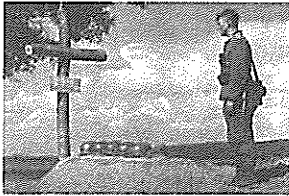


FRIENDLY FIRE PACK 6

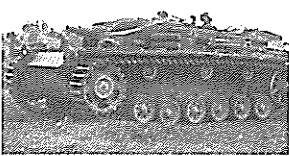
A Smörgåsbord of Scenarios Served on a New Board

Totensonntag



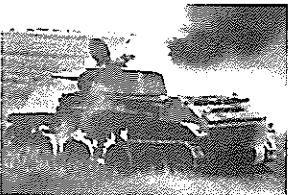
Janowice, Poland, 10 September 1939: After a week of war, the German invasion of Poland ran according to plans. German troops of the 8. Armee were marching eastward on Warsaw, and on the other side of the Bzura river were Polish troops withdrawing in the same direction. Stretched along the Bzura, protecting the army's flank, was the 30. Infanterie-Division. On the morning of 9 September, the Polish Knoll-Kownacki Operational Group launched a large-scale assault across the Bzura. For the first (and would it prove later, only) time during the 1939 conflict the Poles mounted an offensive.

Cutting Off a Hydra's Head



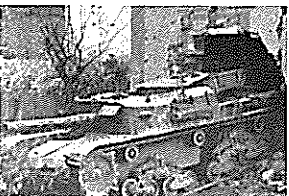
Outskirts of Riga, Latvia, 29 June 1941: At 10:20 Oberleutnant Geissler's four assault guns reached the outskirts of Riga. While the bulk of their Kampfgruppe was tied up, Geissler's Sturmgeschütze accompanied by assault engineers raced through the city. The small force crossed Daugava on a pontoon bridge. Safely on the far side, the ground shook in two large explosions. Both the pontoon bridge and a railway bridge had been blown up, and the Germans watched as pieces of debris crashed into the surrounding terrain. The gamble had failed and they were cut off on the far shore.

One Last Mighty Hew



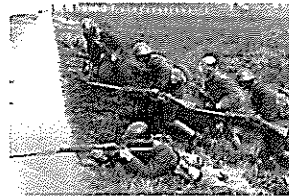
West of Sevsk, Russia, 30 September 1941: After the reduction of the Kiev pocket in early September, the German High Command convinced Hitler that Moscow could still be taken before the winter. The dictator approved Operation Typhoon, a massive offensive aimed at destroying the Soviet forces before Moscow. In a special message to the German soldiers, the Führer urged them to deliver *den letzten gewaltigen Hieb* ("the last mighty hew") to the enemy and thereby decide the war in the East. On 30 September, Guderian's 2nd Panzer Group hurled itself against the Soviet defenses near Sevsk.

Bite of the Bassotto



Near San Casciano, Italy, 27 July 1944: During six months of static mountain warfare around Cassino, the New Zealand Divisional Cavalry had found little use for their lumbering Staghound armored cars. This changed after Rome fell. In hot pursuit of the retreating enemy in the Liri valley, the Cavalry were often in the lead, receiving a liberator's welcome from the Italian population. This did not last long: at the end of July they ran into the outposts of the Gothic Line, defended by the hardened veterans and Bassotto (Dachshund) assault guns of 4. Fallschirmjäger-Division.

Dutch Courage



Outskirts of Dordrecht, Netherlands, 10 May 1940: The German invasion of the Netherlands included landing airborne troops tasked with capturing a string of strategic bridges. The bridge at Dordrecht was the objective of 3. Kompanie, Fallschirmjäger-Regiment

1. On their route of advance they ran into a motley Dutch garrison stationed in the suburb of Krispijn: the 1st Depot Company, trained at bridge construction and torpedo gunnery. Like all Dutch troops, they lacked combat readiness and ammunition. Unlike most Dutch troops, they were led by capable and determined NCOs.

Bad Moon Rising



Kodorov, Ukraine, 29 August 1941: On 28 August, lead elements of the German 437th Infantry Regiment, including Gefreiter Bidermann's 14th (anti-tank) Company, reached the river Dnieper at Kodorov. Bidermann and twenty Landsers were ordered to make night quarters in a storage facility. The infantrymen soon settled down to sleep in the cool, moonlit night. They could not suspect a Russian battalion across the Dnieper was planning a night attack against their position, guided by several villagers who had swum the river to help their Red Army comrades.

Pavlov's Dogs



Northern Rzhev, Russia, 27 September 1942: In August 1942, the Russians launched what would be known as the First Rzhev-Sychevka Offensive. The offensive slowly ground forward against fierce German resistance. In late September, the fighting had reached the city of Rzhev. On the 27th the Russian 78th Rifle Division supported by lend-lease tanks broke through the lines of the 6. Infanterie-Division. The Germans responded to this threat with a series of counterattacks. One such attack was performed by assault troops of the 1. Bataillon, Infanterie-Regiment 18.

