

Counteroffensive

Reinforcements from the east have strengthened Russian losses along the front lines. The German Blitzkrieg has ground to a halt and losses are mounting. Now Russian forces are gathering to exploit the static German defenses before the coming of winter. Unfortunately, the winter rains have come early this year.

Counteroffensive mission uses **Ambush**, **Mobile Battle**, **Prepared Positions**, **Delayed Reserves**, **Mobile Reserves**, **Random Reserves**, and **Scattered Reserves** special rules.

YOUR ORDERS

ATTACKER

The Russians have counterattacked to prevent any further advances by the Germans. Stalin has decreed that the battle must be taken to the Huns and that victory must be won at all costs. Russian forces must break through German lines to disrupt their invasion of the Motherland.

You must assault and capture two contiguous objectives.

DEFENDER

The invasion has stalled and the dreaded Russian winter is at hand. Orders from Berlin are to secure a defensible position from which to launch a new offensive when reinforcements arrive.

You must hold the objectives and push the enemy back.

PREPARING FOR BATTLE

1. The German forces are the defender and the Russian forces are the attackers. The force allocation is dependent upon the outcome of Blitzkrieg! The Russians are allowed to fully recover any losses realized in the previous battle and may Reorganize their forces as described on page 239. If the German forces captured:

- 2-3 objectives, then they may recover all losses and reorganize their forces as described on page 239.

- 0-1 objectives, then they may recover half their losses and reorganize as described on page 239, but may not exceed the reduced point total.
- 2. Recent heavy rains have made Cross-country travel Difficult. All movement distance on Roads are reduced to Cross-country and Cross-Country is reduced to Rough. All waterways are Impassable to vehicles except at fords (Very Difficult) and bridges.
- 3. The German forces choose a long battlefield edge to defend. The Russians attack from the opposite battlefield edge.
- 4. The Russians now place four objectives in the German's side of the battlefield. The objectives must be at least 16" from the center line of the battlefield, and may not be placed within 8"/20cm of any table edge. The objective must be at least 18" apart. The Germans then remove one of the objectives.
- 5. Starting with the Russians, both sides now nominate at least half their platoons to be held off the table in Reserve. If in Blitzkrieg! the German player captured
 - 3 objectives, the Russians must use Delayed Reserves and Mobile Reserves special rules for Counteroffensive instead of Reserves.
 - 2 objectives, both forces must use Delayed Reserves special rules for Counteroffensive instead of Reserves.
 - 1 objective, the Germans must use Delayed Reserves special rules for Counteroffensive instead of Reserves.
 - 1 objective, the Germans must use Delayed Reserves and Scattered Reserves special rules for Counteroffensive instead of Reserves.
- 6. Both forces, starting with Russians, now alternate placing remaining platoons in their own half of the battlefield. The platoons may not be placed within 12"/30cm of the center line of the battlefield.
- 7. Both forces now place their Independent teams in their deployment areas starting with the Russian forces.

BEGINNING THE BATTLE

1. The Germans begin the game in prepared positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the Germans, both forces make Reconnaissance Deployment moves for any Recce Platoons they have on the battlefield.
3. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends on or after the eighth turn if:

- the Russian hold two contiguous objectives at the start of their turn,
- time has expired (four hours).

DECIDING WHO WON

The Russians win the game if the game ended because they started one of their turns holding two contiguous objectives. They have broken through the German lines.

Otherwise, the Germans win and the Russian counterattack has failed.

SPRING THAW

The next battle in the campaign finds both the Germans and the Russians reinforced and ready to break the lines of their enemy. The Russians may recover all losses in Counteroffensive. The Germans must record all losses realized in Counteroffensive and the actual point value for each platoon lost. Their recovery and reinforcements are determined by the outcome of the game. If the Russians captured:

- two contiguous objectives, then the Germans recover only half their losses.
- otherwise, the Germans recover all their losses.

Both sides may freely augment their forces with fresh platoons and units, to the maximum point total allowed by the mission outcome.