

RALLY POINT

Volume 4

October 2009

RUINS OF THE REICH



SPECIAL STUDY: MAY 1945

Featuring 10 New Scenarios by Mark Pitcavage

THE LINE OF DEPARTURE

WORDS FROM THE DESIGNER

The *Ruins of the Reich* pack you are holding in your hands was an outgrowth of a long time interest in mine—the chaos and confusion that surrounds the final days of fighting of a military campaign or conflict. World War II in Europe, where bloody, desperate fighting continued to the very end, offers an excellent example of just these sorts of chaotic circumstances. When I would buy a divisional history of a unit that fought in the ETO, I would invariably find myself flipping towards the back of the book, looking for the last actions in which that unit took part.

Eventually a light bulb clicked on and I decided to make a virtue out of fixation and design a pack of ASL scenarios whose common theme would be that they would all be set in the last few days of WWII in Europe. Thus every scenario that appears in *Ruins* is set in May 1945, the last “week” of the war (in Central Europe and the Balkans, fighting did continue past VE-Day). During this period, German forces were typically fighting through sheer instinct and intransigence, or merely in order to escape to the West, rather than out of any hope of victory. Every weapon came out of the cupboard, too, including a myriad of captured, obsolete, or otherwise previously unused guns and vehicles.

To provide a bit of context for these scenarios, I should note that during this last period of the war, the British and Commonwealth forces had reached their “stop lines” and were essentially out of active combat by May 1945, as were the American 1st and 9th Armies. The southern American Armies, as well as the French, raced to the east and southeast through the Alps, entering western Austria and parts of Czechoslovakia. On the Italian Front, combat was essentially over, except in the vicinity of Trieste, on the border of Italy and Yugoslavia, where Western Allied, Yugoslav and Italian Partisans (of several stripes), and a motley collection of German, Italian Fascist, Croatian, and Axis puppet troops all contended. In the Balkans, the Yugoslav partisans under Tito were pushing the last Axis (and Chetnik) troops out of their country. In Czechoslovakia, communist and non-Communist partisans staged a last minute uprising in Prague and vicinity, while Soviet tanks sped westwards to complete that country’s “liberation.” To the north, the mighty Soviet war machine was engaged against the German remnants fighting to the end in Austria and Germany itself.

It’s my hope that purchasers of this pack will find the situations as interesting as I myself did. Some may complain about the presence of a few “rainbow” OBs (i.e., orders of battle containing counters from a variety of nationalities), but this simply reflects the polyglot nature of some of the forces that fought at this time. Others might complain about the SSRs, which are not extensive, but certainly are greater in number than the average Schwerpunkt scenario. To which I can only reply *mea culpa, mea maxima culpa*.

Mark Pitcavage

RPT31 Able Was I Ere I Saw Elba As A Three Player Scenario

This scenario was designed from the outset to be played by three players (though it works as a two player scenario equally well). There are two ways to play RPT31 with three players:

1. **Cooperative:** Two Yugoslav players jointly win or lose against one German player.
 - a. Before setup, Yugoslav players divvy up the Yugoslav OB, each player choosing one counter at a time until all are chosen. In lieu of a final pick, the Yugoslav player choosing second chooses one of the two entry areas from which to enter his forces. The other player will enter from the other entry area.
 - b. One time per scenario per player, a Yugoslav player may choose to “give” control over some of his units to the other Yugoslav player. These units are then permanently under the control of the other player.
 - c. Other than in the Yugoslav Player Rally Phase, “kibitzing” between Yugoslav players is not allowed. When an illegal “kibitz” occurs, the German player is awarded a free Sniper dr.
 - d. In Coordinating Instruction 6, change the number of building locations selected from three to four. Each Yugoslav player may select two.
2. **Competitive:** Two Yugoslav players compete against one German player, but only one Yugoslav player may potentially win.
 - a. All “Cooperative” game rules are in force.
 - b. The Yugoslav players must fulfill the mission objective printed on the scenario card or both lose and the German player wins. If the mission objective is achieved, victory goes to the Yugoslav player with the following:
 - I. Most CVP in building 20C6. If tied, then:
 - II. Most CVP in/adjacent to building 20C6. If tied, then:
 - III. Most CVP remaining on playing area. If tied, then:
 - IV. Victory goes to the Yugoslav player who chose second in dividing up forces before the game.

RALLY POINT is published by Sherry Enterprises for the Tampa ASL Group. It is intended as a medium through which designers may present unique scenario concepts and special studies while maintaining editorial and creative control of content.

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RPT31 Able Was I Ere I Saw Elba**Average Playing Time: 7:00**

This scenario is unique in ASL, as it is the only published scenario designed to be played with either two or three players (it is not all that difficult to play with four, either, though there are no rules included for this). *Elba* is also only the second ASL scenario ever published to have been designed for three-player play. What I like about the scenario is the two converging "fronts," each of which takes place on very different urban terrain, creating different feels. The Axis player will chuckle every time the Allied players argue or fail to coordinate. However, he will feel mightily desperate the last turn or two as Allied strength makes itself felt. I am completely unapologetic about the palindrome title.

RPT32 Attack to Retreat**Average Playing Time: 2:47**

This scenario features a familiar theme in the pack: German soldiers attacking to escape destruction. It is one of several "rainbow" scenarios in the pack, featuring a variety of units and weapons. I think it captures pretty closely the transitional nature of Tito's Yugoslav forces at this time, as they transformed themselves from an irregular guerrilla force to a national army. The Germans have a lot of firepower, plus the 9-2 leader can be deadly; moreover, they are fairly vehicle rich. However, they have a pretty far way to go, and have to deal with several bottlenecks. The Italian 81mm mortar is probably the most important weapon in the Yugoslav OB; if it gets lucky, it can really put the hurt to the Germans.

