RALLY POINT

Volume 3 October 2008

Relics from the Schwerpunkt Archives

10 Scenarios From The Tampa ASL Group

THE LINE OF DEPARTURE

WORDS FROM THE EDITOR

RALLY POINT returns for a third year with ten new scenarios. This time, we have an unusual group of scenarios. Many of them are so unlike what we normally print in Schwerpunkt, that they never made it to that publication. You might ask what happened to the *Ruins of the Reich* issue? The answer is that we are still working on it. We initially planned to release Mark Pitcavage's *Ruins of the Reich* scenarios in this issue, but we soon determined that the playtest of those scenarios was going to extend well beyond the timeframe that we had to work with in order to have *Rally Point* ready for an ASLOK 2008 release. We figured that players would expect us to have a new issue of *Rally Point* at ASLOK and not wanting to disappoint the players, the Tampa ASL Group decided to search the archives for some of our older, unconventional scenarios that we had previously playtested, but that had not made it into the pages of Schwerpunkt. We pulled this group of scenarios from the archives, dusted them off, and did a playtest confirmation to work out the bugs and update them. We ended up with the ten scenarios before you.

Three of the scenarios feature board 42. We had previously refrained from releasing large numbers of scenarios that use this board, while it was unavailable. When board 42 was re-issued in *Action Pack #3: Few Returned*, we figured that it was time to give players some more new scenarios to play their newly acquired boards.

The success of *Rally Point* has far exceeded our expectations. This partly due to the special nature of the first two issues that featured respectively, an Axis Minors and a Starter Kit theme. The Starter Kit issue sparked a lot of interest and requests for us to do another SK themed issue. While we support the ASL Starter Kit concept through SK #3, we have no plans to release additional Starter Kit compatible scenarios, at least not for a while. The top priority for *Rally Point* is Mark Pitcavage's *Ruins of the Reich* scenarios, which are being featured in the upcoming #4 issue. The plan is for *Rally Point* #4 to be a spring 2009 release. Also, still in the queue is Bill Sisler's collection of 45th Infantry Division scenarios that have been moved forward and are scheduled now to appear in *Rally Point* #5. As with all ASL related products, playtesting remains the greatest challenge to releasing scenario packs in a timely manner. At times it appears that nearly every player is playtesting someone's creations. The Tampa ASL Group wishes to thank all of our playtesters who volunteered their precious gaming time to help with this volume. We also realize that in this period of our hobby's history, players have many different ASL related products from which to chose and that player dollars are limited. With that in mind, the Tampa ASL Group thanks you for purchasing this issue of *Rally Point*.

Evan E. Sherry
Editor

RALLY POINT is published by Sherry Enterprises for the Tampa ASL Group. It is intended as a medium through which designers may present unique scenario concepts and special studies while maintaining editorial and creative control of content.

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RPT21 Gotterdammerung!
Scenario Design: Evan E. Sherry
Average Playing Time: 2:15

I designed this scenario in 2003 after reading Patrick Agte's *Jochen Peiper*. It is the only scenario I have ever designed that requires a player to destroy his own units using Self-Destruction (D5.411). While concentrating upon stopping the German vehicular crews from exiting, the Russians must be very bold and cannot be too concerned about taking loses. The Germans must first destroy two of his vehicles in the victory hexes and then buy time for the crews to exit. Consider assigning a panzerfaust to one of the crews that will probably try to exit.

RPT22 Convente Beato Sante
Scenario Design: Evan E. Sherry
Average Playing Time: 2:57

This is another 2003 design. It was originally scheduled to be included in *Schwerpunkt Volume #10*, but it got pushed aside in favor of *SP115 The Five-Pound Prize*. This fully playtested scenario faded into the sea of new designs and was mostly forgotten until it was unearthed for this volume.

RPT23 The Bavent Recce
Scenario Design: Evan E. Sherry
Average Playing Time: 1:42

I read a post on an ASL form that commented on the lack of scenarios featuring Canadian Airborne units. It never occurred to me that there was such a deficiency. So, I did a little research and confirmed that indeed there were few of them. Reading Harclerode's *Go For It*, I became intrigued by this reconnaissance mission and set out to design a scenario. This gem was pulled from three issues of *Schwerpunkt* because my playtesters simply did not like the scenario. I refused to give up on it because it is a rare example of one of ASL's most difficult-to-simulate and underrepresented missions - area reconnaissance. The Canadians must concentrate on getting the points and avoid contact/fighting with the Germans. The Germans must cover the approaches to the victory point hexes and inflict excessive casualties upon the Canadians by forcing them to fight.

RPT24 Farmyard Affray
Scenario Design: Evan E. Sherry
Average Playing Time: 2:12

This is a companion scenario to *The Bavent Recce*. They were designed simultaneously. The Canadians should try to place smoke around V2 to obscure their movement to the objective. The Canadians must reach the victory hexes by turn 3. The Germans should consider placing a fire lane down W5-O1 to slow the Canadians. The German will ultimately have to chase the Canadians along the V4-M4 road segment. Suppress the PIATs and blast the Canadians at point-blank range with tank fire, once they get to the M3 area.

RPT25 Cornwalls' Rum Ration
Scenario Design: Evan E. Sherry
Average Playing Time: 2:15

Delaforce's *The Fighting Wessex Wyverns* inspired this 2003 vintage scenario. The restrictive terrain in the middle makes the Germans commit primarily to one side of the battle space to succeed. It also makes it very difficult for the British to shift their forces. This battle therefore develops into a *come, as you are party* in which your initial set up may prove to be the most important decision of the game.

