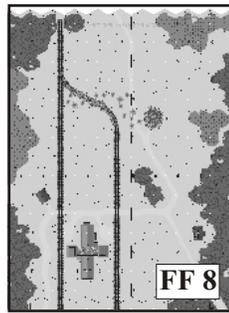


# GRAY WAVES

FF 8

Battlefield:



**Objective:** At game end, the Germans must have  $\geq 4$  Good Order MMC/mobile AFV on/south of hexrow D *and* must have lost CVP's totaling less than  $\frac{2}{3}$  the CVP's the Russians have lost.

## Scenario Rules:

1. EC are Moderate with no wind at start.
2. Railroads are Ground Level (B32.1).
3. One Russian squad equivalent may setup using HIP (along w/any SMC/SW stacked with it). *The Russian 45L ATG (if received) must be Manhandled on-board.* Make a dr for all 4-4-7 received (OB given or Attachments); on a 5-6 replace that MMC with a 4-2-6 MMC.
2. German 5-4-8 MMC are Assault Engineers. The Radio represents 100+ Artillery OBA with HE and Smoke; the 7-0 is a Artillery Observer, *German Battery Access draw pile is 6 Black / 2 Red chits.* If the second Red chit is drawn prior to  $\geq 1$  FFE being on-board, it is returned to the draw pile and another draw is made.

## Smelva Train Station, Southeast of Vitebsk, Russia 12 July 1941.

After the collapse of Russian forces near Smolensk, the remnants of retreating Russians were spotted heading for the Dniepr River. The German command noticed a gap developing between Soviet units located between the Duna and Dniepr Rivers. With both opportunity and forces available, the chance to split the Russian forces was irresistible. The 7th Panzer Division was ordered to exploit the gap. The train station at Smelva was selected as the objective for the next German assault.

Only a few Soviet remnants of the 111th Infantry Division were able to mount any resistance to the German attack. The speed and violence of the German assault over-whelmed the Soviet defenders, leading to the successful capture of the railway station. This strategic location paved the way for a German advance to Demidov on the following day. The German capture of Smolensk was almost complete.

**RUSSIANS Set Up First.**

**GERMANS Move First.**



**Elements of 111th Infantry Division: [ELR 2] Set up on/south of hexrow H. [SAN 3]**



**4 AND**



**2**

**Variable Russian Units:** Make a secret pre-game DR and enter on turn indicated anywhere along south edge.

**DR Units**

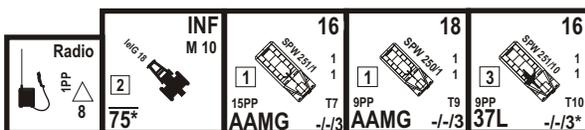
- 2-8 5x 4-4-7, 1-2-7 Cr, 8-0, 7-0, LMG, ATR. (Turn 3)
- 9-12 3 x 4-4-7, 8-0, LMG, 45L ATG, 2-2-8 Cr, and increase SAN to 5. (Turn 1)

Design: Steven Swann

**Elements, 25th Panzer Rgt, 7th Panzer Division: [ELR 5] Enter along north map edge on/after turn 1. [SAN 2]**



**2**



**2**

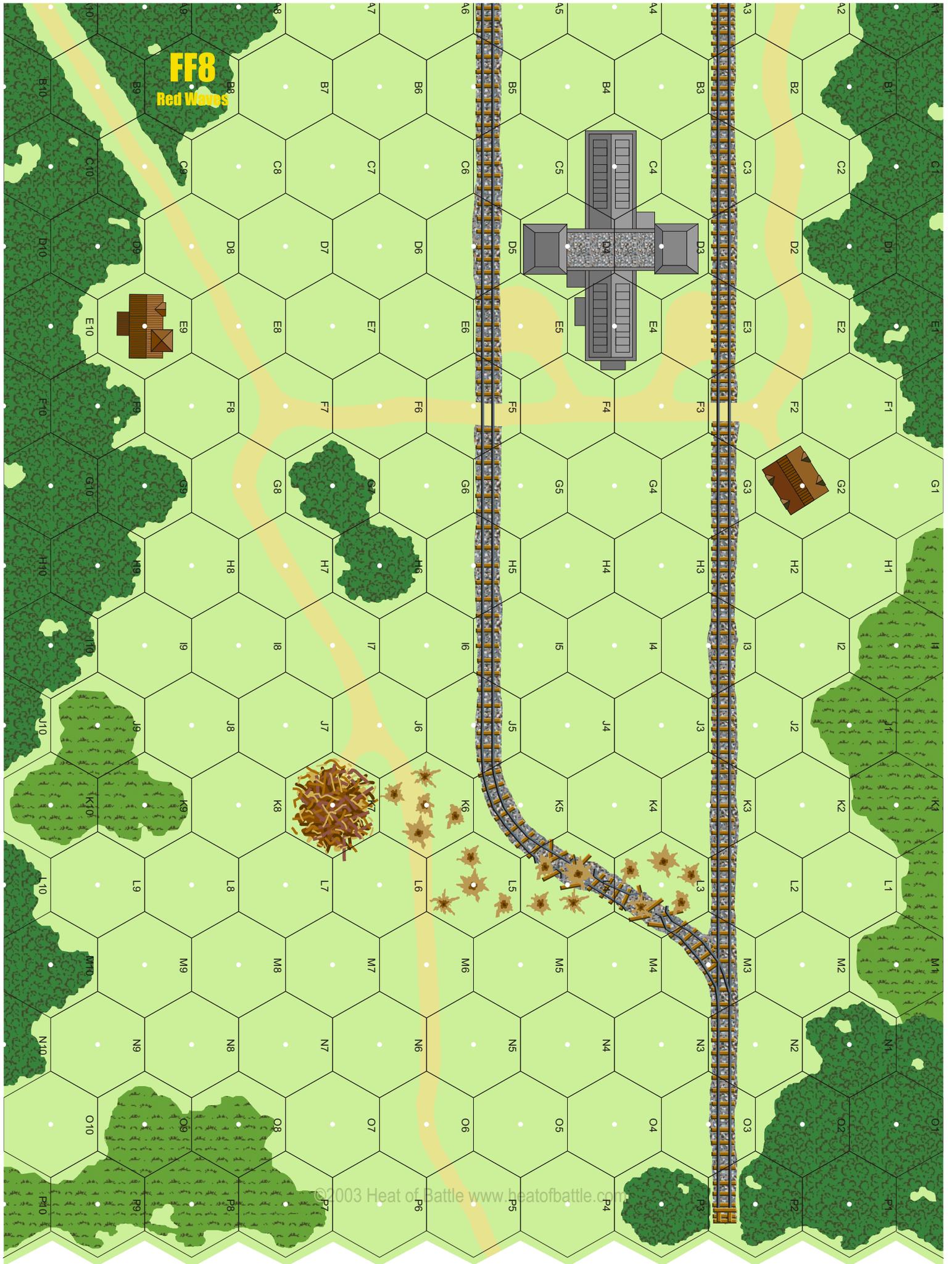
**2**

**Variable German Units:** Make a secret pre-game DR and enter on/after Turn 2 on/between hexes H0 and N0.

**DR Units**

- 2-3 2 x PzKpfw IIF Light Tanks.
- 4-9 1 x SdKfz 6/2 ht, 5-4-8, FT, SPW 251/1 ht.
- 10-12 2 x SPW 251/9, 5-4-8, SPW 251/1

Artwork: Klaus Fischer



**FF8**  
Red Waves