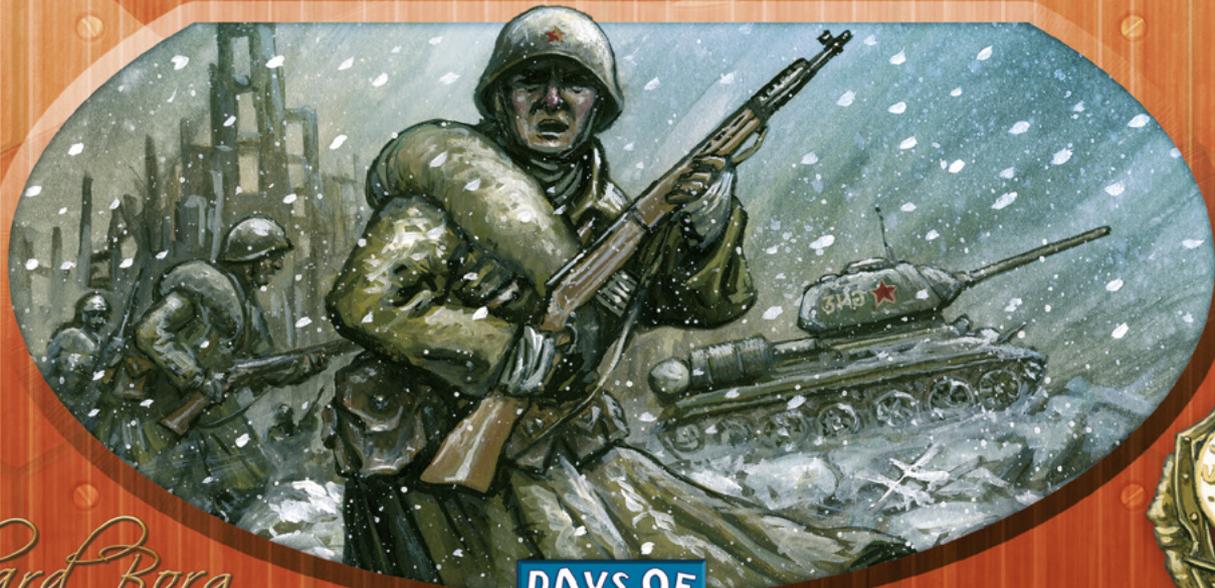


MEMOIR '44

EASTERN FRONT



Richard Borg

DAYS OF
WONDER



Welcome to the second expansion for Memoir '44: The Eastern Front.

Foreword

From the frozen shores of Lake Ladoga to the burning ruins of Stalingrad, relive some of the most intense battles of WWII, where entire Army groups disappeared faster than a single battalion on the beaches of Normandy.

This expansion follows Expansion one, the Terrain Pack. While the Terrain Pack focused on new terrain and rules, the Eastern Front expansion is devoted to the ferocious battles that pit the Axis and Soviet forces against each other. Also included is a scenario drawn from the Russian-Finnish war, and an Overlord scenario of what turned out to be the largest tank battle in history: Kursk.

This pack is independent from the Terrain Pack and from expansion three - The Winter/Desert board map, which are not required to play the Eastern Front battles. Throughout, we have used the appropriate board (Winter board during Winter scenarios) in the depiction of each scenario, but purely for visual purposes. For the ultimate gaming experience, you may also consider buying our «Winter/Desert Board Map» expansion. Otherwise, you may play with the standard country-side Memoir '44 board.

For Memoir '44 enthusiasts who own both expansions, we have thrown in a «bonus» 8th scenario that combine them all. You will find this scenario at the end of this booklet.

Make sure you visit the game web site at www.memoir44.com. As with all Days of Wonder games, you will find plenty of resources: additional rules, new scenarios, forums, etc. The Memoir '44 community is extremely active and very helpful to new players.

And above all, have fun and enjoy!

