

JAVA 3 THE STORMING OF TAUROGGEN



TAUROGGEN, RUSSIA, 22 June 1941: Stubborn Soviet resistance, at some points from prepared positions, but often improvised lines, met the German advance from the East Prussian border to Tauroggen. As the Germans' advance pushed near the city, a rapid assault was necessary to prevent the Soviets from demolishing the bridges over the Jura River. Kampfgruppe Westhoven dispatched a column of armoured halftracks and motorized infantry, supported by tanks to storm Tauroggen. Waiting for them behind hastily constructed roadblocks and in fortified houses were the defenders of the 125th Rifle Division. German pioneers with demolition charges and flamethrowers were called forward to assist in flushing out the tenacious defenders, clearing the way for the armoured spearheads. The Soviets of the 125th Rifle Division fought bravely, but they were no match for the German veterans. By the end of the day, Tauroggen was in German hands and both the 125th Rifle Division and the 90th Rifle Division, defending just to the north, were destroyed by the powerful German onslaught. Several important bridges in Tauroggen were captured intact, paving the way for the continued German advance towards Leningrad the next day.

MAP CONFIGURATION

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VICTORY CONDITIONS:

The Germans win at Game End; if they have amassed ≥ 4 VP of Bridges over the River. Each Stone Bridge is worth 2 VP, the RR Bridge is worth 1 VP, and each Wooden Bridge is worth 1 VP.

TURN RECORD CHART

★ SOVIET Sets Up First	♣ 1	2	♣ 3	4	♣ 5	6	7	8	9	10	11	12
♣ GERMAN Moves First	①	②	④	⑥	①	②	④	⑥		①	③	⑥

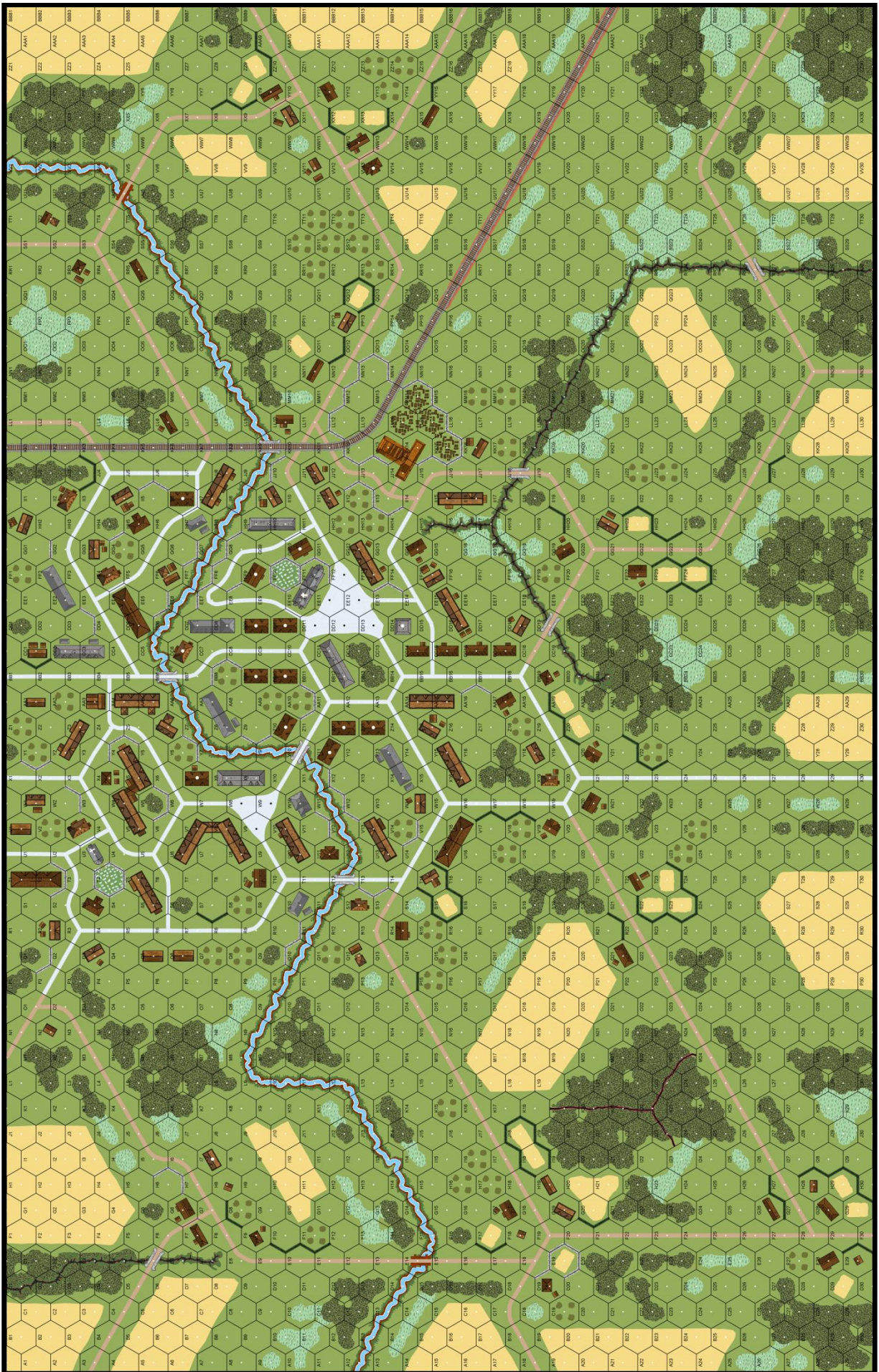
SPECIAL RULES:

