

NEITHER FEAR NOR HOPE!

The History of the 2nd SS-Division

“Das Reich”

from Battalion to Panzerdivision

HOB

\$20.00



Contains 14 battle tested scenarios for use with various Tactical Wargaming systems. This is NOT a Hasbro (or affiliate of Hasbro's) product.

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The Second SS Division "Das Reich"

Disclaimer-HOB has developed these scenarios for ASL Players. We are not trying to glorify this unit, but just write their unit history as we see it, and have created the scenarios in this pack for the enjoyment of the ASL hobbyist.

What was to become the Second SS Division "Das Reich" can be traced back to the SS-Verfügungstruppe which was formed from party security personnel in 1938 by a secret decree by Hitler which defined the size and task of the armed branch of the SS. It was expanded eventually and became the two regiments "Deutschland" and "Germania" with three battalions and three heavy weapons companies each after service with the SS-VT. In 1939 the unit became motorized and it participated in the invasion of Poland with "Deutschland" and part of Kampfgruppe Kempf, and "Germania" as part of the 14th Army. On the first day of the Polish Campaign the DR "Deutschland Regiment" was ordered to force its way through the Mława Line [NFNH # 1 "*Mława Stronghold*"] and then they spearheaded the attack on Żaczkow and the fort on the outskirts of town [NFNH # 2 "*The Last Fort*"]. With the fall of the Modlin forts DR campaign in Poland came to an end. They were sent back to Pilsen to be formed into a full fledged division (now named the SS 'V' Division) with heavy weapons, artillery, mortar, MG, AT, motorcycle reconnaissance troops, signal and combat engineers, plus supporting troops (medical, clerks, cooks, etc.).

They then trained in West Germany for the next 6 months. The New Division then took part in the invasion of Holland, called Operation Yellow [Fall Gelb], and here assault group # 2 of the motorcycle reconnaissance battalion went into action at Hatert [NFNH # 3 "*The Hatert Bridge*"] and they performed well. They then were withdrawn and marched through Belgium and took part in the battle of Arras. Another of their missions was assaulting a bridge near Diessen, Holland [NFNH # 4 "*Draughts in Holland*"]. Even though the unit was not equipped with tanks they held off the armored attacks by the British and prevented the Allies from breaking out. Back on the attack again, another battle that the DR fought was near the forests of the town of Nieppe, France [NFNH # 5 "*Forêt de Nieppe*"]. Their last battle of the French campaign took place at the Maginot Line where they engaged French troops trying to escape the fortress.

A period of rest followed, which saw the "Germania" regiment transferred to other SS units, which eventually formed the 5th SS

"Wiking" division. "Das Reich" was reinforced with a battalion from the 1st SS division and renamed "Deutschland". To avoid any confusion with the Army "Grossdeutschland" division the unit was officially named "Das Reich" for the first time. The division's next campaign was in Yugoslavia, where they were assigned to the XLI Army Corps in Romania. DR was given one of their toughest missions to date, ordered through miles of swamps and marshes, making a 50 kilometer march to reach the town of Seleus, totally exhausted and having to go into battle, [NFNH # 6 "*Yugo City*"] while another unit of DR successfully captured Belgrade with their own version of blitzkrieg.

After a short rest in Austria they were sent to Poland to take part in the invasion of Russia as part of Guderian's 2nd Panzergruppe in army group center. They were given a battalion of StuG assault guns for the first time and took part in several successful engagements which encircled many Soviet troops, the capture of Yelna and Gorki where they knocked out 50 Russian tanks and took 1,100 prisoners. Then, near Somry, they ran into battle-hardened troops, veterans of the Finish wars, [NFNH # 7 "*Siberian Woods*"]. In September 1941 the DR captured the town of Romny and held off counterattacks for 5 days. Later they took part in the capture of Kiev and were in the drive on Moscow. In October the DR cut the Smolensk highway and completed the encirclement of Moscow, and near there, by a small village DR engineers tackled the defensive line around Moscow [NFNH # 8 "*Wounded Three Times in One Day*"], but General Winter took over. By November the DR had taken almost 7,000 casualties, and without adequate winter clothing and constant attacks by the Russians they had to retreat, with just one of the numerous attacks being depicted in [NFNH # 9 "*Jackboot Woods*"]. DR lost another 4,000 men and by March 1942 was sent to France for refitting as a Panzer Grenadier division.

The newly equipped DR along with the 1st and 3rd were sent back to Russia in January 1943 as part of Army Group South. After advancing into Kharkov they were surrounded by Soviet troops, to which Hitler replied "Hold at all costs", but the Army group commander General Hauser had other ideas and withdrew from Kharkov defying Hitler's orders. DR marched 60 miles to close the gap in the German lines and draw the Russians into a trap. The rest of the SS Panzer Corp attacked and after 5 days of fighting recaptured the city [NFNH # 10 "*Aces High*"]. The battle at Karkov was also the first time that the SS had Tigers in their divisions. This action stabilized the front for a time, until Kursk. Operation Citadel had DR attack as part of the 4th Panzer army in the southern sector of the salient. Equipped with the new Panthers and Tiger tanks they made good progress and made their way to Prokhorovka. On the 12th of July, the last day of the biggest tank battle in history (Kursk) the "Das Reich" handled themselves well, protecting the 1st SS flanks despite heavy losses. While their main regiment was in Germany getting fitted with the new Panther Tanks the DR had to make do with captured equipment [NFNH # 11 "*Surprise, Surprise*"]. After intense fighting the Soviets were forced to withdraw, but they had succeeded in draining the Germans of all their Tank and Infantry reserves.

The next three months saw many withdrawals and the DR had to fight more than their share of these delaying actions, one near Sharovka, Russia [NFNH # 12 "The Grim Reapers"]. In December they were pulled back for refit and rest. In January 1944 the division was sent to southern France to be re-formed after the heavy losses it had taken over the last 6 months on the eastern front. Between March and D-Day it lost one hundred men killed during partisan raids, and here during their retaliation of these they received a big black mark on their record, as many atrocities were committed by the DR, and also during their march to the Normandy beaches after the Allied invasion. The DR killed over 600 French civilians as the partisans delayed them from reaching the invasion forces. In Normandy, DR went into action in and around Saint Lo, where the DR engaged U.S. forces, Combat Command B of the 3rd Armored [NFNH # 13 "Snake Ready to Strike"], and in August near Mortain. Later that month they helped hold open the Falaise pocket allowing many trapped German units to escape. DR participated in the Ardennes Offensive as part of the 6th Army, and later was transferred to the 5th Army and fought the American 82nd Airborne at St. Vith. Many of the DR were taken prisoner after they were cut off around Bastogne.

They refitted again and took part in Operation Spring Awakening in Hungary, and then retreated into Austria, defending the Vienna area until April, 1945, where DR records claim they engaged the IS-III or Stalin JS-III super tank [NFNH # 14 "The Bitter End"]. Here we tended to favor the DR version of this battle rather than the Russian version and decided to include them in the scenario. The JS-III was a top- secret project that they kept from the Allies, who first saw them in a victory parade in Berlin in September. The end of the war saw what remained of the division fighting in Czechoslovakia where many tried to get to the American forces to surrender. There were concerns that the SS would ignore the order to surrender, but that was not the case. Some elements of the DR surrendered to the Russians near Dresden.

After the war ended most ended up in American and British POW camps and did not get back to their homes until 1948. A further irony was that all SS soldiers were denied a pension by their government, unlike the German army, navy and air force received. Also in 1951 war crimes trials were held to punish some of the DR for their brutal actions in France. Twenty-one men were indicted, with two sentenced to death. Later all sentences were dropped within months, as by then the people had had their vengeance.

