FRIENDLY FIRE PACK 3

8 Action Packed Scenarios 1937 - 1945

The Marco Polo Bridge Incident

Wanping, suburb of Beijing, China, 8 July 1937: In July 1937, Beijing was surrounded by Japanese-controlled territory. Only the southern road with the ancient Marco Polo Bridge was still free of the enemy. If this last of the Beijing approaches fell into Japanese hands, the whole city would be lost. Japanese troops were stationed on the eastern side of the bridge and the Chinese on the western side.

In this 5-turn scenario, Japanese infantry and tankettes slug it out with Chinese infantry and a lone armored car. The Japanese try to put themselves in the best situation possible before the inevitable negotiations begin by controlling as large a bridgehead and capturing as many prisoners as possible.

About His Shadowy Sides

West of Dubysa, Lithuania, 24 June 1941: Operation Barbarossa progressed as planned, but repeated Russian counterattacks by units supported by heavy tanks met occasional success. The heavily armed and armored KV-2s seemed impossible to handle for the unprepared Germans. One of these attacks prompted the hasty retreat of *Panzer-Abteilung 65*.

About His Shadowy Sides pits KV-2s against short-barelled Panzer IVs in a 7.5-turn meeting engagement set on board 17 and 19. Outgunned, the German panzers may still outmaneuver their powerful but ponderous opponents.

Cavalry Brigade Model

Southwest of Rzhev, Russia, 2 July 1942: The Russian 39th Army was firmly entrenched in the inaccessible primeval forests between Belyi and Rzhev. Recently pocketed by a German attack cutting their last supply route, this army was scheduled for destruction. Attacking along the Wjasma road towards the south-west was *Kavallerie-Brigade zBV beim AOK 9*, a brainchild of *Generaloberst* Walter Model and created specifically for this operation.

In *Cavalry Brigade Model*, German cavalry must prevent elements of a Russian rifle division from withdrawing in good order to their secret rallying point. To ensure success, the Germans may need to rely more on maneuver than fire.

Elephants Unleashed

North of Ponyri, Russia, 5 July 1943: The battle for Kursk had begun. After breaching the first line of defense, the *86. Infanterie-Division* supported by the gigantic Ferdinand tank destroyers of *schwere Panzer-Abteilung 654* continued toward the Russians' second defensive belt. But the Russian 27th Guards Tank Regiment supported by engineers was about to mount a counter-attack. The Germans would pay in blood for every inch gained of Russian soil.

In the mid-sized 5.5-turn *Elephants Unleashed* a German combined arms force fight their way through mine fields, wire, Russian infantry and counterattacking T-34s. Find out for yourself if the lack of a bow machine gun was really the Ferdinand's Archilles' Heel.

Through Fire and Ice

Heikurila, Finland, 28 February 1940: The battle on the Karelian Isthmus had been raging for almost two weeks. The Finnish defensive line was bent, and in an attempt to break it the Russians commenced an offensive along the whole front. Spearheading the attack on the Finnish 2nd Infantry Division's western wing was 39th Light Tank Brigade and its flame thrower tanks, with the bulk of the 136th Rifle Division following in its tracks.

In deep snow and during 6.5 turns, eight 6-4-8 squads and a Bofors AT gun defend democracy against communist aggression. With fourteen Russian squads, flamethrower tanks and automatic OBA, joining the dark side has never been more tempting.

Adolf's Amateurs

Salla, Finland, 1 July 1941: On the eve of Operation Barbarossa, *SS-Kampfgruppe Nord* was upgraded to a full SS Motorized Division. Not only the outfit's designation was new to the men, but also their weapons and in many respects the whole concept of warfare. The attack route lay through rough and unscouted terrain swept in haze from the prepatory barrage. Under the worst possible conditions would the Nord troops receive their baptism of fire.

In this 6.5-turn scenario set on board 32 green SS 4-4-7s with armor support fight their way through blazes, smoke, mine fields, Russian infantry, commissars and BT tanks. With force ratio as your only advantage, can you do better than the historical disaster?

Wunderwaffe

Yelnya, Russia, 11 August 1942: In early August 1942, two Russian armies smashed the German defenses south-east of Rzhev and mobile forces were introduced in the breech. On 10 August the 8th Tank Corps hit *2. Panzer-Division's* lines.

In the 6-turn *Wunderwaffe* scenario, a German infantry force backed up by two powerful 75 mm PaK 41 squeeze bore AT guns try to hold their ground while avoiding any of the precious field pieces falling into enemy hands. But facing Russian infantry with massed armor support, the guns must be utilized to their full potential. Whatever the initial German force fail to achieve, the counter-attacking Marder and motorcycle infantry must.

Forging Spetsnaz

Chongjin, Korea, 13 August 1945: On 9 August 1945 the Russians unleashed a massive offensive aiming to destroy the Japanese Kwantung Army in Manchuria. Russian naval forces would capture the vital port of Chongjin and cut the Japanese supply route. Led by twice-Hero of the Soviet Union Lieutenant Viktor Leonov, the 140th Reconnaissance Detachment - predecessors of the post-war Spetsnaz troops - would conduct a recon-in-force before the main assault.

