

FROM THE CELLAR



PACK 3



Envoyez vos divisions à l'assaut du Franc Tireur

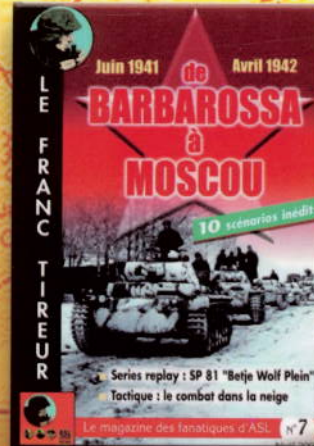
N°5



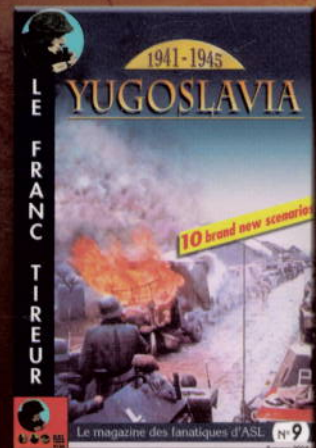
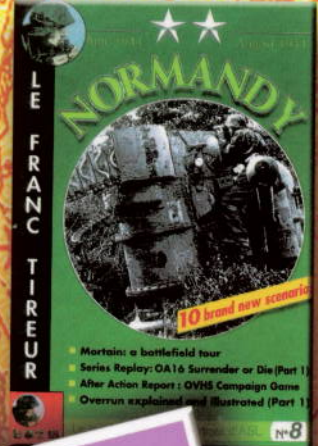
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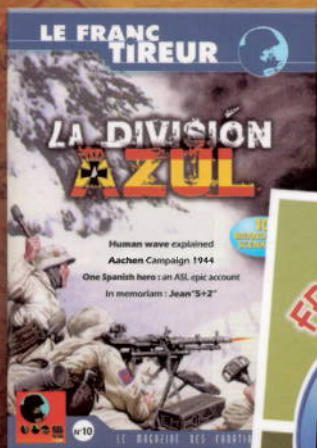
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N°8



N°9



N°10





The Waffen SS fielded some of the best soldiers in World War II, but also some of the worst...

A recent book by Jean Luc Leleu ("La Waffen SS, Soldats politiques en guerre", Perrin Editions, 2007, ISBN 978-2-262-02488-8) presents an in depth analysis of this huge organisation, the SS, among which the Waffen SS, or armed SS, was only a small part. I hope it will be translated, it is very instructive and well documented...

As usual, our goal here at LFT leaves no room for politics (even if the Waffen SS were political soldiers), but only to add to the hobby and to ASL specifically, by trying to provide interesting material, either scenarios, articles or some extras like the small countersheet you will find here.

Why this pack, these counters? Well, to cut a long story short we had some room for them, since a couple of other projects left us with this opening. Also, our controversial friend Scott Holst had been working on most of the scenarios herein, but for many reasons, not to be discussed here, gave us the whole thing. Why named counters? We have named Russian counters, named Japanese counters, named Chinese, and so on... and since we had some room left, we just thought that it would be a nice addition. About the black color it provides an optional countermix and one which has been largely discussed among the community, further this is not the main point of the pack: the scenarios are. Interestingly, they depict fierce fighting in most of areas of the ETO where the Waffen SS fought. As you can see, from the ten scenarios presented, nine different Waffen-SS divisions are represented.

A little word about the future; our next project is a huge one... and one we have been working on for several years and with a bit of luck, hopefully, it will be released close to our next issue of LFT (issue # 12, scheduled for early 2009). We also have another scenario monster pack in the tube, also with counters, it currently has more than 40 scenarios...how many will make the final cut remains to be determined. We hope that you will enjoy these scenarios as much as we enjoyed designing, playtesting and developing them for you.

A big thank you to Scott for his trust in LFT, as well as to all the playtesters and supporters from all around the world, without whom this pack would have probably never been published.

One last word, I am due to move to Guadeloupe this Summer, for a two or three year assignment in a Marine Battalion so if any ASLer wishes to spend some holidays there, feel free to drop me a line so I can help arrange somewhere for you to stay (probably my house if you like beer and ASL!). The lone condition would be my current ASL motto: "Play fast!"

Enjoy!

X

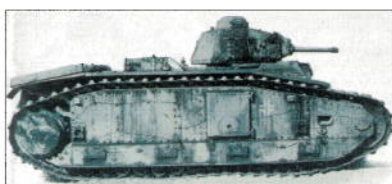




* Immo: dr ≤ 4
* AAMG: TCA only
CS 4

PzKpfw. B2 740 (f)

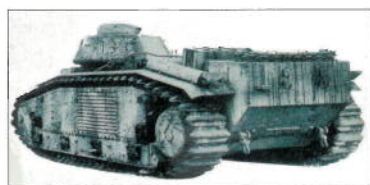
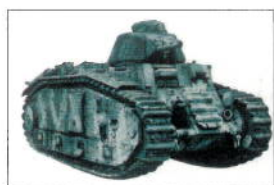
The char B1-bis was the most powerful tank in the French Army in 1940, some 365 having been built before the collapse in June. Perhaps as many as 160 tanks were re-used by the Germans. Because of their one-man turret and overall performance, they were mostly used by second line units or in refitting some divisions. Sixteen of these tanks were modified as SP artillery pieces with 105mm howitzer but, apparently these saw no action. Quite a few unmodified versions saw action in units serving outside France, including the Panzer-Abteilung (Flamm) 102 in Russia with 30 B2s - 6-7/1941, Pz.Kompanie z.b.V.12 in Yugoslavia with 16 B2s - 8-12/1943 - and Pz.-Kp. der SS Division « Prinz Eugen » in Yugoslavia with 17 B2s - 7/1942 to 8/1943. Most of the above B2s were in fact Flammpanzer - see below. The Pz.Abt..213 in the Jersey and Guernsey Islands had no less than 36 B2s including 10 with FTs between March 1942 and May 1945, but saw no action at all.



CE: +1 RT
* Immo: dr ≤ 4
* AAMG: TCA only
CS 5

PzKpfw. B2 (Flamm) 740 (f)

In March 1941, Hitler personally ordered the conversion of some B2s to flamethrower tanks. The tanks had the hull 75mm gun and machine gun removed to accommodate a FT. This was the same compressed nitrogen system as found on the PzKpfw II (Fl) - see German Vehicle Note 4. The success of the first version gave way to a new improved version with 60 vehicles being transformed, the last one in May 1943. The FT could, theoretically, spurt 200 bursts to a range of 45 meters. Both versions use the same counter for game purposes. The Pz.Kpfw.B2 (Flamm) provided an AFV which still sported a main gun and a MG along with the FT. Pz.Kpfw.B2 (Flamm) were in fact the most numerous type of B2 tank used outside France. All the above mentioned units were mostly outfitted with B2 (Flamm) i.e. 24 B2s (Flamm) for six 75 mm gun-armed models in Pz.Abt. (Flamm) 102. Another unit which deserves attention was Pz.Kp.C (ND) 224 - ND stands for Nederland/Netherlands. In April 1944, it fielded one S-35 and 17 B2s, with no less than 14 B2 (Flamm). It fought against the British 1st Airborne Division in Oosterbeek in September 1944 and still fielded one S-35 and six operational B2s by the end of that year.



CS 4

PzKpfw. 35-S 739 (f)

At least 140 Somua S-35 were re-used by the Germans. Some were assigned to first-line panzer divisions pending the arrival of German made tanks, while others were transformed into driver training vehicles, without turret or superstructure, "Fahrschule-fahrzeug" as were some B2s. Many were issued to second-line units for occupation duties such as the Pz.Abt.206 which was in the Cherbourg peninsula on D-Day with its 10 Somua, 16 Hotchkiss and 4 B2s. But many Pz.Kpfw.35 S saw action outside France along with H-39 tanks. These mostly served with the Pz.Abt.211 in Northern Finland/Russia and Pz.Abt.202 in Yugoslavia. The latter unit despite exchanging its French tanks for Italian M15/42s in February 1944 still fielded 6 Pz.Kpfw.35 S and 4 Hotchkiss in July of 1944. Other Pz.Kpfw.35 S served in pairs as the mobile elements deployed from armored trains but, by 1943, most were replaced by the nimble Pz.38 (t). See also the German Chapter H note 9.3.



CS 4

Panzerspähwagen Panhard

178-P (f)

If French tanks suffered from the severe limitation in the form of the as the one-man turret, the famous P-178 was a design well able to compete against any other armored car. They were used as early as the 1940 campaign itself in the hours following their capture; such was the case with the "Totenkopf" SS-Division. Some two to three hundred served with the German forces, including first-line units (of course once outfitted with German radios!). In June 1941, Panzer-Aufklärung-Abteilungen 37 and 92, the armored reconnaissance groups of the 7.Panzerdivision and 20.Panzerdivision, entered Russia entirely outfitted with P 204(f) - one source gives no less than 64 and 54 vehicles respectively. Following the failure of « Barbarossa », these units were issued with German vehicles on a far modest scale ... From that time on, P 204(f) served only as second-line vehicle, some as a Panzer-draisine, patrolling railway lines with wheels adapted to drive on rails. But most were issued to Polizei-Panzer-Kompanien of the Order Police, in three vehicles platoons. Four companies - 7th to 10th - arrived in Russia between March 1943 and April 1944, each outfitted with 6 P 204 (f) and a 5-vehicle platoon of tanks. The 11.Kompanie fought in Croatia from December 1943 onwards with 6 P 204(f) and 5 H-39 tanks - with the 37* gun. A few P 204(f) were used in

France against the Maquis with some unusual armament, including a few with a fixed 50mm short barrel gun, one with a turreted 47mm gun and one with a fixed PaK 38.



PzKpfw. M 15/42 738 (I)

The most common Italian "Medium Tank" seized and employed by the Germans following the September 1943 armistice was the M15/42 renamed "Panzerkampfwagen M42 738(i)" or "M42" for short. One hundred and fifty-two were used by the Germans. The M42s saw extensive service from late 1943 to May 1945 in the Balkans and on the Eastern Front. But it was always criticized for its thin armor and lack of reliability. In Yugoslavia it was used by Panzer-Abteilung 202 and Panzer-Abteilung-z.b.V. 12 both of which exchanged their French tanks for M42s. Pz.Abt.202 received 67 M42s in February 1944 and used them until the end of the war, by 1 April 1945, 19 were still operational along with 8 Hetzers TDs. Pz.Abt.z.b.V. 12 (z.b.V. stands for special purpose) received 43 in March 1944 and used them until the end of the year when it turned over its last M42s to other units as it departed for Germany. Polizei-Panzer-Kompanie 12 had five M42s and nine 75/18 M42 SP-guns in Budapest from late October 1944. Eight M42s served with the Maria Theresa SS division – see Note 28. SS-Panzer-Kompanie 105, fighting in the area of Frankfurt am Oder in April 1945, also had 15 M42s.



