

WAFFEN-SS

NO QUARTER NO GLORY!

A HEAT OF BATTLE TOURNAMENT-SCENARIO PACK

Waffen-SS: No Quarter No Glory! comes with six tournament style scenarios played on your geomorphic map boards. Also included is a set of 240 beautifully printed, mounted and die-cut counters. The counters are in the traditional Black. This product is not published or sanctioned by TAHGC.



HEAT OF BATTLE

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"WAFFEN-SS: NO QUARTER NO GLORY!"

ABOUT THE WAFFEN-SS

The **Waffen-SS** was comprised of some of the most determined and well-armed fighting men that the modern world had ever seen. They were inspired by the rantings of their Fuhrer, Adolph Hitler, and their devotion to his misguided ideals. The **Waffen-SS** fought in every corner of Europe; they fought in every weather condition imaginable; and they fought against nearly every inhabitant of Europe. It was only the combination of fanatical faith in their cause and their lavish weaponry, which allowed the **Waffen-SS** to fight against their inevitable destruction for six long years.

The **Waffen-SS's** role in the war started with little notice. **Waffen-SS** units were equipped the same as their Wehrmacht counterparts. However, their fanaticism and reputation grew quickly. With the growth of SS units into complete divisions a clear distinction in supply and weaponry was being made. As early as the initial Russian Winter of 1941 the **Waffen-SS** units were being specially supplied with the first winter combat clothing in the front lines. Later, **Waffen-SS** units were lavishly equipped with not only the latest weaponry the world had ever seen, but in even greater quantities than almost every other unit in the German Army. Never strong on field grade officers the **Waffen-SS** had the ability to attract some of the best company and platoon leaders Germany had to offer. Fanatical devotion was built into the units. Some units, like the 1st SS Panzer Division "Leibstandarte", was destroyed no less than six times. And with each rebuilding was able to preserve its fanaticism and reputation for toughness. The **Waffen-SS** joined the war with fanatical ideals and waged it, ruthlessly, with the most modern weapons available.

The six scenarios inside this package are representative of the many combat actions which the **Waffen-SS** subjected their European enemies to. Statistically, the German Army proved to be the most formidable armed forces ever known to modern warfare. At the end of the war, statistics showed that, regardless of whether the German ground forces won a battle or lost it, whether they outnumbered their enemy or even if they, themselves, were outnumbered, the German Army inflicted fifty percent more casualties on the enemy than they suffered. The **Waffen-SS** units were even deadlier by doubling what their Army counterparts achieved. Within this package you will see just how awesome was their fight.

These scenarios represent the **Waffen-SS** as hunter and hunted, hero and hated. They are some of the most vicious battles fought during World War II, and they cover the full spectrum of the Allied fight against Hitler. The great effort with which it took to liberate Europe from the fists of the **Waffen-SS** can be fully appreciated within this package.

The **Waffen-SS** were not, however, Supermen, as the 30th U.S. infantry proved against the 1st and 2nd SS, and the Canadians proved by destroying the 12th SS Hitlerjugend, or as the Russians proved against the 3rd SS Totenkopf. But, as you will see, the **Waffen-SS** will give you one hell of a fight!

COUNTER ARTWORK

Some of the artwork printed on these special counters is original artwork of Heat Of Battle. The counters were graciously created by Nadir El-Farra of Front Line Productions. Additionally, Riccardo Sciarone offered his services and his own artwork for this project. Both Nadir and Riccardo's efforts were put forth with the sole intention of advancing the enjoyment of our hobby for all of us.

HEAT OF BATTLE, are the proud designers of *GOD SAVE THE KING*, *BLOOD REEF: TARAWA*, *KING OF THE HILL*, *BERLIN: RED VENGEANCE*, and *FORTRESS CASSINO*.

Playtesters: Brian Abela, John Shelton Agar, Darrell Anderson, Bruce Bedell, Scott Byrne, David Coleman, Scott Cochren, Doug Cruetz, Steve Dethlefsen, Guy Falsetti, Chuck Hammond, Robert Hammond, David Hallet, Charlie Hense, Karl Johnson, Steve Linton, Simon and Stephen Mugford, Matt Romey, Dave Rosner, Simon Spinetti, Sharon Tein, Randy Yeates and Eddie Zeman.