Forging Spetsnaz is a 6-turn city fight where both sides get to attack. The Russian *Spetsnaz* need to clear away the Japanese police troops and either destroy or seize the bridges before the truck-mounted Japanese counterattack hits them.

FRIENDLY FIRE PACK 3

8 Action Packed Scenarios 1937 - 1945

Introduction

Friendly Fire Pack 3 contains eight scenarios featured in the Friendly Fire 2007 ASL tournament held in Linköping, Sweden.

Counters

A limited number of this scenario pack come with two hand-made PaK 41 "bonus" counters to used in the *Wunderwaffe* scenario. We wish there was a way to include these counters in all packs, but producing counters in small series is either very expensive or very time consuming.

Errata and Clarifications

We will publish any clarifications and errata at this website:
http://www.friendlyfire.se/asl/
If you find anything in the scenarios that is confusing or in error, please contact us.

Contact

We are interested in any kind of comments. You can reach us by e-mail at **<asl@friendlyfire.se>**. If you publish an After Action Report featuring a FrF scenario in some public forum, please let us know.

Credits

We would like to thank our playtesters and proofers. Without them this wouldn't have been possible. A special thanks for this year's pack goes to Melvin Falk, Bruce Probst and Klas Malmström.

Scenario Design:
Erik Leander
Mattias Rönnblom
Martin Svärd

Proofing:
Bruce Probst
Klas Malmström
Melvin Falk

Layout:
Mattias Rönnblom

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David Nygren
Eric Bongiovanni
Göran Andersson
Johan Sahlin
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Melvin Falk
Michel Bongiovanni
Pär Nilsson

Designed for the

Tournament

THE MARCO POLO BRIDGE INCIDENT

Wanping, suburb of Beijing, China, 8 July 1937: In 1931, Manchuria was forcefully incorporated into the Japanese Empire. Under the pretext of protecting its new puppet from Chinese aggression, Japanese troops started to occupy Chinese regions along the Manchurian border. The weak Chinese regime was unable to put up any significant resistance and made a series of concessions leading to great loss of land but also a couple of years of fragile peace. In July 1937, Beijing was surrounded by Japanese-controlled territory. Only the southern road with the ancient Marco Polo Bridge was still free of the enemy. If this last of the Beijing approaches fell into Japanese hands, the whole city would be lost. Japanese troops were stationed on the eastern side of the bridge, and the Chinese were guarding the western side. On the night of 7 July, the Japanese performed a military exercise just outside the Chinese perimeter, and the Chinese response to this provocation was erratic rifle fire. When things calmed down, the Japanese counted their men and one soldier was reported missing. The Japanese commander demanded access to the eastern side of the river, but the Chinese refused. The Japanese attacked at dawn the next day.

Mission

The Japanese win at game end if they Control ≥ 12 buildings ≤ 7 hexes from 8Q1. Each prisoner squad-equivalent (FRD) in Japanese captivity at game end decreases this requirement by one. Each Japanese AFV eliminated/captured/abandoned at game end increases this requirement by two.

Special Rules

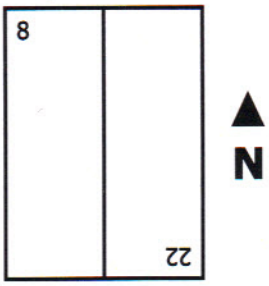
1. EC are Dry, with no wind at start. Kindling is NA.

2. A two-lane stone bridge exists in hexes 8Q3-8Q8. The River has a slow current flowing south.

3. The Japanese may not utilize HIP and may only set up on ground level. The Unarmed units in the Japanese OB are Chinese Prisoners and must begin play under Guard (A20.5).

4. Vehicular Crews may not voluntarily Abandon (D5.4) vehicles.

Map



Handicap

- Increase the Chinese SAN to 4.
- Replace the Japanese 8+1 leader with a 10-0 leader.

	1	2	3	4	5	End
Chinese Sets Up First	○					
Japanese Moves First			●			

ELR: 3
SAN: 3

Elements of 219th Infantry Regiment, 37th Infantry Division set up > 2 hexes from 8Q1 east of the river:

3-3-7	8-0	MMG	LMG
8			

Enter on Turn 1 along the east edge:

3-3-7	3-3-6	9-1	7-0	LMG	Type 22 AC
9	7			2	

ELR: 4
SAN: 3

Elements of 117th Infantry Battalion, 3rd Infantry Division set up ≤ 2 hexes from 8Q1 (see SSR 3):

4-4-8	4-4-7	2-2-8	9-1	9-0	8-0	MMG	LMG	50* MTR	Unarmed Squad
3	6						2		2

Elements of 221st Mechanized Squadron enter on Turn 3 along the west edge:

4-4-7	8+1	Type 94 Tankette
2		2

Aftermath

The Japanese attack was expected, but yet surprised the Chinese defenders. The Chinese commander Song immediately called for reinforcements and orders to fight to the last man were dispatched. The Japanese, whose aim was to put themselves in the best situation possible before the inevitable negotiations began, quickly seized a bridgehead on the Chinese side of the river. But when the Chinese reinforcements arrived, the Japanese commander Hashimoto realized that the Japanese situation was about to deteriorate. Despite the surprise attack and qualitative advantage, there were too many Chinese. In the evening, both sides had agreed upon a cease-fire, and the Japanese withdrew from their newly-established bridgehead. The fighting reached a lull on the tactical level, but ripples from the incident were propagating upwards in the military hierarchy, and soon Japan and China were in a state of war. The Marco Polo Bridge incident would be the trigger for the 1937-1945 Japanese-Chinese war and could even be considered the start of the Second World War.

