

PANZER ACES #1

BATTERING RAMS



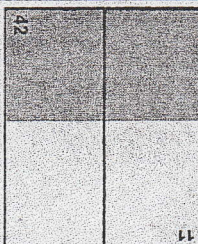
Northwest of Danzig Germany, 6 May 1945: The troops fighting on the split of land called the Frische Nehrung were squeezed together more and more. Only Nickelswalde and Schiefenhorst were still in German hands. Feverish efforts were underway there to evacuate women and children to the west by boat. Wherever the tanks went there were civilians tattered and exhausted a cargo of misery and tears. The soldiers no longer had weapons built loading ramps and helped the civilians. But there were still 180,000 people on the Frische Nehrung and it would take a long time to get them all away. It was the job of Oberfeldwebel Hermann Bix and his Jagdpanthers to enable this giant escape action to succeed by defending the surrounding area. There, where the Russians were trying to breakthrough, were the tanks of the 4th Panzer Division, on the beach along the bay, in the dunes of the Danzig Bight. In the morning light of the May 6, 1945, Oberfeldwebel Bix saw through his binoculars the muzzle brake of a giant gun belonging to a Russian behemoth come crashing out of the trees in front of him. Momentarily astonished by its size he gave the order to "Load armour-piercing" and "Range 400 metres, Fire!" The area surrounding his camouflaged Tank Destroyer was now shrouded in fumes and smoke giving his position away. Bix watched in amazement as each of the three 8.8cm armour-piercing shell, that struck lumbering behemoth appeared to have no effect. Suddenly the ground in front of Bix's Jagdpanther exploded forcing them inside for cover. Another pair of behemoths appeared from the buildings to the north of his position. The Russians were now using their "Battering Rams" to force their way through the German blocking positions. Bix's Jagdpanther rocked backwards and he felt the blow the Russian shell impact upon his front hull knocking his gun off its trunnion making it inoperative. Bix order his driver to "Back Up!" withdrawing out of sight, and then radioed a warning to the Jagdpanthers belonging to Feldwebel Hofknecht and just arriving Leutnant Pintelmann to be careful. Hofknecht acknowledge the warning just as one of the behemoth moved across his hidden position broadside. When fully in his sight Hofknecht let loose two AP rounds into its side then watch the vehicle grind to a halt. He noted the three shot fired from Bix's cannon had struck the centre of the bow of the behemoth and penetrated 10cm. They had been unable to pierce the 20cm thick sloped frontal armour. Pintelmann was less fortunate, as he pulled into position his tank destroyer was struck in the mantle and disabled. He was forced to withdraw. The Russians behemoths stopped suddenly, turned and withdrew. Oberfeldwebel Bix later received orders to withdraw towards Nickelswalde. On the way he heard from civilians that Germany had already surrendered.

BOARD CONFIGURATION

BALANCE

✚ Add one 5-4-8 to Initial OB

★ After set up each German MMC must take a +1TC (Leadership NA), with failure resulting in Unit Replacement.



(Only hexrows A-P on board 42 & R-GG on board 11 are playable)



VICTORY CONDITIONS:

The Russians win immediately upon Exiting ≥ 55 CVP (excluding Prisoners) off the East Edge. Each JgdPz V destroyed reduces the Exit VP by 8 points.

TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	3	✚	4	5	6	7	END
★ RUSSIAN Moves First										

SPECIAL RULES:

- EC are Moderate with no wind at start. All Orchards are Shellholes.
- Prior to set up, the German must make a DR for every building. On a DR ≤ 6 reduces that building to rubble.
- The German may set up one squad-equivalent (and any SW/SMC stacked with it) and his both of his JgdPz Vs using HIP.
- A dawn +1 LV Hindrance (E3.1) applies to all non-CC attacks for the first Game-Turn.