The division's emblem was based on the "wolfshook" or "Wolfsangel" which was based on a Nordic rune that was said to possess magical powers, which could ward off wolves. The Das Reich soldiers received 69 Knights Cross Medals, the most awarded to any SS unit. The main combat units of the DR were: PzGren Regiment # 3 "Der Führer", PzGren Regiment # 4 "Deutschland" and Panzer Regiment # 2 and Artillery Regiment #2.

The Panzer Regiment of DR collected 20 Knights Crosses and 17 German Crosses in Gold during over 111 weeks of combat, knocking out over 1,730 AFV's against its own losses of 500 panzers. Its kill ratio on the Eastern front was 4:1. DR had good leadership on the high levels, but where the division stood out was its superb leadership at the company and pla-

toon level. A number of graduates from the DR Tiger company became leading aces of the 502 SS Pz Tiger unit. Earnst Barkman (Barkman's Corner scenario in Hedgerow Hell) was DR outstanding Panther ace scoring over 60 kills. Emil Seibold was in some ways its most spectacular ace, while commanding only T-34's and Pz IV's he managed to score 69 kills.[Barkman and Seibold are AL in "The Bitter End", with Barkman the Panther that likely gets stuck in a shellhole, and Seibold in a Pz IV.]

Recommended reading and our sources for the 14 scenarios in this pack:

Das Reich Vol. 1 and 2, by Otto Weidinger-The first 7 scenarios are from these two books.

Das Reich, The Military Role of the 2nd SS Division, by James Lucas- and a little easier to come by.

Das Reich, The March of the 2nd SS Pz Division Through France, if you want to read about the atrocities by the SS there.

Grenadiers, by Kurt (Panzer) Meyer, who started in the 2nd SS DR and later became commanding General of the 12th SS Hitlerjugend.

Infanterie Aces, by Franz Kurowski, an excellent article about small unit tactics and features "Wounded Three Times in One Day" Sep Lanier.

Comrades to the End, The 4th SS Pz Grenadier Regiment, "Der Führer" 1938-1945, by Otto Weidinger not quite as good as DR Vol. # 1 and # 2 but a decent work.

Armor Battles of the Waffen SS 1943-1945 by Will Fey, where "The Bitter End" and "Surprise Surprise" came from.

SS Sturmbannführer Ernst August Krag, Das Reich, a booklet featuring SS Knights Cross winner Krag who was the Commander of the Das Reich Stug units and is one of the armor leaders in "Aces High".

We would also like to thank Jason Pipes and the www.feldgrau.com website. A highly recommended source of information.

Date—Jan 4, 2002



Neither Fear Nor Hope

Historical SCENARIO RULES:

These Scenario Rules apply to all scenarios in the Das Reich Pack unless excepted by SR on the Scenario sheet.

1. Crews:

1.1 SW Crews: All MMG, HMG must be operated by a 2-2-X Crew MMC and Lt. MTR, ATR must be operated by 1-2-X Crews unless the Non-Qualified Use Penalty [A21.13] is paid. DC and FT must be used by Assault Engineer MMC unless the Non-Qualified Use Penalty [A19.32] is paid. If any SW is removed from play for any reason then that SW crew must exit the board as per 1.2 below.

1.2 Vehicle Crews: Surviving vehicular crews from immobilized and/or destroyed vehicles must attempt to either re-enter the AFV ASAP or leave the playing area through the friendly board edge (Das Reich SR 3) using the most direct and safest route possible. These crews must move during every MPH or are eliminated and VP are accrued by the opponent. Crews that successfully exit the playing area do not incur any type of penalty for the owing player.

1.3 Carrier Crews: 2-2-8 Carrier crews may “deploy” into two 1-2-7 crews for removing the ATR and the AAMG from British carriers. Carriers with 2-2-8 crews CVP value is 7.

2. Routing: Normal Rout Rules are in effect except as amended herein. When a unit must Rout, it must Rout towards its Friendly Board Edge if at all possible. If unable to do so, it will then Rout normally. (The Friendly Board Edge is defined as either the board edge where the units entered, or the board edge closest to the player where friendly units could setup).

3. SS in Russia: Hand-to Hand CC is always allowed between SS units and Russians except were noted in the SR.

4. Reverse Movement: Reverse Movement as described in Chapter F (F.11) is allowed in all Das Reich Scenarios that have qualifying vehicles in their Order of Battle.

5. SS ELR Reduction: ELR Reduction is in effect in scenarios where the SS side is listed with an ELR < 4. When applicable, ELR reduction will follow the sequence...

4-6-8 → 4-4-7 or...

6-5-8 → 5-4-8 → 4-4-7

6. Minor Ordnance: All Allied Minor weapons use the Allied Minor counters provided in the ASL “Doomed Battalions” module.

7. AFV: All AFV's use standard armament; any optional (such as optional AAMG as listed in Chapter II) weaponry will be denoted on the counter and/or listed in the Scenario Rules. will be denoted on the counter and/or listed in the Scenario Rules.

Notes:

The decision to include rules for this scenario pack for crew counters for support weapons is a historically based decision. In most armies of the era and extending to modern day, infantry support weapons, generally are served by crews. Infantry support weapons in this definition are Battalion Level organic Machine-Guns, Light anti-tank weapons and mortars.

In infantry units of all nations, individuals were usually picked to receive additional training on the use and employment of support weapons. In this scenario pack the given counters are a convenient vehicle to show the historical employment and tactics of these weapons. The “vehicle” crew is used to represent one or two man LATW, or Machine-gun crew. These crews have a lower moral in some cases to represent the exposed nature of their job. The traditional Gun Crew is used to represent crews of 3 to 5 men, who have additional support and more people around them to lend a hand when thrust into differing roles.

Further evidence to support the use of crews for CSW is the basic TO&E of all the combatants during the war. Most list the 4th company in an infantry Battalion as the weapons company, and most companies have a weapons platoon. The function of these units is to employ all of the units organic weapons other than the rifle, grenade, or handgun. Individual weapons, Light Machine-guns and Light mortars for the weapons platoon, and heavier Machine-guns and mortars for the weapons company, are attached and assigned for duties to sub-units as needed. Thus by using this rule players have the opportunity to use tactics that are closer to actuality as they are not forced to use squads, or maneuver elements, for non historical roles of manning support weapons. Note that this is a differing concept than the BAR gunner as put forth in other offerings. The main difference being that the American BAR gunner is an organic part of the rifle squad and though has additional training and responsibilities he is still part of the squad while crew served weapons are not organic to a rifle squad.

Thanks to our playtesters: Phil Pomerantz, Steve Swann, Burnie Hegdahl, Bruce Rinehart, Klaus Fischer, Jim Keefauver, Alexander Schmundt, Xavier Vitry, Andreas Foehnig, Syldid Fortis, Martin Glos, Stefan Pielhau, Robert Herzner, Mixo Weber, Martin Moser, James P. O'Donnell, Emmanuel Dessanois, Christoph Ludwig.

SIBERIAN WOODS

HOB

SS-3 NFNH-7

Design: Steven Swann

Battlefield Orientation:



Scenario	Variables
EC	Moderate
Weather	Clear
Wind	None
Raised Roads	See SR 2.
Stream	Shallow

Tactical Objective. To Win, the Germans must control three of the five buildings in hexrows 1-4 of board 13 and accumulate ≥ 30 CVP (Prisoners count double)

Play Balance:

♣ **Russian:** Germans must Acquire ≥ 34 CVP.

♠ **German:** Germans only need Acquire ≥ 26 CVP.

