

"Grenadier Grind"



Rostov-on-Don, Russia — July 23, 1942

The SS Wiking Division began moving against Rostov-on-Don on July 20th, 1942 as part of the German 17th Army's participation in Fall Blau. The Russians had constructed multiple defensive lines along the approaches to the city as well as inside the city proper. Anti-tank ditches, road blocks, mines and fortified machine gun positions would have to be overcome by the SS Grenadiers. By the 23rd, Wiking Division had entered the city along with supporting armor and engineers began taking the city block by block.

VICTORY CONDITIONS: The Germans win immediately upon exiting 40 EVP off the north edge or at game end by controlling all three Russian Road Blocks. Any other result is a Russian victory.



Board Configuration:
(Board j)

German Player moves First	1	2	3	4	5	6	7
Russian Player sets up First							



Elements Russian 96th Mountain Rifle Division (ELR 3) (SAN 4) (Set up: in Hexes numbered < 8)

10-0	9-1	8-1	8-0	7-0	6-2-8 I	5-2-7 K	4-4-7 VV	2 E BT1 4-10	1 C BT1 2-6	24-1	30-1	1-12
					6	4	12	2	4			3
3	2	2	2	4								



Elements of the 6th Motorized Battalion & Composite Light Tank Company (ELR 5) (SAN 3) (Set up: in Hexes > 8)

10-2	9-2	8-1	8-0	8-3-8 B	6-2-5-8 F	2 B BT1 5-12	1 E 3-8	24-1	30-1	16 15 PP AAMG T7 -/-/3	13 50L 3/5	
				2	6	12	2	4		3	2	5

Special Rules/Notes:

1. EC are Moderate with no wind at start.
2. Kindling is N.A.
3. All buildings are single level.



Aftermath: Throughout the morning and early afternoon, the Grenadiers of Wiking Division had pushed through the successive lines of successive roadblocks and fortified machine gun positions. The skillful use of combined arms, allowed the supporting German armor to clear the toughest positions. By evening of the 23rd, the city was under German control.