

7.SS-Gebirgs Division "Prinz Eugen"

9 Scenarios

**Compatible with MMP's ASL System
and adaptable to Critical Hits Combat**

OPERATION WEIß



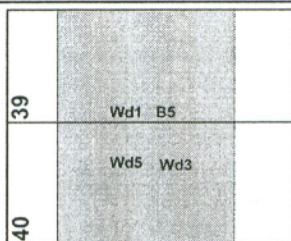
Korana Bridge, Croatia, 20 January 1943: At the end of 1942 Tito's partisans – now named the Communist Antifascist Council of National Liberation of Yugoslavia (or, known by its Serbo-Croatian acronym, AVNOJ) – numbered approximately 150,000 men. They were organized into nine divisions, 36 independent brigades, and 70 local partisan detachments. Significant numbers of these troops were located in western Bosnia, in the so-called "liberated territories". In January 1943, the German leadership planned a large-scale operation against this concentration in co-operation with the Italian Second Army. The objective of this operation was to push these partisan groups to the southeast against the Narenta River, where the Italian "Murge" Division blocked the eastern bank from Ivan-Sattel to Mostar. For this operation, code-named "Weiß" (White), the German 12th Army assembled the SS-Gebirgs Division "Prinz Eugen", and Infantry Divisions 369, 717, and 714, while the Italians committed the "Lombardia", "Sassari", and "Re" divisions. The beginning of the operation was set for mid-January. SS-Gebirgs Division "Prinz Eugen" assembled in the Barilovic-Leskovac-Poljice area, so that all heavy weapons from the battery and the panzer cannon could engage the opposite enemy bank at dawn. At daybreak, anti-tank guns and panzers began firing against recognized bunkers while Engineers stormed across the Korana Bridge, capturing it intact. A bunker holding troops assigned to blow the bridge had to be captured in a late-night raid by a Gebirgsjäger company from the 3rd Battalion, which had crossed in rubber rafts. The fighting was fierce as the Partisans attempted unsuccessfully to destroy the bridge. Then, with the southern bank secure, Kampfgruppe Schmidhuber immediately continued its advance along the road to capture the Blagavica Bridge.

BOARD CONFIGURATION

BALANCE

★ In VC, change ≤ "3" to "5" hexes

✚ Exchange the 7-0 for an 8-1 SMC.



(Only hexrows G-AA are playable)



VICTORY CONDITIONS

Provided there are no Good Order (non-Partisan) Yugoslav MMC ≤ 3 hexes from the bridge with a LOS to it, the Germans win at game end if they control the Bridge 40Q2-3 and hexes 40Q1 and 40Q4.

TURN RECORD CHART

★ YUGOSLAV Sets Up First

✚ GERMAN Moves First

✚★	1	2	3	4	5	END
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SPECIAL RULES

- Special Unit Rules 1, 2, and 3 are in effect.
- EC are Wet with no wind and Ground Snow (E3.72) is in effect (EXC: The river is not frozen). There is a one-lane stone bridge in hexes 40Q2-Q3.
- Place overlays as follows: **Wd1** on 39P10, **Wd3** on 40T5-T6, **Wd5** on 40P5-O6 and **B5** on 39R10-S10.

- The German is in Winter Camouflage (E3.712).
- The German 3.7cm Pak 35/36s may not set up Emplaced or use HIP, but may set up Concealed if in concealment terrain.
- The Yugoslavs and Partisans have MOL capability (A22.6).

Elements of 1st Croatian Corps Set up on any hex south of the River and ≤ 5 hexes from 40Q3:

1 4-4-7	2-2-8	8-1	4-10 SPP	7 Morale	37L M12	1+3+5
3				5		3

TURN 1: Reinforcements enter along the south edge:

1 4-4-7	3-3-7	9-1	7-0	2-6 B11 1PP
12	3			3



[ELR: 3]

(SAN: 4)

Elements of Kampfgruppe Schmidhuber set up on any hex north of the river:

5-4-8	2-2-8	8-1	24-1 1PP X10	30-1 1PP	37L M12 H6[9] 37*	4 4-2-1
3	2			2	2	2

III/Gebirgsjäger Regiment 2 enters on Turn 1 south of the river along either the West or East edge of Board 40:

4-6-8	9-1	8-0	7-0	2-7 B11 1PP 2PP	B11 1PP 2PP	B11 1PP 3PP
10				3		2



[ELR: 4]

(SAN: 3)

OPERATION SCHWARZ



Savnik, Bosnia-Herzegovina, 27 May 1943: In the face of a potential Allied landing in Italy or the Balkans, the Oberkommando der Wehrmacht paid more attention to the security of subsidiaries in that region. Meanwhile, NOVJ guerrilla actions against communication routes Graz - Ljubljana - Trest - Zagreb - Belgrade and Budapest - Skopje - Athens substantially jeopardized supplies for German and Italian troops in southeastern Europe. The relocation of large NOVJ groups to eastern Yugoslavia stimulated their national liberation struggle even while it disorganized the German administration – and supplies of agricultural products and raw materials. In response, the German command prepared a new operation under the codename "Operation Schwarz" to encircle and destroy the Main Operation Group of NOVJ in the area of northwest Montenegro and southeast Herzegovina. German, Italian, and Bulgarian forces took part in the operation as well as units of Ustaši and Domobrani, totalling 117,000 men. They were opposed by 19,500 NOVJ men, 3,500 of which were wounded. German forces concentrated around the liberated area in adjacent regions of Montenegro, Sanjak and Herzegovina and on 15 May 1943 started an advance along concentric directions. The objective of SS-Gebirgs Division "Prinz Eugen" was in the Savnik area, with its right flank advancing to the north through Niksic. The 2nd SS-Regiment's II-Battalion, under Sturmbannführer Dietsche, attacked east of the Kinsic-Savnik road. Two days of fighting followed in this rocky, mountainous terrain. Battalion Dietsche, supported excellently by the division's Panzer Company, fought its way to Savnik. The winding road was destroyed in several locations south of Savnik. This forced the Germans to halt and conduct repairs for the next two days before continuing their advance.