RPT33 The Kindness of Strangers**Average Playing Time: 3:24**

The title of this scenario refers to the self-serving Nazis who quickly became "partisans" to save their own skin; it derives from the saying "beware the kindness of strangers." Originally, those "partisans" actually appeared in the American OB, as two 1-2 -7 partisan half-squads, but somehow in the hands of players, those units became selfless martyrs willing to sacrifice themselves in almost any conceivable gamey way to benefit the greater good of mankind. This sort of player abuse led to their being jettisoned, with no perceivable loss to the scenario. The German player will justly feel himself outgunned and out-manned in this scenario, but that frigid stream poses a real problem for the Americans. Both players should pay careful attention to every single potential victory building, including a couple of out of the way ones.

RPT34 Last Stand of the Besotten Jenny**Average Playing Time: 4:50**

This scenario represents a little known incident that has to be one of the most unusual episodes of World War II. It is unbelievable that no Hollywood movie has ever been made of it. It is also probably the only ASL scenario

featuring American and German troops fighting on the same side. I came across the incident while reading an after action report of the U.S. Seventh Army, and had to do considerable research to pull up more details. Long after I designed the scenario, a World War II magazine published an article on the incident, so it is not quite as completely forgotten now as it was in 2007. Some players may be a bit irritated with the "castle" overlay and related terrain rules, but they are pretty straightforward and I encourage players to stick with it, as they will be rewarded by a fascinating "two front" tactical situation with a lot of interesting nuances and considerable re-playability.

RPT35 Sword of Damocles**Average Playing Time: 7:00**

This is a "classic" late war combined arms, city fight scenario, with a lot of interesting tactical twists. The Soviets must contend with a bridge crossing right at the beginning of a scenario, though they have a choice of bridges, and lots of toys to help them. The Germans are not very mobile, but they can concentrate their forces to a considerable extent to stop one exit attempt. This is one of two scenarios in the pack which feature German "gas points," which really add some decision-making (and frustration) to the Germans, and some fog of war for the Soviets.

RPT36 The Kings Are Dead**Average Playing Time: 4:55**

This is a scenario with a lot to offer. First, there are King Tigers, and who doesn't want to drive those things around? Second, the Soviet player gets to make some really tricky decisions about his reinforcements, which forces him to have to try to anticipate the flow of battle. Of course, the Germans have to make their own tricky decision - how to gas up their vehicles. They can't get everybody off the board; they simply don't have enough gas. So what do they do? The scenario features some close in fighting as well as some stand-off fighting, and if that weren't enough, there is the fact that some of the German troops have a tendency to desert. Will there be enough Germans and enough gas to exit?

RPT37 Fury at Zhuri**Average Playing Time: 3:35**

First, I want to apologize for the title. Not every title is genius. This is a pretty straight up village fight, with the interesting twist of the captured American vehicles in German hands. The Germans have far fewer troops than the Americans do, but the terrain favors them, as do the victory conditions.

RPT38 Wolves in the Forest**Average Playing Time: 4:32**

Many players might glance at the OB and think the Americans have overwhelming force. They certainly do outnumber and outgun the Germans, but this is a case where the terrain more than makes the difference. If the Germans can

conduct a solid fighting retreat, they can force the Americans to deal with open ground situations that 6-6-6 squads can't easily survive. The Americans have to be cautious with their armor, if they are to keep that victory condition possibility open.

RPT39 Czechs and Balances**Average Playing Time: 3:00**

This is one of two scenarios set in the Prague Uprising of May 1945, a fascinating event largely ignored by historians. This scenario, which is largely an escape scenario, is interesting in that it is very kinetic. The Germans have a reasonable, though slightly brittle, force. They face a weaker, somewhat spread out opponent, but they can't afford to stop moving or get mired anywhere. The partisans have to use their wits and wiles to hold them off long enough for the cavalry to arrive.

RPT40 Most Barikádníku**Average Playing Time: 3:25**

Another Prague scenario (the title means "Bridge of the Barricade Defenders") and another stream or river crossing scenario (the pack features several, and one reason for its delay was the difficulty of playtesting before the "bridge TEM" errata controversy had been resolved). The Germans have a powerful force, while the partisans are quite weak, but they must move quite a bit and get across that bridge choke-point. In the meantime, that 9-2 partisan leader will be making his presence felt.

About the Orders of Battle:

Players should note that for purposes of historical accuracy, some of the scenario orders of battle make use of counters from multiple nationalities. This will require the use of counters in the color of that nationality. In cases where a counter from another nationality (or multiple nationalities) is required to play a scenario, that counter will be denoted by a lower case letter, in parentheses on the bottom line of the counter. (EX: *RPT 31 Able Was I Ere I Saw Elba*, the German order of battle includes a T-34 M43; this is actually a Russian counter as denoted by the (r) on the bottom of the counter).

