

FRIENDLY FIRE PACK 7

A Smörgåsbord of Scenarios

Raid into the Reich



Birkenberg, East Prussia, Germany, 4 September 1939: The Polish Operational Group Narew was tasked to defend the north-eastern front line near the Lithuanian border, and prevent any German forces springing out of East Prussia from crossing the Narew and Biebrza rivers. Three days into the conflict, Narew's front were still quiet, and the Polish high command approved a raid into East Prussia, in hope that an eventual German counter-action would reveal their strength. At the small town of Birkenberg the Polish Podlaska Cavalry Brigade crashed into the German border defenses.

Forsthaus Clash



The Forsthaus, northeast of Sevastopol, Crimea, 10 June 1942: On 7 June, the Germans broke through Sevastopol's outer defensive ring. Three days later, Mekenziyevy Mountain train station and a nearby road junction known as the *Forsthaus* (Forester's House) were captured. The Russian 79th Naval Infantry Brigade was ordered to counterattack and wrest back control of the *Forsthaus*. The black-clad sailors, well armed with modern semi-automatic rifles, sub-machine and light machine-guns, advanced confidently towards the German outpost line.

Warsaw in Flames



Warsaw, Poland, 7 August 1944: On 1 August, the Polish Home Army launched its much-anticipated Rising against the Germans in Warsaw. Some 40,000 insurgents fanned out across the city. The Wehrmacht, heavily engaged against Russian forces outside the city, insisted the Warsaw Rising be dealt with by the SS. Himmler ordered the formation of a special anti-insurgent corps, including "SS-Sturmbrigade Dirlewanger", an infamous anti-partisan unit made up of former poachers and released violent criminals. The brigade was deployed against the insurgents blocking the western City Center.

Capital Punishment



Neu Glietzen, Germany, 16 April 1945: In mid-April 1945, the time had come for the Red Army to cross the last major natural obstacle before Berlin - the Oder river. One of the many planned crossings was the 61st Army's effort to get the 8th Penal Battalion across to the south side of a destroyed rail bridge near the town Neu Glietzen. The penal units were made up of ex-POWs deemed not trustworthy, political prisoners and soldiers who had conducted "unauthorized retreats". Preparations were hasty, and the crossing was to be done in boats of make-shift construction.

KNIL Before the Emperor



Ngandjoek, Netherlands East Indies, 5 March 1942: The Japanese had landed at Kragan, Eastern Java. The Tjepoe Raiding Unit under Colonel Tanaka occupied Tjepoe, but found its oilfields and bridge destroyed by the retreating KNIL (Dutch East Indies Army). On March 5, Tanaka's veterans of the Philippines campaign approached the road bridge at Ngandjoek, hot on the heels of a retreating KNIL unit. Across the river, a detachment of nearly 40 Dutch Marines, commanded by 1st Lieutenant Nas, were determined to put up a fight.

Saluting a General



South of Karmanovo, Russia, 4 September 1942: In August 1942 the Red Army attempted to retake Rzhev and eliminate the most dangerous threat to the Russian capital. After almost a month of relentless attacks and bitter fighting, the Red Army had made only very small gains. On 4 September the Russian 153rd Tank Brigade and its lend-lease tanks struck and broke through the 78. *Infanterie-Division's* defenses in the wooded area south of Karmanovo. Attempting to seal the breach was German infantry supported by long-barrelled Panzer IIIs from the 2. *Panzer-Division*.

Order 831



Königsberg an der Oder, Germany, 4 February 1945: As the Russian 1st Belorussian Front reached the Oder river, units of the newly-formed *Heeresgruppe Weichsel* were issued their marching orders. Himmler's order number 831 reached no-one less than the infamous *Obersturmbannführer* Otto Skorzeny, in charge of the *SS-Jagdverbände*. Skorzeny was to form a bridgehead east of the Oder large enough to fit retreating units - all in preparation of a counter offensive. The Russians soon realized the danger of the bridgehead and its intact bridge, and it was repeatedly attacked.

A War of Their Own



Hill 171, Shumshu, Kuril Islands, 18 August 1945: Shumshu is the northernmost of the Kuril Islands in the Western Pacific near Kamchatka. In mid-August 1945, just after the Japanese surrender, the Russians set out to seize the island. The instructions that had been given to the surrendering Japanese forces left room for self-defense. The local commanders felt that the defense of the island constituted such self-defense and decided to continue the war on their own. Under their command was a powerful force with six battalions of infantry, naval and field artillery and a tank regiment.

