

# FALL KREML : DESIGNER NOTES & HISTORY DOCUMENT

*Rule 1, on page 1 of the book of war, is: "Do not march on Moscow". Various people have tried it, Napoleon and Hitler, and it is no good ...*

Field Marshal Bernard Montgomery, in the House of Lords, 30 May 1962

## THE CAMPAIGN

Fall Kreml (Operation Kremlin in English) is now considered by many historians one of the most successful deception campaigns in history.

It was in the same class as the Allied Fortitude operations that were instigated to create confusion before the Normandy landings.



Planning for the German 1942 summer offensive began in December '41, ironically coinciding with the Soviet counterattack against Heeresgruppe Mitte. Hitler decided that the most decisive blow would have to be in Southern Russia with the breadbasket of the Ukraine and oil of the Caucasus the primary targets. Hitler rightly decided that the capture of these areas would severely hamstring the Soviets while bringing vast new territories and resources under the Nazi's control.

The operation in the south became Fall Blau (Operation Blue in English). With the heavy losses of the prior twelve months it was obvious that only one Heeresgruppe could mount offensive operations, with the others starved of replacements and standing at the defensive.

In preparation for Fall Blau, a deception plan for a second attack on Moscow was begun called Fall Kreml. What if Fall Kreml was real, could the German's have actually captured Moscow on the second attempt? The included scenarios will allow players to answer that question.

### THE MAP

The map used for the Fall Kreml scenarios is the summer version of the Moscow '42 map. The entire map is used including the expanded sections on the east, west and south map edges.



A planning map has been included with the game and can be accessed from the Moscow '42 menu under John Tiller Software. You can print this out or zoom in. Additionally two scenarios with the complete map without units are included. These will enable search for location: [#a998\\_Map\\_Viewer\\_Winter](#) & [#a999\\_Map\\_Viewer\\_Summer](#)

## THE ORDER OF BATTLE

The Fall Kreml order of battle was based on the forces that were in position at June 28<sup>th</sup>, 1942 - the day the Axis forces launched Fall Blau. A completely new order of battle was created reflecting the changes to army composition, divisional structures and leader responsibilities.

### ★ Order Of Battle

- ☐  Heeresgruppe Mitte (453225 Men, 7468 Guns, 2582 Vehicles, 3205 Units)
  - ☐  HQ Heeresgruppe Mitte [Feldmarschall von Kluge, HQ, Motorized, 50 Men, A Quality, Command = 250, Defense = 12, Speed = 15 km/h, VP = 39]
  - ☐  9.Armee (166650 Men, 2745 Guns, 988 Vehicles, 1183 Units)
  - ☐  4.Armee (89000 Men, 1717 Guns, 238 Vehicles, 631 Units)
  - ☐  2.Panzerarmee (123850 Men, 1814 Guns, 833 Vehicles, 854 Units)
  - ☐  3.Panzerarmee (71850 Men, 1186 Guns, 469 Vehicles, 522 Units)
  - ☐  Heeresgruppe Mittetruppen (1825 Men, 6 Guns, 54 Vehicles, 14 Units)
- ☐  Heeresgruppe von Weichs (194275 Men, 3071 Guns, 2029 Vehicles, 1344 Units)
  - ☐  HQ Heeresgruppe von Weichs [Feldmarschall von Bock, HQ, Motorized, 50 Men, A Quality, Command = 250, Defense = 12, Speed = 15 km/h, VP = 39]
  - ☐  2.Armee (90500 Men, 1315 Guns, 285 Vehicles, 600 Units)
  - ☐  4.Panzerarmee (71350 Men, 1285 Guns, 1505 Vehicles, 581 Units)
  - ☐  2nd Hungarian Army (32375 Men, 471 Guns, 239 Vehicles, 162 Units)
- ☐  Luftflotte 4 (1242 Planes, 50 Units)
  - ☐  Fliegerkorps.IV (597 Planes, 24 Units)
  - ☐  Fliegerkorps.VIII (645 Planes, 26 Units)
- ☐  Kalinin Front (263300 Men, 3050 Guns, 686 Vehicles, 524 Planes, 872 Units)
  - ☐  HQ Kalinin Front [Gen Col Konev, HQ, Motorized, 50 Men, C Quality, Command = 80, Defense = 12, Speed = 10 km/h, VP = 23]
  - ☐  22nd Army (39750 Men, 480 Guns, 78 Vehicles, 121 Units)
  - ☐  29th Army (24850 Men, 364 Guns, 24 Vehicles, 73 Units)
  - ☐  30th Army (52450 Men, 652 Guns, 132 Vehicles, 176 Units)
  - ☐  31st Army (18750 Men, 278 Guns, 108 Vehicles, 72 Units)
  - ☐  39th Army (41500 Men, 366 Guns, 30 Vehicles, 109 Units)
  - ☐  41st Army (30700 Men, 280 Guns, 66 Vehicles, 91 Units)
  - ☐  58th Army (25050 Men, 252 Guns, 108 Vehicles, 84 Units)
  - ☐  Kalinin Front Units (30200 Men, 378 Guns, 140 Vehicles, 128 Units)
  - ☐  3rd Air Army (524 Planes, 17 Units)
- ☐  Western Front (438530 Men, 6314 Guns, 2554 Vehicles, 836 Planes, 1751 Units)
  - ☐  HQ Western Front [Gen Zhukov, HQ, Motorized, 50 Men, C Quality, Command = 160, Defense = 12, Speed = 10 km/h, VP = 29]
  - ☐  5th Army (50580 Men, 706 Guns, 113 Vehicles, 32 Planes, 169 Units)
  - ☐  10th Army (30500 Men, 372 Guns, 78 Vehicles, 32 Planes, 97 Units)
  - ☐  16th Army (58150 Men, 854 Guns, 287 Vehicles, 32 Planes, 216 Units)
  - ☐  20th Army (42150 Men, 682 Guns, 195 Vehicles, 32 Planes, 183 Units)
  - ☐  33rd Army (24650 Men, 332 Guns, 120 Vehicles, 32 Planes, 86 Units)
  - ☐  43rd Army (26000 Men, 338 Guns, 103 Vehicles, 32 Planes, 89 Units)
  - ☐  49th Army (31400 Men, 464 Guns, 118 Vehicles, 32 Planes, 104 Units)
  - ☐  50th Army (54350 Men, 710 Guns, 144 Vehicles, 32 Planes, 173 Units)
  - ☐  61st Army (59950 Men, 810 Guns, 294 Vehicles, 32 Planes, 231 Units)
  - ☐  Western Front Units (60750 Men, 1046 Guns, 1102 Vehicles, 383 Units)
  - ☐  1st Air Army (548 Planes, 19 Units)
- ☐  Bryansk Front (218100 Men, 3456 Guns, 2028 Vehicles, 672 Planes, 1064 Units)
  - ☐  HQ Bryansk Front [Gen Lt Golikov, HQ, Motorized, 50 Men, C Quality, Command = 80, Defense = 12, Speed = 10 km/h, VP = 23]
  - ☐  3rd Army (42400 Men, 628 Guns, 120 Vehicles, 32 Planes, 148 Units)
  - ☐  13th Army (33300 Men, 466 Guns, 100 Vehicles, 32 Planes, 109 Units)
  - ☐  40th Army (40550 Men, 596 Guns, 168 Vehicles, 32 Planes, 152 Units)
  - ☐  48th Army (33350 Men, 520 Guns, 154 Vehicles, 32 Planes, 127 Units)
  - ☐  5th Tank Army (13300 Men, 204 Guns, 457 Vehicles, 110 Units)
  - ☐  Bryansk Front Units (55150 Men, 1042 Guns, 1029 Vehicles, 400 Units)
  - ☐  2nd Air Army (320 Planes, 10 Units)
  - ☐  15th Air Army (224 Planes, 7 Units)
- ☐  Stavka (141450 Men, 2466 Guns, 1742 Vehicles, 766 Units)
  - ☐  HQ Stavka [Comrade Stalin, HQ, Motorized, 50 Men, C Quality, Command = 200, Defense = 12, Speed = 10 km/h, VP = 33]
  - ☐  64th Army (41500 Men, 306 Guns, 103 Units)
  - ☐  60th Army (35400 Men, 264 Guns, 88 Units)
  - ☐  3rd Tank Army (14450 Men, 212 Guns, 646 Vehicles, 136 Units)
  - ☐  Stavka Front Units (23150 Men, 812 Guns, 728 Vehicles, 223 Units)
  - ☐  Moscow Defence Zone (26900 Men, 872 Guns, 368 Vehicles, 215 Units)

## THE SOVIET ORDER OF BATTLE

The Soviet publication: Boevoi Sostav Sovetskoi Armii was absolutely invaluable for the Soviet forces. This series of books list's the complete Soviet order of battle at the first of each month. The text identifies all the major formations (Divisional / Corp) that make up each army. In addition all Corp, Army and Front attachments were identified at a regiment, brigade, battalion and even company level. This data was used as a primary source and has plenty of information for future Panzer campaign games on the Eastern Front.

A master listing of each army's components was built for July 1<sup>st</sup>. This was overlaid with reinforcement, transfer and withdrawal information for each formation that changed during a month. Four major Soviet formations were included, Kalinin Front, Western Front, Bryansk Front and the Stavka Reserve.

Formation strengths were another area to be considered and came in two flavours – how many men, tanks etc. 'should' be in a formation and how many 'were' at a particular point of time. Unlike our work in Kharkov '43, we built all formations at full Table of Equipment (TOE). This represented the 'should' as mentioned above. For example, the base strength for a Soviet Rifle battalion is 600 men. This was then adjusted for each formation to represent whether it had been in previous fighting or was a new reinforcement. All forces as at June 28<sup>th</sup> were considered full strength with forces at later dates reflecting both losses and fatigue. The full strength assumption was based on the priority Stalin gave to forces defending Moscow.



