Div (2, -1 step)

F11.05:

8-2-3 Rum Mtn Div (1, -1 step)

F15.06 (Bakhchisaray):

3-3-3 SS Mot Pol Rgt (1)

F16.26:

16-4-3 Inf Div (50; -1 step)
7-2-4 Rum Cav Div (9; -1 step)
(3)-4-6 PJ Bn (Krim)
Sivash 2 Marker

F17.02 (Yalta):
2-2-3 Rum Mtn Bn (2)
9-1-0 KM Coastal Arty Bn (149)

F17.11 (Sarabus):
3-2-3 SS Mot Pol Rgt (2)

F17.24:
16-4-3 Inf Div (111, -1 step)
10-2-3 Arty Bn (II/150, III/150)

F17.25:
10-2-3 Arty Bn (615)

F17.26:
2-3-7 Rum Pz Co (53)

F18.08 (Simferopol):
17th Army HQ
Krim Luftflotte Marker (if in use)
(9)-2-0 Flak Div (9-)
1-2-2 LW Alert Bn

F19.13 (Oktyabr' skoye):
6-2-3 Rum Mtn Div (3, -1 step)
2-2-3 Rum Mtn Bn (14)

F19.21 (Ishun):
49th Mtn Corps HQ
4-5-7 Stug Bn (279)
Random Alert Bn

F19.23:
5-1-2 Rum Inf Div (10)
4-3-4 Cav Rgt (2 Kmd)
2-4-7 Alert Stug Co

F20.22:
6-1-2 Rum Inf Div (19)
3-4-3 Pio Bn (617)
Random Alert Bn

F21.05 (Alushta):
(5)-3-3 Mot Flak Rgt I/9)
7-1-0 KM Coastal Arty Bn (531)

F23.18:
6-2-- Rail Arty Bn (Muhr)

F26.22:
1st Rum Cav Corps HQ
9-1-3 Slovak Arty Bn (20)
8-2-3 Arty Bn (287)

F27.23:
14-3-3 Inf Div (336, -1 step)
3-4-3 Assault Eng (Krim)
(3)-3-3 LW Mot Flak Bn (164)

Sivash 1 Marker

F28.06 (Sudak):
5-1-0 KM Coastal Arty Bn (308)

F33.08 (Feodosiya):
2-3-2 KM Bn (Fed)
7-1-0 KM Coastal Arty Bn (479)

F33.10 (Vladislovovka):
4-4-3 Croat Inf Rgt (369)
(3)-3-3 Kor Bn (550)
(1)-2-3 RR Rgt (Krim)

F37.10:
Random Alert Bn

F42.09:
5th Corps HQ
5-5-7 Flm Pz Bn (101)
8-2-3 Arty Bn (II/42)
(3)-3-3 LW Mot Flak Bn (257)

F44.09 (Kamysh Burun):
1st Rum Mtn Corps HQ
10-1-2 Rum Arty Grp (2)
(3)-3-3 LW Mot Flak Bn (86)

F44.10:
16-4-3 Inf Div (73; -1 step)
5-5-7 Stug Bn (191)

F44.11:
16-4-3 Inf Div (98; -2 steps)
3-4-3 Mot Pio Bn (46)
3-3-3 Eng Bn (216)

F45.10:
7-3-4 Rum Cav Div (6)
4-4-7 Stug Bn (197)
3-4-3 SS Pio Rgt (Schm)
(3)-3-3 LW Mot Flak Bn (279)

In any hex:
3 Truck Points
3 Wagon Points
8 SP

Hedgehogs:
Level-2: F10.03, F11.04, F12.04,
F12.05, F16.25, F17.26, F26.22,
F44.10, F44.11, F45.10.
Level-1: F11.06, F19.23, F20.22,
F28.06, F34.08, F35.09, F35.10,
F35.11, F36.09, F37.10, F44.09.

Air Bases:

Level-3: F10.04. Place 1T at this Air Base.

Level 2: F10.13, F18.08, F19.13,
F33.08, F45.10.
Place 1T at these Air Bases.

Level-1: F17.02, F17.23, F23.18,
F42.09.

Any Axis Air Base:
2x Fw.190A* 2x Ju.87D*
1x Rum IAR 81* 1x Me.323
1x Rum Ju.87D* Bf.109G *
“*” = one unit begins reduced

Axis Order of Arrival

(See 2.1b) Air units appear Active at any Air Base in trace supply. New ground unit arrivals:

1941-42. Appear at the 11th Army HQ location as long as it is in a German gauge Detrainable hex, or at a map-edge supply source if it is not.
1943-44. Appear in the Constanta Box.

5 Oct 1941

4-4-3 Brkdwn Rgt (from the later arriving 50 Inf Div)
Roll a die. Release all of the 22 Inf Div (F24.26, F20.25, and F24.27) on a result of “1.”

8 Oct 1941

Roll a die. Release all of the 22 Inf Div (F24.26, F20.25, and F24.27) on a result of “1-2.”

12 Oct 1941

20-4-3 Inf Div (50, -1 step)
Roll a die. Release all of the 22 Inf Div (F24.26, F20.25, and F24.27) on a result of “1-3.”
1x Bf.110
1x He.111H

15 Oct 1941

30 Corps HQ
20-4-3 Inf Div (72)
7-4-4 Rum Cav Bde (8)
(7)-4-3 Mot Flak Bn (22)
1 Reserve Marker
Roll a die. Release all of the 22 Inf Div (F24.26, F20.25, and F24.27) on a result of “1-4.”

19 Oct 1941

20-4-3 Inf Div (170)
6-3-3 Rum Mtn Bde (1)
4-3-3 Pio Rgt (690)
2-4-3 Mot Eng Bn (741)

1x He.111H

Roll a die. Release all of the 22 Inf Div (F24.26, F20.25, and F24.27) on a result of "1-5."

22 Oct 1941

42 Corps HQ
18-2-3 Arty Rgt (787)
1 Reserve Marker
Release all of the 22 Inf Div (F24.26, F20.25, and F24.27) if it hasn't been already.

26 Oct 1941

20-4-3 Inf Div (132)
Rum Mtn Corps HQ
5-4-4 Rum Mot Cav Bde (Korne)
1x Bf.109e
2x Bf.109f
1x He.111H
Axis may use Odessa Off-Map Box

5 Nov 1941

Withdraw:

1x Bf.109e
2x Bf.109f
4x He.111H
1x Ju.88
2x Ju.87b

8 Nov 1941

18-2-3 Mot Arty Rgt (614)

19 Nov 1941

20-4-3 Inf Div (24)
6-3-3 Rum Mtn Bde (4)

26 Nov 1941

18-2-3 Arty Rgt (781)
4-4-3 Engineer Rgt (617)
30-2-3 Mot Werfer Rgt (54)

29 Nov 1941

4-3-3 Pio Rgt (620)

5 Dec 1941

12-2-2 Rum Arty Rgt (7)

8 Dec 1941

12-2-2 Rum Arty Rgt (4)

19 Dec 1941

Withdraw:

Replace the 20-4-3 Inf Div (73) with the 6-4-3 Infantry KG (Hitz), retaining any status markers. The 73rd Division need have only one step remaining.

22 Dec 1941

2-4-3 Mot Eng Bn (70)

29 Dec 1941

5-5-8 Stug Bn (197)

1 Jan 1942

7th Rum Corps HQ
12-2-2 Rum Inf Div (18)
1x Truck Pt

12 Jan 1942

12-2-2 Rum Inf Div (10)

1 Feb 1942

15-4-3 Jg Div (28)
1x He.111H (Torpedo Bomber)

Withdraw:

1x Bf.109e

15 Nov 1943

Remove 3-3-3 Inf KG (381-T), and replace it with 10-3-2 Inf Div (381, -1 step), retaining any status markers.