Birkenberg, East Prussia, Germany, 4 September 1939: The Polish Operational Group Narew was tasked to defend the north-eastern front line near the Lithuanian border, and prevent any German forces springing out of East Prussia from crossing the Narew and Biebrza rivers. The primary assets employed in this delaying action were two cavalry brigades and an infantry division. Three days into the conflict, Narew's front was still quiet, and the Polish high command approved a raid into East Prussia, in hope that an eventual German counter-action would reveal their strength. The Podlaska Cavalry Brigade was allocated to this operation, and its 9th Uhlan Regiment formed the main assault force, with the 10th Uhlan Regiment in reserve. The advance followed the Glinki-Sokoły Górskie-Kózki-Biała axis.

Mission

The Polish win at game end if they Control buildings F7 and K15 and both wagons are eliminated/captured.

Special Rules

1. EC are Wet, with no wind at start. Weather is Overcast (E3.5). Kindling is NA.
2. The ground is Soft (D8.21). Vehicles using VBM need to take a Bog Check per hexside traversed.
3. One German MMC (and any SW/SMC setting up with it) may use HIP.
4. The wagons are Immobile (D.7).
5. Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.
6. Polish Personnel may enter as Cavalry.



Map

2a



Handicap

- ✚ Add one 4-4-7 squad to the German OB.
- 🇵🇱 Replace the Polish 9-1 leader with a 9-2 leader.

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



ELR: 3
SAN: 3

Elements of Brigade Lötzen, Gruppe Brand set up in hexes numbered 2 to 16 (inclusive):

4-4-7	8-1	7-0	MMG	ATR	50* MTR	AP Mine Factors	Wagon	Wire	Trench
9					12		2	2	3



ELR: 3
SAN: 2

Elements of 32nd Armored Group and 9th Uhlan Regiment, Podlaska Cavalry Brigade enter on Turn 1 along the north edge (see SSR 6):

4-5-8	9-1	MMG	TKS	Horse
5			2	SSR 6

Enter on Turn 2 along the north edge and/or on Turn 3 along the north/west edge(s) and/or on Turn 4 along the north/east/west edge(s) (see SSR 6):

4-5-8	9-1	8-0	DC	Horse
7				SSR 6

Aftermath

At the small town of Birkenberg (Brzózki Wielkie) the 9th Uhlans came across wire defenses and German machine-guns opened up, which was followed by a violent exchange of fire. The Polish main force attacked dismounted according to doctrine, but the Poles also sent a small mounted force on a flanking maneuver, which would hit the German defenses from the east. With the Podlaska organic artillery suffering counter-battery fire and logistical problems, the only unit lending the cavalry men a hand was the 32nd Armored Group and its TKS tankettes. However, the close and difficult terrain and the increasingly bad weather limited the vehicles' effectiveness. Birkenberg was defended by second-rate German troops - *Grenzschutz* (Border guards) and *Landwehr* (territorial infantry) of the ad hoc *Brigade Lötzen*. The arrival of the flanking force turned the battle in favor of the Poles, and the Germans were forced to withdraw, leaving behind two wagon-loads of ammunition and food and a number of prisoners in Polish hands. After the initial success, the German resistance stiffened, and not even the committal of the 10th Uhlan Regiment changed the situation. In the evening the Podlaska

Brigade was ordered to retreat. The objective of the operation was met, and the Poles now knew they did not face a major assault force, but rather that this was only a secondary part of the front. The main blow from the north was delivered by the German Third Army operating out of East Prussia, but more to the west. The raid into the Reich had also scored some political points, and helped build Polish morale.

Design

Scenario Design: Mattias Rönnblom

Sources:

http://pl.wikipedia.org/wiki/Wypady_polskiej_kawale_rii_na_Prusy_Wschodnie_1939

Zaloga, Steven. *The Polish Campaign 1939*, p119.

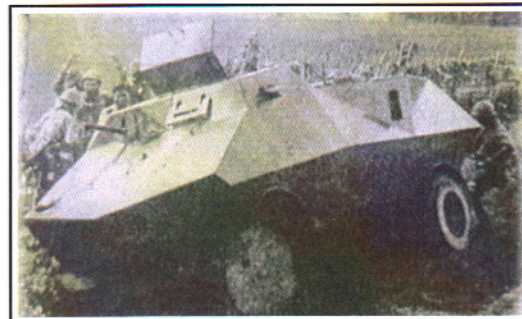
Ngandjoek, Netherlands East Indies, 5 March 1942: The Japanese 48th (Formosa) Infantry Division landed at Kragan, Eastern Java, on March 1 and rapidly deployed along several roads towards Surabaya. The Tjepoe Raiding Unit under Colonel Tanaka occupied Tjepoe, but found its oilfields and bridge destroyed by the retreating KNIL (Dutch East Indies Army). On March 5, Tanaka's veterans of the Philippines campaign approached the road bridge at Ngandjoek, hot on the heels of a retreating KNIL unit. Across the river, a detachment of nearly 40 Dutch Marines, commanded by 1st Lieutenant Nas, were determined to put up a fight. In a hastily prepared ambush, the Marines awaited their baptism of fire, as the Japanese vanguard appeared along the road.

