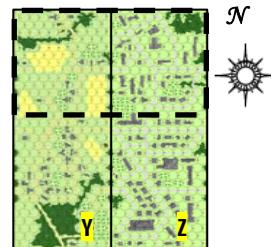


RETREAT FROM BAIRAK

RP 12

BAIRAK, RUSSIA, May 12, 1942: The Soviet 169th Rifle Division, commanded by Major General S. M. Rogachevsky, was attacking to penetrate the German forward defences and to destroy the units defending Bairak and the forest near Ternovaia, a few kilometres east of Kharkov. Elements of the German 294th Infantry Division held the line with a series of strong points, with the 429th Regiment defending the village of Bairak. Just after dawn, the Russian 169th Division's artillery opened fire on Bairak to soften up the defences. Shortly thereafter, the 680th Rifle Regiment's 3rd Battalion made its assault on the town. In brutal house-to-house fighting, the 3rd Bn. established a toe hold, but help was needed. 1st and 2nd Battalions followed up to reinforce and exploit the 3rd Bn's gains. The Germans continued their stubborn defence of Bairak until the 680th Regiment's lead elements threatened to cut lines of communication to the west. The German garrison was forced to withdrawal under pressure. A rear guard covered the Germans while the remainder of the main body pulled back and established new fighting positions near the north-south road west of Bairak. Exhausted after the bitter struggle for Bairak, the Russians were unable to stop the skilful German retreat.

MAP CONFIGURATION: Maps Y and Z are used. Only hexrows R-GG are playable.

MAP LAYOUT:


◆ Remnants of Infanterie Regiment 429, Infanterie Division 294 set up on board Z in hexes numbered ≤ 7 :

Squad	Squad	Squad	Leader	MG 42	MG 34	10 6	H AT
7 5 8	6 5 7	6 5 6	1 1 7	5 8 L MG	8 14 M MG	(50) C 5 4	PaK 38
3	5	3	3	2	1	2	50 B 2



◆ Elements of the 3rd Bn., 680th Rifle Rgt., 169th Rifle Div. and 2nd Bn., 84th Tank Bg. set up on board Z in hexes numbered ≥ 8 :

Squad	Squad	Squad	Leader	M1910	9 4
8 2 8	5 4 7	4 3 6	1 1 7	5 11 M MG	(76) B 3R 4 3
2	3	1	1	1	1



◆ Elements of the 1st Bn., 680th Rifle Rgt., 169th Rifle Div. and 2nd Bn., 84th Tank Bg. enter on turn 1 along the east edge:

Squad	Squad	Squad	Leader	DP 28	15 5
6 4 8	5 4 7	4 3 6	1 1 7	3 5 L MG	T-34b
3	2	5	2	1	(76) B 4 3

TURN RECORD TRACK:

1	2	3	4	5	6
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VICTORY CONDITIONS: The Russians win at game end if they control buildings Zw2 and Zz1 AND there are ≤ 12 VP of non-broken/surrendered personnel (PA 4, Table V) west of the road Yr6-Yy7-Ygg6.

SCENARIO SPECIAL RULES:

1. Spotting conditions are Average.
2. AFVs may not set up in buildings.
3. All buildings are considered houses and they only contain ground level location. (8.3.12.1).

BALANCE:

◆ Exchange a 1|1|7 Leader for a 1|1|8 Leader.

◆ Delete a 6|5|7 German Squad.



Source: David Glantz. *Kharkov 1942: Anatomy of a Military Disaster* (Rockville Center: Sarpedon, 1998) pp. 117-118.
 Original scenario design: Evan E. Sherry.
 ATS scenario conversion: Fernando Sola.