8 Dec 1943

16-4-3 Inf Div (73, -1 step) (transfers from *The Third Winter*)
1x Me.323

1 Jan 1944

3-3-3 SS Mot Pol Rgt (1)
3-2-3 SS Mot Pol Rgt (2)
10-2-3 Arty Bn (II/150, III/150)
8-2-3 Arty Bn (II/42)
Axis Sea Cap is 1 SP

12 Jan 1944

14-3-3 Inf Div (336, -1 step), appears in Sevastopol. (Transfers from *The Third Winter*)

29 Jan 1944

16-4-3 Inf Div (111, -1 step), appears in Sevastopol. (Transfers from *The Third Winter*)

15 Feb 1944

Withdraw:

10-3-2 Inf Div (381), this unit is disbanded, and Axis player receives 2 Pax.

7-3-3 Inf KG (Krieg)

29 March 1944

1x Bf.109G (reduced)

Soviet Order of Arrival

(See 3.1b) Air units appear Active at any Air Base in trace supply.

New ground unit arrivals:

1941-42. Appear at Temryuk, Taman, or the Novorossiysk Box, unless a specific Entry Hex is listed.

1943-44. Appear at a Front HQ location, the Novorossiysk Box unless a specific Entry Hex is listed.

5 Oct 1941

12-2-2 Inf Div (157) is available for transport to the map from the Odessa Box (even if the conditions in 3.6c have not yet been met).

12 Oct 1941

1x Yak.1

19 Oct 1941

2x Pax (in addition to Variable Reinforcement chart)
1x I.15

22 Oct 1941

4-3-3 Naval Inf Bde (8)
1x Su.2
1x SB.2

8 Nov 1941

1x I.15
1x I.16

19 Nov 1941

1x I.15

22 Nov 1941

Replace the 4-2-2 Inf Bde (Odessa) with the 12-2-2 Inf Div (109), retaining any status markers.

26 Nov 1941

4-3-3 Naval Inf Bde (79)

19 Dec 1941

11-1-1 Inf Div (388)

22 Dec 1941

11-1-1 Inf Div (345)

26 Dec 1941

Soviet player secretly rolls one die. On a "5-6" he receives 1 additional Naval Transport Point in the Novorossiysk Box.

29 Dec 1941

Roll for Naval Transport Point

1 Jan 1942

4-2-4 Tank Bn (126)

1x I.16

1x Su.2

Roll for Naval Transport Point

5 Jan 1942

11-1-1 Inf Div (386, 400)

1x I.16

Roll for Naval Transport Point

8 Jan 1942

Roll for Naval Transport Point

12 Jan 1942

Roll for Naval Transport Point

15 Jan 1942

47 Army HQ

10-2-2 Mtn Div (138)

10-3-3 Mtn Div (77, -1 step)

Roll for Naval Transport Point

19 Jan 1942

Roll for Naval Transport Point

22 Jan 1942

Roll for Naval Transport Point

26 Jan 1942

Roll for Naval Transport Point (this is the last turn to roll)

5 Feb 1942

1x SB.2

12 Feb 1942

5-1-5 Tank Bde (55, 56)

4-2-2 Inf Bde (143)

24-2-2 Gd Mot Katy Rgt (18)

1x SB.2

15 Feb 1942

6-2-5 Tank Bde (40)

24-2-2 Gd Mot Katy Rgt (19)

19 Feb 1942

5-1-5 Tank Bde (39)

5 Oct 1943

13-3-3 Gd Mtn Div (128)

8 Oct 1943**Withdraw:**

30-2-2 Gd Mot Arty Bde (1)

12 Oct 1943**Withdraw:**

12-2-3 Mtn Div (20)

15 Oct 1943**Withdraw:**

12-2-2 Inf Div (351)

19 Oct 1943**Withdraw:**

12-2-2 Inf Div (395)

4-3-3 Naval Inf Bde (81)

(3)-2-2 Mot AT Bde (16)

22 Oct 1943**Withdraw:**

9th Army HQ

18th Army HQ

5-3-3 Gd Inf Bde (8)

26 Oct 1943

Roll 1d6 for 4th Ukrainian Front Arrival, arrives on a "6" result (see units below)

29 Oct 1943

Roll 1d6 for 4th Ukrainian Front Arrival, arrives on a "6" result (see units below)

1 Nov 1943

Roll 1d6 for 4th Ukrainian Front Arrival, arrives on a "5-6" result (see units below)

5 Nov 1943**Withdraw:**

12-2-2 Gd Inf Div (129)

30-1-2 Mot Arty Bde (124H, 125H)

Roll 1d6 for 4th Ukrainian Front Arrival, arrives on a "5-6" result (see units below)

8 Nov 1943

Roll 1d6 for 4th Ukrainian Front Arrival, arrives on a "4-6" result (see units below)

12 Nov 1943

1x P-40 (independent)

4th Ukrainian Front arrival is automatic if it has not happened before this turn (see units below)

15 Nov 1943**Withdraw:**

4-3-5 SU Bn (1542)

22 Nov 1943

1x Yak.7b (4th Air Army)

Withdraw:

12-2-2 Inf Div (316)

26 Nov 1943**Novorossiysk Box:**

Black Sea Naval Unit

29 Nov 1943

1x IL.2 (Naval)

1 Dec 1943**Withdraw:**

12-2-2 Inf Div (304)

15 Dec 1943**Withdraw:**

12-2-2 Inf Div (389)

26 Dec 1943

1x Pe.2 (independent)

29 Dec 1943**Withdraw:**

12-2-2 Inf Div (317)

4-4-5 Gd Tank Bde (6)

1 Jan 1944

Advance railhead in F10.31 to F13.29 and railhead in F36.35 to F27.25.

1 Naval Transport Point

26 Jan 1944

Reserve Marker

3 Truck Points

1 Wagon Point

5 Feb 1944

1x IL.4 (Naval)

8 Feb 1944

1x Li.2 (independent)

15 Feb 1944

4-4-8 Gd Tank Bn (6)

5 Mar 1944

1x Li.2 (independent)

(Note: Kherson captured 13 Mar 1944)
Play Note: *The following entries apply ONLY when playing Scenario 5.5 (“Cross of Iron”).*

4th Ukrainian Turn of Arrival:

F15.29:

51 Army HQ
19 Tank Corps (79 Tank Bde, 202 Tank Bde)
8-4-5 Gd Cav Div (10)
3 SP

F20.27:

12-2-2 Inf Div (91, 126, 315)

F24.34:

8th Air Army Marker (this marker is static until the 8 Apr 44 turn)

F31.28:

28 Army HQ
12-2-2 Inf Div (87, 347)
2x 4-4-3 Gd Brkdwn Rgt
2 SP

Railheads:

F10.31 (Velikiye Kopani), F36.35 (Novobogdanovka)

Level-1 Air Bases: F10.31, F15.29, F34.30. Place 1T at each Air Base.

Any Airbase in Ukraine (8th Air Army assigned to 4th Ukr Front):

2x La.5 2x Yak.7b

4th Ukrainian Turn after Arrival:

F15.29:

12-2-2 Inf Div (216, 346)
11-1-1 Inf Div (387)
5-3-3 Gd Inf Bde (8)
4-4-8 Gd Tank Bn (22)
2-2-6 MC Rgt (52)
90-2-3 Gd Mot Arty Div (2a, -2 steps)

F20.27:

(3)-2-2 Mot AT Bde (16)

F31.28:

90-2-3 Gd Mot Arty Div (2b, -2 steps)

4th Ukrainian Second Turn after

Arrival:

Consider 4th Ukrainian units “Regrouping”

Withdraw:

19 Tank Corps (79 Tank Bde, 202 Tank Bde)
8-4-5 Gd Cav Div (10)

Any turn the 4th Ukrainian units are activated (place with any 4th Ukrainian unit):

1x 4-4-3 Gd Brkdwn Rgt
2x 3-2-2 Brkdwn Rgt
3 SP (place at any 4th Ukrainian HQ)