- EC are Moist with No Wind at the Start. The River is Deep (B21.122) with a Slow Current (B21.121) to the west; the E14 & UU6 bridges are Wood (B6.42), all others bridges are Stone. The (KK0-PP15) Railroad is GLRR (B32.11) and the (QQ15-BBB21) Railroad is an EmRR (B32.12). There is a Steeple (B31.2) in hexes U3 & EE10. Hexes V9, W9, W10, DD11, DD12, DD13, EE11, EE12, FF12 are treated as City Boulevard (B7.1) hexes. Building (JJ14) is a Factory (B23.74); and hexes KK15, LL14, LL15, MM14 are Lumberyards (B23.211).
- The Soviet 4-5-8/2-4-8 MMC are Assault Engineers (A11.5, H1.22) with underline ELR, a Morale of 5, and +2 Smoke Exponent; a 4-2-6/2-2-6 MMC Battle-Hardens (A15.3) to a 4-4-7/2-3-7 MMC; if a 4-4-7/2-3-7 MMC Battle-Hardens, it will instead become Fanatic (A10.8).
- Soviet AFV crews have a Morale of 7.
- The Soviets may exchange ≤ 2 SMC for Commissars (A25.22).
- The Soviets have MOL capabilities (A22.6).
- The Soviets receive trucks/wagons to pull their guns, only if the Gun enters from off map.
- The Soviet Phone (Radio if entering from off map) represents one-module of 76mm OBA (HE & Smoke). Battery Access is never lost permanently due to drawing two red chits (C1.21). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.
- The Soviets secretly designate and setup/enter as follows:
 - Choose and setup fortifications on map;
 - Divisional Support Companies are to be divided and attached to each Strelkovy Batalon OB (no more than 2 companies per Batalon).
 - Each Strelkovy Batalon must setup 4 Companies on map in its designated areas; each MMC (in suitable terrain) may setup entrenched in foxholes (B27.11); Guns may setup using HIP;
 - Each Strelkovy Batalon enters 2 Companies on a reinforcement dr; starting on Turn 1 (and each turn until it enters) each Batalon must make its own dr; if the dr \leq the circled number listed on the Turn

Record Chart, that Batalon's companies enter along the north map edge in that batalon's designated area;

