

# “Wulf Hunt”



## NE of Bobruisk, Ukraine — June 25th, 1944

Operation Bagration was in full swing. The German defenses near Bobruisk were the focus of Rokossovsky’s 1st Guard Tank Corps as they moved to trap the retreating Germans in Bobruisk, which offered the best hope for the Germans to escape across the Berenzina River. As the Soviet forces surged forward, they would often come across the forward airfields employed by the Luftwaffe to provide forward air support. Such would be the case on the mid-morning of the 25th as a Soviet armored probe came across the forward base of 1st Stab of Schlachtgeschwader 10. Alerted to the danger, the field had been hastily evacuated. All that remained were three FW-190’s that had landed to be refueled. With less than 100 serviceable aircraft in the sector, every plane was valuable. Therefore, as the ground crews worked to refuel the three planes, a Kampfgruppe of the 20th Panzer Division moved to intercept the Soviets and hold them back long enough for the planes to escape.

### Board Configuration:



BFP N	
38	9a

**VICTORY CONDITIONS:** The player with the most CVP/VP’s at game end is declared the winner. In addition to the normal CVP awards, the Germans receive 10 VP’s for each FW-190 successful take-off. Conversely, the Russian player is awarded 10 VP’s for each FW-190 destroyed by Russian Fire. The Russian player also receives 2 VP’s for every wooden building controlled on BD 38. Lastly, the Germans receive the equivalent CVP for all Luftwaffe units which successfully exit the game.

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

**Luftwaffe Security Force attached to Schlachtgeschwader 10 (ELR 4) (SAN: 2) (Setup concealed on Board 38 East of Hex Row R)**

4

2

2

8

4

**Pilots and Ground Crew Schlachtgeschwader 10 (ELR 4) (Setup as per SSR 2 below)**

A

B

C

3

3

3

2

2

2

**Kampfgruppe Mueller of 20th Panzer Division (ELR 5) (Enter on Turn 1 on the North edge of BD BFP N)**

2

5

2

5

2

**Advance Elements of 1st Guard Tank Corps (ELR 4) (SAN 2) (Setup: Enter on Turn 1 on the East Edge)**

2

10

2

5

8

4

- Special Rules/Notes:**
- EC are Dry with mild breeze from the West.
  - German Set up SSR’s: Group A: on BD 38 place an FW-190 in Hexes D6, F3, & L8 / Ground Crew and Fuel Trucks—place one truck and 1-2-7 in the following BD 38 Hexes:: C9, G3, & K9 // Group B: AA Defense: set up on BD 38 within 5 hexes of Hex J6 with a Half-Track in an adjacent hex. // Group C: HQ vehicles set up within 1 Hex of Hex E6 on BD 38.
  - REFUELING of the FW-190’s. At game start, each FW-190 is being refueled. At the start of each friendly Movement Phase, the German player rolls 1d6 for each FW-190 still on the deck. On a 1-3, the plane is refueled and may move one hex onto the runway. The plane may not take-off until the next friendly movement phase at which time the plane successfully takes off and the German player receives 10 VP. Beginning on Turn 6, all planes are considered successfully refueled and may move onto the runway if they have not already done so on the previous turns.
  - GERMAN EVACUATION of the airfield may begin only after all the FW-190’s have departed. Once all FW-190’s are gone, the German aircrew and forward defense forces must attempt to exit the game via the West Board Edge. The German player is awarded the appropriate CVP value for all Trucks, Guns and Squads, which successfully exit the game.
  - FUEL TRUCKS: any fuel truck which is destroyed creates an immediate blaze in its hex and each adjacent hex. The smoke generated by a burning fuel truck is +3 Smoke and does not disperse.
  - FW-190’s—The German FW-190’s may be fired upon as if they are unarmored vehicles.
  - The Russian 5-2-7’s are riders.



### Scenario GJ028

**Aftermath:** After receiving frantic calls for help, Kampfgruppe Mueller roared into action and arrived at the airfield just as the first T-34’s came into view. The Kampfgruppe’s Panthers lit up the lead T-34’s and bought enough time for all three FW-190’s to escape to fight another day. Unfortunately, the ground crews would not be so fortunate. 11 years of Soviet captivity would be their lot.