Dying for Danzig



Olivaer Tor, Gdansk, Poland, 27 March 1945: Before the outbreak of the war, some French groups questioned why France would go to war with Germany over Poland and "die for Danzig". However, any French reluctance to fight did not prevent the outbreak of the war. In March 1945 the front lines ran through Danzig, and soldiers on both sides literally were dying for control of the city. The Russians formed combined-arms assault groups, comprising flame-thrower tanks, assault guns and infantry. On 27th March, such assault teams of 108th Rifle Division hit the German positions.

Olivaer Tor, Gdansk, Poland, 27 March 1945: Before the outbreak of the war, some French groups questioned why France would go to war with Germany over Poland and "die for Danzig". However, any French reluctance to fight did not prevent the outbreak of another world war. In March 1945 the front lines ran through the city, and soldiers on both sides literally were dying for control of Danzig. The German defenders had been cut in two, with the western pocket comprising 4. *Panzer-Division* and remnants of several infantry divisions. Due to the immense Russian pressure, all German forces prepared to withdraw behind the Mottlau and Weichsel rivers. *Grenadier-Regiment 61* was ordered to hold their positions at Olivaer Tor to permit remnants of 252. *Infanterie-Division* to cross the Mottlau. The Russians formed small combined-arms assault groups, comprising flame-thrower tanks, assault guns and infantry with flame throwers and demolition charges. On the morning of 27th March, such assault teams of 108th Rifle Division hit *Grenadier-Regiment 61*'s positions.

Mission

The Germans win at game end if there is ≥ 1 Good Order non-Encircled non-crew armed German squad-equivalent in the Strongpoint (see SSR 2).

Special Rules

1. EC are Wet, with no wind at start. Kindling is NA.
2. The Strongpoint is defined as all hexes on and within the road boundary U3-W2-Y1-BB1-FF5-BB9-W8-S6-U3.
3. Russian squad Smoke Placement Exponent (A24.1) is '2' for 6-2-8 squads and '1' for 5-2-7 squads. The Russian force is Elite (C8.2).
4. No Quarter (A20.3) is in effect for both sides.



Map



Handicap

- ✚ Replace the German 7-0 leader with a 9-1 leader.
- ★ Delete one 4-6-7 squad from the German OB.

✚ German Sets Up First	★	1	2	3	4	5	End
★ Russian Moves First							



ELR: 2
SAN: 4

Elements of *Grenadier-Regiment 61* set up concealed in the Strongpoint (see SSR 2):

4-6-7	4-4-7	9-1	8-1	7-0	HMG	LMG	PSK	?
7	6				2	2	5	

Elements of 1. *Kompanie, schwere Heeres-Panzerjäger-Abteilung 664* set up in a Road hex (without HIP/Emplacement) in the Strongpoint (see SSR 2):

2-2-8	88LL AT PaK 43
-------	-------------------

Stragglers set up on/west of hexrow O:

2-3-7
4

Elements of *Panzer-Aufklärungs-Abteilung 4* enter on Turn 2 along the north or east edge on/between Y1 and GG6:

SPW 251/22



ELR: 3
SAN: 3

Elements of 510th Independent Tank Regiment and reinforced 108th Rifle Division, 65th Army:

Set up ≤ 2 hexes from either R8 or R1:

6-2-8	5-2-7	9-2	8-0	DC	FT	OT-34	ISU-122 No AAMG
4	6						

Enter on Turn 1 on/adjacent to either Y10 or DD10:

6-2-8	5-2-7	8-1	DC	FT	OT-34	ISU-122 No AAMG
2	5					

Aftermath

Grenadier-Regiment 61 held its ground until midnight, when it was forced to withdraw in the face of encirclement as Russian spearheads were threatening the Mottlau bridges. The graffiti claimed that Danzig would remain German - *Danzig bleibt Deutsch* - but at the end of March 1945, Germany no longer reigned over the city. Pre-war ambitions had been to incorporate Danzig into the Reich, but the outcome was the exact opposite. A majority of the German populace fled or were driven off, and the largely destroyed Hansa city was to be incorporated proper into Poland for the foreseeable future.

Design

Scenario Design: Mattias Rönnblom

Sources:

Pantenius, Hans Jürgen. *Letzte Schlacht an der Ostfront*, p228, 258-259.
Neumann, Joachim. *Die 4. Panzer-Division 1943-1945*, p707-709.

Near San Casciano, Italy, 27 July 1944: During six months of static mountain warfare around Cassino, the New Zealand Divisional Cavalry had found little use for their lumbering Staghound armored cars. This changed after Rome fell to the Allies. In hot pursuit of the retreating enemy in the Liri valley, the Cavalry were often in the lead, receiving a liberator's welcome from the Italian population. This did not last long: at the end of July they ran into the outposts of the Gothic Line, north of the Pesa River. The New Zealand Division was ordered to sweep aside these defenses and capture Florence. This would be no walk in the park for the Staghounds, as they faced the hardened veterans and *Bassotto* (Dachshund) assault guns of 4. Fallschirmjäger-Division.

Mission

The Germans win at game end if they Control ≥ 6 buildings.

