

Red Waves



SETTING

Date: 12 July 1941, 1300 hours

Location: At the Smelva train station on the Vitebsk-Smolensk rail line, about 50 kilometers southeast of Vitebsk.

History: With the collapse of the Soviet defenses around Vitebsk, and strong German spearheads thrusting toward Smolensk, the remnants of many Soviet units were spotted heading for Smolensk and the Dniepr River. However, the Germans noticed a gap that opened in the Soviet lines between the Duna and Dniepr Rivers, making a bold stroke toward Smolensk possible. The Smelva train station was selected as the objective. The Soviet 5th and 7th Mechanized Corps had basically fought to destruction during the heavy fighting around Vitebsk, so there was little standing in the way. Only a few Soviet units were able to mount anything like an effective resistance to the sudden German attack.

German Orders: Cause 50 percent or more casualties, counting wounds of all types, to at least two Soviet platoons.

Soviet Orders: Avoid German victory conditions.

Game Length: 10 Turns.

SCENARIO RULES

1. Because of the high casualties likely for the Soviet player, the normal scoring is modified for the Soviet side. The German player scores one-quarter point for each Soviet soldier killed, out of action from wounds, or captured.
2. The train station is of brick construction. It may be partially damaged. The other buildings are small, wood frame structures. They may be partially to heavily damaged.
3. The railroad tracks are undamaged. The roadbed is slightly higher than the surrounding ground, providing some cover. See **SCENARIO OPTIONS, Movement on the Railroad**.
4. The grade crossings near the train station are treated as dirt roads for crossing the tracks.

AFTERMATH

The speed and violence of the German assault overwhelmed the Soviet defenders, leading to the successful capture of the station. This paved the way for a further advance to Demidov the following day. The noose around Smolensk was beginning to draw tight.

SCENARIO OPTIONS

Soviet Organization: Soviet organization was variable due to shortages and combat losses. Roll a d4 for the Rifle Squad and reduce the number of riflemen in the squad by the number rolled.

Movement on the Railroad: Because the tracks are intact, players may require vehicles to take bog checks to cross the railroad tracks. This includes movement across the tracks, or along the tracks on the railroad. There is no penalty for vehicular movement across the grade crossings near the station.

Soviet Command: With the large number of Soviet units in play, players may find it advantageous to play Soviet platoons as two units, rather than playing them as independent squads. We found this was the best way to make this scenario easily manageable.

Soviet Molotov Cocktails: Each Rifle Squad has d4 Molotov cocktails. Each soldier may only carry one. They must be distributed prior to play.

German Pioneer Squads: Players may substitute a Pioneer with a flamethrower and P-08 in each of the two Mechanized Pioneer Squads in place of a rifleman.

Boxcars: Players may place one or more abandoned boxcars on the siding along the station. They may be partially damaged. They provide cover as a wood building.

