

THREE BRAVE MEN

Original Design: Mark Porterfield

HP #10

✚ GERMAN Sets Up First

★ RUSSIAN Moves First

1

2

3

4

5

6

7



SS Panzer Aufklärungs Abteilung 11 set up west of hexrow T (See SR #3) utilizing HIP:

 ss 6-5-8	 ss 3-4-8	 2-2-8	 9-1	 1-4-9	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK	 PaK 40	 G10	 GrW 34	 G2	 SPW 250/1	 G57
	2	2		3								

Elements of 27th Regiment, 9th Fallschirmjager Division enter on turn two along the west edge:

 2 4-4-7	 8-1	 FP: 3 Rng: 8 ROF: 1 dmMMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK
3				

[ELR: 3]

[SAN: 4]



Elements of the 220th Tank Brigade enter on turn one on hex Z4:

 T-34/85	 R18	 IS-2m	 R28	 9-1
MP: 16 MA: 85L MG: 2/4 ROF: 1		MP: 13 MA: 122L MG: 1/4R2/4 B#: 11		
2		2		

Elements of the 416th Rifle Division enter on turn two along the east edge:

 E 4-5-8	 9-1	 8-0	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50 Rng: 3 ROF: 3 MTR
8				2	

[ELR: 4]

[SAN: 2]

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VARIATIONS:

★ Add one T-34/85 to the Russian OB that enters on turn one.

✚ Replace the German 9-1 leader with a 10-2.

BOARD LAYOUT:



(only hexrows A-Z are playable)



OBJECTIVES: The Russians win immediately upon exiting ≥ 18 CVP (excluding prisoners) off the west edge. At least three CVP *must* be infantry (excluding crews).

WULKOW, GERMANY, 18 April 1945: After repulsing a heavy Soviet attack the remaining German troops at Wulkow fell back on their second defense line to regroup. Hearing the sounds of enemy tanks, three unknown *Landers* volunteered to return to the old positions to ambush the oncoming enemy attack using panzerfausts. Groups of Red Army tanks were soon witnessed rolling out of a woods-line, heading straight for the former German lines. Without infantry support the Russian behemoths clanked slowly forward, firing at fleeing German soldiers. As they came, they moved right into the sights of the hand-held anti-tank weapons of the three remaining forward defenders. The rockets flew and suddenly three tanks were struck by hollow-charges. Two began burning immediately. The third started turning in circles on its last functioning track. Again panzerfaust rockets flew. Two more tanks were stopped and the limping cripple was put out of its misery. Soviet infantry suddenly made the scene, and joined with the surviving tanks, launched a furious attack on German lines. But the delay caused by three *Landers* and their panzerfausts allowed a company of *fallschirmjager* to reinforce the position. Once again the Red Army was denied a breakthrough.

SCENARIO RULES:

- EC are Moderate, with no wind at start. Place a burning wreck in hexes U4 and V4. Place an immobilized IS-2m in hex W4. Its VCA faces west. Its TCA is the Russian player's choice.
- The three Heroes in the German OB must set up within two hexes of hexes U4, V4, and W4. They may use HIP. Each Hero receives a -1 DRM for any PF checks. PFs used by these OB-provided Heroes do *not* count against German PF limits for the scenario.
- The two 3-4-8 HS start the game broken and DM. They must set up between hexrows X-Z in a Location that has an LOS to the east edge. The DM status of these units cannot be removed until the end of the Rally Phase of German Player Turn one.