BOARD CONFIGURATION

BALANCE

★ Add a 1+3+5 Pillbox to Initial OB.

⚔ German has Plentiful OBA Ammunition.



		50
	X11	
	X25	3

(Only hexrows M-GG are playable)



VICTORY CONDITIONS

The Germans win at Game End if they Control ≥ 24 Buildings hexes. The Yugoslavs win immediately if they inflict ≥ 35 CVP (Prisoners are NA for Victory Condition purposes).

TURN RECORD CHART

★ YUGOSLAV Sets Up First	⚔	1	2	3	4	5★	6	7	8	END
⚔ GERMAN Moves First										

SPECIAL RULES

1. Special Unit Rules 1 & 2 are in effect.
2. EC are Wet with no wind. The stream is treated as a Deep River (B21.12) and all bridges are of single-lane stone construction.
3. Place Overlays; X11 on 3M5-M6 and X25 on 3M2-N1
4. All entrenching attempts receive a +2 DRM.

5. The Yugoslavs have MOL capability (A22.6).
6. The Yugoslav may set up one-squad equivalent (and any SMC /SW stacked with them) using HIP.
7. The German has one-module of 81mm Battalion Mortar OBA (HE & Smoke) with scarce ammunition.

Elements of V Brigade set up on any hex south of the stream:

1 4-4-7	9-1 2-2-8	7-0 1st Lt Medic Sergeant	2-6 B11 1PP	6-12 5PP	7 Morale ?	1 76* B11 MB	1S or Gun OBA +3 OTHER +1	1+3+5
9	5		3	2	10	3	3	2

TURN 5: Enter on along south edge on/between 3Q1-Y1:

1 4-4-7	8-1 Starshine	2-6 B11 1PP	4-10 5PP
5			

[ELR: 3]

(SAN: 4)



Elements Battalion Dietsche, SS-Regiment 2 supported by Panzer Kompanie, SS-Gebirgs Division "Prinz Eugen" enter on Turn 1 along the north edge on/between 50M10-Z10:

4-6-8	9-1 Untersturmführer	8-1 Obersturmführer	8-0 Scharführer	7-0 Rottenführer	2-7 B11 1PP	2PP	3PP	8 1PP	37* J2*1*
18	2				5	2	2		5

[ELR: 4]

(SAN: 2)



SHOT LIKE RABBITS



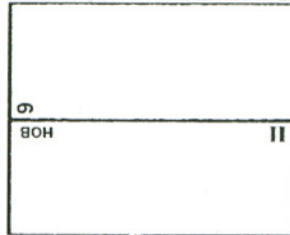
Jasen Pass, four kilometres southwest of Mosko, Yugoslavia, 8 September 1943: On 7 September, the Italians quit the Axis and now wanted to join the war on the Allied side. On 7 September 1943, the codeword "Achse" loosed the advance on the coast to disarm the Italian troops. There were still 250,000 men on the Adriatic coast. The Italians were disarmed without resistance in Mostar and Capljina. Dubrovnik, the seat of the VI Italian Corps, became very important in this region. The reinforced 2 Regiment of the SS-Gebirgs Division "Prinz Eugen" was ordered to march. The regimental group marched from Mostar to the south through Metkovic, the reinforced 1st Battalion moved to Bileca, and Kampfgruppe Meckelburg marched from Gruda. The 2nd Battalion was committed against Ploca. The Italian VI Corps refused to capitulate and would have to be forcibly disarmed. The 1st Battalion received orders to clear the Jasen Pass so as to allow movement in and around it, while forcing a breakthrough to Trebinje. Hill 795 rises steeply just to the east of the pass. Old k.u.k. Castle is also situated on this mountain. The Italians, who added many concrete bunkers, repaired it. A wide ridge stretches from the pass toward Gliver and Leotar in the west, but the pass falls off very steeply to the north and west. The Italians established five triangular bunkered positions on this ridge, each consisting of three towers with firing positions in connected trenches. The ground in front of the defence was completely barren and covered with approximately 20 metre-wide barbed-wire entanglements. Each position could shelter 40-50 men. At 0545 hours on a clear morning, the silence was shattered by the firing of a MG42, opening the assault. Under the covering fire of the heavy weapons of 4th Company, the 6th Company assaulted up the western slopes attacking the Gliver and Leotar positions. The 1st Company advanced north along the road towards the Pass and Hill 795 under the cover of the artillery. The Italians manned their positions, alerted by the sound of trumpets echoing through the valley. From the Gliver and Leotar positions, machine-gun and mortar fire punished the men of the 6th Company as they advanced up the barren slopes. From positions on Hill 795, 15cm guns fired at the heavy weapons of the 4th Company and along the road to the pass. Shortly before 0900 hours, the sound of trumpets echoed again - and a steel-helmeted Italian officer and flag bearer holding a white flag exited the castle.

BOARD CONFIGURATION

BALANCE

III In VC change "≥ 4" to "≥ 5"

II In VC change "≥ 4" to "≥ 3"



VICTORY CONDITIONS

The Germans win immediately at the end of any Game Turn where they have achieved ≥ 4 of the following conditions:

- 1) Control Building 9DD3-EE4; 2) Control hex 9Y6, 3) Control hex 9O5, 4) Control hex 9H5; 5) No Good Order Italian MMC ≤ 2 hexes from the 9R3-Y9 road.

TURN RECORD CHART

III ITALIAN Sets Up First	II	1	2	3	4	5	6	7	8	9	END
II GERMAN Moves First											

SPECIAL RULES

1. Special Unit Rule 1 is in effect.
2. EC is Moderate with a mild breeze to the Northeast at game start. All locations of building 9DD3-EE4 are fortified (Tunnel exchange is NA).
3. Guns may not set up using HIP or set up emplaced, but may be set up concealed in concealment terrain.

