

“Horodenka Ambush”



Horodenka, Russia — July 5th, 1941

July 5th was a warm summer day with clearing skies following a morning rain. The Hungarian 5th Motorized Rifle Battalion had been ordered to advance through the village of Kolomyya and proceed to Horodenka. Unbeknownst to the Hungarians, the Russians had prepared an ambush on the road between the villages.

VICTORY CONDITIONS: The Hungarian Player wins immediately upon controlling Hexes E6, S5 and Y5. Any other result is a Russian victory.

Board Configuration: (Board 1)



Russian Player Sets up first		1	2	3	4	5
Hungarian Player moves first						



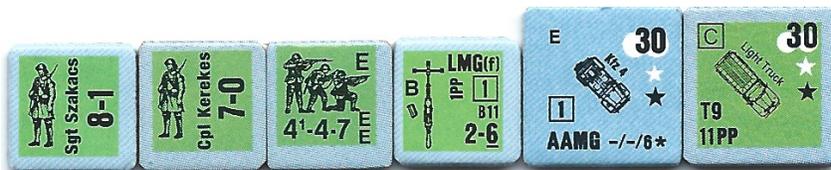
Elements 28th Cavalry Division (ELR 3) (SAN 5) (Set up: on or east of row W & per SSR4)



5



Elements 5th Motorized Rifle Battalion (ELR 3) (SAN 2) (Set up: per SSR 6)



8

2

8

Special Rules/Notes:

1. EC are wet with no wind.
2. Bore sighting is N.A.
3. Kindling is N.A.
4. Russian units may set up HIP if in a woods or building hex. Units not in a woods or building hex may set up concealed if in concealment terrain.
5. All buildings are wooden and single level.
6. Hungarians enter Turn 1 on the west board edge as a Convoy (E11).
7. The Hungarian Kfz 4 has an inherent 2-4-7 that may remove an MMG when exiting the vehicle.

Aftermath: The ambush would catch the Hungarians unprepared. As the first trucks careened off the road, the Hungarians hastily disembarked and prepared to assault the village. The Hungarian’s young platoon leader would tumble out of his truck as a Russian sniper wounded him. The Hungarians would momentarily falter as the Russians hit them will close order fire from both sides of the road. The Hungarians finally managed to get their machine guns in action and successfully suppressed the Russians, as the Hungarian riflemen advanced into Horodenka. With the numbers against them, and having successfully delayed the Hungarians, the Russians departed the area to rejoin the main Russian body already moving to new defensive positions further east.

