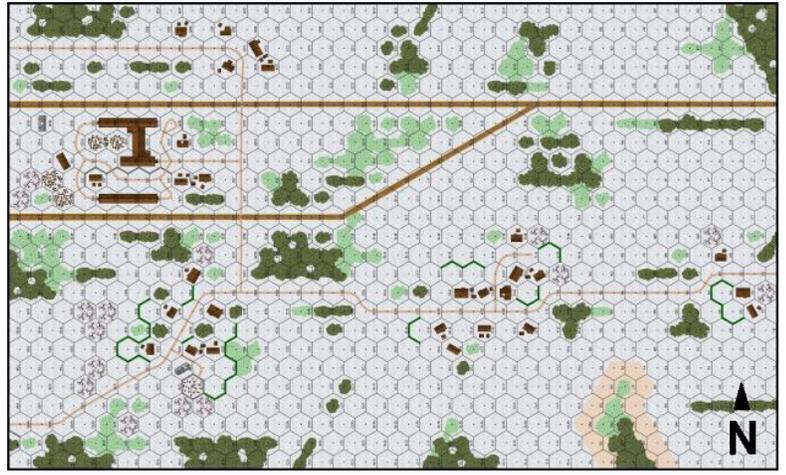


JAVA 10 OUR HOPES ARE ALPINI ON YOU



NIKOLAYEVKA, RUSSIA, 26 January 1943: On 13 January 1943, the Red Army launched the second stage of Operation Saturn. Four armies of General Filipp Golikov's Voronezh Front attacked, encircled, and destroyed the Hungarian Second Army near Svoboda on the Don; and pushed back the remaining units of the German 24th Army Corps on the Italians' left flank, thus encircling the Italian *Alpini* Corps. On the evening of January 17, the commanding officer of the *Alpini* Corps, General Gabriele Nasci ordered a full retreat. At this point, only the *2 Alpini Division Tridentina*, was still capable of conducting effective combat operations. Over 40,000 stragglers, of what was left of the Italian 8th Army, plus German and Hungarian soldiers fell in behind the *Tridentina* Division – their hopes were all pinned on the *Alpinis* to breakout. Reinforced with a handful of German armoured vehicles from the 22.Panzerdivision, this force led the way westwards towards the Axis' line east of Belgorod, some 200-km away. On the morning of January 26, the *Tridentina's* spearhead reached the hamlet of Nikolayevka that was occupied by the Soviet 243rd Rifle Division. The *Alpinis'* initial attempts to find a way around the hamlet proved unsuccessful. Deciding not to waste any more time, General Luigi Reverberi, commander of the *2 Alpini Division Tridentina* launched an attack on the hamlet, but the assault was grounded to a halt by the Soviets. Regrouping and taking personal command of the next assault, General Reverberi, standing atop his vehicle, urged on his *Alpinis* forward. Like a dam bursting, 4,000 *Alpinis* broke through the Soviet defences and raced westward with the stragglers, struggling to keep up before the Soviets could send reinforcements to seal the breach.



VICTORY CONDITIONS: The Italians win immediately by exiting ≥ 40 CVP off the west edge **or** at game end by controlling the (H30) Train Station

TURN RECORD CHART

★ RUSSIAN Sets Up First		★											
ITALIAN Moves First	1 ^①	2 ^②	3 ^④	4 ^⑥	5 ^①	6 ^②	7 ^④	8 ^⑥	9	10	11	12	

SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the Northeast. Ground Snow (E3.72) is in effect; due to blowing snow, there is an LV Hindrance that is treated as Mist (E3.32). Railroads (EX. F12) are EmRR (B32.). Lumberyards (EX. H31) are in effect (B23.211). The H30 & K30 buildings are Factories (B23.74); the P13 & T28 buildings have Steeples (B31.2); and the G34 & H28 buildings are Two-Story Houses (B31.3). Bore Sighting is NA. Kindling is NA.
- Some hexsides contain small buildings (EX. J27-J28). LOS is affected normally. If rubble is placed in one of the two hexes, rubble blocks LOS along that hexside normally. Bypass movement by any unit is NA along the hexside. Snap Shots (A8.15) are NA.
- Each side may make two Self-Rally attempts (A10.6). Crew Survival is NA (D5.6).
- OBA 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.