Abbreviations

AA — Anti-Aircraft
AC — Armored Car
AG — Assault Gun
Ana — Anapa (The 414 Rifle Division, composed of ethnic Georgians, was awarded battle honors for capturing this location.)
Arm — Armor
Arty — Artillery
AT — Antitank
Aufk — Armored Reconnaissance
Azer — Azerbaijan
Bde — Brigade
Bn — Battalion
Brkdwn — Breakdown
Cauc — Caucasus
Cav — Cavalry
Co — Company
Cos — Cossack
Cz — Czech
Div — Division
Eng — Engineer
Erz — Ersatz
Fr — French tanks used by the Axis
FJ — Fallschirmjäger (Parachute Infantry)
Fkl — Funklenk (Radio-controlled)
Flm — Flammpanzer (Flame-thrower tank)
Gd — Guard
Geo — Georgia
Grod — Oberst (later Generalleutnant) Karl-Albrecht von Groddeck
Grp — Group
Hitz — Oberstleutnant (later General) Otto Hitzfeld
Inf — Infantry
Jg — Jäger (light infantry)
Katy — Katyusha rocket launcher, named after a popular wartime Soviet folk song.
KG — Kampfgruppe
KM — Kriegsmarine

Kmd — Kalmuck (a small ethnic group near the Caspian Sea)
Kor — Köruck (Axis rear area command)
Korne — Rumanian Colonel (later Brigadier General) Radu Korne
Krd — Kradschutzen (motorcycle)
Krim — Crimea (German)
Ld — Landeschützen (German version of the Home Guard)
LW — Luftwaffe Field Unit
MC — Motorcycle
MG — Machine Gun
Mort — Mortar
Mot — Motorized
Mtn — Mountain
Müller — Oberstleutnant (later General) Friedrich-Wilhelm Müller
Para — Parachute
PG — Panzer-Grenadier (Mech infantry)
PJ — Panzerjäger (antitank)
Pio — Pioneer (engineer)
Pol — Police
Pz — Panzer
Repl — Replacement
Rgt — Regiment
Rotta — Rumanian Colonel Ion Rotta
RR — Railroad
Rum — Rumanian
RVGK — Stavka Reserve, or Reserve of the Supreme High Command
Schm — Schuma (this unit was a grouping of police Bn and other forces)
Sec — Security
SS — Schutzstaffel
Stug — Sturmgeschütz, or Axis assault guns.
SU — Samokhodnaya Ustanovka (Self-propelled), collectively refers to Soviet SP Artillery, AT with Track MA, and AG unit types.
Tam — Tamanskaya (the 89th Rifle Division, composed of ethnic Armenians, was awarded battle honors for capturing Taman.)
Tk — Tank
Turkum — Turkmenistan
Ukr — Ukrainian
UR — Ukrepnyonny Raion (Fortified Zone)
Werfer — Nebelwerfer rockets

Designer Notes

By Guy Wilde & Antony Birkett

Guy Wilde

I have been a gamer since I was 12 years old. I had always tinkered with game design, but never thought about bringing a game to market. One day I came across a little announcement in *The Gamer's Operations Magazine* where Dean Essig asked for potential game topics. I thought I would give it a whirl. I picked *Crimea* in 1941-42 because it wasn't too large, and I was attracted to the arena-like nature of the geography. I created a design and submitted it. In hindsight, that design wasn't very good and never got any traction. But with a friend, Jim Sterrett, playtesting continued at a languid pace until Chip Saltsman and Curtis Baer got involved about a year or two ago.

I did luck into some great source material. It happens I live near historian David Glantz, so one day I picked up the phone and called him. He could not have been more gracious or helpful. We ended up meeting for a few hours and he let me photocopy a large amount of material from his records (it was in Russian, so my next challenge was to translate it!) Glantz, by the way, thinks we wargamers should put our time into writing books instead of gaming.

As we got into the design, several factors helped us focus our efforts. Dean had emphasized we should have a low counter density, so that forced us to trim away some things. For example, early in the campaign Manstein's 11th Army had to fight off a Soviet counterattack in Ukraine near Mariupol. We chose to keep that action out of this game. We really concentrated on making two scenarios: The initial German offensive into *Crimea* and the Soviet counterattack at the end of 1941. Those can now be played separately or as one end-to-end campaign. One of the documents Glantz provided was an abridged Soviet after-action report from their Kerch landing operation. It was compiled by the Soviet high command and appears to be fairly objective. We learned how ad-hoc their planning was and how crucial it was for them to capture a port as quickly as possible.

The more we researched, the more we found that *Crimea* campaign has a fascinating set of historical "tid-bits." For example, the Soviet amphibious landing near Kerch is well known, but the Axis conducted at least one small landing of their own. Assault Boat Squadron 903 moved troops across Sevastopol's harbor to surprise Soviets to the south. Another is how Manstein did a survey of the Sivash "sea" and concluded it was impassible. The Soviets knew otherwise and were even able to build causeways across it in 1944. Finally, I find myself in awe at the courage displayed by the combatants on both sides, particularly in the climactic battles for Sevastopol in 1942 and 1944.

Antony Birkett

Early in the process of designing *The Third Winter*, I raised with my dear friend and chief playtester Marcus Randall, the idea of creating the *Ostfront* set of games, covering the entire Eastern Front during the period from 26 Sept 1943 to April 1944. *Crimea* was easiest, as the base map already existed from *Case Blue*. When we first attached it to *The Third Winter*, we found that not only did it change the dynamics for the 4th Ukrainian Front, but it was also an interesting campaign in itself. We carried on from there and the result is the 1943-44 portion of *Crimea*. The modified map allows the Taman campaign to be included and I am pleased with how *Crimea* both fits and transforms *The Third Winter*.

Portraying *Crimea* correctly requires dealing with naval amphibious and shipping operations. We needed to include them, but with a minimum of game-specific rules. We anticipate using this same approach for operations in the Baltic near Leningrad in the forthcoming *The Hero City* game. It's a challenge to decide where to stop in creating new counters and their operational importance: coastal artillery, naval units, and amphibious assault craft can quickly take on a life of their own.

Another area that required something slightly different was the Sivash. While the Axis regarded it as impassible, the Soviets knew better. At first, they had men link arms and march across, pulling out soldiers who began to sink. They dragged equipment across in barge-like sleds.

Finally, with immense effort, they constructed causeways across the Sivash sturdy enough to permit a Tank Corps to cross in April/May 1944.

The *Crimean* campaign had its own share of interesting units. Both the Germans and Soviets recruited soldiers from the region around the Black Sea. The German Ost units include Azerbaijani, Georgian and Turkmenistan nationalities. The Soviets had entire divisions, such as the 89th Taman and 9th Cossacks, who were deliberately used in the campaign because of their familiarity with the geography. The Soviet Cossacks personally knew (and loathed) the Cossacks fighting for the Germans, for example! Then you have units such as the Soviet 20th Mountain Division, which was trained and experienced in mountain fighting as opposed to many Soviet divisions whose "Mountain" or "Airborne" designations are just honorifics.

The German Sturmgeschütz (Stug) battalions are the only armor available to the Axis player. These were veteran formations which had a battlefield impact far larger than their numbers would suggest. In several instances, such as the desperate defense of the Perekop forts against the 4th Ukrainian Front in November 1943, they staved off disaster for the 17th Army.

Throughout 1943-44, the German player is faced with yet another Hitler order situation. Namely, he cannot withdraw from *Crimea* and must also tie down as large a Soviet force as possible, well into 1944. This forces the German player to support the Rumanian forces in the Kerch area and withdraw slowly from each defense line. A challenging task, but "All is not lost." He must escape the Kuban Bridgehead in good order. This will allow the use of the high AR Stug Bns to be the backbone of the German reserves in the south. The Luftwaffe also has the capability to gain some local air supremacy to back up any counterattacks. The terrain in the south constricts Soviet attacks as well. This will all help. However, once the line is broken, a rapid and effective retreat to the terrain in the SW *Crimea* can again delay the Soviet conquest. For the Soviets the finite Amphibious assault capability needs to be used carefully and in conjunction with

any offensive. Its range will help determine the correct timing for the landings. I hope players enjoy this small but challenging campaign for both German and Russian players. I also hope the potential to link this module to *The Third Winter* and the evolving *Ostfront* campaign games pleases all.

