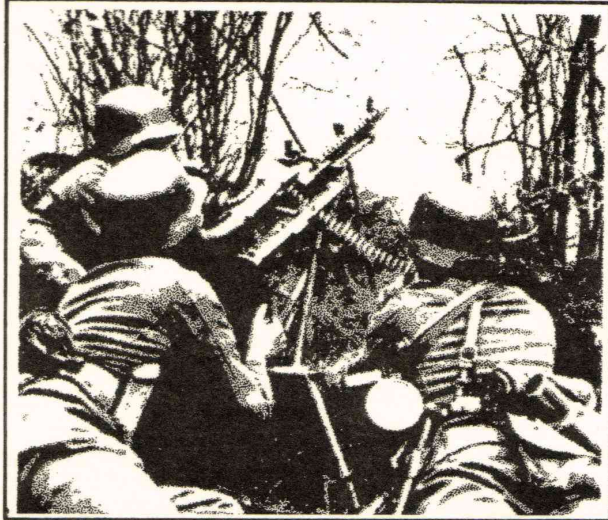


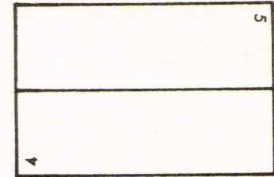
Scenario 102

SLAMMING OF THE DOOR



IN THE PANIKOVO FOREST, August 17th 1941: In order to improve the flow of supplies to the German troops driving on Leningrad, the need for the great Leningrad Highway became apparent. A key position on the highway was the strongpoint prepared at Luga. To take the Luga position the decision was made to drive through to the great highway behind Luga and take the strongpoint from the North. One of the actions, as the Germans attempted to roll up the Russian defenses covering the highway, was conducted by the 1st battalion, 409th Infantry Regiment. The plan called for the crossing of the Oredezh River and the securing of the Panikovo Village. The crossing of the river was completed with little enemy resistance. Patrols were sent out and returned with no sign of Russians. At 1500 hours the battalion moved out toward Panikovo. Soon the German units discovered the reason for the Russian silence. A deadly trap had been laid. Russian infantry came rushing out of the woods along with support tanks striking at the exposed German flanks. In an effort to speed its advance through the forest the battalion had neglected to bring any anti-tank guns along. This neglect allowed the Russian tanks almost complete freedom of movement. The German commander had little choice but to form a "hedgehog" and wait for relief.

Board Configuration



VICTORY CONDITIONS

To win, the German player must eliminate twice as many Russian squads and/or crews as he loses himself and avoid the Russian victory conditions. If the Russian player eliminates 8 German squads and/or crews, regardless

of his own losses, he wins. An eliminated AFV *and* crew counts as 2 squads eliminated. An eliminated AFV whose crew survives counts as 1 squad. Any other result is a draw.

TURN RECORD CHART

♣ German sets up first	★ 1	2	3	4	5	6	END				
★ Russian moves first	①	②	③	③	③	③					

2nd Co., 1st Bn, 409th Infantry Regiment, 122nd Division sets up between rows 8 and 3 inclusive on board 4:

4-6-7	8-1	8-0	4-12 B12	2-8 B12	7 B12
10	2		2		

Reinforcements enter per special rule 102.4 on any east or west board edge:

14 75+H5	CE 9-1
3	

Regimental elements of XLI Corps/11th Army set up on any whole hex of board 5:

4-4-7	8-1	8-0	4-10 B11	2-6 B10+	1
16	2		2	6	

Enter on turn 1 on hex 5Y10 using sequential movement costs:

12 45L -/2+2
5

SPECIAL RULES

102.1 Wheatfields are considered Open Ground.

102.2 Battlefield Integrity (93) is in effect.

102.3 The German may not stack squads together in the same hex during his initial setup. This restriction does not apply to leaders or support weapons.

102.4 The German player may roll a die during each of *his* Rally Phases in an attempt to bring on reinforcements. The die roll required must be equal to or less than the circled number in the Turn Record Chart for that game turn.

AFTERMATH: Fortunately for the Germans, the Russian infantry was weak and it was possible to hold them off. Relief came just as resistance was weakening in the form of three S.P. Guns. Caught by complete surprise, many of the Russian tanks fell victim to the S.P. Guns. The remaining tanks retreated in fast order. With the boost in morale offered by the S.P. Guns, the remnants of the German troops soon rallied and routed the remaining unsupported Russian infantry, thus clearing the way for the occupation of Panikovo on the following day.

BATTLEFIELD INTEGRITY CHART

% Force	30%	40%	50%	60%	70%	80%	90%
German	117	156	195	234	273	312	351
Russian	127	170	212	254	297	339	382

Russian Losses: 4-4-7 = 14, 8-1 = 80, 8-0 = 60

German Losses: 4-6-7 = 21, 8-1 = 50, 9-1 = 65