

Wikings Catwalk



Kovel, Poland, March 29th 1944: In March 1944 the advancing Russians had encircled Kovel with four divisions. The city was declared to a „Fester Platz“, which meant that it had to be defended to the last man, a common German practice in the last stage of the war. The commander of the 5. SS Panzerdivision “Wiking”, Gruppenführer Herbert Gille flew into the beleaguered city to set up his divisional Command Post. Knowing that the way was blocked by fields of mud and dug-in Russian defenders, his plan was as simple as risky. The Panther tanks of his „Wiking“ Division and the 131. Infanterie Division should break the encirclement and reopen the city of Kovel.

BOARD CONFIGURATION:



(Only hexrows R-GG – and on board 44 only those hexes numbered < 6 – are playable)

BALANCE:

- ★ Replace the MMG with an HMG in the Russian OB.
- ⊕ Two PzVG may set up "not in Motion".

Victory Conditions: The Germans win immediately if there is no Good Order Russian MMC in any building **xDD3**, **xDD4** and **xEE4** AND if they have exited \geq one PzVG with functional MA through the west edge of board 19.

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	END
⊕ GERMAN Moves First							

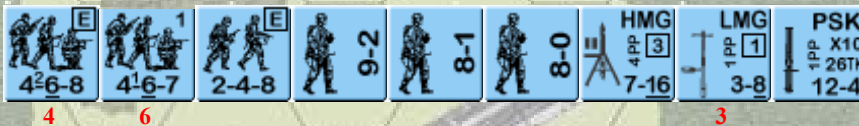
Elements of the 143. Rifle Division [ELR: 3] set up anywhere on board 19 and/or in hexes numbered \leq 8 on board X: [SAN: 4]



Russian Reinforcements (see SSR 3):

Group 1 enter on/after Turn 1 2x T-34 M43, 1x Sherman III(a), 2x T-43, 1x Sherman M4/76(a), 1x 8-1 AL	Group 2 enter on/after Turn 2 2x T-34 M43, 1x Sherman III(a), 1x T-43, 1x Sherman M4/76(a), 2x AT Mine	Group 3 enter on/after Turn 3 2x T-34 M43, 1x Sherman III(a), 1x 45LL AT, 1x 2-2-8, 3x AT Mine (Known), 2x Dummy AT Mine (Known)
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Elements of Infanterie Regiment 434, 131. Infanterie Division [ELR: 3] set up on board 44: [SAN: 3]



Elements of 8./Panzer Regiment 5, 5. SS Panzer Division “Wiking” [ELR: 4] set up on board 44 (see SSR 2):



Special Rules:

- EC are Mud (E3.6 is in effect); Weather is Overcast (E3.5), with no wind at start. All Grain is Marsh. Kindling is NA. Place overlays as follows: **Wd34** on xW1-X1, **RR8** on 19U5-T4, **RR9** on 19BB8-CC9, **RR7** on xCC5-CC6, **RR12** on 4CC5-CC4. B32.43 is not in effect.
- Place one PzVG in each ELRR hex of Board 44. All PzVG must setup “in Motion”. The 5-4-8 MMC are Assault Engineers and Sappers (H1.22 – 23). All SS Infantry units must start the game as Riders and are Fanatic (A10.8) while being Riders. A19.13 is in effect for all SS MMC/SMC.
- The Russian player may secretly choose one group of Reinforcements before Setup. Mines and the gun of group 3 (the gun may setup replaced, but **NOT HIP**) may be setup (if chosen) with the initial Russian OB. All Russian AFV must enter along the east and/or west edge of board 19. Any number of AFV may enter on/after the indicated turn of entry. No Russian AFV is AAMG equipped.

Aftermath: The first target during the relief of Kovel was the small town of Czerkasy and its railway station. Together with some 30 volunteers from the “Wiking”, pioneers and soldiers of the 131. Infanterie Division, Obersturmbannführer Nicolussi-Leck, CO of the 8. Kompanie, and his Panthers started the attack. The elevated railroad was the only safe passage to Czerkasy. Some tanks were lost due to the mud and mines, hidden on the railroad. Reaching the station, the fighting got fierce, but in the end the German attackers silenced the Russian guns and infantry. With the first objective taken, Nicolussi-Leck didn’t await new orders and moved further on with his tanks towards Kovel. The next day, after another hard fight, the leading elements of 8. Kompanie reached the boundaries of Kovel.

SCENARIO CREDITS:
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