Note on the Sevastopol Garrison unit. As Germany's operational capabilities waned, they turned more and more to defensive works that would slow their enemies. The unit represents the administrative and higher function units that by this period of the war occupied large swathes of Eastern Europe. Many were drafted by Hitler's Festung orders to form fortified zones and as such are abstracted to represent the level of preparation and quality of those forces. There will be more Fortress units in later East Front games, varying from city to city in strength, AR rating, level of hog etc.

Finally, my thanks to my friend and *Ostfront* developer Chip Saltzman. His ideas, challenges and pace of work are ensuring that the *Ostfront* games are appearing in a timely, professional state with limited errata.

Developer Notes

By Chip Saltzman

I was aware of both designers who had initial Crimea designs (1941-42 and 1943-44) for several years now—Tony Birkett as a module that plugged into his *Third Winter* game and Guy Wilde from his posts about it on Consimworld. We had the map from Case Blue, updated with some *Third Winter* terrain and moved about 7 hexes east so we could include the Kuban Bridgehead area. Both designers had unique game-specific rules which were straightforward. The biggest difference was the way in which the two armies had changed between the time periods. The unit types/values for the 1941-42 units are based on units in GBII/Case Blue, the 1943-44 units reflect those found in *The Third Winter*.

The campaign featured a number of interesting aspects that are difficult to fit

into OCS scale. Those generally found their way into random events, all of which happened historically.

A few comments on some specific elements or historical tidbits:

The Soviet Navy never developed landing craft, always using whatever vessels they could scrounge, even in 1944. Over 500 Lend-Lease DUKWs were evidently sent elsewhere. There was nothing comparable to the German MFP (Marinefährrahm or “naval ferry barge”) craft. Two years after their first amphibious attempts, the Soviet Navy was still depending more on luck than logistics.

The Soviet Battleship *Sevastopol* was earlier named *Paris Commune* (Parizhskaya Kommuna). Launched in 1914, she had only a minor role in WW1. During the Russian Revolution, the ship's crew joined the Kronstadt Rebellion against the Reds, and after being put down the ship was renamed after the Paris Commune (the revolutionary government of Paris in 1871). She returned to the name *Sevastopol* in 1943. By whichever name you choose (*Sevastopol* at least fits on the counter), she bombarded Axis troops with her 12-inch (30.5 cm) guns numerous times until March 1942. At that point, she sailed to the port of Poti (near Turkey) to have her cannons relined. By the time repairs were complete, the Soviets were unwilling to risk their only capital ship against Axis air power, and she only sailed back to Sevastopol after it was recaptured in late 1944. She was scrapped in the mid-1950s.

The 22nd Panzer Division is the only one in the game (and for one small scenario). It suffered the hardest luck of all the German Panzer divisions. It was formed in France in September 1941 and was the last panzer division equipped with the Panzer 38(t). The soldiers were poorly trained and performed disastrously in their first action in March 1942, with 30% personnel losses. It had improved some by the time of Operation Trappenjagd, where it performed adequately. Just afterwards the 22nd Panzer Division was returned to Army Group South, where it rumbled off to oblivion at Stalingrad. Recall the story of the panzers at Stalingrad that wouldn't start because mice had nested in the wiring

and eaten the insulation? Those tanks belonged to the hapless 22nd Panzer!

The German 22nd Infantry Division, on the other hand, was an elite unit. Formerly the 22nd Air Landing Division, it suffered heavy losses during the blitzkrieg in Holland. Slated for the invasion of Crete, it was replaced at the last minute and participated in Barbarossa as regular infantry. Manstein relied on it as his best unit and used it for the most difficult assignments in the assault on Sevastopol. The division suffered grievous losses and spent the remainder of the war on occupation duty in Crete.

The Taman Peninsula is geologically unstable. It is prone to earthquakes and contains many “mud volcanoes.” These are warm upwellings of a mud slurry that can cover an extensive area. Crimea itself contains several unusual terrain features. Spits are essentially sand bars that compel a prospective attacker to funnel troops into a narrow front often devoid of any appreciable cover. Dry Lakes comprise a dried crust over muddy bogs. They are flat ground exposing any movement to enemy view. Vehicles easily broke through and became mired.

After the Eastern Front stabilized in early 1943, Hitler ordered the construction of a bridge over the Kerch Strait. This proved unfeasible, so a cable-car system was built instead. The aerial tramway went into operation on 14 June 1943 with a daily capacity of one thousand tons but was only adequate for the defensive needs of the Seventeenth Army in the Kuban Bridgehead. (You can see it in action on this video at the 4-minute mark of ‘Part 2’: <https://www.net-film.ru/en/film-62855/>).

In 1944 the Soviets built a “provisional” railway bridge (Kerch railway bridge) across the strait. Construction made use of supplies captured from the Germans. The bridge went into operation in November 1944 but moving ice floes destroyed it in February 1945; reconstruction was not attempted. Russia built a large highway/rail crossing, the Crimean Bridge, across the Kerch Strait after it annexed Crimea. It opened in December 2019 as the longest bridge in Europe.

Is it “Crimea” or “The Crimea?” The Russian and Ukrainian languages have no

definite article, so “Crimea” is correct. When Crimea is an adjective (The Crimea Peninsula) then adding the definite article is correct.

Historical Commentary

By Chip Saltsman

The Ancient Greeks founded colonies on the Crimean Peninsula as early as the 7th Century BC, but it was the warlike Tartar descendants of the Mongol Golden Horde that drew Russia’s attention. Crimean Tartars even raided and burned Moscow in 1571. The Tartars sought to make Crimea impregnable, building an enormous wall and moat in front of their forts at Perekop. (Perekop literally means “the Trench” in the Crimean Tartar language). Over the next two centuries, Russia and the Tartars fought several wars, ultimately leading to the capture of Crimea in 1771 and its annexation by Catherine the Great in 1783. One of her first orders regarding the new province was to create a naval base at the excellent natural harbor of Sevastopol. That site was to be the focal point of the Crimean War of 1854-55 (burgeoning Russian naval power threatened the Ottoman Empire, which was supported in turn by England and France).

Fast forward to the Russian Revolution, where White forces held out in Crimea until 1920. The Red Army narrowly forced their way into Crimea at Perekop, evicted the Whites, and set about bringing Crimea into the Communist fold. By WW2, Sevastopol had been upgraded as a naval base through harbor improvements, more ships and a massive fortification effort.

The Axis Advance into Crimea (Scenario 1: Rite of Passage)

Hitler’s initial invasion plan for Russia, Operation Barbarossa, did not even mention Crimea. This changed quickly once the Soviet Air Force (VVS) began bombing the Rumanian oil production center of Ploesti from bases in Crimea. Suddenly the peninsula began to look like an “unsinkable aircraft carrier.” By August 12, 1941, Army Group South had an

additional directive to occupy Crimea. Army Group South moved rapidly into Ukraine that summer. Odessa was surrounded, its garrison surviving only with the help of the Soviet Black Sea fleet. The German 11th Army, under the command of Generaloberst von Schobert, reached the Dnepr in mid-August to find its bridges blown. Schobert’s forces launched an assault crossing of the Dnepr at Berislav (into hex F17.35 on the Crimea map) and by 10 Sept had pushed the Soviets back towards Melitopol (F36.32), opening the way to Crimea. German reconnaissance troops probed the area of the still-formidable Tartar Wall, encountered stiff resistance and concluded that Perekop could not be taken by a quick coup. That same day, 12 Sept 1941, von Schobert was killed when his Fieseler Storch crashed.