4. All entrenching attempts receive a +2 DRM.
5. The German receives one module of 105mm OBA (HE & Smoke) with a pre-registered hex. For its initial Battery Access draw, remove a black chit (thus giving it automatic access for its first fire mission).

Elements Italian VI Corps set up in any hex within the following Defensive Positions: **Hill 795/Gliver/Leotar**

1 3-4-6 15	2-2-7 4	1-2-6 6	9-2 Capitano 15	8-1 Sottotenente 12	8-0 Sergente 12	7-0 Caporale Maggiore 12	LMG B11 1PP 6	HMG B11 5PP 3	MTR 45 Bricks B11 [R-13] 4PP 3	7 Morale ?	MTR Mortale di A1M4 81* [3-102] 2	ART Obice da 149/13 150* M5 2
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Position Hill 795 - sets up on any Level 3/4 hex of Hill 740 mass:

1+5+7 3	2+5+7 3	TRENCH OVR/OBA +4 OTHER +2 8	WIRE MPH/RIPh dr = MF CC: +1/-1 12
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Position Leotar - sets up on any Level 2/3/4 hex of Hill 733 mass:

1+5+7 4	TRENCH OVR/OBA +4 OTHER +2 8	WIRE MPH/RIPh dr = MF CC: +1/-1 10
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Position Gliver - sets up on any Level 2/3 hex of Hill 654 mass ≤ 2 hexes from 9H4:

1+5+7 2	TRENCH OVR/OBA +4 OTHER +2 2	WIRE MPH/RIPh dr = MF CC: +1/-1 6
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[ELR: 1]

(SAN: 4)



German OB on back of Scenario Card



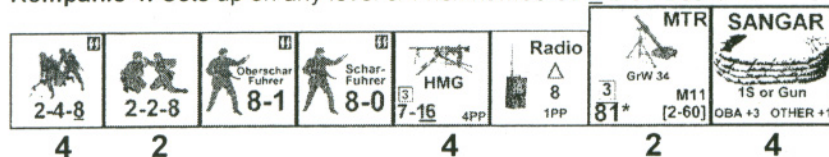
#3

SHOT LIKE RABBITS



Elements SS-Regiment 2, SS-Gebirgs Division Prinz Eugen set up/enter as follows:

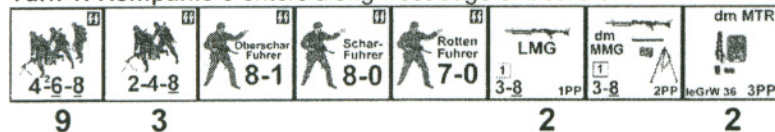
Kompanie 4: Sets up on any level 3/4 hex numbered ≤ 2 on Board II:



Turn 1: Kompanie 1 enters on/between IIA1-K1:



Turn 1: Kompanie 6 enters along west edge of Board 9:



[ELR: 4]

(SAN: 3)



OPERATION "KUGELBLITZ"



Jahorina, Yugoslavia, 6 December 1943: The summer of 1943 had ended without the destruction of Partisan activity in eastern Bosnia. While the Germans and their Croatian allies controlled the main roads and the major urban centers, the countryside was firmly in the hands of the partisans. German reconnaissance identified three Yugoslavian Divisions (5th, 17th, and 27th) operating in eastern Bosnia. The German High Command finally ordered the elimination of this threat and assigned the 1st Gebirgs, 7th SS Gebirgs, Bulgarian 24th, 187th Reserve reinforced by the 1st Croatian, and the 369th Divisions to the operation codenamed "Kugelblitz". After some initial difficulties due to poor weather, Operation Kugelblitz got under way on 2 December. While the 1st Gebirgs Division advanced forward driving the Yugoslavs before them, the 187th, 369th and 24th Bulgarian Divisions set up blocking positions forcing them towards the 7th SS Gebirgs Division, "Prinz Eugen" located 20-km south of Sarajevo. The Prinz Eugen was spread thin over the Jahorina Mountain chain with its platoons covering company and even battalion-sized areas. In an effort to beef up these positions, individual heavy machine-gun, mortar, and anti-tank guns from the heavy weapons company were attached to platoons. On the morning of 6 December, the Yugoslavs looking to break out of the pocket headed west towards the Prinz Eugen positions in four-march column. The 6th Company, having arrived the previous night, hastily set up along the ridgeline between Hills 1234 and 1316. Two of the Yugoslav columns diverted to the south. The other two columns led by local partisans and numbering nearly 1,000 men, headed directly for the 6th Company's position. A series of short, sharp firefights took place between the 200 men of the 6th Company and five times their number of Yugoslavians along the heavily wooded slopes. The Yugoslavians were unable to bypass the 6th Company's position, suffering heavy casualties. They mistook the 6th Company for a larger force and hurriedly withdrew to the northeast.

BOARD CONFIGURATION



(Only hexrows I-Y are playable)

BALANCE



Add 5cm leGrW 36 Mtr to OB.



In VC, change "25" VP to "20" VP.



VICTORY CONDITIONS

The Yugoslavs win by having ≥ 25 VPs at Game End. VPs are awarded to the Yugoslav player equal to the CVP value of Good Order Yugoslav units on Board 39 multiplied by the level of the hex each such unit occupies.

TURN RECORD CHART

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

SPECIAL RULES

- Special Unit Rules 1, 2, and 3 are in effect.
- EC are Wet with Deep Snow (E3.73) in effect and no wind at Game start.
- The German is in Winter Camouflage (E3.712).

- The German 3.7cm Pak 35/36 and 8cm GrW 34 may not set up emplaced or using HIP, but may set up concealed if in concealment terrain.

