

COMBAT HISTORY OF

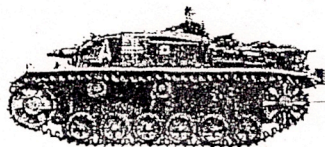


SCHWERE PANZERJÄGER ABTEILUNG 653

COMPLIMENTS OF LONE CANUCK PUBLISHING

Combat History of Schwere Panzerjäger Abteilung 653

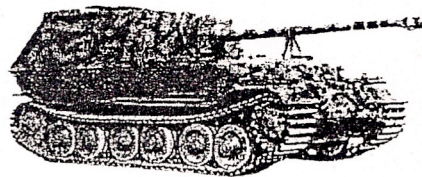
The Schwere Panzerjäger Abteilung 653 was equipped with the heaviest tank destroyers in the German Wehrmacht during its operational period from 1943-1945. These vehicles were the Sd.Kfz 184 Panzerjäger "Ferdinands" renamed "Elefants" in February 1944 and after September 1944, the Sd.Kfz 186 Panzerjäger "Jagdtigers".



Sturmgeschütz units belonged, and the Panzer Truppe, which laid claim to the production of the heaviest tracked vehicles. Sturmgeschütz Abteilung 197 had to leave the Sturmgeschütz force and become part of the Panzerjäger Branch. Many-seasoned artillerymen found this change painful, as most of them volunteered for duty with these elite Sturmgeschütz units. The cohesion and camaraderie in these units had been forged and grown during the two years of combat duty.

KURSK

During Operation Citadel at Kursk, the Germans introduced several new heavy tanks, the Pzkw V Panther, Pzkw VI Tiger, and the Porsche-designed PzJg Ferdinand, named after its designer. As with the Tiger tanks, the Ferdinand heavy tank destroyers were assigned to a separate regiment comprising of two battalions. Jagdpanzer Regiment 656 and PzJg.Abt 653 commanded by Major Steinwachs and PzJg.Abt 654 under Major Noak. Each battalion had a headquarters battery and three batteries of Ferdinands. PzJg. Abt 653 had the 1st, 2nd and 3rd batteries while PzJg 654 had the 4th, 5th and 6th batteries.



The Ferdinands of PzJg 656 suffered high losses at Kursk. They were used as break through tanks, a role for which they were completely unsuited. A number of

vehicles were fitted with rough wood shelves behind the superstructure to carry several Panzergrenadiers to protect the vehicles against Russian tank-hunter infantry. The Panzergrenadiers, fully exposed and often unable to fight effectively from moving vehicles, suffered heavy casualties. Some crews in Major Noak's PzJg.Abt 654 fired MG-42 down the barrels of the main guns. The gunners used the main sights to line up on the groups of Russian infantry.

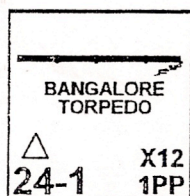
The surviving Ferdinands were returned to Austria and modified to improve their defensive capabilities. Modified StuG III cupolas were installed in the roof plates and a bow MG mounts were added. The vehicles received a coat of zimmerit and now designated PzJg Elefants, were sent to Italy.



THE END

In late fall 1944 sPzJg.Abt 653 once more went under refit in and training with Jagdtiger, mounting 12.8cm Pak 44 L/55

guns on modified Tiger II ausf B chassis. sPzJagAbt 653 was not more than an understrength company. It took part in Operation Nordwind, the second part of the Ardennes offensive in the Saar-Pflaz area and then was employed on the Western Front (Rhein and Karlsruhe area).



1. BANGALORE TORPEDO

1.1 A Bangalore Torpedo is equivalent to a Standard DC except as indicated.

1.2 USAGE: Any Unbroken, Non-Pinned Infantry unit with a Bangalore Torpedo ADJACENT to a Wire/Minefield Location may

attempt to Breach the Wire/Minefield Location during its MPH by declaring the Wire/Minefield location it is attacking.