Historical Special Rules

1. All NFNH SRs are in play. Raised Roads are $\frac{1}{2}$ level height obstacles and are treated as walls for TEM, LOS and Fire purposes from adjacent hexes. AFVs are Hull Down when behind these Raised Roads.
2. Russian AFVs may set up HIP as if they were Guns if in suitable terrain.
3. Both German and Russian units are Elite.
4. Russian Phone represents 70+ ART OBA with one Pre-registered Hex.



Russian Sets Up First [ELR: 4] [SAN:4] {157}

Elements of the 100th Siberian Tank Brigade set up on any whole hex of Board 13 and/or on any half hex/whole hex of Board 5 on/between hexrows A through P:

10-0	9-2	8-1	8-0	6-2-8	4-5-8	2-2-8
				2	8	5
1-2-7	3	2	1	1-12	3	11
3	2	3	2			
76L	76	76	2/4	5	1S	1S
2	2	2	2	6	6	6

Set Up on any whole hex of Board 5 on/between hexrows 1-5:

8-0	2-4-8
2	6



Historical Perspective

Near Somry, Russia, 7 July, 1941 The order to push through immediately was given over the radio and the SS-Regiment "Der Führer" was again on the move. Up until now the Russians that the *Das Reich* Division faced were ill prepared, ill-trained, ill-equipped, and could offer only light resistance. Today, the first of many tables were to be turned as the *Der Führer* regiment ran into the elite 100th Siberian Tank Brigade. This brigade was a trained and bloodied unit that had learned its trade in the 1939-40 Winter War with Finland. The Siberians were defending in swampy and wooded terrain where the German armor would be restricted to only a few routes of advance.

At first the *DF* regiment took ground and prisoners easily as they advanced into the Soviet outpost line. As the *DF* moved deeper into the area, the Siberian resistance stiffened as a prepared ambush was laid in the advancing SS troopers. The heavy fire and the first appearance of Soviet flame throwing tanks initially caused some confusion among the SS squads and forced the *DF* to regroup. As the *DF* continued to advance the Siberians became more determined to inflict casualties on the German invaders. The Soviets made effective use of the local embankments and had excellent artillery support including direct fire from forward artillery units. The SS troopers finally began to make some headway when they received their own mobile artillery in the form of assault guns and panzers. After pushing ahead all day, the *DF* finally forced the Siberians out of their positions late in the afternoon. Unknown to the SS troopers, this resistance was just the first taste of the Soviet Union's ability to make defensive battle a costly battle.

TURN



German Moves First [ELR: 5] [SAN: 3] {338}

III Battalion, SS-Regiment, *Der Führer*, 2nd SS Division (Mot.) *Das Reich* enter Turn 1 anywhere along the east edge of Board 5:

10-2	9-2	8-1	8-0	4-2-8	2-2-8	1-2-7
				22	3	4
3	2	1	1-12	3	11	
2	5	2	2			
75*	50	3/5	13	6	3	3
3	6					

Germans may use Column/Convoy Movement.

YUGO CITY

SS-3 NFNH-6

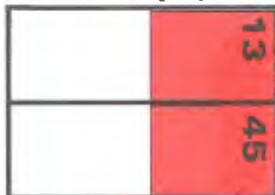
Design: Steven Swann

HOB

Scenario	Variables
EC	Moderate
Weather	Clear
Wind	None
Night [E1.]	NVR = 4
Night Conditions	Half Moon, No Clouds
Orchards	In Season
Stream	Shallow
Kindling	Not Allowed

Battlefield Orientation:

Only R-GG are in play.



Historical Perspective

Seleus, Yugoslavia 11 April, 1941 For the invasion of Yugoslavia, the newly renamed 2nd SS Division 'Das Reich' (Motorized) was assigned as part of the XLI Army Corps located in Romania. The Corps assignment was to cross the border and proceed to the city of Alibunar where a well kept major highway ran south to the Yugoslavian capital, Belgrade. The 2nd SS *Das Reich* was given some of the most impossible terrain for a motorized unit: the vast swamps and marshes of the southeastern Banat area. Undismayed, the SS troopers of the *Der Führer* Regiment dismounted from their vehicles and made a forced march through 50 kilometers of marshes reaching the outskirts of Seleus at 2230 hours that evening.

On reaching Seleus, the tired and weary SS troopers were amazed that the Yugoslavian army was ready to defend the town, but they were. After a physically exhausting march, the *DF* Regiment went over to attack formation off the march, entering Seleus. After a hard fought battle in the street of Seleus, the tired SS defeated the weakly led, but stout hearted, Yugoslavs, capturing several hundred Yugoslavian soldiers.

Tactical Objective. The Germans win immediately if they have 10 Good-Order Squad/Equivalents in any buildings of Board 45.

Play Balance:

♣ **Yugoslavians:** Add one 4-3-7 MMC to the Yugoslavian OB.

♠ **German:** Add a LMG to the German OB.

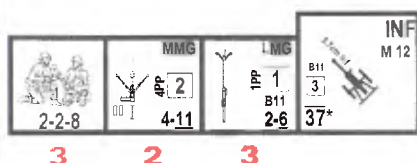
Historical Special Rules

1. All NFNH SRs are in play.
2. Yugoslavian units Never Stray. However Straying DR is still made to determine Jitter Fire. Yugoslavian MMC are "Normal".
3. All German Units are permanently under a CX counter while on Board 13. They immediately lose CX status at the end of its movement after entering a hex of Board 45. German units are always LAX.

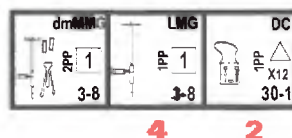


Yugoslavian Sets Up First [ELR: 4] [SAN:4] {137} TURN German Moves First [ELR: 4] [SAN: 4] {262}

Elements 6th Yugoslavian Army set up on Boards 13 and 45 south of the stream and also south of 13FF4-GG4:



Elements of the SS Regiment *Der Führer*, 2nd SS-Division *Das Reich* enter Turn 1 along the north board Edge of Board 13 on/between GG10 and R10:



1
2
3
4
5
6

FORET de NIEPPE

SS-3 NFNH-5

Design: Steven Swann

HOB

Battlefield Orientation:

32	
	42



Scenario	Variables
EC	Moderate
Weather	Clear
Wind	None
Grain/Orchard	In Season
Stream	Shallow

Tactical Objective. To win, the Germans must amass 60 VP. VP are earned by inflicting CVP upon the British normally and by exiting units off the North edge. For every 2 CVP inflicted on the Germans by the British, add 1 to the German required total.

Play Balance:

British: Add 6 single squad foxholes to the at start OB

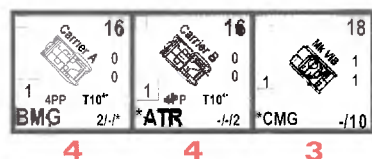
German: Increase German SAN to 3

Historical Special Rules

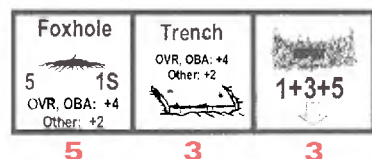
- All NFNH SR are in play [EXC: NFNH HSR 3].
- British Mk VIBs must set up Dugin [D9.54]. Carrier A personnel consist of 2-4-8 Inf HS. Carrier B personnel consist of 2-2-8 crew counters. Carrier crews may setup outside their vehicles. If they do so they must setup within 3 hexes of their carrier. Up to 3 British Squad Equivalents may set up HIP along with any SMC/SW stacked with them.
- British Radio/Phones consist of a SINGLE 76mm+ MTR OBA module with one Pre-Registered hex (HE only). See text box inside British OB box. The German Radio represents one module of 100+mm Art OBA (HE only) with Plentiful Ammo.

