FRIENDLY FIRE PACK 2

8 Action Packed Scenarios 1940 - 1945

The Abbeville Bridgehead

West of Abbeville, France, 28 May 1940: The Germans had crossed the Somme and established three bridge-heads on the western shore at Abbeville, Amiens and Péronn. As these posed a mortal threat to the French forces, they had no alternative but to counterattack. At Abbeville, the recently promoted *Général de Brigade* Charles de Gaulle pressed forward, despite protests from his officers that the French units were not ready.

In *The Abbeville Bridgehead*, French infantry supported by R35 and nearly-impregnable B1-bis tanks set out to seize two strategic buildings. The Germans, lacking effective AT weaponry, might still try to immobilize the French monsters with their 37mm PaK guns.

Assault on Wielki Dział

Wielki Dział, Poland, 29 June 1941: Through Russian-occupied Poland ran the Molotov Line; a series of fortifications designed to bear the initial thrust of an invader. On 29 June, that invader had come. Using tactics from the previous World War, German *Stosstruppen* assault teams infiltrated the Russian main line of resistence. In support was *Panzer-Abteilung (Flamm) 102*, newly outfitted with 24 captured French B1-bis heavy flame-thrower tanks.

In this large 7.5-turn scenario, German 1st-line infantry supported by mortars, OBA and three flame-thrower tanks fight to control Russian pillboxes beyond wire, minefields and dug-in Russian infantry and heavy weapons.

Rostov Redemption

Rostov, Russia, 24 July 1942: Rostov was about to fall. Strong German forces had broken through the city's defenses, and formed bridgeheads across the rivers of the Don delta, south of the city. In the wake of the Panzers, the *125. Infanterie-Division* was called in to reduce the numerous Russian strongpoints left behind by the mobile forces.

Rostov Redemption is a small 6.5-turn city-fight set among rubble and burning buildings. German 1st-line infantry with machineguns and a flamethrower supported by a single Panzer III try to flush out the Russian defenders equipped with courage, determination and, most importantly, a 45mm AT Gun.

The Fields of Black Gold

East of Sagopshin, Russia, 28 September 1942: In mid-September, after the fall of Rostov, the *Wiking* SS Division received orders to leave the western Caucasus and move eastward in order to spearhead the attack on the important oil fields east of Grozny. After two days of bitter fighting against deep and well-fortified Russian defenses, the Germans reached Sagopshin and made preparations for assaulting the town.

In *The Fields of Black Gold* a company of SS infantry reinforced with Panzer IIIs and IVs surprise the Russian defenders, whose plan for the day didn't include fending off a strong German attack, but rather finishing the trenches and positioning the last guns.

Knives to a Gunfight

Belyi, Russia, 30 November 1942: The ambitious Operation Mars aimed to destroy the *9. Armee* in the Rzhev salient. The 41st Army was ordered to break through the German defenses at Belyi, and by 30 November, the Russians believed the German defenses were about to crack. In heavy snowfall, the 19th Mechanized Brigade crossed the frozen Vena river and deployed for the final assault.

In this mid-sized scenario, Russian infantry bring knives to a gunfight when they armed with little more than small-arms charge the artillery position of *1. Panzer-Division*. Further studies in asymmetric warfare follow when the supporting T-70 tankettes acquaint themselves with the *schwere 10cm Kanone 18*.

Patton Breaks Loose

San Stefano Quisquina, Sicily, 20 July 1943: The U.S. 7th Army advanced across western Sicily with incredible speed. To slow the American spearheads, the Italians deployed mobile battlegroups at bottlenecks in the road network. At San Stefano Quisquina, Mobile Group B made a last effort to stop the Americans.

Patton Breaks Loose pits Italian infantry, field pieces and two MR/35 tanks against American infantry and Jeep-borne recon troops. Since attacking with 6-morale troops may put some strain on your personal morale, we recommend at least one Patton quote per Gamé Turn. Start with: "Nobody ever defended anything successfully, there is only attack and attack and attack some more".

Kampfgruppe 1001 Nacht

Wriezen, Germany, 17 April 1945: On 16 April, the first day of the Berlin offensive, Zhukov's 47th Army did not gain much ground, but did succeed in virtually destroying the German 606th Infantry Division. As the German situation deteriorated and elements of a heavy tank regiment broke through along the Wriezen-Thöringswerder-Alt Lewin highway, *Kampfgruppe 1001 Nacht* was put on alert and brought forward to meet the threat.

Kampfgruppe 1001 Nacht is a medium-sized high-paced heavy-metal scenario featuring IS-2 tanks and SU-152 assault guns trying to break through a line held by SS Paratroopers, Hetzer tank destroyers and a lone '88'. German reinforcements, in the form of elements of Albert Speer's personal escort battalion, appear mid-game.

Last Orders

South of Zossen, Germany, 21 April 1945: During the hell that was the Battle of Berlin, German morale varied. The fanatics honored the absurd *Führerbunker* orders to the bitter end; others, seeing certain death in the Russian POW camps, attempted to break out to the west and surrender to the Western Allies; and a few threw down their weapons and ran away.

