

PANZERS TO THE RESCUE



SCENARIO KE4



VICTORY CONDITIONS: The Germans win at game end if they accumulate more VP than the Russians. Casualty VP are awarded to both sides in the normal manner. In addition, each building Location on boards 4 and 33 is worth one (1) VP to the controlling side at game end. The Russians control all buildings on boards 4 and 33 at scenario start.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	✚★ 2	3	4	5	6	END
✚ GERMAN Moves First							

Near OLSHOWATKA, 5 February 1943: During the last days of the German defense of Kharkov, the SS-Panzer Division 2 (*Das Reich*) was involved in actions against elements of the Soviet Sixth Army. During the night of 4 February, SS-Panzer Regiment 2 was ordered to take the village of Olshowatka. The attack foundered after the loss of several panzers in the village. At the rallying point, Panzer 221, commanded by Rottenführer Ernst Barkmann, was commanded by the platoon sergeant. Panzer 221 led a group back to the village to aid in the recovery of the damaged vehicles. On the way into the village, Panzer 221 lost its way in the dark and was separated from the rest of the platoon. When the panzer got stuck in a deep snowdrift on the outskirts of the village, the platoon sergeant continued ahead on foot, leaving Barkmann in charge. The next morning, Barkmann and his crew - still on guard in Panzer 221 - noticed Russian infantry and horse-drawn guns moving forward through the buildings. Fortunately for Barkmann, he heard the sounds of his own comrades approaching from the rear.

BOARD CONFIGURATION:

BALANCE:



Replace the three T-34 M43 tanks from the Russian reinforcement group with three T-34 M41 tanks.



Replace the three Pz IVH tanks from the German reinforcement group with three Pz IVF2 tanks.

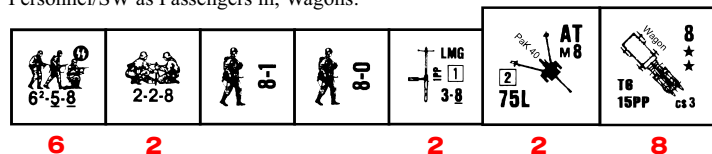


17		
	OG1	
	EE	7

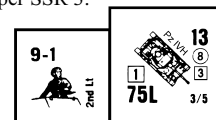


Elements of SS Panzer Division 2 [ELR: 5] set up and enter as indicated: {SAN: 3}

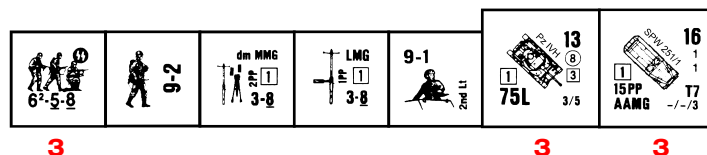
Elements of SS Panzergrenadier Regiment 3, SS Panzer Division 2 set up along road 17R3 to 17Y10; Guns must be set up hooked to, and all Personnel/SW as Passengers in, Wagons:



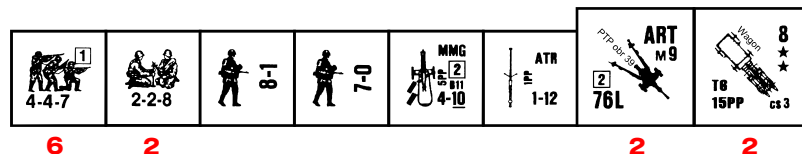
Panzer 221, Kompanie 2, SS Panzer Regiment 2 set up in hex 33W4 as per SSR 3:



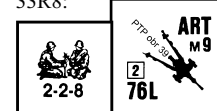
Elements of Kompanie 5, SS Panzer Regiment 2 and SS Panzergrenadier Regiment 3 enter on Turn 2 from the west edge of board 17:



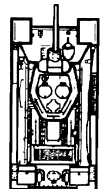
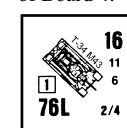
Elements of Soviet Sixth Army [ELR: 3] set up on/between hexrows G and BB on board 4 hexes that have a coordinate of ≥ 3 ; all Guns must be set up hooked up to Wagons: {SAN: 4}



Soviet 76mm ART Gun set up in hex 33R8:



Soviet Armor Reinforcements enter on Turn 2 from the east edge of Board 4:



SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the west at start. Weather is Ground Snow (E3.72). All buildings are wooden. Place Overlay **OG1** in hex 33Y1. Kindling fires is NA.

2. Place Drifts (E3.75) so that the east hexsides are affected for the following hexes: 17EE2, 17K4, 33D3, 33F2, 33J2, 33I6, 33N5, 33O7, 33P5, 33Q9, 33U4, 33W4, 33AA2, 33AA6, 4B4, and 4O4. No other Drifts may be created during play.

3. Panzer 221 must be set up immobilized in hex 33W4 with a VCA of 33V4-33W5. All German units have Winter Camouflage (E3.7 12).

4. The Russian 76L ART Guns may be set up in and/or enter buildings, and may fire from buildings without any *additional* penalties (as an exception to B23.423 and C2.7). All Russian units have Winter Camouflage (E3.7 12).

5. Use Horse counters to represent the additional Wagon counters required. A Wagon that does not have either a Passenger on board and/or a Gun in tow is never considered a Known enemy unit for Rout purposes (A 10.5).

AFTERMATH: At the same time that the Russians were moving forward, SS infantry and horse-drawn AT guns were advancing in an attempt to relieve Panzer 221 and take the village. In addition, the German Panzer Abteilung commander, Sturmbannführer von Reitzenstein, sent units of Kompanie 5 to the rescue. Barkmann's panzer came under heavy fire from the Soviet guns which had been pushed forward into buildings at the east edge of the village. Although Panzer 221 held off the attacking Soviet infantry, the guns were able to penetrate the Panzer IV's armor. Barkmann and the rest of his crew bailed out just as the relieving force arrived on the scene. It would not be the last time that Barkmann would survive a close call, as later events in Russia, Normandy, the Ardennes, and Austria would show.