T-34 M 41 747 (r)

From their first encounter with the T-34, the Germans were really impressed by this tank. During the earliest phases of Barbarossa they had no tank to compete with it. Therefore, the re-use of captured T-34 M41s and M43s – no information has emerged about the use of T-34 M40 – was eagerly sought after, however many difficulties were encountered, especially due to the lack of spare parts. Many German units used T-34s, even on a very modest scale, for example Panzer-Regiment 3 of the 2 Panzerdivision in the spring of 1942 fielded a lone T-34. In

1942 and 1943, there is evidence of the use of T-34s by no less than six panzer divisions, and probably more. In fact many units used T-34s until the war's end. The followings are just some of the most commonly known examples. At least two Panzer-Kompanien were raised with at least one platoon of T-34s for rear-area security purpose. The 1.Ski-Jäger-Division formed in late 1943 had a reinforced company of 22 T-34s – with M41 and M43 models in evidence. In March 1944, the 5.Polizei-Pz.Kp. fielded ten T-34s in two platoons along with other armor and fought in Russia, Northern Italy and Yugoslavia. The most famous use of T-34 in German service was with the Panzerjäger-Abteilung of the SS-Division Das Reich during the Zitadelle operation. This unit mostly fielded T-34s, with 16 operational on 1 July 1943, but that number sunk to six by 1 August! The "ace" of the division, Emil Seibold, used his T-34 to good effect, claiming 25 kills at Kursk.



PzKpfw 35 R 731 (I)

The most common French tank in German service was the R-35. This AFV was also overall the most common "Beutepanzer" – captured AFV in German service during WW2, with more than 800 vehicles fielded. However, it was often times converted to a tractor or TD – see Note 44 – or had its turrets used in pill-boxes. Nevertheless, many saw service as proper tanks but only in rear-area security or second-line units. In Yugoslavia, Pz.Kp. z.b.V. 12, which, in April 1944, became the Pz.Abt.z.b.V.12 mentioned above, used Pz.Kpfw. 35R at least in 1943. Some ex-Yugoslavian army Pz.Kpfw. 35R were also used from late Spring 1941 on in independent platoons. Many Polizei-Panzer-Kompanien fielded one 5-vehicle platoon including the 2nd and 3rd in the Middle Don region in December 1942 during the "Little Saturn" Soviet offensive as well as in the Balkans. Most Pz.Kpfw. 3 R however remained in France. While Pz.Abt.206 had none on their TO/E, Pz.-Abt.100, primarily a training unit, had up to 14 Pz.Kpfw. 35R when it entered combat on the 6 June 1944 against US airborne troops.



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Many thanks to all of you!

FTC #3 SSR

These SSR apply in all the scenarios therein.

1- Kindling is not allowed.



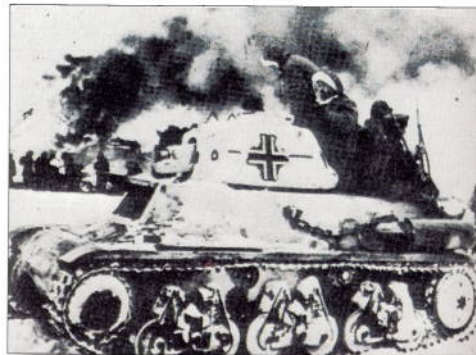
*AAMG: TCA only

AP 10
CS 3

PanzerKampfwa- gen. 38 H 735 (f)

Being faster than the R-35, the H-35/H-39 Hotchkiss tanks were more appreciated by their captors, even if they suffered from the same handicaps – i.e. one-man turret. All were modified, as with other French models, with new cupolas and radios. Besides being converted to SP guns – see Notes 45.1 and 82.1 –, many were kept in use as light tanks. Some remained in France, especially in the Pz.Abt.206, which had 28 Hotchkiss on 1 June 1944 and Pz.Abt.100 had at least eight then, most served in the Balkans or on the Eastern Front. In the former theater, Pz.Abt.202 arrived in Yugoslavia in September 1941 with 41 Pz.Kpfw. 38H and 18 Pz.Kpfw.35S. The Pz.Kp.z.b.V. 12 had at least 45 in April 1942 – the Company HQ was in fact in charge of all independent platoons used in Yugoslavia. The infamous SS « Prinz Eugen » division received nine in August 1943 and kept at least some until the war end. On the Eastern Front, the

Pz.Abt.211 fought in Finland with Hotchkiss and Somuas. On 1 June 1944, the Abteilung had 33 Pz.Kpfw 38H, 17 Somua and 6 Pz. IIIN. On the other sectors of the Russian Front, the Hotchkiss fought mainly with Pol.Pz.Kp., with two companies sporting one platoon of five 38H. Nevertheless, the Beute-Pz.Kp 223 fought in Crimea with Hotchkiss and Somuas in 1942. With the exception of police units, which used short-gun version of the H-39 or even H-35, all other units seemed to have been outfitted with the long-gun version of the H-39.



The MUST see of the French cinema! Of course you should watch it in French, but this movie is absolutely hilarious... Adolf Ramirez is a terrible French painter turned into an ignominious Gestapo agent, Hitler's brother (yes yes, his "brother"! is depicted singing a famous Julio Iglesias' song (with a great Spanish accent!), General Schpontz is fabulous with his amazing German accent... Thus these two counters that LFT has produced, one in LFT # 10 and the other in this FTC issue.



THE DOOMED "TIRAILLEURS"

5H



ASL SCENARIO FT99



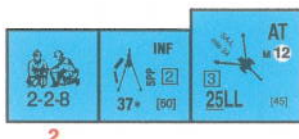
VICTORY CONDITIONS: The Germans win if at Game End they Control ≥ 23 buildings.

BALANCE: Add one 4²-6-8 to the SS OB. Replace the 7-0 with a 9-1 in the French OB.

TURN RECORD CHART

<div> <div></div> <div>FRENCH Sets Up First</div> </div>	1	2	3	4	5	6	7	END
<div> <div></div> <div>SS Moves First</div> </div>								

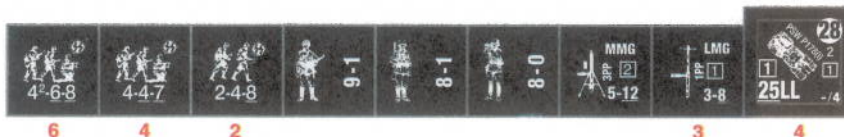
Elements of 25^{ème} Régiment de Tirailleurs Sénégalais [ELR: 3], set up on/west of hexrow LL (see SSR3) {SAN: 4}:



Enter on Turn 2 along the west edge:



Elements of 3. SS-Aufklärung-Abteilung, 3. SS-Division "Totenkopf" [ELR: 3], enter on Turn 1 along the east edge {SAN: 3}:



Scenario design: Scott Holst

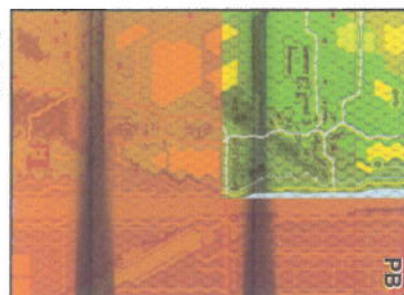
SPECIAL RULES:

- EC are Moderate with no Wind at start. Place the following overlays: OG5 on LL2-MM2; OG2 on OO3-OO4; Wd2 on RR9-RR8; Wd1 on PP15.
- Despite using the "PB" Map, PB SSR are *not* in effect. Irrigation Ditches (Q1.), Partial Orchards (Q2.) and Barbed-Wire Fences (Q7.) are in effect but Slopes (Q3.) do not exist.
- French units are treated as Gurkha (A25.43 applies exclusively) [EXC: French units are *not* Commandos].
- No Quarter (A20.3) is in effect for both sides.

L'ARBRESLE NEAR LYON, FRANCE, 19 June 1940: With the almost near collapse of the French Army, it fell to individual units and their commanders to either fight or run. On one particular situation, French Senegalese units led by their officers fought a vicious rear guard action against elements of 3. SS-Aufklärung-Abteilung, 3. SS-Division "Totenkopf" at the little village of L'Arbresle. This action proved to be the sharpest fighting the SS had encountered since the end of the campaign in Flanders. And once again, the "Totenkopf" was up against a determined defender which consisted of *Tirailleurs Sénégalais* supported by antitank guns and mortars. It would be another day of rooting out determined yet doomed French soldiers for the SS.

BOARD CONFIGURATION:

Only hexes north of the canal on/ between hexrows Y-TT on the "PB" Map are playable (note the modified map orientation).



HISTORICAL RESULT: With almost fanatical resistance, the 25^{ème} Régiment de Tirailleurs Sénégalais made the SS pay dearly for each building and grove they took. This was also a savage action just because the SS encountered for the first time just how deadly the Senegalese were in close combat. As the SS tried to root out the Senegalese defenders, another platoon arrived to help reinforce the embattled defenders. Close quarter fighting took its toll on the SS and their accompanying armored cars support but with sheer determination, the "Totenkopf" was able to force the Senegalese rearguard to fall back. While clearing this rear guard position, the SS refused to

HAJRA!

9H



ASL SCENARIO FT100



VICTORY CONDITIONS: The Axis win if at Game End they have amassed more VP (calculated as EVP; A26.23) east of the railroad than the Russians. The Russians earn 1.5 the EVP value for Good-Order-Infantry/non-Malfunctioned-Gun on overlay Hi8. Prisoners do not count.

16 MILES NORTH OF NIKOLAYEV, RUSSIA, 16 August 1941: During the battles of the "Uman Pocket", the LSSAH Division bore the brunt of the heavy fighting against the Russians. Pushing forwards to close the gap in the pocket, the German assault quickly bogged down in front of a strong Russian defensive position. Dug in along a railroad embankment, the Russians threw back four successive attacks by the SS. Help arrived in the form of one battery of Hungarian artillery, a unit of Hungarian cavalry and a squadron of armored cars. The squadrons of horse soldiers calmly moved up to the line with sabers drawn, the Hussars then began their trot forwards. With a sharp cry of 'Hajra!' they broke into a full gallop and charged the Russian lines.

