# FRIENDLY FIRE PACK 5

## A Smörgåsbord of Scenarios

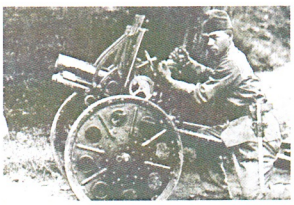
### Skiing in Laponia

**Heteoja, Petsamo, Finland, 26 February 1940:** After two weeks of war, the Russian 14th Army halted its advance and dug in. The front would be quiet until 24 February, when a Russian ski detachment infiltrated the thinly-held Finnish defenses. The Finns spotted the intruders and managed to not only halt the attack, but trap the Russian force in a *motti*. On 26 February, the Russian infantry supported by T-26 tanks mounted a relief attempt.

### Newborn Partisans

**Near Tykocin, Poland, 29 June 1940:** As soon as the war between the Soviet Union and Poland in 1939 had ended, men in the Polish Army uniforms began to arrive in the nearly inaccessible forest of Kobielne, where they continued their fight against the Russians. The partisan movement was very successful until betrayed in June 1940. On 29 June the inevitable Russian clean-up operation was initiated.

### Crossing Swords at Kyaukse

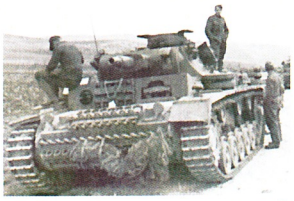


**Kyaukse, Burma, 28 April 1942:** The Chinese defeat in Eastern Burma and the loss of the Burma road forced a dramatic change of the Allied plans. The idea of a defense line south of Mandalay was scrapped and the general retreat was to continue. Protecting the withdrawal over the Irrawaddy river was the 48th Infantry Brigade of the Indian 17th Infantry Division. Their adversaries were the fresh troops of the Japanese Army's 18th Division.

### Wunderwagen

**Kurkino, Russia, 18 March 1943:** In early March 1943 the German Fourth and Ninth Armies initiated the evacuation of their defenses along the Rzhev-Vyazma salient to the considerably shorter *Büffel-Stellung*. The delicately timed retrograde operation was masterfully executed. Even though the Germans had reached the relative safety of the *Büffel-Stellung*, STAVKA ordered an attack. Manning the German defenses in Kurkino, north of Spas-Demensk, was a Probation Battalion. Supporting these reluctant warriors was a company of tank destroyers, including a curious field-conversion: a Panzer III-based self-propelled 7.5cm PaK 41 AT gun.

### No Country for Old Men

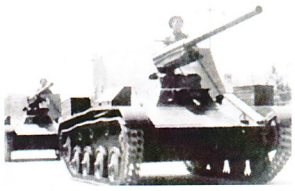


**Monte Cipolla, Sicily, 11 August 1943:** After a night landing behind German lines, American infantry and artillery took their objective, Monte Cipolla, at dawn and cut off the retreat of the 29th Panzer Grenadier Division. *Oberst* Dr. Polack, commanding the divisional reserve, was ordered to counterattack. At 3:10 PM, Dr. Polack's Grenadiers launched their final assault on Monte Cipolla, supported by two Flakvierlinge and their last three Panzers.

### Sporck's Eleven

**Near Gubanitsy, Russia, 26 January 1944:** At dawn on 26 January, the *Volksdeutsche*, Dutch and Scandinavian volunteers of the SS "Nordland" Division stood ready for battle outside the village of Gubanitsy. A request for armored reinforcements had been denied: they were forced to rely on a few anti-tank guns and *Stummel* halftracks. Fortunately for the defenders, these weapons were in capable hands, including those of *SS-Rottenführer* Sporck.

### Romania Mare



**Târgu Frumos, Rumania, 25 April 1944:** The fighting raged around Iasi in northern Rumania. The town was key to the defense of the whole country. To relieve some pressure, the German command ordered a series of spoiling attacks east of Iasi. The resulting chaos would leave the Russians with no other option but to re-prioritize their resources, and restore order in the east. In the early morning hours of 25 April, Târgu Frumos was the focal point of the Axis effort.

### Kiss of Fury

**Rosochatka, Poland, 19 February 1945:** The East Pomeranian operation was designed to cut off German forces in East Prussia and pin them against the shores of the Baltic Sea. On 19 Februrary, this operation was well underway and the next Russian target was Czersk - an important hub in the railroad network. The Russian attack forced the release of one of the few German reserves available; a Kampfgruppe formed around *4. Panzer-Division*'s recon battalion.

### Forest Devil

**East of Drávaszabolcs, Hungary, 7 March 1945:** In early March 1945 German forces assembled for Operation Forest Devil. On 6 March the operation began as the *297. Infanterie-Division* and the *104. Jäger-Division* crossed the Drava river from Croatia into Hungary. The Bulgarian 3rd Infantry Division was thrown back. The next day the infantry was augmented with a Bulgarian tank battalion, and ordered to reconquer ground lost to the Germans.

### Anhalt Pandemonium

**Between Neukölln and the Reichstag, Berlin, Germany, 26 April 1945:** In the suburb of Neukölln, SS troopers and the Russians struggled for control of the courthouse. Not until both flanks had crumbled under Russian pressure and two streets were the only open withdrawal route did the SS battalion commander issue the order to retreat. The plan was to withdraw toward the heart of the crumbling *Reich* and make the final stand there.

# FRIENDLY FIRE PACK 5

## A Smörgåsbord of Scenarios

### Introduction

Friendly Fire Pack 5 contains ten scenarios featured in the Friendly Fire 2009 ASL tournament held in Linköping, Sweden.

### Errata and Clarifications

Any clarifications and errata will be availble on this website:
**http://www.friendlyfire.se/asl/**
If you find anything in the scenarios that is confusing or in error, please contact us.

### Contact

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

### Credits

We would like to thank our playtesters and proofers. Without them this wouldn't have been possible. A special thanks for this year's pack goes to Melvin Falk, Bruce Probst and Klas Malmström.

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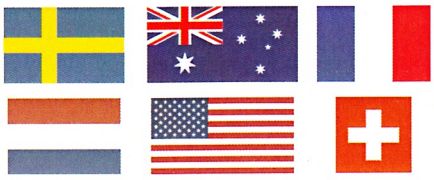
**Designed for the**

**Tournament**

**Proudly Produced in a Whole Bunch of Countries**



# SKIING IN LAPONIA



**Heteoja, Petsamo, Finland, 26 February 1940:** Defending the Petsamo area in the extreme north of Finland was Detachment Pennanen - an ad hoc formation named after its commander Captain Antti Pennanen and formed from a handful of Frontier Guard companies. Facing this meager force was the Russian 14th Army which with its three rifle divisions outnumbered the Finns a hundredfold. During the first three weeks of the war the 14th Army drove Detachment Pennanen before it all the way to Höyhenjärvi where the advance halted and the contenders dug in. The front would be quiet until 24 February, when a Russian ski detachment commanded by Captain Znamenskiy infiltrated the thinly-held Finnish defenses in an attempt to cut the Finnish supply road. A patrol spotted the intruders and nearby artillery and supply troops managed to halt the Russians just short of their objective. With growing Finnish pressure, the Russians were forced to retreat, only to find that the ubiquitous Finnish rangers had taken up position behind them. Znamenskiy again turned his now-decimated force and this time reached high ground at the Puurovaara fjeld. Surrounded by Finns they were trapped in a *motti*.

