

WAFFEN-SS II

FÜHRER'S FIREMEN

Ownership of HOB's "Waffen-SS: No Quarter, No Glory!" is required.

Waffen-SS: The Fuhrer's Firemen includes eight rugged scenarios to be played on your geomorphic map boards. Also included with this pack is a set of 240 mounted counters beautifully printed in the traditional black of the SS. These counters round out the "No Quarter, No Glory!" pack by including Early War, Second Line, and Conscript SS counters. Also included is a special set of white SMC POW's, black CE/BU Turret counters with Panther and Tiger artwork, and Red Berserk counters for every MMC counter type [EXC: Japanese].

As a special bonus a Chapter H page is included containing the necessary rules and notes for a rare set of vehicles found near the Reichstag and others found near Hitler's bunker. And for those of you who could not resist the urge to put Corporal Hitler into the front lines in your Berlin: Red Vengeance CG we have included a realistic set of rules for this unlikely scenario

HEAT OF BATTLE

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"WAFFEN-SS II: THE FUHRER'S FIREMEN"

ABOUT THE WAFFEN-SS

At the outset of the war, the **Waffen-SS** made up 18,000 zealous soldiers who, the OKW groaned, were, "led by officers woefully unsuited to command men in the heat of battle". After the invasion of Poland, the decimated regiments of the **Waffen-SS** complained that they were inadequately equipped by the Wehrmacht, which, alone, caused their poor performance in battle. Following this growing feud the **Waffen-SS** gained autonomy and were reorganized into separate units and, subsequently, enlarged into full divisions.

Initially, these units were specially equipped with camouflaged uniforms (to the amusement of the Wehrmacht), but were to see even greater special treatment in the months and years to come. As Theodore Eicke moved his way up the **SS** command ladder he used his contacts from his former position as head of Dachau to pilfer the growing camps of their loot. Eicke was able to tap into and utilize a valuable portion of these assets to help arm and equip his **Waffen-SS**. The first signs of special treatment were noticed by the officers within the **SS**, but, eventually, it was noticed by the front line troops as well.

The first real effect that Eicke's efforts produced was in the '41-'42 winter fighting inside the Demyansk Pocket where the Totenkopf was fighting for its survival in extreme conditions. Because Hitler had 'forecast' that the war in Russia would be over before the Russian winter began few of the Wehrmacht's soldiers were equipped with winter clothing. Eicke, however, had made sure that his **SS** men were prepared, and they had been issued winter clothing even before the first frostbite cases were being recorded. These vital supplies allowed the trapped **SS** units to fight off the superbly equipped Siberian troops for several months until the spring thaw arrived.

After the failure of the Kursk offensive in the summer of 1943 many surviving independent Panzer units were allocated to the **SS** Divisions. At the same time Wehrmacht units were stripped of their "special" equipment and sent back to their trenches. It was at this point that the **SS** emerged as The Fuhrer's Firemen. There were not enough Germans to and too many Russians so the job of holding back the Red Tide fell to those who could best handle the tough task. The valuable equipment, such as the surviving Schwere (Heavy) Panzer Battalions, would be utilized best while in the hands of proven and tough fighters. Therefore, the lavish and valuable weaponry was allocated to the **SS** divisions.

Although the offensive capability of the Germans was lost in mid July of 1943 the fighting became more intense for the **SS**. For the next several months in the Kursk area, alone, the Russians counterattacked almost non-stop until General Mud arrived in the Fall. The Germans being outnumbered in almost every area along the eastern front began to rely on a few well-armed and highly mobile units to sever the continuous Russian breakthroughs.

As the war progressed, and as the **Waffen-SS** proved itself time and again to be masters of the battlefield, the special equipment poured in to them. In late 1942, the political struggle within the **SS** caved in and the resources dried up. Eicke himself was even

killed in action, but by 1943 Hitler had begun to hang his hopes on the **Waffen-SS** to win the war for him and he picked up where Eicke left off.

Throughout the next few years, the **Waffen-SS** units were enhanced from the squad level on up. Each squad now contained an extra light machinegun and several sub machineguns were added as well. **SS** armored units would see their units enlarge by 20-25%. A single Panzer platoon, which normally contained 3-4 tanks, now had 4-5 such vehicles. Soon the **SS** were lavishly equipped with the most modern fighting vehicles that the German war industry could produce. These included entire Schwere Panzer units of the most lethal tanks ever seen on the battlefield.

Ultimately, the **Waffen-SS** units were tasked with the roll of stemming the inevitable Allied assaults from mid 1943 to the end of the war on both the East and West fronts. As the war progressed on both fronts, the **SS** were called on again and again to put out the "fires" of the Allied breakthroughs. Eventually, The Fuhrer's Firemen would be reduced to mere blocking actions and then, finally, to desperate counterattacks in the last battles in Berlin. The scenarios you will find in this pack will reflect some of the heavy fighting that the **Waffen-SS** were expected to win, including some vengeful scores to settle with the hated Partisans.

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

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To Kent Smoak:

This work is dedicated to Kent Smoak. Kent left us on December 15th, 1998 at 8:05 AM, but before he left he single-handedly built us our own SoCal ASL Club. Kent worked on this to the very end. His last words to me, just days before he left us were, "...call me when you know what scenarios you want me to put in the (West Coast Melee) tournament." Thanks Kent. EZ

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

MONASTIR GAP

WAFFEN SS II: FF 7

HOB

Battlefield Orientation: Only hexrows P-FF (inclusive) are playable.



Play Balance:

German: May Battle Harden any one OB given leader.

Greek: May Battle Harden two squads.

TACTICAL OBJECTIVE: At Game End, the SS player wins if he has more CVPs than the Allies. For both players, each controlled road hex from 15Y1-15Q10-2Q1-2Y10 (total of 31) is worth one CVP. The SS must subtract one road-CVP for each infantry CVP suffered (including the vehicle crew but not the vehicle itself). All such road hexes are considered to be in Allied control at Scenario start.