In this small scenario, you follow the last few *Elefant* tank destroyers of *schwere Heeres Panzerjäger-Kompanie 614* reinforced with an obsolete captured Russian tank and some ad-hoc infantry. With a random mission, determined after the German setup, the players must plan for every contingency. Will Captain Ritter follow his historical orders, or will he dissolve his outfit and flee to the west?

FRIENDLY FIRE PACK 2

8 Action Packed Scenarios 1940 - 1945

Introduction

The Friendly Fire Pack 2 contains eight scenarios featured in the Friendly Fire 2006 ASL tournament held in Linköping, Sweden. Despite being tournament scenarios, they vary in size between small and large.

Errata and Clarifications

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 for this year's pack goes to Pär Nilsson, Bruce Probst, Brian Pickering and Klas Malmström.

Scenario Design:
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Martin Svärd

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Pär Nilsson
Randall Rossi
Richard Weiley
Stan Jackson

Designed for the

FRIENDLY FIRE

Tournament

THE ABBEVILLE BRIDGEHEAD

West of Abbeville, France, 28 May 1940: Due to the enormous pressure exerted on the Allies in the Flanders area, General Weygand was forced to abandon any hope of linking up with the British troops at Dunkerque. To make matters worse, the Germans had crossed the Somme and established three bridgeheads on the western shore at Abbeville, Amiens and Péronne. With a German buildup in these bridgeheads, the final blow to the Allied forces in France would soon be delivered. General Weygand had no alternative but to order all units he could muster to counterattack. At Abbeville, the recently promoted *Général de Brigade* Charles de Gaulle issued orders to press forward immediately, despite protests from his officers that the French units were not ready. Too much could be lost by delaying the attack.

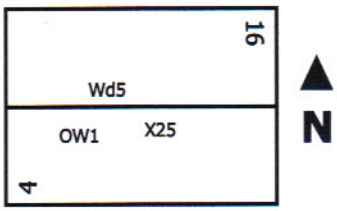
Mission

The French win at the end of any Game Turn if they Control at least two of the three following buildings: 4oV2, 4P6, 16O3.

Special Rules

1. EC are Dry, with no wind at start. Kindling is NA.
2. Grain is in season. Place overlays as follows: **OW1** on 4K5-K4; **X25** on 4V3-U3; **Wd5** on 16T2-T1.
3. The Bore Sighting DRM is NA for Deliberate Immobilization attempts (C5.7).
4. The French AFV may not expend more than half of their printed MP allotment during Game Turn 1. AFV Crews may not voluntarily Abandon (D5.4) vehicles.

Map



Handicap

- Add one 4-6-7 squad to the German OB.
- Add one 8-0 leader to the French OB.

German Sets Up First / French Moves First	1	2	3	4	5	6	7	End

Elements of 57. Infanterie-Division setup on/east of hexrow H on Board 4 and/or Z on Board 16:

ELR: 3
SAN: 3

4-6-7	2-4-7	2-2-8	9-1	8-1	8-0	MMG	LMG	50* MTR	?	37L AT PaK 35/36	20L AA FlaK 30
8		3					2		4	2	

Elements of 4ème Division de Chars de Combat and 22ème Régiment d'Infanterie Coloniale enter on Turn 1 along the west edge (see SSR4):

ELR: 3
SAN: 2

4-5-7	9-2	8-0	MMG	LMG	60* MTR	9-1 Armor Leader	B1-bis	R35
11				2			2	2

Aftermath

The initial French attack created panic amongst the German troops since they lacked adequate anti-tank guns that could penetrate the heavily armoured French tanks. Their 37 mm AT guns were of little use, and they were forced to retreat. Come nightfall, the French were closing in on the bridgehead at Abbeville, but communication problems were hampering the attack and causing it to proceed slowly. Under the cover of darkness, the Germans managed to reinforce their defenses with two 88 mm AA guns, and by the morning of 29 May the situation was completely different from the preceding day. The French still managed to win a few minor victories, but they were unsuccessful in eliminating the bridgehead.

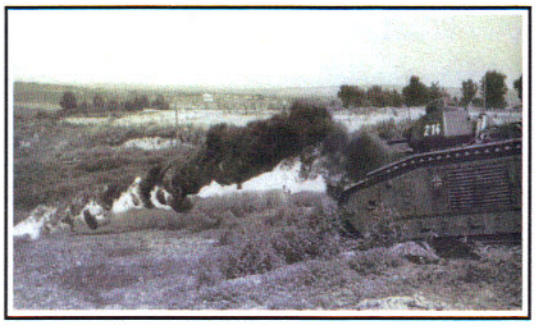
Design

Scenario Design: Martin Svärd
Sources:

Pallud, Jean-Paul. *Blitzkrieg in the West Then and Now*, p404.
Bauer, Eddy. *Holland och Belgien ockuperas*, p129.
Goutard, Adolphe. *The Battle for France 1940*, p222-223.