That Soviet defense which deterred the German advance was embryonic. The Soviets activated the 51st Army to hold Crimea “to the last soldier” only on 12 April 1941. General Fyodor Kuznetsov was placed in charge and began throwing a defense together. Faulty intelligence caused the Russians to deploy 40,000 of their men to defend against amphibious landings (there was no Axis capability to do this) and another 25,000 defended against an imagined airborne assault. Only 30,000 were sent to defend the vital isthmus at Perekop (F16.26) and its still-daunting Tartar Wall and Ditch. The five days required for 11th Army’s new commander, Erich von Manstein, to arrive gave the Soviets the breathing room they needed to strengthen their defenses.

With Manstein in charge, a German assault against the Tartar Wall was planned and begun on 24 Sept 1941. It required five days of seesaw fighting for Manstein’s forces to break through the now defense-in-depth. This cost the



The ancient Tartar Ditch was still a formidable obstacle.

Germans dearly, with the two lead divisions suffering over 2,500 casualties, including many battalion and company leaders. The Soviets retreated to Ishun (F19.21) and Kuznetsov pleaded for reinforcements, which were provided by evacuating the Odessa garrison into Crimea.

The hard-pressed Russians gained another reprieve when their forces launched an attack against the Rumanian troops in front of Melitopol, requiring Manstein to divert units to deal with this threat. The German reaction smashed two Soviet armies in a week’s time. German High Command (OKH) determined that Manstein’s 11th Army couldn’t simultaneously attack both east and south and directed him to focus on Crimea. It also removed some of his units, leaving Manstein with just six infantry divisions and a supporting Stug Battalion of 20 vehicles to conquer the peninsula. The offensive resumed against Ishun on 18 October.

Once again, the Germans attacked a strong Soviet defensive position, and once again overpowered it through the sheer bravery and initiative of their junior officers, who then had to hold on against increasingly desperate Russian counterattacks. STAVKA decided that Kuznetsov hadn’t performed well enough and sacked him, replacing him with a naval officer, Admiral Levchenko, who had no experience of ground combat. By 26 October, the Ishun position collapsed, and a race for Sevastopol began. The

Germans had suffered nearly 12,000 casualties—an entire infantry division—by this point.

Manstein had no formal pursuit force but improvised “Brigade Ziegler” (Oberst Heinz Ziegler was chief-of-staff of the German 42nd Corps), containing Stug Bn 190, the Rumanian Korne Brigade (Colonel Radu Korne, one of the most enterprising Rumanian commanders) and a few other motorized scraps. They advanced quickly, arriving outside Simferopol (F18.08) in just two days. The Soviet retreat turned into a rout, with some units disintegrating, others making for Sevastopol, and still others headed towards Feodosiya (F33.08) and Kerch (F45.10). Yet several Soviet leaders pulled together whatever men they could to hold the defensive lines around Sevastopol, joined by others who managed to evade the German onrush. Major General Ivan Petrov distinguished himself as he led several divisions safely into the city and was then given command of its entire defense. By early November, there were enough troops in position to deny Manstein the swift Sevastopol coup he sought. Meanwhile, the German 170th Infantry Division captured Feodosiya on 3 November and battered its way into Kerch on the 17th. Manstein could now turn his full attention to Sevastopol.

The Axis Assault

In General Petrov, the Soviets lucked into an able commander, who worked tirelessly to ready the city for defense. The population had been mobilized, building hundreds of bunkers and laying thousands of mines during September and October. All available artillery and naval units were connected into an efficient fire support organization. Now Petrov played for time to further entrench and await reinforcements.

Manstein opted for a quick assault, not realizing how well the Soviet defenses had solidified. But his army was low on supplies, had suffered 10% casualties in the campaign thus far, and half his units were still overrunning the eastern part of Crimea. He failed to appreciate the ability of the Soviet Navy to produce both Marine brigades and heavy artillery strikes and discounted the capabilities of his better Rumanian units. The several



German artillery fires across Severnaya Bay into Sevastopol from the north.

attacks mounted by the Germans gained little ground, and some met prompt Soviet counterattacks. By mid-November it was clear a full-scale assault was required.

Preparing for “full-scale” was easier said than done. The Soviets had blown all the Dnepr River bridges (not fully repaired until 1943), requiring supplies to be ferried across the river at Kherson and either trucked or railed down to Sevastopol via the few transportation units available. Artillery units and ammunition had highest priority, small comfort to soldiers shivering in their summer uniforms. Meanwhile Petrov’s engineers were strengthening their defenses like a busy bunch of beavers.

The German assault commenced 17 December, with initial success due to careful preparation and their “salami slicing” tactics of multiple supporting storming parties. Soviet resistance stiffened each day, and by Christmas the battle was balanced between casualties and ammunition shortages on the German side and the steady grinding down of Sevastopol’s defenses. Manstein’s assault troops had lost half their number, and while imaginative small-unit tactics and leadership had shown early success, the main Soviet fortifications held. In fact, the Soviets had better logistical support than the Axis, managing to ship in fresh divisions throughout December. The Germans had been worn to a frazzle . . . and then news broke of Soviet amphibious landings at Kerch.

Soviet Counterstroke (Scenario 2: Tiger by the Tail)

The Soviet Navy possessed no amphibious ships at all. The Transcaucasian Front had been directed to put together a naval assault and do it in two weeks’ time. Soldiers were loaded on the decks of destroyers, trawlers, or whatever ship was at hand. Their first landings north and south of Kerch on 26 December were initially hemmed in and then slowly crushed by quick reaction from the only sizeable German unit in the area, the 46th Infantry Division, part of Lieutenant General von Sponeck’s 42nd Corps. Sponeck rushed every bit of his limited force towards Kerch, only to have a second amphibious landing successfully capture Feodosiya behind him, threatening to cut off his units. Manstein promised reinforcements to deal with the situation, but von Sponeck had other ideas. In a move rare for the Wehrmacht, von Sponeck severed communications and directed all his units retreat to positions around Kirovskoye (F31.11), which ceded the entire Kerch region to the Soviets.

By New Year’s Day, 1942, Manstein had a full-blown crisis on his hands. Units besieging Sevastopol retreated to a line which a smaller force could hold, freeing up troops for a counterattack against Feodosiya and to deal with still other Soviet naval landings at Sudak (F28.06) and Yevpatoriya (F10.13). The Axis forces were ready by 15 Jan and caught the Soviets unprepared. In just a few days they regained Feodosiya and pushed the

Russians back to a bottleneck at the Parpach Narrows (F34.10 to F35.09) in a disorganized state, giving Manstein breathing room. At Sevastopol, meanwhile, nothing would happen beyond skirmishing until the summer. Von Sponeck was court-martialed and sentenced to death, and though this was later commuted to imprisonment, he was executed on Himmler's orders in 1944.

There were now two front lines: the siege lines around Sevastopol and those at the Parpach Narrows. Those lines didn't move much between January and early May 1942, though not for lack of trying on the Soviets' part. No fewer than four abortive offensives slogged forward in the snow, rain and mud, achieving little beyond long casualty lists. The Germans inflicted more than 350,000 casualties on the Russians while suffering some 24,000 of their own during this period.

German Conquest (Mini-Scenarios 1: Eviction Notice and 2: Operation Störfang)

Hitler's plans for the German 1942 Summer Offensive had an important prerequisite: clearing Crimea. In planning meetings with Hitler, Manstein demanded massive Luftwaffe support and the biggest siege guns in the German arsenal. The plan was to eliminate the Soviet bridgehead and recapture Kerch first, then focus on Sevastopol. Hitler agreed but demanded a tight timetable so the Luftwaffe forces could be used to support Case Blue.

Operation Trappenjagd (Bustard Hunt) was the code name for the attack at the Parpach Narrows. This was typical Manstein boldness: He had only the untried 22nd Panzer Division, five German infantry divisions and a few Rumanian divisions to attack a Soviet force of some 19 divisions and several tank brigades which outnumbered him by 2-1. Manstein repeated his approach from France 1940 in securing operational surprise by striking where least expected and employing new tactics for breaking enemy fortified lines as the attack commenced 8 May 1942.