Special Rules

1. EC are Moderate, with a Mild Breeze from the southwest at start.
2. All buildings are single story.
3. The Germans may set up both one MMC (and any SW/SMC stacked with it) and the StuG 105/25(i) using HIP.
4. The German player may allocate ≤ 2 PF under Optional Usage (C13.311). Such PF are deducted from the total number of PF shots available.

Handicap

- ✠ The German player may exchange one LMG for a MMG.
- 🎯 Delete the 9-1 Armor Leader from the German OB.



Map



Only Q-GG are in play.

✠ German Sets Up First	🎯	1	2	3	✠	4	5	End
🎯 New Zealander Moves First								



ELR: 3
SAN: 4

Elements of II. Bataillon, Fallschirmjäger-Regiment 12, 4. Fallschirmjäger-Division set up anywhere with the option to freely Deploy (A1.31) at start:

5-4-8	8-1	LMG	PSK	?	AP Mine Factors	9-1 Armor Leader	StuG 105/25(i)	1S Foxhole
4				6	6			

Enter on Turn 3 along the north and/or west edge(s) on/between Q1 and Y10:

5-4-8	9-1	LMG	DC	StuG 75/34(i)
3				



ELR: 4
SAN: 2

Elements of 23 Battalion and A Squadron, Divisional Cavalry Regiment, 2nd New Zealand Division enter on Turn 1 along the south and/or east edge(s):

4-5-8	9-1	8-0	7-0	LMG	PIAT	Staghound II(a) No AAMG	Staghound I(a) No AAMG
8				2	2		2

Aftermath

A Squadron was sent forward in support of 23 Battalion, advancing on San Casciano. The *Fallschirmjäger* made use of all available cover and caught the advancing forces in several surprise ambushes. Local German counterattacks were common and ferocious. In one such firefight, A Squadron lost two Staghounds. One troop leader, Second-Lieutenant Dick, had his vehicle destroyed in a duel with a self-propelled gun, which he succeeded in forcing out of a house, but not before it had put a shot through his fuel tank. The other armored car blew up on a mine, and a third came out of action with a punctured tire. As the New Zealanders fought their way to the Po Valley, the previous month of easy advances had become a distant memory.

Design

Scenario Design: Peter Struijf & Chris Mazzei

Sources:

Kay, Robin. Italy Volume II: *From Cassino to Trieste* - *Official History of New Zealand in the Second World War 1939-1945*, p348-352.

Northern Rzhev, Russia, 27 September 1942: In August 1942, the Russians launched what would be known as the First Rzhev-Sychevka Offensive. Aimed at recapturing Rzhev, the offensive slowly ground forward against fierce German resistance. In late September, the fighting had reached the city itself. On the 27th the Russian 78th Rifle Division supported by lend-lease tanks broke through the lines of the worn-out 6. *Infanterie-Division* into the Workers' Settlement. The Germans responded to this threat with a series of counterattacks. One such attack was performed by assault troops of the *I. Bataillon, Infanterie-Regiment 18*, assembling just behind their main line.

Mission

The Germans win immediately upon accumulating ≥ 28 Building VP. At the end of every Game Turn, each Board 22 multi-hex building under German Control adds 1 Building VP to the total.

Special Rules

1. EC are Wet, with no wind at start. Kindling is NA.
2. Building 22G5 is a Factory (B23.74).
3. The Russians may use A-T Mine Dogs. A-T Mine Dogs are equivalent to T-H Heroes (G1.421) except where modified herein. In the Russian MPh the Designated Target is determined by randomly selecting one unconcealed manned German Vehicle within 8 MF and LOS of the creating MMC. An A-T Mine Dog has a Morale Level of 7, CCV 5, does not benefit from ATMM/OT/partially-armored/CE CC DRMs and is immediately eliminated if wounded or at any time it has a LOS to a friendly AFV.
4. No more than 10 A-T Mine Dogs may be created. During Russian Player Turn 1, all A-T Mine Dog creation drs except '6' are considered successful.
5. Crews may not gain Control of buildings.



Map



Only 22 A-P and 49 R-GG are in play.

Handicap

- ★ Delete one 9-1 leader from the German OB.
- ✠ Delete one 4-4-7 squad from the Russian OB.