Remnants Panzer Division 4 set up east of 42A5-42P3 road

5-4-8	2-3-8	9-2	8-1	8-0	3-8 1PP	7-16 4PP
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7 Morale	7	15
?	1	18
88LL	6	3/-
6	2	

TURN 3: Leutnant Pintelmann enters on any hex on the east edge

15	19
1	6
88LL	3/-

[ELR: 2]

(SAN: 3)



Elements 72nd Separated Guards Heavy Tank Regiment enters on TURN 1 along the west edge

6-2-8	4-5-8	2-2-8	9-1	8-1	8-0	2-6 B11 1PP
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ART	13
P obr.39	IS-2m
2	26
76L	11
M9	1/4 ²² /4
122L	
5	

[ELR: 4]

(SAN: 2)



Panzer Aces #2

TIGERS TO THE FRONT



North of Smerdyna, Russia 11 February 1943: The morning of 10 February 1943 dawned. It was still not yet light when the Russian artillery fire began to fall on the German positions near Krasny Bor and north of Smerdyna. The Soviets launched a pincer attack from the area south of the Pogostye pocket in the east and the Kolpino-Krasny Bor area in the west in an effort to capture Mga and the Kirov rail-line. The Russians penetrated three kilometres into the German lines. They captured Krasny Bor, but were halted at the Ishora River. The Spanish "Blue Division's" Fusilier Battalion lost 90 percent of its effectiveness. Nevertheless it held on until a counterattack by the 212th Infantry Division under Generalmajor Reyman threw back the Soviet forces. The 11 February 1943 the 1st Company 502nd Heavy Panzer Battalion launched a counterattack with the 27th Freiwilligen "Flemish Legion" Grenadier Division. The small force of Tigers, whose mission was to drive the Soviets out of the former positions of the "Blue Division", moved off again. Suddenly enemy tanks appeared and within a few seconds Oberfeldwebel Hans Bolter counted ten, approaching from the snow covered wood to the right. The shells fired by the Tigers smashed into the wave of attacking Soviet tanks in rapid succession. The Battle lasted for hours. Russian troops charged the Tigers, and were driven off by the escorting infantry. The "Flemish Legion" stormed after the tanks, reaching the former main line of resistance and drove out the Russians in close quarter fighting.

BOARD CONFIGURATION:



(Only hexrows A to P on Board 47 and R to GG on Boards 5, 19 and 32 are playable)

BALANCE

✚ In VC change ≥ 40 CVP to ≥ 50 CVP

★ Exchange 45mm PTP obr 32 AT for a 76mm P obr 39 ART

VICTORY CONDITIONS:

The German wins at Game End if they control the "Blue Division's" Defensive Position (See SSR2), provided the Russian have not amassed ≥ 40 CVP.

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2★	3★	4	5	6	7	8	END
✚ GERMAN Moves First									

SPECIAL RULES

- EC are Wet with Ground Snow (E3.72). There is Falling Snow (E3.71), with a Mild Breeze from the north at start. All bridges do not exist, treat as Fords (B20.8).
- Place Trench counters in 47H2, G2, G3, F3, E3 and E4, to constitute the "Blue Division's" Defensive Position.
- The Russian player may set up two squad (and any SMC/SW stacked with them) using HIP. After the Russian set up, any MMC in suitable terrain may make an entrenching attempt (B27.11).

- Both sides are in Winter Camouflage (E3.712).
- Anytime a German MA rolls a 12 on a TH attempt [EXC: Intensive Fire] it May malfunction. Make an extra dr. On a 6 it malfunctions, on a 1 there is no effect, on a 2-5 the MA is out of the type of ammo used for that TH attempt.
- The German is Elite for Ammunition Purposes (C8.2).
- Hand-to-Hand Combat (J2.31) may be declared by the Attacker in CC.