Special Thanks to: Steve Linton and the Down-Under boys (and Sharon). I have never seen such dedication to this hobby. In fact, two members of this playtest group had their wives go into labor *during* their playtesting (the scenario being playtested in *both* cases was *ONE EYE TO THE WEST*).

HOB again expresses our gratitude to Mr. Ed Keith for sharing his extensive collection of reference material with us. He has continually provided HOB with access to the most incredible collection of books that we have ever seen. The sources for this scenario pack include general histories, specific unit histories, original documents and mapping, and first person accounts.

Because this is a set of tournament-style scenarios we at HOB will not publicly offer tactical and/or playing tips. These are for you, the players, to discover and discuss as you deem appropriate. HOB thanks you for your continued support.

HOB makes no political or moral statements by the subject matter of this product. The pursuit of good gaming and the devotion to accurate history is our only goal.

FUHRERBEFEHL!

HOB

WAFFEN-SS NONG! 1

Battlefield Orientation: Only hexrows A-P (inclusive) on board 40 and R-GG (inclusive) on board 43 are playable.



→ N



TACTICAL OBJECTIVE: The Russian player wins at Game End if he is in complete control of both bridge hexes or if there are no Good Order German MMC on map. Vehicles may not control bridge hexes.

Play Balance:

German: The Russian VC of having no Good Order SS MMC is NA.

Russian: Increase the Game Length by one Player Turn.

Historical Special Rules:

1. EC are Wet with Deep Snow (D8.23 & E3.73). Drifts exist at scenario start as per E3.75, however, the entire map is treated as one board for Drift determination (i.e. only 6 Drift counters). Ice rules apply to all water hexes (B21.6). Extreme Winter (E3.741) conditions apply to the Germans with the following exception: Fate occurs normally on an original DR of 12.

2. Place Bridge counters in hexes 40I2-I3. This Bridge is treated as a two-lane stone bridge which is assumed to connect to the road hexes 40I1 and 40I4. Due to the heavy bombardments prior to the battle all Orchards are Shellholes and no entrenchment may be set up in such a hex.

3. All Russian units are treated as having Winter Camouflage (E3.712). All units in RG2 are Ski equipped.

4. Prior to viewing the German set up the Russian player must secretly record the turn of entry of each of his Reinforcement Groups and which RG (if any) is to be set up on map. Only one RG may enter per Game Turn and must enter on its recorded Turn.

5. The German player may secretly record two MMC as being Fanatic. All German 838 are Assault Engineers (H1.22). All fortifications must set up on board (HIP is NA).

6. Hand-to-Hand may be used by both players (J2.31).

HISTORICAL PERSPECTIVE:

DEMYANSK POCKET, RUSSIA, January 10th, 1942: As the last assaults on Moscow dribbled to a close, the winter temperatures dropped to deadly levels. Simultaneously, fresh Siberian divisions, equipped with the latest winter gear, made their way to the front. On January 7th the Russians launched a major offensive aimed at driving the Germans from the outskirts of Moscow. The northern blows crashed into the Germans between Lake Ilmen and Demyansk and glanced along the left shoulder of the Totenkopf Division. By January 8th the Russians had crossed the Lovat River and were turning south to encircle the entire German Second Army Corps.

It was at this critical moment when the town of Kobylkina loomed large on the Corps map. The town straddled the eastern side of the Lovat River and was inside the now-forming pocket. The bridge in Kobylkina lead to the western side of the Lovat and would be crucial for the German's survival. If the Germans could control this bridge they could use it to counterattack the Russian flank and vital supply lines thereby slowing the advance of the entire spearhead. Late on January 9th a Kampfgruppe of SS Engineers from the Totenkopf was sent to Kobylkina to hold this bridge open. Fortunately for these Engineers, the coming Russian attack had been forecast and defensive fortifications had been completed. Additionally, heavy winter clothing had been flown in at the request of SS Commander Eicke. It was at this point that the Fuhrer stepped in. He had given a direct order (a Fuhrerbefehl) to all units defending against this Russian thrust: there would be no withdrawal from the forming pocket!