★ Russian Moves First		★ 1	2	3	4	5	6	7	End																
✠ German Sets Up First																									
<div>★</div> <p>Elements of 78th Rifle Division, 30th Army set up on Board 49 east of the 49R8-U8-Y8-BB6-EE5-GG6 road and/or on Board 22 north/west of the stream:</p> <div>ELR: 3 SAN: 3</div> <table><tr><td>5-2-7</td><td>4-4-7</td><td>9-0</td><td>8-0</td><td>HMG</td><td>LMG</td></tr><tr><td>4</td><td>9</td><td></td><td></td><td></td><td></td></tr></table>		5-2-7	4-4-7	9-0	8-0	HMG	LMG	4	9					<p>Elements of 119th Tank Brigade enter on Turn 1 along the north edge of Board 22:</p> <table><tr><td>5-2-7</td><td>8-1</td><td>Valentine V(b) 2 FP AAMG</td><td>Valentine V(b) No AAMG</td></tr></table>								5-2-7	8-1	Valentine V(b) 2 FP AAMG	Valentine V(b) No AAMG
5-2-7	4-4-7	9-0	8-0	HMG	LMG																				
4	9																								
5-2-7	8-1	Valentine V(b) 2 FP AAMG	Valentine V(b) No AAMG																						
<div>✠</div> <p>Elements of I. Bataillon, Infanterie-Regiment 58 and 2. Kompanie, Panzerjäger-Abteilung 621 set up on Board 22 south of the stream:</p> <div>ELR: 3 SAN: 3</div> <table><tr><td>4-6-7</td><td>2-4-7</td><td>8-1</td><td>MMG</td><td>PzJg I</td></tr><tr><td>2</td><td></td><td></td><td></td><td></td></tr></table>		4-6-7	2-4-7	8-1	MMG	PzJg I	2					<p>Elements of Sturmgeschütz-Abteilung 667 set up on/adjacent to 49X5:</p> <table><tr><td>StuG IIIG</td></tr><tr><td>2</td></tr></table>								StuG IIIG	2				
4-6-7	2-4-7	8-1	MMG	PzJg I																					
2																									
StuG IIIG																									
2																									
<p>Elements of I. Bataillon, Infanterie-Regiment 18 set up on Board 49 west of the 49R8-U8-Y8-BB6-EE5-GG5 road:</p> <table><tr><td>4-6-7</td><td>2-4-7</td><td>8-0</td><td>LMG</td><td>?</td></tr></table>		4-6-7	2-4-7	8-0	LMG	?	<p>Enter on Turn 1 along the west edge:</p> <table><tr><td>8-3-8</td><td>4-6-7</td><td>9-1</td><td>8-1</td><td>LMG</td></tr><tr><td>2</td><td>7</td><td>2</td><td></td><td>2</td></tr></table>								8-3-8	4-6-7	9-1	8-1	LMG	2	7	2		2	
4-6-7	2-4-7	8-0	LMG	?																					
8-3-8	4-6-7	9-1	8-1	LMG																					
2	7	2		2																					

Aftermath

The anxious assault troops calmed down as the *Sturmgeschütz* support arrived. After a quick conference, the two assault guns rolled forward to the main line, taking the Russian positions under fire. Seemingly unimpressed by this display of force, Russian infantry snuck forward. As they closed in, dogs could be seen advancing with the rifle men. The animals - purposely-trained German Shepherds from an anti-tank dog battalion - had 5-kg TNT charges strapped to their backs. The half-starved dogs had been trained to find food under running tanks. Only minutes before the German counterattack was to begin, these dogs of war, drooling at the sound of tank engines, were unleashed. Simultaneously, Russian machine guns started hammering the assault guns and forced the crews to button up. However, the dogs were greeted by a hail of small arms fire which put an abrupt end to their race. Three more waves hit the German positions, but not a single animal reached its target. The German counterattack was successful, and the

old line was recaptured. The First Rzhev-Sychevka Offensive was a costly failure. The success of the Red Army's anti-tank dogs is disputed - while the Russians claim hundreds of tanks destroyed, very few tanks are reported lost by the Germans. The dogs proved a very unreliable weapon, with a tendency to seek out the more familiar Russian vehicles rather than their designated targets.

Design

Scenario Design: Mattias Rönnblom

Sources:

Sandner, W. *Operation "Büffel": Die Rettung einer Armee, Der Landser Nr 682*, p29-30.

West of Sevsk, Russia, 30 September 1941: After the reduction of the Kiev pocket in early September, the German High Command convinced Hitler that Moscow could still be taken before the winter. The dictator approved Operation Typhoon, a massive offensive by Army Group Center, aimed at destroying the bulk of remaining Soviet forces before Moscow. In a special message to soldiers of the *Wehrmacht*, the *Führer* urged them to deliver *den letzten gewaltigen Hieb* ("the last mighty hew") to the enemy and thereby decide the war in the East. On 30 September, Guderian's 2nd Panzer Group, including five Panzer Divisions, hurled itself against the Soviet defenses near Sevsk.

Mission

The Russians win at game end if there is ≥ 1 Good Order Russian non-crew MMC on/adjacent to 50X5 and/or FrFAI4.

Special Rules

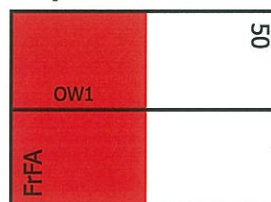
1. EC are Moderate, with no wind at start. Kindling is NA.
2. Place overlay **OW1** on 50X2-Y3.
3. Offboard terrain on Board 50 exists for offboard setup/movement/entry purposes.

Handicap

- ★ Add one BT-7 M37 (4FP CMG) to the Russian Turn 1 armor reinforcements.
- ✚ Add one 2-3-8 HS and one FT to the German OB.



