

Hero PAX 2

A HERO
IN
EVERY
SCENARIO

Eastern Front Hero Fest



Opening the seal on these 'orders' means you are a HERO, ready for the ultimate scenario challenge. The squad leaders are ordering the advance and its time for YOU to get on the move.

These EIGHT brand-new, fast-playing tournament style scenarios take you from the cauldron of the Courland Pocket to the borders of Germany long before any "1,000 years" passed. Along the way you'll encounter a few

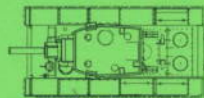


Panzerjägers with YOU in their sites. A horde of fast-moving

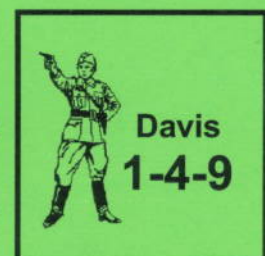


T-34's are also expected to put in an appearance.

Will you be ready when a KV-2 starts turning



its massive turret in YOUR direction? Will you be a HERO...



4025

Hero PAX 1 Credits: Dave Lamb, the 'Housemans', Bob Davis, and the rest of 'Team Michigan' as well as a host of cardboard pushers dedicated to 'the game' until they can't sit up any more and throw dice into an upside-down box lid.

Hero PAX 2: Eastern Front Hero Fest consists of EIGHT brand-new scenarios featuring Eastern Front actions. These scenarios all feature a 'tournament style', with the emphasis on low piece density, replayability, few to no overlays and brevity in terms of special rules.

Hero PAX 1: Hurtgen Hell to Bulge Nightmare is a SQUADS & LEADERS compatible product and requires boards 8, 11, 22, 32, 34, 36, 40, 42, 46, 50, and DELUXE boards b and d to play.

THE MAELSTROM

Original Design: Dave Lamb

HP #9

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

Remnants of SS Panzer Division Nordland, Hitler Youth, and Refugees set up on/between hexrows 32I-34E:

ss 5-4-8 6	ss 2-3-8 4	c 4-3-6 6	1-0-6 6	9-1 6	8-0 6	7-0 6	1-4-9 6	FP: 3 Rng: 8 ROF: 1 dmMMG 2	FP: 3 Rng: 8 ROF: 1 LMG 2	FP: 12 Rng: 4 PSK 2	MA: 50' Rng: 2-13 ROF: 3 MTR 2
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3.7cm FlaK LKW G92 MP: 23 MA: 57L(R) ROF: 3
SPW 251/1 G63 MP: 16 MA: 4-9 ROF: 1 PP: 16
Foxhole 1S
StuG III G34 MP: 13 MA: 75L MG: 42* ROF: 1

Enter on turn one along the north edge of Board 32:

Elements of 502nd SS Heavy Panzer Battalion enter on/after turn three along the north or west edges:

PzVIB G32 MP: 11 MA: 88LL MG: 3/5/2

{ELR: 3/1}
{SAN: 3}

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Elements of the 248th Rifle Division set up ≤ 3 hexes from hex 34J5:

E 4-5-8 3	E 2-4-8 3	2-2-8 3	8-1 3	1-4-9 3	FP: 8 Rng: 16 ROF: 9 .50 cal HMG 4	FP: 2 Rng: 6 ROF: 1 B# 11 LMG 4	7 morale 4	PTP obr 42 R8 4	MA: 45LL ROF: 3 M# 11 AT 4	Foxhole 1S
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Set up on/east of hexrow M on board 32:

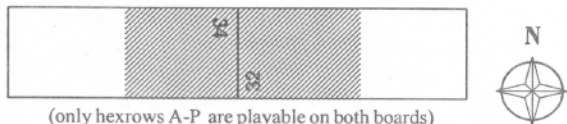
E 4-5-8 4	E 6-2-8 2	1 4-4-7 4	9-2 4	8-0 4	FP: 4 Rng: 10 ROF: 2 B# 11 MMG 2	FP: 2 Rng: 6 ROF: 1 B# 11 LMG 2	FP: 24 Rng: 1 PP: 1 FT 2	FP: 30 Rng: 1 DC 2	9-1 2	T-34 M43 R16 2	T-34/85 R18 2
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{ELR: 3}
{SAN: 4}

VARIATIONS:

- ★ Replace the 45LL AT with a 57LL AT.
- ✚ Replace the German 9-1 leader with a 9-2.