Kompanie 6, 7 SS-Gebirgs Division "Prinz Eugen" sets up concealed on any hex west of the 5215-Y6 road:

4-6-8	2-2-8	9-1	8-1	7-0	1 3-8 1PP	3 7-16 4PP	3 50* [2-13] 5PP	7 Morale ?	3 37L	3 81*
10	2				2			10		

[ELR: 4]
(SAN: 2)

Elements of the 5th Division set up concealed on any hex east of the 5215-Y6 road:

1 4-4-7	3-3-7	9-1	8-1	8-0	7-0	1 2-6 1PP	3 4-10 5PP	7 Morale ?
30	3					5	2	6

[ELR: 3]
(SAN: 4)

OPERATION SCHNEESTURM



Pogari, Yugoslavia, 24 December 1943: With the success of Operation Kugelblitz, the Germans' sweep of central Bosnia continued as enemy forces that broke out to the west were not given the opportunity to consolidate. Reconnaissance conducted by the Luftwaffe and the 369th Infantry Division discovered strong enemy concentrations in the area north and northeast of Breza. Elements of the 1st Gebirgs Division were ordered to advance to the north of 7th SS-Gebirgs Division "Prinz Eugen", who themselves were ordered to set out for Pogari. The "Prinz Eugen" Gebirgsjagers moved into their assigned positions on December 23, despite pouring rain and deep mud. On December 24, thick fog covered the dark forested slopes and the heavy rain turned into snow covering the terrain in a thick blanket of white. The 14th SS-Gebirgs Regiment was forced to deploy its platoons into small islands along the Krivaja stream, each with a limited field of vision and unable to provide mutual support. The Alpine Platoon set out to set up a forward screen in an attempt to make contact with the enemy forward of the main position. As the thick fog burnt off, enemy soldiers could be seen moving along the wooded slopes towards the 2nd Platoon. The sounds of gunfire closely followed by screams broke the silence. The Alpine Platoon, which had been bypassed by enemy forces, was now attempting to withdraw, fighting a delaying battle back to the bridge across the Krivaja near Ribnica. A blocking position was quickly established on the west bank protecting the bridge. Soon after the last stragglers arrived, the partisans, urged on by their commissars to capture the bridge, launched an assault, which was beaten back by heavy fire. After a short respite the partisans, now supported by Yugoslav soldiers, made another unsuccessful attack. With ammunition running low and casualties running high, the Yugoslavs and Partisans were forced to withdraw to the north, in an attempt to bypass the 14th SS-Gebirgs Regiment position.

BOARD CONFIGURATION

BALANCE

✚ Add one 4-6-8 to Turn 4 OB

★ In the At-start OB, exchange two 4-4-7 squads for two 3-3-7 Partisan squads



36	34

(Only hexrows H-AA are playable)



VICTORY CONDITIONS

The Yugoslavs win immediately when they have
Exited ≥ 30 CVP off the west edge.

TURN RECORD CHART

✚	GERMAN Sets Up First	★	1	2	3	✚	4	5	6	7	8	9	END
★	YUGOSLAV Moves First												

SPECIAL RULES

1. Special Unit Rules 1, 2 and 3 are in effect.
2. EC are Wet with no wind and Deep Snow (E3.73) is in effect (EXC: Streams are not frozen). All streams are Deep and Frigid (B20.7).

3. All entrenching attempts receive a +2 DRM.
4. The German 8cm GrW 34 may not set up emplaced or using HIP, but may set up concealed if in concealment terrain.
5. The German is in Winter Camouflage (E3.712).

Alpine Zug/SS-Gebirgs Regiment, SS-Gebirgs-Division 7 "Prinz Eugen"
sets up on board 34 on any hex west of the 34H7-P5-Q6-AA5 road:

4-6-8	8-1	3-8 1PP	50* [2-13] 5PP	7 Morale
3				5

Elements III/14 SS-Gebirgs Regiment, SS-Gebrigs-Division 7 "Prinz Eugen"
set up on any hex on board 36:

4-6-8	2-4-8	2-2-8	9-1	7-0	3-8 1PP	7-16 4PP	7 Morale	81* [2-60]
7					2		6	

TURN 4: Enters on either 36H4 or 36AA6:

4-6-8	8-0	3-8 1PP
3		



[ELR: 4]

(SAN: 3)

Elements 27th Division set up on board 34
on any hex east of the 34H7-P5-Q6-AA5 road:

4-4-7	3-3-7	8-1	2-6 B11 1PP	7 Morale
10	3		3	6

TURN 1: Enters along east edge:

4-4-7	9-1	8-0	2-6 B11 1PP	4-10 5PP	50mm 2PP
18			2	2	2



[ELR: 3]

(SAN: 4)

BETTER TO SWEAT THAN BLEED



Foca Yugoslavia, 23 April 1944: During the spring of 1944, the 7th SS-Gebirgs Division "Prinz Eugen" attempted to regain the initiative in central Bosnia following the January setbacks, by conducting small unit "mopping up operations" in a 150-km by 100-km area south of Sarajevo. In one such operation, the II/14 SS-Gebirgs Regiment "Prinz Eugen" was ordered to occupy the right bank of the Drina and secure the town of Foca, an important communication and railway hub. There was only one way across the swollen Drina River- a single wooden bridge that was partially destroyed. The bridge had been temporarily repaired but hung precariously between four columns. On the other side of the bridge was the hardest nut to crack: a bunker at the very end of the bridge. Behind it was a roofless barracks and beyond the barracks stood the town. Kampfgruppe Kremer, reinforced by a medium mortar and an anti-tank gun, prepared to assault the village. The plan called for the first squad to run across the bridge at exactly 0900 hours. They would be covered as well as could be expected by the heavy weapons fire that would be brought forward from hidden locations on the backside of a nearby hill just prior to 0900, in attempt to divert the partisans' attention from the bridge. However, at 0845 hours, as the lead platoon was moving forward, it unexpectedly ran into a previously unknown partisan unit. In the brief and savage firefight that broke out, the partisans were now alerted, nullifying any chance of surprise. Nevertheless, the lead squad lead by Rottenführer Wagner rushed the bridge. Amazingly, even after heavy machine-gun fire forced Wagner's squad to crawl the last half of the bridge span, the squad managed to approach the partisan bunker and in hand-to-hand combat captured it. Meanwhile, the remaining partisans were being suppressed by heavy machine-gun, mortar, and anti-tank fires from the nearby hill as Untersturmführer Kremer led the remaining Gebirgsjagers across the bridge and began to secure the village.