ASSAULT ON WIELKI DZIAŁ

Wielki Dział, Poland, 29 June 1941: During the early stages of Operation Barbarossa, the Russian front lines were penetrated at numerous points, and exploiting German mechanized and motorized formations left the German infantry divisions in the dust. Not as glorious as the encirclement battles of the mobile formations, but nevertheless important, was the job of reducing the Russian border fortifications. Through Russian-occupied Poland ran what was to be referred to as the Molotov Line; a series of fortifications designed to bear the initial thrust of an invader. During the early morning hours of 29 June, heavy FlaK commenced direct firing targeting the Wielki Dział strongpoint in the Rava Ruska Fortified Region. Using tactics from the previous World War, *Stosstruppen* assault teams infiltrated the Russian main line of resistence. With the signal of a green flare, *II. Bataillon, Infanterie-Regiment 520* went into attack. In support was *Panzer-Abteilung (Flamm) 102*, newly outfitted with 24 captured French B1-bis heavy tanks equipped with ball-mounted German flame projectors.



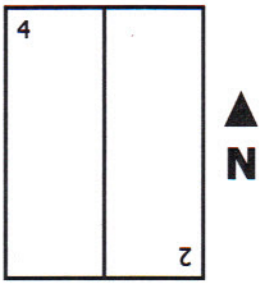
Mission

The Germans win at game end if they Control all Pillboxes.

Special Rules

1. EC are Moderate, with no wind at start. Kindling is NA.
2. Fortifications/Entrenchments and their contents may not use HIP [EXC: Minefields].
3. Place Pillboxes in the following hexes: 2H3 (1+5+7, CA 2G2), 2J4 (2+5+7, CA 2K3), 2O5 (3+5+7, CA 2P3), 2AA4 (2+5+7, CA 2Z2) and 2BB5 (1+5+7, CA 2CC4).
4. The Fl Wg Pz B-2(f) are captured French B1-bis, use black TH numbers and have radios, CS3 and BF24 (X11) flamethrowers in place of the B75* Guns. No captured-use penalties apply.
5. The German Stosstruppen must set up ≥ 3 hexes away from all non-HIP Russian units. Hostile units sharing the same location start the game unconcealed in Melee.
6. The Germans receive one module of 100+mm OBA (HE and Smoke only).

Map



Handicap

★ Replace the German 9-2 leader with a 8-0 leader.
✚ Delete one 76L ART gun from the Russian OB.

★ Russian Sets Up First / ✚ German Moves First	✚ 1	2	3	4	5	6	7	8	End

★ **ELR: 2**
SAN: 3

Elements of 41st Rifle Division, 6th Rifle Corps, 6th Army, Southwestern Front set up on Board 4 in hexes numbered ≤ 3 and/or anywhere on Board 2:

4-4-7	2-2-8	8-1	8-0	7-0	.50 HMG	HMG	MMG	LMG	50* MTR	?	AP Mine Factors
24	4		2				2	2		12	18

76L ART P obr 39	45L AT PTP obr 32	AT Ditch	Trench	Foxhole	Wire
2	2	4	6	4	2

✚ **ELR: 4**
SAN: 2

Reinforced elements of II. Bataillon, Infanterie-Regiment 520, 296. Infanterie-Division, IV. Armee-Korps, 17. Armee setup on Board 4 in hexes numbered ≥ 7:

4-6-7	2-2-8	9-1	8-1	8-0	7-0	HMG	MMG	LMG	Radio	88L AA FlaK 18	81* MTR GrW 34
16	2			2				4			

Stosstruppen, Infanterie-Regiment 520 setup on Board 2 and/or Board 4 as per SSR 5:

5-4-8	9-2	LMG	DC
4			

Elements of Panzer-Abteilung (Flamm) 102 with pioneer support enter on Turn 1 along the west edge:

8-3-8	9-1	DC	FT	Fl Wg Pz B-2(f)
4		2		3

Aftermath

The initial barrage had failed to silence all bunkers, and machine-gun fire pinned the German infantry while hidden anti-tank guns knocked out two of the supporting tanks. The flamethrowing tanks scored only limited success against the bunkers, but managed to suppress the defenders and give the *Infanterie-Pioniere* enough breathing room to place their explosive charges. At 1300 hours, the commander of the *296. Infanterie-Division* reported Wielki Dział to be in German hands.

Design

Scenario Design: Mattias Rönnblom
Sources:
Jentz, Tom. *Flammpanzer German Flamethrowers 1941-1945*, p13-15.
Regenberg, Werner. *Captured French Tanks under the German Flag*, p39-40.

ROSTOV REDEMPTION

Rostov, Russia, 24 July 1942: Rostov was about to fall. Strong German forces had broken through the city's defenses, and formed bridgeheads across the rivers of the Don delta, south of the city. In the wake of the Panzers, the *125. Infanterie-Division* was called in to reduce the numerous Russian strong points left behind by the mobile forces. While other parts of the division started rooting out stubborn NKVD nests, *III. Bataillon, Grenadier-Regiment 421* was ordered to clear the nests along the important main road to the Don - the Taganrog road. *Oberst* Reihardt, the regimental commander, soon realised that the task he had been given would prove difficult. The already-strong Russian positions and minefields were further augmented by artifacts of the previous days' fighting; the roads were torn up by heavy artillery fire and the streets were filled with rubble. The smoke and heat from burning buildings further increased the strain of the Schwabian grenadiers.

Mission

The Russians win at game end if there is at least one Good Order non-Encircled Russian MMC in a building location ≤ 2 hexes from 21Z2.