BOARD LAYOUT:



OBJECTIVES: The German player wins immediately upon exiting ≥ 50 VP off the west edge without losing ≥ 25 CVP. Prisoners are worth 0 CVP [EXC: See SR #3].

SCENARIO RULES:

1. EC are Moist, with no wind at start. All Woods are Pine Woods (B13.8). Place Blaze counters in hexes 32C1, 32D1, 34G3, 34H2, and 34H3. Place

burnt-out wrecks in hexes 32I4, 32C5, and 32D4. Place shellhole counters in hexes 32A5, 32B5, 32E4, 32F3, and 32H4. All Orchards are treated as Shellholes. All buildings are Rubbled.

2. A +1 LOW VISIBILITY (LV) Hindrance (E3.1) applies to all fire.
3. The six prisoner counters in the German OB represent civilian refugees. These units may not use Double Time (A4.5), nor may they be Deployed. They have no PP capability, will not Rearm (A20.551), and may not enter an enemy hex. All Morale Check failure is treated as Casualty Reduction. Civilian units ignore ELR and will never surrender to Russian units. They ignore LLMC/LLTC when in the same Location with a German unit. Two EVP are earned by the German player for each civilian refugee HS exited off the west edge.
5. All SS MMC/SMC have an ELR of '3'. All other German MMC have an ELR of '1' (all German SMC are SS). No German vehicle may carry Passengers/Riders. No Quarter (A20.3) is in effect and both sides may declare Hand to Hand CC (J2.31).

West of PRITZHAGEN, GERMANY, 19 April 1945: The German retreat from the Seelow Heights deteriorated into a rout, commingling civilians and military personnel. Exhausted stragglers fell back as best they could, often improvising battle-groups to fight limited but fierce engagements to stave off annihilation. One such force consisted of remnants of the reconnaissance battalion soldiers from the Nordland Panzer Division. Following another failed counterattack, the battalion was joined by a Hitlerjugend detachment, as well as civilian refugees cowering in the nearby Buckow Forest. Russian infantry, supported by tanks, tightened the noose around the surrounded Germans, as the survivors retreated toward Strausberg along narrow roads. Lacking heavy anti-tank ordnance, German casualties began to mount as Russian armor stood off beyond the limited range of the hand-held Panzerfausts. A lone assault-gun appeared and briefly engaged the T-34s before it was destroyed. A more significant reinforcement appeared when a solitary King Tiger appeared through the trees. It brewed two enemy tanks and momentarily restored the situation. The remnants of the meager kampfsgruppe reassembled in a wooded area near Strausberg, bound their wounds, and prepared for the next leg of the long retreat toward Berlin.



THREE BRAVE MEN

Original Design: Mark Porterfield

HP #10

☩ GERMAN Sets Up First ★ RUSSIAN Moves First	1	2	3	4	5	6	7
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SS Panzer *Aufklärungs* Abteilung 11 set up west of hexrow T (See SR #3) utilizing HIP:

 ss 6-5-8 2	 ss 3-4-8 2	 2-2-8 2	 9-1 3	 1-4-9 3	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK	 PaK 40 MA: 75L ROF: 2 Mf: 8 AT	 G10	 GrW 34 MA: 81* Rng: 2-60 ROF: 3 SA: s8; Mf11 MTR	 G2	 SPW 250/1 MP: 18 MA: -4/3 ROF: 1 PP: 9, T89 G57
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Elements of 27th Regiment, 9th Fallschirmjager Division enter on turn two along the west edge:

 2 4-4-7 3	 8-1 3	 FP: 3 Rng: 8 ROF: 1 dm MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK
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[ELR: 3]
{SAN: 4}



Elements of the 220th Tank Brigade enter on turn one on hex Z4:

 T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1 R18 2	 IS-2m MP: 13 MA: 122L MG: 1/4R2/4 B#: 11 R28 2	 9-1 2
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Elements of the 416th Rifle Division enter on turn two along the east edge:

 4-5-8 8	 9-1 8	 8-0 8	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50* ROF: 3 Rng: 3-20 MTR
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[ELR: 4]
{SAN: 2}

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VARIATIONS:

- ★ Add one T-34/85 to the Russian OB that enters on turn one.
- ☩ Replace the German 9-1 leader with a 10-2.

BOARD LAYOUT:



(only hexrows A-Z are playable)



OBJECTIVES: The Russians win immediately upon exiting ≥ 18 CVP (excluding prisoners) off the west edge. At least three CVP *must* be infantry (excluding crews).

SCENARIO RULES:

- EC are Moderate, with no wind at start. Place a burning wreck in hexes U4 and V4. Place an immobilized IS-2m in hex W4. Its VCA faces west. Its TCA is the Russian player's choice.
- The three Heroes in the German OB must set up within two hexes of hexes U4, V4, and W4. They may use HIP. Each Hero receives a -1 DRM for any PF checks. PFs used by these OB-provided Heroes do *not* count against German PF limits for the scenario.
- The two 3-4-8 HS start the game broken and DM. They must set up between hexrows X-Z in a Location that has an LOS to the east edge. The DM status of these units cannot be removed until the end of the Rally Phase of German Player Turn one.

WULKOW, GERMANY, 18 April 1945: After repulsing a heavy Soviet attack the remaining German troops at Wulkow fell back on their second defense line to regroup. Hearing the sounds of enemy tanks, three unknown *Landsers* volunteered to return to the old positions to ambush the oncoming enemy attack using panzerfausts. Groups of Red Army tanks were soon witnessed rolling out of a woods-line, heading straight for the former German lines. Without infantry support the Russian behemoths clanked slowly forward, firing at fleeing German soldiers. As they came, they moved right into the sights of the hand-held anti-tank weapons of the three remaining forward defenders. The rockets flew and suddenly three tanks were struck by hollow-charges. Two began burning immediately. The third started turning in circles on its last functioning track. Again panzerfaust rockets flew. Two more tanks were stopped and the limping cripple was put out of its misery. Soviet infantry suddenly made the scene, and joined with the surviving tanks, launched a furious attack on German lines. But the delay caused by three *Landsers* and their panzerfausts allowed a company of *fallschirmjager* to reinforce the position. Once again the Red Army was denied a breakthrough.

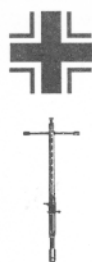


PILLAU FIGHT

Original Design: Bob Davis

HP #11

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



Elements of the 412th Infantry Regiment, 83rd Infantry Division set up in any hex on Board 23 that has a coordinate of ≥ 3 , and any hex of Board 8 that is north of the 'Baltic Sea' (see SR #1):

1 4-6-7	1 4-4-7	9-1	8-0	7-0	1-4-9	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	7 morale
4	5				2		2		6

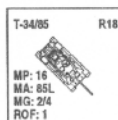
[ELR: 2]
{SAN: 3}



Elements of the 3rd Baltic Front enter on turn one along the north edge:

E 4-5-8	E 6-2-8	1 4-4-7	9-2	8-1	8-0	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1
5	2	5					2		2

Enter on turn two along the west edge north of hex A6 and/or the east board north of hex P4:



2

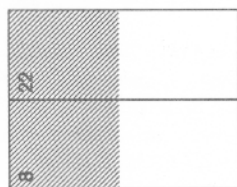
[ELR: 3]
{SAN: 2}

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VARIATIONS:

- The Germans may only set up one squad utilizing HIP (i.e., no heroes).
- Add one 4-6-7 squad to the German OB and replace the 8-0 leader with an 8-1.

