

# NALCHIK CAPTURED




**Nalchik, Russia, November 28, 1942:** The 2nd Mountain Division began the assault over the river Baksan in the morning of 25 October, after a powerful 10-minute artillery preparation and aerial bombardment. The division had the 4th (8th and 15th Battalions) and 5th Mountain Groups (9th and 16th Battalions) in the first line. In reserve were the 7th and 10th Mountain Battalions. The villages Kysburun and Chengem were taken and fighting was still going on in Kishpek at nightfall. The mountain troops had broken through the junction of the 295th Rifle Division and 2nd Guards Rifle Division. The following day, the reserves were also committed into battle. The Soviets were pushed back to their positions in Nalchik and the division started the assault on the city itself. By 28, after some very brutal street fighting, the mountain troops had occupied it. Casualties were about 820. The number of Soviet prisoners was 3,079. Brig. gen. Dumitrache received the Mihai Viteazul Order 2nd class and the Ritterkreuz.

**VICTORY CONDITIONS:** The Romanian player wins at game end if he controls more building hexes than the Russian player

## BALANCE:

 Add one MMG to the Russian OB.

 Add one FT to the Romanian OB.

## BOARD CONFIGURATION:



3	
	15

## TURN RECORD CHART

 ROMANIAN Moves First	1	2	3	4	5	6	7	8	END
 RUSSIAN Sets Up First									












## ORDER OF BATTLE



**295th Rifle Division:** Set up on/north of hexes numbered 8 on board 15:

[ELR: 2]

[SAN: 4]








										
4-1-7	4-2-8	2-2-4	9-1	8-0	4-10	2-8	63'		4	78'
8	8	2		2	2	3		24	4	2

**10th Mountain Battalion:** Set up on/south of hexes numbered 6 on board 15:



[ELR: 3]

[SAN: 3]

							DC	FT
4-1-7	3-1-7	9-1	6-0	7-0	4-10	2-8		
6	15	2	2	2	4	4		

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. Kindling is NA.
2. All buildings are wooden and have ground level only.
3. Rumanian 447 and their HS are Assault Engineers.

# ARMORED CAVALRY



**VICTORY CONDITIONS:** The Canadians win at game end if they control > 5 mutihex buildings.

**Keppeln, Germany, 26 February, 1945:** As the year 1945 began, the Allied armies in Northwest Europe prepared for the final offensive to end the war. In the north, Field Marshall Montgomery made his plans for the main thrust to clear the west bank of the Rhine River. In early February, the First Canadian Army would attack south from the area of Nijmegen, while the US Ninth Army would attack northwards across the Roer River, the two forces converging on Wesel to crush the German forces between them. By the middle of February the Germans realized that the Reichswald could not be held and fell back. To prevent the First Canadian Army from closing too quickly, the Germans left strong forces in outlying villages with orders to hold to the last. Early in the morning, the North Shore Regiment advanced into the Hamlet of Keppeln without tank support. The attack quickly bogged down as the well concealed Germans peppered the assault with heavy machine gun and artillery fire. The North Shore Regiment needed armor support to overcome the tough defense. C squadron under cover of an artillery barrage and carrying PIAT armed infantry squads rushed the village at full speed with all guns blazing. Several tanks bogged in the wet ground and a number of tanks knocked out. The tanks and squads fought through the murderous fire to reach the village and after several hours of vicious fighting finally overcame the defenders.

## BALANCE:

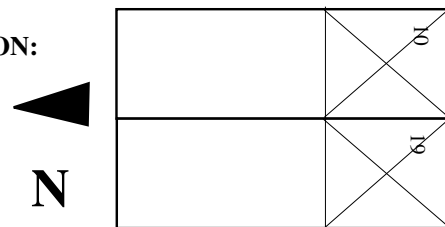


Add 4 AT MF factors.



Add one 458 and one PIAT to the group on the edge of the village.

## BOARD CONFIGURATION:



Only hexrows L to GG are in play.

## TURN RECORD CHART

<b>SIMULTANEOUS</b> Set Up CANADIANS Moves First	1	2	3	4	5	6	7	END
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## ORDER OF BATTLE



**Elements of the First Parachute Army:** Set up on/east of hexrows numbered 1 on board 10, north of hexrow P.

[ELR: 4]

5-4-8 x6, 2-3-8 x2, 9-2, 8-1, 7-0, MMG, LMG, PsK, Panther VG, PgdPz IV/70 x2, AT MF x6

[SAN: 4]



**Elements of the North Shore Regiment:** Set up on board 10 in hexes numbered <2 and/or on board 19 in hexes numbered >8, on each board they must setup north of hexrow O.

4-5-8 x3, 2-4-8, 9-1, PIAT

[ELR: 4]

**Elements of the North Shore Regiment, 3rd Canadian Division, and C Squadron, 6th Canadian Armored Regiment:** Set up last west of hexes numbered 4 on board 19, infantry set up as rider:

[SAN: 3]

458 x5, 9-2, 9-1, LMG, PIAT x3, 10-2 AL, Sherman IIC x2, Sherman V(a) x3

## SCENARIO SPECIFIC RULES:

- EC are Wet with no wind. Mud is in effect. The Board 10 roads are paved. Kindling is NA. All rowhomes are one building for victory purposes and are one level only.
- Set up is simultaneous, with each player selecting his locations hidden from his opponent. All units are placed on board concealed (EXC. set up in same location as an enemy unit, riders) just prior to start of play.
- If German and Canadian units set up in the same location, they are placed under a melee counter.
- Germans are Stealthy and the Panther must set up dug in and is represented by an Armored Cupola. No AFV may set up in a building.