Mission

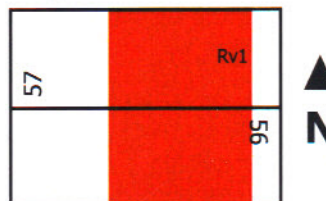
The Japanese win at game end if they Control ≥ 7 stone building hexes on Board 56.

Special Rules

1. EC are Moist, with no wind at start. Flames (B25.15) are not created for any reason.
2. PTO Terrain (G.1) is in effect [EXC: all roads exist normally], including Light Jungle (G2.1). Place overlay **Rv1** on 57BB4-CC4. A two-lane stone bridge exists in 57X5-X6.
3. Use Axis Minor counters and rules for the Dutch OB [EXC: AFVs and crews]. Dutch AFVs are in Bounding Fire Production's Blood and Jungle (KNIL Vehicle Notes 1 & 4).
4. At the start of Turn 2, the Japanese player secretly divides his Infiltrating units into two groups of 3 squad-equivalents (and any SMC/SW) each. One group enters on Turn 2 along the west edge. The other group may enter *either* on Turn 2 along the east edge *or* be delayed until Turn 3 and enter along the east and/or west edge(s).
5. The Japanese force is Elite (C8.2).
6. A truck without Passengers may not enter a new hex.



Map



Only 56 D-W and 57 K-DD are in play.

Handicap

- Add one AC3D AC to the Dutch reinforcements.
- In the Mission, change " ≥ 7 " to " ≥ 6 ".

Dutch Sets Up First Japanese Moves First		1	2	3	4	5	6	End									
Nas Detachment, 1st Marines Company, Marine Battalion set up south of the river ≤ 3 hexes from 57X7 using HIP if in concealment terrain: ELR: 2 SAN: 3 <table><tr><td>5-3-7</td><td>2-2-7 HS</td><td>9-1</td><td>LMG</td><td>8-1 Armor Leader</td><td>Kanon- wagen AC</td></tr></table> 3		5-3-7	2-2-7 HS	9-1	LMG	8-1 Armor Leader	Kanon- wagen AC	Remnants of 3rd Motorized Cavalry Squadron, 3rd KNIL Division set up on Board 56: <table><tr><td>3-3-6</td><td>7-0</td><td>MMG</td><td>?</td></tr></table> 7 4				3-3-6	7-0	MMG	?		
5-3-7	2-2-7 HS	9-1	LMG	8-1 Armor Leader	Kanon- wagen AC												
3-3-6	7-0	MMG	?														
Elements of Afdeeling Ritman, 3rd Cavalry Squadron enter on Turn 2 along the south edge: <table><tr><td>3-4-7</td><td>8-1</td><td>dm MMG</td><td>Alvis- Straussler AC3D</td></tr></table> 5 2		3-4-7	8-1	dm MMG	Alvis- Straussler AC3D												
3-4-7	8-1	dm MMG	Alvis- Straussler AC3D														
Elements of Tjepoe Raiding Unit, 2nd Formosan Infantry Regiment, 48th Infantry Division enter on Turn 1 along the north edge: ELR: 3 SAN: 2 <table><tr><td>4-4-8</td><td>10-1</td><td>9-0</td><td>LMG</td><td>DC</td><td>dm 50* MTR</td></tr></table> 8 2 2		4-4-8	10-1	9-0	LMG	DC	dm 50* MTR	Enter on Turn 3 along the north edge: <table><tr><td>4-4-7</td><td>2-2-8</td><td>8+1</td><td>LMG</td><td>37* INF</td><td>Type 94 Truck</td></tr></table> 5 3				4-4-7	2-2-8	8+1	LMG	37* INF	Type 94 Truck
4-4-8	10-1	9-0	LMG	DC	dm 50* MTR												
4-4-7	2-2-8	8+1	LMG	37* INF	Type 94 Truck												

Aftermath

The Dutch Marines, including 16-year old Felix Bakker, opened fire with rifles, light machine-guns and the 37mm gun of a Kanonwagen. The Japanese took casualties, but regrouped and forced the Dutch to displace with accurate mortar fire. Suddenly the Marines were outflanked by infiltrating Japanese troops. They barely avoided encirclement as they fell back to the village. In Ngandjoek, "all hell broke loose" again, as Dutch and Japanese fought pitched battles among the houses and gardens. The Marines retreated to Surabaya, where the KNIL surrendered on March 9. After 340 years, the Dutch empire in Asia had been brought to its knees.

Design

Scenario Design: Peter Struijf & Chris Mazzei
Sources:
 Interview with Felix Bakker.

