








 Open	 Lake	 Major City
 Woods	 Major River	 Minor City
 Forest	 Minor River	 Village
 Swamp	 Lake Hexside	 Hedgehog
 Secondary Road		
 Track		
 Railroad		
 PzGrp Boundary		
 Entry Hex		

# SMOLENSK

## BARBAROSSA DERAILED

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### Northeast Box

(1 MP from North & East edge sources)

### Southeast Box

(1 MP from South & East edge sources)

### Red Air Force Box

<h4>Active</h4> <p>(20 hexes to East Edge)</p>	<h4>Inactive</h4> <p>(Unlimited Refit)</p>
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### Soviet Dead Pile

### Supply Cache

### Weather Table

	<i>Limited Flight</i>	<i>Normal Flight</i>
Roll one die →	1	2-6

**Limited**

“Limited Flight” means air missions are **not** allowed in Exploitation or Reaction, and Hip Shoot missions are **not** allowed.

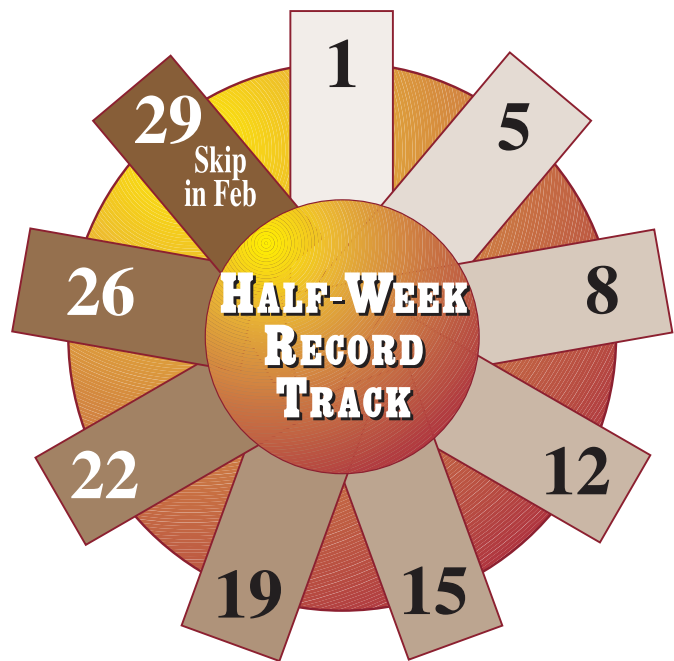
**Normal**

“Normal Flight” means regular air rules apply.

**July**

**August**

**September**



## Intro Scenario: Vitebsk

This is a solo exercise in which the player practices Hoth's assault on Vitebsk.

New players should pay attention to how the normal text-based setup notations, as used in the other scenarios, are expanded visually here with accompanying images of the counters themselves.

### General Information

**First Turn:** 8 July 41

**Last Turn:** 8 July 41

**Total Game Length:** 1 player turn

**First Player:** Axis

**Weather:** Normal Flight on 8 July

### Special Scenario Rules

The player wins a Major Victory by capturing both hexes of Vitebsk. He wins a Minor Victory by putting a solid wall of Axis combat units around the city. Otherwise, he loses the game and should try again. Also try to use as few SP as possible — challenge yourself!

The Axis organic trucks all setup Full.

Attacking units can never use Internals (OCS 12.10) in this scenario.

### Soviet Set-Up Information

#### 12.31:

12-2-2 Inf Div (186; -1 step)



#### 18.27:

20-1-3 Tk Div (14; -1 step)



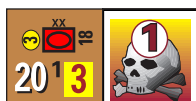
#### 18.28:

11-1-1 Inf Div (126; -1 step)



#### 19.26:

20-1-3 Tk Div (18; -1 step)



#### 19.27:

10-0-1 Inf Div (162; in Move Mode)

3-1-1 Alarm Mil Rgt



#### 19.28:

10-0-1 Inf Div (134; in Move Mode)

Level 1 Airbase

1 SP



#### 20.28:

12-2-2 Inf Div (220; -1 step)



#### 19.32:

22 Army HQ

11-1-1 Inf Div (214; -1 step)

(2)-2-2 Alarm AT Rgt

26-1-1 Arty Bde

1 Wagon Point

2 SP

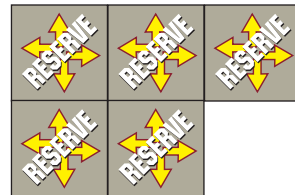


### Axis Set-Up Information

**Reserve Markers Available:** 5

**Reinforcements:** None

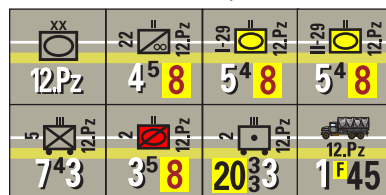
**Variable Repls:** None



#### 4.25:

12 Pz Div (22 Krd, I/29 Pz, II/29 Pz, 5

Inf, 2 Aufk, 2 Arty, Truck)



#### 5.27:

39 Mtr Corps HQ

10-5-4 Inf Bde (900)

3 Wagon Points

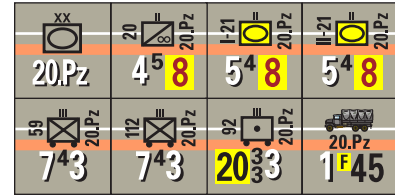
5 SP



#### 10.30:

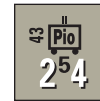
20 Pz Div (20 Krd, I/21 Pz, II/21 Pz, 59

Inf, 112 Inf, 92 Arty, Truck)



#### 11.31:

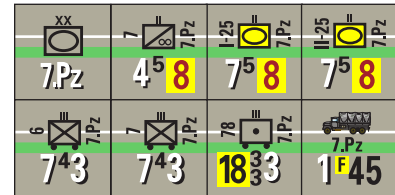
2-5-4 Pio Bn (43)



#### 15.25:

7 Pz Div (7 Krd, I/25 Pz, II/25 Pz, 6

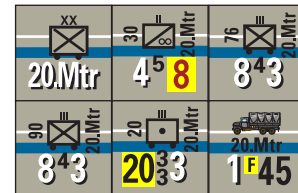
Inf, 7 Inf, 78 Arty, Truck)



#### 14.27:

20 Mtr Div (30 Krd, 76 Inf, 90 Inf, 20

Arty, Truck)



### In the Luftwaffe Box (off-map):

2x Bf.110

1x Do.17z

1x Ju.88

3x Ju.87b