BOARD CONFIGURATION

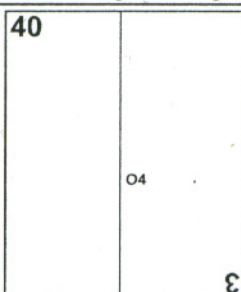
BALANCE

★ Add one 4-4-7 squad to Turn 4 OB

⊕ Increase Game length to 7½ Turns

VICTORY CONDITIONS

Provided the Yugoslav has not amassed ≥ 18 CVP- which will result in an immediate Yugoslav victory- the Germans win at Game End if they control ≥ 5 Stone building hexes east of the river.



TURN RECORD CHART

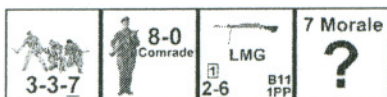
★ YUGOSLAV Sets up First	⊕ 1	⊕ 2	3	4★	5	6	7	END
⊕ GERMAN Moves First								

SPECIAL RULES

- Special Unit Rules 1, 2 and 3 are in effect.
- EC are Moist with no wind at start. The river is Deep with a Wooden Bridge located in 40Q2-3
- Add overlay as follows: O4 on 3M1-N1.

- One Partisan squad set up west of the river (and any SW/SMC stacked with it) may use HIP.
- Partisans have an ELR of 5; Yugoslavs have an ELR of 4.

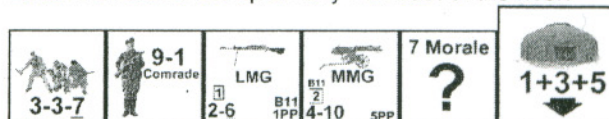
Local Partisans set up on any hex west of the river:



3

5

Local Partisans set up on any hex east of the river:



5

2

5

III-Proletarian Corps enters on TURN 4 along the east board edge:



7

3

[ELR: See SSR 5]

(SAN: 4)



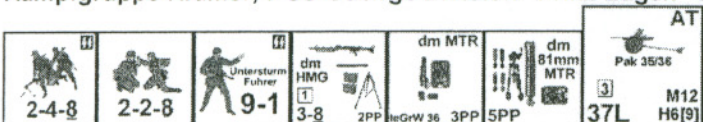
Kampfgruppe Kramer, 7 SS-Gebirgs Division "Prinz Eugen" enters on TURN 1 along the west edge:



9

3

Kampfgruppe Kramer, 7 SS-Gebirgs Division "Prinz Eugen" enters on TURN 2 along the west edge:



3

2

2

[ELR: 4]

(SAN: 2)



OPERATION DRAUFGÄNGER



South of Andrijevisa, Yugoslavia, 26 July 1944: The operation was set to destroy the strong Partisan concentrations in the Berane area and to prevent the local airfield from being used by the Allies to fly in supplies for the partisans. Two Yugoslav Corps were being supplied in just that manner and they had built strong defensive positions on the Sandschak border from which they conducted harassment attacks in the neighboring areas. The II/14th SS-Gebirgs Regiment "Prinz Eugen" under command of Obersturmführer Gross was to undertake the capture of the airfield, in an operation codenamed "Draufgänger". In what was becoming a well-rehearsed plan, the Gebirgsjagers conducted a nighttime march along the Kutska Rijeka mountain stream into a position south of Andrijevisa. The Alpine Platoon, loaded down with heavy machine-guns and 3.7cm anti-tank guns, moved up the rocky slope to a position overlooking the airfield. There, it was not only able to provide suppressive fire on the airfield but also on to the partisans' positions along the adjacent ridgeline. As the morning broke, the Gebirgsjagers launched their assault on to the airfield while the Alpine Platoon engaged the ridgeline positions. Company Felgenhauer assaulted the airfield under heavy fire from anti-aircraft guns that surrounded the field but despite this managed to capture it. Meanwhile, Groups Schreiber and Lefort were working their way up the rocky slope towards the key fortress. There were brief firefights, in which the partisans would roll hand grenades down on to the Gebirgsjagers and then withdraw further up the slope. Nevertheless, the Partisans were pushed out and the position captured. Soon after, twelve Allied heavy bombers screamed in over the western mountains and bombed the airfield and nearby town, a harbinger of upcoming days.

BOARD CONFIGURATION

BALANCE



Exchange the MMG for a HMG.



Add four Wire Counters to OB.

VICTORY CONDITIONS

The Germans win immediately at the end of any game turn upon achieving $\geq$ two of following conditions:

- 1) Control all buildings adjacent to a runway hex
- 2) Control all Level 4 Hill hexes
- 3) Amass $\geq$ 16 CVP

TURN RECORD CHART

★ PARTISAN Sets up First	1	2	3	4	5	6	7	8	9	END
✚ GERMAN Moves First										

SPECIAL RULES

1. Special Unit Rules 1, 2, and 3 are in effect.
2. EC are Moderate with no wind at start. All buildings are ground level. All entrenching attempts receive a +2 DRM.
3. The 37mm ZP obr 39s must be set up in Sangars, manned by 2-2-8 Yugoslav crews.

