

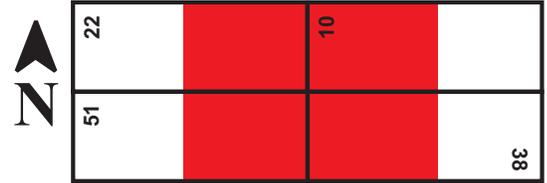
# BETRAYED AT BUCHENAU



**VICTORY CONDITIONS:** The Russians win by controlling at least four of the following buildings at game end: 51DD2, 51Z4, 51V2, 51R2, and 22W8

**Buchenau, Silesia 29 January 1945:** 1<sup>st</sup> Ukrainian Front had vied with 1<sup>st</sup> Belorussian Front for Berlin. However, its left wing was composed of rifle divisions, not as mobile as the tank armies poised to envelope Berlin. Therefore, the march to the Oder River was slower, and it was not until 28 January that the exploitation force came within striking distance of the Oder. Meanwhile, the Germans were deploying mobile units to parry multiple Soviet incursions over the Oder. At one city, Buchenau, portions of the 8<sup>th</sup> Panzer Division were deployed scant kilometers across the Oder as a buffer against a rush to the bridge at Lubowitz. A reconnaissance platoon supported by two ad-hoc companies formed from personnel on leave covered Buchenau. Four JgPz IV were also available, held back to go where needed most.

## BOARD CONFIGURATION:



(Only only hexrows A-P on board 10 and R-GG on boards 51, 22, and 38 are in play)

## BALANCE:

☒ Exchange the German 9-1 for a 9-2

★ Add a 9-1 Armor Leader to the Russians

## TURN RECORD CHART

★ RUSSIAN Sets Up First and Moves First	★ 1	2	3	4	5	6	7	END
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**Elements of ad hoc AT companies [ELR 3/2] set up on boards 22 and/or 51: {SAN 3}**

								7 morale	
5	6				2	3	3	8	

**Elements of Reconnaissance Battalion, 8th Panzer Division set up on boards 10 and/or 38, on/west of hexrows 10H and 38Z:**

4		

**Elements of the 1st Guards Cavalry Corps [ELR 4] set up Broken and under DM one MMC per hex in Open Ground hexes of board 38: {SAN 2}**

5			

**Enter on turn 1 on the east edge (all personnel must enter as PRC/Cavalry):**

4	5	5				2	3	2	4	2	8

## SPECIAL RULES:

- Weather is Ground Snow with no wind at start. All roads are Plowed. All units have Winter Camouflage.
- Any PF/PSK hit is a dud on an original TK/IFT DR ≥ 8. A German unit that fires a PF/PSK and achieves a hit followed by a Dud suffers ELR replacement.
- German ELR is 3 at game start, but is lowered to 2 on/following turn 5.
- Use British counters to represent the Valentine IX. All Valentines have a 4 FP CMG.

**AFTERMATH:** On the morning of the 29th, a Soviet cavalry column approached. The halftracks ripped into the column, whose remnants retreated to the north edge of a wooded area. Immediately, more cavalry advanced, this time supported by lend-lease Valentines. Lacking heavy weapons, the German troops shot at the infantry, killing scores. However, the tanks were unstoppable. Even worse, as the Valentines came closer many of the panzerfaust fired at them malfunctioned. With tanks to their front, and cavalry all around, the German's last hope was the JgPz IV troop, but their hope was in vain. The tank destroyers had already been called to fight another battle. Feeling betrayed by their equipment and lack of support, the retreat turned into a rout with few survivors.