The Forsthaus, northeast of Sevastopol, Crimea, 10 June 1942: After a massive five-day bombardment of Fortress Sevastopol, Hansen's LIV Corps broke through its outer ring of defenses on 7 June. On 10 June, German forces captured Mekenziyevy Mountain train station and a nearby road junction known to the Germans as the Forsthaus (Forester's House). On the morning of 11 June, Polkovnik A.S. Potapov's 79th Naval Infantry Brigade was ordered to counterattack and wrest back control of the Forsthaus from the German 50th Infantry Division. Potapov assigned the task to the 1st and 2nd Battalions, each down to about 50 per cent of their original strength. The black-clad sailors, well armed with modern semi-automatic rifles, sub-machine and light machine-guns, advanced confidently towards the German outpost line, ready to exact some vengeance after suffering days of incessant shelling.

Mission

The Russians win at game end if there are ≥ 5 armed unbroken Russian squad-equivalents on/east of hexrow FrFAI.

Special Rules

1. EC are Dry, with no wind at start.
2. Place overlay **X13** on FrFAI7-J6.
3. One German MMC (and any SW/SMC setting up with it) setting up ≤ 4 hexes from FrFAH6 may use HIP.
4. The German player receives Air Support (E7.) in the form of one 1942 Stuka DB with Bombs, which arrives automatically on *Russian* Player Turn 5.



Map



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

Handicap

- ✚ In the Mission, change " ≥ 5 " to " ≥ 6 ".
- ★ In the Mission, change " ≥ 5 " to " ≥ 4 ".

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



Elements of Infanterie-Regiment 123, 50. Infanterie-Division:

Set up concealed (if in concealment terrain) on Board u on/between hexrow X and BB:

ELR: 4
SAN: 4

4-6-7	8-0	LMG	?
3	2	6	

Elements of Sturmgeschütz-Abteilung 190 enter on Turn 3 along the east edge:

8-1 Armor Leader	StuG B
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Set up concealed (if in concealment terrain) ≤ 4 hexes from FrFAH6:

4-4-7	9-1	MMG	50* MTR	?
3			5	

Elements of Infanterie-Regiment 123 enter on Turn 4 along any Board FrFA edge(s):

4-6-7	7-0	MMG	LMG
5			



Elements of 1st and 2nd Battalion, 79th Naval Infantry Brigade set up on Board u in concealment terrain on/west of hexrow V:

ELR: 4
SAN: 2

6-2-8	4-5-8	9-1	9-0	8-1	LMG	ATR	DC
10	6				3	2	2

Aftermath

The 79th Naval Infantry Brigade quickly overwhelmed the German combat outposts, made up of widely dispersed MG34 teams. The sailors rapidly advanced 600m, but then ran into the 50th Infantry Division's main line of resistance. They were stopped cold by reinforcing German infantry and StuGs of the 190th Assault Gun Battalion. Stukas were called in and began to drop anti-personnel bombs amidst the exposed Soviet attackers. Caught in the open, the sailors suffered heavy losses and were forced back to their start line. The naval infantrymen showed extreme bravery at Sevastopol and often continued to counterattack until completely wiped out. The Germans respectfully nicknamed the sailors "Black Death".

Design

Scenario Design: Peter Struijf & Chris Mazzei

Sources:

Forczyk, Robert. *Sevastopol 1942*, p52-61.

South of Karmanovo, Russia, 4 September 1942: In August 1942 the Red Army attempted to retake Rzhev and eliminate the most dangerous threat to the Russian capital. No less than four Russian armies attacked the German forces northeast of the city. The German 78. *Infanterie-Division* was moved into the line to reinforce the front, and so was the 2. *Panzer-Division*, as it arrived piecemeal to the area. After almost a month of relentless attacks and bitter fighting, the Red Army had made only very small gains. In late August, the Red Army commenced what would be the offensive's last push. At this time, 7. *Kompanie, Panzer-Regiment 3* was subordinated to a 78. *Infanterie-Division* infantry battalion commanded by *Oberleutnant von Benningsen*. On 4 September the Russian 153rd Tank Brigade struck and broke through the battalion's defenses in the wooded area south of Karmanovo.

Mission

The Germans win at game end if they Control all woods hexes on/adjacent to the FrFA F4-E5 path.

Special Rules

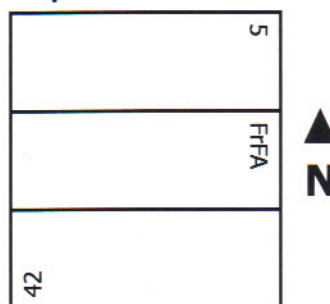
1. EC are Wet, with no wind at start. Kindling is NA.
2. Use American counters to represent the lend-lease M3 light and medium tanks in the Russian OB. Canister (C8.4) is NA.
3. APCR (C8.11) is NA [EXC: Pz IIJs].