RPT26 A Cross in Gold
Scenario Design: Evan E. Sherry
Average Playing Time: 6:52

I love Jagdtigers and a after getting Munch's *The Combat History of Schwere Panzerjäger Abteilung 653*, I went on a heavy-metal design spree that resulted in six or so scenarios featuring this lumbering beast. The selections for this volume are mostly small to medium-sized tournament actions, so I figured it needed at least one big honkin' scenario to round out the pack. The Americans should use their SMOKE and WP to hinder German LOS to the bridges. The Jagdtigers must avoid risking immobilization and keep their frontal CAs toward the enemy at all times. The Germans must defend the area of 50X5 as long as possible and should fire 128mm HE rounds only when they are sure to hit on a DR of 7 or greater.

RPT27 Sycamore and Succotash
Scenario Design: Evan E. Sherry
Average Playing Time: 2:58

Coordinating Instruction #5 pretty much guaranteed that this scenario would never make it into *Schwerpunkt*. Love's *The Seizure of the Gilberts and Marshalls* provided some very good information that resulted in this scenario. The battle at Roi-Namur resulted in more *Medals of Honor* being earned a 24-hour period, than any other single action of World War II. I designed two other scenarios covering Roi-Namur; they'll be released when we return again to the archives. Keep the Americans spread out to minimize casualties and be sure to make a loud "Kaboom!" noise when Gomer Pyle blows up the torpedo magazine.

RPT28 The Polozkov Push
Scenario Design: Evan E. Sherry
Average Playing Time: 3:00

This scenario was slated to appear in *Schwerpunkt #13*, but *SP151 Bulanov Rebuked* bumped it from the line-up. Designers often make the mistake of including mud in exit scenarios, if it makes the scenario historically accurate. The problem with this is that the unpredictable nature of the mud rules can make winning an exit scenario impossible, if too many vehicles bog/mire. My solution to this is Coordinating Instruction #2; I call it Mud-Lite and it works perfectly in this scenario.

RPT29 The Sound of Hoof Beats
Scenario Design: Mike Faulkner
Average Playing Time: 2:45

I made this scenario a couple of years ago. I liked the circumstances and felt it should be made into a scenario. How often do you see a scenario where the Poles are attacking and are on German soil? It is a typical raid. The Poles come on board and have to burn/blow up a couple of buildings, maybe take a couple of prisoners, and exit with out loosing too many men. The Germans are of poor quality and where not expecting to be shot at. Also, this scenario gives you a chance to play around with the horsey rules. Have Fun!

RPT30 Knocking on the Front Door
Scenario Design: Brian Williams
Average Playing Time: 3:52

This scenario has been bouncing around my head for a few years now, but I did not have the boards I felt appropriate to finalize design. In my initial design, board 4 with numerous hedge overlays and a graveyard overlay was to be the playing area. When the new Action Pack was released, I resurrected the scenario and got rid of most of the overlays. As it is now, the scenario plays quickly and should be a good tournament scenario.

Collect all Volumes of Schwerpunkt and Rally Point!

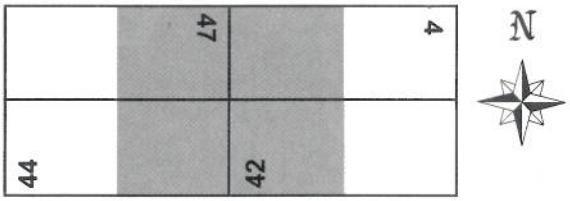
GOTTERDAMMERUNG!

RALLY POINT SCENARIO RPT21

SITUATION: WAIDHOFFEN, Germany, 9 May 1945: The war was in its final hours. Fleeing German units were attempting to stay ahead of the Russians and surrender to the Americans or British. On the outskirts of Waidhoffen, a kampfgruppe of one Jagdtiger and a few PzIVs was given the task of covering the retreat and delaying the Russians. A tattered column of civilian refugees and German soldiers from every service trod sadly west. Finally, the last fleeing soldiers passed the kampfgruppe where SS-Sturmmann Ernst Kufner, manning the radio in one of the Reich's last remaining Jagdtigers, overheard them tell his vehicle commander that the Russians were closing fast on the tail of the column. Repositioned along a stream at a choke point on the Weyer-Markt an der Enns road, the Jagdtiger commander directed the PzIVs to a field where he ordered their crews to destroy their vehicles. The Jagdtiger then moved to block the road in such a manner as to prevent Russian tanks from crossing the stream. The crew then blew up the Jagdtiger as the Russians were coming into view. The remaining dismounted crews ran to the wood-gas burning truck they had concealed just down the road. As the crews boarded the truck, the Russians fired several farewell shots to help them on their way. The Russians were delayed for the moment, but the war would end for this group of German when they were captured the next day.

MISSION: Germans win at game end if they have exited two vehicular crews off of the board edge 47E10-47M10 (provided all German AFVs are destroyed, with at least two of them being destroyed in any of the following hexes: 47H6, 47H7, 47H8).

MAP ORIENTATION:



(Only hexrows A-P on boards 42 and 47 and R-GG on boards 4 and 44 are playable)

OPTIONS:

✠ Exchange the German 8-0 for a 9-1.

★ Add a T-34 M43 to the Russian Reinforcements.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start.
2. The Germans (including inherent crews) have PF capability only in the form of seven Optional Usage PFs (C13.311).
3. German units may fire at German vehicles only if the vehicle is abandoned/captured. Further, only German vehicular crews may fire PFs at German vehicles.
4. Recall is NA for German AFVs.

Scenario Design: Evan E. Sherry 083008.9

Source: Agte, Patrick, *Jochen Peiper: Commander Panzerregiment Leibstandarte* (Winnipeg: J. J. Fedorowicz, 1999), p. 530.

