FRIENDLY FIRE PACK 1

8 Action Packed Scenarios 1937 - 1945

Jarama Proving Ground

Near the Jarama River, Spain, 6 February 1937: After failing to take Madrid by a head-on assault, the Spanish Nationalists opened a new offensive to the south of the capital, with the goal of crossing the Jarama River and cutting the Madrid-Valencia road. The majority of the assaulting troops were Spanish Foreign Legion, but the force also included the German expeditionary force *Legion Condor* with their panzers and 8.8cm FlaK guns.

This medium-sized eight-turn scenario features a small but powerful Nationalist force with German-manned HMG, FlaK 18's and Panzer I's attacking dug-in and numerous but not particularly well-equipped Republican defenders on Board 18.

The Swedish Voluntary Corps

Märkäjärvi, Finland, 2 March 1940: In November 1939, the Soviet Union attacked Finland. Sweden dared not engage in full scale war with its age-old enemy, but allowed volunteer bureaus to be set up. Among the first in the Swedish Voluntary Corps to see action was the *4:e Jägarkompaniet*. During a reconnaissance mission in the Märkäjärvi area the company was discovered, encircled and attacked by elements of the Russian 122nd Infantry Division.

During 5.5 turns nine Swedish 5-4-8 *jägare* are being attacked by a large number of unfortunate Russian 4-4-7's. Some of the latter have skis, but most are just slowly trudging forward in the deep snow toward their goal: the Swedish base camp.

The Valley of Death

Arbuzovka, Russia, 23 December 1942: As a result of the Soviet Operation Little Saturn, the Italian 8th Army had been smashed and only isolated strongspoints remained. The German 298th Infantry Division and disorganized Italian forces had been encircled at Arbuzovka. On 23 December, German and Italian forces repeatedly attempted to break through the concord which the 35th Guards Rifle Division had erected around them.

In The Valley of Death sixteen Black-shirt squads with two German StuG III's as direct fire support try to break through an eight-squad strong Russian defense. Russian reinforcements in the form of a T-34 and 76mm artillery arrives halfway through this 5.5 turn scenario.

To Have and To Hold

Thionville, France, 2 September 1944: In early September 1944, the Allied armies' wild chase across France was starting to slow down with growing supply problems and stiffening resistance from the supposedly beaten German Army. Although the bulk of Patton's Third Army was stalled, elements of 3rd Cavalry Group broke out and got as far as Thionville on the Moselle river. During the afternoon of 2 September, a cavalry platoon charged the Thionville bridge on their steel horses.

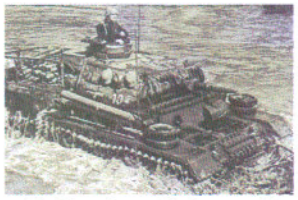
In this six-turn scenario the Americans, in jeeps and armored cars, must capture the bridge during the first turn and prevent its recapture by counter-attacking German infantry and assault guns.

Maczek Fire Brigade

Novy Targ sector, Poland, 4 September 1939: At the initial stage of the German invasion of Poland, the XXII Corps had orders to break the defense south of Cracow, defended by the Polish 10th (Motorized) Cavalry Brigade. In charge of the brigade was Colonel St. Maczek, who immediately started to use the brigade's 121st Light Tank Company as a kind of "fire brigade", thrown in at threatened parts of the front in order to secure any breach.

Maczek Fire Brigade is a tourney-sized 5.5 turn scenario. German light tanks and elite infantry from the 4th Light Division have orders to secure 12 buildings defended by Polish infantry. The "fire brigade" in the form of Vickers tanks enter as Polish reinforcements.

Barbarossa D-day



Pruzhany, Russia, 22 June 1941: On the day of the German invasion of Russia, the main body of the Russian 30th Tank Division was located in the woods south-east of Pruzhany. Alerted by the distant sound of guns, the 30th Division's combat elements were redeployed to their pre-planned positions south of the town. Their orders were simple: stop Guderian's 18th Panzer Division.

In Barbarossa D-day, German tanks and infantry on motorcycles need to clear a small hamlet defended by infantry from the Russian 205th Motorized Division. Lacking any form of AT capability, things look dark for the Russians until six T-26 from 30th Tank Division appear on the scene.

A Hundred Rounds

Laspa, Ukraine, 8 September 1943: In mid-August the Russians attacked the Donbas and the newly reconstituted German 6th Army. Soon the Russian spearheads were threatening the vital Dneipr crossing sites in the German rear. A Kampfgruppe composed of elements of *Sturmgeschütz-Abteilung 259* and the *3. Gebirgs-Division* set out on a counter-attack to check the Russian advance.

In this seven-turn armor frenzy seven StuG III's with supporting infantry meet a total of seventeen T-70 and T-34 tanks. The only thing that saves the Germans from total annihilation is the Russians' piecemeal arrival to the battle. *Unteroffizier* Engels earned a Knight's Cross in this action. Can you?

Second Thoughts

Wingen-sur-Moder, France, 4 January 1945: The first objective of Operation Nordwind, Hitler's last major offensive in the west, was to secure a path through the Low Vosges mountains to the Alsatian plains. One possible path ran through Wingen-sur-Moder. *Kampfgruppe Wingen* was tasked to seize the village.