BOARD CONFIGURATION:



BALANCE:

- ★ Add an ATR to the Russian OB.
- ☒ Remove a 4-2-6 from the Russian OB.



TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3★	4	5	6	7	8	END
☒ AXIS Moves First									

Elements of 11th Tank Division [ELR: 3], set up on/east of hexrow 16S-40-33O (SAN: 4):



86523

1-12

2-2-8

7 morale

76+

5 OVR, OSA: +4

6

19

Reinforced elements of 11th Tank Division, Armored Cars detachment, enter on Turn 3 along the east edge:

Elements of Leibstandarte SS "Adolf Hitler" Division [ELR: 5], set up ≤ 4 hexes from 4G5 (see SSR3) (SAN: 3):

62

4-2-6-8

2-4-8

8-1

7-0

5-12

3-8

1-12

5 OVR, OSA: +4

Elements of 4th Hussar Armored Cars Squadron, enter on Turn 2 along the west edge:

Elements of 4th Hussar Regiment "Count Hadik Andras" [ELR: 4], enter as Riders on Turn 1 along the west edge (see SSR2):

1425314

4-1-4-7

10-2

9-1

8-0

1-1-9

2-7

30-1

1-12

7

Scenario design: Scott Holst

SPECIAL RULES:

- EC are Dry with no Wind at start. Place the following overlays: RR8 on 33W4-33W3; RR7 on 16K4-16K5; RR12 on 4W2-4W3; RR11 on 4W7-4W8; Hi8 on 4BB5-4BB6. Level ≥ 2 hill hexes are treated as Level 1 hill hexes (other terrain in hex still exists). Kindling is NA.
- All Hungarian 4th 4-7/2-4-7 are Fanatic (A10.8) and have an underlined Morale Level. Hungarians and SS units may not form Multi-national Fire Groups.
- All SS units start the game TI (A4.8).

HISTORICAL RESULT: The heavy weapons of both the SS and the Hungarians opened up in a crescendo of fire to help cover the Hussars gallant charge. The Hussars galloped towards the Russian lines as if it was a scene out of "Charge of the Light Brigade" from a bygone age. Then the squadron of Hungarian armored cars joined the charge, adding their fire power to the weight of the Hussars attack. Perhaps it was the terror of the thundering hooves and the sabers glistening in the sunlight that broke the Russian will to resist. The Hussars leaped over the rail embankment and swooped down into the retreating ranks of Russians for the kill. A swirling mass of bayonets

FIRE AND ICE

4H



ASL SCENARIO FT101



VICTORY CONDITIONS: The Germans win if at Game End there are ≥ 3 Good Order German squad-equivalents (at least two of which must be non-SS) within 2 hexes of 9A6/15A5 AND in building/woods/hill hexes. The Partisans win immediately by amassing ≥ 21 CVP (Prisoners do not count double).

KLJUC, YUGOSLAVIA, 8 February 1943: At the end of 1942, the Axis forces in Yugoslavia were preparing a wide operation in order to eradicate Tito's forces in Bosnia Herzegovina. Codenamed *Weiss* (White) by the Germans, this campaign was called "the 4th offensive" by the Partisans. On January 20th 1943 several columns, including some units from the SS-Freiwilligen-Gebirgs-Division 7 "Prinz Eugen" in its very first big operation, converge towards the heart of the area occupied by Tito in Bihac village. The Partisans manage to resist while the bulk of their forces withdrew with great difficulties through the snowy mountains. The hilly terrain and the weather also hampered the advance of the SS but on January 29th the "Prinz Eugen" Division managed to capture Bihac. Unfortunately for the SS, Tito's men succeed in avoiding the death trap set by the SS and withdrew towards the southeast. Several short but vicious firefights took place between the two sides. On several occasions, the SS obtained some support from their tank company which was equipped with French Renault B1-Bis mounted with flamethrowers.

BOARD CONFIGURATION:

Only hexrows A-P on boards 9 and 15 are playable.



BALANCE:

★ Elements of I.D. 717 enter on Turn 2.

☒ Add one Pz R35(f) to elements of I.D. 717.

TURN RECORD CHART

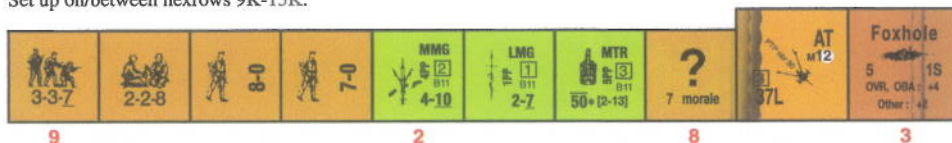
★ **PARTISAN Sets Up First**

☒ **GERMAN Moves First**

1	2	3	4	5	6	END
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Elements of 7th Banija Division [ELR: 5], set up/enter as indicated {SAN: 5}:

Set up on/between hexrows 9K-15K:



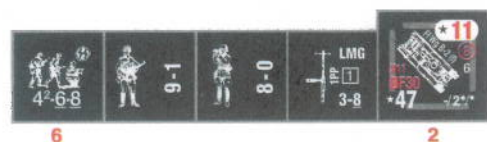
Enter on Turn 1 on/between 15J10-15G10 OR on/between 15J0-15G1:



Enter on Turn 1 on/between 9H10-9J10 OR on/between 9H0-9J0:



Reinforced elements of SS-Gebirgsjäger-Regiment 2 [ELR: 3], enter on Turn 1 on/between 15P8-15P10 {SAN: 5}:



Reinforced elements of Infanterie-Division 717, enter on Turn 1 on/between 9P2-9P4:



Scenario design: Philippe Naud & Xavier Vitry

SPECIAL RULES:

- EC are Wet with no Wind at start. Place the following overlays: X9 on 9C7; X10 on 15B3. Ground Snow (E3.72) and Mist (E3.32) are in effect.
- A Bog Check is required for each hill hex entered by an AFV [EXC: if crossing a road hexside].
- Partisans may use one Commissar (A25.22) as if prior to 11/42. Partisan units may use Axis Minor SW and the Russian Gun with no Captured Use penalties. Partisan

HISTORICAL RESULT: The Germans kept trying to trap the Partisans as well as desperately trying to link up with the Axis forces which were advancing from other areas to encircle Tito's forces. On February 8th, the panzer company started from Bosanski Petrovac and headed to the small town of Kljuc in order to link up with the 717 Infanterie-Division. The mountains, rough terrain and the snow were as difficult to bear as ambushes by the 7th Division of Banija but, against all odds, the two units manage to link up. Nevertheless, once again, the Partisans managed to escape the

THE BULGE

ASL SCENARIO FT102



VICTORY CONDITIONS: The Germans win if at the end of any Player Turn they Control ≥ 7 building hexes.

TURN RECORD CHART

▼ AMERICAN Sets Up First	1	2	3	4	5	6	END
♣ GERMAN Moves First							

LA VARDE, FRANCE, 19 July 1944: The objective of Operation Cobra was the encirclement and destruction of the German forces facing the US VIIIth Corps. Nevertheless, in order to reach its line of departure, the VIIIth Corps had to eradicate two German strongpoints, otherwise the pace of the attacking units involved in Cobra would slow down. The first strongpoint was located to the north of Périers, in front of the 90th ID. The second one around the hamlet of La Varde, and in front of the 83rd ID. This hamlet is located in a stretch of land stuck between two streams spreading into marshy valleys; the Taute and the Lozon tiny rivers. A reinforced company of the SS Division "Götz von Berlichingen" was holding the area with five machineguns and could interdict the flat surrounding terrain up to one kilometer away. On July 18th, General Macon, the commanding officer of the 83rd, launched an attack across the Varde river. Around 1800, the 329th IR launched a secondary attack coming from the west, while colonel York's 331st IR launched the main thrust from the north. Taking advantage of the night, the engineers managed to build a provisional bridge over the Taute river. Well supported by artillery and some well laid smoke screens, the 331st IR managed to seize a bridgehead in the hamlet, but after such a difficult advance through the marshes, their weapons were very muddy and too dirty to be cleaned up at night.

BOARD CONFIGURATION:

BALANCE:

▼ Add a BAZ '44 to the US OB.

♣ Add a 3-4-8 to the SS OB.



Elements of 331st Infantry Regiment, 83rd Infantry Division and elements of 802nd Tank Destroyer Battalion [ELR: 2], set up in non-marsh hexes on/north of hexrow H with a maximum of 2 non-HIP squad-equivalents per hexrow (see SSR3) {SAN: 3}:



KG Ullrich, SS-Panzer-Grenadier-Regiment 37 and elements of SS-Panzer-Abteilung 17, 17. SS-Panzer-Grenadier-Division "Götz von Berlichingen" [ELR: 5], enter on Turn 1 along the south edge (see SSR2) {SAN: 2}:



Scenario design: Laurent Closier

SPECIAL RULES:

- EC are Moderate with no Wind at start. Walls are hedges. Woods are marsh (B16). Kindling is NA.
- Vehicular Crews may not voluntarily abandon their vehicle.
- American units set up unconcealed [EXC: A12.34 still applies for the Gun and its manning crew]. Bore Sighting is NA.

HISTORICAL RESULT: The next morning, the situation worsened for the men in the bridgehead. In fact, supplies couldn't reach the front lines because of the destruction of the bridge by a German gun. Nevertheless, some reinforcements from the 331st IR (among them two AT Guns) managed to reach the hamlet under the cover of artillery smoke and morning misty. Despite these reinforcements, KG Ullrich waged a victorious counterattack, supported by two assault guns (one of them destroyed in the process), mainly because the lack of combat experience of the US troops and NCOs. The Americans losses during this fight reached 50%. As stated by general Macon later on, "We have quite a lot of green soldiers, and they truly are [] They don't even know their officers... and their officers don't

SLAVA!



ASL SCENARIO FT103



VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 12 EVP along the south edge on/between 23I1-23P0. Prisoners/Vehicles do not count [EXC: Inherent Crew].

KNIAZHE, POLAND, 21 July 1944: On 13 July 1944, Konev's First Ukrainian Front began its summer offensive towards Southern Poland, the "Lvov-Sandomierz" operation, which totally surprised the Germans. With three tank armies and two cavalry-mechanized groups spearheading the advance, Konev's forces quickly succeeded in trapping XIII. Armee-Korps in a pocket around the town of Brody. The German corps seemed a perfect prey with some weak infantry units, including a security division, and few armor available barring some Sturmgeschütze and a small company-sized unit with captured T-34 tanks. The corps also fields the 14. Waffen Grenadier Division der SS, an Ukrainian outfit. Despite some late attempts to show some consideration for these allies ready to fight the Soviet steamroller, the division suffered from a lack of good German cadres, most showing contempt for these "Untermenschen". But the division globally fought well, even if many men seized the occasion to join the Ukrainian nationalist guerillas. Unwilling to risk capture by the Red Army, most volunteers kept fighting with the Germans trying to break the Soviet 60th Army ring and escape to the southwest where some panzer units try to open the way for the XIII AK remnants.