AFTERMATH: The position held by the Germans had been heavily shelled leaving the SS little foliage to conceal themselves. The defenders huddled inside their bunkers and trenches waiting for the Russians. With temperatures dropping to 45 below zero this meant survival at its most fundamental level. The Kampfgruppe of Engineers was led by Captian Ullrich. During their defense of the bridge the Engineers resisted up to five massed attacks per day by waves of infantry and T-34s. Time and again tanks would break through the German positions forcing the Engineers to destroy them with satchel charges and grenades. The Russian infantry were hurled forward by their political Commissars. After they broke into the SS positions they were driven out only after furious hand to hand fighting. In many other positions inside the pocket the SS fought until their unit was wiped out to the man, as per the Fuhrerbefehl. Ullrich and several of his men, however, somehow managed to survive and held the bridge until relieved. They escaped the pocket on the night of February 22/23 and Ullrich was awarded the Knight's Cross to the Iron Cross for his efforts inside the Demyansk Pocket.

German Sets Up First: [ELR:5] {SAN:4}

KampfGruppe Ullrich, 3rd Battalion Pioneers, 3rd SS Division "Totenkopf" set up west of the Lovat River but must set up ≥ 2 hexes from any Russian set up/entry hex:

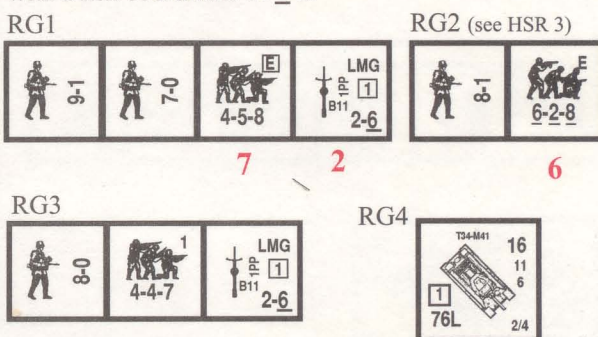


TURN

1★
2★
3★
4★
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6

Russian Moves First: [ELR:2] {SAN: 2} [220]

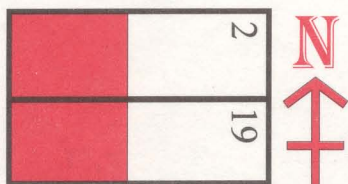
Elements of the Soviet First Guards Rifle Division enter from the southwest map edge from hex 43GG1-43R9 as per HSR 4. One RG may set up on board 43 with a hex coordinate of ≤ 2 :



THE PRECIOUS PRICE OF TIME HOB

WAFFEN-SS *NQNG!* 2

Battlefield Orientation: Only hexrows A-V (inclusive) are playable.



TACTICAL OBJECTIVE: At Game End the player which controls the most Level 3 hexes is the winner. In case of a tie in controlling Level 3 Hexes then the Canadian player must have earned more CVPs than he suffered. Otherwise the German Player wins.

Play Balance:

German: Change ~~one~~ OB given ~~one~~ MG to a HMG. **Canadian:** Add a MMG (British) to the At Start OB.

Historical Special Rules:

1. EC are Moderate with no wind at start.
2. All German and Canadian infantry which set up on map may be set up entrenched in a Foxhole.
3. The Goliaths may set up HIP if they set up outside of the Canadian player's LOS. The 338's are the only units which may operate the Goliaths without the A21.13 Non-Qualified Use Penalty.
4. No Quarter is in effect for both sides (A20.3).

HISTORICAL PERSPECTIVE

FALAISE, FRANCE, 10 August 1944: As Operation Cobra banked east to turn the flank of the Germans holding the Normandy defenses Operation Totalize was launched by the British, Canadian and Polish forces. Their goal was to link up with the American forces at Falaise and trap the entire German forces in Normandy. Totalize was launched at night on August 8th after a hail of heavy bombers carpeted the front with 500 and 1,000 lb. bombs. The Allied advance was successful in its opening hours while armored columns drove over the broken and dazed defenders. After the first day the Germans began to bounce back. Isolated pockets of hardhitting SS fought stubbornly.

