



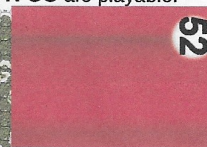
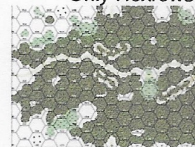
**Near Luostari, Russia, October 11, 1944:** For nearly two weeks in the harsh weather above the Arctic Circle, Major A.F. Popov and a company from the 6<sup>th</sup> Guards Engineers reconnoitered deep behind German lines in preparation for the imminent Soviet offensive. The Guardsmen moved only at night, survived on half rations, and maintained strict noise and light discipline. On the night of 6 October, just hours before the Soviet Assault, the 6<sup>th</sup> Guards lashed out, destroying a radio relay station. On 7 October, a massive artillery barrage heralded the Red Army's liberation of the Kola Peninsula as the Soviet 14<sup>th</sup> Army drove inexorably towards Petsamo. For the next four days Popov's men blasted German convoys, ambushed isolated units, and knocked out communications targets. By 10 October, XIX Mountain Corps HQ knew the Soviets had at least one company-sized force of saboteurs operating far behind the front lines, attacking convoys along a vital stretch of the Eismeer Strasse – the Arctic Ocean Highway.

**BALANCE:**

**Russian:** Add a DC to the Russian OB.

**German:** Replace a LMG with a MMG in the German OB.

Only Hexrows R-GG are playable.



**VICTORY CONDITIONS:** The Russians win at Game End by amassing  $\geq 12$  VP. Victory Points are added or deducted as follows: At the end of each Game Turn the Russians earn VP equal to the current turn number if there are unbroken Russian MMC in/adjacent to hex Y6; Russians earn Exit VP for Good Order Russian units exited off the north edge on/after Turn 4; Russians earn 1 VP for each successfully Scrounged wreck (SSR 5). If the roadblock is removed 4 VP are deducted from the Russian total. CVP earned by the Germans are deducted from the Russian total.

★ **RUSSIAN** Sets Up First

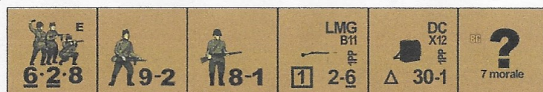
✠ **GERMAN** Moves First

✠ 1	2	3	4 ★	5 ★	END
-----	---	---	-----	-----	-----



**ELR: 5**  
**SAN: 4**

**Elements of the 6<sup>th</sup> (Separate) Guards Demolition Battalion** set up in hexes numbered  $\leq 7$  in hexrows U-GG [EXC: at least 1 MMC must set up in each hex that contains a vehicle wreck]; see SSR 3:

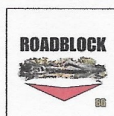


8

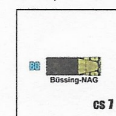
2

12

Set up in hex Y6 with the roadblock's arrow pointed towards the Y6-Z6 hexside:



Place 1 each in hexes CC7, BB6, AA7 and Z6:



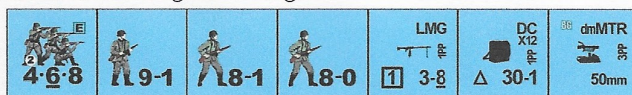
4



**ELR: 4**  
**SAN: 3**

**Elements of 5. Kompanie, Gebirgsjäger-Regiment 137, Gebirgs-Division 2.** enter as indicated:

Enter on Turn 1 along the east edge:



9

2

Enter on Turn 1 along the north edge:



3

2

**SPECIAL RULES:**

- EC are Ground Snow with No Wind at start. Falling Snow (E3.71) of increased intensity (i.e. Heavy Snow) is in effect for the entire scenario, and snowfall intensity can never decrease.
- No Quarter (A20.3) is in effect for both sides. All Infantry have Winter Camouflage (E3.712). The road is plowed (E3.723).
- Russian MMC are Stealthy (A11.17) and do not Cower (A7.9). Russian MMC have Self-Rally capability (A10.63) and are considered to have an underscored Morale Factor (A19.13). Russian squads may freely Deploy during setup.
- All Roadblock Clearance attempts (B24.76) and DC attacks (B29.5) receive an additional -2 DRM that applies for purposes of roadblock removal.
- The Russians earn 1 VP for each vehicular wreck successfully Scrounged (D10.5). All Scrounging attempts receive a negative drm equal to the current turn number. Only one attempt is allowed per wreck, and only VP can be gained by successful Scrounging (i.e., no weapons are salvaged).

**AFTERMATH:** The 2<sup>nd</sup> Mountain Division had increased patrols and convoy security along the Eismeer Strasse, which was the lifeline for the frontline troops facing the Russian onslaught. On 11 October, Major Popov ordered his Guards Company to carry out a rare daylight operation. In a blustery autumn snow squall, the Guardsmen blocked the Arctic Coast Highway and ambushed a supply convoy in the forest 8 km west of Luostari. As the Soviets were mopping up, a full company of Gebirgsjägers on patrol in the vicinity swept in from the east under cover of the swirling snow. A bitter firefight erupted around the hastily-built roadblock, until finally Popov and the elusive Soviet Commandos disengaged and disappeared like ghosts into the snowy forest.