Handicap

- ★ Add one M3 LT to the Russian Turn 1 reinforcements.
- ✚ Delete one M3 LT from the Russian Turn 1 reinforcements.



Map



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



ELR: 2
SAN: 4

Elements of 153rd Tank Brigade, 20th Army set up concealed (if in concealment terrain) on/east of hexrow 5W/FrFAW/42K:

4-4-7	2-2-8	8-1	7-0	HMG	LMG	ATR	dm 82* MTR
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11

Enter on Turn 1 along the east edge having already spent 5 MP:

M3 MT	M3 LT
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3

3



ELR: 4
SAN: 3

Elements of 78. Infanterie-Division set up on/west of hexrow 5R/FrFAR/42P ≥ 7 hexes from all Russian Units:

4-6-8	4-6-7	9-1	8-1	8-0	MMG	LMG	ATR	DC
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3

8

2

Elements of 7. Kompanie, II. Abteilung, Panzer-Regiment 3, 2. Panzer-Division enter on Turn 2 along the west edge:

9-1 Armor Leader	Pz IIJ	Pz IIH	Pz IIIG
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2

3

3

Aftermath

The Russian force was counter-attacked by von Benningsen's men with help from their friends at the *Panzerwaffe*. In time for the day's battle the 7. *Kompanie* had received Panzer IIJs with the new long 50mm gun. New to the German tankers were also the opponent's M3 light and M3 medium tanks - known to the Germans by their British nicknames: "General Lee" and "General Stuart". In a short firefight in the close terrain two M3 lights and three mediums were destroyed by the long-barreled Panzers. The Russian offensive was over, and the 153rd Tank Brigade handed over what was left of its lend-lease vehicles to a sister brigade and departed for reformation.

Design

Scenario Design: Mattias Rönnblom

Sources:

Strauß, Franz Josef. *Die Geschichte der 2. (Wiener) Panzer-Division*, p345.
Grossman, Horst. *Rshew - Eckpfeiler der Ostfront*, p86-89.
Glantz, David M. *Zhukov's Greatest Defeat*, p11.

Warsaw, Poland, 7 August 1944: On 1 August, the Home Army (*Armia Krajowa* - AK) launched its much-anticipated Rising against the German occupation forces in Warsaw. Some 40,000 AK insurgents fanned out across the city, armed with captured weapons, home-made SMGs, flame-throwers and Molotov projectors. The *Wehrmacht*, heavily engaged against Russian forces outside the city, insisted the Warsaw Rising be dealt with by the SS. Himmler ordered the formation of a special anti-insurgent corps of some 50,000 men. Among them was "SS-Sturmbrigade Dirlewanger", an infamous anti-partisan unit made up of former poachers and released violent criminals. Dirlewanger's men had gained such a reputation for looting, atrocities against civilians and indiscipline that SS-Gruppenführer Fegelein described them to Hitler as "real scum". Several days after their arrival in Warsaw, the Sturmbrigade was deployed against the AK insurgents blocking the western City Center. Dirlewanger's "scum" would find the men of the Home Army no mean adversary.

Mission

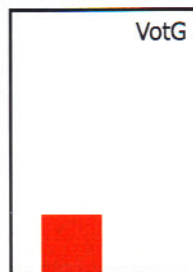
The Germans win immediately upon exiting ≥ 3 armed Personnel squad-equivalents off the north edge. An AFV with functioning MA counts as 1 squad.

Special Rules

1. EC are Dry with no wind at start. The following *VotG* terrain (only) is in effect: Debris (V1.), Printed Rubble (V5.), *VotG* Factories (V6.), Guttled Buildings (V7.), Fountains (V9.) and City Squares (V10.). Trenches may set up in Paved Road hexes with Shellholes and connect (as per B30.8) to ADJACENT building Locations.
2. 5-2-7 squads (and their HS) are Partisans and have underlined Morale. Partisans may not Deploy [EXC: A20.5, A21.22], may declare Hand-to-Hand CC (J2.31), may use any SW without captured-use penalties, suffer Ammunition Shortages (A19.131) and enter Guttled Building (V7.) Locations at normal building MF cost. Partisan crews are Elite.
3. The Partisan player may designate two Tunnels (B8.6).
4. During setup, the Partisan player secretly sets aside 6 Infantry/SW counters, including ≥ 3 MMCs, from his OB to enter as reinforcements on Turns 2 and 3 along the north edge, with 3 counters entering each Turn.
5. Partisans may set up one MMC (and any SMC/SW stacked with it) using HIP.
6. Assault Fire (A7.36) is NA for German SS 4-4-7 squads.



Map



Only hexes numbered ≥ 39 in hexrows G-S are in play.