In Second Thoughts *SS-Gebirgs-Jäger* and a captured M8 HMC meet a tiny American infantry force defending Heidenneck outside Wingen. The Americans are ready to give up arms, but change their minds as they receive unexpected armored reinforcements, which enable them to counter-attack and retake Heidenneck and maybe even break through to the now German-held Wingen itself with the tanks.

FRIENDLY FIRE PACK 1

8 Action Packed Scenarios 1937 - 1945

Introduction

The Friendly Fire Pack 2005 contains eight small to medium-sized scenarios. Most of them are designed for the Friendly Fire ASL Tournament held in Linköping, Sweden. FrF4 Barbarossa D-day was used during the Friendly Fire 2003 Tournament, and FrF2 Maczek Fire Brigade, FrF5 The Valley of Death, FrF6 A Hundred Rounds, FrF7 To Have and To Hold and FrF8 Second Thoughts were all included in the upcoming Friendly Fire 2005 event.

Errata and Clarifications

When available, we will publish any clarifications and errata at this website:
http://www.friendlyfire.se/asl/
If you find anything in the scenarios that is confusing or in error, please contact us.

Contact

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

Credits

We would like to thank our playtesters and proofers. Without them this wouldn't have been possible. A special thanks goes to Bruce Probst, Brian Pickering and Klas Malmström.

Scenario Design:
Mattias Rönnblom
Martin Svärd

Proofing:
Melvin Falk
Paul Ferraro
Klas Malmström
Brian Pickering
Bruce Probst
Peter Rogneholt

Layout:
Mattias Rönnblom
with help from
Anders Qvist
Mikael Rydfalk

Playtest:
Andreas Carlsson
Melvin Falk
Gary Lock
Klas Malmström
Janusz Maxe
Pär Nilsson
Randall Rossi
Claes-Erik Rydberg
Henrik Sannesson
Christopher Spell
Andrew Young

Designed for the

FRIENDLY FIRE

Tournament

JARAMA PROVING GROUND

Near Ciempozuelos and the Jarama River, Spain, 6 February 1937: The Nationalists' most effective force was the Army of Africa. In October 1936, after having been airlifted from Morocco in German Junkers and scoring a number of victories in Spain, they stood before the gates of Madrid. But the Republican militia's proficiency in street fighting and the growing foreign aid in the form of International Brigades and modern Russian weaponry ground the offensive to a halt. To counter the Russians, the Germans decided to increase their aid and an independent German command named *Legion Condor* was formed. On 6 February, the Nationalists opened a new offensive to the south of the capital. Their goal was to cross the Jarama river and ultimately cut the Madrid-Valencia road. The majority of the Nationalist troops were Spanish Foreign Legion and the feared Moroccan Regulars, but the force also included *Legion Condor* and their 8.8cm FlaK guns, which made their combat debut in the direct fire ground support role.

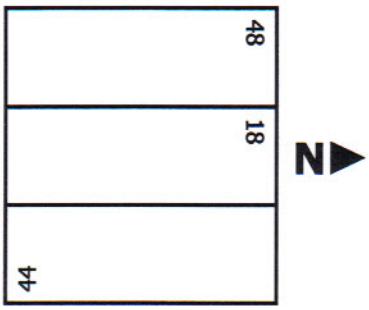
Mission

The Spanish Nationalists win immediately upon exiting ≥ 6 non-German squads equivalents along the east edge, provided the Spanish Republicans have not amassed ≥ 35 CVP (German Personnel and Inherent Crews count double).

Special Rules

1. EC are Wet with no wind at start. Kindling is NA. All Grain is Brush. All Orchards are Olive Groves (B14.8/F13.5).
2. No Quarter (A20.3) is in effect for both sides. Armored Assault (D9.3) is NA.
3. The Spanish Republican nationality uses Axis Minor counters [EXC: Russian counters for Guns, SW and Commissars] but is identical to Allied Minor in all other aspects. They may exchange a leader for, and use a Commissar (A25.22) as if Russian, may use their OB Guns and SW without Captured penalties and their MMC are Lax.
4. The Legion Condor are German. The Spanish Nationalist nationality is identical to Allied Minor. The Germans and the Spanish Nationalists are considered Allied Troops (A10.7). The German guns may not be Emplaced. The SdKfz 7 may only carry German Passengers (D6.1) and any SdKfz 7 which does not end its MPh in/adjacent to a hex containing a FlaK gun is Recalled (D5.341) as if an AFV.

Map



Handicap

Add one DC and a hero to the Republican OB.
Replace "35 CVP" with "40 CVP" in the Mission.