- Each Strelkovy Batalon enters the remaining company on a reinforcement dr; starting on Turn 5 (and each turn until it enters) each Batalon must make its own dr; if the dr \leq the circled number listed on the Turn Record Chart, that Batalon's companies enter along the north map edge in that batalon's designated area.
- The German 8-3-8/3-3-8 MMC are Assault Engineers (A11.5, A25.12) with Sapper Capabilities (B24.7, B28.8).
 - The German Radio represents one-module of 105mm Battalion OBA (HE & Smoke). Battery Access is never lost permanently due to drawing two red chits (C1.21). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.
 - The Germans secretly designated and enter as follows:
 - 2 Platoons from each Kompanie + 3 Divisional Support Platoons to enter on Turn 1, along the south edge of the map;
 - 1 Platoons from each Kompanie + 2 Divisional Support Platoons to enter on Turn 3, along the south edge of the map; and
 - 1 Platoon from each Kompanie + 2 Divisional Support Platoons to enter on Turn 5, along the south edge of the map.
 - The German receives Air Support (E7.). At the beginning of each German Turn, the German side makes a DR; on a wdr ≤ 2 Air Support is received and on the cdr (halved, FRU) the number 1939 Stuka DB with bombs received. Each Stuka is automatically recalled at the end of the next Soviet player turn.
 - At the end of Turns 10-12, the German side makes a dr; if the dr \leq the circle number on the Turn Record Chart, the Game Ends.
 - Each side's SAN may never < 2 ; any action which would reduce a side's SAN to < 2 , instead pins that side's sniper.

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Elements of 657th Rifle Regiment, 125th Rifle Division, of the 11th Rifle Corps sets up on hex south of the river in any hex numbered ≤ 23 (see SSR 2-8); each Strelkovy Batalon is to setup in one of the designated areas:

Designated Setup Areas: (A) On/West of Hexrow S, (B) On/Between Hexrows T-KK, (C) On/East of Hexrow LL

Chose 150 Points of Fortifications (cost each | maximum # allowed) to be placed in any hex in the setup area:

7 Morale ?	HIP HS (with SW/SMC)	Dummy Minefield	6 Minefield	8 Minefield	AT 1 Mines	SAN +1	WIRE MPh/RtPh dr = MF CC: +1/-1	TRENCH OVR/OBA +4 OTHER +2	1+3+5 ↓	ROADBLOCK ↓	Fortified
1/2 20	2 5	1 10	3 10	4 5	3 5	5 2	2 10	1 10	4 5	3 5	3 10

Strelkovy Batalon No. 1

Batalon HQ 1:

4-5-8	Lejtenant 9-1	Serzhant 8-0	DC X12 30-1 1PP
4			2

Company No.2:

4-2-6	2-3-7	4-10 MMG B11 5PP
8		

Company No.3:

4-2-6	2-3-7	4-10 MMG B11 5PP
8		

Company No.4:

2-3-7	6-12 HMG 5PP
4	4

Company No.5:

2-2-8	AT 3 PTP obr.32 45L M11	8 Wagon cs 3 T6
4	4	4

Strelkovy Batalon No. 2

Batalon HQ 1:

4-4-7	Starshina 8-1	Serzhant 8-0	ATR PTRD 1941 1-12 1PP
2			4

Company No.2:

4-2-6	2-3-7	4-10 MMG B11 5PP
8	2	2

Company No. 3:

4-2-6	2-3-7	4-10 MMG B11 5PP
8	2	2

Company No.4:

2-2-8	MTR obr 37 82* [3-78] M11
4	4

Company No. 5:

2-2-8	AA 3 ZP obr 39 37L [8]	25 GAZ-MM ★ T8
2	2	2

Strelkovy Batalon No. 3

Batalon HQ 1:

4-4-7	Starshina 8-1	Serzhant 8-0	ATR PTRD 1941 1-12 1PP
2			4

Company No.2:

4-2-6	2-3-7	4-10 MMG B11 5PP
8	2	2

Company No.3:

4-2-6	2-3-7	4-10 MMG B11 5PP
8	2	2

Company No.4:

2-3-7	MTR obr 40 50* [3-20] 4PP
4	4

Company No.5:

2-2-8	INF 2 PP obr 27 76* M8	8 Wagon cs 3 T6
4	4	4

[ELR: 3]

(SAN: 2)



DIVISIONAL SUPPORT

Company No.1:

25 GAZ-4M-AA ★ AAMG -/16*
3

Company No.2:

5-2-7	Starshina 8-1
6	

Company No.3:

19 BA-6 45L B11 1 0 2/4
5

Company No.4:

19 BA-6 45L B11 1 0 2/4
5

Company No.5

2-3-7	6-12 HMG 5PP
4	4

Company No.6

8-0	PHONE X12 11
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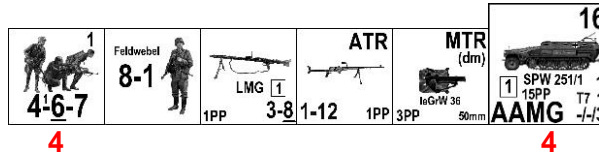
Elements of Kampfgruppe Westhoven, 1.Panzerdivision enters on **TURN 1** along the south edge (see SSR 9-12):

Panzerschützenkompanie

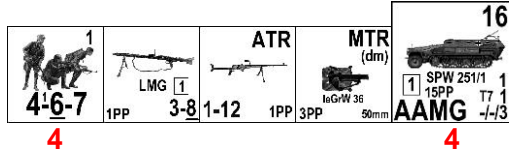
HQ Platoon 1:



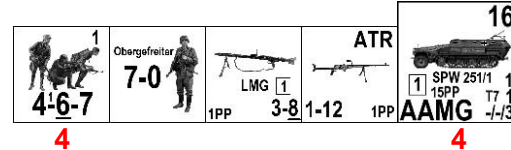
Platoon 2:



Platoon 3:

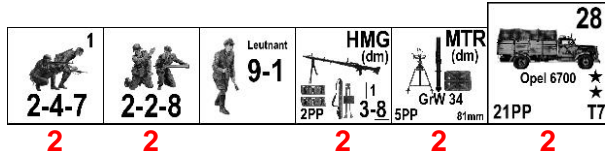


Platoon 4:

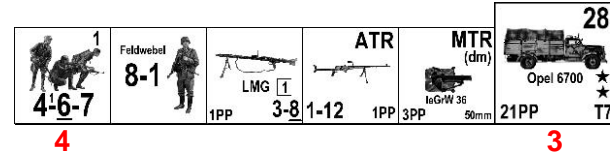


Schützenkompanie

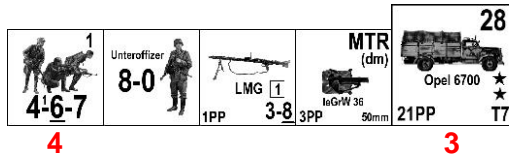
HQ Platoon 1:



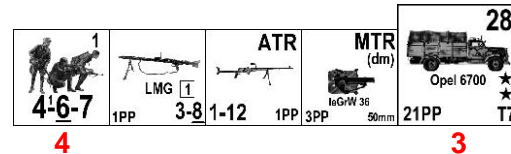
Platoon 2:



Platoon 3:

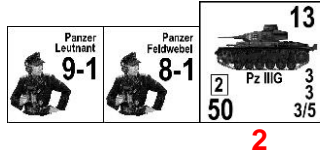


Platoon 4:

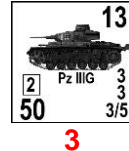


Leichte Panzerkompanie

HQ Platoon 1:



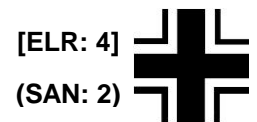
Platoon 2:



Platoon 3:

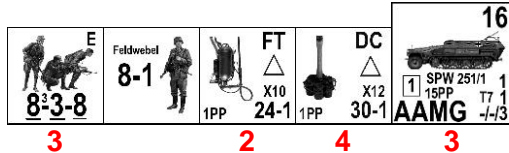


Platoon 4:

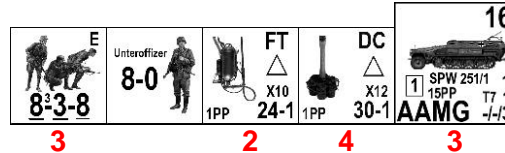


DIVISIONAL SUPPORT

Platoon 1:



Platoon 2:



Platoon 3:



Platoon 4:



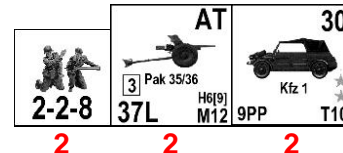
Platoon 5:



Platoon 6:



Platoon 7:



Air Support



See SSR 12