



**Victory Conditions** The German player must control the Y6-Y7-Z5-Z6 crossing and adjacent stone buildings

## Storm over Mariupol

**Mariupol, USSR, October 8, 1941**

In the beginning of October 1941, Operation Barbarossa seems about to defeat USSR. German troops are besieging Leningrad and coming close to Moscow. At the same time Axis forces are progressing along the Azov Sea towards Rostov. The plan is to prevent a good order retreat of the Red Army. On October 7 two Russian armies are encircled and annihilated near Melitopol. After contributing to this success SS mechanized brigade Adolf Hitler moves on to the East following its reconnaissance group under the command of a bold officer, Kurt Meyer. Progression is blazingly fast and on the morning of October 8 the advanced guard motorcyclists reach the suburbs of Mariupol, filled with retreating Russian columns. In spite of numerical inferiority Meyer decides to charge and take advantage of surprise. Around 10 o'clock the column following assault guns enters a vehicle-crowded square. StuG and machine guns open fire at point blank range.

### Balance



Add a 4-6-8 and LMG to the initial OB



Exchange the 9-2 with a 9-1

### Board Configuration



Russian sets up and moves first



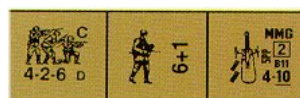
★ **Elements of 9<sup>th</sup> Army (ELR 2)**, set up and move as above {SAN: 3}  
Set up on road hexes J2-K3-L4-L5 (SSR 2) Set up east of O (included)

Set up on a road hex between M and O included with the gun towed



3

Enter on turn 1 through I1 with infantry as Passengers



3

Enter on turn 2 through I1, Q1 or Y1



Enter on turn 3 through I1, Q1 or Y1



2



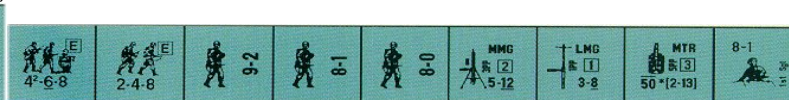
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✚ **Elements of Leibstandarte-SS Adolf-Hitler Aufklärung-Abteilung und LSSAH Pnazerjäger Abteilung (ELR 5)**, set up as described {SAN: 2}



7



2

Set up on/adjacent to road F4-J6



3



3

Enter on turn 3 with riding infantry through A5-A6 (with full MP) or I10 (with ½ MP FRU)

**Special rules:**

1. EC are Moderate with no wind at the beginning of the scenario. Kindling is NA.
2. Place an Unarmored Wreck on road hexes J2-K3-L3-L4-L5. Throw a dr for each wreck after German setup and place a Blaze if the result is  $< 3$ .
3. All Germans are Elite (C.8.2). (Translator's note: I really can't see which rule is alluded to here...)  
All 4-6-8/2-4-8 are SS (A25.11) with underlined Morale and a Broken Morale raised by +1.  
One 4-6-8 is secretly designated as an Assault Engineer (H1.22).
4. Trucks/Wagons exit through the east edge (D5.311) after unloading (D6.5).
5. All reinforcement units enter through the same hex.

**Aftermath**

The attackers' deadly fire wreaks havoc and the SS take advantage of it to progress eastwards and cut the road to Rostov. Russian columns are disrupted and the reconnaissance group can take the city at the cost of light losses. The news of the fall of Mariupol reaches Meyer's unbelieving senior officers, but he already pushes his men towards