BOARD CONFIGURATION:

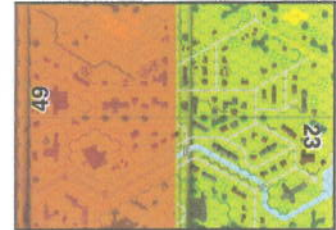
Only hexrows A-P on board 23 and R-GG on board 49 are playable.



BALANCE:

★ In the VC change "12 EVP" for "13 EVP".

✚ In the VC change "12 EVP" for "11 EVP".



TURN RECORD CHART

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

1	2	3	4★	5	6	7	END
---	---	---	----	---	---	---	-----

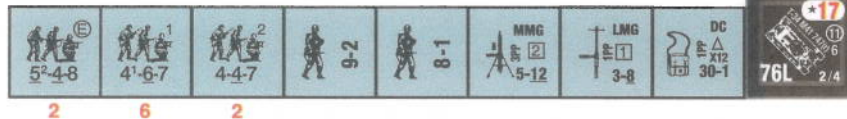
Reinforced elements of 322nd Rifle Division [ELR: 4], set up on/between hexgrains 23A9-49R4 and 23A4-49R9 {SAN: 4}:



Enter on Turn 4 along the east OR west edge (see SSR5):



Reinforced elements of Division-Gruppe 183 and Waffen Grenadier Regiment der SS 29 [ELR: 3], set up on/north of hexgrain 49R0-49GG8 (see SSR6 and SSR7) {SAN: 3}:



Scenario design: Philippe Naud

SPECIAL RULES:

- EC are Moderate with no Wind at start. Place overlay X17 on 23O3-23N3. Place a wooden rubble counter in every full woods hex on board 23.
- The canal is a Shallow Stream. Every MMC [EXC: Fanatic/Berserk] seeking to enter a Stream Location [EXC: crest status] must first pass a 2TC. Only one check per MMC and per Location can be done by MPh/RtPh/APh/CCPh.
- Before Russian setup, the German player places two Burnt-Out Wreck counters on different non-Bridge Road hexes and then each player (German first) places one Blaze counter in a Building Ground Level Location on board 23.
- Road movement rate (B3.41) and Road movement bonus (B3.4) are NA.
- The Russian player secretly records before his on board setup the entry edge for his reinforcements

A15.1 only and may form Fire Groups with German non-SS MMC only if there is a Good Order SMC in every participating Location.

HISTORICAL RESULT: One of these escape attempts occurred on the 21st of July when a group from the SS headquarters of the 29th Regiment joined a mixed German detachment with a tank led by a cold-headed officer. The last obstacle was Khniaze, a town heavily disputed on the preceding days, with streetcars, vehicles and rubble in the streets, flames raging over some buildings and a stream full of animals and humans bodies in decay. Shouting "Slava!", their war cry, the Ukrainians stormed the town along with their German "comrades", showing no mercy. Many made it to the south, closer to freedom. The German officer lay dead in Khniaze, shot by a sniper.

FLYING THE FLAG OF POLAND



ASL SCENARIO FT104

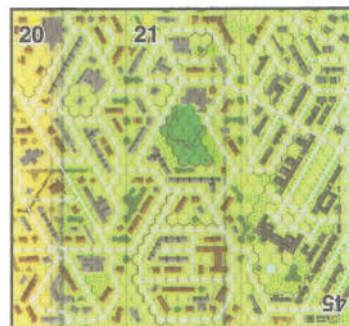


WOLA DISTRICT, WARSAW, POLAND, 8 August 1944: When Polish resistance fighters rose up to expel German occupation forces from Warsaw, Himmler appointed SS General Erich Von dem Bach Zelewski to take charge of the battle and end this bit of nasty business as quickly as possible. General Zelewski immediately ordered as many police and SS units into the cauldron as he could scrape together including the infamous "Dirlewanger" Brigade. On the 5th of August, the German troops manning the perimeter were astonished by the arrival of Dirlewangers undisciplined mob of criminals. These men arrived on the scene intent on looting, murder and rape but with no delusions of what failure meant if these bandit up starts were not dealt with in a most extreme manner: return back to the prisoner of war camps from which they were recruited and even death.

BOARD CONFIGURATION:

BALANCE:

- Replace the 8³-3-8 squads with 5²-4-8 squads in the German OB and delete SSR4.
- Remove one ART Gun and one 2-2-7 crew from the Polish OB.



VICTORY CONDITIONS: The Germans win if at Game End they have amassed more VP than the Poles (AK) and/or at the end of any Game Turn if they Control (A26.1) more Ground Level Locations in building 45J3 than the Poles. Each Ground Level Location in building 45J3 (a total of 9) is worth 1 VP; each Ground Level Location in any other Multi-hex stone building on board 21 (a total of 48) is worth 1 VP; the Control of ≥ 10 graveyard hexes is worth 6 VP.

TURN RECORD CHART

POLES (AK) Sets Up First	1	2	3	4	5	6	7	8	END
GERMAN Moves First									

Elements of Kierownictwo Dywersji KG Armii Krajowej (Polish Home Army's Kedyw elite unit) [ELR: 5], set up on board 45 and/or 21 as if the Germans were entering from off board (see SSR2 & SSR3) {SAN: 4}:



4 ¹ -4-7	3-4-7	10-2	8-1	8-0	7-0	6-12	4-10	2-7	3-8	30-1	8-3
8	10			2	2	2	2	2	2	2	



7 morale	2-2-7	76	15	6	4
16	2	2	2	6	4

Elements of SS Brigade "Dirlewanger" [ELR: 4], set up on board 20 in hexes numbered ≥ 5 (see SSR4) {SAN: 3}:



8 ³ -3-8	5 ² -4-8	4-4-7	9-2	9-1	8-1	8-0	7-0	5-12	3-8	30-1	24-1
4	4	12		2				2	4	4	2

Panzer Support:



13	13	13
75L	105	TF30
3		

Scenario design: Scott Holst

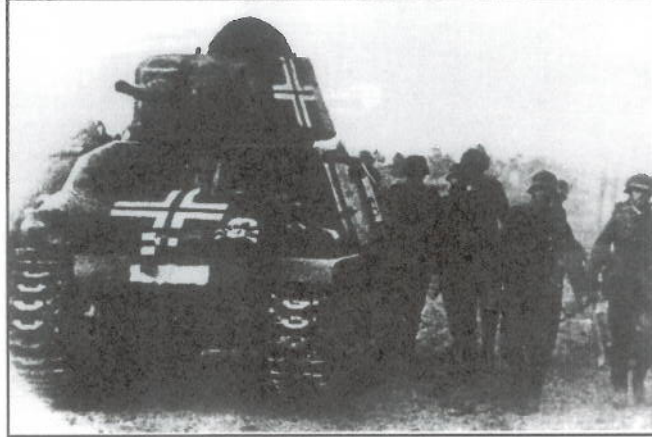
SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Polish (AK) units use Axis Minor counters but are treated as Allied Minors (A25.9) for all purposes. Captured Use penalties are NA for all equipment (i.e., Guns/AFV/SW including PIAT) in the Polish (AK) OB. Polish (AK) AFV have Inexperienced Crews (D3.45). All Polish (AK) Infantry units are Stealthy (A11.17) and have MOL capability (A22.6). The Polish player may use HIP for the PIAT until the possessing unit (secretly recorded during Polish setup) makes a TH DR with it. While HIP the PIAT cannot be Transferred (A4.431).
- Trenches and Emplaced Guns (G11.2) are allowed on Paved Road hexes.

HISTORICAL RESULT: After three days of heavy fighting, the Wehrmacht, SS and Police units finally cracked part of the AK defense. On the 8th of August it became apparent the AK defenses around the old town hall and the cemetery were the key to splitting the Poles line. The "Dirlewanger" Brigade with armor support fought the Poles for the possession of both the town hall and the cemetery. At one point in this intense battle, the German attackers were surprised to see themselves up against a couple of captured tanks (two Panthers flying the flag of Poland!). The heavy losses only made the AK Kedyw unit fight all the more intensely, but in reality they were fighting a losing battle. These elite soldiers fought in and around the cemetery, open squares and the town hall of Wola, holding on like grimdeath to as many tactical posi-

SMASHING INTO VLASOTINCE

ASL SCENARIO FT105



VLASOTINCE, YUGOSLAVIA, 6 October 1944: Bulgaria declared war on Germany during the late afternoon of 8 September 1944 and placed her armed forces at the disposal of Marshal F.I. Tolbukhin's 3rd Ukrainian Front. The Bulgarian 2nd Army was ordered to take positions along the Bulgarian-Serbian border, which was accomplished by nightfall on 28 September. As General K. Stanchev's 2nd Bulgarian Army began advancing from its assembly area southwest of Pirot towards the Leskovac-Niš area, the Germans rushed in the 7.SS-Gebirgs-Division "Prinz Eugen" and made it responsible for the defense of Niš from Zajecar in the north to Leskovac in the south. On 30 September, forward elements of the Bulgarian 2nd Army, along with partisan units, defeated a mixed force of Chetniks and Serbian frontier Guards and seized Vlasotince, 14 kilometers east-south-east of Leskovac.

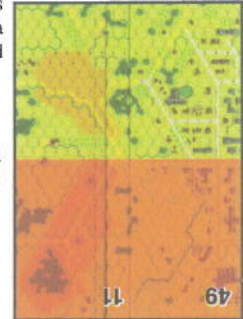
BOARD CONFIGURATION:

Only hexrows R-GG are playable.

BALANCE:

☒ Add a LMG to the Bulgarian Core Group.

☒ Add a 5²-4-8 and a 7-0 to the SS OB.



VICTORY CONDITIONS: The Germans win if at Game End there is no Good Order Bulgarian non-Crew MMC in building 49oW4.