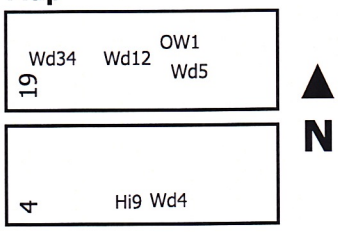
## Special Rules

**1.** EC are Snow, with no wind at start. Deep Snow (E3.73) is in effect. Kindling is NA.
**2.** Place overlays as follows: **Wd34** on 19K5-K6; **Wd12** on 19M4-N3; **OW1** on 19U5-T4; **Wd5** on 19S8-R7; **Wd4** on 4U8-T7; **Hi9** on 4P6-P7.
**3.** Each of the two boards is a separate playing area. Play is simultaneous and LOS, movement, fire and any other interactions are NA between the boards. Once a Russian Ski Detachment unit enter on one board, play is discontinued on the other.
**4.** The Finns use Russian MG and Allied Minor Ordnance counters (both without any captured-use penalties).
**5.** In lieu of setting up onboard the Finnish player may secretly place any number of Finnish OB counters in reserve. At the start of every Finnish Rally Phase the Finnish player may choose to secretly commit all/part of his reserve. Such a reinforcement group sets up concealed offboard (A2.51) immediately, but does not enter until the next Finnish Player Turn.
**6.** Russian Ski Detachment Personnel and all Finnish Personnel are Ski-capable (E4.2) and have Skis.
**7.** AFVs may set up in Motion. The Russian 9-1 leader begins play Wounded (A17.).

## Mission

The Russians win if at the end of any Player Turn there exist ≥ 2 Locations where each Location contains ≥ 1 Good Order Ski Detachment *squad* and ≥ 1 Good Order Group A/B *squad*.

## Map




## Handicap

卐 Add one hero to the Finnish OB.
★ Replace one Finnish 5-3-8 squad with a 2-3-8 HS.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 卐 Finn Sets Up First | 1 卐 | ★ 2 | 3 | 4 | 5 | 6 | 7 | End |
| ★ Russian Moves First | | | | | | | | |

卐 **ELR: 3**
**SAN: 0**

**Elements of Detachment Pennanen** set up concealed on/west of hexrow V and/or enter as per SSR 5 along the north and/or south edges (on any boards) on/between hexrow I and Q:

| 6-4-8 | 5-3-8 | 2-2-8 | 9-0 | 8-0 | HMG(r) | LMG(r) | DC | ? | AT Mine Factors | 37L AT Bofors AT | Sledge |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 8 | 2 | | | | | 2 | | 4 | 9 | | |

★ **ELR: 2**
**SAN: 0**

**Elements of 205th Rifle Regiment and 411th Separate Tank Battalion** set up one group per board on/east of hexrow X:

**Group A:**

| 4-4-7 | 9-1 | 7-0 | MMG | LMG | 50* MTR | T-37 |
|---|---|---|---|---|---|---|
| 9 | | | | | | |

**Group B:**

| 4-4-7 | 7-0 | LMG | T-26 M33 w/ MG(s) |
|---|---|---|---|
| 6 | | | 4 |

**Elements of 52nd Rifle Division Ski Detachment** enter on/after Turn 2 along the west edge of any one board:

| 4-5-8 | Wounded 9-1 | LMG |
|---|---|---|
| 4 | | |

## Aftermath

On 26 February the Russian 205th Rifle Regiment and a T-26 platoon from the 411th Separate Tank Battalion were tasked with breaking through to the beleaguered skiers. Watching the *motti* was a Finnish infantry platoon. All other troops available - half of Detachment Pennanen - were committed to halt the Russian two-pronged relief attempt. After three T-26 tanks were hit by 37mm anti-tank fire and one suffered damage from a mine, the Russian attack was called off. The forces involved withdrew and regrouped, only to be committed again with the same objectives. The second attack failed as well. The third attack forced the Finns to withdraw, allowing about half of the 153 Russian skiers that originally had set out to return from their Laponian ski vacation. The rest lay frozen in the snow, sacrificed in the name of Soviet expansionism. The 14th Army suffered 4000 dead and wounded, some twenty times more than the Finns. Petsamo would again be in Finnish hands with the 1940 peace terms, only to be lost in 1945.

## Design

**Scenario Design:** Mattias Rönnblom
**Sources:**
Kolomyjec, Maksym. *Pansar i Vinterkriget*, p95.

# NEWBORN PARTISANS



**Near Tykocin, Poland, 29 June 1940:** As soon as the war between the Soviet Union and Poland in 1939 had ended, men in the Polish Army uniforms began to arrive in the nearly inaccessible forest of Kobielne. Large remote marshland and reed areas in the valleys of the Biebrza and Narew Rivers made this natural hiding-place perfect. Kobielne soon became a partisan base and work was started to organize an underground network which eventually would tie together more than twenty villages. The partisan movement was very successful until betrayed in June 1940. On 29 June the Russians initiated the inevitable clean-up operation.

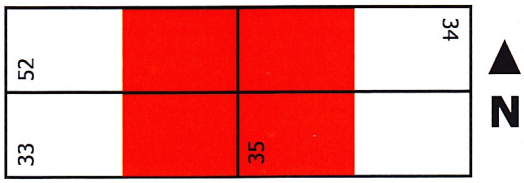
## Mission

The Partisans win immediately by exiting ≥ 4 squad-equivalents and ≥ 2 leaders off the south edge (prisoners do not count) or at game end provided they have scored equal to or more CVP than the Russians. Only eliminated/captured leaders count for CVP purposes [EXC: Control (at game end) of the Overlay hex is worth 2 CVP and 34CC6 and 52Z6 are worth 1 CVP each].

## Special Rules

**1.** EC are Moderate, with no wind at start. Kindling is NA.
**2.** No Roads exist on Board 34 and 52. All Woods-Roads are Paths (B13.6), with no Open Ground in the Woods-Roads portion of those hexes. The Bridge is a Ford (B20.8).
**3.** The Partisans use Chinese counters and their units/SWs are considered Partisan in every way. Partisan MMCs have an underlined Morale Factor. Partisan units may neither Deploy [EXC: if Guards (A20.5)] nor form multi-Location Firegroups and may enter Woods at a normal cost of 1 ½ MF.
**4.** Bore Sighting is NA.
**5.** Prior to setup the Partisan player must place (using HIP) Overlay **X9** in any non-Path Woods hex on Board 34/52 on/between hexrows 34BB-52AA. This Overlay is immediately revealed if any part of its hex is within LOS of a Russian unit *or* if there are prisoners with a Good Order Russian Guard at the end of any CCPh.
**6.** No Quarter (A20.3) is in effect for both sides.