MISSION LENGTH

★ RUSSIAN SETS UP FIRST AND MOVES FIRST	1	2 ★	3	4	5

✠

Ad-hoc elements of SS Panzer Division 1 "Leibstandarte" set up in hexes numbered 1-4 on boards 4, 42, and/or 44.

JgPz VI 3/-	Pz IVJ 3/5/2	Opel Blitz	8-1 Armor
	5		

{ELR: 2}
{SAN: 0}

Retreating units set up in road hexes (with no two units adjacent and with no more than one unit per hex) on boards 4 and/or 44.

5-4-8	4-6-7	4-4-7	4-3-6	8-0	LMG
	2	2	2		2

★

Elements of the 6th Guards Tank Army set up (with all infantry as riders) in hexes numbered ≥ 7 on board 44 and/or 42 .

5-2-7	9-1	LMG	T34/85 2/4
5			5

{ELR: 4}
{SAN: 0}

6th Guards Tank Army reinforcements enter turn 2 on the south edge (with all infantry as riders).

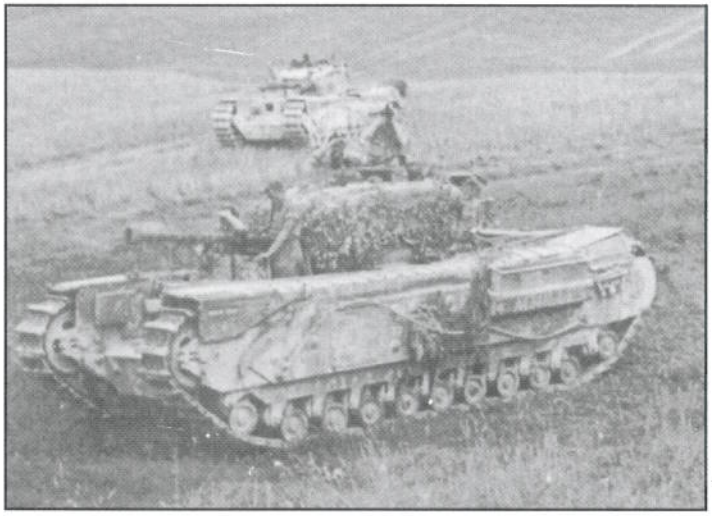
5-2-7	8-0	LMG	T34/85 2/4	T34 M43 2/4
2				2

CONVENTE BEATO SANTE

RALLY POINT SCENARIO RPT22

SITUATION: South of MOMBAROCCIO, Italy 26 August 1944: During an attack on the Gothic Line, a company of the 48th Highlanders was cut off by heavy fire from elements of the 211th Grenadier Regiment, who were manning a strongpoint northeast of the Convente Beato Sante. Once again, the Hastings and Prince Edward Regiment was called upon to clear a troublesome enemy position. Major Alan Ross led Dog Company in a textbook attack. Supported by a troop of 12th RTR Churchill tanks, the Canadian infantry quickly swept up the hill. The lead platoon cleared the area of hidden panzerfaust teams, while the tanks followed closely behind. Suddenly, a 75mm anti-tank gun opened fire. Just as quickly, a Canadian platoon rushed it, firing from the hip, and suppressed the enemy crew. The swiftness of the attack surprised the Germans and in less than an hour after crossing the line of departure, the Hastings had reduced the hilltop strongpoint. Major Ross' company captured an anti-tank gun, two trucks, a self-propelled 20mm anti-aircraft gun, a halftrack and twenty-six Germans. Thirteen Germans were killed while the Hastings suffered only a single casualty.

Scenario Design: Evan E. Sherry 083008.8



MISSION: Canadians win if there are no Good Order German (non-vehicular crew) MMCs in Level 2, 3, and 4 hill hexes at game end.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start.

Sources: Nicholson, G.W.L., *The Canadians in Italy 1943-1945* (Ottawa: Queen's Printer and Controller of Stationary, 1957) pp. 505-507.

Mowat, Farley, *The Regiment* (Toronto: McClelland & Stewart, 1989) pp. 247-248.

MAP ORIENTATION:

(Only hexrows A-P are in play)

OPTIONS:

- Add a 2-4-8 the German.
- Add a 4-5-7 to the Canadian.

MISSION LENGTH

GERMAN SETS UP FIRST					
CANADIAN MOVES FIRST	1	2	3	4	5

Elements of Battalion 1, Grenadier Regiment 211, Infanterie Division 71 set up anywhere on board 15.

4-6-8	4-6-7	2-2-8	9-1	7-0	MMG	PSK	?	FlaK Pz 38(t)	SPW 251/1	PaK 40 (75L AT)	1+3+5
	3				2		4				

{ELR: 3}
{SAN: 4}

Trench	Wire
4	2

D Company, Hastings and Prince Edward Regiment, 1st Infantry Brigade, 1st Canadian Infantry Division enter turn 1 on the east, west, or south edge (all must enter on the same edge).

4-5-8	4-5-7	9-2	8-1	7-0	LMG	PIAT	OML 2" MTR
3	5				3	2	

{ELR: 4}
{SAN: 3}

Elements of the 12th Royal Tank Regiment enter turn 2 on the same edge D Company, Hastings and Prince Edward Regiment entered.