TURN RECORD CHART

☒ BULGARIAN Sets Up First

☒ SS Moves First

1	2	3	4	5	6	7	END
---	---	---	---	---	---	---	-----

Elements of 2nd Bulgarian Army [ELR: 3], set up on board 49 and/or on board 11 in hexes numbered ≥ 5 {SAN: 4):



Core Group:



Choose *one* group (A, B or C):

Group A:



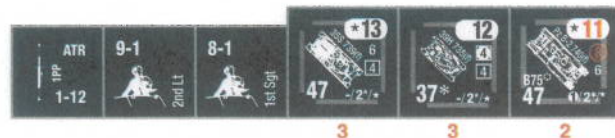
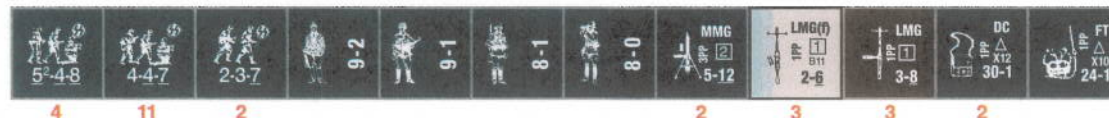
Group B:



Group C:



Elements of 7.SS-GebirgsDivision "Prinz Eugen" [ELR: 3], enter on Turn 1 along the west edge {SAN: 2):



Scenario design: Scott Holst

SPECIAL RULES:

- EC are Moderate with no Wind at start. Place overlay X19 on 49W4-X4. Kindling is NA.
- German 5²-4-8/2-3-8 are Assault Engineers (H1.22). Bulgarian 5'-3-7/2-2-7 are Assault Engineers (H1.22) with an underlined Morale Level.
- No Quarter (A20.3) is in effect for both sides and both sides may declare Hand-to-

HISTORICAL RESULT: During the first week of October, "Prinz Eugen" was able to muster enough manpower in Leskovac to launch a counterattack against Vlasotince. Supported by captured French armor, the SS smashed into the village. The fighting was vicious and confusing due to the Bulgarians still wearing and using German equipment. Strangely, while the SS were using French armor, the Bulgarians were using German panzers against their former ally. At the end of the day though, it

COUNTERATTACK ALONG THE DANUBE



ASL SCENARIO FT106



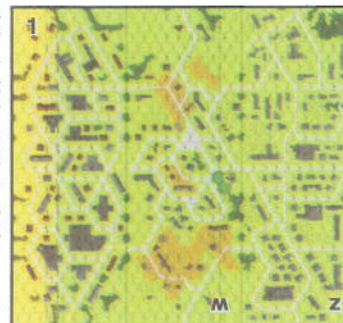
VICTORY CONDITIONS: The Russians win if at Game End there is no Good Order Axis MMC and no Axis AFV with functioning MA on Hill hexes on board w.

BALANCE:

Remove one M15/42 738(i) from the Axis OB.

Add a 6²-5-8 and a PSK to the SS OB.

BUDAPEST, HUNGARY, 24 December 1944: The first week of the siege was characterized by a series of uncoordinated violent Soviet attacks from several directions while the defenders contracted their lines in eastern Pest and stabilized the precarious situation in Buda. The earliest firefights swirled from house to house, hill to hill and boulevard to boulevard, as both sides sought to obtain the most advantageous position possible. Without enough forces to fully exploit their near coup de main in Budapest, the Soviets went to ground but not before securing vital positions on Schwabian Hill and at the Janos Hospital, within one and a half miles of the Royal Palace. The 8.SS-Kavalerie-Division "Florian Geyer" deployed its three regiments in a rough semicircle from an elevated railway embankment south of Gellert Hill to opposite Margit Island, a thousand yards long park in the middle of the Danube. The key terrain features of Eagle Hill, Farkasteri Cemetery, Schwabian Hill and Rose Hill down to the Danube were of strategic importance and could be turned into urban strongpoints once the Soviets were evicted from their recent gains.



BOARD CONFIGURATION:



TURN RECORD CHART

RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	END
AXIS Moves First									

Elements of 2nd Guard Mechanized Corps [ELR: 4], set up as indicated {SAN: 4}:

Set up ≤ 3 hexes from wX4:



3

Set up ≤ 3 hexes from wP7:



3

Set up ≤ 3 hexes from wH3:



3

Reinforcing elements of 2nd Guard Mechanized Corps, enter on Turn 2 along the east edge (see SSR3):



6

10

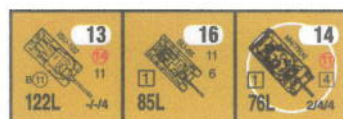
2

4

3

2

2



2

3

3

Scenario design: Scott Holst

Elements of 8.SS-Kavalerie-Division "Florian Geyer" and elements of Kompanie 3, Panzerjäger Abteilung [ELR: 3], enter on Turn 1 on/between 1Y10-1GG10 (see SSR4) {SAN: 3}:



9

2

2

2

2

2

3

2

Elements of University Students Assault Battalion [ELR: 2], enter on Turn 2 on/between 1A10-1K10:



4

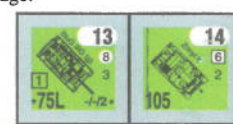
5

2

2

2

Elements of 6th Hungarian Assault Battalion, enter on Turn 3 along the west edge:



2

2

SPECIAL RULES:

- EC are Wet with no Wind at start. Place the following overlays: X25 on wO9-wP8; X16 on zR5-zS5. Overlay X25 is considered at Level 0. Building oX16 is a Factory (B23.74) and Rooftops (B23.8) are in effect for this building only. There is a Vehicular Entrance (O5.2) across the zS6-zT5 hexside and zQ6-zR6 hexside. Kindling is NA.
- Place a Trench counter in the following hexes on board w: Z8, Y8, V5, J8, J9, J9, J9. Trenches are considered "open" to all Axis units.

HISTORICAL RESULT: On the 24th of December, German troops counterattacked, supported by armor of the Pz.Jag.Abt equipped with outdated Italian M15/42, a few Hetzers and with the help of some Hungarian assault guns. During the seesaw struggle for the adjoining little Schwabian Hill, Hungarian assault guns in tandem with SS troopers retook the heights. Nearby, a group of university students fought viciously for the heights of Rose Hill. In one counterattack, several German Hummel 150mm self-propelled artillery pieces led the young students' charge. During this intense

RACE AT LONGCHAMPS

6H



ASL SCENARIO FT107



LONGCHAMPS, BELGIUM, 3 January 1945: The historic battle of Bastogne lasted from mid December 1944 to mid January 1945. American forces formed a perimeter completely around the town with an infantry line several miles outside the town proper. Elements of eight German divisions surrounded Bastogne for several weeks, trying unsuccessfully to capture it with attacks from various directions around the circle. January 3rd was one of the few times during the siege of Bastogne in which the Germans struck parts of the perimeter simultaneously. While elements of the 12. SS-Panzer-Division struck the northeast perimeter in the 501 PIR sector, the 19. SS-Panzer-Grenadier-Regiment of the 9. SS-Division was attacking the northwest perimeter, between Monville and Longchamps.

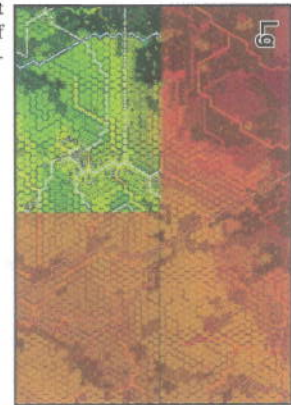
BOARD CONFIGURATION:

Only hexes numbered ≤ 29 on/between hexrows A-W on the "Lg" Map are playable (note the modified map orientation).

BALANCE:

- Add a 2-2-7 and a .50 HMG to the on-board US OB.
- Extend Game Length to 8½ Turns.

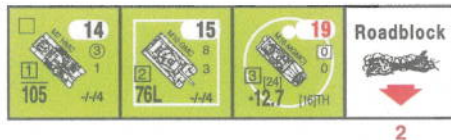
VICTORY CONDITIONS: The Germans win if at Game End there is no Good Order American MMC in buildings north of road network A24-E27-G23-J22-L24-M24-Q23-R23-S23-W25.



TURN RECORD CHART

● AMERICAN Sets Up First	1	2	3	4	5	6	7	8	END
■ SS Moves First									

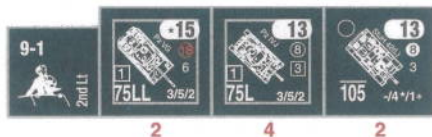
Elements of 2/502 Parachute Infantry Regiment [ELR: 5], set up south of the Gully as if the Germans were entering from offboard (see SSR2 & SSR4) {SAN: 4}:



Reinforcing elements of 2/502 PIR, enter on Turn 3 along the south edge:



Elements of SS Panzergrenadier Regiment 19 [ELR: 5], set up north of the Gully (see SSR2 & SSR3) {SAN: 3}:



Scenario design: Scott Holst

SPECIAL RULES:

- EC are Wet with no Wind at start. Ground Snow (E3.72) is in effect.
- Despite using the "Lg" Map, KGP SSR are *not* in effect. Pine Woods (P1.) and Barbed-Wire Fences (P3.) are in effect but Slopes (P2.) do not exist. Treat the stream as a gully. Building F2 does not exist.
- German 8-3-8/3-3-8 are Assault Engineers (H1.22). German AFV may set up in Motion. German Pz IVJ and StuH 42(L) have Schuerzen (D11.2).
- The American player may use HIP for ≤ 1 squad-equivalent (and any SMC/SW

HISTORICAL RESULT: On the evening of 2 January, a runner from the 9. SS-Division was captured near Longchamps with a case full of attack plans for 3 January in his possession. American artillery was concentrated on the staging area for the attack and caused considerable disruption. This was fortunate because even with that the 9. SS-Division launched a powerful tank and infantry attack against the 2/502 PIR, with approximately 28 tanks and one infantry battalion. German tanks pierced parts of the paratroopers line while some parts of the line held and repulsed the enemy with heavy casualties. Some paratroopers even set out to destroy stray SS armor. The

THE DAMNED DIE HARD

12H



ASL SCENARIO FT108



VIENNA, AUSTRIA, 11 April 1945: Driven back south of Komom during the third week of March, the "Das Reich" Panzer Division struggled to establish a new defensive line in Austria. On the 28th, the Division had five Pz IV, two Panthers, five SP guns, two or three Tigers and few heavy antitank guns, all barely in combat fit condition as the SS retreated northwest towards Vienna. On the heels of the "Das Reich" was Tolbukhin's 9th Guard Mechanized Corps with orders to seize the bridges across the Danube canal and crush the German bridgehead within the Parkland of the Prater which is a part of the inner city of Vienna. For the SS, the bridges across the Danube needed to be held open as an escape route for the retreating 4th Panzer Division as well as refugees. The "Das Reich" held an extensive perimeter which ran from where the Danau canal joined the river at the Nordbruecke and extended to the Praterstrasse in the Parkland of the Prater. By April 9th, the depleted but still determined grenadiers regiments, each reduced now to approximately battalion strength respectfully, fortified the houses and dug trenches in the sports arenas and open ground which lay in their sectors.