Design

Scenario Design: Martin Svärd

Sources:

Fenby, Jonathan. *Chiang Kai Shek: China's Generalissimo and the Nation He Lost*, p287-289.
Spence, Jonathan D. *The Gate of Heavenly Peace: The Chinese and Their Revolution*, p309-310.
Toland, John. *The Rising Sun: The Decline and Fall of the Japanese Empire, 1939-1945*, p43-45.

THROUGH FIRE AND ICE

Heikurila, Finland, 28 February 1940: The battle of the so-called intermediary defensive position on the Karelian Isthmus had been raging for almost two weeks. The Finnish defensive line was bent, and it was just a matter of time before it was to be broken. To prevent a collapse Field Marshal Gustaf Mannerheim, commander of the Finnish Armed Forces, ordered a general retreat to the third and last of the Finnish prepared defensive positions. Unaware of the impending Finnish withdrawal, the Russian Marshal Timoshenko ordered an offensive along the whole front, in an attempt to force the breakthrough that Mannerheim feared. Spearheading the attack on the Finnish 2nd Infantry Division's western wing was Colonel Leljusenko's well-prepared 39th Light Tank Brigade, with the bulk of the 136th Rifle Division following in its tracks. At dawn on 28 February both commanders' orders were put into action.

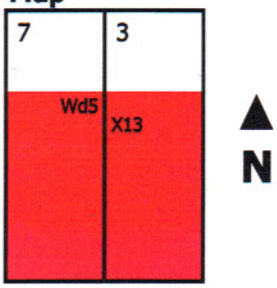
Mission

The Russians win immediately upon Exiting 4 GAZ-MMs off the north edge.

Special Rules

1. EC are Snow, with no wind at start. Deep Snow (E3.73) is in effect. Kindling is NA.
2. Place overlays as follows: **Wd5** on 7N1-O1; **X13** on 7P1-3P10. All buildings are single story. All roads are plowed. A road (F9.3) runs from 7Q3 to 7L5 and off the board to 7K6. Contrary to B21.6, ice collapse is NA. Entrenching (B27.11) is NA.
3. The Finns have Winter Camouflage (E3.712), skis (E4) and are ski-capable. The Finns may use MOL (A22.6). The Finns use Allied Minor LMG counters and guns, and do so without suffering any captured-use penalties.
4. The GAZ-MMs move as if Radioless AFV and are ineligible sniper targets. AFVs may set up in Motion. The Russians have declared No Quarter (A20.3).
5. Prior to Finnish setup the Russian player secretly records a pre-registered hex anywhere. At the start of the first Russian Prep Fire Phase, place an AR in the pre-registered hex, roll for accuracy and possibly extent of error (C1.3-.31). Convert the AR to FFE:1 and resolve as if a 80+ mm HE OBA. This FFE may not be corrected, and is permanently removed from play after the FFE:C has been resolved.

Map



Only L-GG are in play.

Handicap

卐 Add one 2-4-8 HS to the Finnish OB.
★ Remove one LMG from the Finnish OB.

卐 Finn Sets Up First	1	★ 2	3	4	5	6	7	End
★ Russian Moves First								

卐 **ELR: 2**
SAN: 4

Elements of 2nd Infantry Division set up on/north of hexrow X:

6-4-8	2-4-8	2-2-8	10-0	9-0	LMG	37L AT Bofors AT
8					2	

★ **ELR: 3**
SAN: 2

Elements of the 39th Light Tank Brigade set up on/south of hexrow CC (see SSR 4):

4-4-7	8-1	8-0	MMG	LMG	OT-133	T-26S M37 4 FP CMG	T-26S M37 2 FP RMG
14				2	2	2	

Elements of 136th Rifle Division enter on/after Turn 2 on 3GG5 (see SSR 4):

GAZ-MM
6

Aftermath

The Russian attack initially made excellent progress and Heikurila soon fell into Russian hands. Only after a while the Russians realized that the bulk of the Finnish forces had already withdrawn from their positions, and what they pushed before them were only rear guards. Throughout the offensive, the Finnish always seemed one step ahead and successfully withdrew in good order and according to Mannerheim's orders, despite heavy Russian pressure. The fact that the attack had only gained ground, and not broken the back of the Finnish defense, was ignored by the Red Army. The Russians desperately needed to emerge victorious from a battle in Finland, and numerous medals were provided to the commanders in the field. The 39th Light Tank Brigade was awarded the Order of Lenin for its actions on the Karelian Isthmus.