Churchill IV 2/4
3

THE BAVENT RECCE

RALLY POINT SCENARIO RPT23

SITUATION: BAVENT, Normandy, France, 9 June 1944: The 1st Canadian Parachute Battalion had been defending the area of Le Mesnil since the D-Day landing. The 6th Airborne Division commander directed that aggressive patrolling be conducted day and night to keep the Germans off balance and to determine their strength and disposition. The 1st Canadian Parachute Battalion conducted one such patrol to Bavent. Lieutenant McGowan's platoon from C Company was to conduct an area reconnaissance of the village and surrounding wooded area to pinpoint the location of German machine gun posts and heavy mortar emplacements. The platoon moved along a covered route to a position overlooking Bavent. There, one squad deployed and prepared to enter the village. The two remaining squads provided overwatch for the maneuver element and three paratroopers, Privates Sauder, Saunders, and Swim who, acting as scouts, moved across open ground to draw German fire. A German machine gun opened fire at point-blank range on Morgan's squad, but miraculously, the poorly trained Russian and Polish Hiwis completely missed their target. Sergeant Morgan was leading his squad along the main street when suddenly, an enemy machine gun fired and neatly stitched a row of bullets in Private Commeau's chest, killing him instantly. Darting into a house, Private Mallon let loose a burst of gunfire that killed two of the enemy. Sergeant Morgan continued to a house where he encountered a German Feldwebel. The two blazed away simultaneously. Sergeant Morgan dropped German where he stood, but not before 9mm rounds from the German's Schmeisser tore two bloody holes in his lower abdomen. The patrol found several enemy locations, but at a heavy cost in dead and wounded. Later that night, another 1st Battalion patrol would visit Bavent to destroy the enemy mortars with demolition charges.

MISSION: The Canadians win immediately upon accumulating ≥ 10 VP (provided they have not sustained ≥ 5 CVP).

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start.
2. German 1-2-7s must set up in possession of a GrW 42 mortar.
3. Canadians earn two VP for each 1-2-7 and two VP for each GrW 42 mortar that loses HIP status. Canadians also earn 1VP per hex for entering M10, O10, Q10, S10, U7, K6 with a Good Order unit during the course of the scenario.
4. Canadian OB 1-4-9s may not participate in or modify a fire group, nor use an SW.
5. Bore Sighting is NA.

Scenario Design: Evan E. Sherry 083008.7

Source: Harclerode, Peter, *Go To It: The Illustrated History of the 6th Airborne Division* (London: Caxton Editions, 2000) pp. 83-84.

MAP ORIENTATION:

N

24

OPTIONS:

- Exchange a British 6-4-8 for a 3-3-8.
- Exchange the German 8-1 for an 8-0.

MISSION LENGTH

GERMAN SETS UP FIRST					
CANADIAN MOVES FIRST	**1**	**2**	**3**	**4**	**5**

Elements of Bataillon 2, Grenadier Regiment 857, Static Infanterie Division 346 set up on/between hexrows K and W in hexes numbered 3, 4, 5, and/or 6.

4-4-7	4-3-6	8-1	7-0	LMG	50* MTR
3	3			2	

Mortar Platoon set up on/between hexrows K and W in brush, grain, orchard, and/or woods hexes numbered 7, 8, and/or 9.

1-2-7	GrW 42 120* MTR
2	2

{ELR: 3}
{SAN: 2}

C Company, 1st Canadian Parachute Battalion, 3rd Parachute Brigade, 6th Airborne Division enter on the north edge.

6-4-8	9-1	8-1	1-4-9	LMG	OML 2" MTR (Airborne)
3			2	2	

{ELR: 5}
{SAN: 2}

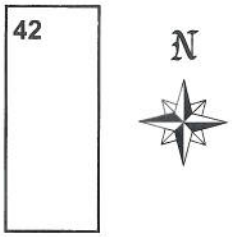
FARMYARD AFFRAY

RALLY POINT SCENARIO RPT24

SITUATION: LE MESNIL, Normandy, France, 7 June 1944: The 1st Canadian Parachute Battalion was defending the area of Le Mesnil. B and C Companies beat back an attack by grenadiers of Generalleutnant Erich Diestel's 346th Static Infantry Division. Many of the grenadiers were actually poor quality Russians and Polish Hiwi troops who had been pressed into German service. The Canadians forced the grenadiers to pull back a few hundred meters to a farm. Later in the day, Captain Peter Griffin led two platoons and some headquarters troops in an attack to clear the Germans from the farm. Simultaneous with Lieutenant Toseland's bayonet charge on a nearby hedgerow, Griffin launched a frontal attack through the orchard. Initially surprised, the Germans returned fire with several machine guns but the shock of the Canadian assault quickly forced them to withdraw from the farmhouse. As the Canadians cleared the farm's outbuildings, the Germans launched their own counterattack consisting of approximately fifty grenadiers supporting a PzIV. German infantry poured fire into the farmhouse, wounding several Canadians. Confronted by far superior numbers, Captain Griffin ordered his men to fall back. At first, the Germans pursued Griffin, but a Bren gun covering the retreat opened fire, cutting a merciless swath in their skirmish line, leaving over twenty Germans lying dead or wounded on the blood soaked field. Griffin's expedition to the farm had cost the Canadians eight dead and thirteen wounded.

MISSION: The Canadians win if they have entered (not in bypass) two or more of the following hexes: V1, V2, X2 and/or Y6 with a Good Order MMC, provided that they have ≥ 7 VP in Good Order infantry within 3 hexes of 42M3 (prisoners are worth 0 VP) at game end.

MAP ORIENTATION:



OPTIONS:

- Exchange the 4-6-7 for a 4-6-8.
- Exchange the 3-3-8 for a 6-4-8.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. Place overlays: **O3** on 42T4-T5 and **O5** on 42Z2-AA2.
3. Canadians are Elite (C8.2).