BOARD CONFIGURATION:



BALANCE: SS suffer Ammunition Shortage (A19.131). Add a Pz VG in the German reinforcements.

VICTORY CONDITIONS: Before German setup, the Russian player secretly selects one of the following Victory Conditions:

1. The Russians win if at Game End they have amassed ≥ 58 VP (counted as EVP) on board 23 in hexes numbered ≤ 7 ;
2. The Russians win if at Game End they Control ≥ 31 Ground Level building Locations among the following buildings: 51U3, 51N1, 51C2, 20Z3, 20U2, 20H3, 20C7, 23E4, 23CC8, 23Y7.

TURN RECORD CHART

SS Sets Up First	1	2	3	4	5	6	7	8	9	END
RUSSIAN Moves First										

Elements of 2.SS-Panzer-Division "Das Reich" [ELR: 5], set up north of the road 51A6-B5-C6-D6-I5-J4-K5-M6-N6-R6-S6-T6-U6-Y3-Z2-AA3-BB3-EE5-FF5-GG6 and south of the canal on board 23 {SAN: 4}:

6 ² -5-8	5 ² -4-8	4-4-7	2-3-7	10-2	9-1	8-1	8-0	HMG 7-16	MMG 5-12	LMG 3-8	PSK 12-4
10	7	5	2 (SSR3)				2	2	5	3	

DC 30-1	2-2-8	7 morale	15 75LL 3/5/2	12 88LL 3/5	13 75LL 3/5/2	11 75LL 1/-	AT 88LL	Roadblock	Trench
3	12		2	2			3	5	

Reinforcing elements of Panzer-Kompanie 2, enter on Turn 3 along the north edge:

8 ³ -3-8	8-1	LMG 3-8	PSK 12-4	9-1	11 88LL 3/5/2	15 75LL 3/5/2
4	2				2	2

Elements of Tolbukhin's 9th Guard Mechanized Corps [ELR: 3], enter on Turn 1 along the south edge {SAN: 5}:

 6-2-8	 4-5-8	 5-2-7	 4-4-7	 10-2	 9-1	 8-1	 8-0	 7-0	 HMG 50 cal 8-16	 HMG 6-12	 MMG 4-10
8	10	10	10			2	2				3

 ATR 1-12	 LMG 2-6	 DC 30-1	 FT 24-1	 Radio 6/7/8	 9-1 2nd Lt	 13 122L 1/16/14	 16 85L 3/4	 13 152 1/14	 14 76L 2/4/4	 17 76L 1/4
2	6	4	2			3	6	2	4	

Scenario design: Scott Holst

SPECIAL RULES:

1. EC are Moderate with no Wind at start. Place overlay Wd3 on 23W7-23W8. Kin-dling is NA.
2. The bridge in 23P7 does not exist. All other bridges cannot be destroyed (i.e., B6.33 is NA). The following buildings are Factories (B23.74): 51C2, 51U3, 20C7, 23Y7. There is a Vehicular Entrance (O5.2) across the 20C5-20C6 hexside and 23Z5-23Y6 hexside.
3. The SS player may use HIP for the two 2-3-7 HS and any PSK possessed by them. The SS player may fortify ≤ 10 building Locations (Tunnels are NA).

HISTORICAL RESULT: On April 11th, the "Das Reich" was assaulted by the 5th Guard Tank Corps from the northwest and the 9th Guard Mechanized Corps from the south. Both Russian and German armors tangled in the twisted streets of Vienna with many Russian tanks in flames but at a heavy cost to the SS in terms of irreplaceable armor. The Grenadier Regiments "Deutschland" and "Der Führer", side by side, battled for every house and every room but were slowly being pushed back towards the canal. By evening, even with their bridgehead shrinking, they had held the Red Army in check, nowhere were the Russians able to cross the Danube but the heavy

FLYING THE FLAG OF POLAND



Victory Condition: The SS wins at game end by having more VP's than the AK. 1 VP is earned for each ground level Multi-hex stone building controlled by the SS on board 21 (There are 14 VP's in multi-hex stone buildings on board 21) and 6 VP if the SS control the majority of the graveyard hexes (Rowhouses are considered multi-hex buildings for VP Purposes). The SS win at the end of any game turn in which they have control of more building ground level locations in 45J3 than the AK otherwise each ground level location of building 45J3 is worth 1 VP and is added to the SS or AK VP total. The AK control's all buildings and graveyard hexes at game start.

Wola district, Warsaw, Poland 8 August 1944: When Polish resistance fighters rose up to expel German occupation forces from Warsaw, Himmler Appointed SS General Erich Von dem Bach Zelewski to take charge of the battle and end this bit of nasty business as quickly as possible. General Erich von dem Bach Zelewski immediately ordered as many police and SS units into the cauldron as he could scrape together including the infamous Dirlwanger Brigade. On the 5th of August, the German Troops manning the Perimeter were astonished by the arrival of Dirlwangers undisciplined mob of criminals. These men arrived on the scene intent on looting, murder and rape but with no delusions of what failure meant if these insurgent up starts were not dealt with in a most extreme manner: return back to the prisoner of war camps from which they were recruited and even death.

BOARD CONFIGURATION:

BALANCE:

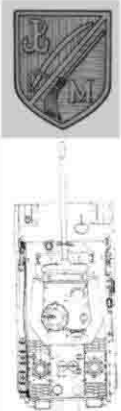
20	21	
		45



TURN RECORD CHART

Polish Home Army Sets-up First	1	2	3	4	5	6	7	8	END
Germans Move First									

Elements of the Polish Home Army(AK) [ELR: 5] set-up anywhere on boards 45 and/ or 21: (SAN 4)



4-4-7	3-4-7	10-2	8-1	8-0	7-0	LMG 1 2-7	MMG 2 4-10	HMG 3 6-12	LMG(g) 1 3-8	PIAT 1 8-3
8	10					2	2	2	2	2
DC 30-1	? 7 morale	2-2-7	ART M9 76	75LL 3/5/2	Trench DVR, OBA: +4 Other: +2	Roadblock				
2	16	2	2	2	6	4				

Elements of SS-Sonderbrigade Dirlwanger [ELR: 4] set-up on board 20 with a hex coordinate of ≥ 5 (SAN 3)



8-3-8	5-4-8	4-4-7	8-2	6-1	8-1	8-0	7-0	MMG 2 5-12	LMG 1 3-8	DC 30-1	FT 24-1
4	4	12			2			2	4	4	2
TF30 2/2	105 -/-/2*	75L -/-/2*									
			3								

SPECIAL SCENARIO RULES:

1. EC are moderate with no wind at start.
2. The AK use Hungarian Axis Minor counters to represent the AK and they are treated as Allied Minors for all purposes including being Stealthy. Captured Use penalties are N/A for ALL equipment used by the AK including the two Panther tanks. Panthers have inexperienced Crews. The Poles Get one PIAT which they can be hidden from view until used. Record which squad they are with before game start.
3. All AK MMC/HS have Mol Capability including the following special Rule: Even if an AFV survives a MOL attack, the Crew must still take a Bailing out task check to reflect the possibility of the AFV's ventilation system being compromised by the MOL attack.
4. The 838's/ HS are Assault engineers. All Units of the Dirlwanger Brigade have an underlined Moral. The Armor support is NOT SS.
5. No Quarter (A20.3) is in effect for both sides.

Aftermath: After three days of heavy fighting, Wehrmacht, SS Police units finally cracked part of the AK (Polish Home Army) Defence. On the 8th of August it became apparent that the AK defenses around the Old Town Hall and the Cemetery were the keys to splitting the Polish line in half. Tasked with the mission of cracking the AK's Defense in the Wola District was the Dirlwanger Brigade with Armor Support from the Army. As the battle around both the Cemetery and The Old Town Hall intensified, the attackers were momentarily surprised by the appearance of two Panther tanks both flying the Polish flag, unfortunately for the inexperienced crews and even though they did up a spirited fight, were destroyed by the more experienced German tankers. By days end the Pole's still held the upper hand and managed to throw back their attacker but at a heavy cost. It would not be until the 11th of August that resistance in the Wola District would finally crumble.

HAJRA!



Victory Conditions: The Axis Wins at game end by having more VP's (calculated as EVP's) east of the Rail Line then the Russians. The Russians gain 1.5 EVP's on overlay Hi8 for any GO MMC, SMC and manned guns by GO Russian Crews. Prisoner Are N/A.

TURN RECORD CHART

16 miles north of Nikolayev, USSR, 16 August 1941: During the battles of the "Uman Pocket", the 1st SS IAH Division bore the brunt of the heavy fighting against the Russians. Pushing forward to close the gap in the Uman pocket, the German assault quickly bogged down in front of a strong Russian defensive position. Dug in along a railroad embankment, the Russians threw back four successive attacks by the SS. Help arrived in the form of one battery of Hungarian artillery, a unit of Hungarian Cavalry and a squadron of Armored cars. The squadrons of horse soldiers calmly moved up to the line with sabers drawn, the Hussars then began their trot forwards. With a sharp cry of 'Hajra!' they broke into a full gallop and charged the Russian lines.

BOARD CONFIGURATION:**BALANCE:**

- ★ Add an ATR to the Russian OB.