Map



Only FrFA A-P and 50 R-GG are in play.

★ Russian Sets Up First	✚	★	1	2	3	4	5	6	End
✚ German Moves First									



ELR: 2
SAN: 3

Reinforced elements of 298th Rifle Division and 141st Tank Brigade, 13th Army set up on Board 50 in hexes numbered ≤ 4 and/or on Board FrFA in hexes numbered ≤ 6 :

4-4-7	4-2-6	2-2-8	9-0	7-0	MMG	ATR	?	107 ART obr 10/30	KV-1 M39	ZIS-42-AA	Trench
7	4						5				5

Elements of 141st Tank Brigade enter on Turn 1 along the east edge of Board 50:

BT-7 M37 2FP RMG	BT-7 M37 4FP CMG
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Scratch force of 298th Rifle Division enter on Turn 1 along the north and/or east edge(s) of Board 50:

5-2-7	8-0	LMG	50* MTR
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2



ELR: 4
SAN: 2

Elements of 18. Panzer-Division and Panzer-Abteilung (Flamm) 100 enter on Turn 1 along the west and/or south edge(s) of Board FrFA:

5-4-8	4-6-7	9-2	8-1	7-0	dm MMG	LMG	ATR	DC	Pz IVE	Pz IIIF	Pz II(FI)
4	7					2					2

Aftermath

On Guderian's left flank, the 17th and 18th Panzer Divisions set off in true *Blitzkrieg* style. They struck the ill-equipped and poorly trained 298th Rifle Division, typical of many Soviet divisions at this desperate stage of the war. Major General Gorodniansky, commanding the 13th Army, committed the light tanks of the 141st Tank Brigade in a counterattack, but these were no match for the massed panzers. Within 48 hours, Guderian's spearheads had completely unhinged the left flank of the Bryansk Front, landing the opening blow of Operation Typhoon. On 2 October, the full force of Army Group Center was unleashed along a 600 km-wide front.

Design

Scenario Design: Peter Struijf and Chris Mazzei

Sources:

Forczyk, Robert. *Moscow 1941: Hitler's First Defeat*, p30-33.

Kodorov, Ukraine, 29 August 1941: On 28 August, lead elements of the German 437th Infantry Regiment, including *Gefreiter* Bidermann's 14th (anti-tank) Company, reached the river Dnieper at Kodorov. The village was situated along an unpaved road near a dry stream; a tomato *kolkhoz* occupied its eastern edge. Bidermann and twenty *Landers* were ordered to make night quarters in a storage facility. The infantrymen soon settled down to sleep in the cool, moonlit night. They could not suspect a Russian battalion across the Dnieper was planning a night attack against their position, guided by several villagers, who had swum the river to help their Red Army comrades.

Mission

The Russians win at game end if they Control ≥ 5 stone buildings in the German setup area.

Special Rules

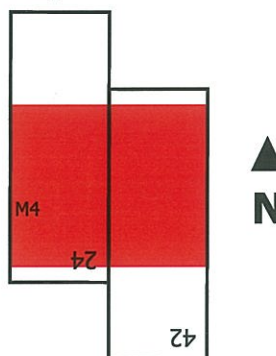
1. EC are Dry, with no wind at start.
2. Place overlay M4 at Level -1 on 24I1-J1.
3. Night rules are in effect. The Base NVR is 3 with a Full Moon and Scattered Clouds. The minimum NVR is 1 hex. The MMC Group of each Russian Force (see SSR 5) determines the Stealth status of its Cloaked units. All non-Cloaked units of both sides have normal Night Stealth status (E1.61-.63).
4. The German at-start 9-1 leader may apply his Leadership DRM to an AT Gun's TH DRs and gains automatic Freedom of Movement (E1.21) at the start of Game Turn 3.
5. Before German setup, the Russian player secretly composes one Village Force and one Kolkhoz Force. Each Force consists of one MMC group and one Support group. No group may be chosen twice. Each Force receives 8 Cloaking counters.

Handicap

- ☞ Reduce Game Length to 5.5 Turns.
- ★ Increase Russian ELR to 2.



Map



Only 42 K-EE and 24 C-W are in play.

☞ German Sets Up First	★	1	2	3	4	5	6	7	End
★ Russian Moves First									



Elements of Infanterie-Regiment 437, 132. Infanterie-Division:

Set up in building 24N3:

Set up west of the 42K4-CC5-EE5 road on/north of hexrow 24J/42R with ≥ 3 squads and 1 Gun on each Board:

ELR: 3
SAN: 2

4-6-7	9-1
-------	-----

2

4-6-7	2-2-8	8-1	7-0	MMG	LMG	50* MTR	37L AT PaK 35/36	1S Foxhole
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8

2

2

2

3



Elements of the Red Army. Select two Forces as per SSR 5. The Village Force enters on Turn 1 along the south edge of Board 24. The Kolkhoz Force enters on Turn 1 on the south and/or east edge(s) of Board 42 on/between K4 and EE10.