Historical Special Rules:

1. EC are Moderate with no Wind at start. Place overlays B1 in 15T7 and Wd2 in 15Q8-R8 (both hexes of this overlay are at level 0 and the overlay defines the crestline).
2. A Cliff is assumed to exist along each hexside of a zero/one level hexside from 15Y3-AA2-FF4, and from 15R3-P2. Players should still use the hill depiction for LOS determination. The roads crossing these newly created Cliffs are no longer connected across these hexsides.
3. All buildings have a ground level only and are a 1 level obstacle.
4. The SS may freely deploy at scenario start. The inherent HS included in the 251/sMG is an SS 248 HS (as per Chapter H).

HISTORICAL PERSPECTIVE:

Northern Greece, 11, April 1941: In the early days of April Yugoslavia was being crushed from attacks on three sides by the advancing Italians and the speedy German Blitzkrieg. By April 9th the German spearheads were regrouping for a push even deeper into the Balkans while the Italians were still slugging it out with the 1st Greek Army in Albania. The Greeks were trying to hold the eastern flank while the British and their Commonwealth forces held the west. As the Greeks tried to withdraw and join their Allies further south the leading spearhead of the German attack, the 1st SS "Adolf Hitler", was ordered to drive south and then west in order to cut off the route of retreat of the Greeks and bag them as a whole.



General Wilson, commander of the doomed Allied forces in the west, had decided that his mixed group of British, New Zealanders, Australians and even two inexperienced Greek divisions (called "Force W") had no chance of defeating the Germans. He would, therefore, pull south and setup a strong defensive line behind Mt. Olympus and the Aliakmon River. From this position, Wilson would be able to buy the time needed to save his Commonwealth force in a feat as great as Dunkirk...and as precious.

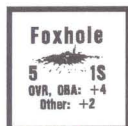
Aftermath: The SS drove hard through the frontier and into Greece. They passed through town and village, unopposed, and soon had come to the Monastir Gap, a narrow lane flanked by 3,000 foot peaks and cliffs. There, they ran headlong into the bulk of Wilson's rearguard and were stopped cold. The rearguard was determined to hold off the Germans for three days, as ordered, and they fought stubbornly. The SS regrouped and sent out probing raids to try to unnerve the defenders, but the Greeks and their Commonwealth Allies stood their ground. The SS had been flushed with success and the thought of dying at the doorstep of total victory was not their wish. Instead of pushing hard, the SS lost heart and waited for their armored friends. At first light on the 12th, the 33rd Panzer Regiment launched a powerful assault which pierced the Allied line. The Allies had managed to hold out for only 24 hours...the Greeks had been lost, and the British were falling fast...Barbarosa was on.

Allies Sets Up First: [ELR: 3] {SAN: 3} [105]

Rear guard of "Force W" set up concealed in any terrain of any full hex of board 15 and/or 2:

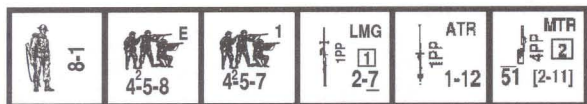


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British Reinforcements enter on/after Turn 3 from the south map edge:



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TURN

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

Aufklarungs Abteilung, 1st SS Panzer Division
"Leibstandarte Adolf Hitler" setup on board 3 at level 0 on/adjacent to any road hex:



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"SEND IN THE SAND RABBITS" HOB

WAFFEN SS II: FF 8

Battlefield Orientation:

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20	↑

Play Balance:

German: The German player receives Exit VPs for units which are east of hexrow V.

Russian: The German player receives Exit VPs for units east of hexrow R.

TACTICAL OBJECTIVE: At Game End the German player must earn more CVPs than the Russian to win, otherwise the Russian player wins. Both sides earn CVPs normally [EXC: A captured Gun does not count for double CVPs]. The Russian also earns CVPs for his *Reinforcement units* which exit the west map edge (treated as Exit VPs) and the German player earns CVPs (also treated as Exit VPs) for Good Order German non-crew infantry units which are east of hexrow T at the end of *each* Game Turn (EX. If at the end of Game Turn 3 the German player has 2 squads east of hexrow T he receives 4 VPs. If those same units remain there at the end of Game Turn 4 he receives 4 more VPs for those units, etc)

Historical Special Rules:

1. EC is Moist with no Wind at start. The Stream is Flooded and the bridge at 22R7 is NA.
2. Boresighting is NA.

HISTORICAL PERSPECTIVE:

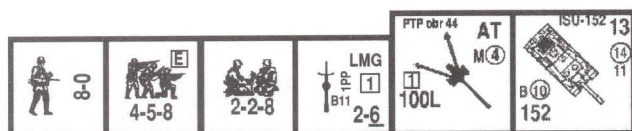
ZIEGENHAGEN, POMERANIA, 8 February 1945: By this stage of the war the Germans were desperately trying to stem the Soviet advance. These attempts were made by equally desperate units, now reduced to mere individuals fighting for their lives. German combat "units" were in name only. Several broken units would be thrown together to become yet another fighting force. On the morning of February 8th an SS Kampfgruppe was thrown together uniting the 503rd Schwere Panzer Bn with elements of the SS Nordland Division. Infantry support was further garnished by the hasty addition of a company of Fallschirmjaegers. Untersturmführer Kauerauf attempted to stem the Soviet flood by taking his new force of tanks and "Sand Rabbits", code name for Paratroopers, into Ziegenhagen and putting up a roadblock for the oncoming hordes.