Unlike past Panzer Campaign games the Soviet formations are not 'cookie cutter'. Michael Avanzini had completed some ground breaking work that identified the evolution of Soviet Rifle & Cavalry divisions over time. A number of Russian language websites confirmed the variations in each Division and when various changes were made to a formation. For example some Rifle Divisions have a mortar battalion as well as their generic Artillery Regiment. Others have a machine gun or AA batteries or battalions attached. This gives some variation between the various Soviet forces. Also, at this time, many Rifle Brigades continued to be deployed as it was found that Soviet commanders were struggling to control the larger formations. Changes between the winter divisional structure and the July 1942 formations are all reflected in the order of battle.



The Soviets continue to have Siberian's identified in Brigades or Divisions, but not as a separate nationality as in the winter scenarios. The C morale value that represented their 'winterisation' and pre-war regular army status is removed and they are now considered D morale like other Russian forces. This in part reflects the heavy casualties sustained during the winter as well as many of the Siberian formations subsequently becoming Guards Divisions and maintaining their C morale value.



For armoured formations, June 1942 was the first time that Tank Armies were employed. After the disastrous introduction of Tank Corps at Kharkov in May 1942, it was decided that Soviet armoured forces would only match the Germans if they were used en masse. Charles C Sharp's 'Soviet Order of Battle, Volume II – School of Battle' was a great source for the layout of each Tank Corp and Tank Brigade, highlighting that there was little consistency in the tank strengths or models deployed. By the summer of 1942, lend lease tanks from Great Britain and the US were starting to arrive in numbers and both the Valentine, Matilda and M3 Lee were pressed into service despite their inferiority to the Soviet KV and T-34 tanks. Another gem in David Glantz's book 'To the Gates of Stalingrad' is the armoured strength and composition of each tank formation at various dates. This proved invaluable to getting the armoured strengths right in the scenarios. Soviet tank strength was growing rapidly with manufacturing facilities now coming online beyond the Urals.

When it came to supporting arms such as artillery and engineering forces, both Glantz and a range of Russian language sources (see bibliography) provided the nominal table of equipment (TOE). Overall, the Soviet forces were now putting in place standardised TOE's. With the hard lessons of a year of war, many of the stop gaps of the previous winter, such as independent Brigades were slowly being phased out, while new levels of command such as Guards Rifle Corps were reinstated as the Soviet Generals become more adept at handling larger formations.

The Soviet forces continued to be built around an Army formation that belonged to a Front (or Army Group). The new infantry and tank/mechanised corps were significantly different to those that started the war with the former both smaller and more standardised. Cavalry Corps were little changed and were considered both manoeuvre and exploitation forces.

Within the order of battle, all units that are Brigade size or higher have named commanders with the appropriate rank for that date. Leader photos are included, where available in each headquarters.



Specialist forces for the Soviets are less prevalent than in the winter scenarios, in the main due to the increased standardisation of formations. Esoteric units, such as armoured trains are included. Soviet Para troops were held mainly in reserve and Gen Maj Levashev's 4<sup>th</sup> Airborne Corp is tasked with defending the capital. Partisans are present, particularly in the Bryansk area where major Axis anti partisan sweeps was underway. Quite a few Guards units were now in the field after the hard fighting of the winter. This included Brigades (both Rifle and Tank) as well as Divisions and Rifle Corps.

## THE GERMAN ORDER OF BATTLE

Like the Soviet Order of Battle, the Axis Order of Battle has been built up from a range of sources with significant cross referencing. The forces made available for Fall Kreml were Heeresgruppe Mitte as well as the new Heeresgruppe von Weichs that consisted of 4<sup>th</sup> Panzer Armee, 2<sup>nd</sup> Armee and the Hungarian 2<sup>nd</sup> Army.

A range of books as well as English and German language websites have been primary sources.



Like the Soviet forces there was significant variation in the German formations, whether they were infantry or panzer. All units are built at a full TOE level and then losses are applied based on the current scenario and date. There is some disparity between the number of battalions in the infantry regiments with most having three battalions and older formations sometimes having two due to losses. Many of the infantry regiments involved in the winter fighting had lost one and in some cases two of their infantry battalions, disbanded to provide reinforcements to the remaining battalions in the regiment.

The composition of the Infantry forces reflects changes in organisation during 1942. In particular there was variation in recon (Aufklärung) and Anti-Tank (Panzerjäger) units. All infantry battalions were built with four companies unlike the battalion only approach in Moscow '41.



There was also substantial variation between the Panzer Divisions. The individual OB for each Panzer Division came from both Thomas Jentz's 'Panzertruppen' and Osprey's 'Panzer Divisions 1941 – 1943'. In the Panzer Divisions there was great variation in the Motorised (Schutzen) formations with a mix of Brigades and Regiments as well as for recon battalions with a range of motorized and tracked formations coupled with armoured cars.



Many of the Wehrmacht's elite formations were available for the second Moscow operation. This included the Gross Deutschland Motorised Division, significantly upgraded from the regiment that fought over the winter. Many of the Motorised Infanterie Divisions had a tank battalions included in their TOE to allow them to handle the increasing preponderance of Soviet armour. Famous Panzer Divisions such as the 1<sup>st</sup>, 7<sup>th</sup>, 11<sup>th</sup> & 24<sup>th</sup> were all available to take part. Most of the Panzer Divisions had their Panzer battalions rationalised with many of Heeresgruppe Mitte Panzer Divisions being reduced to two battalions. Many of the removed battalions were either attached to the Motorised Infantry Divisions or added into the Panzer regiments in 4<sup>th</sup> Panzerarmee.

The SS were only represented by SS Infanterie Brigade 1. Das Reich had been withdrawn to rebuild and would not return to the East until January 1943 for the desperate fighting around Kharkov.

The Luftwaffe was represented by a number of anti-aircraft formations in direct support of the German armies.



The major Axis allied forces employed was the Hungarian 2<sup>nd</sup> Army. This strong formation included 9 Infantry Divisions and an Armoured Division with 110 tanks. Unfortunately the quality of troops and armaments was not high and most units are C or D morale.

In terms of specialist units, there has been an inclusion of more rear area troops as these will be needed to help clear the extensive Soviet fortifications as well as battle the partisans. These include FeldPolizei as well as Todt Construction Battalions with larger formations such as Construction Regiments also present. Both German and Hungarian assault boats have been included for major waterway crossings.



## THE FEATURES OF THE PANZER CAMPAIGNS MOSCOW '42 FALL KREML ORDER OF BATTLE

- One Order of Battle for all campaigns. Formations were setup in such a way that the Corp attachment feature could be used to reflect the changing subordination of Divisions, Corps and even Armies. This is particularly important for the Soviet's which saw widespread reorganisation over time.
- All values have used an updated McNamara system that was standardized across Ed William's alternate mods of all Panzer Campaign games.
- The motorised infantry battalions in Soviet Tank Brigades and Corps are not expected to keep up with the tracked formations and reflect the disjointed tactics in their employment.
- All German infantry and Panzer Grenadier battalions have four identical companies rather than the more standard three. In real life, the actual setup was three infantry and one heavy weapons company. By including a fourth company, it solved a number of issues that had arisen while playing other Panzer Campaign games. Primary amongst these was the company fatigue rule which could quickly decimate 'A grade' German formations that were spread out to cover significant ground. By providing four companies it was possible to customize deployments with a default of two half battalions being the most often used.
- Armour formations have a full TOE but the actual tank strengths match the records of the day.
- All Brigade units and higher have named commanders. Where available the actual leader photo is shown.
- Supply units are not available for explicit supply. All scenarios should be played with Virtual Supply Trucks. See Designer notes for further explanation.
- Morale ratings are standardised with Soviet forces either C (Guards) or D (all others). German forces are usually A or B with a few exceptions such as security or rear area troops. The Axis minor Hungarians are D – other than the Armoured Division which has a C morale rating.



## THE PARAMETER DATA FILE

The Parameter file within Panzer Campaigns gives the scenario designer an unprecedented ability to change the way a game plays. The parameter file for Fall Kreml is based of Ed William's standard summer PDT.

## MOVEMENT

Movement rates are standardised with the other Panzer Campaign summer titles. Gone are the single hex winter movement rates.

### DAY/NIGHT CYCLE

The day/night cycle is aligned to other summer Panzer campaign games. Days are the usual ten turns long with dawn and dusk turns at 4am and 6pm respectively. There are two night turns; 8pm and 12pm. Night disruption has been included to ensure players rest their troops.

### NEW PARAMETERS IN THE PDT

No additional features were added into the PDT file.

### PROGRAMMED WEATHER

It has proven very hard to source weather information for the period simulated. Programmed weather therefore consists of representative days of primarily good weather. There is 25% chance of any particular day having a ground condition of soft – representing the aftermath of heavy thunderstorms that are prevalent at this time of year. There is also a 10% chance of storms, in this case representing cloud bursts.



## DESIGNER NOTES



While having a break over Christmas 2011, we decided to have another look at the work that had been done for the hypothetical Fall Kreml. With the four major campaigns completed for the Soviet winter counteroffensive and most of the smaller scenarios ready for play testing, we decided to see if there was much change required to the winter OB to create the armies that faced off in late June 1942. Boredom with looking at a white map, 10 days of solid work and no more holidays saw a completely new summer order of battle. This work is multipurpose and could be used again as the OB covers off the forces that were used in the actual Fall Blau German push to Voronezh.

Like Sealion '40, Fall Kreml is a hypothetical series of scenarios and campaigns. That said, like Sealion '40, we wanted to reflect the actually historical starting positions and forces that might have been involved. The included history document will give more colour around the events that led up to Fall Kreml/Fall Blau and where with a few divergences a second attack on Moscow may have been a distinct possibility.

The Moscow '42 map is significantly different when not frozen; there are quite a few areas of marsh and swamp (the west map edge, Bryansk and Kalinin) as well as a number of major river systems (Volga, Moskva, Oka, Upa, Mecha and Don). The heavy forest around Moscow will also slow any attackers advance and the Axis Panzers will perform best in open steppe south of the Oka River (between Yukhnov and Tula).