## Map




**Only 35 A-P and 33/34/52 R-GG are in play.**

## Handicap

Delete one 4-2-6 squad from the Russian OB.
★ Decrease the Partisan SAN to 4.

| Partisan Sets Up First / ★ Russian Moves First | ★ 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | End |
|---|---|---|---|---|---|---|---|---|---|

**ELR: 5**
**SAN: 5**

**Polish Partisans** set up ≤ 3 hexes from 33Y1:

| 3-3-7 | 9-1 | MMG |
|---|---|---|
| 4 | | |

Set up ≤ 3 hexes from 34Y1:

| 3-3-7 | 9-1 | MMG |
|---|---|---|
| 4 | | |

Set up using HIP on Board 34 and/or Board 52 on/between hexrows 34T-52T:

| 3-3-7 | 7-0 | DC |
|---|---|---|
| 7 | | 2 |

★

**ELR: 2**
**SAN: 2**

**Elements of Red Army Anti-Partisan Force** enter on Turn 1 with one group along the west edge and one group along the east edge:

**Group A:**

| 4-2-6 | 9-0 |
|---|---|
| 14 | 2 |

**Group B:**

| 4-5-8 | 4-4-7 | 9-1 | LMG | DC |
|---|---|---|---|---|
| 2 | 4 | | | |

**Armored Car Patrol** enter on Turn 1 on hex 33R9:

| BA-20 |
|---|
| 2 |

## Aftermath

Thanks to a sleeping partisan sentry, the Red Army soldiers succeeded in reaching the Kobielne before the alarm could be raised. The intruders were left unopposed until they reached Wojslawowcz's lodge, where a firefight broke out. The noise of battle woke other partisans in the area. After a short retreat and recovery from the initial confusion the partisans were able to lay down effective machinegun fire which pinned down the Russians. Threatened with being outflanked, the partisans were forced to break out from the trap. They suffered heavy casualties, but yet many managed to escape. At this time the NKVD had started its mass arrests in the surrounding area. Soon one of the larger networks of partisan activity was destroyed. It was however re-formed one year later - at the beginning of the German occupation - by those who had managed to survive the Soviet oppression.

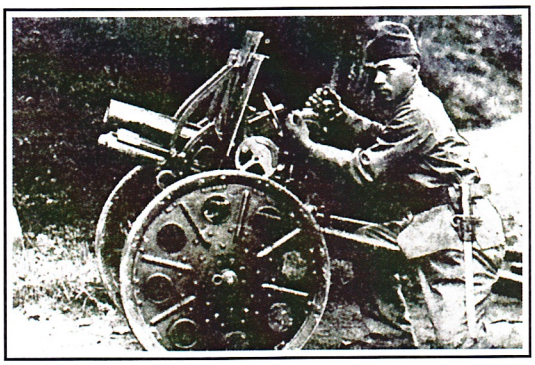
## Design

**Scenario Design:** Martin Svärd
**Sources:**
Sword, Keith. *The Soviet Takeover of the Polish Eastern provinces, 1939-41*, p168-171.

# CROSSING SWORDS AT KYAUKSE



**Kyaukse, Burma, 28 April 1942:** The Chinese 6th Army's defeat at the hands of the Japanese in Eastern Burma and the loss of the Burma road forced a dramatic change of the Allied plans. The idea of a defense line south of Mandalay was scrapped and the general retreat was to continue. The Indo-British and Chinese troops were to withdraw through Mandalay and cross the great river Irrawaddy at its only bridge at Ava. The success of this operation lay in the hands of rear guards. Protecting the withdrawal at Kyaukse, just north of Mandalay, was the 48th Infantry Brigade of the Indian 17th Infantry Division. Their adversary were the fresh troops of the Imperial Japanese Army's 18th Division.



## Mission

The Japanese win immediately by exiting ≥ 8 Exit VP (excluding prisoners) off the north edge of Board 37.

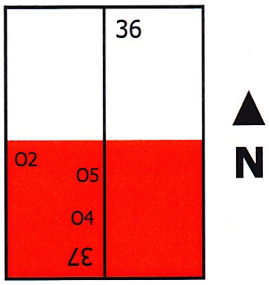
## Special Rules

**1.** EC are Moderate, with no wind at start. Kindling is NA.
**2.** PTO terrain (G.1) is in effect [EXC: the road that runs 37A5-H4-P5-Q5 still exists]. Place overlays as follows: **O2** on 37P2-O2; **O4** on 37G10-F9; **O5** on 37M10-36U10.
**3.** HIP and Emplacement are NA.
**4.** No Stuart I(a) may expend more than 9 MP during Game Turn 2.

## Handicap

- ⊙ Add one 2-4-8 HS to the initial British OB.
- ● Replace the Japanese 8-0 leader with a 9-1 leader.

## Map




**Only 37 A-P and 36 R-GG are in play.**

| | 1 | 2 | 3 | 4 | 5 | 6 | End |
|---|---|---|---|---|---|---|---|
| ⊙ British Sets Up First | ⊙ | ⊙ | | | | | |
| ● Japanese Moves First | | | | | | ● | |

**ELR: 3**
**SAN: 3**

**Elements of 3rd Gurkha Rifles, 48th Indian Infantry Brigade** set up concealed on/north of hexrow G on Board 37 and/or hexrow AA on Board 36 ≥ 4 hexes from the east edge:

| 4-5-8 | 8-0 | MMG | LMG | 4PP 51 MTR |
|---|---|---|---|---|
| 7 | 2 | | | |

**Elements of 7th Gurkha Rifles** enter on Turn 1 along the east edge:

| 4-5-8 | 9-1 | LMG |
|---|---|---|
| 3 | | |

**Elements of 7th Armoured Brigade** enter on Turn 2 along the north edge (see SSR 4):

| Stuart I(a) |
|---|
| 3 |

**ELR: 4**
**SAN: 3**

**Elements of 18th Division** set up concealed ≤ 2 hexes from 36X0:

| 4-4-8 | 9-0 | LMG |
|---|---|---|
| 4 | | |

Set up in hex 37C6:

| 2-2-8 | 70* INF Type 92 |
|---|---|

Set up concealed on hexrow B on Board 37 and/or hexrow FF on Board 36:

| 4-4-8 | 4-4-7 | 2-2-8 | 10-1 | 8-0 | MMG | LMG | 50* MTR | DC |
|---|---|---|---|---|---|---|---|---|
| 2 | 7 | | | | | 2 | | 2 |

## Aftermath

The mountainous and marshy terrain surrounding the Indian positions left the Japanese with no other option than a frontal assault. The Japanese attack showed some initial success and two British tanks were destroyed, but eventually it bogged down in the Gurkha defenses with heavy Japanese casualties. This defensive success allowed the bulk of the Allied troops to cross the Irrawaddy in good order. The 48th Brigade crossed on 30 April - still acting rear guard. The crossing of Irrawaddy was the last scene in the first act in the Burma drama.