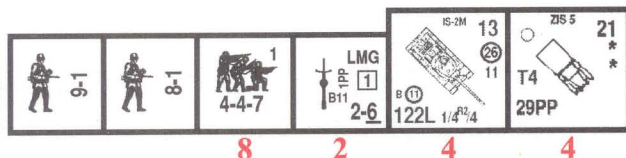
AFTERMATH: Upon entering the town, house to house fighting erupted between his supporting infantry and a small Russian post. Unconcerned with small arms fire, Kauerauf continued to push his Tigers and assault guns through the town. At a bend in the road the leading assault guns halted. They had run into a tank ambush made up of a deadly 100mm ATG and a huge ISU-152. Fortunately, a hollow in the ground had prevented the ATG from getting off a good shot at the low-profile assault guns and they reversed out of danger. Kauerauf then inched his Tiger into sight of the ATG and destroyed it. After the tanks had reduced the ambush team the Fallschirmjaegers finally caught up with the tanks. Just then the vanguard of a Russian Tank Corps entered the town thinking it was in friendly hands. When the first Joseph Stalin tank appeared one of the Tigers separated its turret from its hull. A wild melee ensued as the Russians then destroyed all of the assault guns and all but seven of the Sand Rabbits. Still, Kauerauf and his Tiger remained alive and hid in the rubble of a house. Kauerauf requested more Sand Rabbits to withdraw with but instead he received orders to attack! Gathering his remaining Sand Rabbits, Kauerauf punched his way out of the town from the direction he came, this time, with angry Russian tanks at his heels. He and his Tiger never made it out.

Russian Sets Up First: [ELR: 3] {SAN: 3} [92]

Ambush Team set up east of hexrow Y:



Lead elements of the 3rd Guards Tank Regiment enter on/after Turn 3 from the east board edge road hex/es:

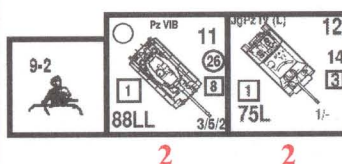


TURN

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German Moves First: [ELR: 4] {SAN: 2}

Schwere SS Panzer Abteilung 503 and elements of the 8th FallschirmJaeger Company enter on/after Turn 1 from the west board edge on/between 22GG6-20GG5:

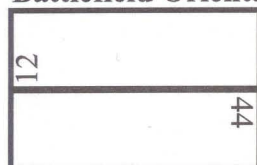


GHOST OF NAPOLEAN

HOB

WAFFEN-SS II: FF 9

Battlefield Orientation:



Play Balance:

German: The 838s are Assault Engineers.

Russian: May fortify one building location.

TACTICAL OBJECTIVE: The SS win at Game end if they control 6 of the 12 multi-hex building hexes on board 12. Otherwise the Russians win. Any rubble building hexes are still considered to be building hexes for victory determination (see HSR 2). Vehicles may not control building hexes.

Historical Special Rules:

1. EC is Wet with no Wind at start. All multi-hex buildings are 1 ½ level obstacles with a ground and first levels and an inherent stairwell in each hex [EXC: Hex 12U5 contains a Steeple location at level 2 (B31.2)]. All single-hex buildings are a one level obstacle and have only a ground level location. Rowhouses are NA.

2. Prior to setup the Russian player makes a dr for each of the 15 building hexes inside the paved road network on board 12. If the dr is a 5-6 a Rubble counter is placed in the hex (use Random Selection to determine which location of the hex). There is a +1 drm if the building is wooden.

3. Only the Russian 628s are Assault Engineers (H1.22)

HISTORICAL PERSPECTIVE:

October 14th, 1941 Artemki, Russia: The end game was in play. The Germans had hacked and battered their way through the Ukraine, into Mother Russia, and were now at the gates of Moscow. At the last possible moment the veteran 32nd (Siberian) Rifle Division was sent, by train, to the battlefields of Borodino, where Napoleon had been stopped over 125 years earlier. The veteran Siberian Division had its TO&E lavishly enhanced with new anti-tank guns, AA pieces, and even had tanks in its Recce battalion. Once in place, the 32nd Division gave the Germans fits of frustration as they held back the great Blitzkrieg with heroic willpower.

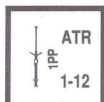
Russian Sets Up First: [ELR: 2] {SAN: 3} [143]

Elements of the 17th Regiment, 32nd Siberian Rifle Division set up on board 44 with a hex coordinate ≥ 7 and/or on board 12:



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Elements of the 12th Reconnaissance Battalion, and the 32nd Engineer Battalion enter on Turn 5 from the east board edge:



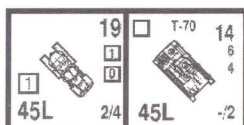
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TURN

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As the Germans pushed down the main Minsk-Moscow highway they came to the town of Artemki which the 17th Regiment (made up of Lenin Officer Cadets) had just setup positions in. After a heavy air attack the leading elements of the SS Das Reich moved in for the kill.

AFTERMATH: The combined arms of the Luftwaffe, panzers and elite SS infantry was too much for even Lenin's cadets. The Germans battered their way into the town pushing the heroic Russians back. In the process, the SS nearly encircled the entire 17th Rgt who found their Regimental HQ on the front lines. By 1100 the SS had nearly secured Artemki and was about to carve up the remainder of the 17th Rgt when, suddenly, the 12th Recce Bn rolled up the highway and into the town. Having just debarked from the station at Vladivostok, they picked up a group of engineers and the routed survivors of the 17th Rgt from around Artemki and mounted a furious counterattack. They succeeded in throwing the SS out of Artemki and stabilized the front for the 17th Rgt. They would hold Artemki for six days while the town would change hands nine times in wild and swirling melees. These six days, however, was all that Mother Russia needed to let Mother Nature take her course on the exposed German infantry who were now deep inside Russia. That night a wet snow began to fall and stick to the ground

German Moves First: [ELR: 5] {SAN: 2} [174]

II Battalion, Der Fuhrer Regiment, 2 SS Infantry Division "Das Reich" and elements of the 16th Combat Engineer Company enter on/after Turn 1 from the west board edge between 44J0-X0 (inclusive):



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BLACKJACK IS BACK!

HOB

WAFFEN SS II: FF 10

Battlefield Orientation: Only hexrows A-P (inclusive) on board one and Q-GG on boards 45 are playable.