Richard Borg

and the platoon at Days of Wonder

TABLE OF CONTENTS

I. NEW TERRAIN TILES	
Trenches, City Ruins, Russian Villages, Winter Forest	p.2
Ravine, Mashes, Hill with Forest Hill with Village, Frozen River Factory Complex	p.3
II. NEW RULES	
Russian Command rules	p.3
Blitz Rules	p.4
III. NEW MEDALS	
Hero of the Soviet Union	p.4
Minefields	p.4
Battle Star Tokens	p.5
IV. NEW OBSTACLES	
Winter Field Bunkers	p.5
Dragon's Teeth	p.5
V. NEW BADGES	
Sniper	p.5
Russian Elite	p.6
Combat Engineers	p.6
Cavalry	p.6
Finnish Ski Troops	p.6

PAGE REFERENCES:

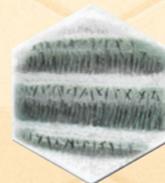
A page number written like this: **M44** p.7 indicates page 7 inside the original rules book of **MEMOIR '44**.

A page number written like this: p.9 indicates page 9 inside this booklet.



This icon indicates that we are introducing a new rule to **MEMOIR '44**.

I. NEW TERRAIN TILES



Trenches

◆ **Movement:** An Infantry or an Armor unit that moves onto a Trench hex must stop and may not move further on that turn. A Trench is impassable to Artillery.

◆ **Battle:** An armor unit on a Trench hex may not battle. When battling an enemy unit that is on a Trench hex, Infantry and Armor reduce the number of Battle dice rolled by 1, and Artillery Battle dice are not reduced.

An Infantry unit in Trenches may ignore the first flag rolled against it.

◆ **Line of Sight:** Trenches do not block line of sight.



City Ruins

By default, City Ruins have the same effect as a Town & Village hex (**M44** p.14). In addition, a unit on a City Ruins hex may ignore the first flag rolled against it. Only Infantry units may enter a City Ruins hex.



Russian Villages

Russian Villages have the same effect as a Town & Village hex (**M44** p.14).



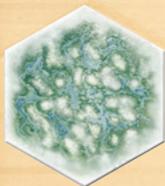
Winter Forest

A Winter Forest hex has the same effect as a Forest hex (**M44** p.13), and is used here for better visual effect.



Ravine

- ◆ **Movement:** Impassable to Armor and Artillery. No movement restrictions for Infantry.
- ◆ **Battle:** No combat restrictions. An Infantry unit on a Ravine hex may ignore the first flag rolled against it.
- ◆ **Line of Sight:** A Ravine does not block line of sight.



Marshes

- ◆ **Movement:** An Infantry or Armor unit that moves onto a Marsh hex must stop and may not move further on that turn. A unit that leaves a Marsh hex may only move onto an adjacent hex. An Artillery unit may not enter a Marsh hex.
- ◆ **Battle:** An Infantry unit on a Marsh hex does not have any battle restrictions. An Armor unit may not battle, the turn it moves onto, or out of, a Marsh hex. An Armor unit that makes a successful Close Assault Combat on a unit in a Marsh hex may Take Ground but may not make an Armor Overrun.

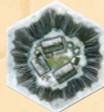
- ◆ **Line of Sight:** A Marsh hex does not block line of sight.
- Note: although these marshes are snowy, they are played exactly like the ones in the Terrain Pack expansion.



Hill with Forest, Hill with Village



These terrains hexes are used for visual effect only. The Hill on Forest has the same effect as a Forest (M44 p.13), and the Hill with Village has the same effect as a Village (M44 p.14).



Frozen River



The river is frozen and may be crossed. The ice, however, in some parts is not thick, nor safe. Whenever a unit moves or retreats onto a Frozen River hex, roll two battle dice. For each Star rolled, 1 figure is lost. There are no other movement or battle restrictions.



Factory Complex

See specific scenario rules for Factory Complex. By default, it has the same effect as a Town & Village hex (M44 p.14).

II. NEW RULES

POLITICAL COMMISSAR



Russian Command rules



Deal Command cards to each side per the scenario's briefing notes. The Russian player must then select one card from his hand and place it under the Commissar Chip. The Command card under

Stalin's paranoia of any potential rivals resulted in the purge of some of the best and brightest officers in the Red Army in 1937-1938. Those who remained were timid leaders or groveling «yes-men» to their political commissars. In the heat of the most ferocious battles, soldiers were often forced into combat under the gun of their own unit's political commissar.

the Commissar Chip is the Command card he will play on his next turn. When the Russian player takes his turn, he selects one card from his hand to be placed under the Commissar Chip and takes the card that is under the Commissar Chip and plays it as his Command card this turn. At the end of his turn, the Russian player draws a new Command card into his hand as normal.