The result was one of the more lopsided victories of World War 2. Swarmed by the Luftwaffe, with the German mobile units breaking through into their rear, and

headquarters disrupted, the Soviet forces collapsed. The entire Kerch Peninsula was cleared in two weeks, with 70% of the Soviet's 250,000-man force either killed or captured. Trappenjagd's outcome hadn't been assured, but all the cards fell the German's way.

Even before this battle was complete, Manstein and his staff were preparing Operation Störfang (Sturgeon Catch), the assault on Sevastopol. The Wehrmacht scoured up all the large-caliber guns they possessed and transported them to the Crimea, as well as huge stocks of ammunition for the regular guns. Some of the siege cannons were immense, though weapons such as the 80 cm Dora and the other super-heavy guns had only limited ammunition. More effective were the Czech-built 30.5 cm mortars which were plentifully supplied. The German bombardment began 2 June 1942, not so much as a World War I-style pulverization as a shoot-observe-shoot process of targeting prior to an infantry assault. The Luftwaffe built airfields nearby allowing several bomber sorties per day and was considered by the Soviets to be more destructive than the German artillery. The Luftwaffe also gained the upper hand in its efforts to destroy the port facilities at Sevastopol and choke off reinforcements to the beleaguered city.

The actual ground assault began 7 June with the schwehrpunkt focused on the Soviet Stellenberg position (hex F12.05). German infiltration tactics, small unit initiative, front-line leadership and timely fire support greatly aided the attackers, but the Soviets held on with grim determination, knowing their backs were to the sea. Yet the Soviet commander Petrov had made a crucial operational error: most of his units were packed into the fortification line, with surprisingly few reserves available to counterattack German breakthroughs. Perhaps he was counting on the same sort of timely airborne reinforcements as he had received back in December, but the Luftwaffe and some Axis naval forces focused on shutting down the port. Not all the German attacks were successful, but the slugfest became like a heavyweight boxing match, where winning was as much about endurance as pummeling one's opponent. Day after day the

German advance plowed forward. In game terms, the Germans captured F12.05 and were attacking into F11.05, with attacks against F12.03 making slow headway. The north shore of Severnaya Bay was captured by 22 June (hexes F11.05 & F11.06).

Both sides were aware by late June that the other was reeling. Manstein readied for one more attack, this time led by an amphibious assault across Severnaya Bay the night of June 28/29, landing in the city itself. This success caused enough confusion that assaults on several of the final fortification lines broke through and the Soviet defenses collapsed after three weeks of continual combat. German and Rumanian flags were raised over Sevastopol on 1 July and any organized resistance in Crimea ended by 4 July 1942.

Manstein's 11th Army had destroyed three Soviet Armies in less than two months, and conquered Sevastopol's defenses in 33 days. But the cost was dear—over 35,000 casualties, 18% of its total strength. Many of the assault regiments had lost half their men, and some were reduced to remnants. The Rumanian army suffered a further 8,500 casualties. Soviet losses were some 18,000 dead, and a further 97,000 prisoners.

Robert Forczyk summarizes the campaign this way: "It is clear that the Axis suffered at least 115,000 casualties in Crimea in 1941-42. However, a far more important cost to the Axis cause was the loss of valuable time and resources poured into securing what amounted to a secondary objective. The diversion of so much Luftwaffe and artillery firepower to reduce Sevastopol was a luxury that the Wehrmacht in Russia could ill afford. Soviet losses in Crimea in 1941-42 were catastrophic: five armies destroyed and overall casualties approaching 500,000. Even worse, the Soviets failed to achieve any of their operational-level objectives in Crimea in 1941-42, and that theatre proved to be a bottomless pit for resources. Nevertheless, the Soviet Union could better afford the manpower and resources wasted in pursuit of holding Crimea than the Third Reich could afford the cost of seizing it. The German conquest of Crimea would prove to be both expensive and, ultimately, empty."

Red Army Resurgent (Scenario 3: Cross of Iron)

Crimea became a German backwater for more than a year. The Wehrmacht marched off across the steppe to Stalingrad and the Caucasus, and the immense battle at Kursk took place the next summer. The Nazi administrative apparatus moved in, some to hunt and murder “undesirable” elements of the population, others to attempt resettlement of German colonists. Many of the remaining ethnic Tartar population welcomed the Germans (and paid a heavy price for it when the Soviets returned). Small Soviet partisan bands appeared, though the Germans proved efficient at snuffing them out—the partisan effort only became a problem for the Axis once Crimea was cut off in late 1943.

The new German commander of the 17th Army was General de Pioniere Erwin Jaenecke. Jaenecke was returning to duty, having been badly wounded leading a division at Stalingrad. Most of his units were across the Kerch Strait in the Taman Peninsula (called the Kuban Bridgehead or *Gotenkopfstellung* (“Goth’s head position”) by the Germans), with the idea that one day they might again attack into the Caucasus. As the Wehrmacht reeled back from Soviet counteroffensives after Kursk, and desperate for fresh troops, Hitler reluctantly authorized Operation Brunhild—the evacuation of the Kuban Bridgehead. This evacuation was a major success, as the Soviets proved unable to impede it, and 239,000 Axis troops were withdrawn in just 38 days. Commanding the Soviet forces advancing against the Kuban Bridgehead was the same General Petrov who had led the defense of Sevastopol the year prior.

Most of the evacuated troops didn’t remain in Crimea. OKH stripped Jaenecke of 8 of his 10 German divisions, leaving him with 40,000 combat troops. Besides his remaining pair of German divisions, he had some seven Rumanian divisions and a number of minor Allied/Ost formations. The Rumanian Mountain and Cavalry units were capable, but after Stalingrad the Germans regarded the capability of most Rumanian formations as suspect. Crimea Scenario 3 starts mid-withdrawal, with only the units Jaenecke had remaining to him on the



Soviet troops on Sapun Heights during the recapture of Sevastopol

map. The withdrawal was underway by this point and completed by 9 Oct 1943.

They retreated into Crimea in the nick of time. In late October, General Fyodor Tolbukhin’s 4th Ukrainian Front crashed through the German lines at Melitopol (F36.32) and his mobile forces raced across the steppe, making for the entrances to Crimea. Only a few units were stationed at Perekop, and none were guarding the Chongar Narrows (the passage at F27.24). The Soviets stood a good chance of taking Crimea on the fly, as Tolbukhin knew Petrov was also planning an amphibious assault at Kerch. Both sides hustled forces to the Perekop area.

The race became a meeting engagement on 1 Nov 1943. Soviet forces tried to rush the Chongar Narrows and ran into German units which had force-marched their way into position the night before. The Soviets were surprised, halted, and could make no headway along the narrow, open terrain. That same morning lead elements of the 19th Guards Tank Corps attacked from the march against Perekop and broke through the Tartar Wall forts. They were halted in front of Armyansk (F16.25).

Just as serious was the Soviet effort to ford the Sivash. Known as the “Rotten Sea” or “Putrid Sea,” the area is deep mud covered by water. Though treacherous and constantly shifting, it could be forded (and had been by Catherine the Great’s army in 1771 and the Red Army in 1920).

Once they found a promising path, the Soviet approach was simple: line men up, have them link arms, and march forward so that anyone who started to sink could be yanked out of the muck. Light equipment was placed in shallow-draft pontoons and pulled across. In this way, three rifle divisions crossed their personnel over to F20.24/F21.24 on 1 Nov. However, they couldn’t advance any further until pontoon causeways were built months later.

The German response was to screen the Sivash bridgehead with a mixed Rumanian/German force and throw all available resources into desperate counterattacks against the swelling Soviet presence at Perekop. This culminated in an all-or-nothing battle on 6 Nov, where the Germans recaptured the forts at the Tartar Ditch and stabilized the situation.