4. The German 3.7cm Pak 35/36s may not set up emplaced or use HIP.

Local Partisans set up on any hex north of hexrow Y on Board 14 and/or hexrow I on Board II:

3-3-7	9-1	8-0	7-0	2-6	4-10	50*	7	1S	2	6
11				2	2	2	7	4	2	6

Airfield Defences set up on any open ground adjacent to a runway hex (See SSR 3):

2-2-8	37L[8]	1S or Gun
2	2	2

[ELR: 5]

(SAN: 5)



Alpine Platoon III/SS-Gebirgs Regiment 14 sets up on any hex on/south of hexrow H on Board II:

2-4-8	2-2-8	8-1	7-16	5-12	37L
2	2		4PP	3PP	2

TURN 1: Elements of II/SS-Gebirgs Regiment 14 enter along the south edge of Board 14:

4-6-8	9-1	8-0	7-0	3-8	1PP
12				3	3PP



[ELR: 3]

(SAN: 3)

FORMER ALLIES



Vratarnica, Yugoslavia, 1 October 1944: In late August 1944 a dramatic change in the fortunes of war affected the entire Balkans. The Soviets began their great offensive against Romania, within the week forced that country's surrender, and in the process cut off 16 German divisions. The Soviets marched unopposed to the Hungarian and Yugoslavian borders and crossed the Iron Gate of the Danube in early September. Meanwhile in Serbia, the 7th SS Gebirgs Division "Prinz Eugen" was deeply embroiled in a combat with four of Tito's best divisions (the 1st, 5th, 17th and 21st) that were attempting to capture Belgrade. The Prinz Eugen Division was then inexplicably ordered by OKW to switch positions with the 1st Gebirgs Division, a move which cost the Germans over a week's lost time. Meanwhile, on 10 September, Bulgaria declared war on their former allies, launching its three armies - the First, the Second, and the Fourth, some 500,000 strong - against Yugoslavia. The Bulgarians moved along two lines of advance - Sofia-Nish and Sofia-Skopje. Meanwhile, the 7th SS Gebirgs Division "Prinz Eugen" took over the Nish area from the 1st Gebirgs Division on 27 September. The Prinz Eugen was immediately ordered to attack and eliminate a bridgehead at Vratarnica that was being held by elements of the Bulgarian 2nd Army. The assault would be conducted by elements of SS-Gebirgs Regiment 13 supported by Sturmgeschütze-Abteilung 105, "Prinz Eugen". The fight was confusing to say the least as the Bulgarians - who were still operating with German-made tanks and machine-guns, and were even dressed in German uniforms - deployed several companies supported by anti-tank guns west of the river. The Gebirgsjagers cautiously advanced toward the bridge knocking out Bulgarian strong points as they cleared the bridgehead - all while under heavy fire from a Bulgarian MG42 located in a church steeple over looking the bridge. By late afternoon the 13th SS Gebirgs Regiment was in sight of the bridge, but heavy fire prevented them from capturing it or destroying it. By late afternoon they were forced to withdraw and prepare for the inevitable attack.

BOARD CONFIGURATION

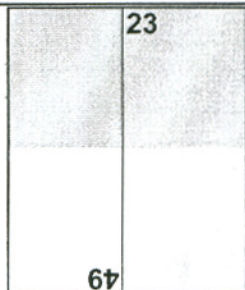
BALANCE

✚ Add a 4-6-8 SS-Squad to OB

🇧🇬 Add an 8-1 leader to OB

VICTORY CONDITIONS

Provided the 23H4 bridge is not destroyed- which will result in an immediate German victory- the Bulgarians win at Game End if they have more Good Order (non-crew) squad-equivalents on Board 23 than the Germans.



(Only hexrows A-P on Board 23 and R-GG on Board 49 are playable)



TURN RECORD CHART

🇧🇬 BULGARIAN Sets up First	✚ 1	2	3	4	5	6	7	END
✚ GERMAN Moves First								

SPECIAL RULES

1. Special Unit Rule 1 is in effect.
2. EC are Moderate with no wind at start. The River is Deep and the 23P7 bridge does not exist. The 23E4 building is a church and is treated as a factory with a steeple location in 23F4. Building 23E9 is a Two-Story House (B23.22).
3. The Bulgarians are Axis Minor units (A25.8), but are equipped with German SW and ordnance. The Bulgarians use German SW and ordnance without captured use penalties (A21).
4. The Bulgarians have inherent PF capability (C13.2) as if Aug-Sep 1943 Germans. The total number of PF (FRD) shots taken by the Bulgarians may not exceed ½ times the number of squads (C13.31).
5. The Bulgarian may set up one squad equivalent (and any SW/SMC stacked with them) using HIP.

Elements of the Second Bulgarian Army set up on any hex east of the 49R5-Y2-GG6 road:

1 3-4-7 15	9-1 Fohacsnagy 2-2-7 2	8-0 Putomer 3-8 3	7-0 Szakasz vezető 1PP 3	LMG 1PP 3	HMG 7-16 4PP 5	7 Morale ? 5	AT Pak 35 M10 50L [75] 2
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[ELR: 3]

(SAN: 4)



Elements of SS-Gebirgs Regiment 13 supported by Sturmgeschütze-Abteilung 105, "Prinz Eugen" enter on TURN 1 along the west edge:

5-4-8 2	4-6-8 7	9-1 Untersturmführer 3-8 2	8-1 Obersturmführer 3-8 2	8-0 Scharführer 1PP 2	LMG 1PP 2	dm MMG 3-8 2PP 2	DC 30-1 1PP 3	StuG 105 13 75L 8 3 -1/2"
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[ELR: 3]

(SAN: 2)