Like the winter scenarios, virtual supply trucks are the recommended supply rule. Supply was always going to be a constraint in any Axis summer offensive and this is reflected by supply lines that start at the west map edge and degrade after that. This will see the German supply slowing measurably as they approach Moscow. Please note that virtual supply trucks will slow load times but it's really the best simulation of the supply situation for both sides. With the heavy forest around Moscow keeping the heavily motorised Axis forces near the road network, the Soviets will be able to use cavalry to filter through the German lines.

The use of the Virtual supply truck rule allowed us to simulate Stalin's 'not one step back' order. By placing supply sources in key locations the Soviets can form hedgehog positions that will not run out of supply or become isolated. It also increases the importance of the road network and protecting these supply sources. The wired bridge function was turned on to prevent the gamey tactic of blowing every bridge to prevent supply crossing a river.

When placing units in scenarios we have put all units at full strength. This is to reflect the heavy reinforcements that both side poured into the area. Unlike the winter scenarios where the replacement flag in the OB was used, the unit recovery percentage in the PDT is set for both sides.

For actual placement of units within scenarios we used David Glantz’s Atlas of Operation Blau as well as some very high resolution Lage Ost maps. These laid out the daily position of the German forces and the identified opposing Soviet forces.



For the Soviets, all forces were positioned in their historical locations. Stalin was convinced that Moscow was the only logical target for the German’s and positioned nearly 60% of the available Soviet forces in front of the capital. The Soviets had built three belts of defences; the first on the existing front line, the second along the Oka and Upa rivers and finally in Moscow itself. Between the first two defensive belts both the 3<sup>rd</sup> and 5<sup>th</sup> Tank Armies were positioned with a number of Cavalry and Guards Rifle Corps to counterattack any penetrations. Along the Oka and Upa rivers, two reserve armies (60<sup>th</sup> & 64<sup>th</sup>) were dug in to hold the last major water obstacle before Moscow.

There was more variation in the Axis forces setup. Heeresgruppe von Weichs is the strongest Axis formation. Four different variants for the German setup were included with von Weich’s forces starting in the North, Centre or South of Heeresgruppe Mitte’s frontage. The fourth variant included a North maximum effort version where 1<sup>st</sup> & 5<sup>th</sup> Panzer Divisions as well as 14<sup>th</sup> Motorised Infanterie Division are available for the initial attacks towards Moscow. Divisions from 2<sup>nd</sup> & 3<sup>rd</sup> Panzerarmees were moved to accommodate von Weichs forces where required.



Unlike the winter scenarios, both sides armour forces are back to strength. The Axis forces were just starting to receive the long barrellled Mark IV's, while the Soviets had a much higher proportion of T-34 medium and KV-1 heavy tanks. As previously mentioned the Soviets had employed both Tank Corps and Tank Armies for the first time and there are quite a number of Tank Corps slated as reinforcements.

All in all we have included 15 unique Fall Kreml scenarios in this initial release of Moscow '42. Many of these are as big as some previously released titles (Danube Front) and even the smaller campaigns are as big as some previous games (Bulge '44, Salerno '43 etc). There are 6 AI 'variants' of the released 15 summer scenarios bringing the summer scenario count to 21. In addition, there are a huge number of scenarios that could be created from the included maps and OB and the design team may look to provide more scenarios in the future if there is enough community interest.

Finally, the play test team have really enjoyed these scenarios, think Smolensk '41/Kharkov '42 but with a lot more tanks on both sides.... 😊

Look for suggested playing notes in the scenario briefings for both sides.





### PRELUDE



The Axis setback over the winter of 1941/42 was the first big land defeat for the German's in the Second World War. It both proved the resilience of the Soviet regime as well as the fallibility of the German Army. It was plainly obvious that the struggle to defeat the Soviet Union was going to take longer than the six months that was originally allocated. In a display of over confidence, Hitler had even had the German armament factories retooling for air and naval munitions for the final showdown with Britain. It was assumed that the army had enough material to support the campaign in Russia. This blunder was not corrected till January 1942 with units low on every form of war commodity.

The Soviets on the other hand were well aware of how close to defeat they had come in 1941 and were now gearing up a rapidly growing war economy. Many of the factories that had been railed out of Western Russia were being re-established beyond the Urals and weapons were now coming off the production line in increasing quantities.

With the winter behind them, both sides began to plan the summer's offensive actions. Hitler decided to make the Ukraine and Caucasus his eventual targets, reasoning that the loss of such

vast agricultural and oil resources would strangle Soviet production and bring the country to its knees. Stalin was convinced that the Axis losses over the winter were irreparable and that the initiative was with him. He demanded that offensives be launched along the whole front and Stavka planned seven in total. Ultimately only two were launched, with the third in Crimea pre-empted by the German 11<sup>th</sup> Army's attack that subsequently netted 170,000 prisoners. Worse was to come, though. The first offensive near Murmansk on the Arctic Circle fizzled out after a month due to the environment and the overall supply status. The second was a spectacular disaster. The Soviet attack at Kharkov by Marshall Timoshenko's forces initially made good progress, but was ultimately routed losing 1,500 tanks and 240,000 men.

During the second battle of Kharkov, Hitler judiciously only used the immediately available forces to counter the Soviet attacks. Despite having significant Panzer forces near Kharkov, these were earmarked for Fall Blau and were to be held back at all costs. This move continued to keep the Soviet's in the dark regarding the location of Axis forces and their intentions.

On the 29<sup>th</sup> May, a day after the conclusion of the battle at Kharkov, the deception plan for Fall Kreml was begun. Heeresgruppe Mitte issued a top secret directive of which the first sentence read: "The Army High Command has ordered the earliest possible resumption of the advance on Moscow". This made eminent sense with the German's roughly on the mid November '41 start lines and only 80 miles at the closest point from Moscow. Both 2<sup>nd</sup> & 3<sup>rd</sup> Panzerarmees were in the same positions as the previous year, southwest and west of Moscow respectively.

In the first week of June, Moscow area maps were distributed down to regimental level. Reconnaissance flights over Moscow were increased while, prisoner interrogations focused on the defences directly around the capital. Agents were despatched with instructions to scout Tula, Kalinin and Moscow. The aim was for the Soviets to pick up snippets of information and come to the conclusion that Moscow was the preeminent target.

Fall Kreml was assisted by the fact that Stalin and the Soviet high command (Stavka) had decided that Moscow was the logical target for the Axis summer offensive. Though denied later in official publications, a number of responses indicate that the Soviets believed that Moscow would be attacked even after Fall Blau was launched. Marshall Vasilevsky writing in his memoirs confirmed that by the end of June, the intelligence had been refined and the Germans were expected to attack Moscow from the south via Tula. The vigorous defence of Voronezh from July 6<sup>th</sup> seems to back this up when considered in tandem with the sudden retreat of both South and Southwestern Fronts. Why would the Soviets hold fast in one area yet strategically retreat in another? Match this with the vigorous response from 5<sup>th</sup> Tank Army that counterattacked into the Panzer's flank at Voronezh to the point of destruction while the Tank Armies further south retreated.

The final proof point for the Soviets was the capture of an outline of XXXX Motorised Korp plan for Fall Blau when Major Reichel from 23<sup>rd</sup> Panzer Division was shot down over no man's land on June 19th. Reichel and his pilot were killed and the plan despatched to Marshal Timoshenko

(commander of the Soviet Southern flank) and ultimately Stalin. Hitler was furious and removed both the Korps commander (Stumme) and the 23<sup>rd</sup> Panzer Divisional leader (Boineburg-Lengsfeld). Fortunately for the Germans, Stalin viewed this as a clear deception as the plans had so 'conveniently' fallen into Soviets hands.

Fall Kreml, the deception campaign had performed as hoped, aided by Soviet expectations, a factor that enabled Fall Blau to be as successful as it was.





## FALL KREML, FROM DECEPTION TO REALITY



What if Fall Kreml was real? What if some of the forces assigned to Fall Blau were used in a second attempt to capture Moscow, a city that had by only the narrowest of margins been held by the Soviets the previous year?

The scenarios and campaigns included allow players to investigate these possibilities.

With the Soviet forces deployed as they were historically, the major variation occurred in the available German forces. Heeresgruppe Mitte had four component armies, 4<sup>th</sup> & 9<sup>th</sup> Armee and 2<sup>nd</sup> & 3<sup>rd</sup> Panzerarmee. These four armies had 8 Panzer Divisions, 4 Motorised Infanterie Divisions and 49 Infanterie Divisions. Just to the south of Heeresgruppe Mitte was Heeresgruppe von Weichs. This army group was the northern flank of Fall Blau and tasked with driving eastward to Voronezh and then turning south east along the Don River. It could have just as easily marched north east and attacked towards Tula (the situation shown in the South variant campaign).

Heeresgruppe von Weichs had three armies; 2<sup>nd</sup> Armee, 4<sup>th</sup> Panzerarmee as well as the Hungarian 2<sup>nd</sup> Army. All in all, von Weichs commanded 4 Panzer Divisions (1 Hungarian), 3 Motorised Infanterie Divisions and 20 Infanterie Divisions (9 Hungarian). This total of 88 Divisions was only two short of the total (90) that Heeresgruppe Sud would use in the actual Fall Blau campaign.

## CAMPAIGN VARIANTS

There are four different variants to the Fall Kreml campaign.

### NORTH

Heeresgruppe von Weichs is positioned between 9<sup>th</sup> Armee & 3<sup>rd</sup> Panzerarmee on the Vyazma/Mohaysk highway. Though this is the shortest route to Moscow, the terrain is fairly closed with first high ground and then forests all the way to Moscow. Both 4<sup>th</sup> Panzerarmee and 2<sup>nd</sup> Armee start on map with 2<sup>nd</sup> Hungarian arriving from July 5<sup>th</sup>. 9<sup>th</sup> Armees Panzers (1<sup>st</sup>, 2<sup>nd</sup> & 5<sup>th</sup> Panzer Divisions) are poised to protect the German left flank. The North variant does not have the Germans engaging the Tank Armies directly as they are further south, but they can be expected to attack into the flank of any penetration. 2<sup>nd</sup> Panzerarmee has strong mobile forces near Belev but will be facing substantial Soviet mechanised forces.