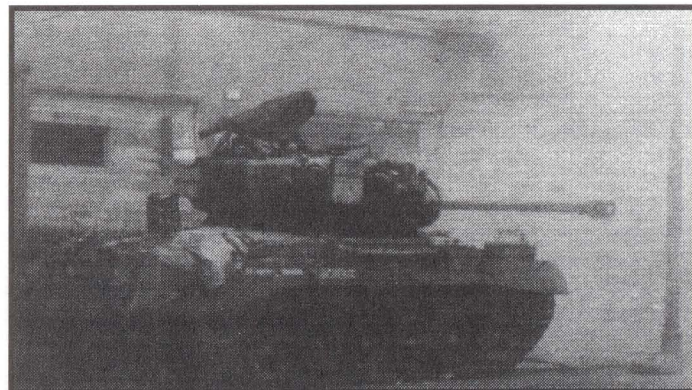


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Play Balance:

German: The U.S. player must earn ≥ 14 CVPs more than the SS or earn 34 CVPs to win.

American: The U.S. player must earn ≥ 10 CVPs more than the SS or earn 26 CVPs to win.



TACTICAL OBJECTIVE: The U.S. player wins at Game End if he has earned ≥ 12 CVPs more than the SS player. The U.S. Player also earns CVPs for not-crew MMC which exit the map (treated as EVPs) from an east map edge road hex (hexes 22P4, 21P1, and 21P9). However, the U.S. player wins immediately if he earns 30 CVPs (including EVPs). See HSR 5

Historical Special Rules:

1. EC are Overcast with no Wind at start. All Rain is treated as Falling Snow (E3.71). Ground Snow is in effect (E3.72).
2. Building 22G4 is a Factory (B 23.74) with vehicular sized entrances in each hex containing a Stairwell symbol. All other multi-hex buildings are treated as being a one and a half-level obstacle with a ground and first levels only and an inherent Stairwell in each hex. Rowhouses remain unchanged.
3. The Germans may HIP one MMC (and any SMC/SW stacked with it).
4. The American M26 is equipped with a functioning Gyrostabilizer. In addition, the American player may freely designate one other AFV as having a functioning Gyrostabilizer (no other US vehicles may have Gyrostabilizers). The U.S. player is treated as being Elite for Special Ammunition purposes (C8).
5. No vehicle may setup in a building/Factory.
6. For both sides, all non-crew elite infantry have Winter Camouflage (E3.712). (Note: SS 447/237s are not elite but are treated as Second Line infantry). All German units are treated as having an underlined ML despite its ELR being only 2.

HISTORICAL PERSPECTIVE: February 15th, 1945 Near Cologne, Germany: Once the 'bulge' had been contained the American command set forth to destroy the remaining Germans taking part in the massive attack. Fortunately for the Germans, the American command took the small solution to the 'bulge' rather than encircling the whole lot of Germans. The Americans simply tried to drive them back with brute force. This near-sighted strategy led to the battle for the Rhineland in which the Germans found themselves continually on the run. They were, however, able to pull back in some order and, therefore, were able to set up blocking actions along their way. In one of these actions SS Major Durr herded together a scratch force of SS, irregulars, and even some Volksturm to hold back the pursuing 3rd Armored Division. Setting up his panzers in ambush positions, Durr counted on his two Panthers to blunt the large force of Americans who were hot on his heels.

AFTERMATH: What Durr and his ragged force did not know was that the latest heavy tank had been issued to the U.S. troops. The monster, named after the General "Black Jack" Pershing, was made to stand toe to toe with the powerful German Panthers. A rogue group of Americans, sick of seeing their fellow tankers blown to pieces by the Panthers in Normandy, had hijacked a gyrostabilizer from a local depot and had mounted it in their new machine. Armed to the teeth with APCR the bitter crew set out to seek vengeance on the two Panthers known to be in the village in their line of advance. As the American column advanced into the village the Germans reacted by popping out of concealment to dispatch the thinly armored Shermans. The Pershing crew didn't even slow down as they fired on the move. Hard hits from the APCR rounds wrecked the Panthers in place and the column continued to mix with the Germans, some of which surrendered, while others beat a hasty retreat. Major Durr had no choice but to join the throngs of fleeing Germans to the east. For the Americans, the score had been evened...the era of panzer domination was over.

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

Remnants of SS Kampfgruppe Durr Set up on/east of hexrow F:

8-1	7-0	6-5-8	4-4-7	3-8	5-12
2	3	6	2	2	
12-4	?	13 8 3 75L -2	*15 18 6 75LL 3/5/2		
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TURN

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American Moves First: [ELR: 4] {SAN: 2}

A Company CCA, 3rd Armored Division set up on/west of hexrow C. The AFVs may enter from the west edge on/after Turn 1 (all must enter on the same Turn):

9-2	8-1	7-0	6-6-7	4-10	8-5
			9	2	3
60* [3-45]	30-1	15 8 4 75 2/4/4	15 1 4 76L 2/2/4	12 18 8 90L 2/4/4	
2		2	2		
9-1					

TOUGH LUCK

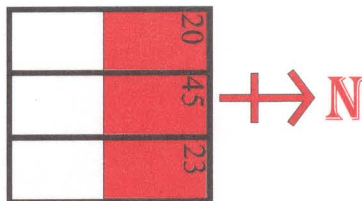
WAFFEN SS II: FF 11

Battlefield Orientation: Only hexrows Q-GG (inclusive) and on/west of the river are playable.

Play Balance:

German The German player receives 12 Combat points.

Polish: The AK player receives 12 combat points.