MMC Group 1 (Stealthy while Cloaked): **MMC Group 2** (Normal while Cloaked): **MMC Group 3** (Lax while Cloaked):

ELR: 1
SAN: 2

6-2-8	4-5-8
-------	-------

4

5-2-7	4-4-7	4-2-6
-------	-------	-------

3

3

5-2-7	4-2-6
-------	-------

2

8

Support Group 1:

8-1	MMG	LMG
-----	-----	-----

2

Support Group 2:

9-2	LMG
-----	-----

2

Support Group 3:

8-0	7-0	LMG	DC
-----	-----	-----	----

Aftermath

Just before dawn, Bidermann was woken by the sounds of exploding hand grenades and submachine gunfire. Russian troops burst into the village after approaching undetected through the dry stream. The German crews rushed to their guns, firing small arms and lobbing grenades in the dark. A vicious firefight erupted, during which the crews fired dozens of anti-personnel rounds at the attackers, who were forced to retreat from the burning village. Bidermann reported to Company HQ, which was filled with casualties from a simultaneous Russian attack on the tomato kolkhoz.

Design

Scenario Design: Peter Struijf and Chris Mazzei

Sources:

Bidermann, Gottlob Herbert. *In Deadly Combat: A German Soldier's Memoir of the Eastern Front*, p37-42.

Outskirts of Riga, Latvia, 29 June 1941: At the initial stage of the invasion of the Soviet Union the German *I. Armeekorps* was tasked with breaking through the Russian border defenses and crossing the Daugava river at Riga. This would cut off parts of the Russian 8th Army and facilitate further German advance into the Baltic states. The attack was spearheaded by the corps' *Voraus-Regiment*. At 10:20 on June 29 *Oberleutnant* Geissler's four assault guns reached the outskirts of Riga. While the bulk of the *Kampfgruppe* was tied up in fire fights with Russian forces, the leading four *Sturmgeschütze* accompanied by some assault engineers raced through the city towards the bridges. The small force crossed Daugava on a pontoon bridge. Safely on the far side, the ground shook in two large explosions. Both the pontoon bridge and Riga's large railway bridge had been blown up, and the Germans watched as large pieces of debris crashed into the surrounding terrain. Their gamble had failed, and now they were cut off on the far shore.

Mission

The Germans win at game end if they have *east of the river* ≥ 1 unbroken non-crew MMC and ≥ 1 Mobile AFV with functioning MA.

Special Rules

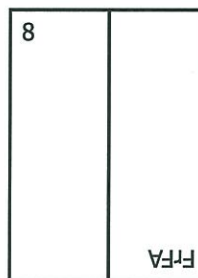
- EC are Moderate, with no wind at start. Kindling is NA.
- Russian 3-2-8s have CCV 5, -2 DC Position DRM (C7.346) and may not Recombine.

Handicap

- ★ Add one 4-4-7 squad to the initial Russian OB.
- ✚ Add one 2-3-8 HS to the German Turn 1 reinforcements.



Map



★ Russian Sets Up First	✚ 1	2 ★	✚ 3 ★	4 ★	5	6	End
✚ German Moves First							

★ Elements of 5th NKVD Motorized Rifle Regiment, 22nd NKVD Motorized Rifle Division:

Set up anywhere:

4-4-7	10-0	LMG	50* MTR	?
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7 6

Enter on Turn 3 along any board edge(s):

4-4-7	3-2-8	7-0	LMG	DC
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3

Enter on Turn 2 along any board edge(s):

4-4-7	3-2-8	9-0	DC
-------	-------	-----	----

4 2 2

Enter on Turn 4 along any board edge:

BT-5 M34

✚ Elements of Pionier-Bataillon 21 and 3. Batterie, Sturmgeschütz-Abteilung 185 enter on Turn 1 along the east edge:

5-4-8	2-3-8	8-1	8-0	LMG	FT	StuG IIIB
-------	-------	-----	-----	-----	----	-----------

3 2 4

Enter on Turn 3 along the west edge:

StuG IIIB

2

Aftermath

When the gamble had failed, measures were quickly taken to provide direct fire support to Geissler's group. On the other side of the Daugava, Geissler's group fought themselves into a position suitable for an all-around defense. Riga was defended by a sizable Russian force - in addition to the regular army's 10th Rifle Corps was the 22nd NKVD Motorized Rifle Division. The 5th NKVD Motorized Rifle Regiment, including its BT tanks, formed for a counterattack to eliminate the German bridgehead. While lacking in heavy weapons, the NKVD troops had successfully mobilized and had proved their worth in battle. Russian infantry and tank-hunter teams closed in on the German perimeter. The German flamethrower teams fell one after the other. A tank-hunter team reached one of the vehicles whose career ended in three sharp explosions. Two more StuGs fell victim to demolition charges. Surviving crew members tried to make their way to the last StuG standing - the *Oberleutnant's* command vehicle. Geissler ordered his vehicle be abandoned, and many of the German artillery men fell as they fled the

battle. As the Russian 8th Army eliminated this threat, more bridgeheads sprung up across the Daugava. The bulk of Geissler's force was killed or captured, but seven men, including Geissler, hid and remained undetected on the far side of Daugava until the German engineers had finished a new bridge.