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5. Russian units have Winter Camouflage (**E3.712**).
6. The Russian 4-5-8 Squads have underlined morale and are Assault Engineer (**H1.22**).
7. If a Russian 4-4-7/2-3-7 MMC battle-hardens (**A15.3**) it will instead become Fanatic (**A10.7**). A 4-2-6/2-2-6 battle-hardens to a 4-4-7/2-3-7 MMC.
8. Russian T-34 inherent crews have a Morale of 7 (**D5.1**).
9. Russian T-34 tanks are Radioless AFV (**D14.**).
10. The Russians set up/enters as follows:
 - **Initial Forces:** Must select the Strelkovy Batalion HQ (with attached platoons) + one company and set them up on map in hexes numbered ≥ 10 ;
 - **Reserves:** starting on **Turn 1** (and each subsequent turn until they enter), the Russian player must make a dr; if the dr \leq the circled number on the turn record chart, he enters 2x companies on/between A15-25 or Y15-25 (not both); and
 - **Reserves:** starting on **Turn 5** (and each subsequent turn until they enter), the Russian player must make a dr; if the dr \leq the circled number on the turn record chart, he enters 2x companies along the west edge.
11. To reflect the hastiness of the defence: after all set up, each Russian MMC (in suitable terrain) may make an Entrenching Attempt (+2 DRM for Ground Snow is NA); if successful, set up the MMC (and any SW/SMC stacked with it) in a Sanger (**F8.1**), which represents Snow Defences. Each Russian gun may set up using HIP (**A12.34**) [*EXC. each gun does not automatically set up Emplaced; the crew must make an Entrenching Attempt (+2 DRM for Ground Snow); if successful, set up gun and crew emplaced. Place a Non-Emplaced Gun counter (from CdG) on a gun that fails the emplacement attempt*].
12. The Russians receive Sporadic Air Support (**E7.**). At the beginning of each Russian Turn, the Russian side makes a DR: on a cdr (1) they receive 1942 FB with bombs and on the wdr (halved, FRU) is equal to the number FB received. Each FB is automatically recalled at the end of the next Axis player turn.
13. The Russian Phone (Radio exchange is NA) directs one module of 76mm OBA (HE Only) with Scarce Ammunition.
14. Italian SMC/Elite MMC have an ELR of 3; Non-Elite MMC have an ELR of 1.
15. If an Italian 4-4-7 Squad that fails a MC by $>$ its ELR, it is Replaced by two 2-4-7 HS; if a 2-4-7 HS fails a MC by $>$ its ELR, it is Disrupted (**A19.12**).
16. If an Italian 3-4-6/1-3-6 MMC Battle-Hardens (**A15.3**), it will instead become Fanatic (**A10.7**).
17. The Italian/German side is not Elite for Ammunition Depletion purposes (**C8.2**).
18. The Italians' Passaglia Bomb was a makeshift anti-tank grenade, which was comprised of a large ration can filled with explosives, topped by a hand grenade, and held together by tar. A Passaglia Bomb had to be thrown from close by, and therefore was extremely dangerous both for the tank and the user. To simulate the use of a Passaglia Bomb, all Italian Elite Infantry MMC may roll for ATMM (**C13.7**); placement of one, however, adds only a -2 DRM to CC resolution. If a "6" is rolled on the cdr during the CC attack, the unit using a Passaglia Bomb has suffered Casualty Reduction. The Casualty Reduction occurs after the attack is resolved.
19. The Italian Radio directs one module of 100mm OBA (HE Only) with Scarce Ammunition.
20. The Italian mortars must enter on Pack Mules (**G10.**) and the 47/32 A-T Guns towed by Sleighs (**D12.**).
21. German AFVs have Winter Camouflage (**E3.712**).
22. The Italians and Germans are Allied Troops (**A10.7**).
23. In order for an Italian infantry unit to conduct Armored Assault (**D9.31**) or mount as Riders (**D6.2**) with a German AFV, the AFV crew must first pass a NTC. Each attempt cost the infantry 1 MF and the AFV $\frac{1}{4}$ of its MP allotment.
24. The Italians enter as follows:
 - **Turn 1**, secretly selects 5x companies/platoons to enter on any hex along the east map edge; and
 - **Turn 3**, the remaining 4x companies/platoons enter on any hex, along the east map edge.

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Elements 243rd Strelkovy Division set up on any hex numbered ≥ 10 (See SSR 5-13)

Batalion HQ 1 w/Attachments:

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DR+6

ATR Platoon:

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2 4

A-T Gun Platoon:

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2 2

Sapper Platoon with Defensive Stores:

			or	
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24 factors

4

Company 2:

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8 2 2

Company 3:

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8 2 2

Company 4:

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8 3 2 3

Company 5:

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6 6

Company 6:

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5

Air Support

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SSR 12

[ELR: 3]

(SAN: 3)



Elements 2 Alpini Division Tridentina supported by remnants 201.Sturmgeschutzeabteilung enters on any hex along the east edge (See SSR 14-24):

Company 1:

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8 3 2 3

Company 2:

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8 3 2 3

[ELR: 3/1]

(SAN: 2)



Company 3:

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8 2

Platoon 4:

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3 3 3

Platoon 5:

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4 4 4

Company 6:

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12

Platoon 7:

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Platoon 8:

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Platoon 9:

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