Elements of the Soviet 42nd Army Set up on boards 47, 32 and in hexes < 2 on board 19

1 4-4-7 12	9-1 Starshy Leytenant 2-2-8 3	Starshy Serzhant 8-0 2	LMG 2-6 2	MMG 4-10 2	ATR 1-12 1PP
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MTR 3 50*	7 Morale ?	AT PTP obr. 32 45L 6	ART P obr. 39 76L 2
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Armoured Reinforcements Enter from east edge of board 5 or 32 on Turn indicated

TURN 2:

17 T34 M41 11 6 76L 5

TURN 3:

17 T34 M41 11 6 76L 5

[ELR: 3]

(SAN: 3)



Elements SS-Freiwilligen "Flemish Legion" Grenadier Division 27, supported by 1/sPzAbt 502 enter on Turn 1 along the southern edge of Board 19

4-6-8 15	Hauptmann 9-2 2	Leutnant 9-1 2	Feldwebel 8-1 2	Unteroffizier 8-0 2	Übergeleiteter 7-0 2	LMG 3-8 1PP 5
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MMG 5-12 3PP 3	MTR 3 50*	12 Pzkw VII 11 8 3/5 3
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[ELR: 5]

(SAN: 2)

Panzer Aces #3

GOLDEN PHEASANTS



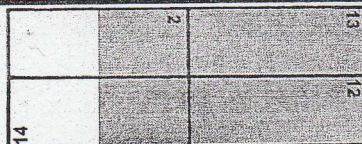
Deilinghofen Airfield RUHR POCKET GERMANY, 12 April 1945: By 1 April when the pincers around the Ruhr Pocket snapped shut. The US 9th Army already had one corps engaged in reducing the pocket. The American First Army led by the 17th Airborne Corps pushed north closing the pocket from the south. During these first few days, the Germans defended in some almost every town, village and most ridge and streamline. The Germans launched several counter attacks, but each encountered strong American resistance. The result being that they were being pushed back four to six miles each day. By the 11 April the Germans where seldom defending ridges or wooded areas, resistance centred only in towns and villages along the main roads. In the last days of the Pocket, opposition usually centred around a roadblock covered by infantry supported either by a few tanks and assault guns or by AA guns. The 11 April 1945 Hauptmann Albert Ernst receive what would to be his last orders from LIII Panzer Korps. Kampfgruppe Ernst was to hold the Deilinghofen Airfield for 24-hours. Ernst set up his command post in the near by Iserlohn and deployed his forces around the airfield. Late in the afternoon, the Americans felt towards Iserlohn. An advance guard was pushing to capture the last remaining useable airfield in the Ruhr Pocket. Kampfgruppe Ernst continued to hold out as the Americans probed their defence. Even as the last plane took off with it's high ranking officers known as "Golden Pheasants", the Jagdtigers's resolute in the defence of Iserlohn, determined the matter in which Hauptmann Ernst was to surrender his forces and bringing to the end Jagdtiger Abteilung 512.

BOARD CONFIGURATION

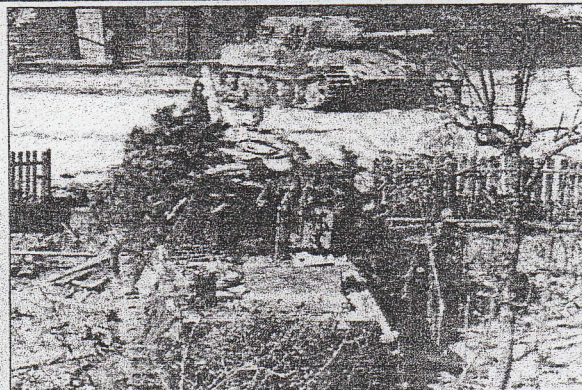
BALANCE

✚ Change ≥ 80 to ≥ 70 in VC

☆ The Germans suffer from Ammo Shortage (A19.131)



(Only hexrows A-P on board 14 & R-GG on board 2 are playable)



VICTORY CONDITIONS:

The Americans win immediately when they control all the buildings Adjacent to the Airfield Runway, provided the German does not inflict ≥ 80 Casualty VP.