BOARD LAYOUT:



(only hexrows A-P are playable)



OBJECTIVES: The Russians win at Game End if they Control hexes 8E3, 8F3, 8G4 and 8H3.

SCENARIO RULES:

- EC are Wet with no wind at start. The stream is Flooded (B20.44). The 'Baltic Sea' is represented by river hexes and all land hexes south of the river, all of which are treated as Ocean (G13.12). Place Overlay **OG1** on hex 8I4.
- Place stone pier counters in hexes 8H4, 8G5, and 8F5. Place overlay **X8** on 8E6, representing a lighthouse (treat as a 2nd level stone building [EXC: The lighthouse is treated like a 2nd Level Steeple (B31.2); only Level 2 has any field of fire; units at Ground/1st level may not fire from those hexes and receive a +5 TEM]).
- Buildings 22P8, 22F3, 8C1, 8E3, 8J2, and 8M2 are treated as rubble.
- The Germans may set up one squad (plus any SMC/SW stacked with them) and both Heroes utilizing HIP.
- Each Hero receives an additional -1 DRM for PF checks. PFs used by the Heroes do *not* count against German PF limits for the scenario.

PILLAU, EAST PRUSSIA, 25 April 1945: Königsberg finally fell on April 13. The Germans conducted a fighting withdrawal to the southwest towards Pillau. The Soviets pressed relentlessly onward, making slow, but steady progress. By April 24th, the Germans had been pushed back to the outskirts of Pillau, backed up to the Baltic Sea. During the night of the 24th, the defenders tried to ferry their troops to safety across the narrow channel to the *Frisch Nehrung*. The evacuation received heavy fire through the night. Most accounts state that less than a quarter made it to safety. On the tempestuous night of 24th the 83rd Infantry Division was also ferried, coming into the perimeter over from Hela to relieve the decimated remnants of the Grossdeutschland and 32nd Infantry Divisions. The 83rd stood alone between massed Soviet forces and the Baltic. The Soviets launched their attack at dawn on the 25th, easily overrunning the German left flank, defended by the 251st Infantry Regiment. The right flank, defended by the 277th Infantry Regiment, held momentarily as a retreat was called for back toward town. By evening, remnants of the entire division had pulled back to the southern tip of Pillau, backs against the sea. During the evening the Soviet attack halted for the night. By morning the Soviets resumed their unstoppable assault against a trapped 83rd Infantry Division.



KICKED AUTZ

Original Design: David Lamb

HP #12

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

Elements of the 6th Infantry Regiment, 31st Infantry Division set up on/north of hexrows 50EE and/or 36C (see SR #2):

1 4-6-7	2 4-4-7	E 2-4-8	2-2-8	8-1	7-0	1-4-9	FP: 7 Rng: 16 ROF: 3 HMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK	? 7 morale
4	2	2						2		6

Elements of the 510th Heavy Panzer Battalion enter on turn two along the north edge:

MA: 86LL ROF: 2 M#4 AT	G12	1S
	4	

MP: 12 MA: 86L MG: 95/2 ROF: 1	G31	9-2
	2	

[ELR: 3]
{SAN: 4}

Elements of the 19th Tank Corps enter on/after turn one along the south edge:

E 4-5-8	1 4-4-7	9-1	8-0	3PP 50 cal	1 P: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 30 Rng: 1 DC	50mm	MP: 18 MA: 122L MG: 1/4R2/4 B#: 11	R28	MP: 13 MA: 122L MG: 1/4R2 B#: 11	R27	MP: 15 MA: 76L MG: 2/4	R17
6	4					2					2		2	

8-1

[ELR: 3]
{SAN: 2}

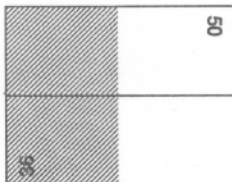
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VARIATIONS:

- The Germans must replace the HMG in their OB with a MMG.
- Add a second PSK to the German OB.

