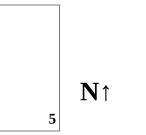
## ASL SCENARIO EF2. 2 THE PEAR FOREST



## Ukraine, 7 July 1943:

West of Ponyri, the newly deployed 9<sup>th</sup> Panzer Division moved into place to support the 292<sup>nd</sup> Infantry Divisions attacks on the Russian first and second defensive lines. As part of this deployment *Kampfgruppe Mummert*, including it's 1.Pz.Gren. Rgt. II, were given the dirty task of clearing out the nettlesome 'Birnenwald' (Pear Forest) an isolated wooded island of wild pear trees lying in the direct path of the German Schwerpunkt, and whose Russian occupants threatened their further advance southward It was a difficult assignment given the tenacious resistance so far seen by the Russians in this sector. Defending the woods – the tough 75<sup>th</sup> Guards Rifle Division's 231<sup>st</sup> and 241<sup>st</sup> Rifle Regiments; dug in and prepared to fight to the end.

Scenario design: Don Petros



Russian: Eliminate one LMG from German OB German: Eliminate one Wire and one Trench in Russian OB

**VICTORY CONDITIONS**: The Germans win at game end by exiting  $\ge$  20 CVP off the south edge of Board 5, provided there are no more than 3 Russian squad equivalents remaining on/north of Row H.

Russian Sets up First	1	2	3	4	5	6	7
German Moves First							

**BALANCE:** 

**RUSSIAN: Elements of the 231<sup>st</sup> and 241<sup>st</sup> Rifle Regiment** / **75<sup>th</sup> Guards Rifle Division [ELR: 4]** set up Concealed on/south of Row T. Units may set up in Foxholes in suitable terrain. Russians may also HIP up to three (3) squad equivalents with any/all SMC / SW stacked with them {SAN: 4}.

6x 4-5-8, 2x 6-2-8, 9-1, 8-0 MMG 2x LMG, Mtr.50, 6x ? 4x TRENCH, 2x WIRE 12 MINE

**GERMAN: Elements of** *Kampfgruppe Mummert* / **9**<sup>th</sup> **Pz. Division [ELR: 4]** set up on/north of Row W {SAN: 2}. 4x 4-6-7, 6x 4-6-8, 2x 5-4-8, 9-2, 9-1, 8-1, 8-0, MMG, 4x LMG, 2x DC

## **SPECIAL RULES:**

1. EC conditions are Dry with no wind at start.

2. All Woods locations that have  $\geq$  1 non-Woods hexside are considered Light Woods (B. 35). Road hexes on/between 5R6 and 5I4 are considered Path (B 13.6) hexes. Due to superior German aerial reconnaissance, Russian Entrenchments may not set up HIP in Light Woods hexes. Buildings R1 and I9 are considered Open Ground.

- 3. German 5-4-8's are Assault Engineers (H 1.22).
- 4. Russian squads may Deploy  $\leq 2$  squads (A 1.31; A 2.9).
- 5. No Quarter is in effect for both sides (A 20.3).

6. Trenches are considered Rally terrain and are treated like Woods/Buildings as per A 10.51

Note: Players may elect to combine this single board scenario into a larger, 2 board scenario by placing board 90 to the east of Board 5 and using the *cumulative* Victory Conditions of both The Pear Forest and The Cornfields (Germans win by exiting  $\geq$  44 CVP off south edge of both/either boards *and* 3 squad equivalents on/north of Row H on *both* boards). Either side may redistribute OB forces between both boards.

**AFTERMATH**: After several hours of intense fighting from wooded position to position, the German advance through the Pear Forest finally succeeded by day end. Few Russian survivors or their support weapons remained. Thanks to the efforts of Kamfgruppe Mummert, the east flank of the German advance by the 292<sup>nd</sup> Inf. Division was secured for their attack eastward into Ponyri.