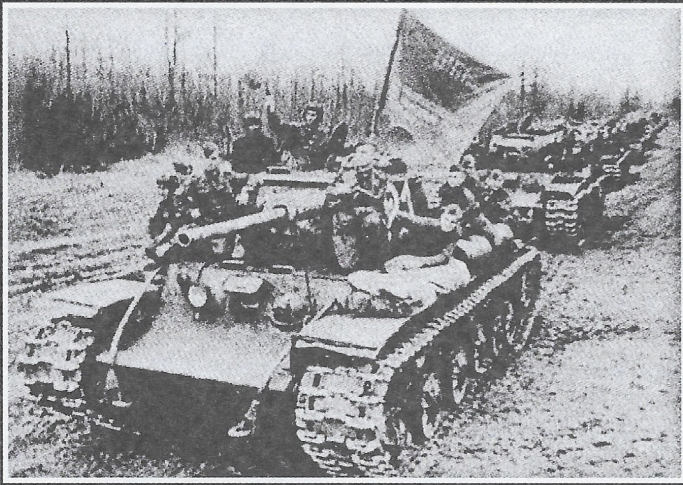


BREAKTHROUGH IN THE ARCTIC

ASL SCENARIO J211

Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Russians win at the end of any Game Turn by Controlling ≥ 3 multi-level buildings (see SSR 3).

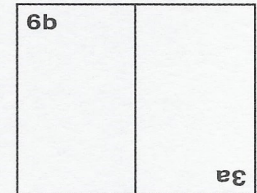
KIRKENES, NORWAY, 25 October 1944: Soviet forces around Leningrad had sensed a weakening of the Finnish will to fight, and coordinated a combined military and diplomatic offensive to knock Finland out of the war by early September 1944. This left the Germans in Finland—especially the 56,000 man strong German 20th Mountain Army—in a precarious position. Strategically, it was important to protect the iron ore and nickel mines in the northern tundra area. German and Finnish forces had advanced on the Soviet port of Murmansk in 1941 but stopped 50 miles short at the Litsa River and since then the position had remained relatively static. In the extreme northern tundra, the Germans began to withdraw on two axes after a massive Soviet offensive opened on 7 October. One of these axes moved northward towards the small Norwegian port town of Kirkenes, along the Finnish-Norwegian border. After some pursuit involving German delaying actions in the harsh terrain devoid of cover, the Soviets had finally pushed the Germans back to the town.

BOARD CONFIGURATION:

BALANCE:

✚ Add one 4-6-8 squad *and* one LMG to the German OB.

★ Add one *KV-1S* to the Russian OB.



TURN RECORD CHART

✚ GERMAN Sets Up First [125]	★	1	2	3	4	5	6	7	END
★ RUSSIAN Moves First [161]									



Elements of Gebirgs-Division 6 [ELR: 3] set up in hexes numbered ≥ 4 on board 3a and/or ≤ 17 on board (see SSRs 2 and 3): {SAN: 4}

4 ² -6-8	4 ¹ -6-7	8-1	8-0	2 5-12	1 3-8	X10 12-4	X12 30-1	7 morale
5	6	2	2	3	2	6		



Elements of 10th Guards Rifle Division and 378th Guards Heavy Self Propelled Artillery Regiment [ELR: 4] enter on Turn 1 along the south/east edge(s) on/between 3aA3 and 6bY20: {SAN: 2}

6 ² -8	4 ⁵ -8	9-2	8-1	8-0	2 4-10	1 2-6	14 76L 2/4 ^{R2}
7	7				4	2	



SPECIAL RULES:

1. EC are Moderate, with no wind at start. All woods are brush. All buildings are wooden. Building 3a18 has Steeple (B31.2) Locations at Level 1 *and* Level 2. Prior to setup, the German player may place ≤ 3 rubble counters on Single Story Houses (B23.21).

2. The Germans may set up \leq one squad-equivalent (and any SMC/SW stacked with it) using HIP. In lieu of A2.9, the Germans may freely Deploy \leq three squads prior to setup. The German player may record the Locations of his SMC/SW as if the Scenario Defender at Night (E1.2).

3. The DC may be secretly recorded as being set up, hidden and unpossessed, in any ground level building Location. If a Good Order Russian unit enters or Searches that Location, that DC is automatically removed. If not removed prior to Turn 7, it automatically rubbles the entire hex at the start of the Russian Turn 7 RPh (and eliminates any units in that Location); Control of such building does not count for VC purposes.

AFTERMATH: Supported by tanks, the 10th Guards and elements of the 99th Rifle Corps fought into Kirkenes from the south. While the Soviets were delayed at the outskirts, the Germans blew up remaining supplies and much of the town, leaving only the church intact. The 10th Guards, spurred on by the division commander Major-General Khariton Alekseevich Khudalov, pushed German rearguards back toward the town and were soon fighting in the streets of the town itself. By noon the fighting was over. The 10th Guards pushed onward over the next few days, capturing an airfield by 29 October. The Soviets ordered this sector to go over to the defensive given the harsh terrain and the approaching polar night.