	RR7	16
X15 4	RR1	Hi 8
33	RR8	

[illegible]

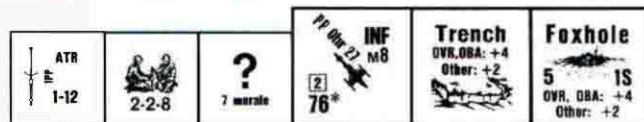
Elements of the 1st Motorized Brigade [ELR: 3] set up on/ east of board 33 Hexrow O board 4 hexrow O and Board 16 hexrow S:{SAN:4}



8

6

6



2

6

6

Reinforcing elements of the 1st Motorized Brigade Armored Car detachment Enter on turn 3 along the east edge:



Elements of the 1st SS Division "Leibstandarte"
[ELR: 5] set up with in 4 hexes of 4G5{SAN:3}



6

2

Notes:

1

Elements of the 4th Hussar Armored Car Squadron enter on Turn 2 along the west edge:



Elements of the 4th Hussar Regiment "Count Hadik Andras" [ELR: 4] enter on Turn 1 along the West edge, with all personnel as riders:



14

14

SSRs:

1. EC are Dry with no wind at start Kindling is NA.
2. Place overlays as follows: RR8 on 33W4-W3, RR1 on 4W4-W3, RR7 16K4-K5, Hil8 4BB5-BB6. All RR's Are connected and treated as EmRR's (B32, B32.12). There are no Level two and three hills on Hil8 but all other terrain exists. Place overlay X15 on 4B7-B6.
3. All Hungarian Axis 447's (Not Axis SMC's) are fanatic and have an underlined More level Hungarian and German SS units may not form mixed nationality Fire Groups. The SS Are Tied on Axis Turn One only

4. The Axis receives one module of 100mm OBA of HE and Smoke with plentiful Ammo. The OBA is Axis not German. The First Draw is Automatically a Black card and is removed from the Axis OBA Deck.

AFTERMATH: The heavy weapons of both the SS and the Hungarians opened up in a crescendo of fire to help cover the Hungarians gallant charge. The Hungarians galloped towards the Russian lines as if it was a scene out of "Charge of the Light Brigade" from a bygone age. Then the Squadron of Hungarian Armored Cars joined the charge, adding their fire power to the weight of the Hungarians attack. Perhaps it was the terror of the thundering hooves and the sabers glistening in the sunlight that broke the will to resist. The Hungarians leaped over the mine embankment and swooped down into the retreating ranks of Russians for the kill. A swirling melee of bayonet and saber crescendoed at the Russian lines. When the dust finally did settle, what was left of the Russian defenders were in full retreat. The day had been won, not by modern weapons of war, but with the dash and élan of battles from a bygone time.

THE DAMNED DIE HARD



Victory Conditions: Prior to German set-up, the Russian player must pick a VC:

1. The Russians win at game end by having ≥ 58 Exit VP's north of hexrow 7 on board 23.
2. The Russians win at game end if they control more ground level locations of the following buildings: 51U3, 51N1, 51D1, 20Z3, 20T2, 20H3, 20C7, 23E4, 23CC8 and 23Y7. There are 61 ground level locations total.

TURN RECORD CHART

★ RUSSIAN Moves First	1	2	3	4	5	6	7	8	9	END
✚ GERMAN Sets Up First										

BALANCE:

- ★ Germans Suffer Ammo Shortage
- ✚ Change Russian EVPs from 58 to 64



23
20
51

Element of Tolbukhin's 9th Guards Mechanized Corps [ELR 3] enter on Turn 1 along the south edge of board 51: (SAN 3)

6-2-8	4-5-8	4-4-7	5-2-7	10-2	8-1	8-1	8-0	7-0	8-15	6-12	4-10	2-6
8	10	10	10		2	2					3	6
6-7/8	24-1	30-1	9-1	122L 1/4"	85L 2/4"	76L 2/4/4"	152 1/4"	76L 1/4"				
2	4			3	6	4	2					

Elements of the Das Reich Panzer Division [ELR 5] Set-up North of the Road running from 51GG6-Z2-Y3-Y4-T6-S8-P7-J4-I5-H5-D6- B5-A6 and South of the Canal on board 23: (SAN 4)

6-5-8	5-4-8	4-4-7	2-3-7	10-2	8-1	8-1	8-0	7-15	5-12	3-8	12-4	30-1
10	7	5	2					2	2	5	3	3
2-2-8	7 mortar	75LL 3/5/2	88L 3/5/2	75LL 1/4"	75L 3/5	88L 1/4"	5	Roadblock	Trench			
12		2	2			3		4				

Reinforcing elements of Number 2 Panzer Co.

Enter along the north edge on turn 3.

8-3-8	8-1	12-4	9-1	88L 3/5/2	75LL 3/5/2
4	2			2	2

SPECIAL RULES:

1. EC's are moderate with no wind at start. Kindling is N/A. All Orchards are Shellhole hexes. The following buildings are Factories (B23.74): 51C2, 51U3, 20C7 and 23Y7. Vehicular sized entrance (O5.2) are in effect for any factories with roads leading into the following factories: 51C2, 51U3, 20C7 and 23Y7 (B23.742 and see also O.4-4C).
2. All Bridges are two lane stone bridges (B6.1). The Canal is Flooded (B20.44) and may not be forded. Bridge 23P7 does not exist. Purposeful Bridge Destruction is N/A.
3. The Germans may use HIP for the two Order of Battle given 237 Half Squads. Note: If the PSK's are given to the OB given 237 Half Squads, then those 237's are fanatic until the PSK's malfunction. This SSR applies only to the Order of Battle given 237 Half Squads.
4. German and Russian vehicle/Infantry crews may not control building locations.
5. The Germans may fortify 10 Building locations. Tunnel's are N/A.
6. Both Russian 628/328 and German 838/338 are Assault Engineers (H1.22)

7. The Russians receive one module of 150mm OBA(C1.1) (HE and Smoke) with Plentiful Ammunition(C1.211).

Aftermath: On April 11th, the Das Reich was assaulted by the 5th Guards Tank Corps from the NW and the 9th Gds Mechanized Corps from the south. Both Russian and German Armor targeted in the twisted streets of Vienna with many Russian tanks in flames but at a heavy cost to the SS in terms of irreplaceable armor. The Grenadier Regiments of Deutschland and Der Führer, Side by side, then battled the for every house and every room but were slowly being pushed back towards the Canal, still, by evening, even with their Bridgehead shrinking, they had held the Red Army in check, no where were the Russians able to cross the Danube but the heavy Russian Sniper activity, as well as intense mortar bombardments and crashing artillery barrages, brought casualties which in turn thinned the SS battle line and placed a heavier burden on the survivors for the next Russian onslaught.....

The Doomed Tiraileurs Sénégalais

L'Arbresle near Lyon, France 19 June 1940: With the almost near collapse of the French army, it fell to individual units and their commanders to either fight or run. On one particular situation, French Sénégalais units led by their officers fought a vicious rear guard action against elements of the 3rd SS Totenkopf Division's 3rd SS Motorized Reconnaissance Detachment at the little village of L'Arbresle. This action proved to be the sharpest fighting the SS had encountered since the end of the campaign in Flanders. And once again, the Totenkopf was up against a determined defender which consisted of France's Colonial Sénégalais troops supported by anti-tank guns and mortars. It would be another day of rooting out determined yet doomed French soldiers for the SS.

BALANCE:



Board Configuration:

PB board orientation: Ignore the on board arrow. Place a North Arrow counter in Hex RR25 with the North arrow facing RR25. All hexes North of the canal are in Play.

Victory Conditions: The Germans win at Game end by controlling ≥ 24 buildings (Stone and/or wooden) within the French set-up Area.

TURN RECORD CHART

French Set-up First										
Germans Move First										
	1	2	3	4	5	6	7	END		



3rd SS Totenkopf Division's 3rd SS Motorized Reconnaissance Detachment [ELR3] enter along the east edge (Hexrow TT being the east edge) (SAN3)

4-6-8	4-4-7	2-4-8	8-1	8-0	7-0	5-12	3-8	28 25LL -/4
6	4	2				3	4	

See Attached
Vehical Note 1



Elements of the 25^e Régiment de Tirailleurs Sénégalais [ELR3] set-up on/ west of Hexrow LL (SAN4)

4-5-8	4-5-7	2-3-7	8-1	8-0	7-0	2-6	4-11	6-12	3-42	37*	60	2-2-8	25LL (48)
2	6					2						2	





















Reinforcing elements of the 25^e Régiment de Tirailleurs Sénégalais enter on turn 2 along the east edge:

4-5-7	2-6	8-1
2		












Special Scenario Rules

- EC are moderate with no wind at start. Place overlays as follows: OG5 on LL2/ MM2, O2 on OO3/ OO4, Wd 2 on RR9/RR8, Wd 1 on PP15. The edges of the overlays cover their respective hedge hexsides.
- Irrigation Ditches (PB1.1), Partial Orchards (PB2.1) and Barbed Wire Fences (PB7.1) are in play. Slopes are N/A.
- Due to fatigue and exhaustion, the SS have a lower then normal ELR. SS Squads and Half-Squads have an under-lined Moral.
- Treat Sénégalais Infantry units as Gurka's (A25.43). Exception: Even Though the Sénégalais units are treated as Gurka's, please note the following exceptions: All Sénégalais units are still subject to Covering. Commando designation (H1.24) is N/A. No Quarter in effect for both Sides (A20.3)
- Crews may not voluntarily abandon their vehicles.

Aftermath: With almost fanatical resistance, the 25^e Régiment de Tirailleurs Sénégalais made the SS pay dearly for each building and grove they took. This was also a savage action just because the SS encountered for the first time just how deadly the Sénégalais were in close combat with their foot long razor sharp knives- a tactic the SS found fittingly primitive but lethal. As the SS tried to root out the Sénégalais, A platoon of Sénégalais troops arrived to help reinforce the embattled defenders. Close quarter fighting took it's toll on the SS and thier accompanying Armored Car support but with sheer determination, the Totenkopf was able to force the Sénégalais rearguard to fall back. It should be noted that when clearing out this rear guard position, the SS refused to take prisoners and shot 30 Sénégalais prisoners before moving on.

