CHEWING GRISTLE

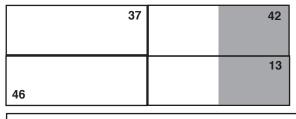
Scenario Designed by Glenn Houseman

Voronovo, Southeast of Lenengrad, September 3, 1942: The Leningrad area in '42-'43 was a bloodbath even greater than Stalingrad. The Russians lost over a million casualties in the sector. The Soviet troops were brave, but had little training and substandard leadership. They were thrown into a meat grinder, as the Germans were quite proficient at mowing down large formations of enemy soldiers with the few resources available to them. Still the Russians did major damage and created a big salient in the German line southeast of Leningrad in an effort to relieve the besieged city. However the Germans conducted offensive operations to pinch off this salient at its base, but became exhausted half way across. Now it was the Russians turn to chop off this salient within their salient.

VICTORY CONDITIONS: The Russian player wins at Game End if there are no Good Order German MMC on any hill hex and in 2 out of 4 multi-hex stone buildings on board 46

BALANCE: Russian - Exchange 1 T-26 for 1 T-70

German - Exchange 2 4-6-7s for 2 4-6-8s



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Only hexrows R-GG on boards 42 and 13 are playable.



GERMANS set up first · RUSSIANS move first

1	2	3	4	5	6	7
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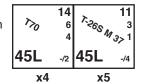
Elements of 286th Rifle Division with supporting Tank Brigade set up on/East of road 42 R3-CC5, 37 H4-P5-X5-GG6 and on/within 2 hexes of hex 46 N1 and/or 13 Z10:

(ELR 3) (SAN 2)

6-2-8	1 4-4-7	5-2-7	8-1	8-0	7-0	LMG 2-6	HMG 8-16	ATR 1-12	FT 24-1	DC 30-1
х4	x16	х6	x2			х5	-	x2		x2

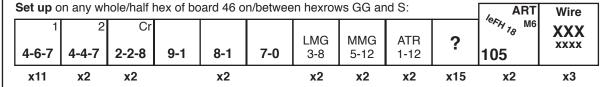
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Enter on Turn 1 on North/East/South edges on/between 13 R5 - 46 A3:



Elements of 223rd Inf. Div. and Task Force of 12th Panzer Div. set up as indicated:

(ELR 4) (SAN 4)



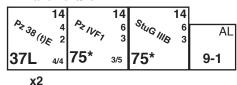
Set up concealed on map on hill 46 F8:

Set up on any paved road hex/hexside:





Enter on Turn 1 on West edge on/between 13 AA1 and 46 Q10:



SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA. Bore Sighting is NA.
- 2) Place Shellhole counters in hexes 46 J6, J7, M4 and S4. Buildings in these hexes do not exist
- 3) Germans may fortify 1 building location.
- 4) AFV crews may not voluntarily abandon vehicles

AFTERMATH: The Germans were forced back into the small villages in the area. The Russians unimaginatively heaved troops at them, whatever the casualties. The Germans barely held on. Afterward they wondered to themselves if there would soon be more of the same.