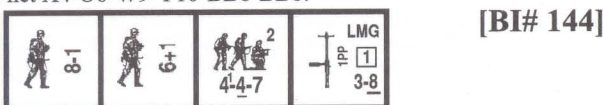
TACTICAL OBJECTIVE: : Starting at the end of Game Turn 3, the AK Defender wins if, at the end of any Game Turn, the German player does not have more CVPs than the AK player than the current Turn number. (EX. At the end of Game Turn 4 the German player must have amassed at least 5 CVPs more than the AK player has amassed; at the end of Game Turn 6 the Germans must have amassed at least 7 more CVPs than the AK player, etc.). If at the end of all 8 Game Turns the AK player has not achieved his Victory Conditions then the German player wins. The following buildings are worth 2 CVPs each for the SS player: 20Z3, T3; 45DD3, DD6, AA2, AA8, Y3, Y6, V2, T5, R2, R5, Q9; 23CC7. Each bridge is worth 2 CVPs at the end of Game Turn 8 and are considered to be controlled by neither side at scenario start. The AK player receives 2 VP if he controls building 23Z6 at the end of any Game Turn.

Historical Special Rules:

1. EC are Dry with no Wind at start. Kindling is NA.
 2. All AK units are treated as Partisan and suffer from Ammunition Shortage (A19.131). Partisans may use Russian/British weapons without the Captured-use penalties. Partisans may not Deploy nor use multi-location FG, but may freely use Sewer movement (B8.4) [EXC: All "positive" drms are doubled on the B8.42 Chart].
 3. The Partisans may HIP 2 squads (or any others that they purchase) as well as any SMC/SW that sets up with them. The Partisan player may designate any two buildings as being HQ buildings and are treated as being Fanatic while in any hex of those buildings. Rooftops (B23.8) are in effect.
 4. All multi-hex buildings have a ground, first and rooftop levels only with an inherent stairwell in each hex. All single-hex buildings have a ground level only.
 5. The Germans are Lax and have no PF capability. No Quarter is in effect for both sides. Only SS 658/348, 838/338 and Partisans are considered to have an underlined ML. The 150 mm OBA comes with Normal Ammo and an Off-board Observer at level 2 along any west map edge hex.
- August 5th, 1944, Wola, Warsaw.** At 5:00 PM on August 1st, the first shots rang out in the largest insurgent battle fought during the war. In the beginning it was the AK (Armia Krajowa) forces, under the command of General Bor, who were on the offensive.

German Sets Up First/Last: [ELR: 1/3] {SAN: 3}

Garrison Forces [ELR: 1] set up first on board 23 inside the road net X4-U6-W9-Y10-BB8-BB6:



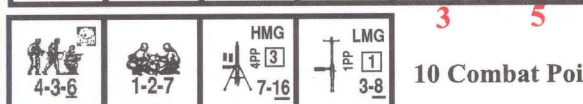
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SS KGP Reinfarth [ELR: 3] setup last on board 20 with a hex coordinate ≥ 8 and/or may enter from the west map edge on/after Turn 1:



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10 Combat Points

The SS player may purchase part of his OB from the RG Chart below by spending his 10 CPs:

RG Type	CP Cost	Maximum Available
SS447 x3, LMG	2	1
838 x3*, DC x2, FT, 8-0	6	1
Mk IIFL x1	2	2
Goliath x1, DC x1, 338* x1	1	3
Stuka x3 w/Bombs	3	1
150 OBA	4	1
StuGIII Gx1	2	1

*= Assault Engineers

TURN



The AK had attacked outward from within the depths of Warsaw to strike at critical German posts in an attempt to wreak havoc on the German troops occupying and passing through Warsaw. The individual attacks were badly led and many floundered once the Germans began to react. One German outpost had reacted quickly and managed to hold a few buildings a long the Vistula near the New Rail and Poniatowski Bridges but were now cut off from friendly forces gathering in the west. On the 4th several SS brigades had been sent into the fray including the SS Kaminski Brigade who were made up of a horrible contingent of criminals and gangsters. On the 5th the Kaminski Brigade started its attack from the Wola sector in the east with the immediate goal of breaking through to the trapped outpost and thereby cutting the AK forces in two. This attack would have the additional effect of opening up the major East-West road through the heart of Warsaw.

AFTERMATH: As the Kaminski Brigade began to sweep eastward they literally raped and murdered all before them like the ages of Genghis Kahn. Inside the gutted shell of Warsaw the 'Bandits' of the AK fought heroically against the SS. The AK fought without food, water or medicine but they managed to create artillery pieces out of spare and homemade parts. The trapped German garrison was being starved and burnt out as the Partisans threw Molotov Cocktails into the building. Tank fire was directed into the Bandit's positions which had encircled the garrison and this helped relieve some pressure. One of the tanks managed to fight its way to the garrison and unload precious ammunition and supplies and then quickly disappeared. Later, 20 Mk II Flamepanzers were brought up to destroy AK strongpoints. All the while, Stukas and mortars pounded the AK perimeter without relief. A Company of engineers was called in to eliminate key areas of resistance and, finally, contact was made with the few survivors within the garrison. Although the Bandits would fight on for many more weeks, this German victory would be a severe blow to the morale of the proud AK defenders.

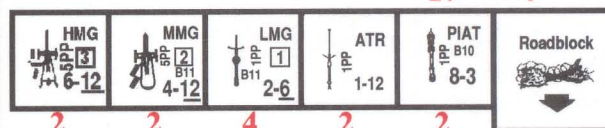
AK Home Army Moves Second: [ELR: 5] {SAN: 5}

AK Home Army set up second between hex coordinate 6 of board 20 and the River [EXC: Garrison perimeter]. May freely set up concealed if in concealment terrain.



17

4



2

2

4

2

2

3

10 Combat Points

The AK player may purchase part of his OB from the RG Chart below by spending his CPs:

RG Type	CP Cost	Maximum Available
527 x3, 7-0	3	2
Molotov capability	1	1
76mm P obr oo/o2P ART Gun, 127	1	2
3 additional HIP squads (and any SMC/SW)	1	5
Fortified Bld location	1	5
"?" x6	1	5
Roadblock x3	1	5

HITLER'S SAMURAI

HOB

WAFFEN-SS II: FF 12 Design Credit Scott Holst

Battlefield Orientation:

43
3



Play Balance:

German: The Russian player must earn 70 CVPs.