1.3 PLACEMENT: The MF cost of Placing a Bangalore Torpedo in a Wire/Minefield Location equals the MF cost of the location the Wire/Minefield is in (there is no additional cost due the Wire or attack from the mines). If successfully placed the Bangalore Torpedo attack is resolved vs. the Wire/Minefield location (only with normal TEM applying to attack) during the AFPh.

1.4 DETONATION: If the Bangalore Torpedo detonates, it will Breach the Wire/Minefield location with a NMC or better on the IFT and using the same Original IFT DR, will attack any units Adjacent in the non-Trail Break hexsides with Area Fire, with full TEM (EXC: to both, if the Bangalore Torpedo Malfunctions).

1.5 BREACHING: Place a Trail Break (TB) counter across the Wire/Minefield location from the hexside which the Bangalore Torpedo was placed to the opposite hexside. Units may enter a Wire/Minefield location via a TB at twice their normal MF/MP cost without suffering the effect of the Wire/Minefield, but are subject to the TB Defensive First Fire -1 DRM (B13.4212)

A WORD ABOUT THE SCENARIOS:

Combat History of Schwere Panzerjäger Abteilung 653 is a compilation of scenarios featuring Panzerjägers of the German Schwere Panzerjäger Abteilung 653. Each scenario is designed after an action in which a vehicle of this unit has taken part. While their feats were nothing short of spectacular, it is something, which is difficult to recreate time and again in a scenario and then try to make the scenario perfectly balanced. Thus as the Scenario Designer, I have opted to place the units, ordnance and vehicles on a battlefield which best represents the field of battle in the scenario and then let the players fulfil the scenario's Victory Conditions. It is this reason why I have decided not to sell the pack and use it only for a prize.

Combat History of Schwere Panzerjäger Abteilung 653
Is produced and distributed by:

George Kelln
1637-8th Avenue
Wainwright, Alberta
Canada T9W 1H6

E-Mail: gckelln@telusplanet.net

A

ALL-OUT EFFORT



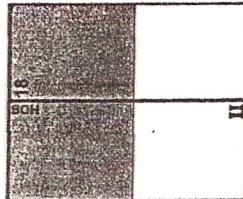
North of Sevastopol Crimea, 17 December 1941: The German Eleventh Army was faced with the task of taking the last enemy bulwark in the Crimea, one of the strongest naval fortresses in the world, by attack from the landward side. Sevastopol had to fall one way or another. It was not enough to bypass the huge naval fortress with its extensive port or to seal it off merely on the landward side. For that would enable Stalin at any time he chose to mount amphibious operations against the flank of the German Eastern Front. The time had therefore come to prepare a systematic attack the fortress. On 17 December everything was ready for the attack on Sevastopol. At first light the guns of all calibre opened up along the entire 12-mile front of the German LIV Korps. From the skies came the screams of the plunging Stuka divebombers as they releasing their bomb-loads on the Soviet fortifications and gun emplacements. The first battle of Sevastopol had begun. The main weight of the German attack was in the sector of the Infanterie Division 22 forming the right wing of LIV Korps. Supporting them were the assault guns of Sturmgeschütze Abteilung 197. The grenadiers and pioneers of the 2nd Battalion charged up the slopes of the Belbek Valley and made deep penetrations in the Soviet lines. The assault guns closely followed providing much needed fire support neutralizing many of the Soviet pillboxes and gun positions. In an all out effort, the 2nd Battalion penetrated as far as the Kamysly Gorge seizing the commanding heights of Hill 192. Exhausted and thinned out by heavy casualties, the German assault platoons dropped down among the scrub unable to go any further.