Scenario Design: Evan E. Sherry 083008.6

Source: Harclerode, Peter, *Go To It: The Illustrated History of the 6th Airborne Division* (London: Caxton Editions, 2000) pp. 82-83.

MISSION LENGTH

	1	2	3	4	5
GERMAN SETS UP FIRST					
CANADIAN MOVES FIRST					

Elements of Grenadier Regiment 857, and Panzerjäger Bataillon 346, Static Infanterie Division 346 set up on/south of hexrow U.

4-6-7	4-4-7	8-1	MMG
	3		2

{ELR: 3}
{SAN: 2}

Elements of Grenadier Regiment 857, Static Infanterie Division 346 enter turn 3 on the south edge.

4-4-7	9-1	LMG	PzIV H 3/5
5			

B Company, 1st Canadian Parachute Battalion, 3rd Parachute Brigade, 6th Airborne Division set up on/north of hexrow O.

6-4-8	3-3-8	9-2	8-1	LMG	PIAT	OML 2" MTR (Airborne)
6				2	2	

{ELR: 5}
{SAN: 3}

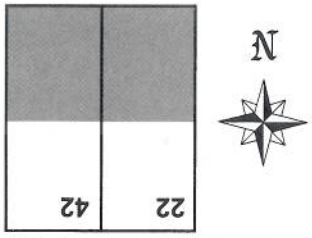
CORNWALLS' RUM RATION

RALLY POINT SCENARIO RPT25

SITUATION: BRUGGERHOF, Germany, 19 November 1944: Northeast of Geilenkirchen, the 43rd Infantry Division was advancing on a route parallel with that of the American 84th Infantry Division. The evening of the 18th found D Company, 5th Battalion, Duke of Cornwall's Light Infantry consolidating their position after seizing a toehold on the village of Bruggerhof. Major Londsdale set about getting the company dug in to meet the inevitable German counterattack. At 1500, the 104th Panzergrenadier Regiment, supported by three assault guns, struck the Cornwalls. Heavy fighting soon raged throughout Bruggerhof. The Cornwalls returned fire with 3-inch mortars while Sherman tanks of the 4/7th Royal Dragoons poured machine gun fire into Germans in nearby woods. The enemy kept advancing and soon the fighting intensified to a brutal close-quarter battle for the village. The Cornwalls resorted to grenades, bayonets and shovels to stop their assailants. The issue was in doubt as the grenadiers penetrated to the heart of the Cornwall position, where the fighting deteriorated to hand-to-hand combat. So close were the combatants, that with his service revolver, Major Holland was able to shoot the German commander. After nearly an hour of fighting, the Germans broke off the attack, leaving the streets of Bruggerhof running red with the blood of thirty dead and wounded grenadiers, while the Cornwalls suffered only five wounded. Shortly thereafter, the Company Quartermaster Sergeant brought forward a rum ration for the troops and the first hot chow the Cornwalls had had for nearly two days.

Scenario Design: Evan E. Sherry 083008.6

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

⊙ Exchange the German HMG for an MMG.

✠ Exchange the 2-4-7 for a 4-6-7.

MISSION: The British win at game end if they control ≥ 5 stone building hexes on/between hexrows U and Y with a (non-vehicular crew counter) MMC.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. All buildings are ground level only.
3. The OQF 6-pounder may not set up in a building.
4. The Carrier C HS is a 2-4-8.
4. Both sides may declare Hand-to Hand Combat (J2.31).

Source: Delaforce, Patrick, *The Fighting Wessex Wyverns* (Glouchestershire: Alan Sutton Publishing LTD, 2002) pp. 229-232.

MISSION LENGTH

	1	2	3	4	5
⊙ BRITISH SETS UP FIRST					
✠ GERMAN MOVES FIRST		⊙			

D Company, 5th Battalion, Duke of Cornwall's Light Infantry, 214th Infantry Brigade, 43rd (Wessex) Infantry Division set up on/south of hexrow Y.

4-5-8	4-5-7	2-2-8	9-1	8-1	LMG	PIAT	Carrier C 4/-/2	OML 3-inch 76* MTR	OQF 6-Pounder 57L AT
2	5	2			3				

Elements of the 4/7th Royal Dragoons Guards, 8th Armoured Brigade enter turn 2 on the south edge.

Sherman III DD (a) -/4
2

{ELR: 4}
{SAN: 4}

Elements of Panzergrenadier Regiment 104 and Panzer Bataillon 115, Panzergrenadier Division 15 set up on/north of hexrow CC.

5-4-8	4-6-7	2-4-7	9-2	8-1	HMG	LMG	PSK	9-1 Armor	StuG IIIG -/-/2*	FlaK Pz IV/37 3/-/*
3	3								3	

{ELR: 4}
{SAN: 3}

A CROSS IN GOLD

RALLY POINT SCENARIO RPT26

SITUATION: Near GUNSTETT Germany, 16 March 1945: The 36th Infantry Division "T-Patchers" were advancing east, toward the Rhine when they encountered Oberleutnant Werner Haberland's seven Jagdtigers defending the area between Gunstett and Surbourg. Haberland was supporting the 47th Volksgrenadier Division, which was tasked with preventing the Americans from crossing the Sauer River. The Jagdtigers opened fire on the American column, knocking out one Sherman tank and one 105mm assault-gun as it attempted to move into a firing position. Employing unusually aggressive tactics, the 82-ton German behemoths forced the Americans to pull back from the high ground to lick their wounds. The respite did not last and soon, the T-Patchers executed a flanking movement to neutralize the deadly Jagdtigers' fire. Haberland succeeded in delaying the T-Patchers long enough to enable some of the other German units in the area to withdraw to the east. For his actions against the 36th Infantry Division, Oberleutnant Werner Haberland was awarded the German Cross in Gold.