NO SIGHTS FOR SORE EYES

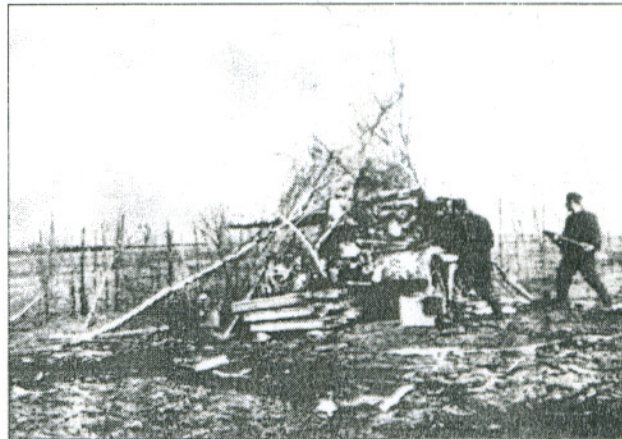
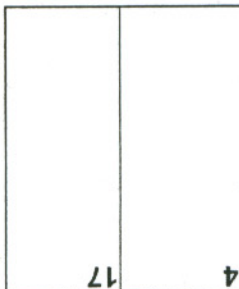
Vlasotince, Yugoslavia, 10 October 1944: The events of 1943 saw the reversal of military fortunes of the Axis and by the summer of 1944, the Soviet Army was fast approaching the Balkan Peninsula. On 23 August 1944, Romania quit the Axis and declared war on Germany. Two weeks later, on 5 September, the Soviet Union declared war on Bulgaria, invading the country three days later. Bulgaria soon signed an armistice with the Soviets, surrendering all of her wartime territorial gains. Then, on 10 September, Bulgaria declared war on their former allies, launching its three armies - the First, the Second, and the Fourth, some 500,000-strong, - against Yugoslavia. The Bulgarians moved along two lines of advance - Sofia-Nish and Sofia-Skopje. On 27 September, the 7th SS Gebirgs Division "Prinz Eugen" took over the Nish area from the 1st Gebirgs Division, in the path of the Bulgarian Second Army. The 13th SS-Gebirgs Regiment deployed in the Vlasotince-Pirot area, supported by 8.8cm Flak guns from the 37th Flak Regiment, which was formerly set up around Ploesti but moved to deploy with the 13th during the night. The defenders dug in just as the lead Bulgarian reconnaissance forces probed forward in battalion strength, supported by both Panzer IVs and heavy artillery fire. On the morning of 10 October, after a short but intense artillery bombardment, the Bulgarians launched their attack. There were several tense moments for the Gebirgsjagers when the Bulgarian tanks rumbled forward. Personnel from a Luftwaffe repair company manned the 8.8cm flak guns. They were forced to look down the barrels of their guns in order to aim them, as they did not know how to use the direct fire sights. However, they still engaged the Bulgarian tanks as they rumbled over the Gebirgsjagers' positions, knocking out several at the last moment. However, the Gebirgsjagers were spread too thinly and lacked mobility. They were unable to stem the tide of the Bulgarian Second Army, which continued its advance - capturing Vratarnica and quickly establishing a bridgehead over the Morava River.

BOARD CONFIGURATION

BALANCE

 Add an 8-0 SMC to Bulgarian OB.

 Add a MMG to the German OB.



VICTORY CONDITIONS

The Bulgarians win immediately when they have Exited ≥ 20 CVP off the west edge.

TURN RECORD CHART

 GERMAN Sets Up First		1	2	3	4	5	6	END
 BULGARIAN Moves First								

SPECIAL RULES

1. Special Unit Rule 1 is in effect.
2. EC are Moderate with no wind at start.
3. The German 8.8cm Flak 18036 Guns must set up Limbered and may not set up Emplaced or use HIP, but may set up concealed if in concealment terrain.
4. The German 8.8cm Flak 18036 Guns have 1-2-7 crews, use Red To Hit numbers, may not gain Target Acquisition (C6.5), may not Bore Sight (C6.4), and fire AP Ammunition with a Depletion Number of "8".

5. The Bulgarians are Axis Minor units (A25.8), but are equipped with German SW, ordnance, and AFVs. The Bulgarians use German SW, ordnance, and AFVs without Captured Use penalties (A21) applying.
6. The Bulgarians have inherent PF capability (C13.2) as if Aug-Sep 1943 Germans. The total number of PF (FRD) shots taken by the Bulgarians may not exceed $\frac{1}{2}$ times the number of squads.

Elements of the 13th SS-Gebirgs Regiment "Prinz Eugen" supported by the 37th Flak Regiment set up anywhere on Board 17 and/or on Board 4 in hexes numbered ≤ 3 :

 4-6-8	 2-4-8	 1-2-7	 Untersturmführer 9-1	 Scharführer 8-0	 LMG 1 3-8 1PP	 MTR 10GrW 36 3 50* [7-13] 3PP	7 Morale ?	 Limbered AA Flak 18036 1 88 M4 A5 14 13	 FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 5
7	2				2		9	2	3

[ELR: 4] 
(SAN: 4)

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

 3-4-7	 9-1 Fohocnap 1	 8-1 Porocik	 7-0 Szakas vezeto	 LMG 1 3-8 1PP	 dm MMG 1 3-8 2PP	 Pzkw IVH 13 75L 8 3/5
15				4		4

[ELR: 3] 
(SAN: 2)

SPECIAL UNITS RULES

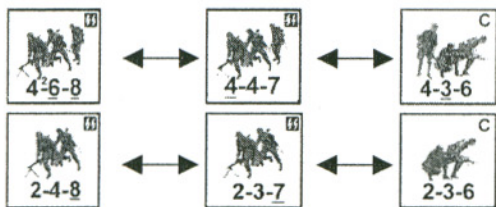
1. SS-GEBIGS DIVISION 7 "PRINZ EUGEN"



1.1 7. SS-Freiwilligen-Gebirgs Division "Prinz Eugen" was formed in March 1942 from "Volksdeutsche" (ethnic Germans) from Croatia, Serbia, Hungary, and Romania. Initially, all were volunteers but some later-war troops were conscripts. In April 1943 the division absorbed all units of the EinsatzStaffeln (ES), an SS-related organization in Croatia made up of Volksdeutsche.

1.11 Due to the unique unit structure and experience level of the *Gebirgsjäger*s of the 7th SS-Gebirgs Division "Prinz Eugen", special unit replacement rules apply for MMC of this division. A19 is modified as follows for all non-crew MMC [EXC: Assault Engineers 1.6]

1.2 The progression for all SS MMC subject to replacement is shown below. The Morale Number of all SS MMC is never considered underlined for any reason [EXC: Assault Engineers 1.6]. Any German non-crew MMC that Battle Hardens follows the reverse order.



1.21 All SS 4-4-7/2-3-7 are considered Elite (A1.25). Any SS MMC replaced with a conscript is considered inexperienced (A19.3) for all purposes and are no longer considered SS (A25.11). An SS 4-6-8/2-4-8 that suffers Unit Replacement is replaced by an SS 4-4-7/2-3-7. If an SS 4-4-7/2-3-7 suffers Unit Replacement, it is replaced by a 4-3-6/2-2-6. If that 4-3-6/2-2-6 subsequently is Battle Hardened it is replaced by an SS 4-4-7/2-3-7.