Design

Scenario Design: Mattias Rönnblom

Sources:

Kurowski, Franz. *Sturmgeschütze - Die Panzer der Infanterie*, p38-41.
Glantz, David M. *Companion To Colossus Reborn: Key Documents And Statistics*, p122.

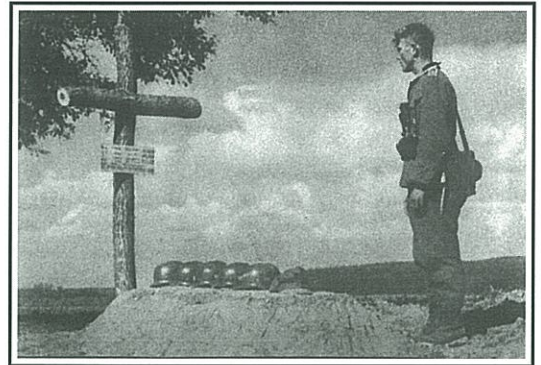
Janowice, Poland, 10 September 1939: After a week of war, the German invasion of Poland ran according to plans. German troops of the 8. Armee were marching eastward on Warsaw, and on the other side of the Bzura river were Polish troops withdrawing in the same direction. Stretched along the Bzura, protecting the army's flank, was the 30. Infanterie-Division. On 8 September, a Polish defector informed the Germans about an impending attack of the Podlaska Cavalry Brigade. The Germans assumed the attack would be local, and took no special precautions. On the morning of 9 September, four infantry divisions and two cavalry brigades of the Polish Knoll-Kownacki Operational Group launched a large-scale assault across the Bzura. The 30. Infanterie-Division was caught by surprise and partly in march formation. For the first (and would it prove later, only) time during the 1939 conflict the Poles mounted an offensive. The force ratio was well in Polish favor and the fighting spirit of the Polish infantry was excellent. On the first day the Poles made considerable gains, but did not achieve a breakthrough. Participating in the offensive was the Polish 14th Infantry Division, tasked with seizing the town Piatek. To get to Piatek, which was also the location of the 30. Infanterie-Division HQ, the village of Janowice needed to be clear of the enemy.

Mission

The Polish win at game end if ≥ 6 German squad-equivalents are eliminated/captured. Each wooden building containing ≥ 1 Good Order Polish squad-equivalent at game end counts as one German squad eliminated.

Special Rules

1. EC are Dry, with no wind at start. Kindling is NA.
2. Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.
3. Polish MMCs have their broken Morale Level increased by one.



Map


FrFA




Handicap

- ✚ Delete one 4-5-7 squad from the Polish OB.
- 🇵🇱 Add one 4-5-7 squad to the Polish OB.

✚ German Sets Up First	1	2	3	4	5	6	7	End
🇵🇱 Polish Moves First								

 ELR: 4 SAN: 3	Elements of I. Bataillon, Infanterie-Regiment 26, 30. Infanterie-Division: Set up on/between hexrow G and J:							Set up on/south of hexrow G:	
	4-6-7	2-4-7	8-1	8-0	LMG	50* MTR	?	2-4-7	MMG
	7				2		6		

 ELR: 4 SAN: 2	Elements of 57th Infantry Regiment, 14th Infantry Division set up in Woods hexes on/north of hexrow F:						
	4-5-7	2-3-7	9-1	7-0	1-4-9	MMG	46* MTR
	11						

Aftermath

On the next day - a Sunday - the Polish 57th Infantry Regiment struck at Janowice. The village, defended by 1. and 3. Kompanie, Infanterie-Regiment 26, fell only after very heavy fighting. The Polish regiment continued to pursue the survivors toward the south, and captured a battery of Artillerie-Regiment 30 in the process. For the 30. Infanterie-Division, 10 September was going to be a day of death and a Totensonntag - a day to remember the dead. Polish attacks had eradicated two battalions, and severely mauled several other. 70 Landser fell in Janowice alone. The divisional commander, General von Briesen, was wounded by a shell fragment. The division lost its cohesion and retreated southward in an effort to avoid total annihilation, which left an 8 km-wide hole in the German lines. As soon as the German command realized the magnitude of the Bzura operation, several divisions scheduled for the attack on Warsaw were reallocated

to deal with the threat. Eventually, the offensive would ground to a halt, and about a week later the attackers themselves were encircled and capitulated.

Design

Scenario Design: Mattias Rönnblom

Sources:

Buchner, A. *Entscheidung an der Bzura*, p30, 42-45.
Forsberg, Mathias and Szulc, Artur. *Med förtvivlans mod*, p193.