Handicap

- ☛ Add one 5-2-7 squad to the Partisan OB.
- ☛ Add one SS 6-5-8 squad to the German OB.

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

ELR: 5

SAN: 4

Chodry II Company, City Center District, Polish Home Army set up in hexes numbered ≤ 48 [EXC: Infantry/SW set aside as reinforcements per SSR 4]:

5-2-7	3-3-7	1-2-7 Crew	8-1	1-4-9	MMG(g)	LMG(g)	PIAT(b)	FT	MOL-P	?	Trench
3	7	2	2			2				7	2

 ELR: 5 SAN: 2	Elements of SS-Sturmbrigade Dirlewanger and armor of Hermann Göring Fallschirmjäger-Panzer-Division enter on Turn 1 along the south edge:									
	SS 6-5-8	SS 4-4-7	8-1	6+1	MMG	LMG	FT	DC	Pz VG	
	2	9	2		2	2		2	2	

Aftermath

The Germans used bombers and heavy guns to pound insurgent positions into mounds of rubble, after which troops were sent in to advance a few streets. Heavy tanks accompanied the infantry, but were ineffective and vulnerable in the rubble-strewn streets. The insurgents proved extremely adept at reoccupying lost ground, including by the use of sewers. Company "Chodry II", commanded by Captain "Roman", withstood repeated attacks and closed the main boulevard for two full weeks. By 21 August, the Germans had lost over 9,000 soldiers killed in Warsaw.

Design

Scenario Design: Peter Struijf and Chris Mazzei

Sources:

Davies, Norman. *Rising '44 - The Battle for Warsaw*, p252-260, 565-566.
 Auerbach, Hellmuth. *Die Einheit Dirlewanger, Vierteljahrshefte für Zeitgeschichte* 1962-3, p250-263.

Königsberg an der Oder, Germany, 4 February 1945: As a result of the Russian winter offensive in early January 1945, both *Heeresgruppen* A and Mitte ceased to exist as coherent fighting formations. A new army group - Weichsel - was formed under the command of *Reichsführer-SS* Heinrich Himmler and given the task to hold the front Danzig-Stettin-Schlesien. As the 1st Belorussian Front reached the river Oder, the units of the new *Heeresgruppe* were issued their marching orders. Himmler's order number 831 reached no-one less than the infamous *Obersturmbannführer* Otto Skorzeny, in charge of the *SS-Jagdverbände*. Skorzeny was ordered to form a bridgehead east of the Oder large enough to fit retreating units - all in preparation of a counter offensive.

Mission

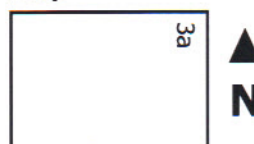
The Russians win at game end if they Control all stone buildings and hexes M16 and M17.

Special Rules

1. EC are Wet, with no wind at start. Kindling is NA.
2. There is a two-lane stone bridge in M16-M17.
3. Bore Sighting (C6.4) is NA.
4. The RCL may use HIP but may not be Emplaced.
5. The A-T Mines must be used as Daisy Chain(s) (B28.531).
6. One German HS (and any SW/SMC stacked with it) may set up using HIP.
7. Neither Vehicular Crews nor AFVs may gain Control.



Map



Handicap

- ✚ Add one 7-0 leader to the German OB.
- ★ Replace the Russian 9-1 leader with a 9-2 leader.

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



ELR: 5
SAN: 4

Elements of 3. Kompanie, SS-Fallschirmjäger-Bataillon 600 set up east of the river in hexes numbered ≥ 3:

SS 5-4-8	2-2-8	9-1	8-1	LMG	PSK	?	AT Mine Factors	75* RCL LG 40
9				3		5	3	



ELR: 4
SAN: 3

Elements of 2nd Guards Tank Army enter on Turn 1 along the east edge:

6-2-8	4-5-8	9-1	8-1	8-0	LMG	DC	T-34/85	M4/76(a)
3	9				2		2	2

Aftermath

One of Skorzeny's best units at this time was the *SS-Fallschirmjäger-Bataillon 600*, fielding four companies. They reached their assembly area on 31 January and took positions in the villages and towns east of the Oder. The Russians soon realized the danger of the bridgehead and it was repeatedly attacked by smaller Russian units. The terrain was difficult; wooded with small lakes and side arms of the Oder. Every intact bridge was a valuable target for both sides. Around the hamlet of Königsberg the 3rd Company of *SS-Fallschirmjäger-Bataillon 600* took up position. On 4 February they were attacked by Russian infantry supported by tanks. In the course of the intense and brutal street-fighting, nine Russian tanks were destroyed, but in the end the remaining survivors of the 3rd Company had to retreat to avoid total annihilation.