British Sets Up First [ELR: 4] [SAN:4] {233}

Elements of the Queens Own Royal West Kent Regiment set up concealed on/north of the road 42A5 -GG5 of board 42:

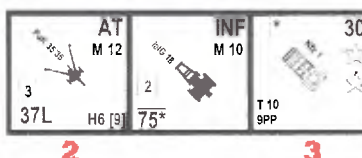
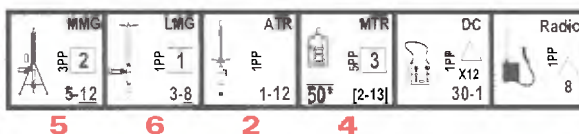


British MTR OBA may be called-in by either Radio, but only one Radio may place OBA at a time.



TURN German Moves First [ELR: 5] [SAN: 2] {418}

Elements of SS-Regiment Germania, SS V Division enter on Turn 1 along the south board edge of board 42:



Historical Perspective

Forêt de Nieppe, France, 27 May, 1940 The main objective of the SS V Division this day was the Franco-Belgian border, reaching it was a further step towards the constriction of the Dunkirk pocket and destruction of the Allied forces there. The SS- Regiment 'Germania' received the most difficult mission; clearing the Forêt de Nieppe of British troops. Believing the woods to be weakly held, the SS infantrymen attacked with only artillery in support. While most of the SS V Division made rapid progress in less forested areas of Nieppe, the SS Regiment 'Germania' met a well dug in opponent who was willing to fight for the woods. Here in the heavily compartmented, unobservable terrain of the Forêt de Nieppe, the Queen's Own Royal West Kents were to prove to be a serious obstacle, slowing down the SS regiment and the entire German Corps as a result.

In his desire to gain as much time as possible for the evacuation of Anglo-French-Belgian forces at Dunkirk, the British soldier showed that he could fight with determination and cunning. The British had entrenched their machine-gun tankettes so that they could provide grazing fire and were well supported by elite infantry and pre-registered artillery. Feeling that this was to be their last battle on the continent, the West Kents forced the Germania troopers to pay dearly for every clump of forest claimed. Every house, stream and woodline was bitterly contested. Eventually the West Kents gave up the forest, but it was more due to the advances made by the flanking 'Der Führer' SS Regiment than by 'Germania's' force of arms.

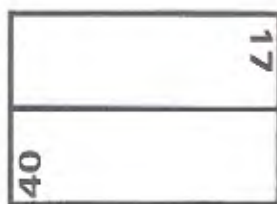
DRAGOONS IN HOLLAND

HOB

SS-3 NRNF-4

Battlefield Orientation:

Design: Steven Swann



Scenario	Variables
EC	Moderate
Weather	Clear
Wind	None
River	Deep
Stream	Shallow
Current	West, Moderate
Bridge	2-Lane, Stone



Tactical Objective. The Germans win by having 30 VP of friendly units on the south side of the Bridge before the Bridge is marked with a Blaze counter (HSR 3). The German Player wins immediately if he extinguishes both flame counters that start the game as per (HSR 2).

Play Balance:

■ **French:** May set up one Squad/Equivalent (and any SMC/SW stacked with it) HIP.

■ **German:** Increase German SAN to 3.

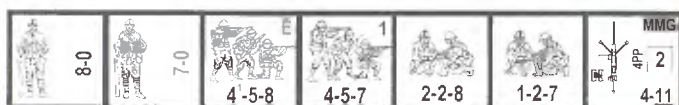
Historical Special Rules

1. All NFNHSR are in play.
2. Each hex of the Bridge (40Q2 and 40Q3) is marked with a Flame Counter. No attempt to turn the Flame counter into a Blaze counter can be made until Turn 6. Beginning in the first AFPh of turn 6 and continuing in each subsequent AFPh, the French Player makes a Spreading Fire DR. If any Bridge location turns from Flame to Blaze the scenario immediately ends.



French Sets Up First [ELR: 3] [SAN:4] {89}

Elements of the 4th Regiment de Dragoons Portes (RPD Dragoons) set up anywhere south of the Canal or within 8 hexes of the North Bridge counter on the North side of the Canal:



2 6 2

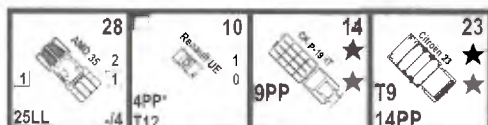


6 18 3

Enter as Passengers on Turn 4 along the south edge of Board 40:



8



2 2 8 2

TURN

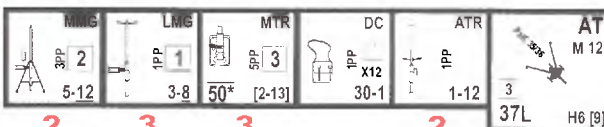


German Moves First [ELR: 5] [SAN: 2] {266}

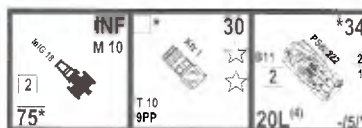
Elements if III Battalion, SS-Regiment Deutschland enter on Turn 1 anywhere along the north edge of Board 17:



15 4 5

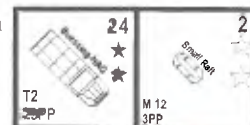


2 3 3 2



2 2

Raft Unit enter on/after Turn 2 from anywhere along the North edge of Board 17::



2

THE HATERT BRIDGE

SS-3 NFNH-3

Design: Steven Swann

Battlefield Orientation:



Scenario	Variables
EC	Moderate
Weather	Clear
Wind	None
Orchards	In Season
Canal	Deep
Bridge	Stone, Hex 40Q2-Q3
Buildings	Ground Level Only

Tactical Objective. The Germans win if they occupy both Bridge Counters with ≥ 1 Good Order *Infantry* MMC at the end of any *Game Turn*.

Play Balance:

☐ **Dutch:** Increase Dutch SAN to 5.

☒ **German:** Add 7-0 and Increase German SAN to 3.

Historical Special Rules

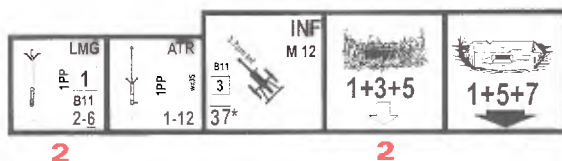
1. All NFNH SR are in play. Hills do NOT exist.
2. Place Stone Bridge Counters in hexes 40Q2-Q3. This is a two lane Stone Bridge. Hills do not exist, Treat as Ground Level.



Dutch Sets Up First [ELR: 3] [SAN:4]

Elements of the 1st Battalion, 26th Infantry Regiment set up west of the canal:

Dutch Player may set up one Squad/Equiv. and any SW/SMC stacked with it HIP. The Dutch AT Gun suffers Low Ammo after the first fire phase in which it is used. for the remainder of the scenario.