Design

Scenario Design: Martin Svärd
Sources:
Kolomyjec, Maksym. *Pansar i Vinterkriget 1939-1940,* p39, 48-49, 60.
Öhquist, Harald. *Vinterkriget 1939-1940 - ur min synvinkel,* p210-272.
Appel, Erik. *Finland i Krig 1939-1940,* p123, 138-145.
van Dyke, Carl. *The Soviet Invasion of Finland 1939-40,* p168-169.

ABOUT HIS SHADOWY SIDES

West of Dubysa, Lithuania, 24 June 1941: The German advance seemed to progress as planned. But up north, the Wehrmacht had another thing coming. Beginning 23 June, repeated Russian attacks by units supported by heavy tanks met occasional success. The ponderous but heavily armed and armored KV-2s seemed impossible to handle for the unprepared Germans. One of these attacks prompted the hasty retreat of *Panzer-Abteilung 65*, and even the battalion staff found themselves entangled with other units trying to get out of the way of the Russian juggernaut. Suddenly, it appeared as if a breach of the German line was a distinct possibility. Forces from the surrounding area were immediately ordered to counter the threat.

Mission

The Russians win at game end if they Control ≥ 9 building/rubble hexes and/or have eliminated at least three more AFVs than the Germans.

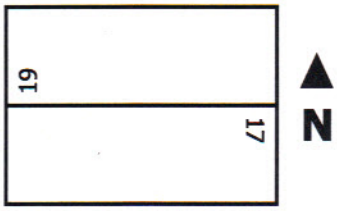
Special Rules

1. EC are Moderate, with no wind at start. Kindling is NA.
2. Neither Crews nor Vehicles may gain Control of building/rubble hexes.
3. The German 10-2 leader begins play Wounded (A17), and may set up using HIP.

Handicap

✚ Replace the 9-1 leader with a 9-2 leader in the German OB.
★ Replace the 7-0 leader with a 8-1 leader in the Russian OB.

Map



✚ German Sets Up First	★ 1	2 ✚	3 ✚	4	5	6	7	8	End
★ Russian Moves First									

✚ **ELR: 3**
SAN: 3

Stragglers from Panzer-Abteilung 65 set up on/west of hexrow H on Board 17 and/or hexrow Z on Board 19:

4-4-7	4-3-6	2-3-7	2-3-6	1-2-7	10-2	6+1	dm MMG	?
								8

Elements of Kampfgruppe Seckendorff enter on Turn 2 along the north edge:

4-6-7	9-1	8-1	LMG	dm 50* MTR
8				

Elements of II. Abteilung, Panzer-Regiment 11 enter on Turn 3 along the west edge:

Pz IVD
4

★ **ELR: 3**
SAN: 2

Elements of 2nd Tank Division enter on Turn 1 along the east edge:

4-4-7	9-0	7-0	MMG	LMG	dm 50* MTR	KV-2
12						2

Aftermath

Eventually, all Russian penetrations were contained, but at a considerable cost in time, due to the fact that there had been little or no preparations to fight this kind of foe. The Germans tried several different approaches to handle the problem, and eventually thought they found a way to deal with the 52-ton vehicles. They swarmed them with tanks, and at the end of the day, a few of the monsters had been defeated. The net result was that the Russians lost about two thirds of their KV-2 tanks. But only a few of them had been destroyed by the enemy. The rest had experienced different kinds of technical glitches. As a result, the almost indestructible giants were found not to be effective enough, and soon production was cancelled.

Design

Scenario Design: Erik Leander

Sources:

War Diary of Panzer-Regiment 11, 25 June 1941.
Ritgen, Helmut. *The 6th Panzer Division 1937-45.*

ADOLF'S AMATEURS

Salla, Finland, 1 July 1941: On the eve of Operation Barbarossa, *SS-Kampfgruppe Nord* was upgraded to a full SS Motorized Division. But rather than showing pride and confidence in his new command the divisional CO, *Brigadeführer* Demelhuber, had doubts about his troops' effectiveness to the extent that he made a formal complaint to the corps commander, *General der Kavallerie* Hans Feige. Demelhuber felt he could not be held responsible for the performance of his troops, due to their lack of training. Because not only their outfit's designation was new to the men, but also their weapons and in many respects the whole concept of warfare. The divisional artillery had only fired once, and the antitank crews had never fired a single shot. And now Nord, together with the *169. Infanterie-Division* and the Finnish 6th Infantry Division, was only days from taking part in Operation Polarfox, aimed to seize Kandalaksha and to cut the Murmansk rail line. But Feige assured Demelhuber that his men's high morale and firm determination would overcome any shortcomings in military skills they might have.

Mission

The Germans win immediately upon scoring ≥8 VP. One VP is scored for each: on-board Mobile German AFV; Russian squad-equivalent [EXC: crews] or AFV eliminated or captured; rubble hex/building/bridge currently in German Control.

Special Rules

1. EC are Dry, with a Mild Breeze. Weather is Gusty (E3.4). Kindling is NA. After German setup, the Russian player chooses wind direction and places up to three terrain blazes in any woods [EXC: woods-road] hexes in his setup area. No blazes will spread.

