



STALIN'S TRIUMPH

The iron men of the soviet union fight for their homeland in 1943 

NATIONS AT WAR

SPECIAL SCENARIO

SOMETHING BORROWED



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SPECIAL: SOMETHING BORROWED

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The 52nd Guards Rifle supported by the 230th Tank were in the way of the opening moves of the II SS Panzer. The under gunned lend lease vehicles were no match for the up gunned Panzer IIIs and the Tiger I. A delaying action was fought to slow the onslaught so reserves could be brought up to close any gaps exploited by the German forces.



- Sean Druelinger



Soviets

Set up first in any hexes East of B6-T6 inclusive. No Soviet unit or Support counter may setup in any of the German exit hexes

71st Gds Infantry:

- » 1 x HQ
- » 1 x Commissar
- » 7 x Infantry
- » 1 x 71st Gds Infantry Formation Marker
- » 2 x LMG
- » 1x HMG
- » 1 x 76mm ATG [Attached]
- » 1 x AT Rifle Infantry
- » 3 x Lend Lease M3 Grants [Attached]

161st Rifle Infantry:

- » 1 x HQ
- » 1 x Commissar
- » 7 x Infantry
- » 1 x 161st Infantry Formation Marker
- » 1 x HMG
- » 2 x LMG
- » 1 x AT Rifle Infantry [Attached]
- » 1 x 45mm ATG [Attached]
- » 3 x Lend Lease M4 Sherman [Attached]

Support

- » • 1 x Improved Position
- » • 2 Fate Points
- » • 10 x Wire
- » • 8 x Trench



Germans

Enter Turn 1 anywhere from the West edge of the mapboard

320th Infantry:

- » 1 x HQ
- » 1 x sHQ
- » 2 x Totenkopf Formation Markers
- » 3 x Tiger
- » 3 x Pz-IV
- » 2 x Pz-III
- » 1 x Stug IIIg
- » 1 x Sdfkz 222
- » 5 x Arm Infantry
- » 2 x Pioneers [Attached]
- » 1 x LMG
- » 2 x Goliaths

Support

- » German Infantry have smoke capabilities (7.5)
- » 2 Fate Points
- » 1 x Stuka (SR5)



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SCENARIO ESSENTIALS

Playable Area

Use Map 7 -Row 12 is West (SR2)

Length

Eight turns. Use two End Turn markers in the cup. Add a Chaos marker to the cup at the beginning of Turns 5 and remains in the cup for the rest of the game.

Victory Conditions

Assign the Soviet Player 9 Victory Points. (Mark this with 2d6 or a marker on the turn track). The German Player starts with 0 VP. The German player receives 1 VP for exiting a full strength AFV (SSR6) through 1 of 3 exit hexes (Q1,K1 or C1). Subtract each Victory Point earned by the German player in this way from the Soviet Player Victory Points.

- The German player may only earn a maximum of 3 victory points per exit hex.
- The German player earns a decisive victory by earning 9 Victory Points.
- The German player earns a marginal victory if the Soviet Player has 3 or less victory points
- The Soviet player wins if he has greater than 3 victory points remaining

Special Rules

1. The German player pulls one Totenkopf formation marker out of the cup and may activate this formation first on turn one only.
2. Half hexes along the North and South edges of the map are not playable and no movement may be conducted on them
3. Units may enter hexes with water as if it were clear terrain and smoke may be played in these hexes.
4. An AFV is any unit that has an Armored Save Factor.(Armored Infantry mounted in Sdfkz 251 halftracks are considered an AFV but not when the infantry is dismounted)
5. The German Stuka is available on turns 1 and 2 only
6. Reduced strength AFVs count as half of an AFV for victory conditions only