On the Russian player's turn, in lieu of playing the Command card already committed under the Commissar Chip, the Russian player may choose to play from his hand a 'Recon 1' Command card or a 'Counter-Attack' Command card. The Command card under the Commissar Chip is not used and remains under the token until the next turn. The Russian player may also play the Ambush card from his hand per the standard rules.

BLITZ RULES



Scenarios occurring in the early years of WWII often use the Blitz Rules

- ◆ The Axis player may play a 'Recon 1' card as an Air Power Tactic card in that section (at least one target hex must be in the section): target a group of 4 or fewer enemy units adjacent to each other. Roll 1 battle dice per hex (Axis air attack).
- ◆ Armor movement is amended as follows: An ordered Axis armor unit may move up to 3 hexes and battle while an ordered Allied armor unit may only move up to 2 hexes and battle.

III. NEW MEDALS

Hero of the Soviet Union Medal



This medal was the highest degree of distinction in the former USSR. Created in 1934, it was awarded to over 12,500 people, mostly during the 1941-1945 war between Germany and the Soviet Union (called «The Great Patriotic War» by the Russians).

Minefields



The scenario briefing notes indicate which side will lay Minefields out.



Minefields are set up on the board at the same time as terrain hexes. Before placing any Minefield, set all Minefield pieces with their picture of the land mine face up. Mix the pieces. Now place one Minefield piece, selected at random, face up (numbered side hidden) on each Minefield hex indicated by the scenario. Return any unused Minefield pieces to the box, their numerical face still hidden from the players' view.

When entering a Minefield, a unit must stop and may not move any further on that turn.

If the unit entering the Minefield is an enemy unit, turn the Minefield piece over to reveal its strength number. If the Minefield is a decoy ("0" strength), remove it from the board. Otherwise, roll a number of Battle dice equal to the Minefield's strength. Score 1 hit for each die matching the unit's symbol or a grenade. Ignore all other symbols, retreat flag included. After any explosion, the Minefield remains in effect, its strength face up and visible to both players.

If the unit entering the Minefield is a friendly unit (i.e. a unit that belongs to the player who laid the Minefield down), the unit must still stop, but will ignore the Minefield, never revealing it, if hidden, nor rolling dice.

Note: In accordance with the general rules of retreat, a Minefield has no effect on retreat moves. Therefore, a retreating unit may move through a Minefield without stopping. Retreating units that move onto or through a Minefield do not roll for hits.

BATTLE STAR TOKENS



Battle Star tokens are generic tokens used to denote special effects, unique events, actions or triggers associated with a given terrain hex or unit for the duration of a scenario.

Many Battle Star effects are described in the Terrain Pack expansion, because of all the special terrains and landmarks that can be found in that expansion.

Use of the Battle Star tokens is indicated in the Special Rules of scenarios.

Camouflage



When the scenario indicates it, a Battle Star token may be used to mark units with camouflage.

You may only target a camouflaged enemy unit in a Close Assault combat (adjacent hex).

A camouflaged unit must remove its Battle Star if it battles or moves because it loses its Camouflage.

IV. NEW OBSTACLES AND TOKENS



Winter Field Bunkers

Same effect as a Bunker (M44 p.16).

In addition, either side may claim it as a defensive position.



Dragon's Teeth

◆ **Movement:** Only Infantry may enter a Dragon's Teeth hex. An Infantry that enters a Dragon's Teeth hex must stop and may not move further on that turn.

- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** A Dragon's Teeth hex does not block line of sight.

V. NEW BADGES

Sniper



Place a single Infantry figure and a Sniper Badge in the hexes indicated in the scenario.

A Sniper is ordered like an Infantry unit.

An ordered Sniper:



- ◆ May move like a Special Forces infantry unit, 1 or 2 hexes and battle.
- ◆ May battle when he moves onto terrain type (woods, towns, etc.) where standard infantry could not battle. He must still stop and move no further in any terrain that limits movement.
- ◆ May retreat up to 3 hexes instead of the standard 1 hex on any retreat flag rolled.

An ordered Sniper unit may target an enemy infantry or artillery unit 5 or fewer hexes away. It must have line of sight to its target. A Sniper's battle dice are not reduced when targeting an enemy unit in terrain. A Sniper will roll 1 die in combat and scores one hit on a target symbol, Grenade or Star symbol rolled. A flag will cause the target unit to retreat as normal. A Sniper cannot target an armored unit.