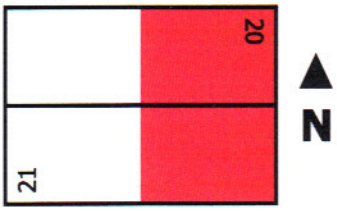
Special Rules

1. EC are Moist, with a Mild Breeze from the north at start.
2. Place Stone Rubble in 20I1 and 20H0. Place Wooden Rubble in 21Y2, 21CC1, 21CC2, 21EE1. Place Blazes in 20G8, 20K2 (ground level Location) with drifting Smoke (A24.61) already in place.
3. The German 3-3-8 is Fanatic (A10.8) while possessing a FT.
4. No Quarter (A20.3) is in effect for both sides.

Handicap

★ Add 6 AP Mine Factors to the Russian OB.
✚ Delete one LMG from the Russian OB.

Map



Only 20 A-P and 21 R-GG are in play.

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

ELR: 3
SAN: 4

Elements of the 56th Army set up south of the 20A5-C5-J8-K8-L8-P6 road:

5-2-7	4-4-7	2-2-8	8-1	8-0	LMG	ATR	45L AT PTP obr 32
4	4				2		

Set up in building 21Z2:

3-2-8	HMG

ELR: 4
SAN: 3

Elements of the III. Bataillon, Grenadier-Regiment 421, 125. Infanterie-Division set up in building 20C7:

4-6-7	8-1	LMG
4		2

Enter on Turn 1 along the north edge on/between 20J10-20P10:

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

Elements of 13. Panzer-Division enter on Turn 1 along the north edge:

Pz IIIH

Aftermath

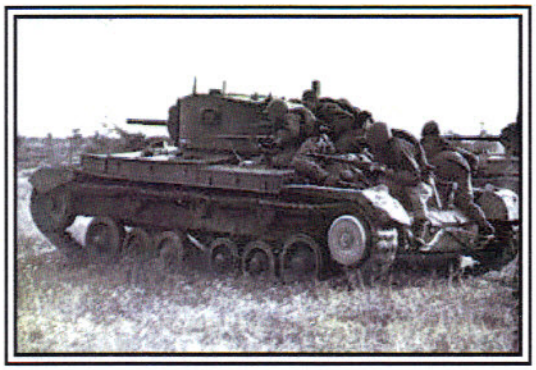
The battle for Rostov raged for almost fifty hours. Nothing could stop the systematic German advance. Nest after nest fell. By dawn on 25 July the last remnants of the Rostov defenders withdrew across the Don. With Rostov in German hands, *Heeres-Gruppe A* could spill out from its bridgeheads into the Caucasus, down across the steppe and into the high mountains to the south, and on to the great goal of the oilfields.

Design

Scenario Design: Martin Svärd
Sources:
Tieke, Wilhelm. *The Causcasus and the Oil*, p14-21.
Erickson, John. *The Road to Stalingrad*, p370-371.
Carell, Paul. *Hitler moves east*, p470-473.

THE FIELDS OF BLACK GOLD

East of Sagopshin, Russia, 28 September 1942: In mid-September, after the fall of Rostov, the Wiking SS Division received orders to leave western Caucasus and move eastward in order to spearhead the attack on the important oil fields east of Grozny. The Division's objectives were to capture the small town of Sagopshin. In this manner the dominance of the Mussakai hills would be negated and, secondly, the possibility of an advance on Grozny would be offered. After two days of bitter fighting against deep and well-fortified Russian defenses, the Germans reached Sagopshin and made preparations for assaulting the town. Small elements of the 5th Panzer Battalion and the Westland Regiment were to attack Sagopshin from the rear in an attempt to secure the important intersection east of the town and prevent Russian reinforcements from reaching the town. Meanwhile, other Wiking elements would attack the town head-on, even though the hills surrounding the town had not yet been secured.



Mission

The Germans win immediately if they Control all level 3 hexes and the 18P7 hill (see SSR 4).

Special Rules

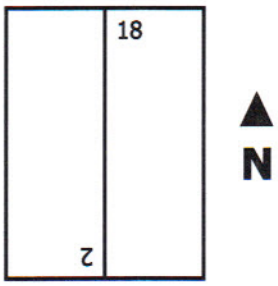
1. EC are Very Dry, with a Mild Breeze from the west at start. Kindling is NA.

2. Bore Sighting is NA. The Russians have MOL Capability (A22.6). Use British counters and black TH numbers for the Russian lend-lease Valentine II.

3. Any Good Order Russian non-crew Infantry setting up on/north of hexrow N on Board 2 and/or hexrow T on Board 18 are TI (A4.8) throughout Game Turn 1. The truck must set up in Motion with a crew as a Passenger and a Gun in tow in any one road hex. The truck is immediately Recalled (D5.341) as if an AFV when it no longer contains any Passengers nor is towing a Gun.

4. For Control purposes, the whole 18P7 hill is treated as if it was a single multi-hex building (A26.14) [EXC: A vehicle does not prevent the opponent from gaining Control]. AFV crews may not voluntarily Abandon (D5.4) vehicles.

Map



Handicap

★ Add one 4-4-7 squad to the initial Russian OB.

✚ Replace the Russian HMG with a MMG.