Scenario Design: Evan E. Sherry 083008.12

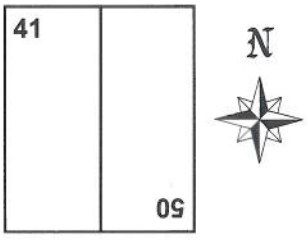
MISSION: The Americans win at game end if they have at least two Good Order, mobile AFVs (w/functioning MA) and ≥ 12 VP in Good Order, non-crew infantry (prisoners are worth 0 VP) south of the streams.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. The stream is deep. Only infantry may enter a stream hex.
3. Bore Sighting is NA.

Source: Munch, Karlheinz, *The Combat History of Schwere Panzerjäger Abteilung 653* (Winnepeg: J.J. Fedorowicz, 1997) p. 439.

MAP ORIENTATION:



OPTIONS:

✚ Zug 3 enters on turn 2.

☆ Add a 6-6-7 to the Americans.

MISSION LENGTH

✚ GERMAN SETS UP FIRST							
☆ AMERICAN MOVES FIRST	☆ 1	2 ✚	3 ✚	4	5	6	7

✚

Elements of Volksgrenadier Division 47 and Kompanie 1, Schwere Panzerjäger Abteilung 653 set up north of the streams and ≤ 6 hexes from any of the following hexes: 41M6, 41O1, 50X5.

4-6-8	4-6-7	4-4-7	9-1	8-1	7-0	HMG	MMG	LMG	PSK	JgPz VI 3/-	37 FlaK/ Pz IV
2	2	6						2	2	2	

{ELR: 2}
{SAN: 4}

Elements Zug 2, Kompanie 1, Schwere Panzerjäger Abteilung 653 enter turn 2 on the south/west edge from 41Y10-41GG5.

4-6-7	4-4-7	8-0	LMG	PSK	JgPz VI 3/-

Elements Zug 3, Kompanie 1, Schwere Panzerjäger Abteilung 653 enter turn 3 on the east edge on/between 50F10-50S10.

4-6-7	8-1	MMG	9-1 Armor	JgPz VI 3/-
2				

☆

Elements of the 141st Infantry Regiment and 753rd Tank Battalion, 36th Infantry Division enter turn 1 on the north and west edges from 41I10 to 50GG10.

6-6-7	6-6-6	10-2	9-1	8-1	8-0	.50 cal HMG	HMG	MMG	BAZ 45	M-2 60* MTR	9-1 Armor
6	12				2		2	3	4	2	

{ELR: 4}
{SAN: 3}

M4A3(76)w 2/4/4	M4A3(105) 2/4/4	M10 GMC -/-/4
4	2	2

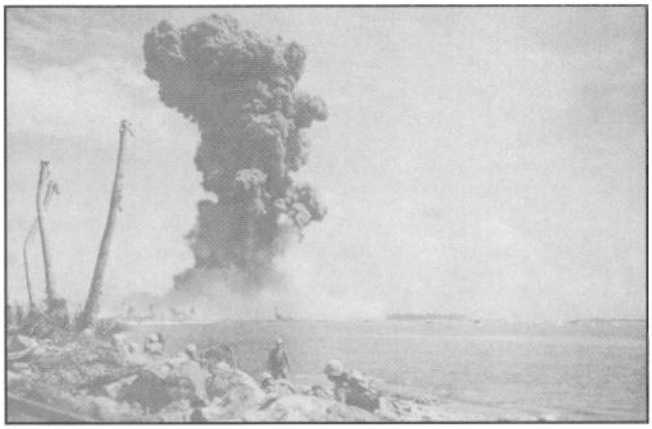
SYCAMORE AND SUCCOTASH

RALLY POINT SCENARIO RPT27

SITUATION: NAMUR, Kwajalein Atoll, The Marshal Islands, 1 February 1944: The newly formed 4th Marine Division was making its combat debut in the Kwajaein Atoll. Having learned a painful lesson at Tarawa, an extensive aerial and naval bombardment was planned along with more extensive use of armored amphibious vehicles. Nevertheless, there was much difficulty in forming up the initial landing waves off shore. Eventually the landing took place, albeit in a somewhat piecemeal fashion. The first wave was to hit Beach Green 1 on the left while the 2nd Battalion, 4th Marines hit Beach Green 2 on eastern half of Namur. The Marines initial objective was a road known as Succotash Blvd., approximately 100 yards from the beach. Their primary objective was the main road, Sycamore Blvd., that bisected the island about 400 yards from the landing beaches. The marines encountered sporadic Japanese rifle and machine gun fire. The pre-landing bombardment had great effect, shredding the many palm trees and rubbled most of the buildings. However, debris and thick underbrush and several concrete bomb shelters remained to give the Japanese cover. These had to be cleared before island could be secured. The 2nd Battalion was making good progress and was nearing its O-1 line on Sycamore Blvd., when a Marine demolition team, thinking it was reducing just another bunker, unknowingly detonated the Japanese torpedo warhead magazine. The massive explosion rocked Namur, sending a mushroom shaped smoke plume 1,000 into the air. A deadly shower of concrete, steel and torpedo parts rained down upon the Americans. The concussion and falling debris killed twenty-two marines and wounded over 100 more. The shock of the explosion and resulting smoke that enveloped the island disrupted Marine command and control for a while slowing the advance. The Marines eventually reorganized and pushed on to Sycamore Blvd. With darkness approaching, the Marines dug in for the night along the O-1 line. It was mid-morning on 2 Febuary before Namur was secure.