Spanish Republican Sets Up First	1	2	3	4	5	6	7	8	End
Spanish Nationalist Moves First									

ELR: 2
SAN: 3

Elements of 18ª Brigada Mixta, II Agrupación, Republican Army of the Center set up on Board 18:

3-4-7	2-2-7	9-1	8-0	LMG	MMG	?	37L AT PTP obr 30	37* INF PP obr 15R	Pillbox 1+3+5	Trench
22	2		2	3	2	6				6

ELR: 3
SAN: 3

Elements of V Bandera de la Legión, 9° Regimiento, V Brigada set up on Board 48:

4-5-8	4-5-7	9-2	8-0	LMG	DC
4	4			2	

Elements of FlaK-Abteilung 88 with MG support, Legion Condor set up on Board 48 in hexes numbered ≥ 5:

2-4-8	2-2-8	8-1	HMG	88L AA FlaK 18	SdKfz 7
2	2		2	2	2

Elements of Bandera de Falange de Valladolid, 9° Regimiento, V Brigada enter on Turn 1 along the west edge:

4-3-7	LMG	7-0
6		

Elements of Panzer-Abteilung 88, Legion Condor enter on Turn 2 along the west edge:

Pz IB
5

Aftermath

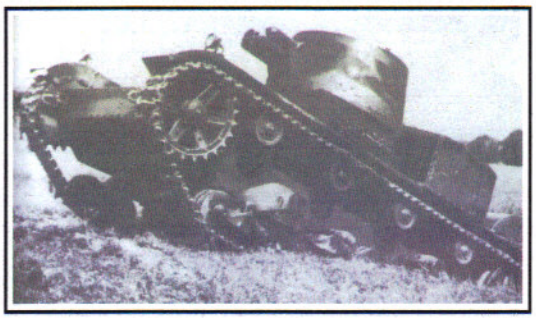
Colonel Garía Escámez commanded the brigade on the north flank and seized Ciempozuelos in a rough fight, where the defending Republican 18th Mixed Brigade lost 1,300 men. The Nationalists initially made good progress and soon reached the Jarama river. But a flooded river and tougher Republican defenses would bog them down. At Jarama the Republicans suffered heavy losses but successfully defended the vital Madrid-Valencia road. This battle among others of the Spanish Civil War were proving grounds for new Italian, German and Russian tactics and weapons.

Design

Scenario Design: Mattias Rönnblom
Sources:
Westwell, Ian. *Condor Legion - The Wehrmacht's Training Ground, p25.*
Beevor, Anthony. *The Spanish Civil War, p151-154.*
Thomas, Hugh. *The Spanish Civil War, p571-573.*
http://es.geocities.com/batalla_jarama/

MACZEK FIRE BRIGADE

Novy Targ sector, Poland, 4 September 1939: The German invasion of Poland - *Fall Weiss* - had begun. From the south the XXII Corps, including the 2nd Panzer Division, 4th Light Division and 3rd Mountain Division, had orders to break the defense south of Cracow in the Beskidy mountains. The Polish defense included the 10th (Motorized) Cavalry Brigade (10. BK). In charge of the brigade was Colonel St. Maczek, who immediately started to use the brigade's 121st Light Tank Company as a kind of "fire brigade", thrown in at threatened parts of the front in order to secure any breach.



Mission

The Germans win at game end if they Control ≥ 12 buildings/rubbled buildings north of hexrow L.

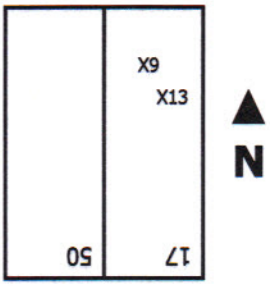
Special Rules

1. EC are Dry, with no wind at start. Kindling is NA.
2. Place overlays as follows: **X9** on 17W7; **X13** on 17U7-U8.
3. An Opel Blitz is immediately Recalled (D5.341) as if an AFV when it no longer contains any PRC.
4. Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.
5. Bore Sighting is NA. AFV crews may not voluntarily Abandon (D5.4) vehicles.

Handicap

- In the Mission, change "12" to "14".
- In the Mission, change "12" to "10".

Map



Polish Sets Up First	1	2	3	4	5	6	End
German Moves First							

ELR: 3
SAN: 3

Elements of 24th Uhlan (Lancer) Regiment set up on/north of hexrow L:

4-5-7	9-1	8-0	HMG	MMG	ATR	?
9						10

Elements of the 121st Light Tank Company enter on Turn 1 along the north edge:

Vickers Ejw(b)	Vickers Edw(b)
	2

Elements of the 101st Recce Tank Company enter on Turn 2 along the north edge:

TKS(L)	TKS
2	

ELR: 4
SAN: 2

Elements of 4. leichte Division enter on Turn 1 along the south edge:

4-6-8	9-1	8-1	7-0	MMG	LMG	ATR
10					2	

Pz IIA	Pz IB	PSW 222	Opel Blitz	3x Motorcycle
3	2	2	3	5

Aftermath

The 10th (Motorized) Cavalry Brigade successfully but temporarily halted the 4th Light Division's advance. The German pressure was too great for the Polish defense to hold in the long run. After this desperate show of resistance, Maczek and his men reached Hungary in late September and then dispersed before regrouping in France, where General Wladyslaw Sikorski had set up a Polish government in exile. In the spring of 1940 Maczek re-created the 10th (Motorized) Cavalry Brigade. Even before their training was completed he threw the Brigade into the battle against the advancing German forces.