## Design

**Scenario Design:** Martin Svärd
**Sources:**
Elliot, Joan. *The Forgotten War*, p64.
Morgan, Tim. *The Japanese and British Commonwealth Armies at war 1941-1945*, p44.
http://www.desertrat.brigades.btinternet.co.uk/7thAB1942.htm#Yenaungyaung

# WUNDERWAGEN



**Kurkino, Russia, 18 March 1943:** In early March 1943 the German Fourth and Ninth Armies initiated the evacuation of their defenses along the Rzhev-Vyazma salient to the considerably shorter *Büffel-Stellung*. Russian intelligence had detected the preparations for the *Büffelbewegung* (Buffalo Movement) and the Red Army planned to strike the Germans when they were most vulnerable. However, the delicately timed retrograde operation had been carefully planned and was masterfully executed. The Russian pursuit was a costly failure. Even though the Germans had reached the *Büffel-Stellung* and the spring *rasputitsa* (thaw) had set in, STAVKA was not ready to accept failure. Manning the German defenses in Kurkino, north of Spas-Demensk, was a *Bewährungs-Bataillon* (Probation Battalion) made up of men guilty of some crime or deemed "politically unreliable". These soldiers would serve in the battalion until shown worthy of transfer to a regular unit. Friction in the unit was great - some officers even feared the men's rifles would turn against them. During the evening of 17 March the reluctant warriors of the *Bewährungs-Bataillon* hunkered down in their foxholes as a Russian tank took up position on Kurkino's pontoon bridge. At nightfall a brave ex-*Obergefreiter* crawled forward with a mine and blew the bridge, which collapsed and took the T-34 with it to the bottom. The rest of the Russian armored scouts withdrew.

## Mission

The Germans win at game end if there is ≥ 1 armed unbroken German squad both in Building 10Z6 and on Hill 520 (which includes 41M7-M8). HS/Crews do not count.

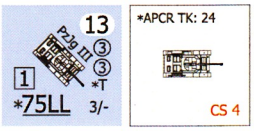
## Special Rules

**1.** EC are Wet, with no wind at start. Kindling and Bore Sighting are NA.
**2.** The ground is soft (D8.21). All roads are unpaved. The minimum Road Entry MP cost is one MP.
**3.** Fortifications may not use HIP.
**4.** German non-crew MMCs are exempt from LLMC/LLTC (A10.2).
**5.** An original 11 DR on a leader-directed German non-crew MMC rally attempt will cause the leader to suffer Casualty Reduction.

## Handicap

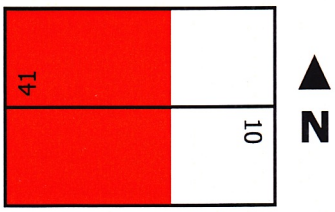
✚ Delete one 4-4-7 squad and one LMG from the Russian OB.
★ Delete one 4-3-6 squad from the German OB.

## Vehicle Notes




**PzJg III:** This vehicle came to life when the skilled workshop crew of the *31. Infanterie-Division* mated a Panzer III staff vehicle with an example of the rare squeeze-bore 7.5 cm PaK 41 towed anti-tank gun. The turret was removed and replaced by the gun, mount and shield of the PaK 41. Additional armor plates were welded to the sides, forming an open topped fighting compartment. The hull machine gun was retained. The ball mounted limited-traverse main gun fired a 900 g tungsten projectile with $V_0$ 1260 m/s, capable of penetrating 136 mm of armor at 1000 m. No official designation was ever received, and this tracked wonder kept its pre-conversion nickname "P3". The name PzJg III is used for game purposes only. The vehicle would serve in *Panzerjäger-Abteilung 31* until and including the Battle of Kursk. The details of its final fate is not known. See German Multi-Applicable Ordnance Note A. The MA's APCR TK# is 24.

## Map




**Only 41 A-T and 10 N-GG are in play.**

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

**ELR: 3**
**SAN: 3**

**Elements of Panzerjäger-Abteilung 31, 31. Infanterie-Division and Bewährungs-Bataillon, 4. Armee** set up on Board 41 in hexes numbered ≥ 3 and/or anywhere on Board 10:

| 4-3-6 | 8-1 | 7-0 | 1-4-9 | LMG | DC | A-T Ditch | 1S Foxhole | Wire | Marder III(t)H | Marder I(f) |
|---|---|---|---|---|---|---|---|---|---|---|
| 12 | | | | | 2 | 3 | 2 | 4 | | |

Enter on Turn 2 along the south edge:

| PzJg III | 8-1 Armor Leader |
|---|---|

**ELR: 3**
**SAN: 0**

**Elements of 139th Rifle Division, 50th Army** enter on Turn 1 along the north edge:

| 4-4-7 | 8-1 | 7-0 | MMG | LMG | ATR |
|---|---|---|---|---|---|
| 10 | | | | 2 | |

**Elements of 23rd Guards Tank Brigade** enter on Turn 2 along the north edge:

| 6-2-8 | 8-1 | T-43 | T-34 M43 |
|---|---|---|---|
| 2 | | | 2 |

## Aftermath

In the moonlight, a platoon of tank destroyers from a newly arrived *Kampfgruppe* took up position in the village. Only hours later the murderous rolling sound of hundreds of tank engines at full throttle would serve as a wake up call. However, the impressive armada failed to make a dent in the German defenses. After the battle, seven motionless T-34s stood before Leutnant Krüger's tank destroyer. Krüger's success was symptomatic for the day's battle and for *Büffelbewegung* as a whole. Overall Russian losses for the operation were some 140.000 men, and German only a few thousand. The soldier that blew the bridge before the battle had his rank re-installed and was awarded the Iron Cross 2nd Class.

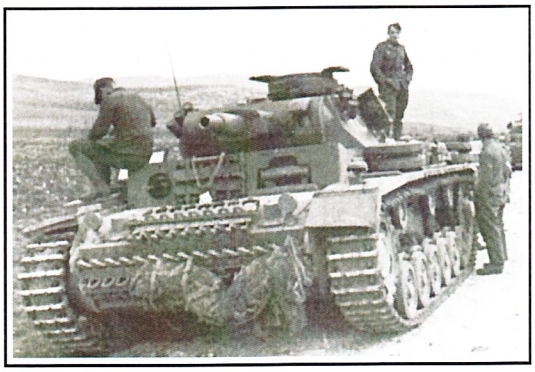
## Design

**Scenario Design:** Mattias Rönnblom
**Sources:**
Bunke, Erich. *Der Osten blieb unser Schicksal 1939-1944,* p669, 700, 717.
Glantz, David M. *After Stalingrad,* p327-336.