The action at Perekop was simultaneous with Petrov’s attack across the Kerch Strait. The Soviets first landed a division at Eltigen (F44.08) on the night of 31 Oct/1 Nov but were considerably disorganized due to the shoestring nature of the attempt. This group was quickly hemmed in by Axis forces. Much larger was Petrov’s main assault at Yenikale (F47.11), supported by artillery lined up along the sand spit across the Kerch Strait (F48.10). This landing succeeded in bringing 4,000 soldiers ashore the first night, and reinforcements poured in each successive day. The Axis harassed the landings with patrol boats and a near-continuous air battle raged overhead, but

it became apparent that there simply wasn't the offensive capability to destroy the main beachhead. In early December the first Eltigen beachhead was finally destroyed, but the Yenikale force had swelled to army-size.

The Liberation Offensive (Scenario 4: The Last Bridgehead, and Scenario 5: The Liberation Offensive)

By November 1943, the German 17th Army was facing bridgeheads across the Sivash and at Kerch that couldn't be eliminated. Once Tolbukhin and Petrov readied themselves, an all-out offensive must surely overrun Crimea. Hitler's logic was ruthless: large Soviet formations were tied down by a relatively small German force, augmented by Rumanian units for which he had little respect, and withdrawal would just release them. Stalin seems to have viewed Crimea as "the largest prison camp in the world" and prodded his commanders into mounting small offensives out of each bridgehead at various times—once in January 1944 at Kerch, twice in February and March in the Sivash, and partisan attacks mounted steadily. These didn't gain much ground but did contribute to a slow erosion of Axis personnel and morale.

April 8, 1944 was when the Soviets unleashed their all-out offensive. This was a carefully planned attack at Perekop, Kerch and the Sivash, well-supported by air and artillery. After just two days the 17th Army was retreating everywhere, streaming towards Sevastopol. Tolbukhin sent the 19th Tank Corps across the Sivash bridges and used it as his pursuit force—they were in Simferopol four days later. Only half of Jaenecke's troops remained when they stumbled into the fortifications around Sevastopol, fortifications that were not prepared for a prolonged siege.

The Soviets were more deliberate in their assault at Sevastopol than they needed to be, not realizing just how weak the Axis defenses actually were. After some probing attacks, they made a larger push on 1 May, and then their final assault 5 May. The Axis lines were overwhelmed, and Sevastopol was captured on 9 May. Despite Hitler's unwillingness to authorize a withdrawal, some ships were able to pick up survivors during the chaos

of the next few days. Perhaps 45,000 Axis troops eventually made it to Constanta, but only the Rumanian Mountain units escaped as organized formations.

Control of Crimea continues to this day as a fixation for Russian leaders, with Vladimir Putin's seizure of the peninsula in 2014.

Game Play Considerations

By Guy Wilde, Antony Birkett & Chip Saltzman

German player, 1941-42

- You have to break through the Perekop Isthmus, but you can't burn out your army doing so.
- Your rail conversion efforts face a fork in the road at Dzhankoy (F23.18). You can move the railhead towards Simferopol or Kerch. Tough choice. An Axis HQ at F17.12 can draw from a Detrainable hex at F17.23, but to supply attacks near Balaklava requires trucking SP further or the railhead getting as far as Bakhchisaray (F15.06). Units assaulting Sevastopol are most easily supplied from an HQ in hex F13.05, but the southern approach through Balaklava (F11.03) is the best attacking terrain.
- An HQ at 34.09 can draw from a Detrainable hex at Sovietskiy (F28.12) and throw as far as Kerch. Do you want to clear Kerch before trying to capture Sevastopol?
- You don't have to fuel/move your mobile units every turn—every 1T counts in this game!

Soviet player, 1941-42

- How much force do you want to devote to battles around Perekop versus Sevastopol versus Kerch?
- The threat of an amphibious assault is as troublesome as an actual landing. Look at the map and ostentatiously count hexes needed to invade at, say, Krasnoperekopsk (F17.23). That should make the Axis spread out more.

- Sevastopol (F10.04), with a Level-3 Air Base, the Soviet naval units and an HQ has a Flak modifier of +7, almost guaranteeing a hit. Flak can really whittle down the Luftwaffe.

German player, 1943-44

- The Soviet player would be delighted for you to battle in the Taman Peninsula. We recommend you get out, fast. Make saving the 5-AR units a top priority. They can't be rebuilt, so save them for desperate situations.
- Your dilemma is the one faced by the Soviets in 1941-42: How much force do you want to position around Perekop versus Sevastopol versus Kerch?
- Always have a reserve ready to react against Russian amphibious landings.
- Should Kerch be lost, the next best defensive terrain is the narrow isthmus near Vladislavovka (F33.10).
- The German player should look for any weaknesses in 4th Ukrainian Front's position when playing with *The Third Winter*. An attack out of Crimea if the Soviets don't Hog the front line is a nasty surprise for the Russian player.

Soviet player, 1943-44

- By this point in the war, the Soviet Air Force can be quite formidable over any landing or crossing points. This might ward off DG, which must be avoided if at all possible. Sweep the enemy air units and do attack his artillery, even with negative barrage column shifts for no spotters. If the bridgehead is not DG, its chances of expanding and surviving are much improved.
- You can make an amphibious landing, suffer its annihilation, and have the entire force rebuilt in a month. You might do this twice before the Kerch Strait becomes "Ice" and you are ready for a third try.
- When advancing from Kerch, the Coastal Army can obtain Trace and SP by a "port hopping" strategy of seizing the ports along the southern Crimea coast.
- If combining with *The Third Winter*, Sevastopol has a very attractive 2 VP. Is

this worth diverting units from a drive towards Odessa and Rumania?

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Random Event Table

Roll for a Random Event each turn, just after the Weather Determination Segment and before the Initiative roll.

Roll Twice. First roll (1 die):

- 1-4 – No Event this turn
- 5-6 – Random Event

Second Roll (2 dice, use a colored die as the tens digit and a white die as the ones digit. For instance, a red '6' and a white '5' would be read as a roll of '65'.) Locate the appropriate random event. Most are self-explanatory. Some events have weather or time considerations, situational preconditions, or are one-time only.

Sometimes there will be an event substituted (per the italicized instructions); sometimes no event at all. If two random events are somehow in conflict, the lower numbered event takes precedence.

Random Events:

11 Italian Patrol Boats Deployed. Soviet Sea Cap is cut by 50% for this turn and the next two turns (1941-42 only).

12 Supply Dump Found. Award 2T to either player: roll a die, odd result gives the 2T to the Axis; even result to the Soviet player.

13 Naval Mines. Apply 2 port hits to a random on-map port:

Yevpatoriya (F10.13)
Sevastopol (F10.04)
Yalta (F17.02)
Alushta (F21.05)
Sudak (F28.06)
Feodosiya (F33.08)
Kamysh Burun (F44.09)
Kerch (F45.10)
Kolonka (F46.10)
Taman (F48.08)
Anapa (F55.03)
Temryuk (F55.09)

Does not affect Off-Map Boxes or Ferries.

14 BB Cannons Unloaded. Increase a Hedgehog within three hexes of Sevastopol by two levels or place a Level 2 Hedgehog in a hex that does not have one (can be in an EZOC). Flip the Soviet BB Sevastopol to its “damaged” side (no VP award). The guns have been unloaded to assist in the defense of Sevastopol (1941-42 only).

15 Geological Instability. The area near Taman (F48.08) is prone to earthquakes and “mud volcanoes.” Place an Interdiction marker in F48.08 (remove it in the Clean-Up Phase of the Second Player Turn). It affects units of both armies.

16 Axis Aerial Tramway. The Germans built a tramway over the Kerch Strait to help supply the Kuban Bridgehead. Up to 2T of SP received by the Axis player may be placed in Taman (F48.08) if it is friendly to the Axis (the effect is permanent).

21 Soviet Fortification Effort. The Soviet player receives 1 Hedgehog marker which may be placed in any friendly hex or used to increase a Level-1 Hedgehog to Level-2.

22 Soviet Air Reserves Deployed. The Soviet player receives one Su.2 if it is 1941-42. If this event is rolled again, or it is 1943-44, the Soviet player receives one “Air” replacement this turn, in addition to what is received via the Replacement Table.