Design

Scenario Design: Martin Svärd

Sources:

Zaloga, Steven J. *Poland 1939, p62.*
Debowski, Ryszard. *In the defence of independence September 1939, p29-30.*
http://derela.republika.pl/vickers.html

THE SWEDISH VOLUNTARY CORPS

Märkäjärvi, Finland, 2 March 1940: In November 1939, the Soviet Union attacked Finland. Sweden blamed the Soviet Union, but feared a war against the Soviet Union or Germany. The solution was to set up volunteer bureaus to assemble volunteers for Finland. The volunteer corps would be armed with Swedish equipment and led by Swedish officers. On 27 February, in bitter cold (-47 °C), the Swedish Voluntary Corps took over the defense of the northern Finnish front, and was now for the first time in front line service. Two out of three volunteer battlegroups were ready for combat. The front was the region around Märkäjärvi opposing the Russian 122nd Infantry Division on the line, and the 88th Infantry Division in reserve. In order to break the standstill the *4:e Jägarkompaniet* was sent to reconnoiter possible advance routes. After a nine- hour night march in a wide arc around the Russian left flank, a base camp was established. From there small reconnaissance parties started to scout the area. Just after the first group came back a Russian patrol discovered the base camp. Soon more and more Russian troops followed and started to skirmish and encircle the *jägare*. An attack was inevitable.

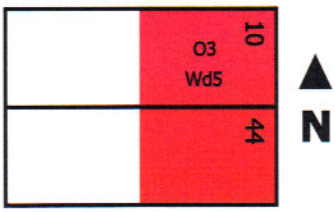
Mission

The Russians win at game end if there are no Good Order Swedish MMC on/adjacent to hex 10E4.

Special Rules

1. EC are Wet with no wind at start. Kindling is NA. Deep Snow (E3.73) and Extreme Winter (E3.74) are in effect.
2. Place overlays as follows: **O3** on 10I6-I7; **Wd5** on 10L4-K5.
3. Use German counters to represent the Swedes. The Swedish Nationality Distinctions are identical to the Germans with the exceptions that the modification for Leader Creation is 0 and that they are treated as Finns for the purpose of Extreme Winter (E3.74) effects.
4. All Swedish units are Stealthy, ski-capable and have Winter Camouflage (E3.712) and skis. The Swedes may use HIP for one MMC and any SMC/SW set up with it. The Swedish LMG have 2 FP, Range 6 and B11. Use German LMG(f) counters from Pegasus Bridge, if available.
5. The Russians have Winter Camouflage (E3.712). The Russian group entering on/after Turn 3 have skis and are ski-capable.

Map



Only A-P are in play.

Handicap

- The first two non-Fanatic, unpinned and Good Order Swedish MMC to pass any type of MC without invoking HoB or being pinned will become Fanatic (A10.8).
- ★ The first unpinned and Good Order Russian MMC to pass any type of MC without invoking HoB will become Berserk (A15.4).

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

ELR: 2
SAN: 3

4:e Jägarkompaniet set up within 9 hexes of 10E4:

5-4-8	9-1	8-1	8-0	LMG (f)	DC
9				3	2

ELR: 2
SAN: 2

Elements of 122nd Infantry Division enter on Turn 1 along the south edge:

4-4-7	8-1	7-0	MMG	LMG
18				2

Enter on/after Turn 3 along the west edge:

4-4-7	8-0	LMG	DC
6			

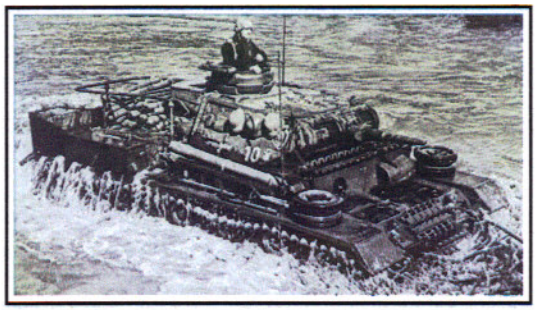
Aftermath

With the signal of a red flare the Soviet started to attack under a loud "Hurrah!" battle cry. The attack was concentrated on a flank and soon gained ground. The Swedes had positioned their machine guns to stop any flanking maneuvers, and as the attack slowed, the Swedes launched a small counter-attack. The combination resulted in heavy Soviet casualties and temporarily stopped the attack. The Swedish success was followed up with a quick withdrawal out of the encirclement. Six prisoners had been taken, one of them a Commisar. The prisoners complained that the Commisar's assistants had forced the troops to drink vodka before the attack. The Swedish casualties were only 18 men, while the Soviet casualties were estimated to around 200. After seven hours march through the cold (-30 °C) night, with the wounded on sledges, the Swedes came back to their own lines. The scouting had been successful and a plan to encircle the 122nd Infantry Division was beginning to take form. However this was stopped by the peace established on 13 March. As the Finnish Winter War came to and end over 8.000 Swedish volunteers had arrived in Finland to fight for its cause.