2. The German SS 4-4-7 squads and their HS are Green (A19.2) and not considered elite troops, have ELR 3 despite their underlined morale (A19.13) and become Fanatic if Battle Hardened. The Germans use Allied Minor SW counters, and do so without any captured-use penalties.

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

4. AFV Crews may not voluntarily Abandon (D5.4) vehicles.

Map

Only A-Y are in play.

Handicap

★ Add one LMG to the Russian OB.

✚ Replace the Russian 8-0 leader with a 7-0 leader.

✚ German Sets Up and Moves First	✚ 1	2	3	4 ★	5	6	7	End

★ **ELR: 2**
SAN: 4

Elements of 122nd Rifle Division set up on/east of hexrow S:

4-4-7	8-1	8-0	MMG	LMG	50* MTR	?	AP Mine Factors	1S Foxhole
7						10	6	

Elements of 2nd Tank Battalion, 1st Tank Regiment, 1st Tank Division enter on Turn 4 along the east edge:

BT-7 M37 CMG only	BT-7A

✚ **ELR: 3**
SAN: 2

Elements of I. Bataillon, SS-Infanterie-Regiment 7, SS-Division Nord, XXXVI Armee-Korps set up on/west of hexrow U:

SS 4-4-7	8-0	7-0	MMG	LMG
12				2

Elements of Gruppe Tölke, Panzer-Abteilung 40 zBV enter on Turn 1 on 32Y1:

Pz IIID	Pz IIA

Aftermath

At 1400 on 1 July, the German artillery commenced firing. The barrage set the woods aflame and the Russian positions were soon covered in smoke and dust, severely impeding the effectiveness of the *Stuka* dive bombing attacks which followed. With the Finns forbidden any reconnaissance across the border, *SS-Infanterie-Regiment 7* attacked blindfolded toward their objective: the small hamlet of Salla. The smoke and heat from the fires in the heavily wooded and unscouted terrain made the assault impossible to coordinate for the inexperienced officers of the Nord. *I. Bataillon* was caught in a crossfire killing or injuring almost all of the assault troops, and the supporting armor literally bogged after running into an uncharted marsh. At this critical point, the Russians counterattacked with tanks, causing the already hard-pressed SS men to panic and flee. After a week of combat, the Russian defenders withdrew and Salla was liberated. However, the amateurs from the SS had shown little of their alleged superpowers and were still bogged before the Russians' original defensive belt. What had caused the Russian withdrawal was an outflanking maneuver by their more professional colleagues in the *Wehrmacht* and the hard-fighting Finns.

Design

Scenario Design: Mattias Rönnblom

Sources:

Schreiber, Franz. *Kampf under dem Nordlicht,* p42-56.
Zoepf, Wolf T. *Seven Days in January,* p10-17.
Kuusela, Kari. *Wehrmachtin panssarit Suomessa.*

CAVALRY BRIGADE MODEL

Southwest of Rzhev, Russia, 2 July 1942: The Russian winter counter-offensive had driven a wedge between *Heeresgruppe Nord* and *Mitte*. The Russian 39th Army and IX Guards Cavalry Corps reinforced by paratroopers and partisans were firmly entrenched in the inaccessible primeval forests between Belyi and Rzhev. Recently pocketed by a German attack cutting their last supply route, these troops were the prime target in the latest in a series of German pocket reduction operations. Operation Seydlitz was a concentric attack designed to split the Russian pocket in two, with the *5. Panzer-Division* attacking along the Wjasma road towards the south-west, linking up with *2. Panzer-Division* at Belyi. Subordinated *5. Panzer-Division* was *Kavallerie-Brigade zBV beim AOK 9*, a brainchild of *Generaloberst Walter Model* and created specifically for this operation. Made up of reconnaissance battalions from Model's infantry divisions, the brigade was a crack outfit designed to handle the swampy forest terrain.

Mission

The Russians win if there are at least two unbroken Russian squad-equivalents on/adjacent to the Rallying Point (see SSR 2) at game end.

Special Rules

1. EC are Wet, with no wind at start. Bore Sighting and Kindling are NA.
2. Prior to setup, the Russian player secretly designates any one whole hex on Board 32 as being the Rallying Point (see Mission).

Handicap

★ Add one 4-4-7 squad to the Russian OB.
✚ Replace the 9-1 leader with a 7-0 leader in the Russian OB.

Map

Only J-GG are in play.

★ Russian Sets Up First	✚ 1	2	3	4	5	6	End
✚ German Moves First							

ELR: 3
SAN: 3

Elements of 256th Rifle Division, 39th Army set up on Board 37 in hexes numbered 4 through 8 with no squad in the same hex as/adjacent to another squad:

4-4-7	2-2-8	9-1	7-0	MMG	LMG	ATR	76* INF PP obr 27	T-60 M40	1S Foxhole
12						2			3

Set up in hex 32N8:

9-0

ELR: 4
SAN: 2

Elements of Kavallerie-Brigade zBV beim AOK 9 enter with all Personnel as Cavalry on/after Turn 1 along the north edge and/or on/after Turn 3 along any board edge:

