

Horodyszczce, Ukraine, Russia, April 12, 1944: For two weeks the all important rail and communication hub of Ternopil had been under siege by the Russians. With ever more desperate radio reports coming in from the garrison, Gen. Model ordered a relief attempt from the recently arrived 9th SS Panzer Division. Launching their attack on April 11th, the Germans ran into well prepared Soviet PAK fronts that had to be dealt with. A force of assault guns and engineers were finally able to penetrate the defenses and rushed to Horodyszczce. Savage fighting raged all through the morning hours. After daylight had broken, a platoon of engineers sighted the bridge still standing. Making a mad dash for them, under heavy fire, turned out to be in vain as the Russians had them wired for demolition and blew it in front of their faces.

VICTORY CONDITIONS: The German player wins at Game End by having >=3 Good Order MMC east of the river and control at least 6 of the 12 multi-hex stone building hexes west of the river.



	24
53	N

BALANCE:

- Russian** - Exchange the HMG for a .50cal
- German** - Exchange a STuG III for a STuH 42

RUSSIANS set up first
GERMANS move first



Elements of 135th Rifle Division set up West of the river on/between hexrows I and Y: (ELR 3) (SAN 5)

E	1	E	1	E	Cr	Cr					LMG	MMG	HMG	ATR	?
6-2-8	5-2-7	4-5-8	4-4-7	2-4-8	2-2-8	1-2-7	9-1	8-1	7-0		2-6	4-10	6-12	1-12	
x2	x4	x3	x5	x2	x2						x2				x6

	WIRE S S S S S S S S S S	AT M11 PTP obr 32	AT M11 PTP obr 42
x18	x2	45L	45LL

Reserves enter on Turn 1 on East edge:

E				GAZ-67B
3-2-8	7-0	DC 30-1	Radio	T10 9PP

Reserves enter on Turn 2 on East edge:

1		
4-4-7	7-0	LMG 2-6
x2		

Reserves enter on Turn 4 on East edge:

1	SU 76M	16	ZSU -37	16
5-2-7	76L	4	4	4
		1	1	1
x2				

Elements of 9th SS Panzer Division enter on Turn 1 from West edge (see SSR 4): (ELR 5) (SAN 3)

E	E				LMG	DC	FT	StuG III	JgdPz IV
8-3-8	5-4-8	10-2	9-1	8-1	3-8	30-1	24-1	13 8 3	13 11 3
x6	x5				x3	x3		75L -/12*	75L 1/-

Support elements enter on/after Turn 2 from West edge (see SSR 4):

	E		2	28
		Small Raft	**	**
		Opel Blitz	**	**
		M12 14PP	T7 21PP	
		3-4-8		
x3		x9		x3

Elements of Panzergrenadier Regiment 1 enter on Turn 2 from either the North or South edge West of the river:

E		DM	SPW 251/1	SPW 251/sMG	PSW 232	PSW 233
6-5-8	7-0	MMG 5-12	15PP AAMG -/13	16 9PP AAMG -/7*/3*	33 3 1	33 3 1
			20L(6) -/5	75*		

SPECIAL RULES:

- 1) EC are Wet and clear with no wind at start. Kindling is NA. Row houses do not exist, treat black bar as OG. The valley on board 24 does not exist (treat as level 0). Building 53 P7 has a cellar. All roads are unpaved (exc. bridge). Road bonus is NA for all units. A +1 MP soft ground penalty applies to all OG and Orchard hexes. Treat all Grain as Mud with a Bog DR required per hex entered. A single lane stone bridge exists on 53 Q9/Q10. Place overlays as followed: **X19** on 53 V7/W7, **River** on 53 BB10/CC10. River is Deep with a moderate current flowing south.
- 2) No Russian fortifications may set up within 2 hexes of a bridge. Both bridge locations have a set DC in them with the 1-2-7 as the controller. The 1-2-7 may set up HIP on either side of the river. No Russians setting up west of the river may cross to the east side. The Radio represents a 80mm OBA HE/Smoke.

- 3) All German units are SS with a +1 broken side morale and underlined morale. All Turn 1 MMC's are Assault Engineers and Sappers. The Germans receive 2 Stuka42 w/bombs that arrive together on Turn 5 or 6 and are automatically recalled at the end of the turn they arrive.
- 4) Each Truck carries 1 HS and 3 Rafts. They must be unloaded by the HS using all their movement including exiting the vehicle and going CX.

AFTERMATH: With excellent foresight, rubber assault rafts accompanying the engineers were brought up and the Germans crossed the Wasuskya River and established a tenuous bridgehead. Russian counterattacks were launched immediately. The Germans, with no hope for reinforcements, were finally ordered to abandon their position and return to the opposite bank.