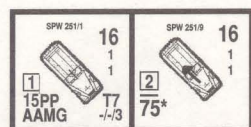
German Sets Up and Moves First:

[ELR: 5] {SAN: 3} [162]

Elements of the 3rd Battalion, 26th Regiment, 12th SS Panzergrenadier Division "HitlerJugend" set up on ground/first levels on board 2 with a hex co-ordinate ≤ 3 and/or anywhere on board 19 (see SSR 2 & 3):



Enter on/after turn one from the south map edge:

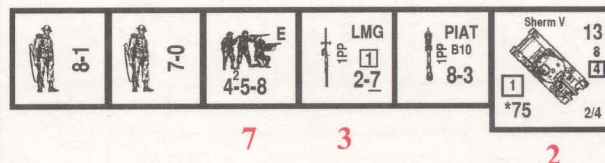


TURN
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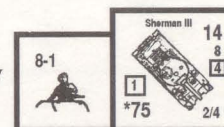
Canadian Sets Up and Moves Second:

[ELR: 2] {SAN: 3}

Elements of the Argylls of Canada set up on board 2 on any ground/first level hex with a hex coordinate ≥ 6 : (see HSR 2)



Canadian Grenadier Guards enter on/after turn two along any north board edge hex:



On the 9th the Canadians were less than 10 kilometres from Falaise and the slamming of the door on 100,000 Germans. The first phase called for the capture of Point 195 in an infantry night assault followed, at first light, by a tank attack onto Point 206 just 2 kilometres to the southeast. At sun up, the depleted and exhausted 3rd Panzer Grenadier Battalion awoke to discover that Canadian infantry had occupied the northern slopes of Point 195. They launched a quick and violent counterattack. The Canadians brought up more tanks and, at 0906 hrs on the 10th, were preparing to secure Point 195 and push on to Point 206. But the SS had other plans.

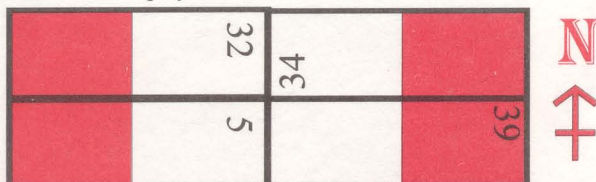
AFTERMATH: At 1155 the depleted 3rd Panzer Grenadiers launched another furious counterattack to drive the Canadians off of the heights. Sturmbannführer Olboeter led the attack with his Grenadiers up the hill. In close-in antitank fighting the Germans gave the Canadians a bloody nose, however, lacking heavy armor, the SS could not stand up to massed tank formations for long. Special Goliath robotic tanks were sent into the fighting which helped in destroying a total of eight Canadian tanks. The SS counterattack was finally beaten off at a high price in men and equipment to the SS but the Canadian attack was put off schedule. In addition to the number of burning wrecks marking the hilltop, the counterattack gave the Germans retreating through the ever tightening noose at Falaise precious time to escape their certain destruction.

BEAR HUNT

HOB

WAFFEN-SS *NQNG!* 3

Battlefield Orientation: Only hexrows A-P on boards 5, 34 and 32; and R-GG on board 39 are playable.



TACTICAL OBJECTIVE: At Game End the Partisans win if they have amassed ≥ 6 more CVPs than the Germans (Captured CVPs do not count as double).

Play Balance:

German: The Partisan Player must earn ≥ 8 more CVPs than the Germans.
Partisan: The Partisan must earn ≥ 4 CVPs more than the German.

Historical Special Rules:

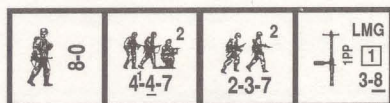
- EC are Wet with Deep Snow (D8.23 & E3.73). Extreme Winter (E3.74 - .743 only) conditions apply to both players [EXC: The B#/X# is reduced by 1 for both sides]. There is no Wind at start. Place a Wooden Rubble counter in hexes 32C1 and 32D1.
- The German outpost garrison is Lax. Additionally, the outpost garrison may not exit their initial Set Up Area, in their own MPH/APH, until at least one Good Order German unit/AFV from the reinforcements has entered hexrow 39EE-34C. German AFVs are not recalled if their MA becomes Disabled, instead, a "+1 (stun)" counter is placed on it. Any vehicle which is Recalled must attempt to exit the west map edge. Riders are NA. Infantry units using Armored Assault do not have to pay the additional MF expenditures of E3.723 and E3.7331.
- All units in the Allied OB are Partisans (A4.25.24). All 527/227 have MOL capability (A22.6). The Partisans have Boobytrap Level B (B28.9). All Partisans may set up concealed if in concealment terrain. Only the Partisans may use Paths.
- No Quarter is in effect for both sides.

