

# END OF THE LINE

## BMW 5.4



**Victory Conditions:** The Germans win at game end if there are  $\leq$  3 Good Order Soviet MMCs with LOS (disregarding Smoke) and within 6 hexes of 25X2; or if they control all level three hill hexes.

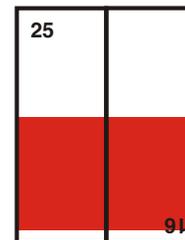
**18 August 1942 Khadyshenskaya USSR:** The struggle for the Caucasus was reaching the end of its first period. The German attack had swept the Soviet soldiers before it. Maikop had fallen and now the 17<sup>th</sup> Army was aimed at reaching the Black Sea at Tuapse. Such a move could mean the end of Soviet operations in the Black Sea, perhaps even drawing in Turkey on the Nazi's side. However, the distances involved were huge, and the German thrust began to slow due to lack of supplies. This allowed more and more Soviet reinforcements to be placed in the mountain passes along the road to Tuapse. An attack along the Maikop-Tuapse railroad offered substantial gains. The newly arrived 101<sup>st</sup> J ger Division began to work at tackling the station.

### BOARD CONFIGURATION:

#### Balance

★ Exchange the MMG for a HMG

⚔ Exchange the 9-1 for a 9-2 Leader



(Only hexrows Q-FF on board 25 and B-Q on board 16 are in play)

### TURN RECORD CHART

★ RUSSIAN Sets Up First	⚔ 1	2	3	4★	5	6	7	END
⚔ GERMAN Moves First								

**Elements of the 32<sup>nd</sup> Guards Rifle Division [ELR 3]** setup anywhere on board 25 and on board 16 in hexes numbered 5 or less. At least 4 squads must start on each board {SAN 4}

 4-5-8	 4-4-7	 9-1	 8-0	 2 4-10	 1 2-6	?	 OVR, OBA: +4 Other: +2	 5 OVR, OBA: +4 Other: +2	
6	5					2	8	4	4

Reinforcements enter on turn 4 from the west edge:

 4-5-8	 8-1	 1 2-6
4		

**Elements of the 228<sup>th</sup> J ger Regiment, 101<sup>st</sup> J ger Division [ELR 3]** enter from the east edge on turn 1: {SAN 3}

 4'-6-7	 9-1	 8-0	 8-0	 2 5-12	 1 3-8	 50* 2-18
13		2		2	2	

#### Special Rules:

- EC are Dry with no wind at start. Place overlays as follows: RR3 on 25X3-X2 [EXC: 25X5-X4 is a Cliff hexside]; RR13 on 16M6-M7; and Wd5 on 16F6-7.
- A Train Tunnel exists at level 0 between 25X5 and 25X9 and is entered from 25X4-X5 and 25X9-X10 hexsides. Treat these hexes as a Culvert (O7.) with the following exceptions: all units in a Culvert location have LOS to units on any non-culvert, level 0 location of hexrows 25X and 16J. Units at level 0 of hexrows 25X and 16J have LOS to non-adjacent Culvert locations only for purposes of defensive fire against units not using assault movement during the MPh. However, a unit at level 0 of these hexrows may use area fire at a culvert location marked with an enemy fire counter unless LOS is otherwise blocked. Movement costs are 1 MF to enter a Train Tunnel location.

- The Germans receive one module of 100mm OBA with plentiful ammunition directed by an off-board observer in hex 16I10. Only one mission may be Smoke.
- For set up purposes units IN Entrenchments are considered in concealment terrain.

**Aftermath:** The attackers encountered the freshly deployed 32<sup>nd</sup> Guards Rifle Division in prepared positions. Despite massing artillery and airpower against the defenders, the 101<sup>st</sup> made little progress. Using the natural defenses of their position the guardsmen rebuffed all attempts at seizing the station and tunnel through the mountains. A month later the Germans would be beyond Khadyshenskaya; two months after that they would be fleeing the Caucasus to avoid encirclement. Tuapse was a prize seen only on the horizon by the Germans that had reached their deepest foothold in Soviet territory.