BOARD LAYOUT:

(only hexrows A-P on Board 36 and R-GG on Board 50 are playable)



OBJECTIVES: The Russians win immediately upon exiting ≥ 24 EVP off the north edge (see SR # 5).

SCENARIO RULES:

- EC are Wet and the weather is Overcast with no wind at start. All buildings are rubble. All Orchards are Shellholes. The streams are Deep (B20.43). Place overlay B4 on 50U1/U2.
- The OB-provided Hero and both 2-4-8 HS (plus any SMC/SW set up in the same Location) may use HIP and must set up south of hexrows 50AA and/or 36G. These units qualify for an additional -2 DRM on any PF/ATMM checks (C13.31/13.7) they make during play. Panzerfausts used by these units do not count against German PF limits. Normal PF rules are in effect for the remainder of the German forces (C13.3).
- The two Pz VIE (L) AFVs of the 510th Panzer Battalion are considered Elite (C8.2) for Ammunition Depletion purposes.
- Both sides may declare Hand-To-Hand CC (J2.31).
- The Russians receive 3 EVP for each PzKw VIE(L) and PaK 43 captured or eliminated.

AUTZ, COURLAND, 28 October 1944: The second battle of Courland had begun. The Russian 5th Guards Tank Army had committed more than 400 tanks along a narrow front. The German line ruptured, and though limited counterattacks brought passing success, the Soviets forced the German 30th Infantry Division back to the forested hills of Mikeli. In nearby Autz, the 21st Luftwaffe Division disintegrated. A complete breakthrough was narrowly averted thanks to the pouring rain which turned the terrain into a soupy morass. That night both sides reinforced. The battle resumed the next day, centered around individual farms, strong-points, and key crossroads. Every last man the Germans could round up were pitted against the Soviets. Men stalked enemy tanks on foot, armed only with panzerschrecks and anti-tank hollow charges. The soldiers of the 6th Infantry Regiment destroyed twenty-one Soviet AFVs in close-combat. Along the Audei-Asite-Bruvelini road four *Panzerkampfwagen* VIE 'Tiger' tanks of the 510th Heavy Panzer Battalion fought a six-hour battle against elements of the 19th Tank Corps. Fourteen heavy 'Stalin' and medium T-34 Soviet tanks were added to the tally of charred hulks on the battlefield. Regardless of heroics by both combatants, the Germans were forced to abandon their positions around Autz. A withdrawal was ordered to the *Brunhilde* positions, where the Germans dug in to halt the Soviet onslaught. There, five more major enemy attacks were faced before *Armee Gruppe Kurland* finally surrendered.




RADIO WARS

Original Design: David Lamb

HP #13

⚡ AXIS Sets Up First	1	2	3	4	5
⚡ AXIS Moves First					



Elements of the Lithuanian Army Command set up in building bD1:

1 3-4-7	1 1-3-7	8-0	1-4-9	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	? 7 morale
3	2			2	8

Support Elements choose *one* group only, and add to the respective German or Lithuanian OBs [EXC: Group 3 which begins play set up using HIP in building bD1]:

[ELR: 4/2]
{SAN: 4}

Group 1: 9-2

Group 2: 2-4-8


Group 3: Fortified Location

Elements of the 123rd Reconnaissance Battalion enter on turn one on/adjacent to hex dA3:

E 4-6-8	E 2-4-8	9-1	8-0	FP: 3 Rng: 8 ROF: 1 LMG	FP: 30 Rng: 1 DC
5				2	2

Sidecars MP: 24 PP: 2/3 DRM: -1	PSW 231 (8 rad) G72 MP: 35 MA: 20L(4) ROF: 2 MG: -5 B#11	PSW 222 G70 MP: 33 MA: 20L(4) ROF: 2 MG: -5* B#11
6		2

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Elements of the 33rd Rifle Division set up anywhere on/north of hexrow dE5 and bK5 [EXC: set up ≥ 2 hexes from any hex of building bD1]:

