

<title>RIDE OF THE VALKYRIES</title>

This scenario is part of a series that depicts different phases of the battle on Hill 239. The first scenario is the main relief attempt, SCHWERPUNKT!. The next depicts the final relief attempt that occurred later that day,

"NIMM DAS JETZT!". The third scenario portrays the first elements of the organized breakout "THE RIDE OF THE WALKYRIE"; it ends with a last ditch effort by survivors of the trapped corps, "FINAL DESPERATION".

These scenarios are still under construction, so play at your own risk.<hr>

<h2><center>RIDE OF THE VALKYRIES</center></h2><p>

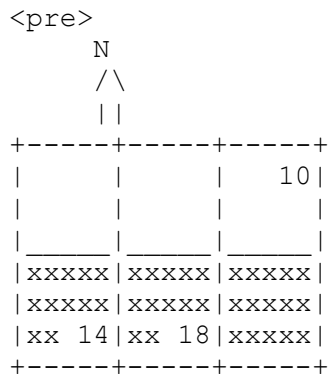
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Hill 239, east of Lysyanka, night 16-17 February, 1944: A tragedy was looming for the Germans. General Stemmermann, commander of the forces in the pocket, had not been informed of the failure of the relief attempt. He duly ordered his troops to breakout, but he informed the German High Command that his forces could only tackle the Russians facing them. That night, the leading elements of the SS "Wiking" Division and the 72nd Infantry Division moved to open the cauldron and effect the breakout.<p>

AFTERMATH: At first the "Wiking" Division met little resistance but soon the depleted elements of its armored recon battalion and the Wallonie assault brigade ran into the flank of the defenses of Hill 239. The armored recon surprised the Russian s who were expecting an attack from the west. After a short, sharp firefight, the Wiking Division succeeded in slipping through the net but it lost every thing in the attempt.<p>

VICTORY CONDITIONS: The German player wins by either controlling all level two hexes at game end, or by exiting 40 Victory Points at game end. Prisoners do not count toward VP.<p>

MAPBOARDS



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TURN RECORD CHART:
Russian sets up first.
German moves first.
The game is 10 turns long.

GERMAN FORCES

Elements of the SS Armored Reconnaissance Battalion 5, "Wiking" Division enter on west edge of board 10 [ELR 3, SAN 4]:

6x4-6-8, 9-2, 8-1, MMG, 3xLMG, PSK, PSW 233, PSW 234/2, 2xSPW251/1

Reinforcements of the Wallonie Assault Brigade, "Wiking" Division, led by Leon Degrelle enter Turn 3 on west edge of board 10 [ELR 3]:

8x6-5-8, 10-2, 9-1, 8-0, HMG, 3xLMG, PSK, 2xDC, 2xStuH42, Pzkw IVH

RUSSIAN FORCES

Elements of the 5th Guard Tank Corp set up on board 18 [ELR 4, SAN 4]:

8x4-5-8, 4x6-2-8, 2x2-2-8, 9-2, 9-1, 8-0, HMG, MMG, 3xLMG, DC, 2x85L ART (85mm P obr. 44), SU122, 3xSU85

Reinforcements enter Turn 3 using half MPs:
SU-76M, 3xT34 M43

SPECIAL RULES:

- This is a NIGHT scenario. NVR is 3 hexes. Falling snow with ground snow is in effect (E3.71, E3.72). Both forces have winter camouflage (E3.712). There is a moderate wind blowing to the southeast.
- Germans are the Scenario Attacker, Russians, the Defender. Germans are stealthy, Russians are lax.
- Germans suffer from Ammo Shortage.
- All Russian AFVs that start on board set up Bogged (D8.2) from the previous day's mud.
- Russian guns must set up on level 2 hill hexes. All Russian AFVs and Guns must set up with their CAs facing west. In addition, each AFV or Gun that sets up on board may not change its CA until it is within LOS of a German unit.
- Randomly place 6 AFV wrecks on board 14 and 6 AFV wrecks on board 18. A dr of 1 indicates that the wreck is a blaze. Alternatively use the wrecks generated in the scenario "Schwerpunkt!" and roll for blazes as above.

Carell, P. 1966. Scorched Earth. Ballantine Books, New York, NY, 652 pp. (Part 7: Cherkassy, pages 465-505).

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