TURN RECORD CHART

✚ GERMAN Sets up First	☆	1	2	3	4	5	6	7	8	9	10	END
☆ AMERICAN Moves First												

SPECIAL RULES:

- EC are Moist, with no wind at start. The stream is Deep and all bridge are one-lane stone. Gullies contain Mud (E3.61) and are subject to Bog (D8.23).
- Place overlays as follows; St 3 on 14F6-E7; O2 on 14C1-D1.
- The American OB-given 6-6-7 MMCs are Assault Engineer (H1.22) with Sapper capabilities (H1.23) underline morale and ELR of 5.
- The American receives one module of 105mm OBA (HE & Smoke) and one module of 81mm Battalion Mortar OBA (HE & WP).
- The American player receive Air Support (which takes the form of two FB'44 with bombs) with a dr $\leq$ two the current Turn Number.

- The American may record four tanks with Gyrostabilizers (D11.1).
- Each German AFV that attempts to expend its first MP during its MPH (prior to making any Mechanical Reliability DR), and whenever it attempts to change its VCA in any other phase, must make an Out-of-Gas DR. If in Motion, the vehicle stops immediately without expending any MP.
- German StuG IIIG(L) and Pzkw IVJs have Schurzen (D11.2); and all FlakPz IV/20s suffer from Low Ammo (D3.71).
- The German may set up one squad-equivalent (and any SMC/SW stacked with it) using HIP.

Remnants Grenadier Regiment 901, Freikorps Saureland, supported by sPzJagAbt.512 set up any hex on/west of hexrow L on boards 12 and 13

1 4-6-7 4	2 4-4-7 5	C 4-3-6 4	2 2-2-8 2	Hauptmann 9-2	Lieutenant 9-1	Unteroffizier 8-0
7-0 3-8 1PP	LMG 5-12 3PP	MMG 7-16 4PP	HMG 7-16 4PP	7 Morale ?	Flak 38 20L [4] M10	AA
ROADBLOCK 2	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR $\leq$ 5 4	14 FlakPz IV/20 20L [20] 3/-	13 StuG IIIG(L) 75L -14*11* 2	13 Pzkw IVJ 75L 3/5/2 4		
11 JgPz VI 128L 3/- 3						

Advancing elements 99th Infantry Division Enter along the east edge of the playing area on/after Turn 1; all, some, or none may enter on each/any turn

E 6-6-7 3	1 6-6-6 18	10-2 Captain 2	9-2 1st Lieutenant 2	9-1 2nd Lieutenant 2	8-1 1st Sergeant 2	8-0 Sergeant 2
7-0 Corporal 4-10 3PP	MMG 6-12 3PP	HMG 6-12 3PP	.50cal HMG 8-16 3PP	M2 60* 3PP	1945 Bazooka WP5 8-5 3PP	FT X11 24-1 1PP
3	20	20	20	15		
DC 30-1 X12 1PP	Radio 8 1PP	M3A1 2 15PP *AAMG +1/6	M3 2 15PP *AAMG +1/6	M3(MMG) 2 10PP *AAMG +1/6	M4A3(105) 11 4 2/4/4	
3	2	3	2	3		
M4A3E2 (L) 18 8 76L 2/4/4	M4 Tankdozer 11 4 75 -14/4	M4A3(75)W 15 8 75 2/4/4	M4A3(75)W 15 11 4 76L 2/4/4	M36 GMC 8 3 90L -1/4		
2	6	6	3			

[ELR: 2]

(SAN: 3)



[ELR: 4]

(SAN: 2)



PANZER ACES #4

PANZERS FORWARD!