# NO COUNTRY FOR OLD MEN



**Monte Cipolla, Sicily, 11 August 1943:** After a night landing behind German lines, US Colonel Bernard's infantry and artillery took its objective, Monte Cipolla, at dawn. The presence of American guns on the barren hill, which dominated the coastal road, cut off the retreat of the 29th *"Falke"* Panzer Grenadier Division. *Oberst* Dr. Polack, commanding the divisional reserve, was ordered to counterattack with all available forces. During the morning his Grenadiers and Panzers launched three assaults, but were repulsed by Bernard's defenders and accurate naval gunfire by Task Force 88 offshore. At 2:30 PM, fate intervened, when American shore-to-ship radio fell silent. Without fire direction and vulnerable to Luftwaffe raids, Task Force 88 withdrew. At 3:10 PM, Dr. Polack's Grenadiers launched their final assault on Monte Cipolla, supported by two *Flakvierlinge* and their last three Panzers.



## Mission

The Germans win at game end if they Control ≥ 6 Level 3/4 Hill hexes and at least two additional such hexes for each Mobile M7 HMC on any Hill hex(es).

## Special Rules

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

**2.** Place overlays as follows: **O5** on 15H6-G7; **O4** on 15C8-D8; **O2** on 15Q8-R8. All buildings are single story. Orchards are Olive Groves (B14.8). Marsh/Pond is Cactus Patch (B14.7).

**3.** Units in a Foxhole receive Rally Terrain Bonus (A10.61). Foxholes may not use HIP.

**4.** A M7 HMC suffering Recall is immediately eliminated (with no Crew Survival).

## Map

**Only 15 A-U and 35 M-GG are in play.**

## Handicap

☆ Add two 8-1 Armor Leaders to the American OB.

✠ Replace the German 9-1 leader with a 10-2 leader.

| ✠ German Sets Up and Moves First | ✠ 1 | 2 | 3 | 4 | 5 | 6 | End |
|---|---|---|---|---|---|---|---|

☆

**ELR: 3**
**SAN: 3**

**Battery B, 58th Armored Field Artillery Battalion and elements of 2nd Battalion, 30th Infantry Regiment, 3rd Infantry Division** set up on and/or within 2 hexes of any Hill hex(es):

| 6-6-7 | 6-6-6 | 5-4-6 | 9-1 | 8-0 | HMG | MMG | BAZ 43 | 60* MTR M2 | ? | M7 HMC | 1S Foxhole |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 3 | 3 | 3 | | | | | 2 | | 12 | 4 | 12 |

✠

**ELR: 4**
**SAN: 2**

**Elements of Divisional Reserve, 29. Panzer-Grenadier-Division including Heeres Flak-Abteilung 29, I. Bataillon, Grenadier-Regiment 71 and Panzer-Abteilung 129** set up ≥ 4 hexes from all Hill hexes:

| 4-6-7 | 8-1 | 8-0 | MMG | LMG | ? | Pz IIIN No AAMG |
|---|---|---|---|---|---|---|
| 7 | | | | 2 | 5 | |

Enter on/after Turn 1 along any board edge(s):

| 4-6-7 | 9-1 | 7-0 | LMG |
|---|---|---|---|
| 6 | | | |

Enter on/after Turn 1 along any Board 35 edge(s):

| 8-1 Armor Leader | Pz IIIN No AAMG | SdKfz 7/1 No Trailer |
|---|---|---|
| | 2 | 2 |

## Aftermath

As the attackers pushed through the lemon groves at the base of the hill, Battery B of the 58th Armored Field Artillery Battalion was forced to displace. Two Priests were caught on the move by the Panzers and destroyed. The third engaged a German tank over open sights. Both vehicles fired simultaneously and scored direct hits, leaving two burning wrecks. The crew of the fourth Priest then bailed out in fear. Colonel Bernard committed his last reserve, Battery A, which managed to drive off the Panzers. Fate still had a wicked twist in store: a few hours later, seven A-36 Apache fighter-bombers mistook Battery A for German artillery and reduced them to burning wreckage. The destruction of Bernard's guns allowed the trapped elements of the *"Falke"* Division to retreat past Monte Cipolla. To the Allies, Sicily was turning into a grim and merciless country.

## Design

**Scenario Design:** Peter Struijf & Chris Mazzei

**Sources:**

Mitcham, Samuel W; von Stauffenberg, Friedrich. *The Battle of Sicily: How the Allies Lost Their Chance for Total Victory,* p272-276.

# SPORCK'S ELEVEN



**Near Gubanitsy, Russia, 26 January 1944:** On 14 January 1944 the Soviets launched operations against Army Group North, aimed to break the siege of Leningrad. Two Russian Armies fell on the sector of Steiner's III (Germanic) SS Panzer Corps and soon broke through the positions of two Lufwaffe field divisions. To cover the retreat to the Panther line at Narva, defensive battles were fought all along the front. At dawn on 26 January, the *Volksdeutsche,* Dutch and Scandinavian volunteers of the SS "Nordland" Division stood ready for battle outside the village of Gubanitsy. A request for armored reinforcements had been denied: they were forced to rely on a few PaK 40 anti-tank guns and *Stummel* halftracks of *SS-Panzer-Aufklärungs-Abteilung 11*. Fortunately for the defenders, these weapons were in capable hands, including those of Dutch *SS-Rottenführer* Casper Sporck.

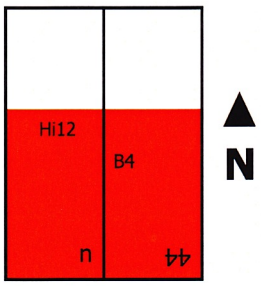
## Mission

The Russians win by scoring ≥ 12 VP. VP are awarded as follows (only): each Russian-Controlled multi-hex building on Board u at game end: 3 VP; each Russian AFV (with functioning MA) exited along the west edge on/between uQ1 and uI1: 2 VP.

## Special Rules

**1.** EC are Wet, with no wind at start. Ground Snow (E3.72) and Falling Snow (E3.71) are in effect. No Wind Change DRs (B25.65) are made in Game Turn 1.
**2.** Place overlays as follows: **B4** on 44O2-N2; **Hi12** on uS6-T5. All buildings are wooden and single story. All roads are unpaved.
**3.** All German SPW 251/9s have non-depletable HEAT (C8.3) and are always assumed to fire HEAT vs armored targets (C2.21) unless otherwise declared. SPW 251/9s setting up onboard may use HIP and lose concealment as if Emplaced Guns.
**4.** All Vehicles and Infantry have Winter Camouflage (E3.712).
**5.** Vehicular Crews may not gain Control of buildings.

## Map




**Only A-V are in play.**

## Handicap

✚ Add a 6-5-8 squad to the German reinforcements.
★ Add a 5-2-7 squad and an ATR to the Russian Turn 2 reinforcements.

