

# THE STARODUB COMMISSAR

ASL SWEDEN FANZINE SWE4

Scenario Design: *Ola Nygård*



**STARODUB, RUSSIA, 30 August 1941:** On 23 August, Guderians 2nd Panzer Group, (part of Army Group Centre) and Second Army began moving south towards Gomel and Starodub. The objective was to drive south from the Smolensk area and meet the northward pincer of Army Group South's 1st Panzer Group. The Russian twenty-first Army took immediate action and launched yet another desperate counteroffensive north of Gomel and Starodub. To increase the effort, new Russian tanks were thrown into the battles.

## BOARD CONFIGURATION:



19 I	16 F B

(Only hexrows A-P are playable on each board)

**VICTORY CONDITIONS:** To win, the Germans must Control at least three level two hill hexes at game end.

## BALANCE:

- ✚ Russian reinforcements enter turn 5.
- ★ German AFV's enter on turn 3.

## TURN RECORD CHART

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

## SPECIAL RULES:

- EC are moderate, with no Wind at start.
- Place Squad Leader Overlay **B** with hex CC1 on 16F1, EE2 on 16H2. Overlay **F** with hex L5 on 16H6, M6 on 16I7. Overlay **I** with hex X4 on 19H7, T7 on 19G3.
- Hedges on 19E7, F7, G8, H8 represents cliff hexsides (B11.1).
- The Russian AT-Gun may not use HIP. Bore Sighting is NA.
- Russian units may not setup on level 2 hill hexes.

**AFTERMATH:** Nothing could stop the German onslaught. On 15 September the two German pincers met at Lokhvitsa enclosing a pocket of about 500.000 men from the Russian Fifth and Thirty-Seventh Army. Without halting the German advance, the new and effective Klim (Klementi Voroshilo) tanks had proven a devastating threat to the German Panzer troops.

**Units of the Russian 21st Army** set up on/north of hexrow K as per SSR 5:



[ELR: 2]  
{SAN: 4}

4-6-7	2-3-7	2-2-8	7-0	MIR	ATR	MMG	TRENCH	PTP obr 32 45L
5	2		2					

Enter Turn 4 on north edge:

2-3-7	10-0	LMG	KV-1 M41 2/4 <sup>R2</sup>
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[ELR: 4]  
{SAN: 3}

**Guderians 2nd Panzer Group, Army Group Centre** enter south edge:

4-6-7	9-1	8-0	LMG	SPW251/1 -/-/3
6			2	3

Enter on Turn 2 with half Movement:

Pz III G 3/5
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