Scenario Design: Evan E. Sherry 082208.5

Source: Love, Edmund G., *Seizure of the Gilberts and Marshalls* (Washington D.C.: GPO, 1993) pp. 322-332.



MISSION: The Americans win at game end if there are no Good Order Japanese MMCs in any building, pillbox, rubble, or trench hexes.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with a mild breeze blowing to the north.
2. PTO terrain is not in effect (EXC: Palm Trees G4). All woods are brush.
3. Place stone or wooden rubble (as appropriate) in all multi-hex buildings. Place shellholes in all road intersections and in: X5,Y5,Y6.
4. The Japanese may not use HIP for personnel or fortifications. Tunnels are NA.
5. Starting on turn 3, at the beginning of each American Prep Fire Phase, the American player must make a dr. On a result of 1 or 2 (a -2 cumulative drm applies for each subsequent turn) the Japanese torpedo magazine explodes. To determine the location of the explosion place an FFE 2 counter in Y5, roll for direction and extent of error then place the FFE 2 on the closest building/rubble hex occupied by/adjacent to an American unit (Japanese choice if equidistant or if no qualifying location can be determined). The FFE 2 is then immediately resolved with 36 FP and then removed.
6. After the torpedo magazine explodes there is a +1 LV hindrance for the remainder of the scenario.

MAP ORIENTATION:

(Only hexes R-GG are playable)

OPTIONS:

● Add a 4-4-7 to the Japanese.

☆ Delete a 4-4-7 from the Japanese.

MISSION LENGTH

● JAPANESE SETS UP FIRST						
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5	6

Elements of the 61st Guard Force Dispatched Force set up in hexes numbered ≤ 8.

4-4-8	4-4-7	3-4-7	2-2-8	9-1	9-0	8-0	HMG	MMG	LMG	50* MTR	DC
2	5	2	2						2		

Trench	1+5+7
3	2

{ELR: 4}
{SAN: 4}

Elements of Companies A and F, 2nd Battalion, 24th Marines and Company B, 4th Tank Battalion, 4th Marine Division enter turn 1 on the south edge.

6-6-8	9-2	9-1	8-1	8-0	MMG	BAZ 44	M-2 60* MTR	FT	DC	M5A1 LT 2/4/2
14					3	2	2			

{ELR: 3}
{SAN: 4}

THE POLOZKOV PUSH

RALLY POINT SCENARIO RPT28

SITUATION: KIRPERCHENY, Romanian Bessarabia, 6 April 1944: Major General V. I. Polozkov's 18th Tank Corps was given the task of crossing the Dnester River and then attacking west to seize the town of Orgeev on the north bank of the River Reut. Polozkov formed a task force of eight T-34s and two SU-85s from remnants of his armored strength. Supported by a detachment of infantry, Polozkov's tanks made good progress despite bad road conditions, until they ran headlong into the counterattacking German 13th Panzer Division. A sharp fight ensued. The unexpectedly strong German resistance blunted the attack and forced the Russians to stop a few kilometers north of their objective of Orgeev. The remaining Russians regrouped and awaited reinforcements. The drive to Orgeev would be delayed for a day.

Source: Glantz, David, *Red Storm Over the Balkans: The Failed Soviet Invasion of Romania, Spring 1944* (Lawrence: University of Kansas Press, 2007) pp. 31 and 80.

MISSION: Russians win immediately upon exiting 30 EVP (prisoners are worth 0 EVP) off of the west edge on/between hexrows 44D and 44DD. (Reduce the required EVP by 3 for each PzVG destroyed).

MAP ORIENTATION:

44	17

N

OPTIONS:

✠ Exchange a PzIVH for a PzVG.

★ The required EVP is ≤ 28 EVP.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. All AFVs must expend an additional ½ MP to enter an open ground or road hex.
3. Place overlays: **Hi11** on 44K4-J4; **Hi9** on 44Y7-X7.

Scenario Design: Evan E. Sherry 083008.7

MISSION LENGTH

★ RUSSIAN MOVES FIRST	★1✠	2	3	4	5	6

Elements 32nd Motorized Rifle Brigade, 170th Tank Brigade and 1438th Self-Propelled Artillery Regiment, 18th Tank Corps enter turn 1 on the east edge.

★

4-5-8	4-4-7	9-1	8-1	LMG	ATR	8-1 Armor	T-34 M43 2/4	SU-85
5	5		2	3			7	2

{ELR: 4}
{SAN: 2}

Elements of Bataillon 1, Panzergrenadier Regiment 66 and Panzer Regiment 4, Panzer Division enter turn 1 on the west edge.

✠

4-6-7	9-1	8-1	MMG	LMG	PSK	PzIVH 3/5	PzVG 3/5/2	SPW 251/1
7				2		2	3	2

{ELR: 4}
{SAN: 2}

THE SOUND OF HOOF BEATS

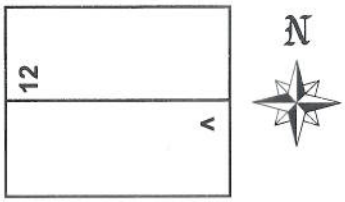
SCHWERPUNKT SCENARIO RPT29

SITUATION: MIELEWO-GLINKI REGION, East Prussia, 3 September 1939: As the second day of the war was coming to a close, things were not going well for the Poles. Fighting was heavy on all fronts, but one. In the east, the area guarded by Special Operational Group Narew was quiet. Because of the German 3rd Army's push towards Warsaw, Group Narew had seen little of the Germans. Eager for something to do, Group Narew decided to send the Podlaska Cavalry Brigade across the German border into East Prussia. During the night of September 2nd and the morning of the 3rd, the Podlaska Brigade slipped into German territory. During their raid, the Polish cavalry ran into local Landwehr, which was easily overcome. The raid continued through September 3rd and into the 4th. Only 50 cavalrymen were lost and no major damage to the Germans was accomplished, though the Germans now took more notice to Group Narew. Late on September 4th, the Polish cavalry was recalled. It was the only Polish operation to take place on German soil and was considered more of a propaganda victory than a military one.

