

THE MUD RATS

Original Design: David Lamb

HP #16

<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;"> GERMAN Sets Up First </div> <div style="text-align: center;"> RUSSIAN Moves First </div> </div>	1	2	3	4
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---	---	---	---

Elements of the 4th Mountain Division set up concealed in any *island* hex (including mudflats) that has a coordinate of ≤ 5 , and/or hex K6 (See SR #4):

E 5-4-8	E 4-6-8	1 4-6-7	8-1	1-4-9	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 30 Rng: 1	? 7 morale	Trench	Wire
2								5	5	

Set up in *non-island* hexes with a coordinate numbered ≤ 3 :

1 4-6-7	2-2-8	8-0	FP: 5 Rng: 12 ROF: 2	? 7 morale	GrW 34 MA: 81" Rng: 2-60 ROF: 3 SA: 68; M11 MTR	Wire	Trench
2				5		2	3

Elements of the 165th Rifle Division set up concealed in any hex numbered ≥ 7 :

E 6-2-8	1 5-2-7	1 4-4-7	9-1	8-0	1-4-9	FP: 8 Rng: 16 ROF: 3	FP: 4 Rng: 10 ROF: 2	FP: 2 Rng: 6 ROF: 1	MA: 50" Rng: 3 Rng: 3-20 MTR	? FP: 30 Rng: 1	DC	Small Raft MP: 2 M: 12 PP: 14
4	3	4		2				3		2		3

© 2003 Critical Hit!, Inc.

VARIATIONS:

- Add one 5-2-7 squad to the Russian OB.
- Add one 4-6-7 squad to either part of the German OB.

BOARD LAYOUT:



(only hexrows A-N are playable)

OBJECTIVES: The Russians win immediately when they Control hexes J3 and J5, OR they win immediately upon exiting ≥ 5 EVP off of the north edge.

SCENARIO RULES:

1. EC are Wet with a Mild Breeze blowing from the southwest at start. The weather Heavy Rain (E3.51) is in effect. A pre-dawn LV hindrance of +1 is in effect during the first two turns. Place overlays as follows: **Wd4** on J5/K5; **Hi5** on E3/D3; and **X9** in J3.
2. The Germans may set up one squad (plus any SMC/SW in the same Location) utilizing HIP.
3. All marsh hexes are mudflats (B16.7). All water obstacle hexes are considered to be lagoon hexes that are Fordable (B21.41).
4. Place one Wire counter and a 1+3+5 Pillbox (CA: I6/J6) in hex J5. At least two trenches must be set up in/adjacent to J5. The German MMG must begin play Possessed (A4.43) and set up IN the Pillbox.
5. Hand-To-Hand CC (J2.31) may be used by both sides.

NOVOROSSISK, KUBAN ESTUARY, 17 June 1943: Following the disastrous retreat in the Caucasus of 'Army Group A', falling back onto its bridgehead on the Kuban peninsula, continuous attacks by the Red Army continued unabated. During February the Russians attempted to outflank the German positions by landing behind their lines in two inlets south of Novorossisk. For the next four months both sides fought on, one seeking to expand and the other to eradicate the bridgehead. As exhaustion set in casualties rose sharply for both combatants. The war-fighting never halted, as local scout and assault-troop operations were conducted daily amongst isolated mountain peaks, hillocks, forests, and lagoons. Combat was particularly fierce in the estuary, where both sides contested important causeways and islands. These represented the only local solid ground. On the morning of 17 June, a night raid was delayed until just before dawn. A sudden downpour and the resulting fog protected the Russian attackers, concealing them as they rose out of the mud and brackish water to begin the assault. They stormed the islands, losing half their numbers in the process, before seizing the islands and the causeway beyond. Their gains would be only temporary. A German counterattack that same day drove them back off the newly won terrain and back into the mud.