HISTORICAL PERSPECTIVE

South of CHERKASSY, RUSSIA, December 19th, 1943: As the third Winter of the war swept over the Eastern Front a pattern was being repeated: intense and murderous weather forced the front lines to be delineated by strings of distant villages, while Partisan bands had been ordered to burn every building capable of sheltering their oppressors from the cold. Furthermore, Russian counterattacks had forced the Germans to withdraw from exposed parts of the front...despite Hitler's refusal to yield any ground. In one of these actions members of the 3rd SS were acting as a rear guard as it held back the mighty Russian "Bear".

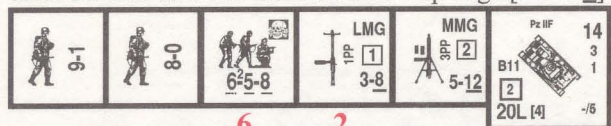
German Sets Up First: [ELR: 2] {SAN: 3} [124]

Wehrmacht outpost garrison set up ≤ 3 hexes from 32D3 (See HSR 2):

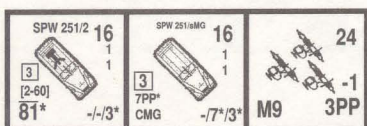


4 2

Reinforcements, Rear Guard of the 3rd SS "Totenkopf" enter on/after turn one from the east map edge [ELR: 5]:



6 2



4

TURN



As the rear guard withdrew they collected stragglers and vulnerable outpost garrisons which they were to deliver to more prepared defensive positions further to the west. As the SS pushed through the Russian forest they fell upon an outpost of about twenty men which had been slaughtered to the man. The bodies had been stripped and mutilated. Additionally, when soldiers attempted to remove the bodies, boobytraps exploded killing three more men. The SS knew that this was the work of Partisans. The horrors of warfare on the Eastern Front had been transcended by the addition of Partisans into the fighting. Even the minus 45 degree weather couldn't chill the rage that the SS men felt as they continued on their mission. As the angry convoy left the outpost they noticed a hastily erected sign at the crossroads. The sign read, "REVENGE".

AFTERMATH: Within an hour of leaving the sign lead elements of the convoy heard gunfire in the distance. A sidecar was sent out ahead and came back with the disturbing news that another outpost was under attack by Partisans. The commanders of four Mk IIs begged to drive on ahead and exact their own vengeance. The experienced commander knew better and ordered the column to stay together in case the Partisans struck from the woods. As the convoy grew closer to the fighting the tanks were finally set free. A half-track with a mortar and another with heavy machine-guns followed at top speed. Clad in heavy winter clothing the infantry trudged along in the deep snow staying in the tracks made by the vehicles. A few minutes later the tanks were engaging the Partisans and began tearing into their ranks. Suddenly, the sidecar returned to the struggling infantry and ordered them to spread out into the woods to continue with the hunt. The stunned defenders of the outpost were saved, by minutes, by the SS. When the time came for a count, the Germans had two more dead and six wounded while the Partisans had lost over twenty. The Germans captured scores of weapons including Russian, German and even some American rifles. There were no prisoners included in the count.

Partisan Moves First: [ELR: 5] {SAN: 4}

Elements of the Local Partisans set up ≥ 5 hexes from 32D3 and on/west of hexrow 39Z/34H. The Partisan Player must choose *one* of the following OB choices prior to viewing the German set up. (See HSR 3).

OB 1

OB1 may HIP 4 squads (and any SMC/SW stacked with them).



14

2

OB 2

OB2 may HIP 2 squads (and any SMC/SW stacked with them).



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OB 3



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7

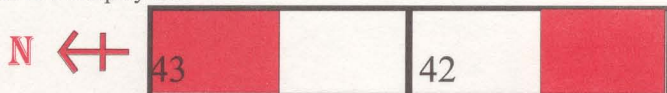
2

NOBLE CRAFT OF WARFARE

HOB

WAFFEN-SS *NQNG!* 4

Battlefield Orientation: Only hexrows 43 R-GG and 42 A-P are playable.



