

Dev 9 • Granatwerfer Engagement

During the battle of Pomerania, a Soviet Guard unit encountered a German Command unit operating from a local estate. Both forces were armed with Mortars and set out to eliminate each other as quickly as possible.



Soviet Order of Battle

6 x Guards Half Squads 3-4-3
 3 x Guards 6-4-6
 1 x Leader -2
 3 x Leader -1
 3 x 5cm Mortar
 1 x 1910 HMG
 2 x foxholes
 6 x Smoke

German Order of Battle

6 x Rifle Half Squads 2-6-2
 3 x Rifle Squads 4-6-5
 2 x -2 leader
 2 x -1 leader
 3 x 5cm Mortar
 2 x Sandbags
 8 x Smoke
 2x Light barrage

Victory Conditions.

The side with the highest victory points wins the game

Both sides gain a victory point for each enemy mortar they destroy

The side that occupies the Grey Manor at the end of the Game also gains a Victory point.

Special Scenario Rules.

Streams are treated as Canals and all units are prohibited from entering.

Units can cross by bridge only.

Game Length

5 Turns

Germans go first



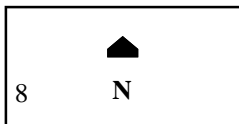
Designer Notes:

This was a slightly harder scenario to match with actual events and I am not certain I have succeeded. Forward observers and Mortar combat was the distinctive attributes of this combat. Depending on how you interact you may find you need to extend the game to 6 Turns to reduce the pressure on the Soviet player.

Comments and suggestions would be welcome.

German

MAP AND UNIT SETUP



Soviet

German Setup

The Germans can set up in hexes A-C

Soviet Setup

The Soviet can set up in hexes I-K