Counter notation legend:

- (a) American
- (b) British
- (f) French
- (g) German
- (i) Italian
- (r) Russian

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SITUATION: TRIESTE, Italy, 1 May 1945: At the beginning of May, the Axis situation in the Balkans was irredeemable. The remnants of once mighty army groups were now motley groups of refugees: Germans, Italian Fascists, Chetniks and Serbian puppet troops, Cossacks, and Croatian and Slovenian puppet soldiers. They had little in common except a desire to escape the vengeful armies of Tito, partisan troops no longer. In Istria on the Adriatic, the Yugoslavs cut off the German 97th Corps in Fiume and sped towards their final destination, Trieste, which they hoped to incorporate into the new Yugoslavia. The Axis remnants desperately fought to hold them long enough for the Western Allies to reach Trieste. Italian partisans and Communist Italian and Slovenian partisans rose up, separately, in Trieste, to seize the city, but were only partially successful. Large number of Axis troops still holed up in fortified sections such as the Elba Battery Factory. It took the 9th Slovenian Corps several days to break through the city's outer defenses and reduce the Factory and many other strongholds. On May 2, New Zealanders from the British 8th Army entered Trieste unopposed from the west, and the remaining Axis forces negotiated a surrender with them. However, being in the hands of the Western Allies offered the prisoners no refuge from their crimes; most were eventually turned over to the Yugoslavs and Soviets.

Source: Axis History Forum Posting, April 9, 2006 <http://forum.axishistory.com/viewtopic.php?f=56&t=75080&start=405>.

✚ Delete a Yugoslav 5-2-7.



(Only hexrows A-P on board 20 and z and R-GG on board 51 are playable)

MISSION LENGTH

[illegible]

Elements of Battalion 1, Regiment 902, Gebirgs Division 188 and SS Polizei Panzer Kompanie 5 enter turn 1 on the south edge.

4-6-8	4-6-7	4-4-7	9-2	8-0	6+1	MMG	LMG	T-34 M43 2/4 (r)	T-34 M41 2/4 (r)	BA-64 B /4/* (r)
6	6		2	2		3	3			

38H 735(f) -/2*/*	PSW 234/4
2	



SITUATION: FERNSTEIN, Austria, 3 May 1945: In the last week of the war, the 44th Infantry Division bounded through the Austrian Alps, seeking to link with the U.S. Fifth Army moving north from Italy. German resistance was light, until the division reached the Fern Pass, a narrow mountain pass tenaciously defended by the remnants of the German 47th Volksgrenadier Division. When frontal assaults were unsuccessful, General Dean sent a battalion on a long flanking maneuver through the mountains to get behind the defenses at Fern. Guided by Austrian partisans, the Americans moved quickly through the rough territory to emerge on May 3 in the German rear at Fernstein, south of Fern, where the headquarters of the 47th Division were located, at an old castle turned into a hotel. The Germans were completely surprised. Although they resisted (the German commander, Oberst Karl Langensee, was seriously wounded), the Americans pushed across the bridge and captured the hotel and more than 100 prisoners. The next day, they collapsed the German defenses at Fern. However, 44th Division vets learned much later that the Austrians were not so altruistic; Otto von Bolschwing, a former associate of Adolf Eichmann who found it prudent to change sides, led them. Only many years later—and after working for the CIA—was he uncovered as a Nazi war criminal.



MISSION: The Americans win at game end if they control ≥ 15 buildings on Boards 15 and 32 (including building 15H5) or if there are no Good Order German MMC in any building on boards 15/32.

CORRDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72), with no wind at start. Kindling (B25.11) is NA. All roads are paved and plowed.
2. Place overlays: **St1** on 15J8-K9; **St2** on 15D3-D4; **Wd1** on 15oF6; **Wd3** on 32E2-E1. Note that Overlay **Wd1** is placed on top of the stream overlay. The streams are non-frozen and frigid. Place stone bridge counters on hexes 15oH8-oI9. The bridge in 15oH8 is considered to connect to 15H7 and 15oI9. Fire traced to this hex through either the H7-oH8 hexside or the oI9-J9 hexside will incur the -1 FFMO DRM.
3. Woods are Pine Woods (B13.8). No unit may set up in/enter board 15 level 2-4 hill hexes. Orchards are not in season.
4. Bore Sighting (C6.4) is NA. No Quarter (A20.3) may not be declared.

Scenario Design: Mark Pitcavage 080309.9

Source: *The Seventh United States Army in France and Germany: Report of Operations, Volume 2.* (Nashville, Tennessee: Battery Press, 1988) pp. 841-842.

MAP ORIENTATION:

	9C	
	15	
6C		
32		

(Only hexrows A-P are playable)



OPTIONS:

- ✚ Exchange the Flak 30 for a Flak 38.
- ☆ Exchange the American 9-1 for a 9-2.

MISSION LENGTH

♣ GERMAN SETS UP FIRST	1 ♣	2	3	4	5	6	7
☆ AMERICAN MOVES FIRST							

Headquarters Company and Security Platoon, Volksgrenadier Division 47 set up ≤ 9 hexes from 15B9. The gun may set up emplaced but not HIP. The vehicle begins the scenario abandoned; the vehicle crew must set up in a building. All units begin play with a NO MOVE counter on them that may not be removed until the end of German Player Turn 1.



{ELR: 2}
{SAN: 2}

4-4-7	4-3-6	2-2-8	1-2-7	8-1	8-0	7-0	MMG	LMG	?	2cm FlaK LKW (truck)	FlaK 30 (20L AA)
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4 3

**Reinforcements enter turn 1
on hex 15P9**

4-4-7	LMG
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{ELR: 4}
{SAN: 3}

Elements of 1st Battalion, 71st Infantry Regiment, 44th Infantry Division enter on turn 1 on the south and/or west edges.

