



# **The Battle of Sokolovo**



## BATTLE OF SOKOLOVO

### - FIRST BATTLE OF 1ST CZECHOSLOVAK INDEPENDENT FIELD BATTALION



#### Setup order

- 1  x2
- 2  x1
- 3  x2
- 4  x11
- 5  x11
- 6  x3
- 7  x4
- 8  x2
- 9  x7
- 10  x2
- 11  x4

#### Historical Background

During a German counter offensive in February 1943, the Czechoslovak battalion was ordered to defend the frozen river in the vicinity of Kharkov. Jaro's strengthened 1st Company took position in front of the river in the village of Sokolovo; the rest of the battalion and supporting Soviet units stayed behind the river. 14 German tanks charged Sokolovo to do armed reconnaissance (13:30). Two hours later they started the actual attack. Czechoslovaks postured circle of defense around Sokolovo's church (17:00). Commander Svoboda wanted 10 tanks T-34 and strengthened platoon to be sent, but tanks did not cross the river for thin ice. At 19:00 commander Svoboda placed order to the 1st company to fall back beyond river. Some of them continued to fight (because of interrupted connection) all night and arrived only the second day.

Czechoslovak casualties: 86 killed, 56 injured, 1 anti-tank cannon 45mm, 7 anti-tank guns, 5 heavy machine guns, 16 light machine guns and 5 mortars was destroyed

Enemy casualties: from 300 to 400 soldiers killed, 19 tanks and from 4 to 6 armor vehicles was destroyed

87 soldiers were awarded by Soviet medals. Among them in memoriam was the second lieutenant Jaro Otakar - the commander of the 1st company. For especial bravery he was awarded (as first foreigner at all) by the highest Soviet decoration: Gold Star of a "Hero of the Soviet Union". Further 87 with Czechoslovak war cross 1939 and 72 with medal "For gallantry in the face of the enemy".

#### Briefing

Axis Player: Take 5 Command cards

You move first.

Russian (Czechoslovak Player): Take 4 Command cards.

#### Conditions of Victory

Russian (Czechoslovak Player) Command: to hold position of new built up defense on Mza river.

The village of Sokolovo is a Temporary Medal Objective for the German Forces

8 medals + death of heroic leader for the Axis player

8 medals for the Allied player.

#### Special Rules

The Axis Special Forces tank units have 4 figures. Place a Special Force badge in the same hex with these units to distinguish them from the other units.

The Mza river is a Frozen River, tanks did not cross the river for

thin ice and River hex block line of sight.

The heroic leader (Otkar Jaro) must die

All Czechoslovak units have only 3 figures, ignore all flags when on terrain hex (trenches, villages, forest ...), and also when units reach end of the board.

Marked Czechoslovak special units are equipped with the Anti-Tank Gun. See Mediterranean Theater pg. 8-9

All of the Czechoslovak units can move 0-2 hexes and battle.

The Czechoslovak artillery ignore all flags

The Big Guns fires 3,3,2,2,1,1,1,1

Big Guns with battle star token are rocket launcher commando - Stalinorgel or BM 13-16 Katu'a. Battle Range is 6 hexes with 4 Battle Dice

Czechoslovak player must play air power card as artillery card.

Air rules are not in effect



## Historical Summary

**8 Medals plus for Axis, the death of the heroic leader**



### **Card Balance:**

Allies (Czechoslovak)- 4

Axis - 5

### **Complexity:**

**3**

### **Conditions:**

Winter



### **Context:**

Historical

### **Location:**



**Year:**

1943

**Theater:**

Easter

**Campaign:**

**Codename:**

**Summary:**

**Objectives:**

8 VP's, plus special rules (see the PDF).

**Battlefield:**

Winter countryside with a river, roads, hills.

**Troops:**

Allies - see PDF

Axis - see PDF



**Allied Strategy:**



1.



## Axis Strategy

1.

## Battle Reports

0

BR - Sokolovo



Allies Won



Axis Won

See Results

Vote

**Author:**

Days of Wonder

**Link:**

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