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

**ELR: 5**
**SAN: 3**

**Elements of 5. Kompanie, SS-Panzer-Aufklärungs-Abteilung 11, 11. SS Freiwilligen-Panzergrenadier-Division Nordland** set up within 4 hexes of 44E2 and/or uL10 and/or uS10:

| SS 6-5-8 | 2-2-8 | 9-1 | 8-1 | MMG | LMG | PSK | ? | 9-2 Armor Leader | 75L AT PaK 40 | SPW 251/9 No CMG | Trench |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 6 | 2 | | | | 2 | | 6 | | 2 | 2 | 5 |

Enter on Turn 2 along the west edge:

| SS 6-5-8 | 7-0 | PSK | 9-1 Armor Leader | SPW 251/9 No CMG |
|---|---|---|---|---|

**ELR: 4**
**SAN: 2**

**Reinforced elements of 222nd Tank Regiment, 2nd Shock Army:**

Enter on Turn 1 along the east edge:

| 4-5-8 | 8-0 | DC | T-34 M41 | T-70 |
|---|---|---|---|---|
| 5 | | | 5 | 2 |

Enter on Turn 2 along the east edge:

| 5-2-7 | 4-4-7 | 9-1 | LMG | KV-1S | SU-152 |
|---|---|---|---|---|---|
| 3 | 2 | | | 3 | 2 |

## Aftermath

In the dim morning light, scores of Russian tanks rumbled towards Gubanitsy across the open ground. The first wave of seven tanks was hit by a hail of anti-tank fire. The air was filled with the sound of explosions: six tanks were knocked out almost immediately. The gun crews of the *Stummels* and AT guns worked frantically against a mass of over 60 Soviet tanks, including T-34s, assault guns and older types. Sporck's halftrack drove directly toward the enemy and knocked out several tanks at close range. The Russians withdrew, leaving the charred wrecks of 48 tanks on the Gubanitsy battlefield. Eleven of the tank kills were credited to Sporck's lightly armed *Stummel* halftrack. The Dutchman was awarded the Knight's Cross for this action.

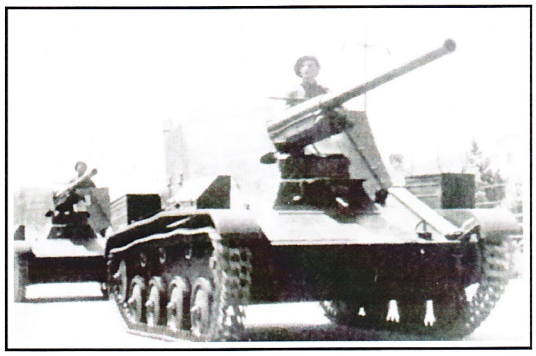
## Design

**Scenario Design:** Peter Struijf and Chris Mazzei
**Sources:**
Glantz, David M. *The Siege of Leningrad,* p156, 208.
Poller, Herbert. *Pansarspaning på östfronten med Waffen-SS,* p59-72.

# ROMANIA MARE



**Târgu Frumos, Rumania, 25 April 1944:** The fighting raged around Iasi in northern Rumania. The town was key to the defense of the whole country. To relieve some pressure, the German command ordered a series of spoiling attacks east of Iasi. The resulting chaos would leave the Russians with no other option but to re-prioritize their resources, and restore order in the east. In the early morning hours of 25 April, Târgu Frumos was the focal point of the German effort. The elite German *Grossdeutschland* division hit the Russian lines north-east of the small town, and the Rumanian Rapid Armor Detachment hit those to the west.



## Mission

The Rumanians win at game end if they Control ≥ 6 rubble/building hexes on Board(s) 32/10, provided there are ≥ 2 Mobile Good Order Rumanian AFVs (with functioning MAs) ≤ 4 hexes from any Board 32 building(s).

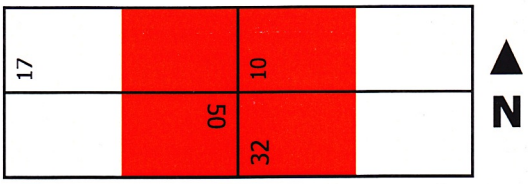
## Special Rules

**1.** EC are Moderate, with no wind at start. Kindling is NA.
**2.** Grain is in season (B15.6).
**3.** Bore Sighting is NA.
**4.** Neither Crews nor Vehicles may gain Control of rubble/building hexes.

## Handicap

★ Replace one Rumanian 3-4-7 squad with a 1-3-7 HS.
Delete one LMG from the Russian OB.

## Map




**Only 10/32/50 A-P and 17 R-GG are in play.**

| | 1 | 2 | 3 | 4 | 5 | 6 | End |
|---|---|---|---|---|---|---|---|
| ★ Russian Sets Up First | | | | ★ | | | |
| Rumanian Moves First | | | | | | | |

**ELR: 4**
**SAN: 2**

**Elements of 81st Guards Rifle Division** set up on/between hexrows 17W/50K and 17CC/50E with AFVs on/adjacent to road hex(es):

| 4-4-7 | 8-0 | 7-0 | LMG | ATR | T-70 | BA-64B |
|---|---|---|---|---|---|---|
| 6 | | | 2 | | 2 | |

Set up in hex 32E4:

| 4-5-8 | 8-1 | MMG |
|---|---|---|
| 2 | | |

**Elements of 29th Tank Corps** enter on Turn 4 along the east edge:

| 6-2-8 | DC | ISU-122 4FP AAMG | ISU-122 No AAMG |
|---|---|---|---|
| 2 | | | |

**ELR: 4**
**SAN: 2**

**Elements of Rapid Armor Detachment** enter on Turn 1 along the west edge on/between 17R0-50P8:

| 5-3-7 | 3-4-7 | 9-1 | 8-1 | 7-0 | LMG | DC | TACAM T-60A(r) | TACAM T-60(r) | Pz IVH(g) No AAMG |
|---|---|---|---|---|---|---|---|---|---|
| 8 | 3 | | | | 2 | 2 | | 2 | 2 |

## Aftermath

Unknown to the Axis planners, the Russians were reshuffling their forces just as the attack hit their defenses. The Rumanians attacked at the boundary of two Russian divisions, both of which were in the process of being replaced. It was not until the Rumanians had pierced the Russian lines and penetrated a couple of kilometers into the rear that the Russians realized the seriousness of the situation, and decided to commit their operational reserves. The fighting continued until 28 April. When the dust had settled the Axis had pushed the Russians back some kilometers. The Axis attack had not forced the Russians to postpone their attack on Iasi, but had considerably weakened it. The Rumanians, proud of the Rapid Armor Detachment's performance, decided to rename the formation "Greater Rumania" - to honor their achievements fighting along side the "Greater Germany" division. During this episode, Rumanian soldiers would show they could perform at least as well as their German brothers-in-arms.

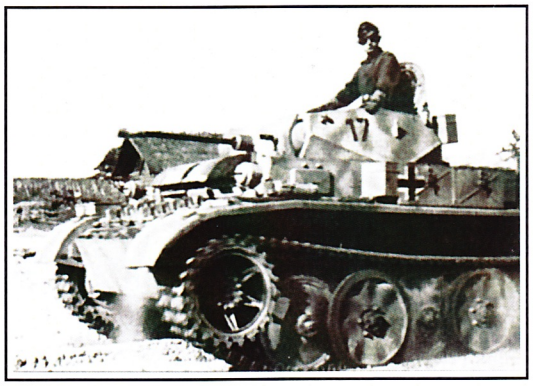
## Design

**Scenario Design:** Martin Svärd
**Sources:**
Glantz, David M. *Red Storm over the Balkans,* p180-188.
Axworthy, Mark. *Third Axis Fourth Ally,* p162.