6-6-7	6-6-6	9-1	8-1	8-0	dm MMG	BAZ 45	dm M2 60* MTR	DC
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6 5 2 2 2

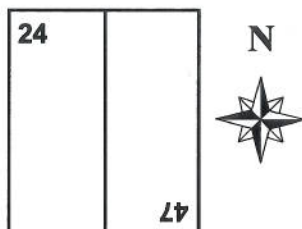
LAST STAND OF THE BESOTTEN JENNY

SITUATION: ITTER, Austria, 5 May 1945: The U.S. 36th Infantry and 12th Armored Divisions sped through southern Germany and Austria in the last week of the war, rounding up the remnants of the Third Reich. In early May, the Americans learned of the existence of a castle, Schloss Itter, being used to house “celebrity” prisoners, including French prime ministers Daladier and Renaud, Generals Gamelin and Weygand, tennis star Jean Borota, and others. Lt. John Lee, Jr., of the 12th AD took a tank, the “Besotten Jenny,” and a handful of African-American soldiers eager to get into the fighting, and went in search of the castle. He found it on May 4, and its senior officer was only too happy to turn it over to the Americans, but there was a problem. The surrounding area was filled with SS soldiers, the remnants of Kampfgruppe Buchner, who were angry that the castle had been surrendered and who planned to take it back. On May 5, the SS attacked, destroying the tank with an 88mm gun and blowing holes in the castle. However, the Americans, Germans, and French worked together to defend the castle, with Weygand even helping Lee man a .30 cal. machine gun. Borota, the famous athlete, volunteered to find help, running across open ground with SS bullets trailing behind him. In the afternoon, as the defenders were running out of ammo, the 2nd Battalion/142nd Infantry Regiment of the 36th Division came to the rescue, fighting through the SS and rescuing the polyglot defenders.

Scenario Design: Mark Pitcavage 080408.12

Source: *The Seventh United States Army in France and Germany: Report of Operations, Volume 2.* (Nashville, Tennessee: Battery Press, 1988) pp. 860-861.

MAP ORIENTATION:



OPTIONS:

- ☆ Exchange an SS 6-5-8 for an SS 4-4-7.
- ✚ Exchange the Itter Garrison MMG for an LMG.

MISSION LENGTH

RALLY POINT SCENARIO RPT34



MISSION: The Waffen SS wins immediately if there are no enemy units in Schloss Itter (overlay X19). Otherwise, the Waffen SS wins at game end if there are no Good Order U.S. MMC from the turn 1 reinforcements in any hex of Schloss Itter.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start.
2. Place overlays: **Hd5** on 24S5-R5 (this overlay is at level -1); **X27** on 24O1-O2 (this overlay is at level 0 and conforms to the hexside); **OG2** on 24N0-47S1; **X19** on 47O1-N1.
3. Overlay **X19** represents Schloss Itter. The ground level of the overlay is on level 1 (the crest line follows the hex grid and joins with hill 47K2). All ground level building locations of overlay **X19** are fortified, but the TEM is only +3. [The wall is a 1-level LOS obstacle; units behind the wall may be seen only by units in Schloss Itter. No unit may cross the wall]. Vehicle bypass movement is NA in any hex of the overlay. There are cliff hexsides between the overlay and hexes 47P1, 47O2, & 47N2. Units in the castle are Fanatic and immune to LLMC/LLTC. Panzerfausts may not be fired at non-vehicular targets in Schloss Itter.
4. The American tank that sets up in hex 47O1 may not change its TCA/ VCA. It may not enter any other hex of Schloss Itter. If it leaves 47O1, it may not reenter that hex. Due to improvised armor, its front AF is 1 > the printed number. If the tank is destroyed, it will never become a burning wreck if it is in the castle.
5. American and French are Allied Troops (A10.7).

<div style="display: flex; align-items: center;"> <div style="font-size: 2em; margin-right: 10px;">☆</div> AMERICAN SETS UP FIRST AND MOVES FIRST </div>	1	2	3	4	5	6	7
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☆

Elements of CCR, 12th Armored Division [ELR: 4] set up on overlay X19. The tank must set up in hex 47oO1 with a TCA of 24S1/24R0.

⛶

German OB: Itter Garrison [ELR: 1] set up on overlay X19.

3-4-7	9-1	MMG	M4A3(76)w 2/4/4
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4-4-7	2-3-7	8-1	MMG
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2

French OB: Re-armed prisoners [ELR: 2] set up on overlay X19.

{SAN: 3} **Elements of 2nd Battalion, 142nd Infantry Regiment, 36th Infantry Division [ELR: 4]** enter on turn 1 on the north edge.

6-6-7	6-6-6	9-1	8-1	8-0	MMG	M2 60*MTR	M4A3(76)w 2/4/4	M36B1 GMC 2/-/4
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7 3

⛶

Remnants of Waffen SS Kampfgruppe Buchner set up ≥ 4 hexes from overlay X19 and ≥ 4 hexes from the north edge of the board.

6-5-8 SS	4-4-7 SS	2-2-8	8-1	8-0	7-0	MMG	LMG	PaK 43/41 88LL AT
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5 7 2 2



SWORD OF DAMOCLES

RALLY POINT SCENARIO RPT35



MISSION: The Soviets win immediately if they have exited 20 VP (including ≥ 6 VP of Infantry) off the south edge of board 51 from hexrows A-P and 20 VP (including ≥ 6 VP of Infantry) from hexrows R-GG. Units exited from hexrow Q can count for either area, but the area that they apply to must be declared upon exit. Prisoners do not count for EVP.