Russian: The Russian player must earn 58 CVPs

TACTICAL OBJECTIVE: The Russian player wins immediately if he has earned 64 CVPs. The Russian players earns CVPs normally but also earns CVPs (treated as Exit VPs) for Russian units which exit the west edge of the map.

Historical Special Rules:

1. EC is Dry with a Mild Breeze blowing from the south. Kindling is NA.
2. Place the following Overlays appropriately: Wd3 43M9-N9 and Wd2 43O7-O8.
3. The Russians have one module of 120mm Mtr OBA (HE-Smoke) which is directed by an Off-Board Observer at level 2. One Pre-registered hex may also be recorded for this module (record the location of the Observer and the Pre-registered hex prior to viewing the SS setup). Any Russian Barrage (E12.1) must be called down using a North-South Hexgrain alignment. The Russians receive Air Support in the form of '44 Allied FB with Bombs (Sturmovick counters may be used and are provided in the B:RV countermix). The Russian Air Support dr (E7.2) is made starting on Game Turn 4.
4. All Russian 628s are Assault Engineers (H1.22).
5. The SS may use HIP for one squad/equivalent and any SW/SMC that sets up with it (in addition to any HIP crew/Gun).
6. Boresighting is NA. Entrenchments may not setup HIP.

German Sets Up First: [ELR: 4] {SAN: 2} [150]

Regiment "Deutschland" 3rd SS Division "Totenkopf" set up on/west of hexrow Z:

9-2	9-1	8-1	6-5-8	2-2-8	5-12
			8	2	2
1P 3-8	1P X10 12-4	?	AP	M8 75L	M8 37L (9)
3	2	10	24		
5 1S OVR, OBA: +4 Other: +2	OVR, OBA: +4 Other: +2				
4	6				

SS Panzerjaeger Abteilung 3 enter on/after Turn 3 from the west board edge:

9-2	6-5-8	1P 3-8	1P X10 12-4	9-2	15 18 6 88LL 3-
					2
16 1 1 81* 2-60 81*					
2					

TURN

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HISTORICAL PERSPECTIVE:

East of Wolomin, Poland, 26th August 1944: On August 11th, the recently organized Fourth SS Panzerkorps (SSTK and the Wiking Division), Commanded by SS GruppenFührer Herbert Gille, moved north and deployed along a fifteen-mile front between Tluszcz and Stanislawow, some thirty miles northwest of Warsaw. Model personally ordered the Fourth SS Panzerkorps into this blocking position to meet what he correctly anticipated would be a major renewal of the Soviet thrust to cross the Vistula and encircle Warsaw from the north and west. The Russians began their operations on the 14th of August, and awaiting this attack was the well dug in Soldiers of SSTK.

Aftermath: For seven days the Fifth Guards Tank Army threw them selves at the Forth SS Panzerkorps with fifteen rifle divisions, and two armored brigades in an attempt to crush the SS and clear a path threw the Wolomin sector. After being rebuffed, the Russians paused to regroup on the 21st of August, then on the 25th, the Russian artillery battered the Fourth SS Panzerkorps and in particular; the Totenkopf was hammered with the heaviest blows. Then, on the 26th, The Fifth Guards Tank Army resumed their push towards the Vistula with their collective weight of eight rifle divisions, a motorized rifle brigade, and swarms of Russian fighters, all pouncing on the Totenkopfs sector outside Wolomin. The SSTK held the Russian onslaught at bay for two weeks, then Model gave the order to withdraw across the Vistula to Praga. The grenadiers of SSTK had inflicted grievous losses on the 5th Guards, leaving behind the wreckage of over a hundred Russian tanks to attest to the tenacity in which the SS had staved off defeat.

Russian Moves First: [ELR: 3] {SAN: 3} [182]

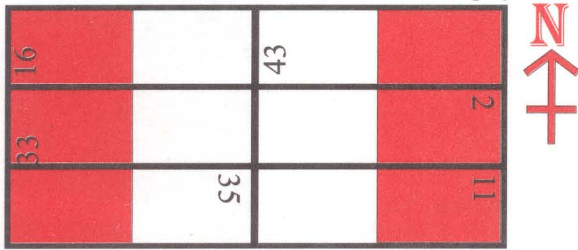
5th Guards Tank Army enter on/after Turn 1 from the east board edge:

10-2	9-1	8-1	6-2-8	4-5-8
			6	10
3 8-16	1P 2-6	24-1	30-1	9-1
5		3		
21 * T4 29PP	14 11 76L 2/4/4	15 13 76L 2/4	16 11 85L 2/4	
2	3	3	4	

DEATH RIDE

WAFFEN-SS II: FF 13

Battlefield Orientation: Only hexrows A-P on boards 43 & 35 as well as hexrows R-GG on boards 2, 11, 16 and 33 are playable.



Play Balance:

German: Reduce Game Length to 7.5 turns.

Russian: May Battle Harden one OB given leader and 2 Squads.

TACTICAL OBJECTIVE: The SS player wins at Game End if there are no Good Order Russian units on any of the 12 level 2 locations on the Point 538 "Hill mass" of board 2; *or*, if there are no Good Order Russian units on the "Hill mass" on board 11 *and* if the Germans are in control of all building locations inside the walled compound on board 43. Otherwise, the Russian player wins.