# KISS OF FURY



**Rosochatka, Poland, 19 February 1945:** STAVKA's East Pomeranian operation was designed to cut off German forces in East Prussia and pin them against the shores of the Baltic Sea. These pockets were subsequently to be chopped up and destroyed. On 19 Februrary, this operation was well underway and the next Russian target was the small town of Czersk - an important hub in the road and railroad network. The Russian attack had penetrated the lines of the German infantry, forcing the release of one of the few German reserves available; a *Kampfgruppe* formed around *4. Panzer-Division*'s recon battalion. The armored circus that was *Panzer-Aufklärungs-Abteilung 4* fielded pretty much every armored recon battalion vehicle type to see service in the *Wehrmacht*, and some non-standard vehicles too, like a Jagdpanzer 38(t). It had the exotic Hanomag halftrack with an ex-*Luftwaffe* triple-mount MG151 20 mm cannon and was also one of the two battalions to field the Luchs recon version of the Panzer II. All in all, *Panzer-Aufklärungs-Abteilung 4* constituted a powerful yet somewhat brittle shock force.



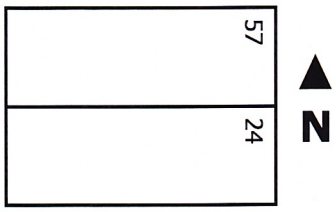
## Mission

The Germans win by having ≥ 8 VP at game end. VP are awarded as follows (only): each German-Controlled multi-hex buildling at game end: 5 VP; each Russian AFV/Gun eliminated: 2 VP; each German AFV eliminated: -1 VP.

## Special Rules

**1.** EC are Moderate, with no wind at start. Kindling is NA.
**2.** Emplacement (C11.2) is NA. Guns (and their manning crews) may use HIP if set up in Concealment Terrain.
**3.** The Russians may use ATMM (C13.7) as if Germans [EXC: ATMM CC DRM is -2].
**4.** A truck without Passengers may not enter a new hex.
**5.** Crews may not gain Control of buildings.

## Map




## Handicap

★ Delete a SPW 250/1 and a HS from the German OB.
✠ Replace the German 8-1 leader with a 10-2 leader.

| | | | | | | |
|---|---|---|---|---|---|---|
| ★ Russian Sets Up First | ✠ 1 ★ | ✠ 2 | 3 | 4 | 5 | End |
| ✠ German Moves First | | | | | | |

★

**ELR: 3**
**SAN: 3**

**Elements of 199th Rifle Division** set up concealed on Board 57 in hexes numbered ≥ 2:

| 5-2-7 | 4-4-7 | 2-2-8 | 9-1 | 8-0 | MMG | LMG | DC | 57LL AT PTP obr 43 | 45L AT PTP obr 32 |
|---|---|---|---|---|---|---|---|---|---|
| 2 | 4 | 2 | | | | | | | |

Set up concealed ≤ 6 hexes from 24Q5:

| 4-4-7 | 1-2-7 | HMG | 37L AA ZP obr 39 |
|---|---|---|---|
| 2 | | | |

Enter on Turn 1 along either east *or* west edge of Board 24:

| 4-4-7 | 2-3-7 | 7-0 | ATR | T-34/85 | GAZ-MM | GAZ-67B |
|---|---|---|---|---|---|---|
| 2 | | | | | | |

✠

**ELR: 3**
**SAN: 3**

**Elements of 1. Kompanie, Panzer-Aufklärungs-Abteilung 4** set up on Board 24 ≥ 7 hexes from 24Q5:

| PSW 234/1 | PSW 233 | 9-1 Armor Leader |
|---|---|---|
| 2 | | |

**Elements of 2. and 3. Kompanie** enter with all Personnel as Passengers on Turn 1 along the north edge:

| 2-3-8 | 9-1 | 8-1 | dm MMG | PSK | Pz IIL | SPW 250/9 | SPW 250/1 |
|---|---|---|---|---|---|---|---|
| 8 | | | | | 2 | 2 | 8 |

**Elements of 5. Kompanie** enter on Turn 2 along the north edge:

| JgPz 38(t) | SPW 251/22 | SPW 251/21 |
|---|---|---|

## Aftermath

During the afternoon *Panzer-Aufklärungs-Abteilung 4* seized Rosochatka in a series of furious meeting engagements with the Russian 199th Rifle Division. The Russian advance in this sector was halted, but the fighting would severely maul the recon battalion's extensive collection of armored vehicles - six were lost to enemy fire, and even more were technical failures. Russian infantry formations, with their anti-tank guns and hand-held weapons such as the RPG-6 anti-tank hand-grenade, were no longer the easy prey of the *Blitzkrieg* years.

## Design

**Scenario Design:** Mattias Rönnblom
**Sources:**
Pantenius, Hans Jürgen. *Letzte Schlacht an der Ostfront,* p182.
Neumann, Joachim. *Die 4. Panzer-Division 1943-1945,* p654.

# FOREST DEVIL



**East of Drávaszabolcs, Hungary, 7 March 1945:** In early March 1945 the *6. SS Panzer-Armee* assembled for Operation *Frühlingserwachen* (Spring Awakening). At the same time preparations were made for another smaller operation codenamed *Waldteufel* (Forest Devil). The two efforts were designed to work together to achieve the ultimate goal of recapturing Budapest and encircling two Russian armies. *Frühlingserwachen* fielded a powerful force, including all - or at least what was left of - the *Waffen-SS* Panzer divisions. *Waldteufel* included much fewer and less-renowned participants. On the night of 6 March the operation began as the *297. Infanterie-Division* and the *104. Jäger-Division* crossed the Drava river from Croatia into Hungary near the town of Donji Miholjac. The Bulgarian 3rd Infantry Division was thrown back, and soon a pontoon bridge had been erected over which supplies and a small number of light tanks and assault guns could get across the river. The next day the Bulgarian 3rd Infantry Division was augmented with a tank battalion from the Bulgarian 1st Armored Brigade. The brigade was relatively well-equipped and fielded long-barrelled Panzer IVs, Panzer 38(t) light tanks and PSW 222 armored cars - all bought from the Germans. On 7 March the Bulgarian 3rd Infantry Division set out to reclaim ground lost the previous day and expel the devils in the forest. The panzers spearheaded the attack.

## Mission

The Bulgarians win at game end if they Control all of the following Woods-Road hexes on Board 5: J3, K3, L2, M3 and N3.

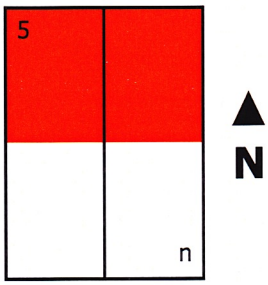
## Special Rules

**1.** EC are Wet, with no wind at start. Kindling is NA.
**2.** Good Order German Personnel are Stealthy (A11.17) unless Inexperienced.
**3.** Bore Sighting is NA.