COORDINATING INSTRUCTIONS:

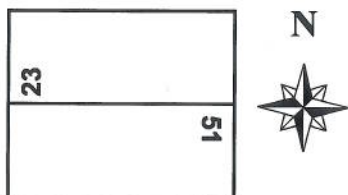
1. EC are Moderate, with no wind at start.
2. Place stone rubble counters in: 23X6, 23X7, 23Y6, 23Y7, 23Y8, 23Z6, 23Z7. Place burnt-out wrecks in: 23E6, 51Y9. Place shell holes in: 51I8, 51I7, 51H7.
3. Before setup, the German player places a blaze counter in 51Y7, then makes a Random Location DR (as with Sniper Activation; A14), moving the blaze counter to the building hex nearest to the DR result (if there is more than one possible hex, the German player may choose). The German player then repeats the process with a second blaze counter starting on hex 51I7. If a chosen building hex has multiple locations, all locations are blazes.
4. Prior to setup, the German player must secretly record how much gasoline is in each of his AFVs. He starts the scenario with 75 gas points and may divide them among his AFVs. Each time an AFV enters a new hex, it expends 3 gas points (1 gas point for the armored car). When an AFV spends its last gas point, it is immediately immobilized (no Immobilization TC required).
5. Soviet 6-2-8/3-2-8 MMCs are Assault Engineers (H1.22).
6. The vehicle crews in the German at-start OB represent ad-hoc tank hunting units and may set up HIP at level 0. If set up HIP, they may not possess any (non-inherent) SW. They are not treated as crews in any way (EXC: they may attempt self-rally). They may fire two panzerfausts per phase as if they were a full squad, with no +1 drm to availability dr for being a crew. If firing from a building, they must always suffer the Desperation penalty (C13.81); they may not choose to avoid it.

SITUATION: OLMÜTZ, Czechoslovakia, 5 May 1945: The order came through to Generalmajor Heinrich-Georg Hax: "You will guarantee, with your head, that Olmütz will be held until 8 May 1945, at 12 noon." Hax, the last commander of the 8th Panzer Division and the newly appointed commandant of Olmütz (now called Olomouc), had to hold the town to allow the remnants of the XVIX Corps, nearly surrounded to the east, time to fight their way back to the town to give them a chance to escape to the west. To hold open the corridor, he had a motley force: the remnants of his own division and the Brandenburg division, and an incongruous collection of training units, rear area troops, Volkssturm, and stragglers. Despite vigorous attacks by units of the 31st Tank Corps and 38th Army of the 4th Ukrainian Front, Hax's troops fought desperately to hold the town. Fierce fighting took place from May 5 onwards. As ordered, Hax held the area until noon on May 8, and thereby saved his head, although there wasn't much town left. Neither Hax nor the troops he helped escape got very far. Most had to surrender to the Soviets. Hax and his staff made it to the Americans, who turned them over to the Soviets.

Scenario Design: Mark Pittcavage 080409.8

Source: George Gunter, *Last Laurels: The German Defense of Upper Silesia, January-May 1945* (Solihull, England: Helion & Company, 2002) p. 268.

MAP ORIENTATION:



OPTIONS:

- ✚ Delete a Russian 4-4-7.
- ★ Delete a German 4-3-6 from the starting OB.

MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2	3	4	5	6	7
★ RUSSIAN MOVES FIRST		✚					

Remnants of Panzer Division 8, Brandenburg Division, and Service Troops set up south of the canal.



5-4-8	4-4-7	4-3-6	2-2-8	1-2-7	9-1	8-1	6+1	HMG	MMG	LMG	PSK
4	4	5		3		2			2	3	

{ELR: 3}
{SAN: 4}

?	JgPz IV/70 1/-	PSW 234/4	PaK 43/41 (88LL AT)
20	2		

German Reinforcements
enter turn 2 on the south edge.

4-4-7	4-3-6	LMG
-------	-------	-----

Elements of the 60th Army set up north of the canal.



6-2-8	4-5-8	4-4-7	3-2-8	9-2	9-1	8-0	7-0	MMG	LMG	FT	DC
3	7	7	2					2	6		

{ELR: 4}
{SAN: 3}

9-1 Armor	T-34/85 2/4	M4/76(a) 2/4/4	SU-122
	3	3	2



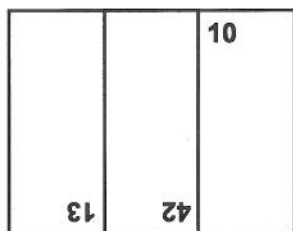
THE KINGS ARE DEAD

RALLY POINT SCENARIO RPT36

SITUATION: HALBE, Germany, 1 May 1945: The German 9th Army was the army intended to save Berlin, but it could not even save itself. By late April, it had been encircled south of Berlin; its only hope of escape was a desperate thrust west to the lines of the 12th Army. The first two attempts were failures, but the 9th Army gathered its strength for a last desperate try, led by the remaining King Tigers of the Third Reich. A motley group of soldiers followed them, the mixed remnants of many different formations. They broke through the Soviet lines, driving through Hennickendorf during the night of April 30. In the morning, they began their final assault to reach friendly lines. Concerned for the safety of their most youthful defenders, some German civilians helped young soldiers, kindersoldaten, change into civilian clothes and escape the fighting. By May 1, the 9th Army only had two King Tigers and a few other AFVs left, all short of fuel. Leaving Hennickendorf, they reached a stream bordered by swampy meadows, where they ran into Soviet armor and artillery fire. The German AFVs destroyed several T-34s, but were themselves consigned to oblivion when they ran out of fuel. Through their sacrifice, they formed a corridor through which thousands of Germans escaped. Many others, however, did not, and 60 years later, bodies are still being discovered in the Halbe Forest.