1.3 LEADER CREATION: All *Gebirgsjäger*s MMC of the 7th SS-Gebirgs Division "Prinz Eugen" receive an additional +1 drm to any Leader Creation dr (A18.2).

1.4 CLIMBING: All *Gebirgsjäger*s of the 7th SS-Gebirgs Division "Prinz Eugen" are specially trained and equipped for climbing (A11.4). *Gebirgsjäger*s are prevented from Climbing a cliff hexside only on a Final DR of 12 and are eliminated only on a Final DR > 13 (B11.41). There is an additional +1 DRM to all climbing attempts by inexperienced units.

1.5 ORDNANCE/SW USAGE: Units of the 7th SS-Gebirgs Division "Prinz Eugen" are equipped with Axis Minor SW prior to July 1943 and use them without Captured Equipment penalties (A21). From July 1943, units of the 7th SS-Gebirgs Division "Prinz Eugen" are equipped with German SW and Ordnance.

1.51 AMMUNITION DEPLETION: Any weapon/AFV identified in a scenario Order of Battle as belonging to a SS formation has its Depletion Numbers increased by one due to being Elite (C8.2).

1.6 ASSAULT ENGINEERS: SS 5-4-8/2-3-8 MMC are Assault Engineers (H1.22) with Sapper capabilities (H1.23). Assault Engineers' (H1.22) ELR is always 5 [EXC: E1.22] and their Morale Number is always underlined.



1.61 FT/DC: Assault Engineers are the only MMC that can use a FT/DC without Non-Qualified Use (A21.13) penalties.

1.7 SURRENDER: *Gebirgsjäger*s of the 7th SS-Gebirgs Division "Prinz Eugen", will not surrender to Russians/Partisans/Yugoslavians via the R1Ph method (A20.21), do not become Disrupted while opposing Russians/Partisans/Yugoslavians, and may perform Massacre (A20.4).

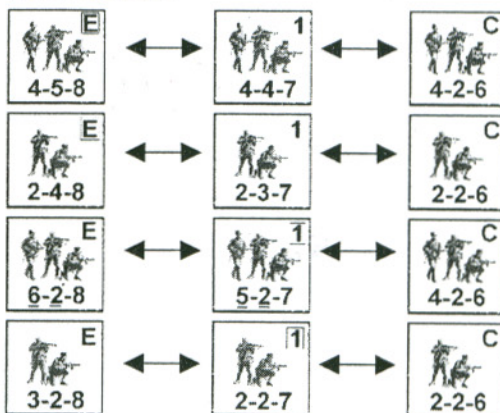
2. YUGOSLAVIANS

2.1 The National Liberation Army of Yugoslavia (NOVJ) mobilized and united all the nations of Yugoslavia- Serbs, Croats, Slovenes, other peoples and religions- under the leadership of Josip Broz Tito. He managed to preserve them from ethnic and religious hostilities festering in pre-war Yugoslavia and brought them to the common struggle against the invaders.

2.11 All Yugoslav Forces from 1942-1945 are represented by Russian SMC, MMC, and crews. Yugoslavs are treated as Russian except as noted.

2.111 DEPLOYMENT: Yugoslav squads may Deploy (A1.31).

2.12 The progression for all Yugoslav MMC subject to replacement is shown below. Any Yugoslav (non-crew) MMC that Battle Hardens follows the reverse order.



2.13 CREWS: Yugoslav Ordnance crews are represented by Russian 2-2-8 crews. Russian 1-2-7 crews are used to represent Yugoslav vehicle crews.

2.14 COMMISSARS: The Yugoslavs may use Commissars (A25.22) in any of these scenarios as if they were pre-October 1942 Russians.

2.2 ORDNANCE/SW USAGE: Yugoslavs are equipped with Russian SW and Ordnance as per Chapter H Russian and Allied Minor Ordnance Notes.

2.21 VEHICLE USAGE: Yugoslavs are equipped with Russian and Allied Minor vehicles as per Chapter H Russian and Allied Minor Vehicle Notes.

2.3 ASSAULT ENGINEERS: Designated Yugoslav 4-5-8/2-4-8 MMC are Assault Engineers (H1.22), with underlined morale and ELR of 5.



2.31 FT/DC: Assault Engineers are the only MMC that can use a FT/DC without Non-Qualified Use (A21.13) penalties.

3. PARTISANS

3.1 The Yugoslav partisan movement was the best prepared in the whole of Europe. A military committee led by Tito brought it into being. Further decisions concerning the organization of the struggle had been taken in the beginning of May 1941 during a conference in Zagreb. After that conference, towns and villages were to create military committees, combat groups, and partisan detachments. Weapons were stockpiled and combat training carried out.

3.11 Yugoslav Partisans are represented by 3-3-7 squads with a broken morale of 6, and are considered Stealthy while in Good Order. Partisans may not Deploy and have an ELR of 5 regardless of the ELR of the non-Partisan allied forces in the scenario. Partisans never surrender by the R1Ph method, are considered neither elite (including SMC) nor Inexperienced for any purpose, and never become Disrupted. Partisans may not form multi-location Fire Groups.



3.12 Partisan troops treat Yugoslav Leaders as Allied Leaders (A10.7) and Yugoslav troops treat Partisan Leaders as Allied Leaders in return. All Commissar Rally Rules (A25.222) apply to Yugoslav Partisans.

3.2 ORDNANCE/SW USAGE: Yugoslav Partisans use Italian, Russian, Axis Minor, and German Ordnance/SW without Captured Use Penalties (A21.). However, Yugoslav Partisans always use Red to Hit numbers [EXC: ATR / MG].

3.3 MOVEMENT: Yugoslav Partisan infantry moves through woods hexes at a cost of 1 MF per hex and if moving in a combined stack with other non-Partisan units, they bestow this movement advantage upon them.