

THE HEDGEHOG OF PIEPSK

Scenario 4



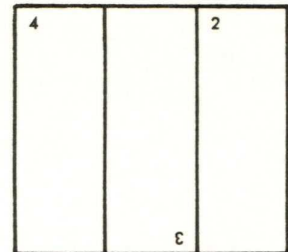
PIEPSK, Central Russia, Nov. 14, 1941: Despite a heavy beating, the Soviet army was still holding the field, and in some areas, giving better than they got. However, the German ranks were thinning out as their manpower resources were called upon time and again to fight just one more battle. Very often, an entire section of the line would be held by occupying the main village in that area with remnants of a battle weary company. With winter approaching, possession of these small towns became crucial as they were often the only shelter for miles around. Piepsk was one such village garrisoned by Co. A of the 3rd Bn, 72nd Infantry Regiment. Knowing that the German defenses were sparse, remnants of the Russian 169th Rifle Regiment were set to attack and overwhelm the hardpressed defenders at dawn.

Rules Introduced: Sections 42—46

VICTORY CONDITIONS

The Soviet player wins by being the last to occupy exclusively, with an unbroken unit all stone buildings on board 3. The German wins by avoiding Russian victory conditions.

Board Configuration



TURN RECORD CHART

+ German sets up first	1	2	3	4	5	6	7	8	9	10	END
Russian moves first											



Remnants of Co A, 3rd Bn, 72nd Infantry Regiment—Set up on any board at least 10 whole hexes (inclusive of placement hex) from East edge using *Hidden Initial Placement (42)*. Regimental HQ will allow only 3 Fire Missions of 81mm Mortar Support. No other artillery module is available.



 CPT Wetzelberge 9-2	 Sgt Struss 9-1	 Sgt Kricho 9-1	 Sgt Uhl 8-1	 Cpl Uhl 8-0	 4-6-7	 LMG 2-8 B12	 MMG 4-12 B12	 HMG 6-16 B12	 7 Δ B12
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8 4 2



Remnants of the 169th RIFLE Regiment—Enter anywhere along the East edge paying normal MF costs for initial placement on both partial and full hexes.



 Cpl Kaban 9-1	 Cpl Kaban 8-0	 Cpl Kaban 8-0	 4-4-7	 LMG 2-6 B10+	 MMG 4-12 B12
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32 3

VARIATIONS

4A: CPT Wetzelberge has been called away for a staff meeting at Regimental HQ. Remove Uhl, Wetzelberge, and a LMG counter.

4B: The 169th was forced to conscript men from the local populace to fill their depleted ranks. Many of their soldiers are inexperienced and have had little weapons training. Add +1 to all Russian infantry fire.

4C: Due to changing conditions caused by increasing enemy activity in the area, German artillery support is undetermined. Cancel predesignated 81mm support and substitute one random artillery support module.

4D: Change East-West alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to West.

4E: Optional upon agreement of both players.

AFTERMATH

The Russians, despite overwhelming numbers, were unable to gain surprise and the first Russian attack was cut down by accurate long range machinegun fire. Rather than regroup, the Russians committed troops piecemeal throughout the day against the town. The Russians were able to eventually gain a small foothold in the town, but were totally at a loss to support it, and after taking nearly 70% casualties, lost heart and faded back into the surrounding countryside.