Design

Scenario Design: Martin Svärd
Sources:
Ekberg, Henrik. *Finland i Krig I, p218-219.*
Claeson, Sten. *Svenska Frivilliga i Finland.*
http://www.svenskafrivilliga.com/
Version: 2

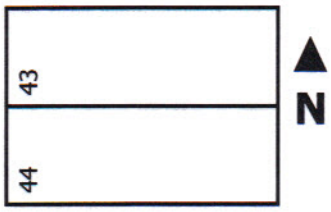
Pruzhany, Russia, 22 June 1941: On 22 June, Operation Barbarossa was launched, and on the German center General Heinz Guderian and his staff followed in the wake of the 18th Panzer Division. The division was assigned the task to cross the Bug with assault boats and amphibious tanks, after which it was to follow a planned route north of the town of Brest, east, towards Pruzhany. The main body of the Russian 30th Tank Division was located in the woods south-east of Pruzhany. Alerted by the distant sound of guns, the 30th Division's combat elements were redeployed to their pre-planned positions south of the town. Their orders were simple: stop the German Panzer Division.



Mission

The Germans win at game end if there is no Good Order Russian non-crew MMC in a building location ≤ 2 hexes from 43N8, provided they also have ≥ 1 Good Order Mobile AFV.

Map



Special Rules

1. EC are Dry, with no wind at start. Kindling is NA.
2. All buildings are wooden.
3. The German force is Elite (C8.2).
4. German squad Smoke Placement Exponent is increased by one (even if '0').
5. AFV crews may not voluntarily Abandon (D5.4) vehicles.

Handicap

★ In the Russian OB, replace one LMG with one MMG.
✚ Remove one T-26S M37 from the Russian OB.

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

★ **ELR: 2**
SAN: 2

Elements of 205th Motorized Division set up ≤ 5 hexes from 43N8:

4-4-7	8-0	7-0	LMG
6			2

Elements of the 30th Tank Division enter on Turn 3 on/between 43Q1-43Y1:

T-26S M37
6

✚ **ELR: 4**
SAN: 2

Elements of Aufklärungs-Abteilung 18 enter on Turn 1 ≤ 2 hexes from any road hex(es) on board 44:

4-6-8	4-6-7	9-1	7-0	dm HMG	LMG	PSW 222	3x Motorcycle	3x Motorcycle w/ sidecar
2	5						5	2

Elements of Panzer-Regiment 18 enter on Turn 3 along the south edge or the road 44GG5:

9-1 Armor Leader	Pz IIIG	Pz IIIF
	2	

Aftermath

After 30th Tank Division's initial setbacks, the 18th Panzer Division attempted an outflanking maneuver. The Russian division put everything they could muster into the ensuing battle, and finally managed to slow down the Germans' armoured thrusts. The 3rd and 4th Panzer Divisions had managed to breakthrough the stiff resistance south of Brest, had caught up to the 18th Panzer Division and successfully engaged the Russian 22nd Tank Division. The German breakthrough was a fact. Operation Barbarossa had begun, and was running according to plan.

Design

Scenario Design: Martin Svärd
Sources:
Seith, Ronald. *Operation Barbarossa*, p69-70.
Glantz, David M. *The Initial Period of War on the Eastern Front 22 June - August 1941*, p196.

THE VALLEY OF DEATH

Arbuzovka, Russia, 23 December 1942: The Soviet operation Little Saturn started 16 December 1942. The main objective was to destroy the Italian 8th Army and the German Army Detachment Hollidt and to prevent German interference with the all important Stalingrad reduction operation. Despite initial problems with weather conditions, supply and movement, the attack succeeded tearing big gaps in the defense lines. On 19 December, Soviet forces began exploitation operations behind enemy lines. Soon Italian and German forces were in full retreat. As the withdrawal was conducted alongside advancing Soviet forces, a complicated fluid battle ensued. Units which failed to break out often resisted fanatically in isolated strongpoints. One of these strongspoints was in Arbuzovka where remnants of the German 298th Infantry Division and Italian 8th Army was engaged by the 35th Guards Rifle Division. The 298th Infantry Division had fought itself into Arbuzovka on 21 December and soon the division together with large disorganized remnants of the Italian Army filled the valley in a hedgehog defense. On the 22nd, the 35th Guards Rifle Division made multiple attacks trying to tighten the circle around the valley. New Italian task forces were formed as the old structure was hopelessly lost. On the 23rd, German and Italian forces repeatedly attempted to break through the concord which the 35th Guards Rifle Division had erected around them.

Mission

The Axis win at game end if they have more unbroken non-crew Infantry CVP in ground and/or 1st level location(s) on/north of hexrow W than the Russian, provided the Russian has not eliminated the two StuG IIIGs.

Special Rules

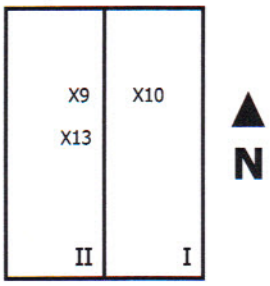
1. EC are Wet, with no wind at start. Kindling is NA. Ground Snow (E3.72) and Extreme Winter (E3.74) are in effect.