TURN

1
2
3
4
5
6



Historical Perspective

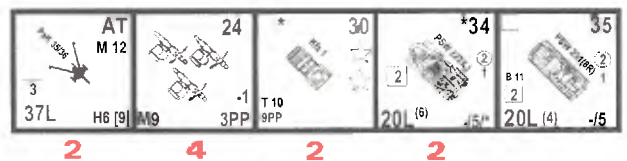
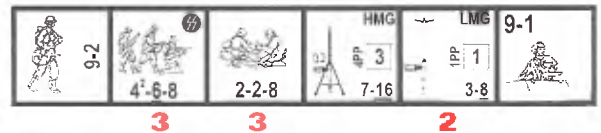
Hatert, Holland, 10 May, 1940 For the invasion of the Low Countries, the SS-Aufklarungssturmbann (Reconnaissance Battalion) was assigned to Group "Grave," along with the 15th MG Battalion and the II/677th Artillery Regiment. The group's mission was to capture at least one bridge across the Maas-Waal Canal and a bridge at Grave. The SS Aufklarungssturmbann formed five different assault groups from its compliment of armored cars and motorcycle platoons. Each assault group would attack one of the Bridges at Nijmegen, Neerbosch, Hatert, Malden and Heumen; each assault group would be followed by an army unit to consolidate any gains made by the SS groups. On May 10, the SS moved out towards their assignments. At Nijmegen, Malden, and Neerbosch bridges, the Germans arrived in time to watch the Dutch blow them up in their faces. At Heumen, the bridge had already been taken by a "Brandenburg" special operations group when the SS arrived.

Assault group #2, which was commanded by Ustuf Vogt, reached the Hatert bridge and discovered that the Dutch had attempted to destroy the bridge, but had only damaged it. Seeing that the bridge was still usable, Vogt ordered an immediate attack by the Armored Cars and the attached M/C platoon. Supported by HE fired from the Anti-Tank guns, Vogt lead a team of four troopers across the bridge, capturing the Bridge guards. Other SS troopers then advanced on the Dutch Pillboxes under the covering fire of the AT guns. Just a few minutes later, the leading elements of the 15th MG Battalion arrived and helped to establish a bridgehead across the Maas-Waal Canal.

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

Aufklarungssturmbann, SS Vervundung enter in one or two Convoys [E11.] on road hexes 6Q10 and/or 6Y10 on Turn 1:

Germans Convoy may only disband after it is fired upon or the is within 4 hexes of the 40Q2-Q3 Bridge.

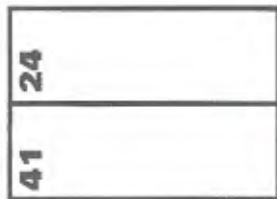


THE LAST FORT

SS-3 NFNH-2

Design: Steven Swann

Battlefield Orientation:



Scenario	Variables
EC	Moderate
Weather	Clear
Wind	None
Overlay X16 'The Fort'	Place on Hexes 41BB2-CC3.
Stream	Shallow

Tactical Objective. The Germans win at the end of any Game Turn if they control ≥ 32 Building Hexes on Board 41 or all Stone Locations East of the Stream on Board 41.

Play Balance:

Polish: Add 8 "?" to the Polish OB.

German: German SAN is 4.

Historical Special Rules

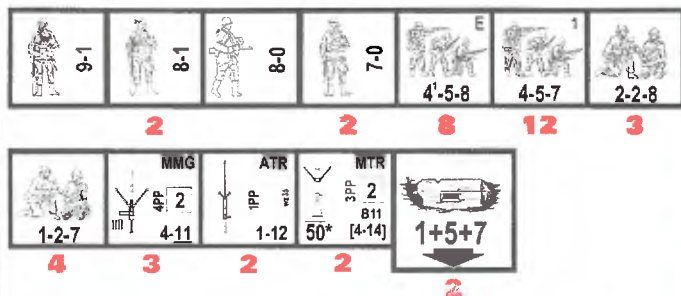
1. All NFNH SR are in play. Overlay X16 represents a "Fort". This Fort is a Fortified Building on all levels and Locations with a total of +5 for IFT and OBA. The non-fortified interior TEM is +3. The Fort is at Level 1 and has Level 2 locations above its base level. The fort can only be entered from Hex 41BB4 through the BB4/BB3 hexside.



Polish Sets Up First [ELR: 3] [SAN:4] [233]

Elements of the 8th Infantry Division, Army Modlin set up on any whole hex of boards 41 and 24:

Boresighting is allowed. 3 Polish Squad/Equivalent and all SMC/SW stacked with them may setup using HIP. Fortress Troops may never leave the Fort for any reason. They are immediately removed from play if they leave. HOB results of Berserk, or Surrender result in Battle Harden instead. External Polish units may not enter fort. Polish Elite and 1st Line Infantry have Assault Fire capability. [A25.9]



Fort Garrison setup IN the Fort (HSR 2)



TURN

1
2
3
4
5
6
7



Historical Perspective

Zaczozyń, Poland 29 September, 1939 After breaking through the Polish Mława Fortified Line, German forces, with overwhelming strength forced the Polish armies farther into Poland's interior. Army Modlin was ordered to merge with Army Warsaw, and began its retreat to the River Bug. On September 9, the Polish line along the River Bug was broken. Elements of Army Modlin were encircled at Tomaszów and eliminated. Three days earlier, Poland's eastward defenses had been destroyed as Warsaw was encircled by German forces. Tattered remnants of the 8th Infantry Division struggled to set up defenses stretched from Kazun to Nowy Dwór, which included the fortress city of Zaczozyń. Hoping to bring the Polish Campaign to a speedy conclusion, the German military forces began a series of terror bombings of Warsaw, designed to break the will of the people. The bombings worked and Army Warsaw surrendered the city on 28 September. Now the only organized Polish resistance in the west was the battered and depleted Polish 8th Infantry Division. At 0615 hours on 29 September the Germans opened with a short bombardment, closely followed by an attack by the SS-Regiment *Deutschland*.

Flame-throwing detachments spearheaded the attack by the SS troopers and soon forced a passage into the small town. As the two forces met, the fighting broke down into a series of individual fire-fights for blocks and buildings. The Polish command ordered the surrender of Polish forces, but in the confusion, some units did not receive the order. The fortress garrison, was one of those units, and it continued to resist even after the city's surrender. The Germans placed a heavy artillery bombardment on Fort No.1 and the last Polish occupants were forced to surrender. By 1400 hours on 29 September, the last elements of Army Modlin were finally taken into captivity.

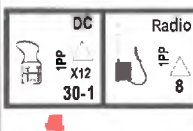
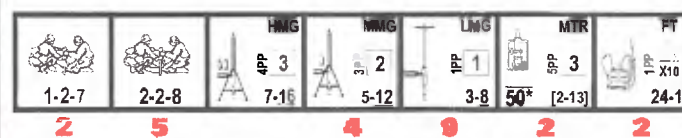
German Moves First [ELR: 5] [SAN: 3] {398}

Elements of SS-Regiment *Deutschland*, Panzerbrigade "Kempf" enter Turn 1 anywhere along the North edge of 24 or West edge of boards 24 and 41 between 24GG1 and 41A10:

The German Radio receives one module of 80+ MTR OBA.

German 8-3-8 MMCs are Assault Engineers.

The Germans also receives 100+ Art OBA (No Smoke) with 1 Pre-registered Hex and Plentiful Ammo using an Off-board Observer at Level 3 along the North map edge.



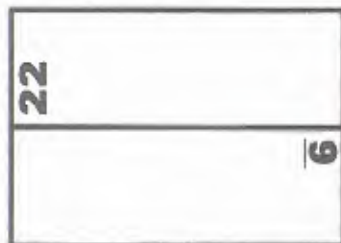
MLAVA STRONGHOLD

SS-3 NFNH-1

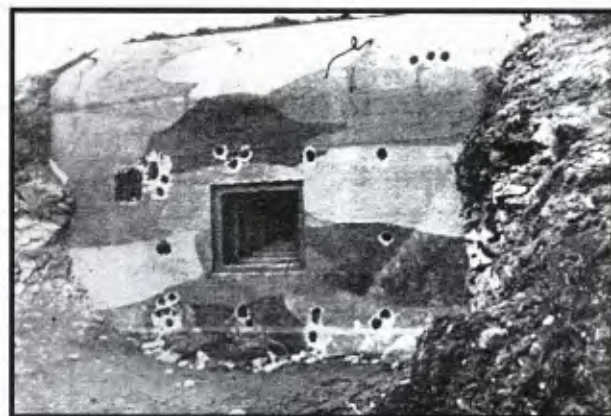
Design: Steven Swann

HOB

Battlefield Orientation:



Scenario	Variables
EC	Moderate
Weather	Clear
Wind	None
Stream	Dry [B20.41]
Building 9DD3	Does not Exist.