5-4-8	9-2	9-1	8-1	8-0	dm MMG	LMG	ATR	DC	3x Horse
11						2			11

Elements of Panzer-Regiment 31, 5. Panzer-Divison enter on Turn 1 along the north edge:

Pz IIIH	Pz IIF

Aftermath

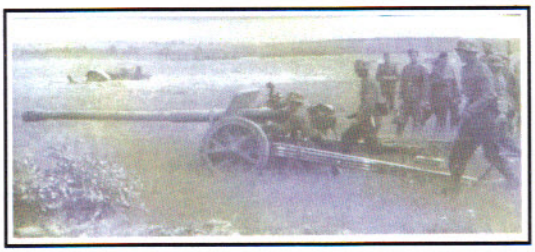
The reconnaissance troops discovered that if paths were cut through the forest, armor support could prove useful, and it was decided to attach a company of tanks from *Panzer-Regiment 31*. Under the covering noise of the air attacks the tanks moved up. At 0300 on 2 July the brigade was committed to combat. Heavy fog covered its initial advance, and the Luchesa River was crossed without encountering any significant resistance. Then the tanks and cavalry rode into the surprised enemy's positions beyond the river, overrunning both the first and second lines of defense and penetrating five kilometers into the Russian rear. Despite heavy spring rains turning the already difficult terrain into a morass, *9. Armee* captured 50.000 prisoners during the eleven-day-long operation. After Seydlitz's conclusion, Model's cavalry brigade was dissolved, and the sorely missed *Aufklärungs-Abteilungs* were returned to their parent formations.

Design

Scenario Design: Mattias Rönnblom
Sources:

Newton, Steven H. *German Battle Tactics on the Russian Front 1941-1945*, p137-149.
Jentz, Thomas L. *Panzer Truppen: The Complete Guide to the Creation and Combat Employment of Germany's Tank Force: 1933-1942*, p236.
Detlev von Plato, Anton. *Die Geschichte der 5. Panzer-Division 1939 - 1945*, p227-230.
Deutsche Militärzeitschrift, Nr. 25, p46-48.

Yelnya, Russia, 11 August 1942: In early August 1942, the Russian 20th and 31st Armies smashed the German defense lines south-east of Rzhev and subsequently cut the important Zubtsov-Karmanovo road. On 6 August, 6th and 8th Tank Corps and 2nd Guards Cavalry Corps were introduced into the breech. German operational reserves were brought up to meet the threat. The *2. Panzer-Division* moved northward from Karmonovo, meeting the exploiting Russian forces head-on. On 10 August 8th Tank Corps crashed into the *2. Panzer-Division*'s lines. At Yelnya, a new and hard-hitting German anti-tank gun, the *7.5 cm Panzerabwehr-Kanone 41*, was used for the first time. The German defenses held, but the onslaught would continue the next day.



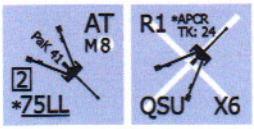
Mission

The Russians win at game end if they Control ≥ 10 building hexes and/or there is at least one Good Order Russian MMC in possession of a functioning PaK 41 AT Gun.

Special Rules

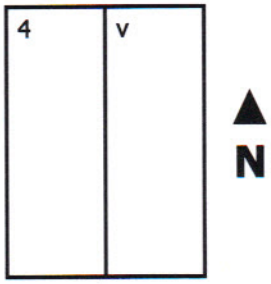
1. EC are Moderate, with no wind at start. Kindling is NA.
2. Bore Sighting is NA.
3. Neither Crews nor Vehicles may gain Control of building hexes.

Ordnance Notes



7.5cm PaK 41: This Krupp design was the third and most deadly in the series of German tapered-bore AT guns. The muzzle caliber was 55 mm. Similar in terms of weight and appearance to the PaK 40, this weapon by far exceeded its brother's performance. To simplify manufacturing and reduce weight, the PaK 41 had a one-piece shield with directly-attached trail legs. Only 150 were produced. See German Multi-Applicable Ordnance Note A. Its APCR TK# is 24.

Map



Handicap

✚ Delete one 5-2-7 squad from the Russian OB.
★ Delete the MMG from the German OB.

✚ German Sets Up First	★ 1	2	3 ✚	4	5	6	End
★ Russian Moves First							

Elements of Schützen-Regiment 304 and 2. Kompanie, Panzerjäger-Abteilung 38, 2. Panzer-Division set up on/south of hexrow G:

ELR: 4
SAN: 3

4-6-8	4-6-7	2-2-8	9-2	8-1	8-0	MMG	LMG	?	75LL AT PaK 41
4	4	2						6	2

Elements of Kradschützen-Bataillon 2 and 3. Kompanie (SF), Panzerjäger-Abteilung 38 enter on Turn 3 on/adjacent to either vY1, vGG5, 4GG5 or 4Y10:

4-6-8	9-1	LMG	9-1 Armor Leader	Marder III(t)H	PSW 222(L)	3x Motorcycle w/ sidecar	3x Motorcycle
3							2

Elements of 8th Tank Corps, 20th Army, Western Front enter on/after Turn 1 along the north edge:

