

"Lucky 313"



Veselyi Berezhoi, Russia — July 5th, 1943

July 5th had been a hard day for the Ferdinands of Panzerjaeger-Abteilung 653. They had advanced in mass to support the attack of the 292 Infantry Division on Russian fortified positions near Veselyi Berezhoi. A number of Ferdinands were lost to the extensive minefields in the area despite trying to navigate through cleared zones. As the day's fighting ended, Ferdinand #313 was still intact and was making its way back to the German start point. As it trundled north, it returned to the scene of the morning's heavy fighting. Isolated German infantry could be seen also moving north and another Ferdinand, #311 was still on the battlefield having been immobilized by a mine in the morning. It's crew had remained with the tank to await recovery. Unknown to Ferdinand #313, Russian troops were still on the battlefield having survived the day's carnage. Upon hearing the sound of the approaching panzer, they sprang back to life.

VICTORY CONDITIONS: The German player wins immediately by exiting the Ferdinand off the North Board Edge. Any other result is a Russian victory.



Board Configuration:

Russian Player sets up first	+	1	2	3	4	5
German Player moves first						

BFP DW-2a
BFP DW-2b

Remnants of Panzerjaeger-Abteilung 653 and 184th Infantry Regiment, 292nd Infantry Division (ELR 4) (SAN 2) (Set up per SSR 10)



#313



#311



3

Remnants of 467th Infantry Regiment (ELR 4) (SAN 4) (Setup: See SSR's 7 -9)



6



2



3



8



SU-76 Platoon (Enter Turn 2 on the East Edge)
3

Single Plane from 805th Assault Aviation Regiment (Enter Turn 3)



Special Rules/Notes:

1. EC are moderate with no wind at start.
2. Place wrecks in the following hexes: I14, K15, M8, N6, V15, V18, X14, X16
3. Place wire in the following hexes: L9, O9, P9, U9, V8, V7, W6, W7
4. Place burning house counters in I9 and J8. Place blaze counters in F9, G9, G10, G11, H8, H9, H10 and I8.
5. Place pillboxes in K10, S11, and W8—all three face directly North.
6. The gully from K10 to T10 to T13 to X7 is actually a trench.
7. The Russian Squads set up HIP in a trench hex and must be at least 3 hexes away from any other Russian squad.
8. At game start all Russian Squads are broken with only the 8-0 being unbroken. On Turn 1, all Russian squads may attempt to Rally with no self-rally penalty. Those failing to rally in Turn 1 are subject to normal rally rolls on the following turns. No support weapons are possessed at the start of the game. Place an ATR in the K10 bunker, an ATR in the W8 Bunker and the MMG in the S11 Bunker.
9. Place the abandoned 76L Arty in hex R10 facing Q10-R9. The gun can be manned by a Russian squad with applicable use penalties.
10. German squads set up on Rows A-C in hexes numbered >13. Ferdinand #311 is immobilized and is in hex J4 with its crew in the tank. It is facing J5-K5. Ferdinand #313 enters on Turn from the south board edge having already used half of its movement points.
11. An AT Minefield is located on Board DW-2a in Rows A-K and Rows V-GG in numbers 3-7. Rows L-U are clear of any mines. Infantry are unaffected by these mines.

Aftermath: The Russian infantry quickly gathered themselves back to fighting form and prepared to stop the lumbering Panzer from escaping. Meanwhile, a platoon of SU-76's had been dispatched to this same sector to destroy any recoverable German armor. Upon seeing the intact Ferdinand, they too prepared to end its journey to safety. And lastly, a lone Sturmovik that had been isolated from it's circle was passing over the battlefield and spotted the lone Ferdinand making its way north. Wheeling over, the the Sturmovik lined up for a pass to destroy the German beast. Ferdinand 313 moved as quickly as it could and its heavy armor shielded it from 76m rounds fired from SU-76's to the east and a rain of 37mm rounds from a lone Sturmovik. A platoon of weary Landers from the 184th Infantry Regiment met up with #313 and shielded it from surprise attacks from Russians hiding in a previously cleared trench. As the sun set in the west, Ferdinand #313 made its way to safety.