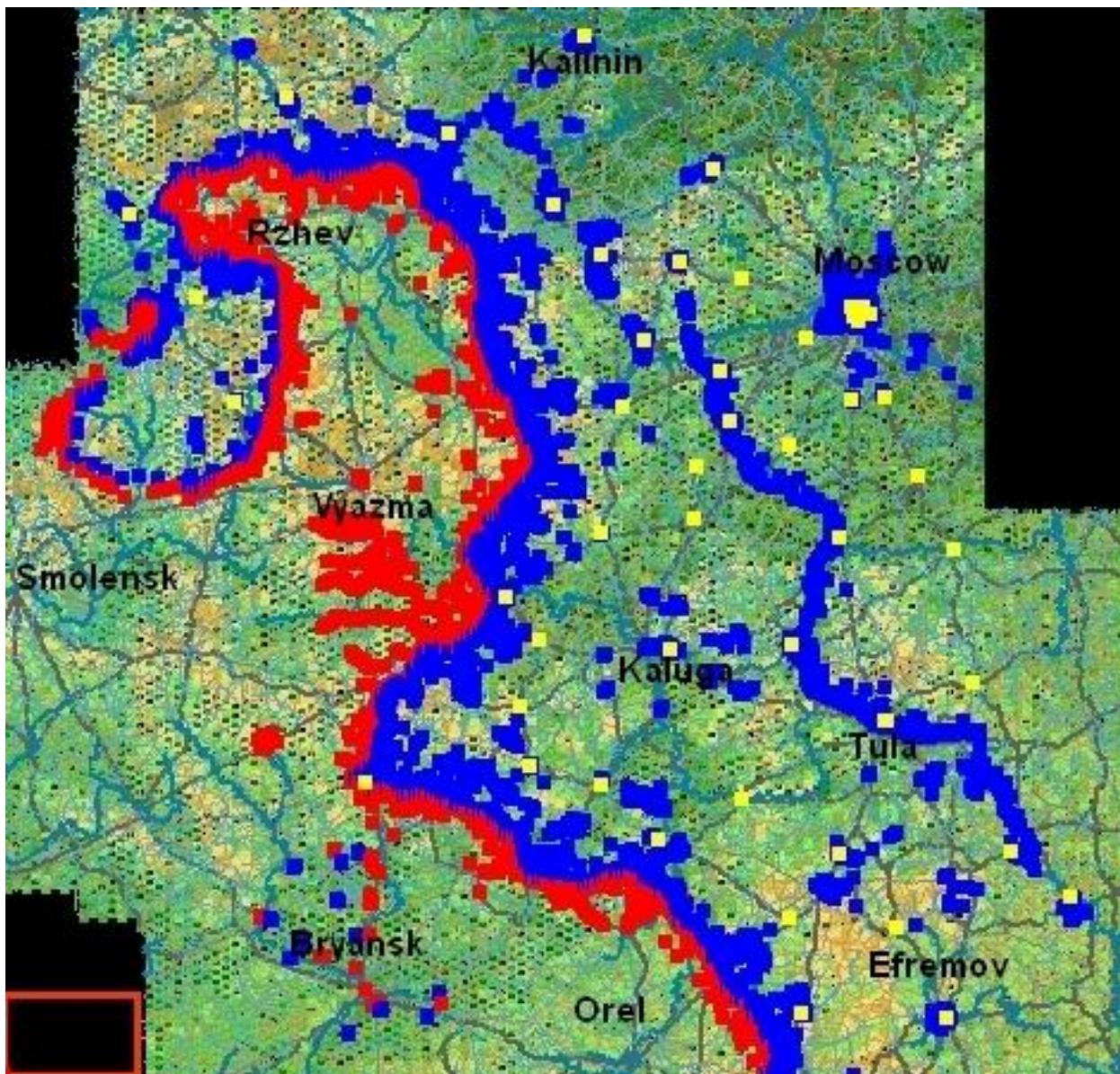
## NORTH – MAX EFFORT

This variant is the same as the North variant with addition of 9<sup>th</sup> Armee's 1<sup>st</sup> & 5<sup>th</sup> Panzer Divisions released and attacking towards Moscow (circled in black below). All other positions are unchanged with Heeresgruppe von Weichs positioned between 9<sup>th</sup> Armee & 3<sup>rd</sup> Panzerarmee on the Vyazma/Mohaysk highway. Both 4<sup>th</sup> Panzerarmee and 2<sup>nd</sup> Armee start on map with 2<sup>nd</sup> Hungarian arriving from July 5<sup>th</sup>. The North – Max Effort variant does not have the Germans engaging the Tank Armies directly as they are further south, but they can be expected to attack into the flank of any penetration. The Soviet 58<sup>th</sup> Army will be in a position to oppose 9<sup>th</sup> Armee's Panzers. 2<sup>nd</sup> Panzerarmee has strong mobile forces near Belev but will be facing substantial Soviet mechanised forces.



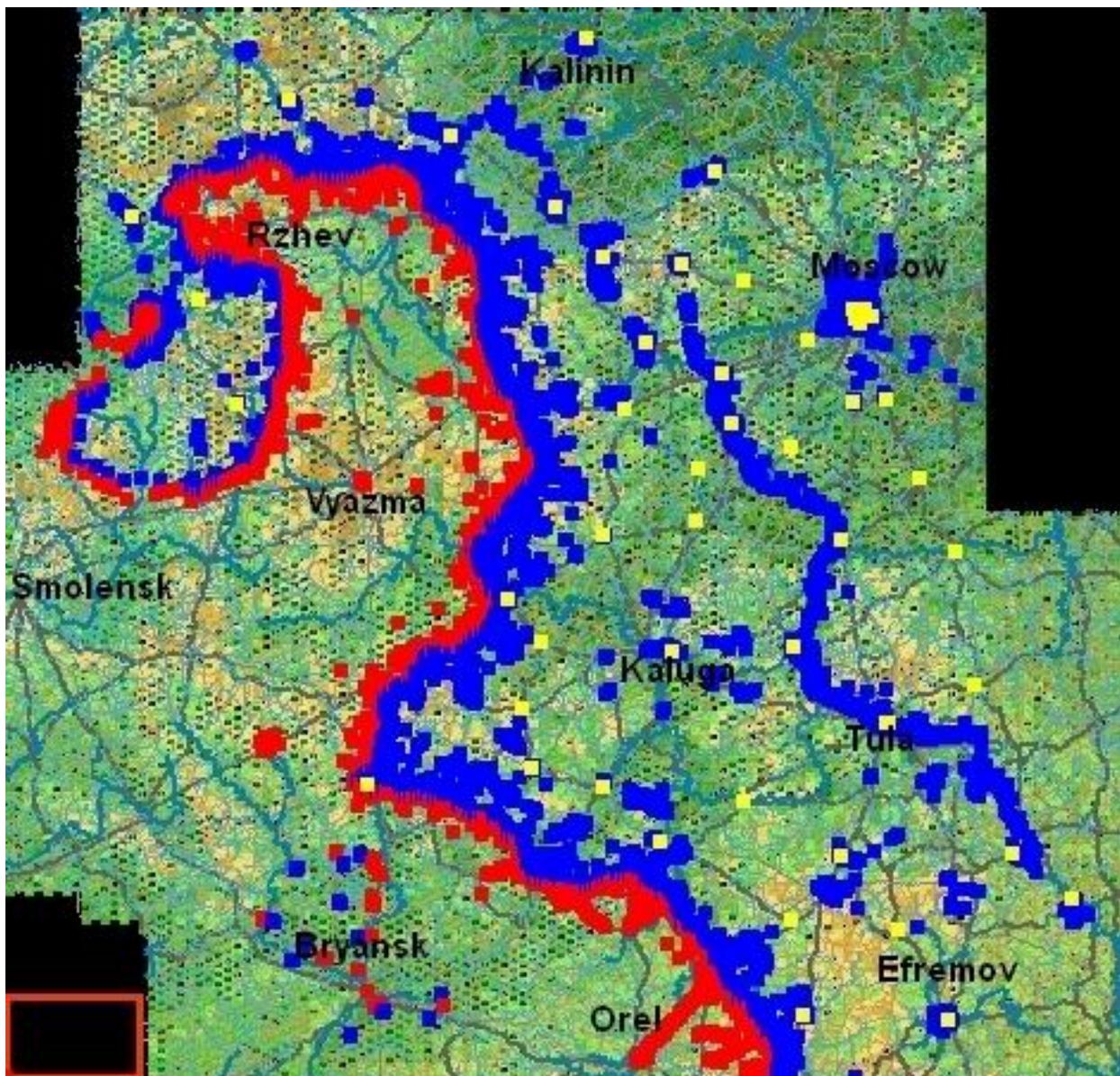
## CENTRE

Heeresgruppe von Weichs is positioned between 3<sup>rd</sup> Panzerarmee & 4<sup>th</sup> Armee on the Roslavl/Yukhnov highway. Von Weichs forces are positioned to drive east along the Ugra River to Kaluga. 2<sup>nd</sup> Panzerarmee has strong mobile forces near Belev that could drive north along the Oka River via Belev to Kaluga and pocket all the Soviet units to the west. Both 4<sup>th</sup> Panzerarmee and 2<sup>nd</sup> Armee start on map with 2<sup>nd</sup> Hungarian arriving from July 5<sup>th</sup>. 9<sup>th</sup> Armee & 3<sup>rd</sup> Panzerarmee will be more static in this variant, though able to perform local operations. The Centre variant will have the Germans engaging the 3<sup>rd</sup> Tank Army directly once Kaluga is reached. The German player will have the choice of approaching Moscow from either the south or south west.