23 Naval Sinking in Port Yields Crews. Award 1 additional Pax to either player: roll a die, odd result gives the Pax to the Axis; even result to the Soviet player.

24 Activity outside Crimea. Conduct a Simulcast turn. (Scenarios 1 & 2 only). Note: The German 11th Army had to halt its efforts to break into Crimea the first two weeks of October 1941, to rescue Rumanian forces from two Soviet armies during the Battle of the Sea of Azov.

25 Luftwaffe Reserves. The Axis player receives one “Air” replacement this turn, in addition to what is received via the Replacement Table.

26 Inertia. The First Player from last turn automatically wins the initiative on this turn (as if they won the initiative die roll).

31 Assault Boat Squadron 903. The Axis used assault boats on at least one occasion to land a force behind Soviet lines. When this event is rolled, the Axis player gets the “Assault Boat” counter.

It may be used for one attack on a coastal hex, providing a +1 to the AR of the lead unit. (1941-42 only, may only happen once, if rolled again treat as “no event.”) This marker may not be combined with a “Hero” counter to generate a +2 AR.

32 Partisan Offensive! The Soviet player gets to immediately place two Trainbusting/Interdiction markers anywhere in Crimea, and the Axis player must remove 1 SP from the map. In addition, during this turn the Soviet player can add a +1/-1 DRM to any one Combat die roll (not a Surprise roll), which must be announced before any dice are thrown. (The effect is +1 if attacking and -1 if defending.)

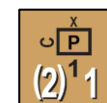
33 Soviet Patrol Boat Raids. Place 2 Trainbusting/Interdiction markers on any coastal hex except for the Sivash (landlocked lake).

34 Extra Lend-Lease. The Soviet player receives one “Air” replacement this turn, in addition to what is received via the Replacement Table.

35-41 Partisans! (1943-44 only) The Soviet player rolls one die. On a 1-3 he



Inactive



Active

may place 1 randomly selected partisan unit (if available), and on a 4-6 he may place two. Partisan units are placed on their reverse “Partisan” side so their strength is unknown to both players until activated. Partisans may only be placed in or enter Hills,

Rough or Mountain terrain. Partisan units do not require trace supply and are always in combat supply. During the Reinforcement Phase of any subsequent turn, the Soviet player may activate any Partisan units he wishes by flipping them to their Combat Mode side. Each activated partisan unit has these qualities:

- Axis units must pay an additional +1 MP to enter any hex adjacent to a Partisan unit.
- If the Partisan enters a railroad hex, throw one die. 1-3 no effect, 4-6 an Interdiction/Trainbusting marker is placed in the hex.
- If the unit moves adjacent to an airbase it can attack but not enter the airbase. Throw one die, 1-4 No effect, 5-6 reduce one air unit by one step.
- If a Partisan unit moves adjacent to a supply dump, throw one die. 1-4 No effect, 5-6, 25% of the SPs in the hex (rounded down) are destroyed.
- Axis Security and SS units attacking partisan units gain a +3 Combat die roll modifier. This represents the competitive intelligence factor and the correct role for these units. These units also expend NO SP to attack partisans.
- If a Soviet combat unit enters the same hex as a Partisan unit, the partisan unit is removed and replaced in the Partisan Box. Two Pax are then generated. These can be absorbed by the unit

entering as a replacement step. If not used immediately these Pax are lost.

42 Axis Unit Upgrade. (1941-42 only) Replace the 8-2-3 Mot Werfer Bn (4) with the 30-2-3 Mot Werfer Rgt (4). There is no fuel or movement requirement, just swap out the counters wherever the Battalion happens to be, retaining its Mode and any Markers, even if surrounded or in the Dead Pile.

43 Re-Roll Counter. Roll a die. Odd result gives the “Re-Roll” counter to the



Soviet player, even result to the Axis player. The Re-Roll counter may be used at any time by the possessing

player to re-roll any ONE dice roll (Supply, Reinforcement, Flak, Air Combat, Barrage, Surprise or Combat roll). It may not be used to re-roll Initiative. Once used, however, it is immediately given to your opponent who may then use it at their discretion. The Re-Roll counter can be held onto as long as a player wishes. It may be passed back and forth any number of times throughout the remainder of the game. This event only happens once. If rolled a second time treat as “No Event.”

44 Convoy Interdicted. Subtract one from Soviet Supply Table and Variable Reinforcement rolls this turn (not all of the coastal convoys made it through, and some took losses).

45 Soviet Naval Sortie. (1943-44 only) Halve the Axis Sea Cap this turn.

46 Partisan Attack. The Soviet Player chooses any one Air Base that is in Crimea. All aircraft at the Air Base must go Inactive and may not Refit during this turn.

51 Partisan Attack. The Axis Rail Cap is reduced by 50% this turn only.

52 Anti-Partisan Operations. The Axis player must remove two steps of units to counter partisan activities. The steps must be Attack-Capable and cannot be Police or Security units. Roll one die for each



step to determine how many turns in the future the units return (treat each as a successful Breakout). A

Partisan Random Event (32, 35-41, 46, or 51) rolled during turns when any of these units are off map becomes “No Event.” Remove any one Partisan unit from the map (inactive or active, if more than one then select randomly). Creating Breakdown units to comply with this event is permitted.

53 Plentiful Ammo. Any two Axis artillery barrages conducted during this turn have their artillery barrage costs reduced by 2T per barrage, no matter the Barrage Strength used.

54 Hero. The player that wins the initiative roll gets a “+1 AR” counter. This must be placed immediately on any unit, raising that unit’s AR value by 1 for this turn. Remove the counter during the Clean Up Phase of the Second Player Turn.



55 Axis Fortification Effort.

The Axis player receives 1 Hedgehog marker which may be placed in any friendly hex or used to increase a Level-1 Hedgehog to Level-2.

56 Soviet Fortification Effort.

The Soviet player receives 1 Hedgehog marker which may be placed in any friendly hex or used to increase a Level-1 Hedgehog to Level-2.

61 Coastal Artillery Emplaced. There are 3x 5-1-0, 3x 7-1-0 and 1x 9-1-0 Coastal Artillery Bn in the Axis player’s counter mix. Pick one at random and place it in an Axis controlled port (1941-42 only). (Most of the coastal artillery were salvaged Russian or even French cannons, emplaced during 1942-43.)

62 High Initiative. During the Soviet Reinforcement Phase of this turn, the Axis player may place a Reserve marker on any one stack that is not in an EZOC. If they are all in use, he may remove a marker from another stack in order to place it.

63 Low Initiative. The Axis player has one fewer Reserve markers available for use during this game turn. If they are all in use when this event is rolled, he must select one to remove immediately. The marker returns at the start of next turn.

64 Lend Lease. The Soviet player receives a 1T Truck as a reinforcement this turn. This event can happen twice (flip counter to 2T), unless the Soviets somehow managed to capture the German 1T Truck in which case the event may only happen once (i.e., the Soviets never end up with more than a 2T Truck counter).

65 Soviet Submarines. (1943-44 only, if 1941-42 treat as “No Event”). Any cargo moving along the Sevastopol-Constanta Convoy Route is endangered:

- Half of SP shipped are destroyed (round fractions up to the nearest 1T).
- Each combat unit shipped must roll a die. On a 1-3 it is destroyed. On a 4-6 it arrives successfully. Multi-step units roll for each step.
- If this event occurs during a turn when a Convoy Interdiction is in effect, halve SPs shipped or roll for combat units TWICE.

66 Battlefield Salvage. The Germans employed foreign equipment of many types, including Russian tanks. The Axis player receives one Eq4 and 1 SP in addition to their Variable replacement roll.



Soviet troops advance into Sevastopol, 9 May 1944. The pillar in the background is the Monument to the Sunken Ships in Sevastopol harbor. It was erected in 1905 to memorialize the many ships of the Russian Black Sea fleet scuttled during the Crimean War.