

Schnell Hase Schnell



Krivoy-Rog—Dolginzewo Sector — February 20th, 1944:

The 3rd Ukrainian Front continued to press forward its attempts to break through the positions of the German 23rd Panzer Division at Krivoy-Rog. After nightfall on the 19th, the German 7th Battery receives orders to relocate to positions NE of the city. For days, the battery has been positioned on high ground overlooking the Ingulez River. Soviet counter-battery fire blanketed their position earlier in the day destroying one of its prime movers was hit and destroyed. Jumping into action the battery prepares to relocate with its two prime movers. It should be a routine relocation. Unbeknownst to the German battery, the Soviets have broken through and a Soviet force is headed straight for them. But help is on the way in the form of a small Kampfgruppe led by Oberst Sander in his command Panther tank. But would they be enough?

VICTORY CONDITIONS: The side with the most CVP at game end will be declared the victor. Squads = 2, Half-Squads & crews = 1, Officers are 1 + Leadership Modifier. Tanks = 5, Half-Tracks = 3. Each successfully removed 105 by the Germans is worth 5 points. Each captured 105 by the Soviets is worth 5 points. Each 105 destroyed by the Soviets is worth 3 points.

Board Configuration:



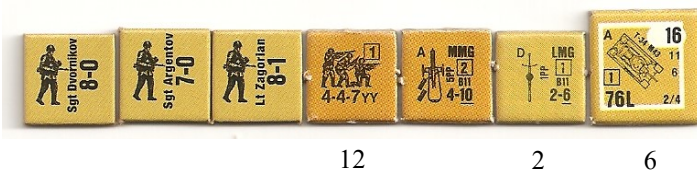
17	7	18
----	---	----

German (Sets Up & Moves First)	1	2	3	4	5	6
Soviet						



Elements of 3rd Ukrainian Front (ELR 4) (SAN 2)

Setup: Enter Turn 1 through South edge of Board 17.



12 2 6

Infiltration Group of 3rd Ukrainian Front (ELR 4)

Setup: Concealed on Board 7 woods hexes between Rows I & N



4



Battery 7, 23rd Panzer Division (ELR 3) (SAN 2) Setup: Board 18, with Guns on a level 2 Hill Hex.



3 3 2

Panzerknacker Team (ELR 2) Set up on BD 7 between Rows X and BB1



2 2

Kampfgruppe Sander (ELR 3) Enter Turn 1 on east edge of Board 18 north of Hex Row S



3 3 3

Special Rules/Notes:

- EC are ground snow with no wind.
- Place Shell Holes as follows on BD 18: W10, W8, V4, CC10, AA3 / Place burnt out wrecks on BD 18: Y3 and BD 7: Z9 & AA9 / Place pontoon bridges on BD 7: AA6, AA7, & AA8 (single lane built to handle Tanks, Trucks, etc.)
- Night Rules are in effect with NVR of 3 hexes at start with cloud cover The German is the Defender (E1.2): the Russian is the Scenario Attacker. The Majority Squad Type of both OB's is Normal.
- The Russian are Stealthy.
- German Guns are successfully relocated when they exit the Board 18 Q1 Road Hex. A Prime Mover may reenter the following turn on a die roll of 1-4.

Aftermath:

The German Battery, hindered by the snow and lack of a Prime Mover, succeeded in relocating 2 of the guns, but were forced to destroy the remaining gun., as the Soviets surged into the sector.

