

# “Schatzgraber”



## Alexandra Land, Russia — May 1944

In the mid and late 1930's, German scientists had clandestinely selected key spots in the arctic for weather stations. Predicting weather events was crucial to the Axis as well as Allied forces. Once the war began, the Germans sent U-Boats to deliver teams of meteorologists to various remote polar locations. The Germans trained in the Alps prior to being deposited on islands near the arctic circle. One such team was located on Alexandra Land. They shared the island with a variety of arctic wildlife such as Harp and Bearded Seals, Walrus and Polar Bears. To break up the boredom of their circumstance and to augment their food supplies, the Germans would routinely hunt the seals on the island. But every now and then the hunter would become the hunted as the Germans competed with hungry Polar Bears for Seals.



**Board Configuration:** (Boards 26 & 27)

**VICTORY CONDITIONS:** The German win by getting 2 CVP worth of seals or polar bear carcasses (see SSR 3) exited off any north board edge. The Polar Bears win if they inflict 2 CVP in H-t-H CC.

	26
	27

<b>German Player Sets up first</b>	1	2	3	4	5	6	7	8
<b>Russian Player moves first</b>								

**German Meteorology Team (ELR 4) (SAN 0) (Set up: enter Turn 1 from the North Board Edge)**

3

3

3

**Arctic Seals and Polar Bears (ELR 5) (SAN 0) (Set up: each unit is placed randomly as by Sniper DR from Hex 27Q10)**

8

2

### Special Rules/Notes:

1. The weather is overcast with ground snow (E3.72 - 3.724) and a mild breeze from the north, falling snow (E3.71) is possible. All Hammada is Crag (B17). All Scrub is Marsh (B16). The Marsh is not frozen (E3.722 is NA), B20.7 applies to all German units that enter a Marsh. Crag and Marsh are considered not to have ground snow
2. All seals and polar bears are cloaked (E1.4) using Russian concealment markers, and winter camouflage (E3.712) applies to both. All seals are unarmed HS. Polar bears are a Japanese 9-0 leader, which may only attack in H-t-H CC. A polar bear which conducted a Banzai Charge (G1.5) gets an extra -1 in H-t-H CC the player turn it conducted the charge. Polar Bears are always stealthy (A11.17), even if conducting a Banzai Charge.
3. German units can field dress a possessed seal or polar bear carcass like a dissembling a SW (A9.8) thus making them 3PP. The carcass may then be portaged in the Ahkio (E4.8).
4. If a polar bear is down wind (calculated like a Cave covered Arc (G11.12) of any carcass location it will automatically Banzai Charge (G1.5) that location if within 8 hexes. If not within 8 hexes it will move towards that location using double time until such time as it gets within 8 hexes, then it will immediately Banzai Charge. A polar bear will also Banzai charge any time it is fired on by a German unit.



**Aftermath:** The Germans would succeed in their latest hunt for Seals...but then make a near fatal error. Having killed the attacking Polar Bears, they decided to eat the bear meat. But unbeknownst to the Germans, Polar Bear meat is filled with trichinella parasite. The Germans would fail to adequately cook the bear meat and within days, the entire team was ill with trichinellosis. An urgent plea for help was radioed to the Fatherland. A U-Boat would be dispatched to the island and the team would be brought back to Germany for treatment. Alexandra Land would return to the undisputed dominion of the Polar Bears.