

# "Steiner's Fabrik"



## Gorishny, the Kuban — May 26th , 1943

On the morning of May 26th, the Soviets launched a major offensive to break through the German defense in the Kuban. A massive artillery barrage heralded the attack. Near Gorishny, German Kampfgruppe Schury had pulled out of the front line in the pre-dawn hours. German intelligence had forewarned the Germans of the imminent attack. Unfortunately, a single company of the Kampfgruppe had not received the order to pull back. As the Soviet barrage hit their fortified section of the line, the German Landsers took shelter in their trenches and bunkers. A large factory was located just to the rear of the German position. In this location, a German Recon Platoon led by Oberfeldwebel Steiner was bivouacked. As the bombardment subsided, the unmistakable sound of tanks could be heard. The Russians were coming...

### Board Configuration:



75	49	69

Only Rows A-P are playable.

**VICTORY CONDITIONS:** The Russian player wins immediately if any one of the following three objectives are achieved 1) if there are no good order German MMC's in the trench before Turn 4. 2) There are no good order German MMC's in the Factory before Turn 6. 3) all three of Steiner's 4-6-8 Squads are eliminated. If none of these three are achieved, then the player with the most CVP at game end is declared the winner. CVP are awarded normally and for the following: each controlled Bunker or Trench hex is worth 2 CVP. Control of the Factory 49E9 is worth 5 CVP to the owning player. And lastly, the German player receives the following CVP for successfully exiting some or all of Steiner's Platoon off the west board edge: Each SMC is worth 2 CVP and each MMC is worth 3 CVP.

German Player sets up first							
Russian Player moves first	1	2	3	4	5	6	7



Elements of Kampfgruppe Schury (ELR 3) (SAN 3) (Set up : must set up in or adjacent to the 49C1-49M7 Trench)



8 2 2 3 2 2 8

Oberfeldwebel Steiner's Platoon of Kampfgruppe Schury (ELR 5) (Set up: must set up in the Board 49 E9 Factory Location)



3 2

Steiner's Platoon may attempt to exit the map on the west board edge as per SSR 9.



Elements of 151st Tank Brigade (ELR 4) (SAN 2) (Setup: Enter on Turn 1 on the east edge)



6 6

Elements of 5th Guard Rifle Brigade (ELR 4) (Enter Turn 2 on the east edge.)



15 2

### Special Rules/Notes:

- EC are moderate with no wind at start.
- Building E9 on Board 49 is a factory.
- Place rubble hexes on all building hexes on Board 49, except for the hexes making up the E9 Factory.
- The Board 49 Gully running from 49C1 to 49M7 is a trench. There is no bridge in 49F4.
- Germans are stealthy.
- No quarter is in effect.
- Kindling is N.A.
- The German 9-2 represents Oberfeldwebel Steiner, the 8-1 with Steiner represents Corporal Kruger and the Hero 1-4-9 represents Gefreiter Schnurrbart.
- Prior to play, the German player secretly records which of the two bunkers has a Radio. Before Steiner and his platoon can attempt to exit the map off the west board edge, Steiner must make his way to the bunker radio and successfully achieve radio contact. After that, Steiner must return to his platoon in order for them to attempt to exit the map.



Scenario GJ057

**Aftermath:** The veteran German Grenadiers quickly assumed a defensive posture and prepared to repel the Russian assault. The Pak 38 cracked, the 81mm mortars lobbed shells and the canvas ripping sound of MG-42's filled the morning air. Steiner briefly led his platoon into the trenches to assist, but upon failing to reach Battalion HQ by radio, he realized that their sister companies had pulled back. Steiner quickly surmised that the Russians would quickly flank them. Therefore in order to save his platoon, Steiner ordered his men back to the factory and from there they successfully retreated west into the dark woods of the Kuban.