

Scenario 2**The Crossings, Ukraine, late 1943, Part 2****The Situation**

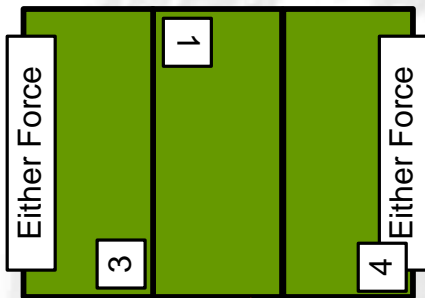
This is a race to capture the only five crossings over a key water passage. Will the German stem the Soviet advance or will they push the Germans aside and march on to relieve Kharkov?

This variation on Scenario 1 is designed for play after reviewing the Advanced Rules. It adds leg and towed units to the original situation.

Optional Game elements are also included to maintain a consistent scenario format and to enable players to also utilize those rules with just vehicles.

The Map

Utilize maps 1, 3 and 4



Mapboards &
Configuration

SETUP

Conditions	Normal visibility. No adverse terrain.
Both ...	The forces roll the dice. The force rolling the lower result (Soviet Force wins all ties) sets up first anywhere on map 3 in hex rows 1-3 <i>or</i> anywhere on map 4 in hex rows 8-10.
	The other force sets up second in the area not selected above.
	Neither force controls the 5 objective hexes at the start of the scenario.

VICTORY CONDITIONS

Length	15 turns
310 VPs	To the force that controls 3 of the 4 Bridge hexes on map 1; hexes 1F10, 1L8, 1EE6 and 1FF4. To control a Bridge hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
135 VPs	To the force that controls the Ford hex on map 1; hex 1U4. To control the Ford hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
90 VPs	Required victory margin.

SPECIAL CONDITIONS

The Stream is impassable except at the Bridges or Ford hexes.
When determining the Initiative, no Force Grade modifiers are applied.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (OR) are in effect, utilize the listed point information.
If the Hidden Unit Rules (OR) are in effect, each Force may deploy a maximum of 3 Hidden Unit Markers.
Requires Panzer Expansion #1

Soviet Force

ELEMENTS OF THE 22ND TANK BRIGADE, SEASONED, [863]

TANK COMPANY (+): SEASONED, EXCELLENT, CP-8, [863]

 ★ T-34/76 M43 S-1B CHQ 115 5T 8-12 x1 99	 ★ T-34/76 M43 S-1B 115 5T 8-12 x3 66	 ★ T-34/76 M43 S-1B 115 5T 8-12 x3 66	 ★ T-34/76 M43 S-1B 115 5T 8-12 x3 66	 ★ 76.2MM M39 S-6B 186 1L 0 x2 39	 ★ TRUCK S-5B1 Medium 65 4W 8-12 -15 x2 9
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Company Command Unit

Quantity & Point Value

Platoon or Section Formation

 ★ 29 x2 28	 ★ TRUCK S-5B1 Medium 65 4W 8-12 -15 x2 9
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German Force

ELEMENTS OF THE 13TH PANZER DIVISION, SEASONED, [924]

PANZER COMPANY (MIXED): SEASONED, EXCELLENT, CP-9, [924]

 + Pz IVG G-1B CHQ 123 4T 6-9 -5 x1 96	 + Pz IVG G-1B 123 4T 6-9 -5 x5 64	 + Pz IVG G-1B 123 4T 6-9 -5 x5 64	 + 7.5cm PaK 40 G-6B 222 1L 0 x2 39	 + TRUCK G-5B2 Medium 106 4W 8-12 -15 x2 9
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Initiative Force Grade

Company Grade

Company Morale

Company Cohesion Point

 + 29 Rifle x2 30	 + TRUCK G-5B2 Medium 106 4W 8-12 -15 x2 9
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Leg Unit Type