TACTICAL OBJECTIVE: At Game End the British Player must have earned more Victory Points (VP) than the Germans to win. Each side earns CVPs normally. Each side also earns VPs (Exit VPs) for units exited off the south board edge. Additionally, each building/rubble hex is worth 1 VP awarded to the controlling side. The German mortar is only worth CVPs if it is destroyed via a British IFT/TH fire/overrun.

Play Balance:

German: Exchange the MMG for a HMG.

British: May Battle Harden any one Leader in the British OB.

Historical Special Rules:

1. EC are Moderate with no Wind at start. Due to the heavy shelling in the area all Grainfields are treated as plowed fields. All roads are paved. The Hill on board 42 is NA and is treated as ground level Orchard.

2. All A-P/A-T Minefields are treated as Known (F.7) and must set up on any whole/half hex of board 43 on/south of hexrow AA. All A-P/A-T/Dummy Minefields must be set up adjacent to at least one other Known Minefield counters. The German player receives a number of Dummy Minefields equal to one dr (halved; FRD).

3. Prior to set up, make a dr for each building on the map. If the dr is ≥ 5 the hex is rubble. There is a +1 dr if the building is wooden.

HISTORICAL PERSPECTIVE:

CAMBES, FRANCE, July 8th, 1944: The fourth battle for Caen was underway with Operation CHARNWOOD. Montgomery planned to smash headlong into Caen from the north. Between Caen and Juno beach was the fanatical Hitler Youth Division who were prepared to make the British pay for every inch of soil they liberated. Operation CHARNWOOD started at sunrise on 8 July with a heavy pounding from both land and naval artillery. The area in and around the small town of Cambes had been utterly smashed leaving the wheatfields flattened and the trenchlines turned over like turnips. The first wave of the British attack churned toward Cambes but small arms fire forced them to ground. The supporting tanks ran into a minefield and refused to move further. Around Cambes the British poured through like a tidal wave but, inside the town, Hauptsturmführer Waldmuller was determined to hold on with his 1st Company.

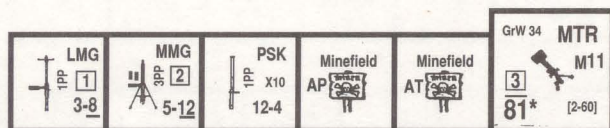


By afternoon the town had been bypassed and surrounded but continued to resist in true SS fashion, as Waldmuller reorganised his men for another fight. At 2100 hrs the Staffordshires and the 13/18 Hussars were pulled out of reserve and thrust into the attack.

AFTERMATH: Preceding the arrival of the engineer vehicles came more artillery. Flail tanks worked over the minefield belt as the infantry tried to get through the breach. Again, small arms fire from the 1st Company pinned the Tommies down. When the flamethrowing tanks appeared the Hitlerjugend almost broke, but their superior discipline held them in place against this terrible weapon. Rottenführer Eberhard Kopke got caught up in the close-in antitank fighting and saw tanks "of all descriptions" coming toward him including a giant Petard. In resigned silence he muttered to himself, "I must, now, practice the noble craft of warfare...". Kopke fired a panzerfaust at the lead tank but the range was too great and he missed. His second shot scored a hit and destroyed the tank in place. He brought back a another panzerfaust from the command post and brewed up his second tank of the fight. Still, the British armor rolled on. Two tanks crossed over the belt of trenches which had been obliterated by the artillery and began to mingle with the Germans in the rubble. Schomer, another Hitlerjugend panzerjaeger, went after the first of the two tanks with his Ofenrohr (panzerschreck) and Kopke went after the other. They destroyed both of their targets in a torrent of sparks. The Crocodiles had now closed within range. The 2nd Pltn of the 1st Company was nearly destroyed in the intense flames. Some survivors of the 2nd Pltn made their way to Kopke's position and he noted that their uniforms were entirely burnt from their bodies. It was at this time that a runner came into the command post with a message which ordered the remainder of the 1st Company to fight its way back into Caen. The British had had enough, too, and they pulled out of the ground they had just won. In the end, the British would control the town but at a terrible cost while at least half of the Hitlerjugend would live to fight again.