Historical Special Rules:

- EC are Moist with no Wind at start. Kindling is NA. Place a Wooden Rubble counter in hexes 33R6-R7. All Orchards are Shellholes.
- The Russian player may setup one squad HIP (and any SMC/SW stacked with them) in addition to their Guns/manning crews. All A-T Ditches must be setup in one continuous chain. All A-P mines must be setup in one continuous unbroken chain but each minefield counter may not be adjacent to more than 2 other such counters (F.7A-C are NA). A-P/A-T mines may not be exchanged for the other type of mine factors. All entrenchments must be setup on map. The Turret counters represent Dug-in T34M41 tanks (D 9.5).
- After the Russian player sets up he may secretly record one map edge for his reinforcements to enter on [EXC: The west edge is NA] and which *board* of that edge. All Russian units are Guards. Bore Sighting is NA.
- Prior to viewing the Russian setup the SS player may secretly record an Off-Board Observer at level one on any west map edge hex as well as one pre-registered hex (within LOS of this Observer) for a 150mm Rocket OBA module (C1.9) with Normal Ammunition. This module becomes available on/after Game Turn 4.
- The SS Player receives two Stukas as per E7.2, and also automatically receives two more on Turn 6. All Stukas have bombs and are automatically Recalled after their second Game Turn on board.
- All SS 838/338 are Sappers (B24.7) and Assault Engineers (H1.22). SS units have ATMM capability (as per C13.7) on a final dr of 1-2.

Soviet Sets Up First: [ELR: 3] {SAN: 3} [108]

Elements of the 4th Guards Mechanized Rifle Corps set up concealed [EXC: Dug In Tanks] in concealment Terrain on/east of the demarcation line of 16Z0-35H0:

6	8	7	4-5-8	4-4-7	2-2-8
6 6 6					
6-12	4-12	2-6	30-1	50* [3-20]	
2 2 2 4 (HSR 3)					
60	12	82* [3-78]	120* [12-151]	76L	
3					
45LL	Reinforcements enter on Turn six <i>or</i> set up dug in:				
8	6	4	16 11 6 76L 2/4		

TURN

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Kursk, July 30th, 1943: Operation Citadel had burned itself out like bonfire on July 15th. Inside the southern arm of what was left of Operation Citadel was Von Manstein's 6th Armee and with it remained the powerful SS Panzer Divisions of LAH, Das Reich and Totenkopf. The Soviets had stopped the German drive in its tracks and now planned to cut off the head with a counterattack to the flank of the 6th Armee from the east. The buildup of these Soviet forces to the east of 6th Armee forced Von Manstein to pull out the II SS Panzer Corps from the Pochorovka sector at a time when the Germans had a rare superiority in vehicles over the Russians. On July 17th the Russians launched their attack into the flank of 6th Armee. For two days the Russians swarmed over the veteran German units in one Human Wave after another and created an important bridgehead over the Mius River. On the 19th, with the Russian attack temporarily halted, the Germans attempted to crush the bridgehead with the 23rd Panzer Division but were stopped hard at the fortified knoll of Hill 213.9. This highpoint had been severely built-up previous to Citadel and its strength crushed the German counterattack with heavy losses. For the next 10 days both sides would try to expand and contract this bridgehead until finally, Von Manstein hurled the II SS Panzer Corps into the fight. Like two bitter prize-fighters who disregarded the last bell, the forces still in the Kursk salient punched it out with everything they had.

AFTERMATH: SS Panzer Division Totenkopf had 10 Tigers remaining in its Panzer Regiment and all of these were put into the front of the attack with SS Grenadiers. As the force pushed towards Hill 213.9 only the shattered hulks of the 23rd's tanks could be visible on the hill. The assault moved forward brushing aside scattered infantry positions easily. The Russians were showing incredible fire-control discipline as they waited. They let the leading units run into the thick belt of mines laid just at the foot of the hill before they opened fire. The grenadiers were engulfed in a storm of mortar and machine gun fire which forced them to ground and prevented them from clearing the breaks in the mine belt. The Tigers came under a hail of anti-tank fire from all calibers. A flight of Stukas and even a barrage from Nebelwerfers couldn't dislodge the defenders. The bell had rung... and the fight was finally over.

German Moves First: [ELR: 5] {SAN: 2} [227]

3rd Panzer Regiment, 3rd SS Panzer Division "Totenkopf" set up on boards 33 and/or 16 west of the demarcation line 16V0-33V7-33R9, and/or may enter from the west edge of boards 33/16 on/after Turn 1:

10-2	8	8	8	8-3-8	6-5-8
2 5 9					
3-3-8	3-8	30-1	10-2	9-1	12 8 88L 3/5
5 2 6					

OPERATION ROSSELSPRUNG

HOB

WAFFEN-SS II: FF 14 Design Credits: Scott Holst & Rob Banozic

Battlefield Orientation:

	11	36	18	2
€			8€	



Play Balance:

German: Decrease Game Length to 10.5 turns.

Partisan: May exchange five 5-2-7s for five 6-2-8s.

TACTICAL OBJECTIVE: The Germans win immediately if they capture (not eliminate) Tito (see HSR4). Otherwise the Germans win at Game End if they control (or eliminate) the cave and all stone locations on board 3.

Historical Special Rules:

- EC are Dry with no Wind at start. All Streams are Dry. Place Overlay 2 on 38D2-D1. Before setup make a dr for each building hex on board 3. On a dr of 1-2 that hex is rubble (Falling rubble is NA). Kindling is NA.
- Partisans use Russian SW normally; captured use penalties are NA for Partisan use of any OB given weapons. 527/227s use their printed information/factors normally but are treated as being Partisans and are assumed to have an underlined ML. Partisans may not Deploy, Boresight, or form multi-location FGs.
- All trenches must set-up on board prior to German designation of drop points (but after rubble creation as per HSR 1). The Partisan Guns/ 82mm mortars may not use HIP; the AA Guns may not gain concealment after set-up.
- Place the Cave in 2O5 (CA:2O5/2O6). The Partisan 10-3 represents Tito and must begin the scenario IN the Cave. All Cave rules (G11) apply as though the Partisans and Germans are Japanese (EXC: Cave Complex is NA). Stacking capacity (G11.4) is per side. CC is allowed INSIDE the Cave.
- The Germans receive Air Support (E7) in the form of four Stukas with bombs in the first PFP. All four Stukas are recalled at the end of the first PFP. The German Sniper is not placed on board until Game Turn 2.
- Panzerfaust and ATMM capability is NA for the Germans. The German 548/238s are treated as Assault Engineers (H1.22) and are *not* SS. Only the German 548/238s and SMCs may use FTs without the Non-Qualified Use penalties (A22.3-23.2).
- No Quarter is in effect for both sides (20.3). Hand to Hand CC (J2.31) is allowed for both sides.
- Two Gliders may be secretly designated by the German player to transport the SdKfz 2s and RCLs (in tow) per U.S. vehicle note 51. Each such glider has a capacity Of 35 PP.