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

★ **ELR: 3**
SAN: 3

Elements of 44th Army setup on/north of hexrow H on Board 2 and/or hexrow Z on Board 18 (see SSR3):

4-4-7	2-2-8	8-0	7-0	HMG	LMG	50* MTR	GAZ-MM	76L ART P obr 39	Trench
12	2				2			2	7

Enter on Turn 3 along the north edge:

5-2-7	8-1	LMG	T-34 m/41	Valentine II
2			2	4

✚ **ELR: 5**
SAN: 2

Elements of SS-Panzer-Abteilung 5 and SS-Regiment Westland, SS-Division Wiking enter on Turn 1 along the south edge:

SS 4-6-8	9-1	8-1	8-0	dm MMG	LMG	9-2 Armor Leader	Pz IVF$_2$	Pz IVF$_1$	Pz IIIJ
12		2		2	3		3		2

Aftermath

The foggy morning enabled the Germans to slip through the Russian lines and reach the road crossing of Sagopshin-Nizhne-Atschaluki behind the town. Once there, they found it to be guarded by Russian infantry with armor held in reserve. The appearance of German units before the town itself had fallen caught the Russians completely by surprise, however, and after a short fight the Russians were retreating. Despite this success, the rest of Wiking Division failed completely to secure the town itself, largely because of the Russian artillery positioned on the hills. With the main attack brought to a halt, the gains east of the town were of no use and had to be abandoned. The Wiking was bleeding, and there were no signs that the Russians were cracking.

Design

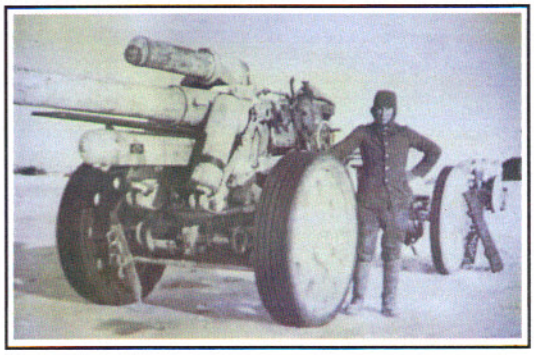
Scenario Design: Martin Svärd

Sources:

Kurowski, Franz. *Panzer Aces II*, p288-316.
Tieke, Wilhelm. *The Caucasus and the Oil*, p167, 174-180.
Erickson, John. *The Road to Stalingrad*, p378-380.

KNIVES TO A GUNFIGHT

Belyi, Russia, 30 November 1942: In late November 1942, Red Army strength had grown to the extent that it could undertake two concurrent major offensives. Operation Uranus would destroy *6. Armee* at Stalingrad and goes into history as a turning point in the war. Operation Mars, architected by Zhukov, involved two Russian fronts and targeted first the *9. Armee* in the Rzhev salient, then in subsequent operations, the whole of *Heeresgruppe Mitte*. The Kalinin Front was called upon to execute their main attack along two axes, with General Tarasov's 41st Army breaking through the German defenses at Belyi, and linking up with the 20th Army west of Sychevka, completing the encirclement. On 29 November, Mars was underway, and 47th Mechanized Brigade made excellent progress when by nightfall it had cut the Belyi-Olenino road and the Belyi force's last line of communication. Aroused by this success and by reports of panic in the German ranks, Tarasov was convinced the defenses around Belyi were about to crack. The 91st Rifle Brigade was turned around and marched eastward towards the Vena river and Belyi, but was pinned down by artillery fire and unable to make any significant headway. Nevertheless, during the early morning of 30 November, General Tarasov issued new orders, which he was certain would produce spectacular victory.



Mission

The Russians win immediately if they exit ≥ 3 squad-equivalents and/or AFV (with functioning MA) along the west edge on/between 17S1 and 17O1 *or* at game end if they Control buildings 17W3 and 17Q4 (and their rubble hexes, if rubbled).

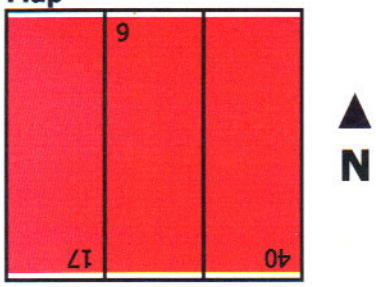
Special Rules

1. EC are Wet, with no wind at start. Kindling is NA. Ground Snow (E3.72) and Falling Snow (E3.71) with increased precipitation intensity are in effect. At the beginning of Game Turn 3 the Falling Snow (if any) stops and will not start again during the scenario.

2. The River is Flooded and Frozen. Contrary to B21.6, ice collapse is NA.

3. The Germans set up Concealed as if the Russians began with no forces on board. German Guns may not utilize HIP. Dummies may set up in any type of terrain.

Map



Only 17/9/40 B-FF are in play.

Handicap

✚ Delete an 8-0 leader from the Russian OB.
★ All Russian AFV have radios.