A Sniper may be targeted as normal but only a Grenade symbol will score a hit. The Sniper is removed when hit and does not count as a medal.



Note: If a Sniper is adjacent to an enemy unit it must combat the adjacent unit. If the only adjacent unit is a tank, which a Sniper cannot target, the sniper must move before he may battle.

Combat Engineers



Combat Engineer units were used throughout WWII to increase the combat effectiveness of the Corps. They provided mobility, counter-mobility, survivability, topographic and engineering support.

An Engineer unit moves and battles like a Standard unit. However:

- ◆ In Close Assault Combat, an Engineer unit ignores all terrain Battle dice reductions, i.e. their enemies are not protected by their terrain.
- ◆ An Engineer unit that is on a hex with wire will reduce the number of Battle dice it rolls by 1 and may also remove the wire from the hex on the same turn.
- ◆ An Engineer unit that moves onto a Minefield hex and that is eligible to battle must clear the Minefield hex instead of battling. If the Engineer unit cannot clear the Minefield, it detonates.



Cavalry

The Infantry with a Cavalry badge are Cavalry units.

Place 4 Infantry figures and a Cavalry Badge in the hexes as indicated in the scenario.

A Cavalry unit is ordered like a regular infantry unit.

An ordered Cavalry unit:

- ◆ May move up to 3 hexes and battle.
- ◆ May battle any enemy target 2 or fewer hexes away. It rolls 2 dice in Close Assault and 1 die against a target at 2 hexes.
- ◆ May, on a successful Close Assault Combat, take ground and battle again, using the same rules as the Armor Overrun Combat (see M44 p.11).



Russian Elite



Use this badge to indicate Russian Special Units.

Finnish Ski Troops



The Finnish Special Forces Infantry are Ski troop units. Place a Finnish badge in the same hex with these units to distinguish them from the other units. These units only have 3 figures. An ordered Ski unit:

- ◆ May move up to 3 hexes and battle. It rolls 3 dice in Close Assault and 2 dice against a target unit 2 hexes away.
- ◆ May battle when the unit moves onto terrain type (woods, towns, etc.) where standard infantry could not battle. The unit must still stop and move no further in terrain that limits movement.
- ◆ May retreat up to 3 hexes instead of the standard 1 on any retreat flag rolled.



38 - [RUSSO-FINNISH WAR] SUOMUSSALMI - DECEMBER 8-16, 1939

Setup order

- 1  x7
- 2  x10
- 3  x16
- 4  x2
- 5  x7
- 6  x1
- 7  x2
- 8  x7



Historical Background

The Soviet Army crossed the border into Finland in the last days of November, 1939. On December 8th, they reached the lightly defended village of Suomussalmi. The next day, Colonel Hjalman Siilasvuo, a veteran of WWI, brought in reinforcements and took command of the Finnish defenses. His mission was to destroy the Russian forces and force them out of the village - a tall order, as the enemy was well supplied and numerically superior. One of Siilasvuo's first orders was for Captain J. A. Makinen to set up a roadblock to slow the continuing advance of the Russian 44th Division. While the roadblock operation was being developed, Siilasvuo launched an attack against the Russian positions in and around Suomussalmi. The Soviets, however were too well entrenched and little headway was made in the first few days of the battle.

In time, the Finnish ski troops, fighting on home ground, were able to slowly tighten the ring around the villages and by the first week of January had defeated the larger Soviet force.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Finnish Player

- ◆ Take 6 Command cards.
- ◆ You move first.

Russian Player

- ◆ Take 4 Command card.

Conditions of Victory

- ◆ 6 Medals.

If Finnish units occupy 3 of the 4 town hexes at the end of their turn, they win immediately.

Special Rules

The Air Power card is played as an Artillery Bombard Tactic card: 'Artillery battles twice or moves up to 3 hexes'.

The bunker is a Field Bunker (p.5).

The River represents the Frozen lakes in the area. Refer to p.3 about frozen rivers.

The Finnish Special Forces Infantry are Ski troop units. Place a Finnish badge in the same hex with these units to distinguish them from the other units. These units only have 3 figures. See p.6 for more details about Ski Troops.

Russian Command rules are in effect (see p.3).