Tactical Objective. The Germans win immediately upon controlling ≥ 2 Pillbox Hexes provided that there is not >2 Good Order Polish squad equivalents in any one building on Board 22.

Play Balance:

Polish: Add a Six "?" to the At Start Polish OB.

German: Add a MMG and 2-2-8 Crew to the At Start OB.

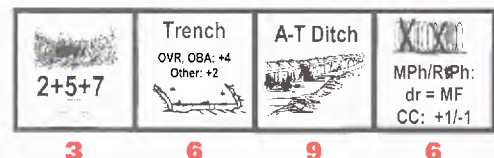
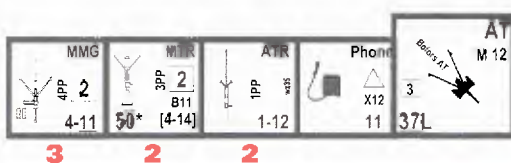
Historical Special Rules

- All NFNH Special Rules are in play.
- The Polish Phone and German Radio both represent 80+mm OBA [No Smoke]. The Polish Phone has Plentiful Ammo and one pre-registered hex. For both sides; any Red Battery Access Chit drawn prior to the placement of that side's first SR is N/A. The OBA sequence is immediately ended and the Red Chit is returned to the Draw Pile.
- All Craggs represent concrete A-T obstacles. Vehicle movement is NA, Inf. MF=1, TEM=1, LOS hindrance +1 and is concealment terrain.
- Polish Elite and 1st Line Infantry have Assault Fire capability. [A25.9]

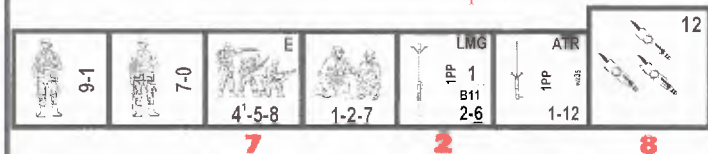
Polish Sets Up First [ELR: 4] [SAN:4] {148}

Elements of the 20th Infantry Division, Army Modlin set up concealed on any level one or greater hex(es) on board 9:

Two Polish Squads (and any SW, SMC may set up HIP. MMG must be set up in a Pillbox. One Pillbox must be set up on each of the three hills of board 9 at $>$ level two.



Polish Reinforcements enter on the Polish Player Turn that is secretly determined Pre-game by a dr: dr = 1-2 enter on Turn 2, dr = 3-4 enter on Turn 3, dr 5-6 enter on Turn 4. Calvary may enter along the East, South or West board edge of board 9 between hexes A5 and GG5, all units must enter using Gallop [A13.36] and must attempt to end their movement on board 22 or IN a German occupied hex.



Historical Perspective

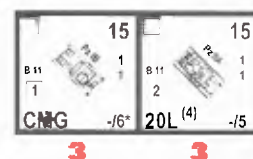
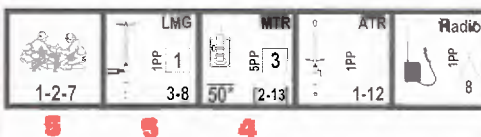
Zavadski, Poland 1 September 1939 On the first day of what would become a World War, the I Battalion, Regiment *SS-Deutschland* was ordered to force its way through a series of Polish fortifications known as the 'Mlava Line'. The Mlava Line was manned by the Polish 20th Infantry Division and was an entrenched position fortified with Wire, AT Obstacles and Bunkers. After crossing their start lines the SS troopers moved rapidly down the road to Zavadski, meeting very little resistance. Departing Zavadski, the *1st Battalion* attempted to assault Point 195, a hill just south of Zavadski, where the Mlava Line was sited along the crest. The advance came to a halt when the SS troopers reached the slopes of Point 195 and came under a deadly hail of fire from the prepared positions of the defending Poles. A second assault failed just as quickly, prompting the Brigade's commander to order up Panzer and artillery support for yet another assault at 1500 hours.

The promised armor support turned out to be less effective than the SS troops expected, as just a few Panzer Is and IIs were available. After a short artillery strike, the Panzers moved forward. As the German tanks came into sight of the Polish defenders, Polish artillery responded to the attack, pinning the SS infantry and wreaking havoc on the German tanks. The Polish A-T obstacles constructed of railway sections embedded in cement prevented passage and channeled the tanks into the Polish artillery. One after another the tanks were destroyed encouraging the high command to call off the attack. The SS troopers who were caught in the artillery had meanwhile worked their way up the slopes of the hill. When the order to withdraw was given, some of the SS infantry were within 150 yards of the objective. Even though the 20th Division was able to hold their positions, other Polish units did not fare so well. In the following days the 20th Division was out-flanked and forced to fall back southward, and eventually into Warsaw, where it surrendered on September 28.

TURN

German Moves First [ELR: 5] [SAN: 2] {280}

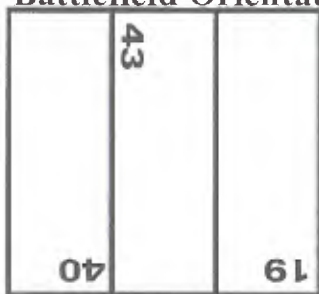
I Battalion, Regiment *SS-Deutschland* set up on board 22 with no more than two MMC per hex and no more than one SW per location:



HOB

Design: *Burnie Hegdahl*

Scenario	Variables
EC	Wet
Wind	None
Bridge	40Q2/Q3 2-Lane Stone
River	Deep

**Play Balance:**

 **Russian:** Add 9-1 Armor Leader to Russian OB.

1. All NFNH SR are in play.
2. The Bridge cannot be Blocked. Road Bonus is Not Applicable.
3. Boresighting is NA. German units suffer Ammo Shortage. SS AFVs suffer Low Fuel (KGP II) and are Elite. SS infantry may Freely Deploy at set up. One German 10-2 AL enters the Game in a Pz Mk V. This particular AFV must travel along a road until it enters board 43. In each road hex of Board 19 this AFV must make a DR. On a 10-12 this Pz V is placed IN a shellhole, marked as Immobilized, and is considered Hull-Down for the duration of the scenario. The second 10-2AL must enter the game in an OB given Pz. Mk IV AFV. AFV with German AL may repair their MA on a $dr \leq 2$.
4. Russian AFVs are Elite. Russian Infantry must enter as Riders. Russian AFVs enter in three "waves" in Turns 1, 2, and 3 with at least 9 AFVs per turn.



TURN Russian Moves First [ELR: 4] [SAN: 4]

	9-2		6 ⁵ -5-8		5 ⁷ -4-8		2-2-8		1-2-7		MMG 3PP 2 5-12		LMG 1PP 1 3-8
	AT 4 2	2	5	3	2		PSK 1 PP x10		8-0				

							
8-1	6 ² -5-8	5 ² -4-8	LMG 1PP 3-8	PSK 1PP X10 12-4	DC 1PP 30-1	9-2	

						
9-2	8-1	3-2-8	2-4-8		1PP B11 2-6	1PP X12 30-1

 1 85L	 16 11 6 152	 13 8 6 76L	 16 11 6 214	 16 11 6 85L	 16 11 6 214
5	4	6		6	



North of Vienna 13 April, 1945 The 2nd SS Panzerdivision was backed up to the Donau Canal and fighting for their very lives. Under constant assaults from the Soviet 5th Guards Tank Corps as well as the 9th Guards Mechanized Corps from the south, the remnants of the 2nd SS had nowhere to retreat to. Here, in these final days, the survivors of the *Das Reich* met the most fearsome Soviet tank attacks of the war. Against these monster tanks and fresh Soviet troops, the SS were fighting for pure survival, even as they were running low on ammo, supplies and morale.