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

✚ **ELR: 3**
SAN: 3

Elements of Artillerie-Abteilung 73, 1. Panzer-Division, XXXXI Panzer-Korps set up anywhere west of the river:

2-4-7	2-2-8	7-0	MMG	?	150 ART sFH 18	105L ART s K18	Foxhole
	3			9		2	

Elements of 1. Panzer-Division HQ set up within two hexes of building 17W3 and/or building 17Q4:

5-4-8	4-4-7	2-2-8	10-2	6+1	LMG	20L AA FlaK 30	SdKfz 2
2	3						

★ **ELR: 3**
SAN: 2

Elements of 19th Mechanized Brigade, 1st Mechanized Corps, 41st Army set up in/east of the river:

5-2-7	4-4-7	9-1	8-0	7-0	LMG	DC
4	10				3	

Enter on and/or after Turn 1 along the east edge:

5-2-7	T-34 m/41	T-70
2	2	2

Aftermath

Tarasov ordered all of his forces to regroup and assault Belyi. At 0900 hours, blinded by heavy snowfall, the 19th Mechanized Brigade crossed the frozen Vena river. Deployed on the hills on the far bank was the divisional artillery of *Großdeutschland* and *1. Panzer-Division*. Behind them, staff security and administrative troops were thrown together into *Alarmeinheiten* in a last-ditch defense in front of the *1. Panzer* HQ. The Russian tanks faltered on the steep river banks, but the infantry continued their advance as the snowfall lifted. With less than 400 meters to their objective, massed German artillery firing over open sights directly into the charging infantry finally put a bloody end to the attack. By day's end, Tarasov's force was broken in strength and in spirit. The arrival of *12. Panzer-Division* was about to turn the phyrric Mars victories into defeat.

Design

Scenario Design: Mattias Rönnblom

Sources:

Glantz, David M. *Zhukov's Greatest Defeat,* p196.
Stoves, Rolf O. G. *1. Panzer-Division 1935-1945 Chronik einer der drei Stamm-Divisionen der deutschen Panzerwaffe,* p383-385.

PATTON BREAKS LOOSE

San Stefano Quisquina, Sicily, 20 July 1943: The U.S. 7th Army advanced across western Sicily with incredible speed, fanning out from the southern coast in every direction. To block the American spearheads, the Italian Colonel Rossi deployed mobile battle groups at bottlenecks in the road network. On the night of July 19 the vanguard of the U.S. 3rd Infantry Division, after a twenty-seven-mile foot march in the terrible Sicilian heat, pushed on to the eastern outskirts of the humble little town of San Stefano Quisquina. Here Mobile Group B, reinforced with the XIIth Corps's 1st Anti-Tank Battalion, made a last-ditch effort to halt the American advance.

Mission

The Americans win at game end if there is a continous road/narrow street from 46A5 to 46GG5 that has no unbroken Italian MMC on/adjacent to it (if a road) or in either of/both of its two hexes (if a narrow street).

Special Rules

1. EC are Very Dry, with no wind at start. Kindling is NA.

2. All Orchards are Olive Groves (B14.8). Place overlays as follows: **OW1** on 46S8-T7; **Hi5** on 46J2-J1.

3. A Jeep without an AAMG containing no Passengers is immediately Recalled (D5.341) as if an AFV.

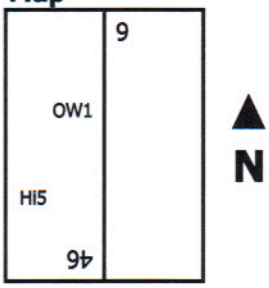
4. A HIP Gun is immediately placed on board concealed if in LOS and within two hexes of an American unit. Italian units setting up south of hexrow Q may do so in Foxholes (B27.1) if in suitable terrain.

Handicap

ǂ Delete one 6-6-6 squad from the American OB.

☆ The Italian ELR is 0.

Map



ǂ Italian Sets Up First	☆ 1	2	3	4	5	6	End
☆ American Moves First							

ǂ

ELR: 1
SAN: 3

Elements of Mobile Group B set up concealed on Board 46:

4-4-7	3-4-6	9-1	8-0	7-0	HMG	MMG	LMG	45* MTR
3	9						3	

Set up on Board 46 south of hexrow Q:

2-2-7	75* ART 75/27
2	2

Set up on Board 46 north of hexrow Q:

MR/35 (f)
2

☆

ELR: 4
SAN: 3

Elements of 3rd Battalion, 30th Infantry Regiment set up on Board 9 in Hill hexes numbered ≤ 3:

6-6-6	9-1	8-0	7-0	HMG	MMG	BAZ 43
12					2	3

Elements of 82nd Recon Battalion and 30th Infantry Regiment enter on/after Turn 1 along the south edge of Board 46:

3-4-7	2-2-7	8-1	60* MTR M2	T30 HMC	Jeep 4FP AAMG	Jeep 2FP AAMG	Jeep No AAMG	AT 37LL M3A1
2	2		2				2	2

Aftermath

The fighting was fierce all morning, with the Americans making only slow progress. By noon, a motorized advance guard of the 30th Infantry Regiment surprised the Italian artillery positions south of the town, and joined the battle. The pressure on the Italians increased all afternoon. Even so, San Stefano Quisquina did not fall until five P.M. By that time the town was almost surrounded, making a retreat impossible. The American booty numbered more than 100 Italian vehicles and 750 prisoners. Using the newly-captured Italians' vehicles, the American force soon regained the time lost in the battle, and the seemingly unstoppable Patton bandwagon rolled on towards Palermo.