Design

Scenario Design: Michael Koch

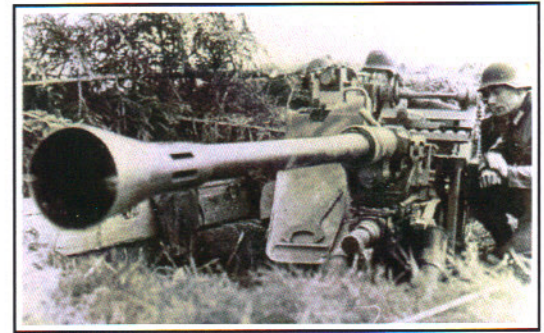
Sources:

Michaelis, Rolf. *Das SS-Fallschirmjäger-Bataillon 500/600*, p83-85.

Neu Glietzen, Germany, 16 April 1945: In mid-April 1945, the time had come for the Red Army to cross the last major natural obstacle before Berlin - the Oder river. One of the many planned crossings was the 61st Army's effort to get the 8th Penal Battalion across to the south side of a destroyed rail bridge near the town Neu Glietzen. The penal units were made up of ex-POWs deemed not trustworthy, political prisoners and soldiers who had conducted "unauthorized retreats" and were often given near-suicidal tasks. Preparations were hasty, and the crossing was to be done in boats of make-shift construction, small and too heavy, and lacking proper oars. Defending the far shore were elements of 5. Jäger-Division - an old and well-trained south German formation, recently brought up to strength. In the early hours of 16 April, the 8th Separate Penal Battalion set out on its mission, leaving the anti-tank and machine-gun elements on the near shore in support. The boats were very difficult to propel, and some soldiers swam alongside, using their boats as rafts. German machine-gun fire and Oder's ice-cold water extracted a heavy toll on the attackers. Those who successfully crossed were organized by the assault company's commander, and managed to capture several German trenches.

Special Rules

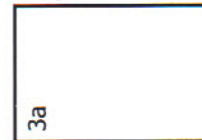
1. EC are Wet, with no wind at start. The river is Flooded, with a slow current to the north. Kindling is NA.
2. Trenches may not use HIP. The Jagdpanzer has undepletable HE.
3. Before Russian setup, the Russian player designates 5 continuous hexes, each adjacent to ≥ 1 river hex and west of the river, as the Bridgehead. German Units/Guns/SWs in the Bridgehead are immediately eliminated. For each *Infantry* CVP (A26.211) so eliminated and for each Trench counter in the Bridgehead one squad is deleted from the Russian Bridgehead group.
4. Russian Personnel may use Swimming (E6.), including Rafting (E6.41).
5. Russian MMCs may use PF (C13.3) as if Hungarian (A25.85).



Mission

The Germans win at the end of Russian Player Turn 3 if the Russians Control < 5 buildings west of the river *or* at game end if there are < 3 armed unbroken Russian squad-equivalents west of the river.

Map



Handicap

- ✚ Replace the German 9-1 leader with a 9-2 leader.
- ★ Replace one Russian MMG with a HMG.

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



ELR: 3
SAN: 4

Elements of Jäger-Regiment 56, 5. Jäger-Division set up concealed west of the river with each Trench containing ≥ 1 MMC:

5-4-8	4-6-7	2-4-7	2-2-8	8-0	MMG	LMG	?	37L AA FlaK 36	Trench
6			2				4		4

Elements of Jäger-Regiment 56 and Panzerjäger-Kompanie 1005 enter on Turn 3 along the north and/or west edge(s) on/between I1 and Q6:

5-4-8	4-6-7	9-1	7-0	LMG	JgdPz IV/70
2	3				



ELR: 4
SAN: 3

Elements of 8th Separate Penal Battalion, 89th Rifle Corps set up east of the river (with the Small Rafts and possibly Passengers Beached in an eastern shore river hex):

5-2-7	4-4-7	9-0	MMG	LMG	ATR	Foxhole 1S	3x Small Raft
6	2		2			2	2

Set up in the Bridgehead (see SSR 3):

5-2-7	9-0	LMG	DC
11			

Aftermath

Russian progress ground to an abrupt halt as German *Jäger* counter-attacked, supported by their divisional *Jagdpanzers*. In a desperate battle, the bridgehead was essentially wiped out, save a small toe-hold. Only twelve *shtrafniks* would survive the ordeal. The next day regular rifle units exploited the penal battalion's costly success as two regiments crossed into the bridgehead under the cover of a smoke screen and heavy artillery fire. Neu Glietzen was captured, but *Jäger-Regiment 56* managed to contain the enlarged bridgehead for the time being. There was still some way to go to Berlin.

Design

Scenario Design: Mattias Rönnblom

Sources:

Pyl'cyn, Alexander. *Penalty Strike*, p162-175.
Le Tissier. *Zhukov at the Oder*, p125-126, 161-162, 191, 274.
Reinicke, Adolf. *Die 5. Jäger-Division*, p355.