The battle was never in doubt, it was only a matter of how long could the SS hold off the constant Russian attacks. One by one the tanks of the *Das Reich*, crewed by the best tankers left to the division, were put out of action. Bockman's by driving into a shellhole and Siebold's going out of action just after his 65th kill. As their defenses crumbled, the last tanks of the *2nd SS* attempted to cross the canal under the withering fire of the Russian's newest tanks. As the last of their tanks were destroyed, the *2nd SS Panzer Division* ceased to exist. At last, after 4 years of war, the so-call Russian Untermensch had reaped their own reward.

SNAKE READY TO STRIKE

HOB

SS-3 NFNH-13

Battlefield Orientation:

Design: Burnie Hegdahl



Scenario	Variables
EC	Dry
Wind	None
Kindling	Not Allowed
Hedges	are Bocage
Sunken Road	Does Not Exist



Tactical Objective. The Americans win by gaining 25 VP (either by German CVP or US units exited off east edge) and eliminating both Roadblocks.

Play Balance:

German: Increase the German SAN to 5.

American: Exchange the OB given 8-0 SMC for an 8-1 SMC.

Historical Special Rules

1. All NFNH SR are in play.
2. All roads are at Ground Level this includes all sunken roads.
3. Trailbreak counters are Set Up before play by the German Player to provide egress route through Bocage hexsides. One German Squad/Equiv. and any SMC/SW may set up HIP.
4. Only the M4A3-75W are equipped with Culin Hedgerow Cutters. Only the M4 Sherman's are equipped with Gyrostabilized Guns.

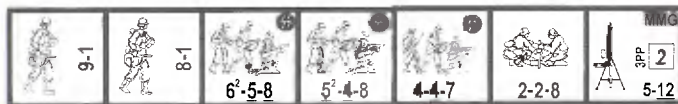


German Sets Up First [ELR: 3] [SAN: 4] {135}

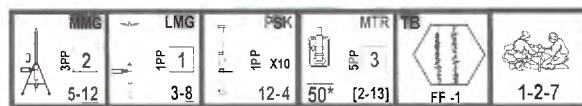
TURN Americans Moves First [ELR: 4] [SAN: 3] {188}

Remnants of the 2nd SS Panzerdivision

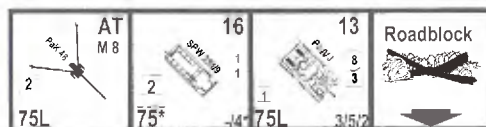
"Das Reich" set up ≥ 4 hexes from the west edge of the play area:



3 3 2 2



2 2 5 3



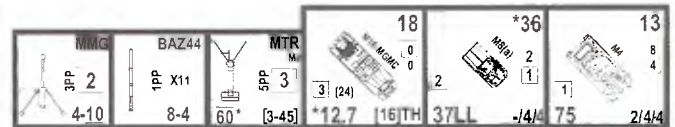
4 2

1
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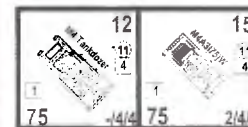
Elements of CCB, US 3rd Armored Division Enter on the West edge of the play area on Turn 1:



6 6 2 4



2 2 2 2 2 3



2 5

THE GRIM REAPERS

SS-3 NFNH 12

Battlefield Orientation:

Design: Burnie Hegdahl

HOB

		19
91	33	



Scenario	Variables
EC	Dry
Weather	Clear
Wind	None
All Woods	are Brush
Grain	In Season
Kindling	NA



Tactical Objective. The Russians win immediately upon destroying three (3) German tanks *and* exiting three (3) Soviet tanks off the south board edge.

Play Balance:

German: Add an 8-1 Armor leader to the at start OB

Russian: German sets up only 4 AFVs HIP.

Historical Special Rules

1. All Special NFNH SR are in play.
2. Both sides are Elite.

Historical Perspective

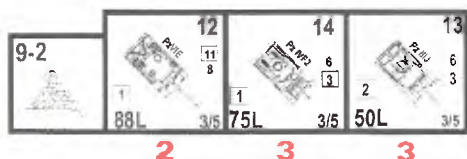
Near Sharovka, Russia 13 August, 1943 After the Kursk offensive, there were many smaller armor battles almost forgotten when compared to the historical significance of Kursk. One such battle was outside the small village of Sharovka, where 40 Soviet T-34 attacked a *Das Reich* heavy tank unit at a distance of 2,000 yards. The Soviet T-34's attacked in a line abreast formation through an enormous sunflower field standing 6 to 8 feet tall. While the Soviet tanks were almost hidden by the sunflowers, Bochman, commander of the German tank unit, deployed his Tigers, Panzer IIIs, and IVs to cover the expected Soviet exit point of the sunflower field.

The Soviet tanks, which could not observe the Germans while crossing the sunflower field, emerged to find themselves in the middle of an ambush. While attempting to engage the German armor the Soviets lost many of their best Guards tank units and crews. In two weeks during and after the battle of Kursk, the Soviet 1st Tank Army and the 5th Guards Tank Army lost over 800 tanks, and became ineffective units.



German Sets Up First [ELR: 5] [SAN: 0]

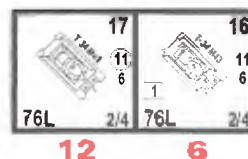
Elements of the schwere Panzercompany, SS-Panzerdivision *Das Reich* set up using HIP anywhere south of hexrow Q of all three Boards:



TURN

Russian Moves First [ELR: 5] [SAN: 0]

Elements of the 5th Guards Tank Army Enter anywhere along the north Board edge :



Use T34 M40 counters for the Additional T34-M41s that are needed.

1
2
3
4
5
6
7

SURPRISE, SURPRISE!!

SS-3 NFNH-11

Battlefield Orientation:

Design: Burnie Hegdahl

HOB

2
33
18



Scenario	Variables
EC	Dry
Weather	Clear
Wind	None
All Woods	are Brush
Buildings & Orchards	Do Not Exist
Kindling	NA



Tactical Objective. The Russians win immediately upon gaining 80 VP. VP are awarded for Russian units exited off the west board edge of Board 33 and for CVP inflicted on German units.

Play Balance:

Russian: Must Exit/Gain 75 VP.

German: Russians Must Exit/Gain 85VP.

Historical Special Rules

- All NFNH SR are in Play.
- The four Russian T34M43 Tanks represent captured tanks by the 2nd SS Div (When spotted by the Russian forces, the Russian commander thought that they were part of his own forces.) These are manned by SS crews trained in Russian tanks. They may be placed on any hill hex on/between hexrow A-P on Board 2 at any time during the game. The following rules apply to these four tanks:
 - Germans DO NOT suffer Captured Use Penalties.
 - Ammo Depletion is as listed. Use **BLACK** 76L To Kill numbers.
 - Boresighting is NA
 - They have radios.
 - They use Black To Hit Numbers as if German Tanks.
- Russian 3-2-8s are Assault Engineers. The Russian Player may secretly record any SW/SMC as being possessed by a particular unit. The SW is revealed when used.