BOARD CONFIGURATION

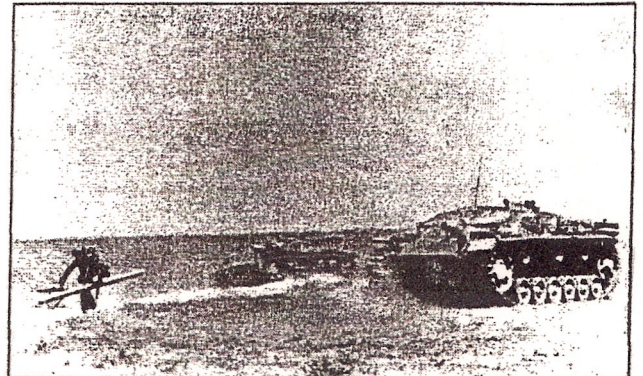
BALANCE

★ Add an 8-1 SMC to OB

✚ Exchange 7-0 for 9-2 SMC



(Only hexrows A to P on Board 18 and R-GG on Board II are playable)



VICTORY CONDITIONS:

The Germans win at Game end if they all control third and fourth level hill hexes, provided the Russian has 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:

1. EC are Moderate with a Mild Breeze from the southwest at game start.
2. Due to intense Stuka and heavy artillery bombardment that precedes this action, each hill hex on Board II is considered covered by Moderate Dust (F11.72) for the first two Game Turns.
3. After the "At Start" set up, each Russian MMC on a Board II hill hex must take a TC. The only possible consequence of failure

is that the unit must begin the scenario broken but is not subject to DM.

4. The German 5-4-8/2-3-8 MMCs are Assault Engineers with Sapper capabilities (H1.22/1.24), underline morale and ELR of 5. Assault Engineers are the only MMCs, which use FTs and DCs without the Non-Qualified Penalty (A21.13) applying.
5. Bangalore Torpedo rules are in effect.

Elements Crimean Coastal Army sets upon any hex (including half-hexes) on Board II

10	3	2	2			
4-4-7	2-2-8	9-2 Kapitän	7-0 Sorzhaat	LMG 2-6	B11 1PP	HMG 6-12 5PP
						ATR 1-12 1PP

7 Morale	ART				
?	Minefield	obr 0002P	B11 MB	1+3+5	2+5+7
8	48	3	3		
	Minefactors				

WIRE	TRENCH
MPWR1Ph dr = MF CC: +1/-1	OVRIOBA +4 OTHER +2
12	9

[ELR: 2]

(SAN: 4)



Elements II/Infanterie Regiment 16, Infanterie Division 22 supported by I/Batterie Sturmgeschütze Abteilung 197 enters on Turn 1 along the north edge

4	11	2			
5-4-8	4-6-7	Leutnant 9-1	Feldwebel 8-1	Feldwebel 8-1	Unteroffizier 8-0
					Obergefreiter 7-0

4	2	2	2	4	4	5
LMG 3-8 1PP	HMG 5-12 3PP	MTR 50*	FT 2-13 24-1 1PP	DC X12 30-1 1PP	BANGALORE TORPEDO X12 24-1 1PP	StuG III 75* 6 3

[ELR: 4]

(SAN: 2)



B

SAPPERS FORWARD!



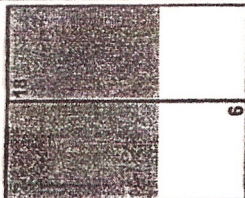
Fort Molotov Crimea, 17 June 1942: Sevastopol was defended by seven rifle divisions, one cavalry division on foot, two rifle brigades, three naval brigades, two marine regiments as well as ten artillery regiments and two coastal defence naval gunnery units, all total 101,238 men, 600 guns and 2000 mortars were holding the defensive front. It was truly a fire-belching fortress that Colonel-General von Manstein intended to take with his seven German and two Rumanian divisions. From his observation post Manstein examined the three deeply echelon defence systems protecting the core of the Sevastopol Fortress. The first of them was one to two miles deep with four sets of wire protected trench systems in echelon, with timber strongpoints and concrete emplacements between them. The second belt of defences was about a mile deep and included a number of extremely heavy fortifications to which the Germans had given names to such as "Fort Stalin", "Molotov", "Volga", "Siberia", "GPU" and above all "Fort Maxim Gorky I" with its heavy 12-inch armoured batteries. The third belt of defences ran immediately round the town. This was a veritable labyrinth of trenches, machine-gun post, mortar positions and gun batteries. Infantry Division 24 supported by the assault guns of 1/Sturmgeschütze Abteilung 197 were assigned the difficult task of seizing Fort Molotov. At daybreak as the last bombs from the Stuka divebombers fell on the fort. The German artillery bombardment once more stepped up its volume. The infantry then leapt to their feet. Under this tremendous artillery umbrella assault parties of infantry and sappers charged against the Soviet's main fighting line. The assault companies moved across the open terrain, scaling the outer ramparts of the fortress. Although the artillery had smashed trenches and dug outs, the surviving Russian infantry were resisting desperately. "Sappers Forward!" the infantry shouted. Flamethrowers directed their jets of fire against this seemingly impenetrable fortress as the assault guns fired HE and smoke into the emplacements. One by one the emplacements fell as the Germans cleared heaps of shattered masonry of the Fort.