Hill 171, Shumshu, Kuril Islands, 18 August 1945: Shumshu, with its rolling grass-covered hills and cold weather, is the northernmost of the Kuril Islands in the Western Pacific near Kamchatka. In mid-August 1945, just after the Japanese surrender, the Russians set out to seize the island in what would become one of the last battles of World War 2. The instructions that had been given to the surrendering Japanese forces left room for self-defense. The local commanders felt that the defense of the island constituted such self-defense and decided to continue the war on their own. Under their command were six battalions of infantry, naval and field artillery and a tank regiment. The Russians, having underestimated the enemy strength, committed a force roughly the same size. At 0422 on 18 August, in heavy fog and waves, the assault landing on Shumshu commenced. Unable to silence Japanese batteries, losing 21 out of 22 radio sets resulting in the near-total breakdown of command and control and naval fire support, and hit by a Japanese counterattack, the first echelon were soon on the brink of disaster. To prevent the Japanese from driving them into the sea, the second echelon was landed to reinforce the first. Japanese artillery, mortar and machine-gun fire pinned the Russians on the slope of the dominant Hill 171. At 1400 the Japanese launched, with infantry supported by 18 tanks and a battery of 15cm guns emplaced on top of the hill, a second attempt to expel the Russians.

Mission

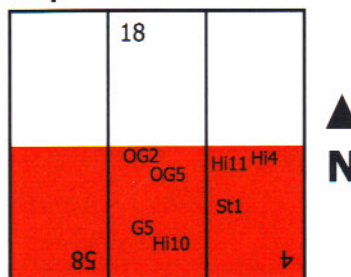
The Russians win at game end if there is ≥ 1 unbroken Russian MMC ≤ 2 hexes from each of hexes 18DD2 and 18oU1.

Special Rules

1. EC are Moist, with no wind at start.
2. All Woods are Brush. Roads do not exist. The Stream is Dry (B20.41). Place overlays as follows: **G5** on 18CC6-CC7; **Hi10** on 18BB4-CC5; **OG2** on 18R5-R6; **OG5** on 18T3-U4; **St1** on 4J4-J5; **Hi11** on 4O1-N0; **Hi4** on 4O6-P6.
3. The Russians may use ATMM (C13.7) as if Germans.
4. HIP is NA. Emplacement (C11.2) is NA for the Russians.



Map



Only 4/58 A-P and 18 R-GG are in play.

Handicap

- ★ Delete one Type 97A tank from the Japanese OB.
- Add one Type 97A tank to the Japanese OB.

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

ELR: 4
SAN: 3

Elements of 138th Rifle Regiment, 101st Rifle Division set up on Board 18 and/or Board 4:

5-2-7	4-4-7	2-2-8	9-1	8-1	MMG	LMG	ATR	76* INF PP obr 27	45LL AT PTP obr 42	1S Foxhole
2	10	2			2	2	4			5

Enter on Turn 3 along the east edge:

4-4-7	8-0	ATR
2		

ELR: 2
SAN: 3

Elements of 73rd Infantry Brigade and 11th Tank Regiment set up on Board 58 Hill hexes:

4-4-7	3-4-7	2-2-8	9-0	8-0	LMG	DC	150 ART Type 96	75* ART Year-38	Type 97B CHI-HA	Type 97A CHI-HA
4	2	2							2	2

Type 95 HA-GO	Type 2 KA-MI
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Aftermath

The Russian infantry with the help of four 45mm AT Guns and "a hundred" anti-tank rifles repelled the attack, and destroyed 17 of the 18 Japanese tanks. Later in the evening, the Russians reorganized their forces and launched the first proper attack on Hill 171, and successfully captured its western slope. During the next couple of days, the 101st Rifle Division would continue to capture the whole island, and would later be decorated with the Order of Lenin. The Kuril Islands would be kept by the Soviet Union, and later by Russia, as agreed by the Allied Powers at the Yalta Conference.

However, a territorial dispute of parts of the Kurils that followed the war has not been settled to this day.

Design

Scenario Design: Mattias Rönnblom

Sources:

Glantz, David. *August Storm: Soviet Tactical and Operational Combat in Manchuria, 1945*, p298.

FRIENDLY FIRE PACK 7

A Smörgåsbord of Scenarios

Introduction

Friendly Fire Pack 7 contains eight scenarios featured in the Friendly Fire 2011 ASL tournament held in Linköping, Sweden.

Errata and Clarifications

Any clarifications and errata will be available 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 Friendly Fire scenario in some public forum, please let us know.

Credits

We would like to thank our playtesters and proofers. Without them no Friendly Fire products would ever see light.

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Designed for the



Tournament

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