German Sets Up First [ELR: 5] [SAN: 4] {160}

Elements of SS-Regiment *Der Führer*, 2nd SS Panzerdivision set up on/west of hexrow Q on Board 33:

10-2	8-1	6'-5-8	2-2-8	3PP 2 5-12	1PP 1 3-8
8	5			2	



AT M 11 2 *40LL	AT M 10 3 50L	AT M 8 2 75L	AT M 10 1 76L	AT M 10 16 11 6 2/4	Foxhole 5 1S OVR, OBA: +4 Other: +2
2			4	8	

See HSR 2

TURN

Russian Moves First [ELR: 4] [SAN: 3] {126}

Elements of the 2nd Guards Army enter on east edge of Board 33 on/after turn one with all infantry as Riders:

9-2	8-0	3-2-8	2-4-8	2-2-8	2PP 2 B11 4-10	1PP 1 B11 2-6
12	12				3	

Use any other T34 counters for the additional T34 M41 and T34 M43 tanks that are required.

DC 1PP X12 30-1	14 6 4 45L	17 11 6 76L	16 11 6 2/4
2	6	9	9

ACES HIGH

SS-3 NFNH-10

Battlefield Orientation:

20	1	21	23
----	---	----	----



Design: Burnie Hegdahl

Scenario	Variables
EC	Wet
Weather	Ground Snow
Wind	None
Canal	Frozen



HOB

Tactical Objective. To win the Germans must control a continuous road from east to west with no Good Order Soviet MMC/Vehicles (with Functioning MA) on/adjacent to the road.

Play Balance:

German: Add a MMG and 2-2-8 to the Group 1 OB.

Russian: Add a 3-3-8 Assault Engineer [H1.22] and FT.

Historical Special Rules

1. All NFNH SR are in play.
2. Prior to setup each player alternatively places six (6) (Russian places first) in a stone/wooden building location, rolling for falling rubble if required [B24.12].
3. German friendly board edge is East/West, Russian is North/South.
4. AFVs for both sides have Winter Camouflage.
5. German Group 2 is under Ammo Shortage until any other German Full Squad MMC enters the 23Y7 Building.
6. German Group 1 AFVs suffer Fuel Shortage on a DR = 12. DR is made for any VCA change or at the start of its movement Phase.

German Sets Up First [ELR: 5] [SAN: 6] {172}

Elements of the 1st and 2nd SS Panzerdivisions set up as indicated:

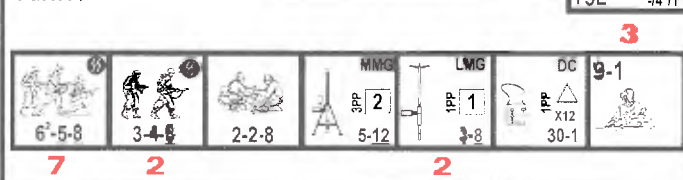
Group 1, 1st SS "LSAH" Set Up on/within the Road Network bound by 21H1-H5-Q9-S7-U3-Q1-H1:



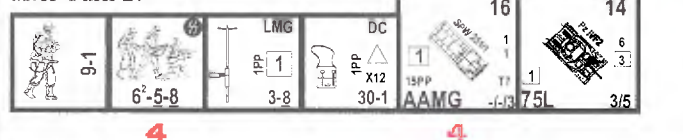
Group 2, 1st SS "LSAH" Set Up in Building 23Y7 on Level 1 or 2:



Group 3, 2nd SS "DR" Enter along the West edge of board 20 on Turn 1:



Group 4, 1st SS "LSAH" Enter on the east edge of Board 23 on after Turn 2:



Historical Perspective

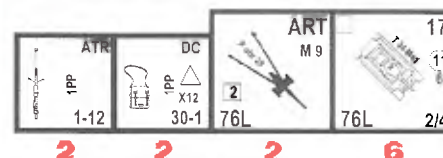
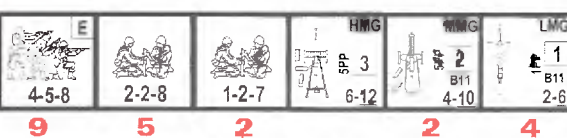
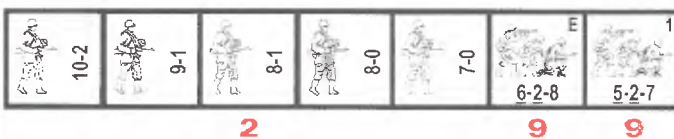
Kharkov, Russia 12 March, 1943 Paul Häusser's new SS Panzer Korps was ready to recapture Kharkov. The SS Panzer Korps was formed with the 1st SS LSAH Pz Div. and the 2nd SS Das Reich Pz Div. As the SS formed the spearhead of this assault, the new "Tiger" tanks would be used by the SS for the first time on the eastern Front. Although the Russian defenders of Kharkov were superior in number and equipment, they could not withstand the SS assaults. In several assaults the 1st and 2nd Guards Tank Corps were hammered and broken into several groups. Elements of the 2nd SS Das Reich and 1st SS LSAH led by 'Jochen Peiper' then moved to link up with other 1st SS units led by 'Kurt "Panzer" Meyer' to end Russian resistance within Kharkov.

The battered remnants of the 1st Guards Tank Corps were caught in a squeeze by two SS Kampfgruppen led by two of Germany's best, and were forced to attempt a desperate breakout of Kharkov. After five days of intense street fighting, Kharkov was finally in German hands once again, but at a terrible cost in blood and equipment. What was important to the German command was that this victory provided a boost to German Morale, which had fallen after the Stalingrad disaster. This was the largest Waffen SS victory in WWII, but it was also the last offensive success by a German unit against a large city in the war.



TURN Russian Moves First [ELR: 3] [SAN: 6] {310}

Elements of the 1st Guards Tank Army Set Up anywhere except within the German setup areas with at least 3 squads on each board:



3

WOUNDED THREE TIMES IN ONE DAY

SS-3 NFNH-8

Design: Burnie Hegdahl

HOB

Battlefield Orientation:

Only Hexrows A-P are in Play.



Scenario	Variables
EC	Wet
Weather	Ground Snow
Wind	None
Grain	Exist (Tall Grass)
Kindling	NA
Entrenching	NA



Tactical Objective.

The Germans win immediately when there are no unbroken Russian MMC on Board after Turn 4 or if they have exited 10 VP off the East edge at game end.

Play Balance:

★**Russian:** Increase SAN to 5.

♣**German:** Add a 2-3-8 HS to the German OB.

Historical Special Rules

1. All NFNH SR are in play. Place overlays in the following manner: **B4** on N6/O7, **B5** on L6/M6, **G3** on M9/N9, **G4** on F1/G1, **G5** on D2/E2. Note due to the tall grasses Grain exists despite the time period and weather conditions.

2. Each BT-5 M34 Tank must set up Dug-In [D9.54]. Trenches are not revealed (if in concealment terrain) until the occupying unit performs a Concealment Loss activity. The Russian 6-2-8 is an Assault Engineer.

3. The At Start German 8-1 SMC starts the game Heroic and will suffer Elimination only on a Wound Severity of 6 for any K/MC even if previously wounded. The German 8-3-8s are Assault Engineers.



Russian Sets Up First [ELR: 3] [SAN:4]

Elements of the 20th Infantry Division, set up HIP (if in Concealment Terrain) IN/on hexes with a coordinate ≥ 3 :



6 2 2



2 2 8

TURN German Moves First [ELR: 5] [SAN: 3]

I Battalion, SS-Regiment *Der Führer*, 2nd SS (Mot.) Division *Das Reich* enter along the west edge on turn One:



Hero
HSR 3

3 4 3 2



2 2 2 2