39 - [TYPHOON] GATES OF MOSCOW - OCTOBER 18, 1941

Setup order

- 1 x4
- 2 x15
- 3 x9
- 4 x6
- 5 x2
- 6 x2
- 7 x2
- 8 x2
- 9 x5



Historical Background

In October, the German High Command launched the final offensive of 1941 - Operation Typhoon. The initial German success on the Eastern Front had put them deep into the Soviet Union on all fronts, but the advance slowed before they could reach the key cities of Mother Russia. The Soviets used their large population to continuously produce more military forces. Although poorly equipped and inexpertly led, the Soviet soldiers were deployed in a last desperate line of defense to keep the German army from reaching Moscow.

Mozhaisk, the last major town on the direct road to Moscow was captured but the German advanced stalled. The exhausted army had no additional reserves for the final push on into Moscow.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player

- ◆ Take 5 Command cards.
- ◆ You move first.

Russian Player

- ◆ Take 5 Command cards.

Conditions of Victory

- ◆ 7 Medals.

An Axis unit that captures the East bridge or the town of Mozhaisk counts as one Victory Medal. Place an Objective Medal on each hex. As long as the Axis unit remains on the Bridge or Town hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

Blitz Rules are in effect (see p.4).

Russian Command rules are in effect (p.3).

Setup order

- 1  x4
- 2  x3
- 3  x4
- 4  x2
- 5  x5
- 6  x6
- 7  x4
- 8  x3
- 9  x1
- 10  x1
- 11  x3
- 12  x4
- 13 x6

40 - BREAKOUT AT KLIN - DECEMBER 7-8, 1941



Historical Background

When the German offensive against Moscow came to a halt on December 6, 1941, the 1st Panzer Division was ordered to Klin with the mission of keeping the town open for the withdrawal of other German formations. It succeeded in holding the junction against persistent Russian attacks until German forces completed their retreat. As the 1st Division began their own withdrawal to Nekrasino, it found the Russian forces had surrounded the town. A bold plan was devised that called for a feint toward nearby Golyadi supported by artillery. If the Russians reacted as hoped, the main breakout to Nekrasino could then take place.

The intended deception was a complete success. The Russians around Golyadi were surprised and reserves were rushed to the town. The main breakout was then lead by German combat engineers. With artillery support, the breakout force fought its way through to Nekrasino.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player

- ◆ Take 6 Command cards.
- ◆ You move first.

Russian Player

- ◆ Take 4 Command cards.

Conditions of Victory

- ◆ 6 Medals.

The towns of Golyadia and Nekrasino count as a Victory Medal. Place an Objective Medal on each of these hexes. As long as the Axis unit remains on the hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

An Axis unit that crosses the frozen river and exits off the Russian side of the battlefield counts as one Victory Medal. The Axis unit is removed from play. Place one figure from this unit onto the Axis medal stand.

Special Rules

The Axis Special Forces tank units have 4 figures. Place a Special Force badge in the same hex with these units to distinguish them from the other units.

The Axis Special Forces infantry are Engineer units. Place a Special Force badge in the same hex with these units to distinguish them from the other units. Read p.6 to learn about Engineer units.

The river is a Frozen River (p.3). Trenches are described on p.2. Blitz Rules are in effect (see p.4). Russian Command rules are in effect (refer to p.3).

41 - [STALINGRAD] RED BARRICADES FACTORY COMPLEX - OCTOBER 22, 1942

Setup order

- 1  x4
- 2  x6
- 3  x7
- 4  x10
- 5  x3
- 6  x3
- 7  x5
- 8  x6
- 9  x8
- 10  x4



Historical Background

By mid October the fighting amidst the rubble of the Red Barricades Factory Complex in the northern section of Stalingrad had drawn in more and more of the German 6th Army's forces. On the 22nd the 79th Infantry division, supported by engineers, tanks and artillery, launched an intense attack over the Railroad embankment toward the Barricades Factory.

Under heavy fire from dug-in tanks and Russian snipers, the German troops slowly made ground toward the Factory. The Soviet line finally broke, but by day's end only a corner of the factory had been taken.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player

- ◆ Take 5 Command cards.
- ◆ You move first.

Russian Player

- ◆ Take 4 Command cards.

Conditions of Victory

- ◆ 10 Medals.

The two Town hexes count as a Victory Medal for the side that occupies the hex. Place Objective Medals in these hexes. Control of Barricades Factory (4 hexes), counts as 2 Victory Medals. To gain control, your side must occupy more of the Building hexes than your opponent.