Scenario Design: Mark Pitcavage 080409.5

MAP ORIENTATION:



OPTIONS:

- ★ Exchange the Russian 7-0 for an 8-1.
- ⚡ Exchange a German 8-0 for an 8-1.



MISSION: The Germans win immediately if they exit 20 VP (EXC: prisoners do not count) off the west edge.

COORDINATING INSTRUCTIONS:

- EC are Moderate, with no wind at start. The elevated roads on board 13 are normal ground level roads. Place Blaze counters at ground level in hexes: 42J1, 42V1.
- Prior to all setup, the Russian player must secretly record where and when his reinforcement groups will enter the board. He may enter one group each on turns 2, 3, and 4. Each group may enter on the north, south, or west edge of board 13. No entry area may be used by more than one group.
- Prior to his setup, the German player must secretly record how much gasoline is in each of his AFVs. He starts the scenario with 560 gas points and may divide them among his AFVs however he chooses. No AFV may be assigned more than 100 gas points. Each time an AFV enters a new hex, it expends 3 gas points (1 gas point for halftracks and armored cars). When it has expended its last gas point, it is immediately immobilized.
- Any broken German unit not in Melee that starts the RPh in a building location without a friendly leader present must make a dr (before any rally attempt). On a 1-2, it is casualty reduced.
- Russian units starting in concealment terrain may set up concealed. Trucks are Recalled immediately when they no longer have any passengers.

MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6	7
⚡ GERMAN MOVES FIRST		★	★	★			

★	Elements of the 21 st Rifle Corps set up anywhere on board 42 and/or on board 10 north of hexrow Q.	4-5-8	4-4-7	2-2-8	8-1	7-0	MMG	LMG	ATR	?	PTP obr. 43 57LL AT
		4	3					2		8	
	Reinforcement Group #1 enter per C.I. #2.	9-1 Armor	T-34/85 2/4	Reinforcement Group #2 enter per C.I. #2.		4-5-8	2-2-8	PTP obr. 43 57LL AT	PTP obr. 44 100L AT	IAG-6 Truck	
			4			2	2			2	
{ELR: 3} {SAN: 3}	Reinforcement Group #3 enter per C.I. #2.	4-5-8	4-4-7	8-0	HMG						
			2								

⚡	Elements of Panzergrenadier Regiment Kurmark, Schwere SS-Panzerabteilung 502, and remnants of the 9 th Army set up on board 10 south of hexrow Q.	6-5-8 SS	4-4-7 SS	4-4-7	9-2	8-1	8-0	MMG	LMG	PSK	PzVIB 3/5/2	JgPz 38(t) -/1*	SPW 250/7
		5	7	5			2	2	2		2	2	
	{ELR: 2} {SAN: 3}												
		PSW 232 -/5											

Source: Tony Le Tissier, *Slaughter at Halbe: The Destruction of Hitler's 9th Army, April 1945* (Stroud, England: Sutton Publishing, 2005) pp. 191-200.



FURY AT ZHURI

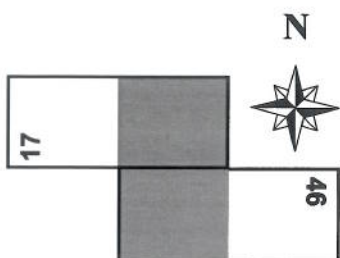
RALLY POINT SCENARIO RPT37

SITUATION: ZHURI, Czechoslovakia, 5 May 1945: The U.S. 90th Infantry Division found the going pretty light by May 5, 1945, as it supported the 4th Armored Division's drive into Czechoslovakia, although there were still Germans around with fight in them. Still, when a company from the 357th Infantry Regiment heard that the commander of a noncommissioned officers training school wanted to surrender with his cadets at Zhuri, it seemed innocuous enough, especially when they saw scout cars from the 2nd Cavalry Groups outside the village and white flags hanging from buildings in the village. Unfortunately for I Company, the scout cars had been captured the day before and were manned by Germans, who had no intention of surrendering. The fanatical cadets immediately opened fire, killing ten soldiers and wounding another ten, forcing the remaining G.I.s to take cover in a ditch. Furious at the unexpected casualties, the men of I Company relentlessly cleared Zhuri of the cadets, engaging in hand-to-hand combat among the houses. They killed twenty-four of the recalcitrant cadets, and captured seventy-six more by the time Zhuri was cleared.

Scenario Design: Mark Pitcavage 080409.10

Source: John Colby, *War from the Ground Up: The 90th Division in World War II* (Austin, Texas: Norte Press, 1991) p. 456.

MAP ORIENTATION:



(Only hexrows R-FF are playable)

OPTIONS:

- ✚ Delete an American MMG.
- ☆ Exchange the German HMG for an MMG.