ELR: 3
SAN: 2

5-2-7	4-4-7	9-1	7-0	LMG	ATR	dm 50* MTR	KV-1 M42 No AAMG	KV-1 M41 2FP AAMG	T-34 M41
4	10		2	2			2		4

Aftermath

On 11 August a furious Russian attack hit the *2. Panzer-Division*'s western flank and quickly seized Yelnya at the cost of twelve tanks destroyed. Contrary to regulations, the precious new PaK 41 were deployed in the first line of defense. The swift Russian attack left no time to redeploy the guns and they were subsequently abandoned by the retreating crews. The *Panzerjäger-Abteilung 38* commander personally led a counter-attack with troops from *Kradschützen-Bataillon 2* and *Panzer-Pionier-Bataillon 38* supported by three Marder tank destroyers from the *3. Kompanie (SF)* in order to recapture the guns. But the counter-attack failed, and all what was left was to call in Stuka dive bombers on *2. Kompanie*'s former positions in an attempt to at least destroy them. Even though the PaK 41 spit projectiles made of valuable metals, they weren't silver bullets. As in so many other cases, the Germans had to rely on other means than *Wunderwaffe* in order to stop the enemy. And stop them they did. On 23 August, the Russian operation petered out. However, this was only a prelude to what the Red God of War would unleash on the German *9. Armee* in the coming months.

Design

Scenario Design: Mattias Rönnblom

Sources:

Strauß, Franz Josef. *Friedens- und Kriegserlebnisse einer Generation*, p130, 219.
Glantz, David M. *Zhukov's Greatest Defeat*, p10-11.

ELEPHANTS UNLEASHED

North of Ponyri, Russia, 5 July 1943: The Germans had launched their attacks at Kursk aiming for a double envelopment. In the early morning of 5 July the German General Model unleashed his *9. Armee* against General Rokossovsky's well-prepared Central Front. The German *86. Infanterie-Division* was supported by elements of *18. Panzer-Division* and the gigantic *Ferdinand* tank destroyers of *schwere Panzer-Abteilung 654*. These formations would breach Russian first line of defense and continue to attack south toward the important communications hub of Ponyri, where the Russian second line of defenses had been established. Defending the Russian perimeter was the 81st Rifle Division supported by 129th Tank Brigade and 1442nd Self-propelled Artillery Regiment. After withstanding four German attacks they were finally forced to retreat. The Russian General Pukhov didn't wait until the German forces had reached the second line of defense, but rather tried to blunt the German attack with a counterattack mounted by 27th Guards Tank Regiment and 275th Separate Engineer Battalion. The Germans would pay in blood for every inch gained of Russian soil.

Mission

The Germans win immediately by exiting ≥ 22 Exit VP (excluding prisoners) off the south edge or at game end by controlling ≥ 7 building/rubble hexes in the Russian setup area.

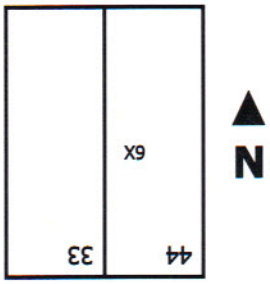
Special Rules

1. EC are Moderate, with no wind at start. Kindling is NA.

2. Place overlay **X9** on 44O4. Russian 6-2-8s/3-2-8s and German 8-3-8s/3-3-8s are Assault Engineers (H1.22). Neither Crews nor Vehicles may gain Control of hexes.

3. As a part of his setup, the German player places one Shellhole counter in each of three hexes sharing the same Vertex (see Index). Any Fortification in/adjacent to any of these three hexes are eliminated. Placement is NA in building/woods hexes.

Map



Handicap

★ Add a Wire counter to the Russian OB.

✚ Decrease the Russian SAN to 3.

	1	2	3	4	5	6	End
★ Russian Sets Up First	★	★					
✚ German Moves First							

★ **ELR: 3**
SAN: 4

Elements of 81st Rifle Division set up concealed ≤ 6 hexes from 33N9:

4-4-7	8-0	HMG	ATR	AP Mine Factors	Wire
4				18	2

Elements of 275th Separate Engineer Battalion and 27th Guards Tank Regiment enter on Turn 1 along the south edge of Board 44:

6-2-8	9-1	FT	DC	T-34 M43
4			2	5

Elements of 1442nd Self-propelled Artillery Regiment enter on Turn 2 along the south edge:

SU-152
2

✚ **ELR: 4**
SAN: 2

Elements of 18. Panzer-Division, 86. Infanterie-Division and schwere Panzerjäger-Abteilung 654 set up on/north of hexrow BB with Infantry marked CX and AFVs in Motion:

8-3-8	4-6-8	4-6-7	9-1	8-1	HMG	LMG	9-2 Armor Leader	Pz IVH	Pz IIIN	PzJg Tiger
2	3	4		2		2			2	3

Aftermath

The Russian reinforcements crashed into the advancing German forces. Despite the furious nature of the battle and with casualties mounting the German *Landsers* advanced line abreast with the Ferdinands. With infantry close support in place, the almost impenetrable tank destroyers would dominate the battlefield. The only things that could bring them to a halt were their lack of mechnical reliability and the skillfully placed minefields. During the evening, the Germans had penetrated the Russian defenses as far as 8 km and stood before the second defensive belt. The price had been high. The Russian response had been characteristic of the Kursk fighting: every German offensive success was met with a counter-attack drawn from the seemingly inexhaustible Russian reserves. This was attrition war with a vengeance.