## SOUTH

Heeresgruppe von Weichs is positioned south of 2<sup>nd</sup> Panzerarmee on the Orel/Smensk highway. Von Weichs forces are positioned to drive north east to Tula. 2<sup>nd</sup> Panzerarmee has strong mobile forces near Belev that could drive in tandem with von Weich's forces. Only 4<sup>th</sup> Panzerarmee starts on map with 2<sup>nd</sup> Armee starting to arrive in strength from June 29<sup>th</sup>. The 2<sup>nd</sup> Hungarian Army arrives from July 5<sup>th</sup>. 9<sup>th</sup> Armee, 4<sup>th</sup> Armee & 3<sup>rd</sup> Panzerarmee will be more static in this variant, though able to perform local operations. The South variant will have the Germans engaging the 5<sup>th</sup> Tank Army directly on the road to Tula, with 3<sup>rd</sup> Tank Army further to the north. The German player will approach Moscow from the south via Tula. This variant is probably the closest to reality with von Weich's forces close to their historical positions.



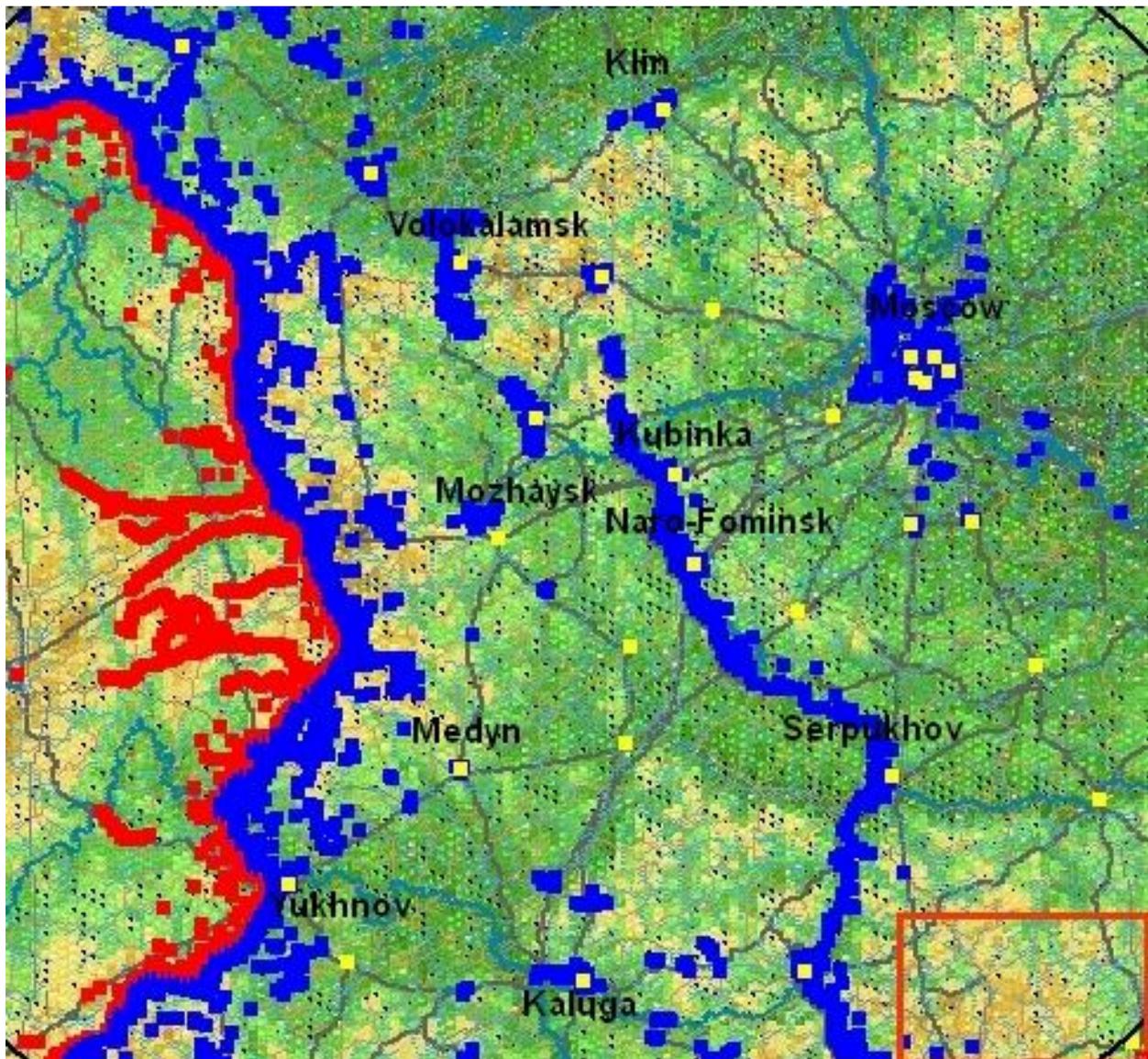


## MINI CAMPAIGN VARIANTS

There are four different variants to the Fall Kreml mini campaigns. The main effort scenarios focus on the primary thrust by Heeresgruppe von Weichs.

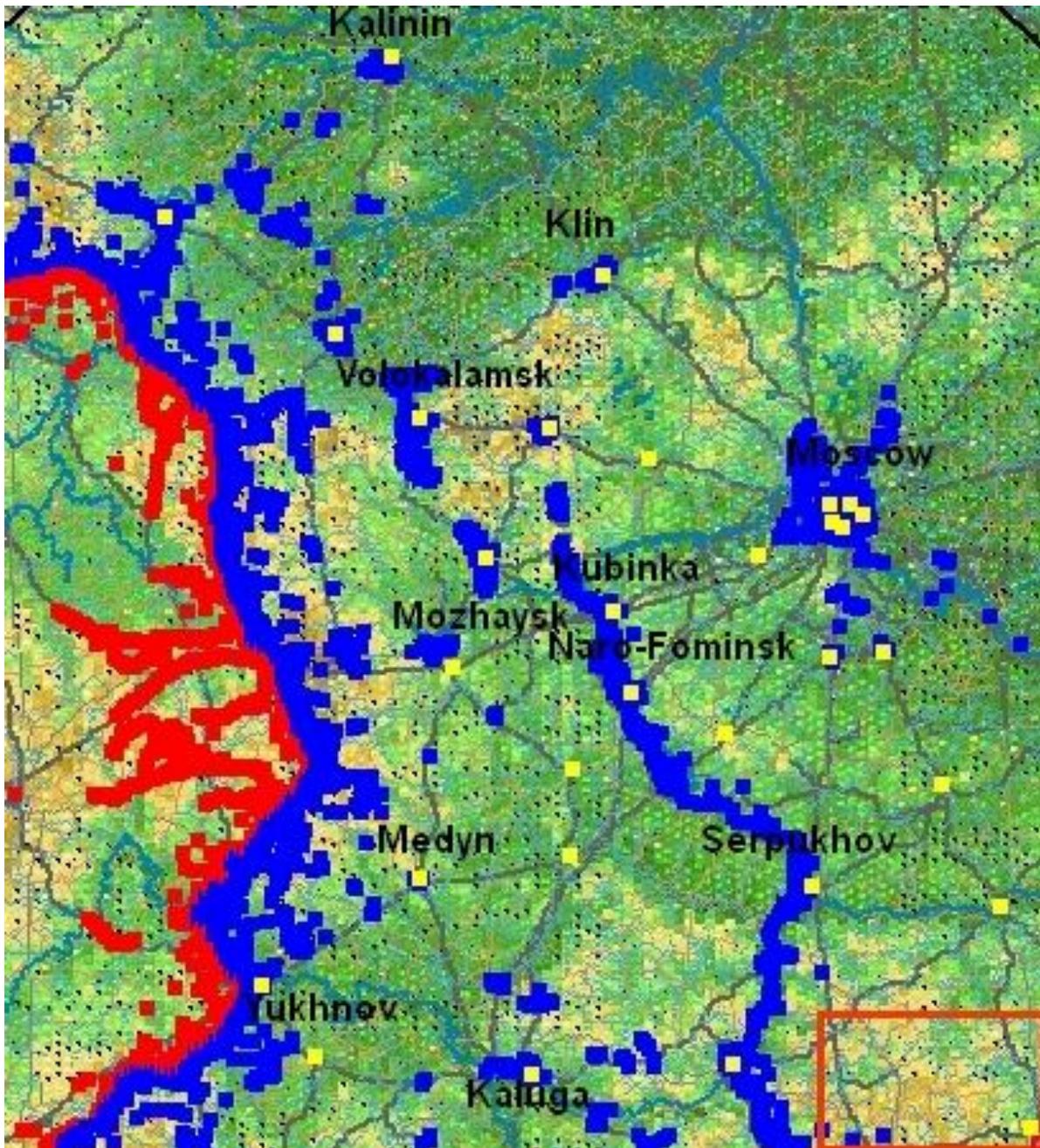
### NORTH – THE MAIN EFFORT

Heeresgruppe von Weichs is positioned between 9<sup>th</sup> Armee & 3<sup>rd</sup> Panzerarmee on the Vyazma/Mohaysk highway. Though this is the shortest route to Moscow, the terrain is fairly closed with first high ground and then forests all the way to Moscow. Both 4<sup>th</sup> Panzerarmee and 2<sup>nd</sup> Armee start on map with 2<sup>nd</sup> Hungarian arriving from July 5<sup>th</sup>. The North variant does not have the Germans engaging the 3<sup>rd</sup> Tank Army directly as it is further south, but they can be expected to attack into the flank of any penetration.