Outskirts of Dordrecht, Netherlands, 10 May 1940: The German invasion of the Netherlands included landing 10,000 airborne troops tasked with capturing and holding a string of strategic bridges. The bridge over the Oude Maas at Dordrecht was the objective of 3. *Kompanie, Fallschirmjäger-Regiment 1*. Its main force, numbering 140 men commanded by *Oberleutnant Freiherr von Brandis*, who had famously captured Sola Airfield in Norway, landed at dawn in the pastures of De Polder, south of the river. On their route of advance towards Dordrecht, they ran into a motley Dutch garrison stationed in the suburb of Krispijn: the 1st Depot Company, trained at bridge construction and torpedo gunnery. Like all Dutch troops, they lacked combat readiness and ammunition, especially hand grenades. Unlike most Dutch troops, they were led by capable NCOs with a clear purpose: to immediately engage and destroy their elite foes.

Mission

The Germans win by accumulating ≥ 18 Building VP. At the end of every Game Turn, each Victory Building under German Control adds 1 Building VP to the total. Victory Buildings are 57D4, tY3, 22oE4, 49DD8 and 49W9.

Special Rules

- EC are Moderate, with no wind at start. Kindling is NA. Mist (E3.32) is in effect.
- All buildings are single story [EXC: 22oE4]. All Grain hexes are Irrigation Ditches (Q1). Place overlays as follows: **O2** on 22C3-C4; **OW1** on 22G6-F6; **X19** on 22E4-E3.
- Building 22oE4 is a Factory (B23.74), with a Steeple Location (B31.2) at Level 2 in hex 22oE4. No LOS exists between the Steeple Location and any other Location of the building [EXC: Bypass LOS]. Movement between Steeple Location and Ground Level costs 2.5 MF, via a Level 1 "quasi-location", where the unit(s) is subject to fire from outside the building (only), as if using a Factory Rooftop Access Point (B23.87-.88).
- Dutch MMC inherent FP is only multiplied by $1\frac{1}{2}$ for PBF (A7.21) and by 2 for TPBF.



Map

	57	O2 X19 22 OW1	
			49



Only 57/22 A-P and t/49 R-GG are in play.

Handicap

- Add one 4-3-7 squad to the initial Dutch OB.
- ⚡ Add one 5-4-8 squad to the German OB.

— Dutch Sets Up First	1	2	3	4	5	6	7	End
⚡ German Moves First								

Elements of 1e Depot Kompagnie, Pontonniers en Torpedisten, Kantonement Dordrecht
set up in building hexes on Board 22 and/or Board 49:

ELR: 3
SAN: 4

4-3-7	1-2-7	9-1	1-4-9	MMG	LMG	?
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7

14

Enter on Turn 2 along the west and/or north edge(s)
on/between tR10 and 57H10:

4-3-7	1-2-7	9-2	7-0	MMG	LMG
-------	-------	-----	-----	-----	-----

9

Enter on Turn 3 on/adjacent to any one mapboard edge road hex:

4-3-7	8-0	LMG	Medium Truck
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4

2



ELR: 4
SAN: 3

Main force of 3. Kompanie, Fallschirmjäger-Regiment 1, 1. Fallschirmjäger-Division set up on/adjacent to any Irrigation Ditches hex(es) (see SSR 2):

5-4-8	10-2	8-1	7-0	dm MMG	LMG	dm 50* MTR	ATR
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14

2

2

3

Aftermath

One section of *Pontonniers*, led by reserve-Captain Siegmund, caught the approaching Germans in a hail of well-aimed fire. *Oberleutnant* von Brandis was among those killed instantly, which shattered the morale of his men. Things went from bad to worse, when the Germans were suddenly attacked in the rear by another group of *Pontonniers*, ably led by 57-year old deputy-NCO Koster. After a tense firefight, the *Fallschirmjäger* were completely destroyed as a fighting force: 50 Germans were killed and 82 taken prisoner. This aggressive defensive action by the Dutch engineers seriously threatened the German position at the Dordrecht bridge. However, Dutch troops on the southern side of town showed less mettle and were swept aside by the paratroopers of the 1st Regiment's reserve under *Oberst* Bräuer. The Germans dug in around the bridge and awaited the inevitable Dutch counterattacks and the planned arrival of 9. *Panzer-Division*.

Design

Scenario Design: Peter Struijf and Chris Mazzei

Sources:

Amersfoort, H. & Kamphuis, P. *Mei 1940: De strijd op Nederlands grondgebied*, p330-339.

FRIENDLY FIRE PACK 6

A Smörgåsbord of Scenarios Served on a New Board

Introduction

Friendly Fire Pack 6 contains a new mapboard and eight new scenarios featured in the 2010 edition of the Friendly Fire ASL tournament held in Linköping, Sweden.

Errata and Clarifications

Any clarifications and errata will be available on this website:

<http://www.friendlyfire.se/asl/>

If you find anything in the scenarios that is confusing or in error, please contact us.

Contact

The Friendly Fire team is interested in any kind of comments. You can reach us by e-mail at <asl@friendlyfire.se>. If you publish an After Action Report featuring a FrF scenario in some public forum, please let us know.

Credits

We would like to thank our playtesters and proofers. Without them no Friendly Fire products would ever see light. A special thanks for this year's pack goes to Michel and Eric Bongiovanni, Bruce Probst and Klas Malmström.

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