Yugoslavian Partisans Sets Up First:

[ELR: 5] {SAN: 5} [357]

1st Battalion, 1st Partisan Brigade set up anywhere in the play area [EXC: see HSR 4]:

	10-3		9-1		8-1		8-0		7-0		6-1		5-2-7
--	------	--	-----	--	-----	--	-----	--	-----	--	-----	--	-------

	3-3-7		1-2-7		HM 30 Cal	3		HM 6-12		MM 4-12		LMG	2-6
--	-------	--	-------	--	-----------	---	--	---------	--	---------	--	-----	-----

	MTR 50* [3-20]		RM obr 40		MTR M11		3		82* [3-78]		37L [6]		AA M8		L6/40 (I)		14		3		1		20L [4]		-2		Trench	OVR, OBA: +4	Other: +2
--	----------------	--	-----------	--	---------	--	---	--	------------	--	---------	--	-------	--	-----------	--	----	--	---	--	---	--	---------	--	----	--	--------	--------------	-----------

Elements of the Partisan Officer Cadet School enter on Turn 5 from the west edge of board 2:

	8-1		7-0		5-2-7		LMG	2-6
--	-----	--	-----	--	-------	--	-----	-----

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TURN

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Near the Village of Drvar, Yugoslavia, 25 May 1944:

Operation Rosselsprung (Knights Move) was the special operation of the 500th Parachute Battalion of the SS. The mission: to kill or capture Tito, destroy and disrupt Partisan communications in his area and knock out the British, Russian and US ability to support Partisan activities in Yugoslavia...all in one swift blow. In addition to the 500th SS Para Bn the assault force carried in gliders the Draufganger group which consisted of specialists from the Brandenburg Regiment, Luftwaffe Air Landing Section, and a Bosnian Anti-Guerilla Group. Obersturmführer Rybka, the young commander in command of this powerful force, briefed his battalion commanders on their objectives: The first wave of the assault would be made by a parachute drop to secure clearings for glider landings and to gain a foothold near Tito's Cave HQ (which was designated the "Citadel" by Rybka's Glider Group). Arriving in the 2nd wave were the gliders and troop transports of the Draufganger Group with heavier equipment. In the early morning of May 25th, hardened men of the 500th SS Parachute Battalion descended onto the Partisan Stronghold of Drvar.

Aftermath: As they made their approach to their respective targets, Stuka dive-bombers pummeled Partisan strongholds and AA emplacements. After successfully organizing on the ground the attack on the village of Drvar by the Draufganger Group turned into a bloody street fight within the villages and communication centers. It was easy to break down the flimsy doors of the huts, but once inside the SS were soon involved in a series of furious close quarter battles with partisan women. The women bandits in particular knew it was a question of fight or die. With grenades, Sten guns, and machine pistols-even knives- they tried to hold back the Arian men. But the Brandanburgers stormed into the huts with support of the SS Para's and the fight escalated. Within minutes the Bosnian's joined the fight and came with their load of demo charges. Together they fired armor-piercing bullets into the ceilings to kill bandits fighting from the upper rooms. Within an hour the Village was secured. At the Citadel, things were looking grim as Rybka's Para's floundered just yards away from Tito's Cave as they became pinned down by mortars and raked by Partisan heavy machine gun fire. Obersturmführer Rybka once more regrouped his Para's and personally led a renewed assault on Tito's Cave. As the SS pressed closer to their prize, Tito's Escort Battalion and Officer cadets rushed into the fighting. They flung them selves at the SS, throwing them back and severely wounding Rybka. Threatened with encirclement, and with Rybka wounded, the SS attack lost steam and petered out. The SS then fell back to the cemetery at Drvar to await the Relief column from the Prinz Eugen Division in the morning. It would be a long night for the men of the 500th SS Para Battalion as they heard the news that Tito had slipped away through a series of tunnels on the far side of his cave.

German Moves First: [ELR: 5] {SAN: 3} [708]

500th SS Fallschirmjaeger Battalion enter on Turn 1 by Air Drop (E9):

	10-2		9-2		8-1		8-0		7-0		6-1		5-2-7		3-4-8
--	------	--	-----	--	-----	--	-----	--	-----	--	-----	--	-------	--	-------

	2-2-8		dm HMG	3-8		dm MMG	3-8		LMG	3-8		DC	30-1		dm MTR	50mm		dm MTR	81mm
--	-------	--	--------	-----	--	--------	-----	--	-----	-----	--	----	------	--	--------	------	--	--------	------

Draufganger Group must enter on Turn 2 by Glider (E8):

	10-2		9-1		8-1		8-0		7-0		6-1		5-2-7		3-4-8
--	------	--	-----	--	-----	--	-----	--	-----	--	-----	--	-------	--	-------

	2-2-8		dm HMG	3-8		dm MMG	3-8		LMG	3-8		DC	30-1		dm MTR	50mm		dm MTR	81mm
--	-------	--	--------	-----	--	--------	-----	--	-----	-----	--	----	------	--	--------	------	--	--------	------

Elements of the Partisan Officer Cadet School enter on Turn 5 from the west edge of board 2:

	8-1		7-0		5-2-7		LMG	2-6
--	-----	--	-----	--	-------	--	-----	-----

11 10