2. Treat Grain as Brush. All buildings are Single Story (B23.21). Place overlays as follows: **X10** on IW3; **X9** on IIV9 and **X13** on IIP9-P10.

3. The Axis suffer Ammunition Shortage (A19.131).

4. The Russians receive one module of 70 mm OBA (HE only). All Russian units have Winter Camouflage (E3.712).

Map



Board I and II originate from Heat of Battle's High Ground module.

Handicap

★ Russian reinforcements enter on Turn 2.

Axis reinforcements set up onboard.

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

★ **ELR: 2**
SAN: 3

Elements of 35th Guards Rifle Division set up on/north of hexrow N on any non-hill hex:

4-5-8	4-4-7	8-0	7-0	LMG	50* MTR	ATR	1S Foxhole
5	3					2	2

Elements of the 35th Guards Rifle Division enter on Turn 3 along the north edge:

5-2-7	7-0	Radio	T-34 M41
3			

ELR: 2
SAN: 2

Elements of Blackshirt Brigade, Pasubio Division set up on/south of hexrow H on any non-hill hex:

3-4-6	8-1	8-0	7-0	HMG	MMG	LMG	45* MTR
16						3	2

Elements of Panzerjäger-Kompanie 12 enter on/after Turn 1 along the south edge:

StuG IIIG
2

Aftermath

After fifteen failed attempts to break out from encirclements, the German intelligence had found gaps in the Russian defenses. As nightfall came elements of the German 298th Infantry Division succeeded in sneaking out and started the withdrawal from Arbuzovka. All non-fighting equipment and the wounded were left behind. On Christmas morning the 44th Guards Rifle Division reinforced the 35th Guards Rifle Division. Now Arbuzovka was totally isolated, leaving no hope for the remnants left behind. In four days of heavy fighting the 35th Guards Rifle Division recorded 10,000 killed enemies and over 10,000 prisoners. Despite these losses, some managed to escape. They recall the battle in Arbuzovka as a battle in The Valley of Death.

Design

Scenario Design: Martin Svärd

Sources:

Glantz, David M. *From the Don to the Dneipr, p41, 46, 55, 60f.*

Corti, Eugenio. *Few Returned, p41-106.*

Kameradschaft der 298.Inf.Div. *298. Infanterie-Division Ruhm und Untergang 1940-43, p159-165.*

A HUNDRED ROUNDS

Near Laspa, southeast of Saporoshje, Ukraine, 8 September 1943:
During a short lull in the fighting after Russian feint attacks in the summer, the newly reconstituted German 6th Army, entrenched along the Mius River, was deprived of almost all its mobile reserves. In mid-August, with great secrecy, the Russian Southern and Southwestern Fronts launched a more ambitious attack on the Donbas. The Russian *maskirovka* succeeded and the surprise was complete when the onslaught began on 18 August. The Russians broke through the German defenses and on 27 August the XXIX Corps was encircled by 2nd and 4th Guards Mechanized Corps, and barely managed to break out. In order to avoid another encirclement Manstein gave the order to retreat to the hastily-prepared Tortoise Shell line along the Kalmius River. But Russian mechanized formations soon breached the line again, and by 8 September spearheads were only 50km from the Dneipr River. The 6th Army started abandoning the Tortoise Shell. Russian forces in control of the Dneipr crossing sites in the German rear would lead to a major disaster for both 6th Army and 1st Panzer Army. During the early morning of 8 September, a small *Kampfgruppe* composed of elements of *Sturmgeschütz-Abteilung 259* and infantry from the *3. Gebirgs-Division* set out on a counter-attack to check the Russian advance.

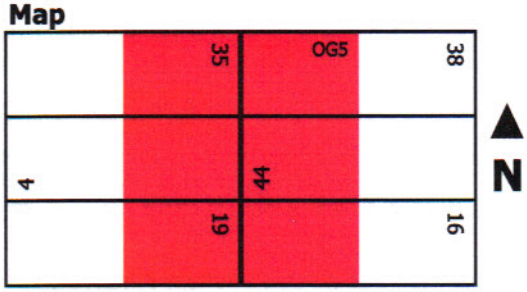
Mission

The Russians win immediately upon exiting ≥ 7 AFVs with functioning MA off the west board edge *or* at game end provided they have exited ≥ 4 AFVs with functioning MA off the west edge and no Mobile German AFV with functioning MA remains in play.

Special Rules

1. EC are Dry with no wind at start. Bore Sighting and Kindling are NA. All Marsh is Brush. Multiple Grain hindrances are not cumulative. Thus, the presence of Grain in a same-level LOS contributes a total of +1 DRM regardless of how many Grain hexes are crossed. Place overlay **OG5** in 38R9-38R8.
2. Russian units set up on/east of hexrow 35N/4T/19N. Russian AFVs set up HIP in non-road Open Ground hexes and every AFV must set up at most two hexes away from all other Russian AFV.
3. The German Armor Leader may apply his leadership DRM to any MA malfunction repair attempts of his vehicle [EXC: an original '6' dr will still disable the gun].

Map



Only 19/35/44 A-P and 4/16/38 R-GG are in play.