Special Rules

Blitz Rules are in effect (see p.4).

Russian Command rules are in effect (refer to p.3).

The Axis Special Forces tank unit has 4 figures. Place a Special Forces Badge in the same hex with these unit to distinguish them from the other units.

The Axis Special Forces Infantry units are Engineer units. Place a Special Forces Badge in the same hex with these units to distinguish them from the other units. Read p.6 about Engineers.

An Embankment hex has the same effect as a hill.

A Hedgehog obstacle hexes represent piles of debris and has the same effect as a Hedgehog.

Minefields are explained on p.4.

Snipers are described on p.5.

42 - [KURSK] PONYRI - JULY 5-9, 1943

Setup order

- 1  x5
- 2  x8
- 3  x3
- 4  x5
- 5  x11



Historical Background

The village of Ponyri was the focal point of General Walther Model's planned breakthrough in the area north of Kursk. Three German infantry divisions were ordered to assault the village, while elements of two Panzer divisions supported the attack. Soviet minefields, intense fire from dug-in tanks and artillery threw the armor back while the village itself witnessed some of the most bitter hand-to-hand combat of the war.

Hill 253.3 was finally taken and although the German push gained much of the village, the Soviet defense remained strong. The German force was eventually 'bled white' in the days of fighting that followed and an effective breakthrough was never achieved. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player

- ◆ Take 6 Command cards.
- ◆ You move first.

Russian Player

- ◆ Take 4 Command cards.

Conditions of Victory

- ◆ 7 Medals.

Control of Ponyri counts as two Victory Medals. To control Ponyri, you must occupy more Town hexes than your opponent. The Russian side controls Ponyri at the start of the battle, so place two Victory Medals on the Allied Medal Stand.

Special Rules

The Axis Special Forces Tank units have 4 figures. Place a Special Forces Badge in the same hex with these units to distinguish them from the other units.

Minefields are explained on p.4.

43 - BREAKOUT TO LISYANKA - FEBRUARY 16-17, 1944

Setup order

- 1  x4
- 2  x6
- 3  x3
- 4  x9
- 5  x5
- 7  x7
- 7  x2



Historical Background

In January, 1944 a large pocket of 6 German divisions with over 56,000 troops had been cut-off by the Soviet Army's 1st and 2nd Ukrainian Front troops. For days the Russians continued the attack in an attempt to split up the pocket and destroy the German forces. Just prior to midnight February 16, in a desperate attempt to escape what the German's called the 'kessel' (or cauldron), the 72^d Division and 5th Panzer Division attacked from the Khilki-Komarovka pocket. Infantry regiments fixed bayonets and moved out. The Soviet defenders were caught by surprise and the German force broke through the first line and continued the attack up into the hills. The Russian counter attacked from Dzhurzentsy with tanks and artillery. Many Germans panicked and began a mad dash for freedom. The Soviet guns caused horrific casualties, however relief soon came in the form of Panzers from III Panzerkorps. The breakout force had lost most of its artillery, tanks and supplies but many of the German units made it to the Gniloy-Tikich River and crossed to safety.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Finnish Player

- ◆ Take 5 Command cards.
- ◆ You move first.

Russian Player

- ◆ Take 4 Command card.

Conditions of Victory

- ◆ 7 Medals.

An Axis unit that crosses the frozen river exits off the Russian side of the battlefield counts as Victory Medal, infantry count

as 2 and armor 1. The Axis unit is removed from play. Place one figure from this unit onto the Axis Medal Stand.

Special Rules

The Axis Special Forces tank units have 4 figures. Place a Special Force Badge in the same hex with these units to distinguish them from the other units.

The Axis Special Forces are Engineer units. Place an Axis Special Force Badge in the same hex with these units to distinguish them from the other units. See p.6 for details about Engineers.

The Russian Special Forces tank units have 4 figures. Place a Special Force Badge in the same hex with these units to distinguish them from the other units.

Ravine and Frozen Rivers are explained on p.3.

44 - [KURSK] PROKHOROVKA - JULY 12, 1943



Setup order

1		x34	3		x6	5		x2
2		x7	4		x3	6		x2



Historical Background

The tank battle of Prokhorovka was a clash between two immense armored forces. As the SS Panzer Corps started its advance, the Soviet artillery erupted and soon after the 5th Guards Tank Army under Gen. Pavel Rotmistrov accelerated toward the German advance. Rotmistrov's plan was to close quickly to negate the advantage held by the longer range German tanks.

