"Ambush at Hill 70"



Motovskiy Bay — May 4th, 1942

At the end of April 1942, fighting raged near the top of the world in the Soviet held Arctic. The Russians were intent on launching a Spring Offensive before the thaw set in. Russian forces made a landing on Cape Pikshuev with the objective of cutting off the retreat of the German 6th Mountain Division. During the fighting the Russians had gained control of the vital high ground on Hill 70. But by early May, the Germans had managed to gain control of the southern approaches to the hill. Determined to regain control, the Soviet 12th Naval Brigade formed up in the hollows on the northern side to launch a counter-attack and throw the Germans off the hill. But unbeknownst to the Russians, a small German unit had scaled the western side of the hill and had taken up position to ambush the approaching Russian columns snaking up the hill.

Board Configuration:

VICTORY CONDITIONS: The Russian Player wins immediately upon controlling any 4 of these 6 Hill Top locations on Board 82: C3, G1, I5, L2, T1, or Z3. Any other result is a German victory.										83		
German Player se Russsian Player n		★ 1	2	3	4	5	6	7	8	82		
Elements of 6th Mountain Division (ELR 5) (SAN 3) (Set up: on Board 82 on Level 3, 4, or 5 Hexes)												
		Bartan Sigt Bart Bartan		² · <u>6</u> ·8 υ	\$ 2 -		ATR E 1-12 5	MTR 83 10*[2-13] 8	M11	A90 4	Sangar IS or Gun OBA: +3* Other: +1*	
			2	16 2	2 4	ļ		2			5	
Lt. Dewitz Platoon (ELR 5) (Set up: as per SSR 5)												
sagent	2-6 27-6	至 然天 -	LMG 1 3- <u>8</u>									
E	lements of 12	th Naval Brigado	e (ELR 4) (S.	AN 2) (Set	up: on En	ter Turn 1	on Nortl	h, East or	West edges	of Board 83))	
	A states	Sgt Chdehov 8-1 8-0 8-0	Self colice	Е <u>6-2</u> -8 и	5-2-7 L	A Radio 2 ≧ △ 6/7/8	A MMG 8:811 4-10		n ATR ≞ 1-12	C DC ≥ ≜ ∆ x12 30-1		
	2	3		6	20		2	5	3	3		

Special Rules/Notes:

- EC are wet with ground snow and a mild breeze from the northwest. Beginning on Turn 3, Falling Snow (E3.71) occurs and remains for the duration of the game 1. regardless of wind change DR results. Mist Level LV Hindrance DRM (3.32) is +1 at six hexes and increased by +1 for all ranges beyond 6 hexes, but can never increase further regardless of subsequent Wind Change DR.
- Entrenchment and Kindling are N.A. 2.
- 3. No Quarter is in effect. Either player may declare Hand-to-Hand in Close Combat.
- 4. The Russian Radio represents one module of 120mm OBA (HE only).
- The German Player sets up the Lt. Dewitz platoon as follows: following setup of German units and the entry locations for the Russian units, the German Player secret-5. ly writes down the level 4 or 5 hex on Board 83 which contains Lt. Derwitz and his squads. These units set up in that HEX HIP. This group represents the German ambush force on Hill 70.



Aftermath: As the Russians approached, the Germans fired into the columns sowing confusion in the Soviet ranks. Soviet artillery quickly fell on the German positions and caused heavy casualties. Then as the Russians neared the German positions, a late winter snow storm blew in reducing visibility for both sides. The Germans would hold their ground and by May 13th, the Soviet 12th Naval Brigade would be evacuated.