Handicap

★ Add one ATR to the initial Russian OB.
✚ The T-70 crews are Inexperienced (D3.45).

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

★ **ELR: 3**
SAN: 3

Elements of the 11th Tank Corps, Southern Front set up as per SSR 2:

4-4-7	8-0	MMG	T-70
2			6

Enter on Turn 3 along the north edge of Board 38:

T-34 M43	T-34 M41
3	3

Enter on Turn 5 along the south edge of Board 16:

5-2-7	7-0	T-34 M43	T-34 M41
4		4	3

✚ **ELR: 3**
SAN: 2

Elements of Sturmgeschütz-Abteilung 259 and 3. Gebirgs-Division, IV. Armee-Korps, 6. Armee enter on Turn 1 along the west edge:

4-6-8	4-6-7	9-1	8-0	LMG	ATR	9-2 Armor Leader	StuG IIIG
4	2			2			7

Aftermath

After receiving fire from a hill, the German assault guns stumbled upon an assembling Russian tank formation, which was promptly destroyed. A larger Russian tank force appeared to the German left rear. After an uneven fight and having lost several assault guns, the *Kampfgruppe* was forced back. In the ensuing mobile battle, the Russian attack was stemmed, but the desperate struggle was to continue when another formation of T-34 tanks and supporting infantry appeared to the right. A single Sturmgeschütz belonging to *Unteroffizier* Engels managed to stop this last attack. Having knocked out the lead tank, the other T-34s hesitated and became easy prey. But at this time every one of Engels' shots was followed by a malfunction, as the overworked gun had fired a hundred rounds in a single day. *Unteroffizier* Engels and his crew knocked out a total of 14 Russian tanks that day, and he later received a Knight's Cross for this action. The 6th Army had fought a skillful month-long withdrawal through the Donbas to the Panther line, running from Saporoshje on the Dneipr to the Black Sea.

Design

Scenario Design: Mattias Rönnblom
Sources:
Engels, Heinrich. *7000 km in a Sturmgeschutz, p117-118, 135.*
Nipe, George M. *Decision in the Ukraine, p331-350.*
Glantz, David M. *When Titans Clashed, p171.*
Ruef, Karl. *Odyssee einer Gebirgsdivision, p388-398.*

TO HAVE AND TO HOLD

Thionville, France, 2 September 1944: In early September 1944, the Allied armies' wild chase across France was starting to slow down with growing supply problems and stiffening resistance from the supposedly beaten German Army. Although the bulk of the U.S. XX Corps and the rest of Patton's Third Army was stalled due to the gasoline shortage, the 3rd Cavalry Group broke out and reached Etain, where they managed to capture enough fuel to get them as far as the Moselle river. During the afternoon of 2 September, in a desperate attempt to seize an intact bridge across the Moselle, a platoon from 3rd Cavalry Group reached Thionville, some 100km behind the front.

Mission

The Germans win if they Control hex 40Q2 and/or 40Q3 at the end of any Player Turn.

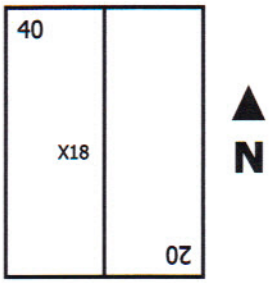
Special Rules

1. EC are Moderate, with no wind at start. Kindling is NA.
2. A Stone Bridge exists in 40Q2-Q3. Place overlay **X18** in 40R6-R5.
3. Vehicular Control (A26.12) is NA.
4. All six Jeeps have a 4FP AAMG. If necessary, use other American Jeeps to represent any missing 4FP AAMG Jeeps. A Removed (D6.631) Jeep AAMG becomes a dm MMG.
5. The German reinforcement group coming into play on Turn 2 may enter anywhere along the east edge and/or set up unconcealed in building locations on Board 20 ≥ 6 hexes away from all American units.

Handicap

✚ Add one 7-0 leader to the initial German OB.
☆ Add one BAZ44 to the American OB.

Map



✚ German Sets Up First	☆ 1	2 ✚	3	4 ✚	5	6	End
☆ American Moves First							

ELR: 3
SAN: 4

Elements of the 559. Grenadier-Division set up in any non-bridge non-road hex on Board 20 and/or Board 40:

4-3-6	2-3-6	?
	3	4

Enter and/or set up on Turn 2 as per SSR5:

4-6-7	4-4-7	4-3-6	9-1	7-0	LMG
2	6	2			2

Enter on Turn 4 along the east edge:

StuG IIIG (L)
2

ELR: 4
SAN: 2

1st Platoon, B Troop, 3rd Cavalry Reconnaissance Squadron, 3rd Cavalry Group enter on Turn 1, with Infantry as Passengers, on any one road hex on Board 40:

3-4-7	9-2	8-1	BAZ44	9-1 Armor Leader	M8 Armored Car	Jeep 4FP AAMG
6					3	6

Aftermath

In almost Hollywood tradition, Captain Jackson and his cavalry platoon managed to seize the bridge at Thionville and cut the wires leading to the demolition charges. The German forces near the bridge, which were the rear guard of the 559th Grenadier Division, soon recovered from their surprise and made a series of determined counter-attacks. Without support, and facing overwhelming odds, the Americans were forced to withdraw – but only after they had inflicted considerable losses to the enemy. Jackson, wounded twice, was awarded the Distinguished Service Cross for his efforts.