GUISE, FRANCE 17 MAY 1940: By the evening of 15 May, advance elements of Reinhardt's 6th Panzer Division had more than made up for three days' waiting at the Meuse; they were farther west than any other German units, having raced a record-breaking 40 miles in one day, something few units could achieve in a peacetime exercise. Now they were to encounter one of the most formidable units that the French Army had in the field. The men of France's 2nd Armoured Division had also endured three anxious days. Its tanks had been loaded on to trains and separated from the division's wheeled elements. On the morning of 14 May the divisional commander, General A.C. Bruché had admitted he was not sure where all the different components of his division were. A change of orders on 15 May placed the division under a new army commander and ordered to Signy-l'Abbaye. To join it, the tanks would have to make their own way from the railway station at Hirson. It was the fate of the French 2nd Armoured Division that Reinhardt's 6th Panzer Division was heading for Signy too. The Germans blundered right through the middle of the division and by the morning of 16 May the 2nd Armoured Division was split in two and scattered across the countryside, lacking divisional HQ communication without a High Command and any supplies. The attack on Guise began at first light on 17 May. As the panzers of Oberleutnant Dr. Bäke rumbled forward the French heavy tanks opened fire from positions at the edge of the town. The dismounted motorcycle troops worked their way forward from cover to cover. The few still operational anti-tank guns fired on the enemy tanks, whose muzzle flashes betrayed their positions. "Panzers Forward, maximum speed!" called Bäke. The tanks rumbled forward until they came upon an anti-tank gun position, overrunning it in the process. The German motorcycle troops had fought their past the French positions at the edge of town and were now engaged in house-to-house fighting in Guise. The French surrender to Oberleutnant Dr. Bäke, whose company had achieved its first major success of the French campaign, destroying or putting out of action three heavy tanks, four anti-tank guns, a large number of trucks and captured the bridges at Hautville and Marquigny intact.

BOARD CONFIGURATION

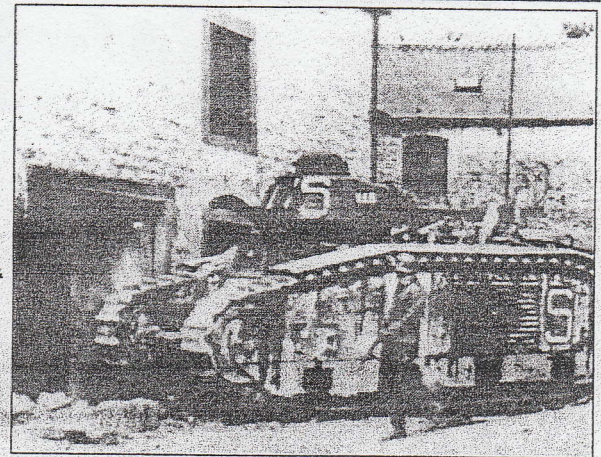
BALANCE

⊙ Ignore SSR 2.

⊕ Add one 3.7cm Pak 35/36 and crew to OB



(Only hexrows A-P on board 44 & R-GG on board 46 are playable)



VICTORY CONDITIONS:

The Germans win at Game end if they control more buildings (each Rowhouse is considered to be one building for Victory Conditions) on board 46 than the French.

TURN RECORD CHART

⊙ FRENCH Sets up First	⊕	1	2	3	4	5	6	7	END
⊕ GERMAN Moves First									

SPECIAL RULES:

1. EC are moderate with no wind at start. Kindling is NA
2. Each Char B1-bis that attempts to expend its first MP during its MPH (prior to making any Mechanical Reliability DR), and whenever it attempts to change its VCA in any other phase, must make an Out-of-Gas DR. If the DR ≥ 13 (with a DRM equal to the present to turn number) the vehicle has run out of fuel and thus

immobilized. If in Motion, the vehicle stops immediately without expending any MP.

3. Crews may not voluntarily abandon (D5.4) their vehicles.
4. Boresighting is NA.
5. German 3.7cm Pak 35/36 AT Guns may not set up emplaced or HIP but may set up concealed in concealment terrain.