Source: S. Zaloga & V. Madej, *The Polish Campaign, 1939* (New York: Hippocrene Books, 1991) pp. 119 & 182.

MISSION: Poles win at game end if they have earned ≥ 5 VP, provided that the Germans have not earned ≥ 9 CVP. The Poles earn VP as follows: 1VP per squad equivalent or 2 SMC exited as prisoners off the south edge, 1VP per stone building hex rubbled, and 1VP per multi-hex building containing a blaze.

MAP ORIENTATION:



OPTIONS:

- Exchange the 6+1 for a 7-0.
- Add a DC to the Polish OB.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start.
2. There is a +1 LV Hindrance.
3. Germans may use HIP for one MMC and any SMC/SW that sets up with it.
4. For Kindling (B25.11) purposes only, Poles have MOL capability (A22.6). The Poles may exit the board starting on turn 5. Any Polish units exited after turn 5 do not count as CVP.

Scenario Design: Mike Faulkner: 083008.5

MISSION LENGTH

GERMAN SETS UP FIRST							
POLISH MOVES FIRST	1	2	3	4	5	6	7

Elements of Infanterie Division 206 set up on anywhere on board 12 and/or on board v in hexes numbered ≥ 7.

4-4-7	4-3-6	2-3-7	8-0	6+1	MMG	50* MTR	?
3	2	2					5

{ELR: 3}
{SAN: 2}

Reinforcements enter turn 3 on the north edge.

4-6-7	8-1	LMG
2		

Elements of the Podlaska Cavalry Brigade enter turn 1 on the east, west, and/or south edge. *(See Coordinating Instruction #4).*

4-5-8	9-1	8-1	7-0	dm MMG	LMG	DC	1S Horse	Wagon
12						2	12	2

{ELR: 4}
{SAN: 2}

KNOCKING ON THE FRONT DOOR

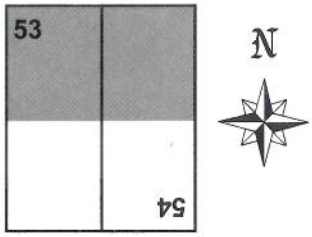
SCHWERPUNKT SCENARIO RPT30

SITUATION: East of NARVA, U.S.S.R., 14 March 1944: After two years of skillfully destroying clumsy attacks, Army Group North was forced to fall back to prepared defenses in the winter of 1943/44. By controlling the road net and withdrawing in leaps, the Germans were able to reform a line on the Narva River, which ran through the city of Narva. The Russians, frustrated after so many attempts to cut off and destroy the Army Group, had already crossed the river to the south of the city, but because of the terrain, were having difficulty expanding the bridgehead. Frontal attacks to pin German forces down in the city were ordered. As with much of the Baltic area, the terrain was forested, which limited the maneuver space the Russians needed to deploy their superior numbers. Instead, they were funneled into kill zones from roads leading out of the woods to the suburbs of Narva. Here, SS infantry and fire brigades of tanks met them. The weight of the Russians pushed the SS infantry back; however, the Russian tanks did not coordinate with their infantry, and when the SS tankers arrived, the Russian tanks were annihilated in the area of a large cemetery. Without the tanks for support, the Russian infantry faded back to their jumping off points. Narva would not be liberated this month.

Source: Tieke, Wilhelm, *Tragedy of the Faithful* (Winnipeg: J.J. Fedorowicz Publishing, 2001) p. 76.

MISSION: The Russian player wins at game end if there are no Good Order German (non-vehicular crew) MMCs within 3 hexes of 53O1, provided there is at least one Good Order Russian AFV on the board at game end.

MAP ORIENTATION:



(Only rows R-GG are playable on board 54 and only rows A-P are playable on board 53)

OPTIONS:

✠ Exchange the MMG for a HMG.

★ Exchange the Russian 9-1 for an 9-2.

COORDINATING INSTRUCTIONS

1. EC are Wet with no wind at start. Kindling is NA.
2. Place overlay: **Hd9** on 53M5-M4. Treat all open ground hexes of this overlay as Graveyard hexes.
3. Building 53P3 is a single story building with a steeple.

Scenario Design: Brian Williams 083008.6

MISSION LENGTH

✠ GERMAN SETS UP FIRST		2 ✠	3	4	5	6
★ RUSSIAN MOVES FIRST	★ 1					

✠

Elements of the 4th SS Armored Grenadier Brigade set up on board 54 in hexes numbered ≥ 2 and ≤ 6, with no more than one MMC per hex.

4-6-8 SS	5-4-8 SS	9-1	8-0	MMG	LMG	PSK	?
4							6

{ELR: 5}
{SAN: 4}

Elements of SS-Panzer Abteilung 11 Herman von Salza enter on the west edge on turn 2.

5-4-8 SS	8-1	LMG	PzVG 3/5/2
2			2

★

Elements of 2nd Shock Army set up on board 54 in hexes numbered ≥ 8.

4-4-7	8-1	HMG	50* MTR
4			

{ELR: 4}
{SAN: 3}

Elements of 32nd Guards Tank Regiment enter on the east edge on turn 1.

6-2-8	5-2-7	9-1	7-0	LMG	ATR	KV-1S 2/4R2	T-70 -/2
4	4			2		2	2