Design

Scenario Design: Mattias Rönnblom
Sources:
Kempf, Anthony. *Metz 1944, p59-60.*
Stöber, Hans. *Die Sturmflut und Das Ende, p430.*

SECOND THOUGHTS

Wingen-sur-Moder, France, 4 January 1945: In late 1944, Hitler's last major offensive in the west, Nordwind, was in full swing. The first objective was to secure a path through the Low Vosges mountains to the Alsatian plains, and mobile divisions were held in reserve to be able to exploit a breakthrough. By early January 1945, the offensive had lost most of its momentum as the attacking divisions were worn down and the Americans recovered from their initial surprise and started to send reinforcements to the region. But there were still two possible routes for the deployment of the armoured reserves. One of them ran through the sleepy village of Wingen-sur-Moder. A task force consisting of elements of the crack 6th SS Mountain Division were formed, with orders to seize the village from its American defenders. On the morning of 4th January, *Kampfgruppe Wingen* attacked, and as the morning turned into day, *Untersturmführer* Kürten and his 5th Company of the 1st Battalion were closing in on their objective: the communities of Heidenheck and d'Hütt just outside Wingen.

Mission

The Americans win immediately upon exiting ≥ 2 AFVs with functioning MA along the south edge *or* at game end provided they Control all Multi-hex Buildings.

Special Rules

1. EC are Wet, with no wind at start. Bore Sighting and Kindling are NA. Ground Snow (E3.72) is in effect. The Stream is Deep (B20.43) and not Frozen/Frigid. There are Stone Bridges in DD4 and DD5. Place overlays as follows: **St1** on DD6-DD5; **RR8** (Elevated) on FF6-FF7. Place a Roadblock on the Y2-Z2 hexside.

2. German Infantry have Winter Camouflage (E3.712). The M8 Howitzer Motor Carriage has an Inexperienced Crew (D3.45) and is not Elite (C8.2) despite being SS, but suffers no other penalties for being captured.

3. On Turn 1 and 2, American ELR is 0 and all American Personnel are Lax (A11.18) and considered Inexperienced for the purpose of CC Capture (A20.22).

Map

Only R-GG are in play.

Handicap

☆ Add one dm MMG to the initial American OB.
✚ Add one PSK to the German OB.

☆ American Sets Up First	✚ 1	2 ☆	3	4 ☆	✚ 5	6	7	End
✚ German Moves First								

☆

ELR: 4
SAN: 3

Elements of 1271st Engineer Combat Battalion and stragglers from 179th Infantry Regiment's service troops set up north of the stream:

6-6-6	5-4-6	5-3-6	8-0	MMG	BAZ44
	2				

Elements of Company B, 781st Tank Battalion enter on Turn 2 along the north edge on any one road hex:

M4A3 76(W)	M4A3
	2

Elements of Company L, 276th Infantry Regiment, 70th Infantry Division (Task Force Herren) enter on Turn 4 along the north edge:

6-6-6	5-4-6	8-1	7-0	dm MMG	BAZ44
2	7			2	

✚

ELR: 5
SAN: 3

Nachrichter und Pionier-Züge, 5. Kompanie, I. Bataillon, SS-Gebirgs-Jäger-Regiment 12, 6. SS-Gebirgs-Division NORD (Kampfgruppe Wingen) enter on Turn 1 along the east edge:

SS 8-3-8	SS 5-4-8	9-2	8-1	8-0	LMG	DC
4	3				2	

Captured M8 HMC enter on Turn 5 along the south edge:

M8 HMC

Aftermath

After capturing a squad of American soldiers still in their sleeping bags and clearing the first couple of houses in Heideneck, the attackers ran into the first substantial resistance; an American stronghold located in a cluster of tall stone buildings. Apparently ready to surrender, the American force changed their minds as they spotted a column of Sherman tanks headed their way. In Wingen, two SS NCOs with some tank experience manned one of the newly captured M8 Assault Guns and went to assist the 1st Battalion. They managed to surprise an American roadblock, but ran into the Shermans, which proved more than a match for them. The M8 was hit by 76mm fire, leaving both NCOs dead. The counter-attacking American tanks and infantry forced the Germans to withdraw through the waters of the Schusselbach stream. *Kampfgruppe Wingen* had secured most of its objectives, but Heideneck was to remain in American hands.

Design

Scenario Design: Mattias Rönnblom

Sources:

Kürten, Paul. "Kämpfe der 6. SS-Geb.Div. 'Nord' um den Ort Wingen-sur-Moder." *Der Freiwillige*, Heft 2, Februar 1986.

Cheves, Wallace Robert. *Battle of Wingen-sur-Moder.*

Zoepf, Wolf T. *Seven Days in January: With the 6th SS-Mountain Division in Operation NORDWIND.*

A special thanks to Nathalie Banzet of Wingen-sur-Moder.