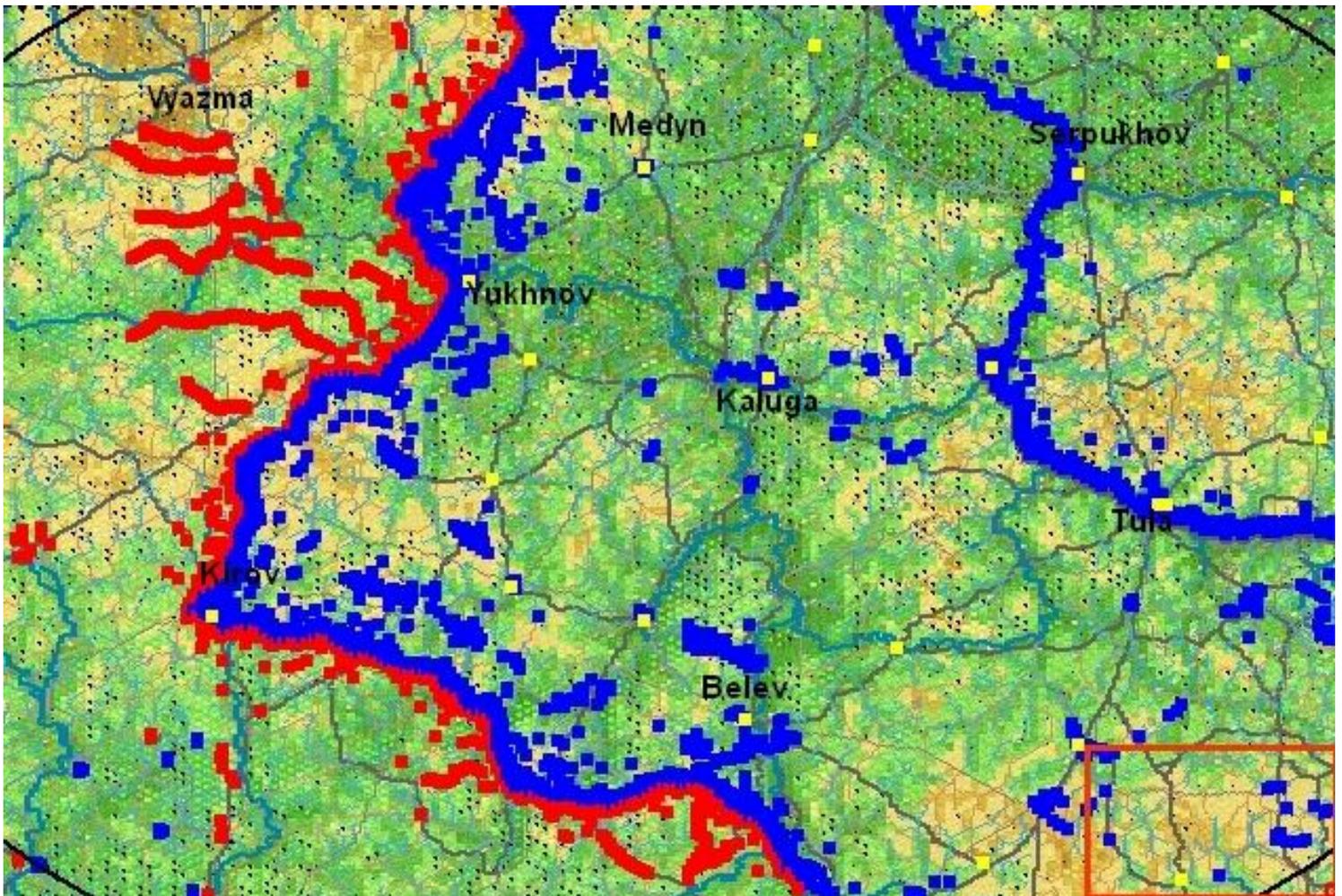
### NORTH – MAX, THE MAIN EFFORT

This variant is the same as the North – The Main Effort variant with addition of 9<sup>th</sup> Armee's 1<sup>st</sup> & 5<sup>th</sup> Panzer Divisions released and attacking towards Moscow. All other positions are unchanged with Heeresgruppe von Weichs positioned between 9<sup>th</sup> Armee & 3<sup>rd</sup> Panzerarmee on the Vyazma/Mohaysk highway. Both 4<sup>th</sup> Panzerarmee and 2<sup>nd</sup> Armee start on map with 2<sup>nd</sup> Hungarian arriving from July 5<sup>th</sup>. The North – Max Effort variant does not have the Germans engaging the 5<sup>th</sup> Tank Army directly as it is further south, but they can be expected to attack into the flank of any penetration. The Soviet 58<sup>th</sup> Army will be in a position to oppose 9<sup>th</sup> Armee's Panzers.



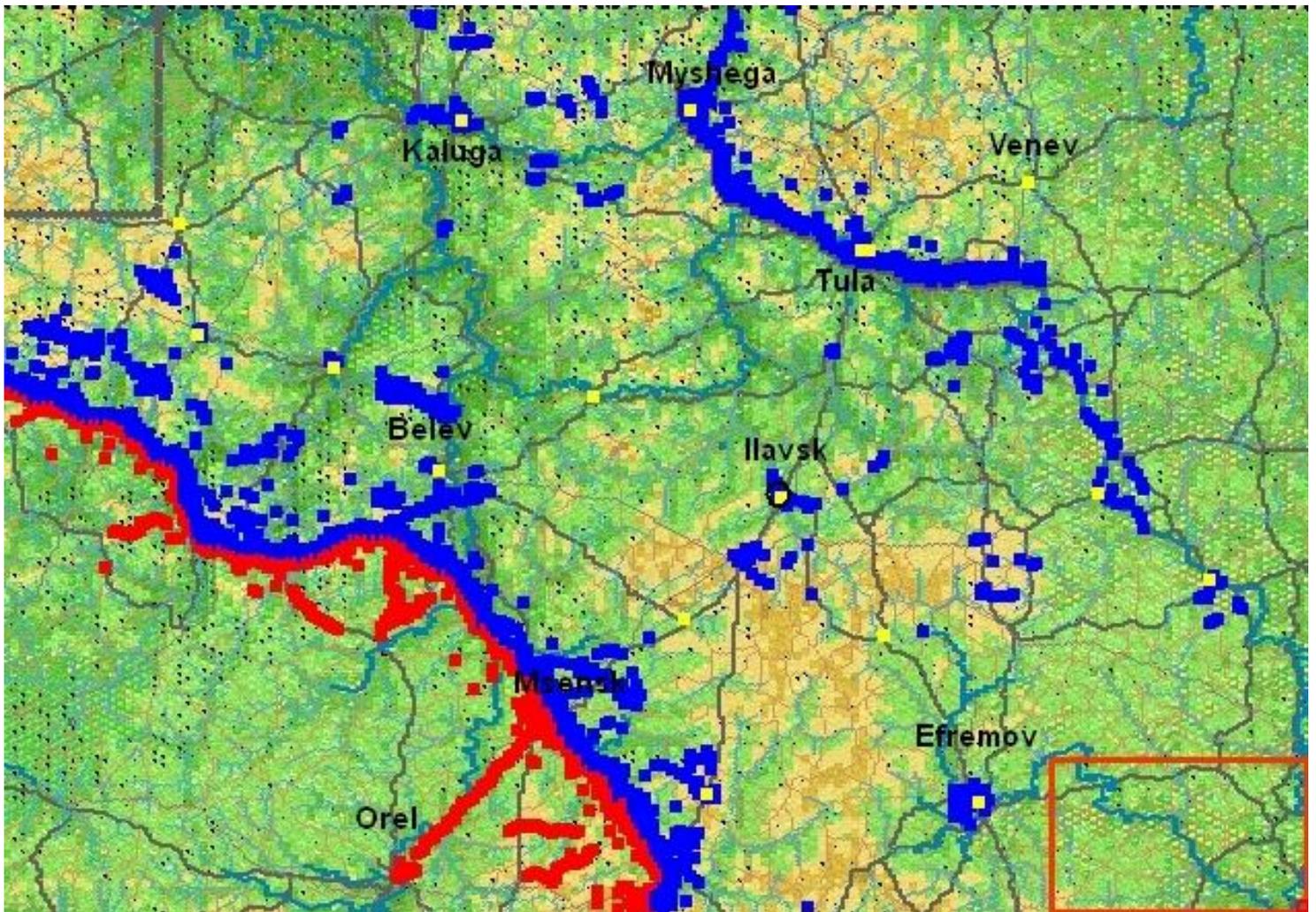
### CENTRE – THE MAIN EFFORT

Heeresgruppe von Weichs is positioned between 3<sup>rd</sup> Panzerarmee & 4<sup>th</sup> Armee on the Roslavl/Yukhnov highway. Von Weichs forces are positioned to drive east along the Ugra River to Kaluga. 2<sup>nd</sup> Panzerarmee has strong mobile forces near Belev that could drive north along the Oka River via Belev to Kaluga and pocket all the Soviet units to the west. Both 4<sup>th</sup> Panzerarmee and 2<sup>nd</sup> Armee start on map with 2<sup>nd</sup> Hungarian arriving from July 5<sup>th</sup>. The Centre variant will have the Germans engaging the 3<sup>rd</sup> Tank Army directly once Kaluga is reached, with 5<sup>th</sup> Tank Army further to the east. This campaign is focused on both the pocketing the Soviet forces and capturing Kaluga and Tula.



## SOUTH

Heeresgruppe von Weichs is positioned south of 2<sup>nd</sup> Panzerarmee on the Orel/Msenski highway. Von Weichs forces are positioned to drive north east to Tula. 2<sup>nd</sup> Panzerarmee has strong mobile forces near Belev that could drive in tandem with von Weichs's forces. Only 4<sup>th</sup> Panzerarmee starts on map with 2<sup>nd</sup> Armee starting to arrive in strength from June 29<sup>th</sup>. The 2<sup>nd</sup> Hungarian Army arrives from July 5<sup>th</sup>. The South variant will have the Germans engaging the 5<sup>th</sup> Tank Army directly on the road to Tula, with 3<sup>rd</sup> Tank Army further to the north. The aim of this campaign is to drive to Tula while defeating the Soviet mechanized forces in the open steppe. This variant is probably the closest to reality with von Weichs forces close to their historical positions.





