

# The Mercy of von Tettau



**Dievenow, Pommerania March 10th, 1945:**

For days, a roving cauldron of German troops and Prussian refugees have been attempting to escape the oncoming Russians and be evacuated by sea. Led by Hans von Tettau, elements of Panzer Divisions Holstein and Pommerland were driving hard to open an escape route. Only scattered Russian infantry units stand between Tettau and freedom.

**BOARD CONFIGURATION:**



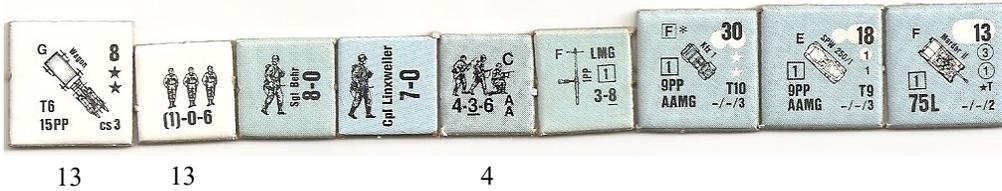
40

57

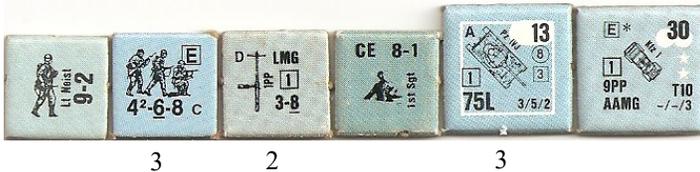
**VICTORY CONDITIONS:** The Germans win immediately with the exiting of 7 Wagons and their respective refugees. Any other result is a Soviet victory.

Soviet Sets up First	1	2	3	4	5	6	7	8
German Moves First								

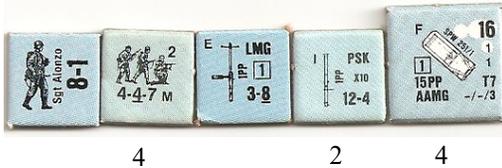
**Refugee Column (ELR 3) (Enter Turn 1 through Hex GG8 on Board 40)**



**Elements Panzer Division Holstein (ELR 4) (Enter Turn 2 East Edge) (Squads enter mounted)**



**Elements Panzer Division Pommern (ELR 4) (Enter Turn 3 East Edge) (Squads enter mounted)**



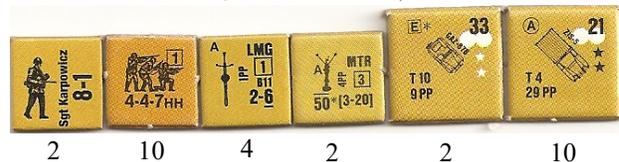
**Elements of the 265th Rifle Division (ELR 3) (Set up south of Row 2 on Board 57) SAN 3**



Enter Turn 4 Hex Y10 on Board 57)



Enter Turn 5 Hex Q 10 on Board 57)



**Special Rules:**

1. All hexes north of Row on Board 40 are considered ocean.
2. The Refugee column must stay on the road between Hex GG8 and A8 on Board 40.
3. German units moving through the column of refugees must pay 2 movement factors per hex.
4. The prisoner counters represent Prussian Refugees.