The fighting became a swirling melee and soon the battlefield was littered with the shattered remains of smoking armor. Losses on both sides were enormous. Combined, over 700 tanks were lost and because the battlefield remained in Soviet control the Germans could not recover and repair their losses.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player

- ◆ Take 10 Command cards.
- ◆ You move first.

Russian Player

- ◆ Take 10 Command cards.

Note : the Overlord rules can be downloaded for free from the Memoir '44 web site at www.memoir44.com

Conditions of Victory

- ◆ 12 Medals.

Special Rules

The Axis and Russian Special Forces tank units have 4 figures. Place a Special Force Badge in the same hex with these units to distinguish them from the other units.

The River Psel is Fordable.

Movement: A unit may enter a Fordable River hex but must stop and may move no further on that turn.

Battle: A unit on a Fordable River hex will reduce the number of Battle dice it rolls by 1.

Line of Sight: A Fordable River hex does not block line of sight.

Setup order

1



x6

2



x10

3



x8

4



x12

5



x1

6



x2

7



x3

8



x2

9



x1

10



x2

11



x1

12



x1

13



x1

45 - [BARBAROSSA] RIVER BUG - JUNE 22, 1941



Historical Background

On June 22, 1941, the 18th Panzer Division made an unusual assault across the River Bug. The first wave of infantry in Sturmboot assault craft was followed by anti-tank and artillery on decked inflatable rafts. Even more remarkable, were the following 80 tanks, originally waterproofed for operation Sealion, that slowly and successfully transversed the riverbed of the Bug.

The Russians defending the area were the 62nd Fortified District. They had only limited support but had manned some prepared positions, including dug-in tank turrets.

After the initial German Blitz, the infantry and tanks made quick work of the Russian defenders.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player

- ◆ Take 6 Command cards.
- ◆ You move first.

Russian Player

- ◆ Take 4 Command cards.

Note: this bonus scenario requires both the Terrain Pack and the Eastern Front expansions to be played.

Conditions of Victory

- ◆ 5 Medals.

An Axis unit that captures the bridge counts as one Victory Medal. Place an Objective Medal on the Bridge hex. As long as the Axis unit remains on the hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

Blitz Rules are in effect (p.4).

Russian Command rules are in effect (see p.3).

The bunkers are Field Bunkers (p.5).

The Train is a Supply Train. Refer to p.12 of the Terrain Pack rules. The Supply Train, locomotive and car, are each loaded with one Infantry unit.

- NEW FIGURES -

The Eastern Front Pack provides a full Russian army with new figures.

Russian soldier



The war against Germany from 1941 to 1945 is referred to as the «Great Patriotic War» by the Russians. At the beginning of the war, the Soviet population was 130 million people (about the same as the USA). The USSR lost over 11 million soldiers in the war. As a point of comparison, for each American soldier lost against the Germans on the Western Front, 80 Soviet soldiers would fall on the Eastern Front. The savagery of combat on the Eastern Front made the warfare tactics very different from the Western Front. While the Western Front was a theater of strategic domination with lots of prisoners taken, Eastern Front tactics were designed and executed to achieve annihilation of the enemy.

T-34 Tank



Many say that the Soviet T-34 tank was «the best in the world» during WWII. Even though it was less sophisticated than the famous German «Tiger» tank, it had many features that proved invaluable during the war: its high-velocity gun made it a perfect tank killer, it had great cross-country capabilities, was fast moving and most of all, had a very long range. This made a big difference at the end of the war during the race to Berlin between the Soviets and the Allies. For these reasons, the T-34 was called «the tank that won the Great Patriotic War». The last action of the T-34 was in Europe in the 1990's during the Bosnian Civil War – fifty years after WWII!

ZIS-3 Anti-tank Gun



Derived from the ZIS-2 gun, the 76.2 mm Division Gun ZIS-3 went into production in 1942 as an anti-tank gun. The ZIS-3 was the most famous Soviet artillery piece. Even the Germans, who had previously always had better equipment, recognized that the Soviet gun was superior to theirs. Because of its low production cost, the ZIS-3 was mass produced. Over 10,000 were eventually made, and it was still in use until recently.