Elements 2^e Division Cuirassée de Réserve set up in any hex on board 46 and in hexes numbered ≥ 8 on board 44

1 4-5-7	2-2-8	8-0 Sergeant	7-0 Caporal	1 2-6 LMG B11 1PP	2 4-11 MMG 4PP	7 Morale ?
6						6

AT SA4, mie J4 3 25LL	*11 B1-bis 8 6 1/2*1"
2	

Elements Kradschützen-Batallion 6 supported by Panzer-Jäger Abteilung 41 set up on board 44 in hexes numbered ≤ 3

1 4-6-7	2-2-8	Leutnant 9-1	Feldwebel 8-1	Unteroffizier 8-0	1 3-8 LMG 1PP	3 37L AT Pak 35/36 M12 H6[9]
9	2				3	2

TURN 1: I/Panzer Abteilung 65 enter along east edge

Hauptmann 9-2	1 37 Pzkw35(t) 3 1 4/4
6	

[ELR: 2]

(SAN: 3)



[ELR: 4]

(SAN: 2)



PANZER ACES #5

PARRY AND STRIKE



West of the Letila Heights, Russia 29 October 1944: The first Battle of Courland began just before first light on 27 October 1944 with Soviet artillery bombardment. Two thousand guns of all calibre opened fire along the entire front between Prekultn and the Venta. A little later, under the protection of this mighty barrage, which shifted slowly to the north, Soviet tank and infantry brigades went to the attack. The main blow was directed against the German 30th Infantry Division, but soon the 4th and 14th Panzer Divisions were also under attack. The next day the Russian achieved a penetration into the German main line of resistance and the grenadiers were pushed out of their position. By the 29 October the Russians had advanced across the Priezukrogs-Dzezgaleskrogs road and were storming northwards. They were met by Oberfeldwebel Herman Bix freshly arrived from hospital in Germany by train where he received the Wound Badge in Silver and the Panzer Assault Badge, Second Grade. Herman Bix's and his platoon of Panthers engaged the T-34's and super-heavy Stalin tanks of the surging Russian armoured formations in and around the deep-forested ravines of the Letila Heights. The battle continued for two days before the Russian spearheads were halted. Bix then received orders to counterattack with the 108th Grenadier Regiment to retake the Letila Heights. Bix assembled his platoon and rumbled off towards the heights, it was not long before they made contact with the mixed T-34s and Stalins tank of the Soviets which attempted to parry the German counterattack. Herman Bix pressed forward the attack and weighed into the battle. His Panther was struck several times ripping armoured skirts and storage bins off but was unable to penetrate the Panther's thick armour. In this deadly duel Herman Bix and his crew had lost little from their convalescing time in Germany, and in within the first few minutes he bagged himself a pair of T-34s and a Stalin. Bix then manoeuvred his Panther to intervene when a wave of Russian armour seemed to overrun the grenadiers. He knocked out another pair of T-34s and a Stalin, and forced the remainder to withdraw. The battle came to an end. Oberfeldwebel Bix had destroyed eight tanks, his Panther had also been hit, but apart from the damage to the track, he had been lucky. When evening came the Soviets called off their attack, because the majority of their tanks were now lying shot up, burning and smouldering on the battlefield. Herman Bix and his crew were at the end of their strength. They crawled from their tank and threw themselves onto to piles of straw in one peasant hut. Tomorrow would be another day.

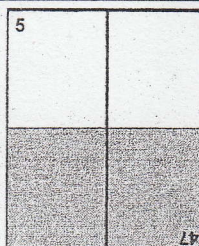
BOARD CONFIGURATION

BALANCE

★ Exchange one T34M43 for an IS-2

✚ Delete all Russian "?"

(Only Hexrows R to P on Board 47 and R to GG on Board 5 are playable)



VICTORY CONDITIONS:

The Germans win at Game end if they control all Second Level Hills on Board 47.

TURN RECORD CHART

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

✚	1	2★	3	4	5	6	END
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SPECIAL RULES:

1. EC are Moderate, with no wind at the start. The stream is Deep and all bridges are a one-lane stone. Gullies contain Mud (E3.61) and are subject to Bog (D8.23).

