

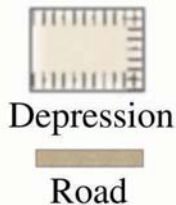
MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

GRAPPLE AT GRACHEVKA - SEPTEMBER 17, 1947

By the late in the summer of 1947, levels of partisan activity in Central Ukraine NSR (National Socialist Republic) had increased to a point where it could no longer be swept under the carpet. Informed sources at STAVKA in Kazan fully expected the Germans to respond in their usual way, be launching a series of punitive raids on partisan controlled areas in the hope of nipping further incursions in the bud. Taking this as an opportunity to give the Nazis a military 'black-eye', the Soviets laid a trap aimed at for them. Carefully hidden from aerial reconnaissance, elements of 3rd Guards Tank Army were pre-positioned to thwart the German route of advance near the town of Grachevka.

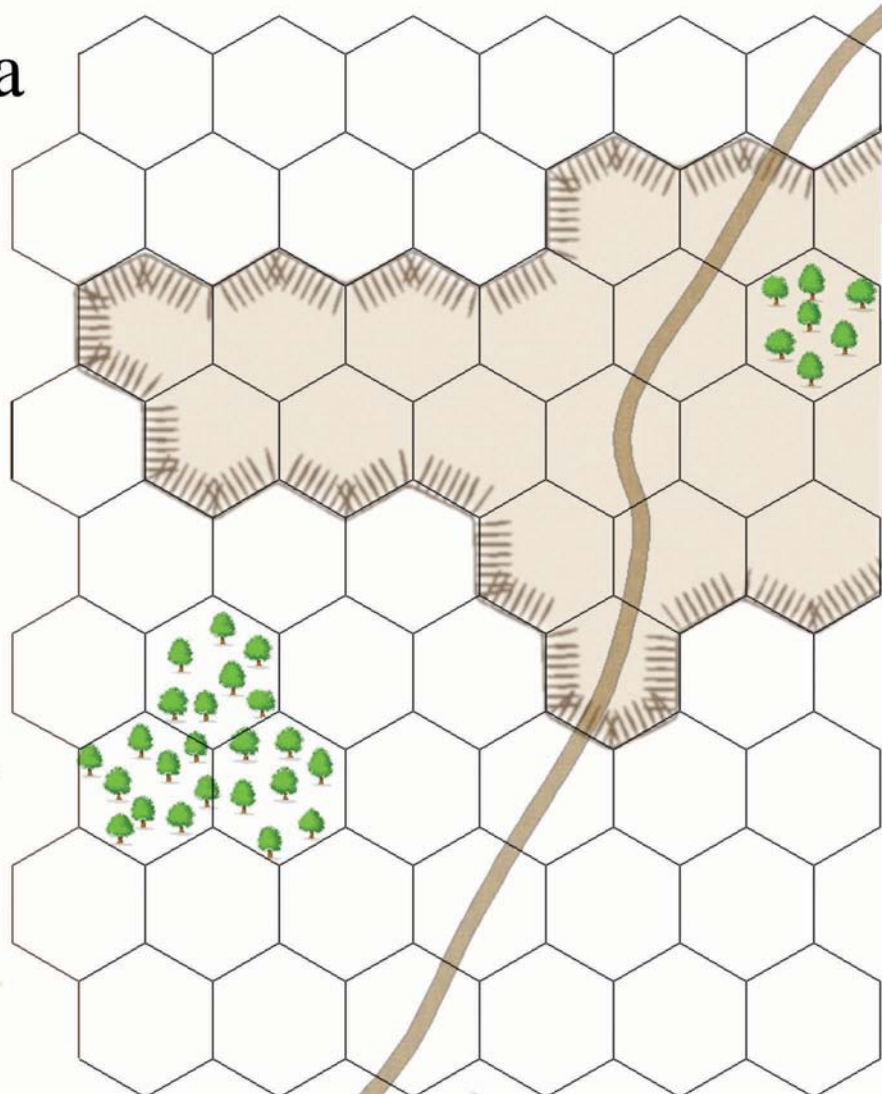
At dawn on 17 September, a reinforced Panzer Grenadier Battalion from the 11th SS Panzer Division moved out in a sweep attempting to bag a band of local partisan cavalymen, searching for and destroying weapons and other contraband in the process. As they approached the ravine south of the town, their radios crackled with reports of a Red Army task force swooping in on their front and right flank. A running fight ensued. Will the Germans be able to complete their mission, sweeping the locals northward and reestablishing their dominance over them? Or would the elite Communist tankers and accompanying infantry be successful in punishing their opponents, liberating, (at least temporarily) this small corner of Mother Russia?

Grachevka Ukraine



Scale 1" = 100 meters on a
24" x 39" Skirmish Board

Map by Sven Luger



GRAPPLE AT GRACHEVKA

GERMANS

Cohesion Level: 16
Base Determination: 30%
Break Point: 101

Aufklarungs Abt. 11(-)/11th SS Panzer Division:

3x SdKfz.350/9 [R]
1x SdKfz.350/13
4x Infantry/SdKfz.350/1 [R]
4x Motorcycle Infantry [R]

2 abt./110 Panzer Grenadier Regiment/
11th SS Panzer Division:

1x Infantry GHQ/SdKfz.351/17
9x Infantry/SdKfz.351/1
3x Inf. Support/Schwere Wehrmacht Schlepper
2x SdKfz.351/2(1)
2x SdKfz.351/9

Panzerjäger Company/110 Panzer Grenadier Regiment/
11th SS Panzer Division :

4x E10

GERMAN DEPLOYMENT

Your forces have entered the southern edge of the board. On Turn 1, German forces are arrayed at the German player's discretion 12" or less from the Southern edge of the board.

VICTORY CONDITIONS

Exit the field on the north edge with at least 80% of their force before the end of turn 15.

RUSSIANS

Cohesion Level: 17
Base Determination: 40%
Break Point: 81

Elements: 3rd Guard Tank Army:

1 x Infantry GHQ/Truck
10 x JS3
3 x BA-10 Armoured Car
12 x Infantry/Truck
2 x Infantry Support B/Truck

RUSSIAN DEPLOYMENT

On Turn 1 you may begin entering the table on the Northern or the Eastern edge 12" or less from the far-Northeast corner of the board.

VICTORY CONDITIONS

Eliminate 20% of the German Force, and prevent any of the remainder from exiting the northern edge of the gaming area.

SCENARIO LENGTH ~ 15 TURNS

SPECIAL RULES

The Hot Shot (Rule 12.1 - p. 16 MA:TG - WWII)

Unit Determination (Rule 12.10 - p. 10 Wehrmacht '47 Supplement)

Tank Marines! (Rule 12.4 - p. 17 MA:TG - WWII)

Artillery Efficiency (Rule 12.7 - p.17 MA:TG- WWII)