## Handicap

✚ Add one 2-4-7 HS to the initial German OB.
X Add one 3-4-7 squad to the Bulgarian OB.

## Map




**Only 5 A-P and u R-GG are in play.**

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| ✚ German Sets Up First | X 1 | 2 | 3 | 4 ✚ | 5 | 6 | 7 | End |
| X Bulgarian Moves First | | | | | | | | |

**ELR: 2**
**SAN: 4**

**Elements of Jäger-Regiment 734, 104. Jäger-Division** set up on/south of hexrow D on Board 5 and/or hexrow DD on Board u:

| 4-6-7 | 2-2-8 | 9-1 | 8-0 | LMG | ? | 50L AT PaK 38 |
|---|---|---|---|---|---|---|
| 6 | | | | 3 | 4 | |

Enter on Turn 4 along the south edge of Board u:

| 8-3-8 | 8-1 |
|---|---|

**ELR: 2**
**SAN: 2**

**Elements of 24th Infantry Regiment, 3rd Infantry Division and 1st Armored Brigade, Bulgarian First Army** enter on Turn 1 along the north edge:

| 5-3-7 | 3-4-7 | 9-1 | 7-0 | LMG | 2PP 50 MTR | Pz IVH(g) No AAMG | LT vz 38(t)E |
|---|---|---|---|---|---|---|---|
| 4 | 9 | | | | | 2 | |

## Aftermath

The Bulgarian panzers made some initial progress, but when stripped from supporting infantry, five where knocked out as they encountered *Panzerfaust*-wielding German infantry and anti-tank guns. This put a halt to the counterattack. Over the next few days Russian reinforcements were brought up, which squashed whatever slim chance there was of a German breakthrough and a successful execution of *Waldteufel*. The Bulgarian tanks, now directly under Russian command, would continue to fight a series of sharp engagements near Drava. Reckless Russian commanders, worn-out vehicles, a severe shortage of spare parts and stiff German resistance would all contribute to a catastrophic rate of attrition among the Bulgarian tanks. In mid-March there was not a single operational Panzer IV, but the Russians promised captured German tanks, which were received only days later. The Bulgarian tankers would fight their way into Austria alongside their new ally.

## Design

**Scenario Design:** Mattias Rönnblom
**Sources:**

deZeng IV, Henry. *Employment of Armored Fighting Vehicles by Bulgaria,*
Matev, Kaloyan. *Equipment and Armor in the Bulgarian Army: Armored Vehicles 1935-1945*, p56-58.
Gosztony, Peter. *Endkampf an der Donau 1944/45,* p222-231.

# ANHALT PANDEMONIUM



**Between Neukölln and the Reichstag, Berlin, Germany, 26 April 1945:** The Red Army had finally reached Berlin. In the suburb of Neukölln, SS troopers of the *Charlemagne* and *Nordland* divisions and the Russians struggled for control of the courthouse, which had exchanged hands twice. Not until both flanks had crumbled under Russian pressure and two streets were the only open withdrawal route did the SS battalion commander Henri Fenet issue the order to retreat. The SS conducted a fighting withdrawal, and inflicted as many casualties they could before becoming casualties themselves. The plan was to withdraw toward the heart of the crumbling *Reich* - the *Reichstag* and Hitler's bunker - and make the final stand there. But the SS troopers were not the only ones going. The Reichstag, of high symbolic value, stood out as a beacon and attracted the attention of both Zhukov's 1st Belorussian Front and Konev's 1st Ukrainian Front. In this prestigious race, initiated by Stalin himself, the commanding generals recklessly urged their troops forward, disregarding casualties. Fenet's SS troopers on the other hand, were convinced that they would not come out of this alive - they were left with the choice to die in combat or as a prisoner.

## Mission

The Russians win at game end if they have more VP worth of unbroken Personnel/AFVs on/north of hexrow R than the Germans have anywhere onboard. All AFVs are considered Unarmored for VP count purposes. Prisoners and the Kfz 1 (including its crew) do not count.

## Special Rules

**1.** EC are Moderate, with a Mild Breeze from the northwest at start. Kindling is NA.
**2.** Place Wooden Rubble at ground level in 21AA1, 21AA2 and 21Y4. Falling Rubble is NA during this placement. Place a burning T-34 M43 wreck in each of 21Y10, 21AA5 and 21U8 with drifting Smoke (A24.61) already in place. No bridges exist.
**3.** The Germans may set up one squad-equivalent (and any SW/SMC stacked with it) using HIP.
**4.** The Kfz 1 crew has no PF capability (C13.31).
**5.** No Quarter (A20.3) is in effect for both sides.

## Map

| 23 | 21 |
|---|---|

▲ N

## Handicap

✚ Replace the German 8-0 leader with an 8-1 leader.
★ Replace the Russian 8-0 leader with an 8-1 leader.

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

**ELR: 5**
**SAN: 4**

**Elements of 11. SS-Freiwilligen-Panzer-Grenadier-Division Nordland and 33. Waffen-Grenadier-Division der SS Charlemagne** set up concealed on/north of hexrow AA east of the canal (with at least two squad-equivalents on hexrow AA):

| SS 6-5-8 | 10-2 | 9-1 | 8-0 | LMG | PSK | StuG IIIG(L) 4 FP CMG | Kfz 1 3 FP AAMG |
|---|---|---|---|---|---|---|---|
| 8 | | | | 4 | 2 | 2 | |

**ELR: 4**
**SAN: 2**

**Elements of 9th Rifle Corps** set up on/south of hexrow CC east of the canal with Infantry in Concealment Terrain and AFVs not in building hexes:

| 5-2-7 | 4-5-8 | 4-4-7 | 9-1 | 8-0 | 7-0 | HMG | MMG | LMG | IS-2m No AAMG | T-34 M43 |
|---|---|---|---|---|---|---|---|---|---|---|
| 7 | 3 | 6 | | | | | | 2 | 2 | 2 |

## Aftermath

Wave after wave of brave Russian infantry men supported by tanks tried to break through and unhinge the makeshift German defenses. The SS soldiers were exhausted, yet with small arms, grenades and *Panzerfäuste* carried out their handiwork with a terrible efficiency. The SS were more than a match for the Russians in the close-quarter fighting, and accounted for more than half of the 108 Russian tanks destroyed in this sector. Fenet himself destroyed five, but the most successful tank destroyer was Eugine Vaulot who single-handedly knocked out two tanks in Neukölln and another six within 24 hours. Valout was one of the last to receive the Knight's Cross. On 27 April the SS formed the last defensive line at Anhalter Bahnhof. One of the few surviving SS troopers described the fighting between Neukölln and Anhalter Bahnhof as a descendence into hell.

## Design

**Scenario Design:** Martin Svärd
**Sources:**
Poller, Herbert. *SS-Panzer-Aufklärungs-Abteilung 11 "Nordland"*, p248-249, 254-255.
Beevor, Antony. *Berlin slutstriden 1945*, p397-398.
Le Tissier, Tony. *Berlin Then and Now*, p210-211.