MISSION: The Americans win at game end if there are no Good Order German MMCs in building hexes within four hexes of 46AA7.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with a mild breeze from the northwest. Bore Sighting (C6.4) is NA.
2. Place overlay: **Wd3** on hexes 46CC7-DD6. **Wd4** on 46S9-S8. All buildings are wooden and single story (EXC: the church at 46AA7 is normal height). Rowhouses do not exist; treat the black bars between building hexes as open ground.
3. Prior to German setup, the American player must secretly record the entry hex for his turn 1 units, either 17GG6 or 17Y1.
4. The American player may secretly record possession of one 1945 PF with his turn 2 reinforcements per C13.311. Use of this PF is not treated as a captured weapon.
5. The German 9-1 leader is treated like a Commissar (A25.22; he still retains his -1 leadership bonus). German units use Russian HOB modifiers (A15.1). The two M8 ACs in the German OB are treated as captured vehicles with German 2-3-7 HSs as crews. Canister (C8.4) is NA.
6. The M8 ACs are not considered a known enemy unit for Column disbandment (E11.53) until they fire upon an American unit.

MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2	3	4	5	6	7
☆ AMERICAN MOVES FIRST	☆	☆					

Elements of Unteroffizierschule Oberdonau set up on board 46.



{ELR: 2}
{SAN: 3}

4-4-7	2-3-7	2-3-6	9-1	8-1	7-0	HMG	LMG	?
6	2	4					2	6

Set up on board 17 ≥ 3 hexes from any board edge.

M8 AC
-4/4
(a)

2

Elements of I Company, 3rd Battalion, 357th Infantry Regiment, 90th Infantry Division enter on turn 1, in Column (E11.5) per *Coordinating Instruction* #3. The column must expend all MF entering road hexes until it disbands. Any unit unable to enter the board due to column disbandment may enter with the turn 2 reinforcements, or as per E11.7.



{ELR: 4}
{SAN: 2}

Elements of I Company enter on/after turn 2 on the east and/or west edge(s) on board 17 and/or on/after turn 3 on the east and/or west edges(s) of board 46.

6-6-7	6-6-6	8-1	BAZ 45
2	2		

6-6-7	6-6-6	9-2	8-1	7-0	MMG	BAZ 45	M2 60* MTR
6	4				3		2

Elements of 3rd Battalion, 358th Infantry Regiment, 90th Infantry Division enter on/after turn 1 on the west edge.

6-6-7	6-6-6	9-1	8-1	7-0	HMG	MMG	BAZ 45	M2 60* MTR	DC	8-1 Armor	M4A3(76)w 2/4/4
7	8	2	2	2							

{ELR: 4}
{SAN: 2}

M36B1
GMC
2/-/4



CZECHS AND BALANCES

RALLY POINT SCENARIO RPT39

SITUATION: PRAGUE, Czechoslovakia, 9 May 1945: Officially, the war was over, but not in Prague, the last capital in Europe to see fighting in World War II. The Prague Uprising, which began on May 5, first saw partisans attacking German garrison forces, then a multi-pronged counterattack by Waffen SS forces in the area, designed to rescue the garrison and German civilians. On May 8, a cease-fire gave the Germans a chance to leave the city in the hopes of reaching American lines rather than surrendering to the Soviets. However, for some reason, Kampfgruppe Klein, in the south of the city, did not accept the cease-fire and continued to fight towards the north. The SS Kampfgruppe, formed primarily from an SS engineer training school outside of Prague, fought north along the west bank of the Vltava, hoping to break through to Dejvice, pressing the partisans hard. A reinforcing partisan unit was almost completely wiped out. However, just as the partisans began to give way, leading elements of the 4th Guards Tank Army, which had entered Prague during the night, arrived on the scene and saved the day. Kampfgruppe Klein was destroyed.



MISSION: The Germans win immediately upon exiting 12 infantry VP off the north edge.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with a mild breeze from the northwest. Kindling is NA.
2. Czech 3-3-7s are partisans (A25.24). They may not take part in multi-hex fire groups and may use captured SW/AFV with no penalty. The Czech player may use HIP for one 3-3-7, along with any SMC/SW stacked with it. Prior to set up, the Czech player may secretly record three 3-3-7s in his start forces and three 3-3-7s in his reinforcements; these squads have one Optional Usage PF (C13.311) each.
3. The JgPz 38(t) in the Czech OB represents an unfinished Hetzer with no MA and no AAMG. Instead, it has a 4-FP CMG that can only fire through its VCA (the partisans fired MGs through the main armament aperture). It cannot function as a MA. The French AMR 35(L) has a radio.
4. The 4-4-7s/8-0 in the Czech OB have ELR: 2 and represent stragglers from the Russian Army of Liberation. Use Chinese counters to represent them. They are treated like German units in all respects, except that they use Soviet HOB/Leader Creation DRM/drm and PFs are NA.
5. Use a breach counter to represent the light roadblock. The light roadblock in the Czech OB is treated as a normal roadblock except as follows: 1) It offers only +1 TEM; 2) There is a -2 DRM to clearance attempts against it; 3) fully tracked AFVs may attempt to cross a light roadblock hex side by spending half their MP allowance and making a Bog DR with a +2 DRM. Success eliminates the light roadblock.
6. German 8-3-8/3-3-8 MMC are Assault Engineers (H1.22).
7. No quarter (A20.3) is in effect for both sides.
8. Abandonment (D5.4) is NA.

Scenario Design: Mark Pitcavage 080409.10

Source: Tomáš Jakl, *May 1945 in the Czech Lands: Ground Operations of the Axis and Allied Forces* (Prague, MBI, 2004) pp. 46-49.

MAP ORIENTATION:

22		
	20	8



OPTIONS:

- ★ Germans must exit 14 infantry VP.
- ✚ Exchange the Czech HMG (g) for an MMG (g).