2. The Russian may set up one squad (and whatever SW/SMC stacked with it) using HIP.

Elements Soviet 65th Army set up any hex/half-hex on Board 47

1 4-4-7	9-1 2-2-8	8-0	2-6	4-10	7 Morale
7			2		8

76L	1S
M9	OVR/OBA +4
	OTHER +2
	ENTRENCH DR ≤5
4	

TURN 2: Enter along east edge

16	13
76L	122L
7	3

[ELR: 3]

(SAN: 3)



Elements Grenadier Regiment 108 set up in the 5W9 to 5FF7 Gully

5-4-8	2-3-8	9-1	6-1	8-0	3-8	5-12
10					3	2

TURN 1: I/Panzer Regiment 35 enters from west edge

9-2	15
75LL	18
4	6

[ELR: 3]

(SAN: 2)



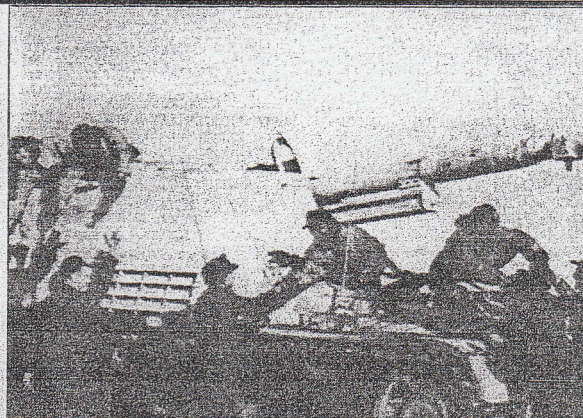
TIGER OF VITEBSK



BOARD CONFIGURATION



3		4	
18		16	OG5



✚ Exchange 5cm Pak 38 for a 7.5cm Pak 40

(Only hexrows R to GG are playable on boards 3 and 18)

★ Change > 80VP to > 70VP In Victory Conditions

The Russians win immediately when they exited > 80 VP off the west edge.

GERMAN Sets Up First												
RUSSIAN Moves First	1	2	3	4	5	6	7	8	END			

1. EC are Snow, with a Mild Breeze to the northwest at start. All buildings are Ground Level and Wood. Snowdrifts (E3.75) are in effect
2. Place Overlay **OG5** on 16M7-M8
3. A dusk +1 LV Hindrance (E3.1) applies to all non-CC attacks for the last three Game Turns.
4. The Russian receives a Pre-Registered hex for a 76mm OBA Creeping Barrage (E12.7) which lifts on Turn 4.

5. Anytime a German MA rolls a 12 on a TH attempt [EXC: Intensive Fire] it may malfunction. Make an extra dr. On a 6 it malfunctions, on a 1 there is no effect, on a 2-5 the MA is out of the type of ammunition used for that TH attempt

6. The German may set up one squad-equivalent (and whatever SMC/SW stacked with them) using HIP. The German is in Winter Camouflage (E3.712) and each PzJg III/IV may set up as if a Hidden Gun (A12.34).

 1 4-6-7	 1 2-4-7	 2-2-8	 Hauptmann 9-2	 Leutnant 9-1	 Feldwebel 8-1	 Obergefreiter 7-0
9	2					

											
LMG		HMG		MTR laGrW 36		7 Morale ?		AT Pak 38		MTR 8cm GrW 34	
[1] 3-8	1PP	[3] 7-16	4PP	[3] 50*	[2-13] SPP			[3] 50L	M10 [75]	[3] 81*	M11 [2-60]

FOXHOLE 1S  OVR/OBA +4 OTHER +2 ENTRENCH DR ≤5	WIRE  MPR/IRPH cr = MF dc: +1/-1	TRENCH  OVR/OBA +4 OTHER +2	 1+3+5 	13  PzJg IIIIV 1 3 2 88LL
6	6	2	3	

(SAN: 4)



 1 4-4-7	 10-2 Major	 Starshiy Serzhaht 8-0	 7-0 Serzhaht	 LMG 1 2-6 811 1PP	 MMG 2 4-10 811 5PP	 MTB 3 50* 3-20 4PP
24				4	2	3

TURN 1:

14
KV-1S
8
6
76L 2/4^{R2}
5

5

TURN 3:

18
T34M43
11
6
76L 2/4

10

(SAN: 3)

