

## **YAHKROMA**

**Russia, 28 November 1941**

**By Brad Smith (13/11/10) V1.0**

### **Background**

In late 1941, the German drive on Moscow, codenamed Operation Typhoon, was reaching its climax. Elements of Manteuffel's 7<sup>th</sup> Panzer Division pushed a bridgehead across the Moskva-Volga Canal as the weather deteriorated. His relatively weak forces were attacked by elements of Kuznetsov's Soviet 1<sup>st</sup> Shock Army that were desperate to deny the Germans a foothold across the canal.

### **Scenario**

The game table is approx 9'x 5'. The game lasts 6 moves. The terrain is covered in light snow not affecting movement. Woods are open. Elevations affect movement. Buildings are wooden and start intact. The canal is passable only at the bridge.

Points are awarded for eliminating enemy forces (by destruction, rout or surrender) as follows: Aircraft - 10 points; med tank - 6 points; Lt tank, SPG, ATG - 4 points; truck, car - 2 points; infantry - 1 point. To win, the Germans must obtain at least 75 casualty points and at the end of the game have at least 15 points worth of forces on the east side of the canal. To win, the Soviets must obtain 75 casualty points and have at least 30 points worth of forces within the box formed by points A-B-C-D. If both sides achieve their objectives, or neither side does, it is a draw.

At the start of each turn a D6 is rolled for air support. If an aircraft is available, it can attempt to target enemy forces not in woods or intact buildings. It sees a target on a D6 roll of anything but a 1.

### **Sources**

"Moscow 1941 Hitler's first defeat" Robert Forczyk (Osprey Campaign Series No. 167)

"Panzer Commander" Hans von Luck (Dell Publishing 1989)

## **Soviet order of battle (regular unless stated otherwise)**

58<sup>th</sup> Tank Div I & II Bns 29<sup>th</sup> Rifle Bde test @ 13:

HQ - T26, Gaz AA truck (attached) HQ - CO + 3 figs, AT Rifle, lt mor

1<sup>st</sup> Bn - 3 x T26 (poor) 3 x Rifle Coys - each 6 figs

2<sup>nd</sup> Bn - 3 x T26 (poor) HW Coy - MMG, 82mm mortar,

3<sup>rd</sup> Bn - 3 x T26 (poor) 4 figs, truck

29<sup>th</sup> Rifle Bde HQ:

44<sup>th</sup> Rifle Bde HQ - as per 29<sup>th</sup> Rifle

CO + 3 figs, car

Bde HQ

AT Bn - 45mm (S/B), horse tow, 3 figs

44<sup>th</sup> Rifle Bde - as per 29<sup>th</sup> Rifle Bde

Art Bn - 76.2mm IG, horse tow, 3 figs

I & II Independent Ski Bns test @ 13:

I Field Art Bn:

HQ - CO + 3 figs

3 x 76.2mm FG, 9 figs, OP

3 x Rifle Coys - each 6 figs

II Field Art Bn:

HW Coy - MMG, 82mm mortar, 4 figs, Aerosan

2 x 122mm How, 8 figs, OP

Guards Mortar Bn:

2 x Katyusha, 9 figs, each with OP

Aircraft: Sukhoi SU2: 4 x MMGs/2 x lt bombs; Polikarpov I-16: 2 x 20mm and 2 x MMGs; Polikarpov I-153: 2 x 20mm

## **Soviet scenario rules**

Soviet forces start on table as per the map. All units start embussed/limbered. The Soviets move second. The Soviets get an I-16 on a roll of 4, an I-153 on a roll of 5 or an SU2 on a roll of 6. The Soviet OPs connect on a D6 roll of anything but a 1 if within 12" of the firing weapon or a 1 or 2 if beyond. The Guards Mortar Bn cannot move into the A-B-C-D box and the artillery bns cannot move at all.

## **German order of battle (regular)**

6th Rifle Regt HQ:	I Art Bn
CO + 5 figs, car, radio truck	3 x 105mm (off board), OP
SP HT (20mm AA) + 3 figs	
AT Coy - 2 x Pz I SP (47mm)	II Art Bn
Eng Coy - 8 figs, truck	3 x 105mm (off board), OP
I & II Bns 6th Rifle Regt each test @ 20:	3 <sup>rd</sup> Bn 25th Panzer Regt
HQ - CO + 5 figs, A/T rifle, 50mm mortar, truck	HQ - Pz II, Pz 38(t)
3 x Rifle Coys - each 8 figs, truck	3 x Coys - each Pz 38(t)
HW Coy - 2 x MMG, 81mm mortar, 37mm ATG,	1 x Coy - Pz IV
75mm IG, 15 figs, 3 x trucks	

Aircraft: JU87 Stuka: 2 x MMG/2 light and 1 x med bombs

## **German scenario rules**

German forces start on table as per the map. German infantry and guns are deployed in shell scrapes and shallow weapons pits affording soft cover only. The Germans move first. While the radio truck remains on the east side of the canal, the OP connects automatically. If it is destroyed or retreats to the west side, a D6 score of 1 is required. The Germans get an aircraft on a D6 roll of 3, 4, 5 or 6.