MISSION LENGTH

★ CZECH SETS UP FIRST	1	2	3★	4★	5	6	7
✚ GERMAN MOVES FIRST							

Czech OB: Elements of Bartoš Command and ROA stragglers [ELR 5 & 2] set up west of the river on/north of hexrow 22X10-8J4.



3-3-7	4-4-7 Chinese	9-1	8-1	8-0 Chinese	HMG (g)	LMG (g)	PSK (g)	?	Breach See C.I. #5	JgPz 38(t) (See CI #3) (g)	Roadblock
7	2					2		10			4

{SAN: 4}

Czech OB: enter turn 3 on the north edge.

Russian OB: [ELR: 4] enter turn 4 on the north edge.

3-3-7	8-1	8-0	MMG (g)	LMG (g)	AMR 35(L) (f)	2cm FlaK LKW (truck) (g)	4-5-8	9-1	LMG	T-34/85 2/4
5							3			2



Elements of SS Kampfgruppe Klein set up west of the river on/south of hexrow 22Z10-8H3.

8-3-8 SS	6-5-8 SS	4-4-7 SS	9-1	8-1	8-0	MMG	LMG	DC	JgPz IV/70 1/-
2	5	8		2			3		3

{ELR: 2}
{SAN: 3}



MOST BARIKÁDNÍKU

RALLY POINT SCENARIO RPT40

SITUATION: PRAGUE, Czechoslovakia, 7 May 1945: In early May 1945, the Czechs rose up against the obviously defeated Germans. By May 5, the uprising had spread to Prague itself, an important logistical and industrial center, and home to thousands of Volksdeutsche. Waffen SS units from around the area were ordered to march to Prague, quell the uprising, and protect German civilians. One unit that fought its way into Prague was the "Der Führer" Regiment of the 2nd SS "Das Reich" Panzer Division, under Otto Weidinger. On the night of May 6/7, the regiment entered Prague, clearing barricades until arriving at the Troya Bridge, where it was met with fierce small arms fire that stopped the advance. The next morning, Weidinger ordered an assault on the bridge. Fierce fighting finally resulted in the establishment of a tiny perimeter on the other side by 4:00 p.m., but further advance was difficult. A subsequent cease-fire between Czechs and Germans allowed Weidinger to evacuate Prague along with its German civilian population; they soon surrendered to the Americans. After the war, the bridge was renamed Most Barikádníků, "The Bridge of the Barricade Defenders."

Scenario Design: Mark Pitcavage 080409.9

Source: Karel Bartošek, *The Prague Uprising* (Prague, Czechoslovakia: Artia, 1965) p. 144.

MAP ORIENTATION:

1	51
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OPTIONS:

- ★ Delete a German SS 4-4-7.
- ✠ Delete Coordinating Instruction #8.



MISSION: The Germans win at game end if they control the bridge hex and ≥ 16 building hexes south of the river. For every $\frac{1}{2}$ CVP of Partisans from the Bartoš Command that the Czech player moves south of the river, reduce the number of buildings required for victory by one.

COORDINATING INSTRUCTIONS:

- EC are Moderate, with no wind at start. All roads are paved. The river is deep with a moderate current flowing west. Kindling is NA.
- Place overlays: **St3** on 1U8-U7; **St1** on 51S6-S5. Treat streams as a river B21.12.
- A stone bridge exists in 51oT8. Place a Light Roadblock (see C.I. #7) on hex side 51U8-51oT8; it does not extend beyond the hex side vertices.
- Czech 3-3-7/5-2-7 squads are partisans (A25.24). They may not take part in multi-hex fire groups and may use/repair captured SW with no penalty. The Czech player may use HIP for two squads (with no SW or PF).
- The Czech receives three Optional Usage Panzerfaust (C13.311). The Czech player may also secretly record two squads as Fanatic (A10.8); this is revealed when any fanaticism attribute comes into play.
- Use breach counters to represent light roadblocks. Light roadblocks in the Czech OB are treated as normal roadblocks except as follows: 1) They offer only +1 TEM; 2) There is a -2 DRM to Clearance attempts against them; 3) Fully tracked AFVs may attempt to cross light roadblock hex sides by spending half their MP allowance and making a Bog DR with a +2 DRM. Success eliminates the Light Roadblock. Roadblocks must set up ≥ 3 hexes from each other.
- Abandonment (D5.4) is NA.
- The Czech player may fortify one building location (B23.9); tunnels are NA.

MISSION LENGTH

★ CZECH SETS UP FIRST	1	2	3	4	5	6
✠ GERMAN MOVES FIRST		★				

Elements of Bartoš Command set up north of the river within 8 hexes of the bridge.



3-3-7	5-2-7	9-2	7-0	HMG (g)	LMG (g)	?	Breach See C.I. #7	Roadblock
4	3				2	10	2	

Czech Reinforcements: enter turn 2 on the south edge.

{ELR: 5}
{SAN: 5}

3-3-7	5-2-7	8-1	8-0	MMG (g)	LMG (g)
5	2				2



Elements of Der Führer Regiment, SS Division 2 "Das Reich" set up north of hexrow I.

{ELR: 3}
{SAN: 3}

6-5-8 SS	4-4-7 SS	9-1	8-1	7-0	HMG	MMG	LMG	DC	StuG III(G) -4*/1*	JgPz IV/70 1/-	sIG 38(t)M
4	9					2	3				