BOARD CONFIGURATION

BALANCE

★ Reduce Game Length from 9 to 8 turns

⚡ Exchange 105mm OBA for 150mm OBA



(Only hexrows A to U on Board 18 and M to GG on Board 9 are playable)



VICTORY CONDITIONS:

The Germans win at Game End if they control Fort Molotov (9DD3-EE4), provided the Russian has not amassed > 60 CVP

TURN RECORD CHART

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

SPECIAL RULES:

1. EC are Dry with no wind at Game Start. Moderate Dust (F11.72) is in effect for the first Two Game Turns.
2. The German 5-4-8/2-3-8 MMCs are Assault Engineers with Sapper capabilities (H1.22/1.24), underline morale and ELR of 5. Assault Engineers are the only MMCs, which use FTs and DCs without the Non-Qualified Penalty (A21.13) applying.
3. The Germans receive one module of 105mm OBA (HE & Smoke) with an offboard observer at Ground level along the northern edge.
4. The German automatically receives Air support on Turn 1 in the form of three Stukas 42 (E7.403) with bombs that are automatically Recalled at the end of Turn 2.

6. The German receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after all set up is completed by placing an FFE: C counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes ≤ 4 hexes of that hex now undergo Bombardment (C1.82-.823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.
7. Bangalore Torpedo rules are in effect

Elements Fortress Molotov Garrison sets up on any hill hex on Board 9

1 4-4-7	2-2-8	1-2-7	10-2 Major	8-1 Machine Lieutenant	7-0 Sergeant	HMG 6-12 SPP
12	3	4				4

ATR 1-12 1PP	MTR 50 (3-20) 4PP	7 Morale ?	Minefield 72	ART 122* B11 M8	ANTI-TANK DITCH 6
2	2	9		3	

WIRE MPWR/Ph dr = MF CC: +1/-1	TRENCH OVR/OBA +4 OTHER +2	1+5+7	2+5+7	3+5+7
20	12	4	2	

[ELR: 2]

(SAN: 4)



Elements Infanterie Division 24 supported by III Batterie Sturmgeschütze Abteilung 197 enters on/after Turn 1 from the north edge, all, some or none may enter each/any Turn

E 5-4-8	1 4-6-7	1 2-4-7	9-1 Lieutenant	8-1 Feldwebel	8-0 Unteroffizier	7-0 Obergefreiter
6	20	2		3	3	

LMG 3-8 1PP	MMG 5-12 3PP	MTR 50 (2-13) 5PP	FT 24-1 1PP X10	BANGALORE TORPEDO 24-1 X12 1PP	DC 30-1 X12 1PP	75L 8 3 -1/2*
7	4	3	2	4	4	6

[ELR: 4]

(SAN: 2)