## SCENARIO DESCRIPTIONS AND PLAY NOTES

### *#a0628\_01 Campaign : Fall Kreml North*

*Turns : 250*

Fall Kreml : Plan North - Jun 28th, 1942 to Jul 20th, 1942. In 1941, the Axis forces were able to launch three army groups to invade the Soviet Union. As the German armies advanced further into the Russian hinterland the more dissipated their strength became culminating in the Soviet Winter Offensive and the massive loss of men and materials. With the passing of winter both sides attempted to use the rasputitsa (mud season) to rebuild their formations and prepare for further actions in the summer. The German plan for summer 1942 (Fall Blau) called for a lull on both the northern and central fronts while attacking in the south with the aim of winning the war economically by capturing the Caucasus and its oil reserves. The advance on Stalingrad was to only be a shield to protect the northern flank of the Caucasus operation. While Fall Blau was being planned an Axis misinformation campaign was in play indicating that a renewed attempt to capture Moscow was the summer's objective. This operation was codenamed 'Fall Kreml'. Stalin was convinced that this was the Axis main focus and placed significant forces between the frontlines and Moscow. This subterfuge was so successful that it would be close to a full week after the launching of Fall Blau that the Soviet's would realise their error and send forces to the south. What if Fall Kreml was real? This campaign has the Heeresgruppe von Weichs attacking towards Moscow in tandem with Heeresgruppe Mitte. In this version of the campaign, Von Weich's forces are attacking in the north towards Mozhaysk, utilising the Ardennes like terrain to try and achieve strategic surprise and take the most direct route to Moscow (Size, Campaign Game)

The scale of this campaign game is theatre wide and best played head to head, ideally with team play.



### *#a0628\_02 Campaign : Fall Kreml North Max Effort*

*Turns : 250*

Fall Kreml : Plan North - Jun 28th, 1942 to Jul 20th, 1942. In 1941, the Axis forces were able to launch three army groups to invade the Soviet Union. As the German armies advanced further into the Russian hinterland the more dissipated their strength became culminating in the Soviet Winter Offensive and the massive loss of men and materials. With the passing of winter both sides attempted to use the raspusita (mud season) to rebuild their formations and prepare for further actions in the summer. The German plan for summer 1942 (Fall Blau) called for a lull on both the northern and central fronts while attacking in the south with the aim of winning the war economically by capturing the Caucasus and its oil reserves. The advance on Stalingrad was to only be a shield to protect the northern flank of the Caucasus operation. While Fall Blau was being planned an Axis misinformation campaign was in play indicating that a renewed attempt to capture Moscow was the summer's objective. This operation was codenamed 'Fall Kreml'. Stalin was convinced that this was the Axis main focus and placed significant forces between the frontlines and Moscow. This subterfuge was so successful that it would be close to a full week after the launching of Fall Blau that the Soviet's would realise their error and send forces to the south. What if Fall Kreml was real? This campaign has the Heeresgruppe von Weichs attacking towards Moscow in tandem with Heeresgruppe Mitte. In this version of the campaign, Von Weich's forces are attacking in the north towards Mozhaysk, utilising the Ardennes like terrain to try and achieve strategic surprise and take the most direct route to Moscow. In this variant of the north campaign, 9th Armee attaches all its Panzer Forces to XXXXI Panzer Korp and attacks towards Moscow in tandem with Von Weichs spearheads. The early availability of the additional Panzers will favour the Axis player. (Size, Campaign Game)

The scale of this campaign game is theatre wide and best played head to head, ideally with team play.



### *#a0628\_03 Campaign : Fall Kreml Centre*

*Turns : 250*

Fall Kreml : Plan Centre - Jun 28th, 1942 to Jul 20th, 1942. In 1941, the Axis forces were able to launch three army groups to invade the Soviet Union. As the German armies advanced further into the Russian hinterland the more dissipated their strength became culminating in the Soviet Winter Offensive and the massive loss of men and materials. With the passing of winter both sides attempted to use the raspusita (mud season) to rebuild their formations and prepare for further actions in the summer. The German plan for summer 1942 (Fall Blau) called for a lull on both the northern and central fronts while attacking in the south with the aim of winning the war economically by capturing the Caucasus and its oil reserves. The advance on Stalingrad was to only be a shield to protect the northern flank of the Caucasus operation. While Fall Blau was being planned an Axis misinformation campaign was in play indicating that a renewed attempt to capture Moscow was the summer's objective. This operation was codenamed 'Fall Kreml'. Stalin was convinced that this was the Axis main focus and placed significant forces between the frontlines and Moscow. This subterfuge was so successful that it would be close to a full week after the launching Fall Blau that the Soviet's would realise their error and send forces to the south. What if Fall Kreml was real? This campaign has the Heeresgruppe von Weichs attacking towards Moscow in tandem with Heeresgruppe Mitte. In this version of the campaign, Von Weich's forces are attacking in the centre near Yukhnov, utilising the Panzer friendly country before Kaluga to try and bring the Soviet's to battle and destroy them before the heavily forested terrain north of the Oka River. (Size, Campaign Game)

The scale of this campaign game is theatre wide and best played head to head, ideally with team play.



### #0628\_04 Campaign : Fall Kreml South

Turns : 250

Fall Kreml : Plan South - Jun 28th, 1942 to Jul 20th, 1942. In 1941, the Axis forces were able to launch three army groups to invade the Soviet Union. As the German armies advanced further into the Russian hinterland the more dissipated their strength became culminating in the Soviet Winter Offensive and the massive loss of men and materials. With the passing of winter both sides attempted to use the raspusita (mud season) to rebuild their formations and prepare for further actions in the summer. The German plan for summer 1942 (Fall Blau) called for a lull on both the northern and central fronts while attacking in the south with the aim of winning the war economically by capturing the Caucasus and it's oil reserves. The advance on Stalingrad was to only be a shield to protect the northern flank of the Caucasus operation. While Fall Blau was being planned an Axis misinformation campaign was in play indicating that a renewed attempt to capture Moscow was the summer's objective. This operation was codenamed 'Fall Kreml'. Stalin was convinced that this was the Axis main focus and placed significant forces between the frontlines and Moscow. This subterfuge was so successful that it would be close to a full week after the launching Fall Blau that the Soviet's would realise their error and send forces to the south. What if Fall Kreml was real? This campaign has the Heeresgruppe von Weichs attacking towards Moscow in tandem with Heeresgruppe Mitte. In this version of the campaign, Von Weich's forces are attacking from the south, utilising the Panzer friendly country before Tula to try and bring the Soviet's to battle and destroy them before the heavily forested terrain north of the Oka River. (Size, Campaign Game)

The scale of this campaign game is theatre wide and best played head to head, ideally with team play.



*#a0628\_05 Fall Kreml North - The Main Effort*

*Turns : 118*

Fall Kreml : Plan North - Jun 28th, 1942 to Jul 8th, 1942. With the decision made to use Heeresgruppe Weichs on the Northern flank of Heeresgruppe Mitte, the German's required a quick breakthrough in the area towards Mozhaysk, followed by a final advance on Moscow. Weich's forces would be supported by both 9th Armee and 3rd Panzer Armee. The Axis forces wanted to breach the Soviet's defensive line, engage the Tank Armies and destroy as many of Stalin's forces before the final drive on Moscow. (Size, Large)

This is a long HTH scenario focused on the primary German attack in Fall Kreml North. This scenario is much more manageable than the full sized campaign yet providing many of the manoeuvre forces present in the bigger campaign. This is a classic battle of quality over quantity and the numerous Soviet Tank Corps will ensure that the Soviets have a response to the German Panzers.



Fall Kreml : Plan North - Jun 28th, 1942 to Jul 8th, 1942. With the decision made to use Heeresgruppe Weichs on the Northern flank of Heeresgruppe Mitte, the German's required a quick breakthrough in the area towards Mozhaysk, followed by a final advance on Moscow. Weich's forces would be supported by both 9th Armee and 3rd Panzer Armee. The Axis forces wanted to breach the Soviet's defensive line, engage the Tank Armies and destroy as many of Stalin's forces before the final drive on Moscow. In this variant of the north campaign, 9th Armee attaches all its Panzer Forces to XXXXI Panzer Korp and attacks towards Moscow in tandem with Von Weichs spearheads. The early availability of the additional Panzers will favour the Axis player. (Size, Large)

This is a long HTH scenario focused on the primary German attack in Fall Kreml North. This scenario is much more manageable than the full sized campaign yet providing many of the manoeuvre forces present in the bigger campaign. This is a classic battle of quality over quantity and the numerous Soviet Tank Corps will ensure that the Soviets have a response to the German Panzers.



[#a0628\\_07 Fall Kreml Centre - The Main Effort](#)

*Turns : 118*

Fall Kreml : Plan Centre - Jun 28th, 1942 to Jul 8th, 1942. With the decision made to use Heeresgruppe Weichs on the Central flank of Heeresgruppe Mitte, the German's required a quick breakthrough in the area around Yukhnov, followed by an advance to Kaluga. Weich's forces would be supported by both 4th Armee and 2nd Panzer Armee. The Axis forces wanted to breach the Soviet's defensive line, engage the Tank Armies and destroy as many of Stalin's forces before the final drive on Moscow. (Size, Large)

This is a long HTH scenario focused on the primary German attack in Fall Kreml Centre. This scenario is much more manageable than the full sized campaign yet providing many of the manoeuvre forces present in the bigger campaign. This is a classic battle of quality over quantity and the numerous Soviet Tank Corps will ensure that the Soviets have a response to the German Panzers.



