

Infantry Attacks

SCENARIO THIRTY

Outpost at Ortelsburg

30 AUGUST 1914

With the crossroads town of Ortelsburg back in German hands, Lt. Gen. Otto Hennig of the 35th Infantry Division determined that it would remain that way. When aerial spotting reports passed on word of a large Russian column approaching the town, Hennig took personal command of the small garrison and told them that he and his staff would fight alongside them to the last round. Meanwhile, the rest of his division wandered aimlessly through the woods to the south, bereft of direction.

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Game Length: See Special Rule 3

First Turn: 1000

Other: None.



Elements, 4th Infantry Division

Enter anywhere on the north and/or east edges:

- 18 x INF
- 5 x MG
- 3 x 76.2mm
- 3 x Wagon

Infantry Leaders: 1 x Polkovnik, 1 x Podpolkovnik, 2 x Major, 4 x Captain, 2 x Stabs-Captain, 1 x Poruchik

Initiative: 2

Morale: 7/6

Off-board artillery: None

Ammunition Depletion: 9



Elements, 35th Infantry Division

Set up first, in and/or adjacent to any town or woods hexes. All units and leaders that do not set up in town or woods hexes may begin Dug In:

- 6 x INF
- 1 x MG

Infantry Leaders: 1 x Generalmajor, 1 x Oberstleutnant, 2 x Hauptmann

Reinforcements

Elements, 2nd Infantry Division

Starting on Turn Four (1045) the German player rolls one die at the beginning of each turn (assuming the game has not ended yet in a Russian victory). On the first result of 5 or 6, the following

enter anywhere on the west edge that turn (stop rolling after they enter):

- 2 x CAV
- 1 x 77/96
- 1 x Wagon

Cavalry Leader: 1 x Oberstleutnant

Infantry Leader: 1 x Hauptmann

Elements, 35th Infantry Division

Starting on Turn Nine (1200) the German player rolls another die at the beginning of each turn (assuming the game has not ended yet in a Russian victory). On the first result of 5 or 6, the following enter anywhere on the south edge that turn (stop rolling after they enter):

- 1 x CAV
- 3 x MG
- 2 x 105mm
- 5 x Wagon

Infantry Leaders: 1 x Oberst, 1 x Hauptmann

Cavalry Leader: 1 x Rittmeister

Morale: 8/6

Initiative: 3

Off-board artillery: none

Ammunition Depletion: 9

Special Rules

1. The Russian initiative level is lowered by one for every seven steps lost.
2. The German initiative level is lowered by one for every five steps lost.
3. Variable Game Length: This scenario has no set length. It will end when either the German or the Russian player wins per the Victory Conditions below.

Victory Conditions

The game ends immediately in a Russian victory if at any time all town hexes are under Russian control. Starting on Turn Fifteen (1330), if the game has not yet ended in a Russian victory the Russian player rolls one die at the beginning of each turn. On the first result of 1, the Russian force receives a retreat order and the game immediately ends in a German victory.

Conclusion

Hennig managed to find a pair of small reinforcing groups that helped hold off the Russian attack, but those additions only delayed the inevitable. Instead, German and Russian moves elsewhere saved the German general from his own stupidity. Just as the Russians were about to finish off the small German force, the Russian VI Corps received orders to pull back over the border into Russian Poland. Meanwhile, XVII Corps commander August von Mackensen, despairing of convincing Hennig to follow one of the corps' repeated direct orders to return to his post, finally ordered 35th Division's component units to march on Ortelsburg and retrieve their commander.