C THE STALINGRAD OF THE KURSK SALIENT



Ponyri Russia, 9 July 1943: The strung out village of Ponyri was the Stalingrad of the Kursk salient. The most fiercely contested points were the tractor station, railway station, school and the water tower. II/Grenadier Regiment 508 stormed Hill 239.8 then exploiting its success by launching an immediate assault on the decisive Hill 253.5. Meanwhile, III/Grenadier Regiment assaults Ponyri and the nearby railway station. Assisting them six Ferdinands of Kompanie 1, Schwere Panzerjäger Abteilung 653. In some of the heaviest fighting in the Kursk operation, the Germans capture the railroad embankment and the northern edge of the settlement in the first attack of the day. But the Russians mounted an immediate counter-attack personally lead by the commander of the 1st Battalion, 1032nd Rifle Regiment, who at the schoolhouse led the foremost line of riflemen into action. The German spearhead began to give ground. Captain Mundstock commander of the III/Grenadier Regiment 508 personally took command, halting the Soviet counter-attack. While the Soviets held the crossroads, the Germans held the schoolhouse, tractor station and the railway station. By 10 July the German losses in tanks were serve and losses among the German soldiers were mounting rapidly. With no reserves to follow up the Germans were unable to continue their assault. The Russian defences had succeeded in blunting German spearheads.

BOARD CONFIGURATION

BALANCE

★ Exchange 82mm for 120mm OBA

⚡ In VC change "all" for "≥ 2"

VICTORY CONDITIONS:

The Germans win immediately if they achieve all of the following conditions;

- 1) Control Tractor Factory (Building 16O3-O4)
- 2) Control Railway Station (all buildings within 2 hexes of 33R7)
- 3) Control Ponyri (all buildings within 4 hexes of 48Q5)

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4★	5	6	7	8	9	10	END
⚡ GERMAN Moves First											

SPECIAL RULES:

1. EC are Dry with No wind at the start. All railroads are Embankment RR (B32.12). Building 16O3-O4 is a factory (B23.74).
2. Place Overlays as follows: X13 on 48O7-P6, RR7 on 33X8-Y9, RR8 on 33M3-N3, RR4 on 48C8-D8, Wd5 on 16M7-L7.
3. The Russian 3-2-8 HS represent Tank Hunting Assault Engineers. They have underline morale, ELR of 5 and receive a -1 PAATC DRM and -1 DRM to any DC Placement (C7.346). If these HS are in possession of a DC, they may set up using HIP.
4. The Russian receives one module of 82mm Battalion Mortar OBA (HE & Smoke) with three pre-registered hexes. The Russian may fortify 12 building locations. The Russian has MOL capability (A22.6).
5. The German 8-3-8/3-8 MMCs are Assault Engineers with Sapper capabilities (H1.22/1.24), underline morale and ELR of 5. Assault Engineers are the only MMCs, which use FTs and DCs without the Non-Qualified Penalty applying. Bangalore Torpedo rules are in effect.
6. The PzJg Tigers have no BMG.

Elements Soviet 307th Rifle Division supported by 540th Light Artillery Regiment sets up on any hex > 8 hexes from north edge

16	6	7	4	2	4	4	2	6	3	4
Phone △ 11 X12	7 Morale ?	Minfield	AT-Mine Field	WIRE MPPRIF dr = MF CC: +1/-1	TRENCH OVR/OBA +4 OTHER +2	ANTI-TANK DITCH	1+3+5 4	2+3+5 2	3+3+5 2	
AP-Mine	AT-Mine									

TURN 4: Elements 1st Battalion, 1032nd Rifle Regiment enters along the south edge of any one board

10	3
----	---

[ELR: 4]

[SAN: 4]



Elements III/Grenadier Regiment 508 supported by 1/Panzerjäger Abteilung 653 enters on Turn 1 along the north edge

5	21	2	3	3	8	4	2	3	4	2	6
---	----	---	---	---	---	---	---	---	---	---	---

TURN 5: Reinforcements III/Grenadier Regiment 508th enters along the north edge of any one board

7	3	2
---	---	---

[ELR: 4]

[SAN: 2]