*#a0628\_08 Fall Kreml South - The Main Effort*

*Turns : 118*

Fall Kreml : Plan South - Jun 28th, 1942 to Jul 8th, 1942. With the decision made to use Heeresgruppe Weichs on the Southern flank of Heeresgruppe Mitte, the German's required a quick breakthrough in the area around Msensk, followed by an advance to Tula. Weich's forces would be supported by 2nd Panzer Armee. The Axis forces wanted to breach the Soviet's defensive line, engage the Tank Armies and destroy as many of Stalin's forces before the final drive on Moscow. (Size, Large)

This is a long HTH scenario focused on the primary German attack in Fall Kreml South. This scenario is much more manageable than the full sized campaign yet providing many of the manoeuvre forces present in the bigger campaign. This is a classic battle of quality over quantity and the numerous Soviet Tank Corps will ensure that the Soviets have a response to the German Panzers.



*#a0628\_09 Belev : Onward to Belev, Kameraden! (HTH)*

*Turns : 46*

*#a0628\_09 Belev : Onward to Belev, Kameraden! (Axis Human)*

*Turns : 36*

North of Msensk - Jun 28th, 1942 to Jul 2nd, 1942. XXXV Korp had been tasked to attack the reinforced Soviet 61st Army to the North. This was a difficult assignment with recent intelligence indicating that 3rd Tank Corp was held in reserve in the near vicinity. Belev was a town with outsized importance. It was a vital highway junction with one of the few heavy bridges across the Oka River. XXXV Armee Korp was to clear the town, capture the bridges and then to continue North. It was imperative to move with all haste as 4th Panzer Armee was launching an identical assault from the North with the aim of trapping all Soviet forces west of the Oka River. (Size, Medium)

This is a good HTH or single player game for either side. A German Panzer Korp vs. a reinforced Soviet Army. The Germans need to breach the Soviet defences quickly to have a chance to clear and push along the highway. Both 4th Panzer & 25th Infanterie (Mot) Division will have to be used judiciously as there is a lot of territory to cover. The use of the 3rd Tank Corp & 9th Guards Rifle Corp will be key for the Soviet player.



*#a0628\_10 Barsuki : To the Green Fields Beyond (HTH)*

*Turns : 36*

*#a0628\_10 Barsuki : To the Green Fields Beyond (Axis Human)*

*Turns : 36*

Yukhnov - Jun 28th, 1942 to Jul 1st, 1942. XXXXVIII Panzer Korp was the point of the spear. The Korp was to attack South East, quickly clearing the Soviet emplacements and push into the open terrain beyond. It was imperative to move with all haste as 2nd Panzer Armees was launching an identical assault from the South with the aim of trapping all Soviet forces west of the Oka River. (Size, Medium)

This is a good HTH or single player game for either side. This scenario is an even matchup with a German Panzer Korp vs. a Soviet Army. The Germans need to breach the Soviet defences quickly to have a chance to clear and push along the highways. The use of the 11th & 108th Tank Brigades will be key for the Soviet player.



*#a0628\_11 Belyy Dom : In Indian Country (HTH)*

*Turns : 24*

*#a0628\_11a Belyy Dom : In Indian Country (Soviet Human)*

*Turns : 24*

Belyy Dom - Jun 28th, 1942 to Jun 30th, 1942. Belyy Dom had been held as a bulwark to the Soviet advance since the counteroffensive petered out in February. Surrounded on three sides the town cut the major highway to the south, seriously hampering resupply of both 39th Army and 11th Cavalry Corp to the south east. To hold the town, 9th Armee had committed 2nd Panzer Division, one of its very few mobile forces. With little infantry and a long supply corridor to protect it was hoped that the Panzer Division could plug any gaps that appeared. With the launching of Fall Kreml further to the east, all Soviet armies not directly attacked were ordered to launch harassing attacks to keep the Axis forces from being redeployed. Gen Maj Tarassov saw his chance to use 41st Army to clear the town and secure the highway for future operations. At 10am, the first patrols moved into no man's land. (Size, Small Game)

This is a good HTH or single player game for a Soviet Human. An interesting matchup with a Soviet Army that is Infantry heavy vs. a Panzer Division that will have to act as a fire brigade. The whole typography is dominated by swamps and soft ground. This is a key reason why bunkers have not been built on the defence. The Soviets have a significant number of Rifle Divisions, with a fifth one arriving two hours after the scenario starts. The Soviets need to make ground quickly against the German infantry so as to stretch the 2nd Panzer Division in defence. The Germans need to try and parry the Soviet attacks and hope that they are uncoordinated allowing 2nd Panzer to deal with each in turn. With only the 21st Tank Brigade available as a truly mobile force, being where the Panzers are not will be key. Finally the German supply route is very tenuous and will have to take priority over all.



*#a0628\_12 Msensk : Crossing the Neruch'*

*Turns : 56*

Msensk - Jun 28th, 1942 to Jul 3rd, 1942. The Neruch' River had been both the starting line for 2nd Panzergruppe's attack on Moscow the previous October, as well as the point that the Soviet counter-offensive had been stopped in February. Both sides had dug in along the river and there was little will from either combatant to dislodge the other. With the decision to attack Moscow from the south made, the highway from Msensk to Tula required the stalemate along the Neruch' to be resolved. (Size, Large)

This large scenario gives both sides a range of options. The German player receives substantial mechanised and infantry forces with a requirement to push north east, clearing the highways and holding the Soviets at bay. The Soviets receive substantial reinforcements on the flanks of the German drive and need to harass the advancing Axis forces after delaying as long as possible in the prepared positions along the Nerauch'. Once the river line is cleared, both sides' tank forces will find that the increased space for manoeuvre will probably determine the victor.



*#a0702\_01 Bokhino : Meeting Engagement on the Steppe (HTH)*

*Turns : 20*

*#a0702\_01a Bokhino : Meeting Engagement on the Steppe (Axis Human)*

*Turns : 18*

South of Tula - Jul 2nd, 1942 to Jul 4th, 1942. 24th Panzer Division has finally extricated itself from the last four days fighting at Msensk and resumed the advance up the Tula highway. Aerial reconnaissance and radio intercepts had indicated that elements of Liziukov's 5th Army were centred on Ilavsk. The Soviets had dug the 340th Rifle Division along the ridge line at Petrovka attempting to block the German's advance. (Size, Small)

This is a good HTH or single player game for either side. 24th Panzer Division has been involved in a couple of days fighting and is not full strength. The Germans have to clear the Petrovka heights and then Ilavsk. Facing off against a full strength Tank Corp & Rifle Division it will be necessary to count on quality vs. quantity. The Soviets have a conundrum with two vicinities requiring a defensive commitment. 11th Tank Corp will be required to support 340th Rifle Division but Ilavsk will need a reasonable garrison. To complicate things, 11th Tank Corp is fitted out predominantly with British Mk II Matilda tanks that are weak on the attack and notoriously unreliable if moved great distances.



*#0707\_01 Efremov : Hungarian First Blood (HTH)*

*Turns : 20*

*#0707\_01a Efremov : Hungarian First Blood (Axis Human)*

*Turns : 18*

Efremov - Jul 7th, 1942 to Jul 9th, 1942. 2nd Hungarian Army had only arrived in Russia early in July 1942 and was immediately sent to protect Heeresgruppe von Weichs extended right flank. The Soviet Bryansk Front was being forced back by the unrelenting German pressure, but the heavy industry and crossings over the River Mecha at Efremov required a more stout defence. Unfortunately for the Hungarians, the city was defended by 1st Tank Corp. (Size, Small)

This is a good HTH or single player game for either side. The Hungarian III Field Corp has had 1st Armoured Division attached to it as it rushes to secure the bridges on the Mecha. Its orders are to clear the city and block the North/South highway to prevent Bryansk Front using this route. The Hungarian player has multiple ways across the river but will have to take a heavy bridge (or build one) to break into the city. The Hungarians do have some Pzkw IV to counter the T-34's, but the infantry will be expected to shoulder the burden of clearing the city. The Soviet player can't be everywhere and will have to hope that some of the wired bridges slow the Axis forces down. Watch your supply lines.



*#a0717\_01 Götterdämmerung : Moskau (HTH)*

*Turns : 50*

*#a0717\_01a Götterdämmerung : Moskau (Axis Human)*

*Turns : 40*

Moscow - Jul 17th, 1942 to Jul 22nd, 1942. With the Kubinka defensive line breached, 4th Panzerarmee's XXIV & XXXXVIII Panzer Korp's drove on towards the final prize - Moscow. Bloodied by over two weeks of heavy fighting, the still formidable Panzer Divisions planned to sweep away the remaining Soviet defenders. For the Soviets, the hour of reckoning was approaching. Elite paratroopers were positioned in the city and tasked to hold every building irrespective of losses. With the hated Germans so close, Comrade Stalin decided to stay and direct the defence of the Capital personally. (Size, Medium)

On the end of long supply lines, the Axis player is in a position to take Moscow. With a number of mobile divisions, the Axis could choose to try and isolate the city or alternatively assault it head on. Whichever course is chosen, the infantry divisions of 2nd Armee's LV Korp will be critical for clearing the city. For the Soviets, the Moscow Defence Zone has moved a range of troops in to hold the city at all costs including 4th Airborne Corp and the 119th Heavy Tank Brigade. The Soviets are both fresh and well supplied and this combined with patriotic zeal may be just enough to hold the capital.



### [\*#a997\\_Reference\\_Summer\\_All\\_Counters\*](#)

This is NOT a playable scenario, rather it is included so players can load up and view all the units in the Fall Kreml order of battle.

### [\*#a998\\_Map\\_Viewer\\_Winter\*](#)

This is NOT a playable scenario, rather it is included so players can load up and view the complete map without having to use the scenario editor. This one shows the map in winter which is how all the scenarios are played. A second map viewer will be included for the Summer Map.

### [\*#a 999\\_Map\\_Viewer\\_Summer\*](#)

This is NOT a playable scenario, rather it is included so players can load up and view the complete map without having to use the scenario editor. This one shows the map in summer. There is also a Winter Map viewer scenario so you can view the map without changing the season in the editor.



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