German Sets Up First: [ELR:5] {SAN:4}

Survivors the 1st Company, 1st Battalion, 25th Regiment, 12th SS PanzerGrenadier Division "HitlerJugend" set up on/south of hexrow 43 AA (See HSR 2):

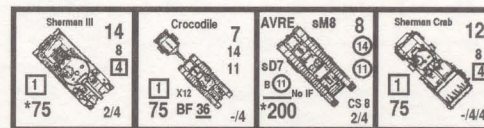


TURN

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British Move First: [ELR: 3] {SAN: 3}

Elements 6th NorthStaffordshires supported by the 13/18th Hussars, all infantry set up on/north of hexrow X of board 43. All Vehicles must enter from the north map edge on/after turn one:



CHATEAU NEBELWERFER

HOB

WAFFEN-SS *NQNG!* 5

Battlefield Orientation:

N ←

	42
	41

TACTICAL OBJECTIVE: The German player wins at Game End by controlling building 42V2, otherwise, the U.S. player is the winner (Note: AFVs may not control victory hexes); however, the U.S. player wins immediately by inflicting ≥ 15 CVPs on the Germans [EXC: Prisoners do not count double; the at-start, on-map Panther is NA until/after it becomes manned by a German unit (and even if subsequently abandoned, see HSR 2)].

Play Balance:

American: Add a Roadblock counter to the American OB.

German: May Battle Harden one Leader in the German OB.

Historical Special Rules:

1. EC are Moist with no Wind at start. Mist exists up to level 1 (inclusive of level 1) as per E3.32.
2. Place an Abandoned Panther VG in hex 42J4 (make two random drs to determine the VCA/TCA before the U.S. player sets up). The Germans may man a Panther with a non-vehicular crew/inherent driver as if it were captured (A21.2-.22; additionally, A21.13) or with a vehicular crew normally.
3. All hedges are Bocage (B9.5). All marsh is treated as woods.
4. The U.S. Player may set up one squad/equivalent (and any SW/SMC which sets up with it) HIP.

HISTORICAL PERSPECTIVE

Outside of MORTAIN, FRANCE, 8 August, 1944: Just 800 metres outside of St.-Barthelmy, Lt. Lawson Neel, of the 39th Divisions anti-tank unit, set up his only remaining AT gun behind his second road-blocking position of the day. He had been chased back by the 2nd Regiment of the 2nd SS Panzer Division. The SS tankers had seemed to be moving quickly through the American infantry positions. Just outside a French farmhouse, dubbed the "Chateau Nebelwerfer" because of the attention the building was drawing from the deadly German rockets, Lt Neel came face-to-face with yet another German tank...



this time a Panther. Neel and his men fired and hit the Panther in the side but to no visible effect. The Panther crew, however, felt differently and bailed out of the still running Panther. As the crew clambered down the sides of the tank the Americans fired HE at the steel monster in hopes of killing the crew. Then Neel got the idea to capture his first Panzer of the war...only to realize that his own Air Force was very busy in the area and they wouldn't be able to tell a captured Panther from a German one...

AFTERMATH: Just then, two more Panthers came rolling down the road. The AT gun crew went into action but waited until a more favorable side shot appeared on the lead Panther and successfully knocked it out. But this gave away its position and the remaining Panther sprayed it with HE and MG fire. As the American force scattered back to the Chateau Nebelwerfer they were chased by a group of SS Panzer Grenadiers who were led by Untersturmfuhrer Ricker. The GIs finally ran into the cooks, clerks and messengers of the 1st Btn, 117th Infantry. As the SS pressed forward they realized that the loss of two of their superior Panthers was too great. The steam soon ran out of their attack when Ricker hit this second ad hoc line of GIs. As the SS attack ground to a halt, the GIs launched a local counterattack and effectively sent the SS back on their way. The next day, known as "the day of the Typhoon" saw an end to all forward movement by the Das Reich.