Design

Scenario Design: Martin Svärd

Sources:

Glantz, David M. & House, Jonathan M. *The Battle of Kursk*, p86-89.

Cornish, Nikolas. *Images of Kursk: History's Greatest Tank Battle, July 1943*, p81-82.

FORGING SPETSNAZ

Chongjin, Korea, 13 August 1945: On 9 August 1945 the Russians unleashed a massive offensive aiming to destroy the Japanese Kwantung Army in Manchuria. In addition to a far reaching double envelopment by Russian mobile ground forces, naval forces would capture vital Korean ports and cut the supply routes from the Japanese home land. Among these Chongjin was the most important and most heavily defended and its garrison consisted of police troops, infantry and student regiments and coastal artillery. Preceding the Russian landing was an air and naval bombardment. Led by twice-Hero of the Soviet Union Lieutenant Viktor Leonov, the 140th Reconnaissance Detachment - predecessors of the post-war Spetsnaz troops - would, together with an automatic weapons company from 390th Separate Naval Infantry Battalion, conduct a reconnaissance-in-force before the main assault. In the early morning hours, under the protection of a smoke screen, the naval scouts landed near the town. Advancing into Chongjin, Leonov decided to attempt to secure the highway and railroad bridges. With the Japanese garrison alerted, the advance soon turned into fierce street fighting.

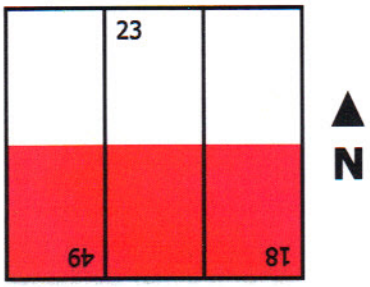
Mission

The Russians win at game end if they Control ≥ 1 Multi-hex Building west of the canal *and* have ≥ 1 unbroken MMC ≤ 2 hexes from each undestroyed Board 23 bridge.

Special Rules

1. EC are Moist, with no wind at start. Kindling is NA.
2. All buildings are single story. The DC bridge destruction TEM (B6.33) is '0'.
3. A truck without Passengers may not move into a new hex.
4. No Units/Entrenchments may utilize HIP.
5. Personnel of the 140th Reconnaissance Detachment are Stealthy (A11.17) and the squads have a Smoke Placement Exponent (A24.1) of '4'.

Map



Only 49/18 A-P and 23 R-GG are in play.

Handicap

● Delete one 5-2-7 squad from the Russian OB.
★ Delete one 3-3-6 squad from the Japanese OB.

	1	2	3	4	5	6	End
● Japanese Sets Up First			●				
★ Russian Moves First							

●

ELR: 1
SAN: 3

Elements of Chongjin Garrison set up in Multi-hex Buildings with ≤ 1 MMC per building:

3-3-6	8-0
5	

Elements of 204th Infantry Regiment set up on Board 18 in hexes numbered ≤ 4:

4-4-7	2-2-8	9-1	MMG	75* INF Year-41	Trench
5	2				3

Elements of 202nd Student Regiment enter on Turn 3 with all Personnel as Passengers along the north and/or west edge:

4-4-7	3-4-7	9-0	LMG	DC	Type 94 Truck
2	4				3

★

ELR: 4
SAN: 3

Elements of 140th Reconnaissance Detachment set up two hexes from 23GG5:

6-2-8	10-2	8-0	LMG	DC
6				2

Elements of 390th Naval Infantry Battalion set up on Board 18 in hexes numbered ≥ 7:

5-2-7	7-0	LMG
10	2	

Aftermath

Japanese counter-attacks forced the naval scouts onto the defensive. The automatic weapons company, landing somewhat later, was itself pinned down and unable to assist the beleaguered sailors. In the early morning hours of 14 August the main assault's first echelon, in the form of 355th Naval Infantry Battalion, landed at the port and immediately widened the bridgehead. Lacking artillery support and hit by Japanese counterattacks supported by an armored train, the battalion was unable to make further progress. Some companies were isolated and forced to fight hand-to-hand for their survival. On 0300 hours on 15 August the 13th Naval Infantry Brigade began its landing, and quickly seized the bulk of the town. Despite fanatical counterattacks by a newly arrived Japanese cavalry regiment, the Russian bridgehead had now grown too strong to be dislodged by the limited Japanese forces available. The Chongjin operation was the largest of its kind conducted along the coast of northern Korea. The fall of the port disrupted Japanese sea- and ground-communications between their mainland and the Kwantung Army and materially led to that army's decision to surrender.

Design

Scenario Design: Mattias Rönnblom

Sources:

Glantz, David M. *The Soviet Strategic Offensive in Manchuria, 1945: 'August Storm'*, p283-287.
Leonov, Viktor. *Blood on the Shores*, p184-196.