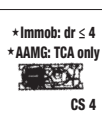
 Soldat Peuge 10-3	 Démol. Woods 10-3	 Shérif Meyer 10-2	 Saboteur Krus 10-2	 Hélic. Dor 9-2	 Hélic. Dor 9-2	 Hélic. Grégoire 9-1	 Démol. Shérif 9-1	 Démol. Baska 9-1	 Démol. Woods 8-1
 Hélic. Peuge 8-1	 Démol. Loner 8-1	 Démol. Farnach 8-0	 Démol. Loner 8-0	 Démol. Schermit 8-0	 Démol. Baska 7-0	 Démol. Peuge 7-0	 Démol. Grégoire 7-0	 Démol. Baska 6+1	 Démol. Peuge 6+1

 Eclairage 1-4-9	 Démol. Loner 1-4-9	 Démol. Meyer 1-4-9	 TCA BU	 TCA BU	 TCA BU	 TCA BU	 TCA BU	 TCA BU	 TCA BU
 A PP 0PP	 B PP 0PP	 C PP 0PP	 TCA BU	 TCA BU	 TCA BU	 TCA BU	 TCA BU	 TCA BU	 TCA BU

 A 11 47 -1/2	 B 11 47 -1/2	 A 13 47 -1/2	 B 13 47 -1/2	 C 13 47 -1/2	 A 12 37* -1/2	 B 12 37* -1/2	 C 12 37* -1/2
 A 16 20L 12	 B 16 20L 12	 A 13 47L 4 1/2	 B 13 47L 4 1/2	 C 13 47L 4 1/2	 A 8 37* -1/2	 B 8 37* -1/2	 C 8 37* -1/2

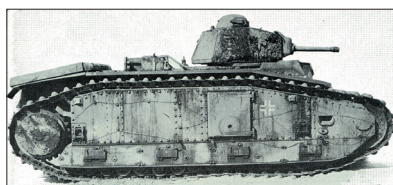
 A 28 25LL -1/4	 B 28 25LL -1/4	 A 11 47 -1/2	 B 11 47 -1/2	 C 11 47 -1/2	 A 33 8PP	 A 13 75 -1/4	 B 13 75 -1/4
 C 28 25LL -1/4	 D 28 25LL -1/4	 A 17 76L 2 1/4	 B 17 76L 2 1/4	 C 17 76L 2 1/4	 D 17 76L 2 1/4	 A 13 75 -1/4	 B 13 75 -1/4

 A 11 47 -1/2	 A 12 37* -1/2	 B 12 37* -1/2	 C 12 37* -1/2				
 B 11 47 -1/2	 A 11 47 1/2	 B 11 47 1/2	 C 11 47 1/2				



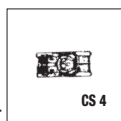
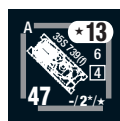
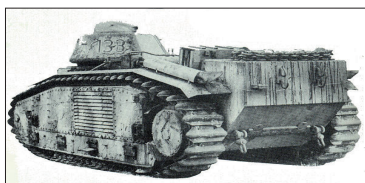
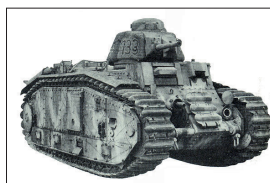
PzKpfw. B2 740 (f)

The char B1-bis was the most powerful tank in the French Army in 1940, some 365 having been built before the collapse in June. Perhaps as many as 160 tanks were re-used by the Germans. Because of their one-man turret and overall performance, they were mostly used by second line units or in refitting some divisions. Sixteen of these tanks were modified as SP artillery pieces with 105mm howitzer but, apparently these saw no action. Quite a few unmodified versions saw action in units serving outside France, including the Panzer-Abteilung (Flamm) 102 in Russia with 30 B2s - 6-7/1941, Pz.Kompanie z.b.V.12 in Yugoslavia with 16 B2s - 8-12/1943 - and Pz.-Kp. der SS Division « Prinz Eugen » in Yugoslavia with 17 B2s - 7/1942 to 8/1943. Most of the above B2s were in fact Flammpanzer - see below. The Pz.Abt..213 in the Jersey and Guernsey Islands had no less than 36 B2s including 10 with FTs between March 1942 and May 1945, but saw no action at all.



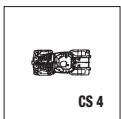
PzKpfw. B2 (Flamm) 740 (f)

In March 1941, Hitler personally ordered the conversion of some B2s to flamethrower tanks. The tanks had the hull 75mm gun and machine gun removed to accommodate a FT. This was the same compressed nitrogen system as found on the PzKpfw II (Fl) - see German Vehicle Note 4. The success of the first version gave way to a new improved version with 60 vehicles being transformed, the last one in May 1943. The FT could, theoretically, spurt 200 bursts to a range of 45 meters. Both versions use the same counter for game purposes. The Pz.Kpfw.B2 (Flamm) provided an AFV which still sported a main gun and a MG along with the FT. Pz.Kpfw.B2 (Flamm) were in fact the most numerous type of B2 tank used outside France. All the above mentioned units were mostly outfitted with B2 (Flamm) i.e. 24 B2s (Flamm) for six 75 mm gun-armed models in Pz.Abt. (Flamm) 102. Another unit which deserves attention was Pz.Kp.C (ND) 224 - ND stands for Nederland/Netherlands. In April 1944, it fielded one S-35 and 17 B2s, with no less than 14 B2 (Flamm). It fought against the British 1st Airborne Division in Oosterbeek in September 1944 and still fielded one S-35 and six operational B2s by the end of that year.



PzKpfw. 35-S 739 (f)

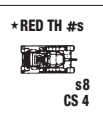
At least 140 Somua S-35 were re-used by the Germans. Some were assigned to first-line panzer divisions pending the arrival of German made tanks, while others were transformed into driver training vehicles, without turret or superstructure, "Fahrschule-fahrzeug" as were some B2s. Many were issued to second-line units for occupation duties such as the Pz.Abt.206 which was in the Cherbourg peninsula on D-Day with its 10 Somua, 16 Hotchkiss and 4 B2s. But many Pz.Kpfw.35 S saw action outside France along with H-39 tanks. These mostly served with the Pz.Abt.211 in Northern Finland/Russia and Pz.Abt.202 in Yugoslavia. The latter unit despite exchanging its French tanks for Italian M15/42s in February 1944 still fielded 6 Pz.Kpfw.35 S and 4 Hotchkiss in July of 1944. Other Pz.Kpfw.35 S served in pairs as the mobile elements deployed from armored trains but, by 1943, most were replaced by the nimble Pz.38 (t). See also the German Chapter H note 9.3.



Panzerspähwagen Panhard 178-P (f)

If French tanks suffered from the severe limitation in the form of the as the one-man turret, the famous P-178 was a design well able to compete against any other armored car. They were used as early as the 1940 campaign itself in the hours following their capture; such was the case with the "Totenkopf" SS-Division. Some two to three hundred served with the German forces, including first-line units (of course once outfitted with German radios!). In June 1941, Panzer-Aufklärung-Abteilungen 37 and 92, the armored reconnaissance groups of the 7.Panzerdivision and 20.Panzerdivision, entered Russia entirely outfitted with P 204(f) - one source gives no less than 64 and 54 vehicles respectively. Following the failure of « Barbarossa », these units were issued with German vehicles on a far modest scale ... From that time on, P 204(f) served only as second-line vehicle, some as a Panzer-draisine, patrolling railway lines with wheels adapted to drive on rails. But most were issued to Polizei-Panzer-Kompanien of the Order Police, in three vehicles platoons. Four companies - 7th to 10th - arrived in Russia between March 1943 and April 1944, each outfitted with 6 P 204 (f) and a 5-vehicle platoon of tanks. The 11.Kompanie fought in Croatia from December 1943 onwards with 6 P 204(f) and 5 H-39 tanks - with the 37* gun. A few P 204(f) were used in

France against the Maquis with some unusual armament, including a few with a fixed 50mm short barrel gun, one with a turreted 47mm gun and one with a fixed PaK 38.



PzKpfw. M 15/42 738 (i)

The most common Italian "Medium Tank" seized and employed by the Germans following the September 1943 armistice was the M15/42 renamed "Panzerkampfwagen M42 738(i)" or "M42" for short. One hundred and fifty-two were used by the Germans. The M42s saw extensive service from late 1943 to May 1945 in the Balkans and on the Eastern Front. But it was always criticized for its thin armor and lack of reliability. In Yugoslavia it was used by Panzer-Abteilung 202 and Panzer-Abteilung-z.b.V. 12 both of which exchanged their French tanks for M42s. Pz.Abt.202 received 67 M42s in February 1944 and used them until the end of the war, by 1 April 1945, 19 were still operational along with 8 Hetzers TDs. Pz.Abt.z.b.V. 12 (z.b.V. stands for special purpose) received 43 in March 1944 and used them until the end of the year when it turned over its last M42s to other units as it departed for Germany. Polizei-Panzer-Kompanie 12 had five M42s and nine 75/18 M42 SP-guns in Budapest from late October 1944. Eight M42s served with the Maria Theresa SS division – see Note 28. SS-Panzer-Kompanie 105, fighting in the area of Frankfurt am Oder in April 1945, also had 15 M42s.



T-34 M 41 747 (r)

From their first encounter with the T-34, the Germans were really impressed by this tank. During the earliest phases of Barbarossa they had no tank to compete with it. Therefore, the re-use of captured T-34 M41s and M43s – no information has emerged about the use of T-34 M40 – was eagerly sought after, however many difficulties were encountered, especially due to the lack of spare parts. Many German units used T-34s, even on a very modest scale, for example Panzer-Regiment 3 of the 2.Panzerdivision in the spring of 1942, fielded a lone T-34. In

1942 and 1943, there is evidence of the use of T-34s by no less than six panzer divisions, and probably more. In fact many units used T-34s until the war's end. The followings are just some of the most commonly known examples. At least two Panzer-Kompanien were raised with at least one platoon of T-34s for rear-area security purpose. The 1.Ski-Jäger-Division formed in late 1943 had a reinforced company of 22 T-34s – with M41 and M43 models in evidence. In March 1944, the 5.Polizei-Pz.Kp. fielded ten T-34s in two platoons along with other armor and fought in Russia, Northern Italy and Yugoslavia. The most famous use of T-34 in German service was with the Panzerjäger-Abteilung of the SS-Division Das Reich during the Zitadelle operation. This unit mostly fielded T-34s, with 16 operational on 1 July 1943, but that number sunk to six by 1 August! The "ace" of the division, Emil Seibold, used his T-34 to good effect, claiming 25 kills at Kursk.



PzKpfw 35 R 731 (i)

The most common French tank in German service was the R-35. This AFV was also overall the most common "Beutepanzer" – captured AFV in German service during WW2, with more than 800 vehicles fielded. However, it was often times converted to a tractor or TD – see Note 44 – or had its turrets used in pill-boxes. Nevertheless, many saw service as proper tanks but only in rear-area security or second-line units. In Yugoslavia, Pz.Kp. z.b.V. 12, which, in April 1944, became the Pz.Abt.z.b.V.12 mentioned above, used Pz.Kpfw. 35R at least in 1943. Some ex-Yugoslavian army Pz.Kpfw. 35R were also used from late Spring 1941 on in independent platoons. Many Polizei-Panzer-Kompanien fielded one 5-vehicle platoon including the 2nd and 3rd in the Middle Don region in December 1942 during the "Little Saturn" Soviet offensive as well as in the Balkans. Most Pz.Kpfw. 3 R however remained in France. While Pz.Abt.206 had none on their TO/E, Pz.-Abt.100, primarily a training unit, had up to 14 Pz.Kpfw. 35R when it entered combat on the 6 June 1944 against US airborne troops.