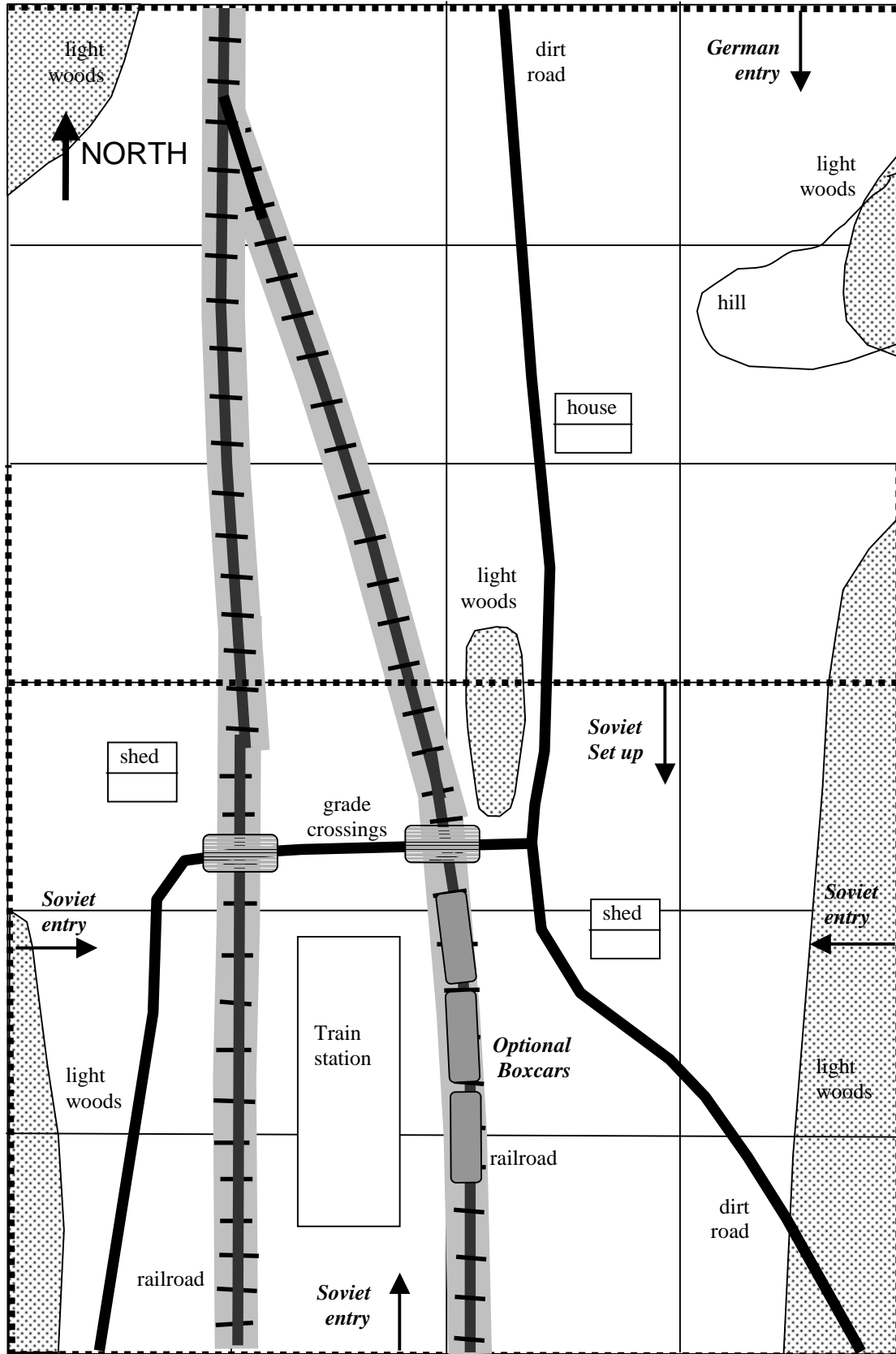
SCENARIO NOTES

We had a great time playtesting this scenario. It gives players the chance to see the effects of a massed Soviet infantry attack. Many German veterans of the East Front spoke of how unnerving such attacks could be, even when the Germans were secure in defensive positions. The Germans need to select good positions and maintain as high a rate of fire as possible to blunt the Soviet assault. It might be necessary to move forward with the AFVs to disrupt the Soviet attack and give the German infantry breathing space.

NOTES

This scenario is adapted from a smaller scenario that will be included in the Ghosts at Smolensk book. The book version is titled "Smelva Train Station". Players may substitute "Red Waves" into the mini-campaign in place of "Train Station" if desired. If this switch is made, players will probably want to stick with the victory conditions noted here, and for campaign purposes give the winning side ten points.

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German Forces

BASE FORCE	VARIABLE ATTACHMENTS																																																																																																
<p>Elements of the 58th Pioneer Battalion, 7th Infantry Regiment and the 25th Panzer Regiment, 7th Panzer Division</p> <p>1x Mechanized Pioneer HQ Squad (T1)</p> <table style="width: 100%; border: none;"> <tr><td>1 Lt. with P-08 and MP-40</td><td style="text-align: right;">A+**</td></tr> <tr><td>1 Sgt. with P-08 and MP-40</td><td style="text-align: right;">A+*</td></tr> <tr><td>1 Gunner (for HT Gun) with Kar 98K</td><td style="text-align: right;">A</td></tr> <tr><td>1 Loader (for HT Gun) with Kar 98K</td><td style="text-align: right;">A</td></tr> <tr><td>3 Riflemen with Kar 98k</td><td style="text-align: right;">A</td></tr> <tr><td>1 SdKfz. 251/10</td><td></td></tr> </table> <p>2x Mechanized Pioneer Squads (T1)</p> <table style="width: 100%; border: none;"> <tr><td>1 Squad Leader with P-08 and MP-40</td><td style="text-align: right;">A+*</td></tr> <tr><td>1 Asst. 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1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- Enter anywhere on the north board edge. The *variable attachment PzKpfw. IIs, SdKfz. 10/4 and Pz Sp Wg P-178s* enter from the north board edge sometime between turn 1 and 4 (inclusive), roll d4 to determine the turn of entry. All entry positions must be recorded prior to play.
3. All Germans start with 2 stick grenades each.
4. AFVs armed with the 2.0cm autocannon (Pz II) must roll per vehicle to determine the amount of 2.0cm ammunition on board. Roll d6+6 to determine the number of shots.
5. The SdKfz 251/10 has a 3.7cm AT Gun in a forward-facing gunshield mount, with 8+d10 HE rounds.
6. The LMGs in the Mechanized Pioneer Squads can be mounted on the SdKfz 251/1s in forward-facing gunshield mounts. One LMG in the Mechanized Infantry Squad may be mounted in the gunshield mount, the second LMG on a rear pivot mount.
7. The SdKfz 10/4 is pulling an ammunition trailer. As long as the SdKfz 10/4 is within four inches of the trailer and has at least four unwounded crewmen, it is considered to have unlimited 2.0cm autocannon ammunition. If the SdKfz 10/4 is more than four inches from the trailer, it only has ammunition for one turn of fire.
8. Artillery Support- Two Fire Support Missions (3 tubes x 10.5cm howitzer): Availability 75 percent. The Forward Observer is assumed to have a good view of the entire battlefield.

