

Dev 3 • House Hunting

The Soviet Advance into Germany was not a simple task. The Germans defended every meter of ground with their lives. The largest numbers of casualties, usually taking place in cities and villages where defenders could make the most of the cramped terrain.

The Soviets must continue to move forward. A company of T-34s need to be situated on a hill overlooking the rest of the advance. The only way to get into position in time is through the village.



Soviet Forces

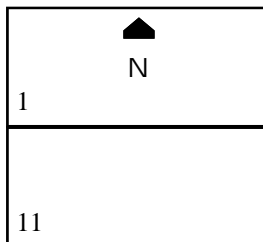
2x KV-85
 10x T-34
 3x BA64
 1x -2 Leader
 3x -1 Leader
 6x Rifle Squads
 3x Guard Squads
 6x DP 1928 LMG
 3x 5cm Mortar
 6x Heavy Barrage
 6x Smoke

German Order of Battle

1x Pak 40
 2x Sdkfz 251
 2x Stug IIIg
 4x -1 leader
 5x PanzerGrenadier Squad
 2x Rifle Squad
 3x MG34 LMG
 1x MG37 HMG
 1x Panzerschreck
 2x Panzerfaust
 2x Satchel Charge
 4x Grenades
 2x Sandbags
 2x Minefields

MAP AND UNIT SETUP

Soviet



German

Soviet Setup

Soviets enter the board via F1 on Map 1

German Setup

German units can start in any hex on map 11

Minefields are restricted to Hex co-ordinates greater than 2 on Map 1

Sandbags are restricted to map 11

Soviet Victory Conditions.

The Soviets must exit at least seven T-34s from the southern edge of the board to win.

German Victory Conditions.

The Germans win if they can prevent seven of the T-34s from exiting the map.

Any other result is a draw.

Special Scenario Rules.

None

Game Length

8 Turns

Germans go first

1	2	3	4
5	6	7	8

Designer Notes: This is a totally untested scenario. The high number of turns is meant to encourage a stealthy Soviet advance, rather than trying to speed through the village. The forces are historically accurate but may need tweaking due to V&Vs idiosyncrasies.

The Game length has seen some changes from 6 to 8.

Substitutions: KV-85 for SU-152 , Sdkfz 251 for Sdkfz 7.

Comments and suggestions would be welcome.