American Sets Up First: [ELR: 4] {SAN: 4}

Elements of the 119th Infantry, 30th Infantry Division "Old Hickory" set up on/north of hexrow L:

 9-1	 8-0	 6-1	 5-4-6	 6-6-7	 2-2-7
			4	3	2

 4-10	 3-8		 57L	
2	2	5		

TURN

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6
7

German Moves First: [ELR: 5] {SAN: 2}

Elements of 2nd Regiment, 2nd SS Panzer Division "Das Reich" enter from the south edge on/between 41I1 and 42A10 on/after turn one:

 9-2	 8-1	 6-5-8	 3-8	 12-4
		8	2	

 15	 18
75LL	3/6/2

2

ONE EYE TO THE WEST

HOB

WAFFEN SS *NQNG!* 6

Orientation: Only hexrows R-GG on boards 45 and 21 and A-P on board 23 (inclusive) are playable.



Play Balance:

German: All German 8-3-8s are Fanatic.

Russian: All Russian 6-2-8s are Fanatic.

TACTICAL OBJECTIVE: The Russian player wins, if at Game End, he has more Victory Points (VP) on board 45 than does the SS player. However, units only count for VPs if they are on a hex coordinate ≤ 6 . VPs are treated as Exit Victory Points except that only Good Order infantry units count (note: vehicle crews do NOT count even if taken as counter form).

Historical Special Rules:

1. EC are Moist with No Wind at start. No unit may enter the Donau River.
2. Both sides qualify for Elite Ammunition (C8).
3. All SS 8-3-8s are Assault Engineers (H1.22). Only Assault Engineers may set a DC on a Bridge as per A23.7-71. (Note: DC may only be SET during play).
4. All Multi-Hex buildings are treated as having a ground and first level only with an inherent stairwell in each hex. All Single-Hex buildings have a ground level only and are a Level One obstacle.

HISTORICAL PERSPECTIVE:

VIENNA, AUSTRIA, 12 April, 1945: The last fighting units of the LAH found themselves in Vienna holding a similar situation that they faced in Budapest: Overwhelming odds and single tanks tasked to perform the mission of Regiments. The men of the Leibstandarte believed that they should be in Berlin guarding the Fuhrer as their moniker stated. Hitler, however, had turned on them ordering all members of the 1st SS to remove their cuffbands as punishment for not stopping the Soviet advance. The Russian steamrollers had flattened Eastern Europe and were now crushing Central Europe and Germany.



In Vienna the last gasp of the once proud 1st SS stood on the banks of the Donau facing the 6th Guards Tank Army. To stop the massive Soviet onslaught the SS had one surviving tank and one Flak gun. Shermans and JS-2s came to the remaining bridges before the Germans could blow them losing a little more precious time. Hordes of hardened Soviet infantry forced their way across the bridges. Nothing, it seemed, could stop the Russian steamroller. Surrender was never an option and especially so now.

AFTERMATH. As the Russian tanks and infantry moved across the Donau, forcing past the defenders, a separated armor and infantry unit from "Das Reich" arrived with some Panthers and relatively fresh infantry just as the Soviets were forcing the bridges. They helped with the rear guard action in the commercial district west of the river. The Soviet onslaught was slowed long enough for the remainder of the 1st SS to head west and surrender to the Americans just outpacing the pursuing Soviets. Surrendering to the Americans was seen as fortuitous for the 1st SS, as they had fought in the "west" and American retribution could not be as harsh as the Soviets. Members of the 3rd SS "Totenkopf" tried the same thing further north, but since they had only fought in the "east" the U.S. forces promptly handed them over to the Russians and their fate.

German Sets Up First: [ELR: 3] {SAN: 3}

Rear guard of the 1st SS Panzer Division

"Leibstandarte" set up west of the River, and/or ≤ 3 hexes from a Bridge:



3



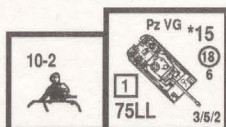
Mixed Elements of the 2nd and 1st SS Panzer Divisions enter on/after turn one from the west map edge:



4

2

KG Barkmann 2nd SS Panzer Division "Das Reich", enter from the west board edge on/after turn 3:



TURN



Russian Moves First: [ELR: 3] {SAN: 2} [164]

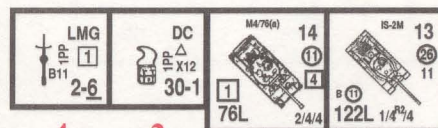
Elements of the 5th Guards Tank Corps set up on board 21 with a hex co-ordinate ≥ 3 :



4

4

8



4

2

2

2