Red Waves

Soviet Forces

BASE FORCE	VARIABLE ATTACHMENTS
Elements of the 25th Rifle Corps, 19th Army	Elements of the 25th Rifle Corps, 19th Army
1x Company Headquarters & Political Section (T2)	Roll Attachment
1 Commissar with PPSH-41 & Nagant 1895 A+*	1-15 2x Platoon Headquarters (T4)
2 Riflemen with SVT-40 A	1 Lt. with SVT-40 & Nagant 1895 A
1 Captain with SVT-40 & Nagant 1895 A*	1 Asst. Platoon Leader with Mosin-Nagant A
1 Sgt. with Mosin-Nagant A	-and-
2 Riflemen with Mosin-Nagant B	6x Rifle Squads (2nd and 3rd Platoons) (T4)
4x Rifle Squads (1st Platoon) (T4)	1 Squad Leader with SVT-40 & Nagant 1895 B
1 Squad Leader with SVT-40 & Nagant 1895 B	1 Gunner with Degtyerev DP LMG B
1 Gunner with Degtyerev DP LMG B	1 Asst. Gunner with Mosin-Nagant B
1 Asst. Gunner with Mosin-Nagant B	1 Grenadier with Mosin-Nagant-GL B
1 Grenadier with Mosin-Nagant-GL B	1 Asst. Grenadier with Mosin-Nagant B
1 Asst. Grenadier with Mosin-Nagant B	7 Riflemen with Mosin-Nagant B
7 Riflemen with Mosin-Nagant B	<i>(all enter on turn d4)</i>
1x 50mm Mortar Team (T4)	16-20 1x Platoon Headquarters (T4)
1 Team Leader with Mosin-Nagant B	1 Lt. with SVT-40 & Nagant 1895 A
1 Gunner with Mosin-Nagant B	1 Asst. Platoon Leader with Mosin-Nagant A
1 Asst. Gunner with Mosin-Nagant B	-and-
2x Medium Machine Gun Teams (T4)	3x Rifle Squads (2nd Platoon) (T4)
1 Team Leader with Mosin-Nagant B	1 Squad Leader with SVT-40 & Nagant 1895 B
1 Gunner with Maxim MMG B	1 Gunner with Degtyerev DP LMG B
2 Asst. Gunners with Mosin-Nagant B	1 Asst. Gunner with Mosin-Nagant B
-or-	1 Grenadier with Mosin-Nagant-GL B
1x Heavy Machine Gun Team (T4)	1 Asst. Grenadier with Mosin-Nagant B
1 Team Leader with Mosin-Nagant B	7 Riflemen with Mosin-Nagant B
1 Gunner with DShK 1938 12.7mm MG B	-and-
2 Asst. Gunners with Mosin-Nagant B	1x 45mm Model 1938 AT Gun (T4)
	1 Team Leader with Nagant 1895 B
	1 Gunner with Mosin-Nagant B
	1 Asst. Gunner with Mosin-Nagant B
	1 Loader with Mosin-Nagant B
	-and-
	1x Sniper Team (T3)
	1 Sniper with scoped Mosin-Nagant A*
	<i>(all enter on turn d4)</i>

1. OOB- Player must choose either the Medium MG Teams or the Heavy MG Team for the Base Force. Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- Set up anywhere within 36 inches of the south board edge. All *variable attachments* enter from the south board edge or from the east or west board edge within 48" of the south board edge sometime between turn 1 and 4 (inclusive), roll d4 to determine the turn of entry. All starting and entry positions must be recorded prior to play. Note that the 45mm AT Gun must be manhandled into position by it's crew when it enters.
3. All Soviets start with one grenade each. Instead of normal grenades, the Grenadiers and Assistant Grenadiers in Soviet squads carry two rifle grenades. These rifle grenades may only be fired by the Grenadier's Mosin-Nagant-GL.
4. The Soviet Company Headquarters and Political Section each have d6 RPG-40 anti-tank grenades, they must be distributed prior to play. A soldier may carry two.
5. The 50mm mortar has 10+d10 rounds of HE and 6+d8 rounds of smoke.