Design

Scenario Design: Martin Svärd

Sources:

Mitcham, Samuel W., Jr., and von Stauffenberg, Friedrich. *The Battle of Sicily,* p201-207, p346-357.

Cappellano, Pignato. *Gli autoveicoli da combattimento del Regio Esercito, vol 2 (1939-1945).*

KAMPFGRUPPE 1001 NACHT

Wriezen, Germany, 17 April 1945: In April 1945, Stalin aimed to seize Berlin and especially the Kaiser Wilhem Institute, the center for German nuclear research, as quickly as possible. To speed up the advance, he employed his usual tactic of playing off his subordinates against each other. Marshal Zhukov and his 1st Belorussian Front were slowly closing in on Berlin from the east while General Konev and the 1st Ukrainian Front, having much success to the south, were permitted by Stalin to attack the city itself. Although Stalin had successfully misled and outmaneuvered the Western Allies, the ever-so-paranoid Soviet leader was still worried that a secret Anglo-German pact would deprive him of the Berlin prize. On 16 April, the first day of the Berlin offensive, Zhukov's 47th Army did not gain much ground, but did succeed in virtually destroying the German *606. Infanterie-Division*. As the German situation deteriorated and elements of a heavy tank regiment broke through along the Wriezen-Thöringswerder-Alt Lewin highway, *Kampfgruppe 1001 Nacht* was put on alert and brought forward to meet the threat. The *Kampfgruppe* was an odd outfit. Apart from SS paratroopers and tankdestroyers it included the Panzer Reconnaissance Battalion Speer, detailed from its duty as the armaments minister's escort battalion. *Kampfgruppe 1001 Nacht* halted this initial breakthrough, but the onslaught would continue the next day.

Mission

The Russians win immediately upon exiting ≥ 4 AFV with functioning MA along the west edge. An AFV is only allowed to exit from the same Board it originally entered.

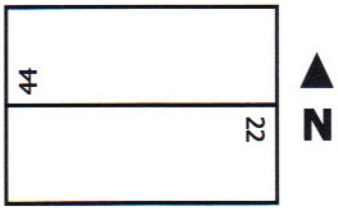
Special Rules

1. EC are Moderate, with no wind at start. Bore Sighting and Kindling are NA.

2. The Germans may set up one HS (and any SW/SMC stacked with it) *or* one AFV using HIP. The HIP AFV firing its MA loses concealment as if an Emplaced Gun. All Germans are SS except for Aufklärungs-Abteilung Speer, the FlaK18 and its crew.

3. Prior to setup, the Russian player may secretly designate one IS-2 as being an IS-2m [EXC: its AAMG is NA]. This vehicle need not reveal its true nature until a TK roll has been made in which its stronger AF influences the outcome.

Map



Handicap

✚ Replace the MTR with a PSK in the German OB.

★ Replace "≥ 4 AFV" with "≥ 3 AFV" in the Mission.

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

ELR: 5
SAN: 3

Elements of SS-Jagdpanzer-Abteilung 560 zbV and SS-Fallschirmjäger-Bataillon 600, Kampfgruppe 1001 Nacht and Heeres-Flak-Artillerie-Abteilung 292 set up on/west-of hexrow K on Board 22 and/or hexrow W on Board 44:

SS 6-5-8	2-2-8	9-1	8-0	MMG	LMG	PSK	50* MTR	?	88L AA FlaK 18	JgPz 38(t)
7		2			2			8		4

Elements of Panzer-Aufklärungs-Abteilung Speer, Kampfgruppe 1001 Nacht enter on Turn 3 along the west edge:

PSW 234/4	SdKfz 7/1

ELR: 3
SAN: 2

Elements of 70th Independent Guards Heavy Tank Regiment, 47th Army, 1st Belorussian Front enter on Turn 1 along the east edge of Board 44:

6-2-8	9-1	DC	IS-2	BA-64B
4			5	

Elements of 334th Guards Heavy Self-Propelled Artillery Regiment and 125th Rifle Corps, 47th Army enter on Turn 1 along the east edge of Board 22:

4-4-7	7-0	LMG	8-1 Armor Leader	ISU-152 4FP AAMG	ISU-152 No AAMG
5				3	2

Aftermath

Kampfgruppe 1001 Nacht managed to fend off the Russians until the next evening. On 19 April, Wriezen fell, and *Kampfgruppe 1001 Nacht* made a fighting withdrawal through Kunersdorf, Vevais, Ludersdorf, Biesdorf, and Haselberg. At Melchow the last few Hetzers were resupplied, and remnants of *Kampfgruppe 1001 Nacht* headed towards Finowfurt, where they met advancing enemy formations coming from Eberswalde. Although scattered remnants would continue to fight until the bitter end, this battle marked the end of *Kampfgruppe 1001 Nacht* as an effective fighting force. Soon all of Berlin, including the nuclear research facilities, would be in Russian hands.

Design

Scenario Design: Mattias Rönnblom

Sources:

Munoz, Antonio J. *Forgotten Legions*, p109-110, p121-123.