D

PIERCING THE ABSCESS



Isola Bella Italy, 1 March 1944: During the grey of dawn, the VI American Corps began landing at Anzio and Nettuno in the Italian Theatre. Very few capable German combat units were available to conduct an effective counter-attack against the beachhead. The German 14th Army Command managed to quickly piece together units and formed reasonably stable containment ring around the beachhead. The 656th Schwere Panzerjäger Regiment received an order on 1 February to immediately prepare a Ferdinand company for movement and combat. The 1/sPzJg Abt. began loading trains in St. Valentin, Austria on 16 February, arriving in Eternal City of Rome on 24 February. The 1/sPzJg Abt was attached to sPz. Abt. 508 and both came under command of the Hermann Göring Parachute Panzer Division. The 14th Army's plan was for the Hermann Göring Parachute Panzer Division, supported by Tiger tanks and Ferdinand tank destroyers to strike south from Isola Bella towards La Ferriere. The terrain in the area of the former Pontino marshes was not well suited for an attack by heavy tracked vehicles. Due to the continuous rainfall and flooding of the dams, only the paved roads were trafficable. Kampfgruppe Stein with a pair of Ferdinands leading advanced along the Cisterna-Nettuno road came under fire south the town of Isola Bella. The Kampfgruppe deployed to clear the Americans from the bridges, but when the point Ferdinand slid off the road and bogged in the soft ground while trying to turn around at a destroyed bridge, the attack halted. Even after a platoon of Tigers arrived to add its weight to the attack, the Germans spearhead had been blunted and under heavy artillery fire was forced to withdraw. At 1840 hours, Kesserling ordered the halt to all large-scale offensive action against the beachhead. The German's attempt to pierce the abscess had failed.

BOARD CONFIGURATION

BALANCE

☆ Add M5 76mm AT-Gun / 2-2-7 crew to OB

✚ Exchange 8-0 for 9-2 SMC

VICTORY CONDITIONS:

The Germans win immediately upon exiting ≥ 24 CVP (Prisoners are NA) off the south edge

TURN RECORD CHART

☆ AMERICAN Sets Up First	✚	1	2	✚	3	4	5	6	7	END
✚ GERMAN Moves First										

SPECIAL RULES:

- EC are Mud (E3.6), with no wind at start. The stream is Deep and all Elevated roads and stone bridges are one lane. All roads are considered paved for vehicular movement purposes only.
- The American receives one module of 155mm OBA directed by an Observation Plane (E7.6).

- The American may set up one-squad equivalent (and any SW /SMC stacked with them) using HIP and destroy one bridge.
- German 4-4-7/2-3-7 MMC Battle-harden to 5-4-8/2-3-8 MMC

Elements US 15th Infantry Regiment sets up on whole/half-hex on Board 13

1 6-6-6	1 3-4-6	2-2-7	9-1 2nd Lieutenant	7-0 Corporal	2 MMG	3 AT
7	4				2	

1944 Bazooka 8-4 X11 1PP	7 Morale ?	Minefield 18	AT M1 57L	AT M5 76L	M7
2	6		2	2	

[ELR: 3]

(SAN: 4)



Elements Hermann Göring Parachute Panzer Division supported by 1/sPzJg. Abt 653 enters on Turn 1 along north edge.

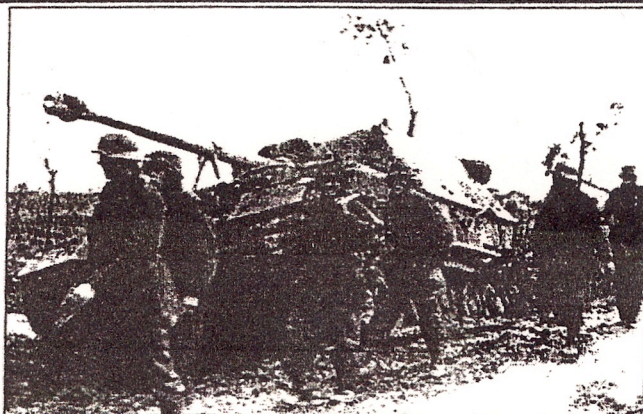
E 5-4-8	Leutnant 9-1	Feldwebel 8-1	Unteroffizier 8-0	1 LMG	2 MMG	8 PzJg Tiger
11				4		2

TURN 3: Elements sPz. Abt 508 enters on any single road along north edge

Oberleutnant 9-1	12 88L
3	

[ELR: 3]

(SAN: 2)



(SAN: 2)

2