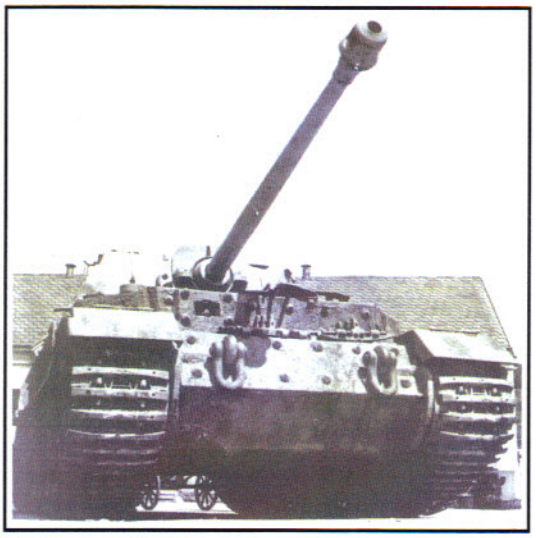
Tieke, Wilhelm. *Das Ende zwischen Oder und Elbe*, p108-110, p122-123.

Le Tissier, Tony. *Durchbruch an der Oder*, p229-230, p269-270, p384.

Beevor, Antony. *Berlin: Slutstriden 1945*, p272.

LAST ORDERS

South of Zossen, Germany, 21 April 1945: During the hell that was the Battle of Berlin, German morale varied among units and individuals. The fanatics honored the absurd *Führerbunker* orders to the bitter end; others, seeing certain death in the Russian POW camps, attempted to break out to the west and surrender to the Western Allies; and a few, especially old World War I veterans among the *Volkssturm* units, cursed Hitler, threw down their weapons and went back to their rubbled homes. During 20 April, the Russian 3rd Guards Tank Army, racing towards Berlin from the south, covered sixty kilometers, capturing Baruth and threatening the OKH and OKW HQ at Zossen. One of the few hodge-podge units in between the Russian tanks and Berlin was Captain Ritter's *schwere Heeres Panzerjäger-Kompanie 614* with four *Elefant* tank destroyers, augmented by a captured five-turreted tank from the Kummersdorf facility.



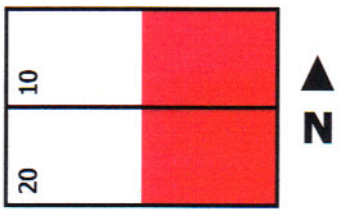
Mission

Hearts: [Counterattack] The Germans win immediately upon amassing ≥ 28 CVP.
Clubs: [Stand Fast] The Germans win if there are ≤ 16 VP worth of Russian Good Order/Mobile units on Board 10 at game end.
Diamonds: [Retreat] The Germans win immediately upon Exiting ≥ 8 Vehicle/Inherent Crew VP from 10Y1.
Spades: [Escape West] The Germans win immediately upon Exiting ≥ 8 Infantry VP from 10R5.

Special Rules

1. EC are Moderate, with no wind at start. Bore Sighting is NA. Place Wooden Rubble in 10R9 and 10S9. The minimum road movement cost for vehicles is 1 MP.
2. After German setup, the German player secretly draws a card from a deck of cards. Its suit determines the Mission, which may be kept secret from the Russian player until game end. For Mission purposes, captured units/equipment are treated as if eliminated.
3. AFV may not set up in buildings. The T-35 tank has an Inexperienced Crew (D3.45), but suffers no other penalties for being captured.
4. If the Russian truck does not contain any Passengers, it may not move into a new hex.

Map



Only 10/20 R-GG are in play.

Handicap

✚ Add a PSK to the German OB.
★ All three Russian T-34/85 may enter on Turn 1.

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

ELR: 1
SAN: 3

Remnants of schwere Heeres Panzerjäger-Kompanie 614 with infantry support set up on Board 20 in hexes numbered 5 through 8:

5-4-8	4-4-7	4-3-6	8-0	LMG	PzJg Tiger 3FP BMG	T-35
	2				2	

ELR: 2
SAN: 2

Elements of 6th Guards Tank Corps, 3rd Guards Tank Army, 1st Ukrainian Front:

Enter on Turn 1 along the south edge:

6-2-8	T-34/85
	2

Enter on Turn 2 along the south edge:

6-2-8	4-5-8	8-1	LMG	FT	T-34/85	SU-85	GAZ MM
	3						

Aftermath

On 21 April, the armor-clad spearheads of the southern pincer rolled forward, smashing the Zossen guard company but running out of fuel shortly thereafter. Only at the very last minute did Hitler allow evacuation of the bunker complex. But the HQ staff's luck turned, and the column was strafed by fighters in what was to be the last friendly-fire incident involving the Luftwaffe. Ritter's force, together with *Volkssturm* units, fought a delaying action. The captured T-35 was knocked out at the Zossen training grounds. Of the last four Elefants, one fought at Klein Köris, one broke down at Mittenwalde and the last two made it to the Berlin inner city and made their last stand at Karl-August-Platz and the Trinity Church. They were captured by Polish and Russian troops on 1 May.

Design

Scenario Design: Mattias Rönnblom
Sources:
Münch, Karlheinz. *Combat History of Schwere Panzerjäger Abteilung 653,* p326-328.
Le Tissier, Tony. *Slaughter at Halbe*, p24.
Beevor, Anthony. *Berlin: Slutstriden 1945,* p307.