1 4-4-7	c 4-2-6	2-2-8	8-1	7-0	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	37mm PP obr. 15R R11 MA: 37* ROF: 3 B#11 INF
7	3					2	2	

Support Elements choose *one* group only and set up on-board or enter along the north edge on/after turn one:

[ELR: 2]
{SAN: 3}

Group 1: T-37 R1
MP: 14
MA: CMG
MG: -4
ROF: 1

Group 2: 1 2-3-7

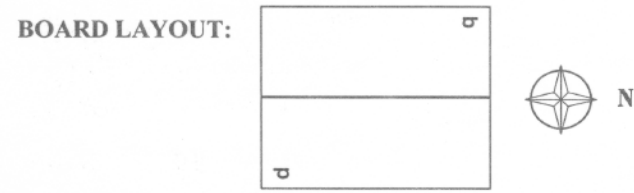
Group 3: 1 4-5-8

OBJECTIVES: The Axis player wins at game end if an unbroken *German (only)* MMC is in a location of building b-D1. The Russians win by preventing this, or they win *immediately* when they Control building b-D1.

SCENARIO RULES:

- EC are Dry, with no wind at start.
- Support elements of both players OB must be selected prior to any set up.
- Each player set up one squad (plus any SMC/SW set up in the same Location) utilizing HIP. Note the sidecars and two AC belong to the 123rd Reconnaissance Battalion portion of the German OB.
- The Germans receive an ELR of 4. The Lithuanians use Axis Minors and receive an ELR of 2.
- Hand-To-Hand CC (J2.31) is available for both sides.

- VARIATIONS:**
- ★ The Russians may exchange the 37mm INF Gun for a 37mm AT Gun.
 - ⚡ The Germans may exchange the 9-1 leader for a 9-2.



KOVNO, LITHUANIA, 24 June 1941: The opening of Operation *Barbarossa* for Army Group North began with spectacular success. As they entered the Baltic States, the Lithuanians showered their German liberators with flowers, milk, eggs, and sweets. The Germans referred to this new war as the *Blumenkrieg* (war of flowers). Lithuanian partisans and stragglers harried the retreating Red Army, helping to cause them to either fight to the death, or retreat in disarray from all but the major roads. Soviet resistance stiffened in front of the Lithuanian capitol, Kovno. Inside the city local volunteers representing the 'Lithuanian Army Command' seized the radio transmitting station. They broadcast a plea to the Germans to bomb Kovno and the withdrawing Soviet troops. At noon the next day the Soviet withdrawal provided an opportunity for an assault group from the 123rd Reconnaissance Battalion to penetrate their front line. The Germans were able to break into the besieged radio station and reach the besieged Lithuanians inside. Two days later the fight was over and the German 501st Propaganda Company began regular broadcasting from the station.



CRACKING SKULLS

Original Design: Dave Lamb

HP #14

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

Elements of 3rd SS Motorized Division *Totenkopf* set up anywhere in the playing area:

9							3	2		2	6		

Support Elements choose ONE group only and enter on turn three along the south edge [EXC: Group 3 sets up anywhere utilizing HIP]:

Group 1:

2			2				

or

Group 2:

				2		

[ELR: 5] or Group 3:

Elements of the 180th Rifle Division and 21st Armored Group enter on turn one or any turn thereafter from the north, east, and/or west edges:

9	6							3		2		2	

Support Elements choose ONE group only, and enter on any turn along the north, east, and/or west edges:

Group 1:

2		2

or

Group 2:

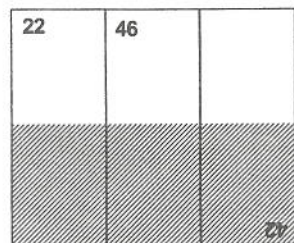
or

Group 3:

VARIATIONS:

- Increase the Russian ELR to 3.
- Add one 1-4-9 Hero and a LMG to the German OB.

BOARD LAYOUT:



(only hexrows R-GG on Boards 22 and 46, and A-P on board 42 are playable)

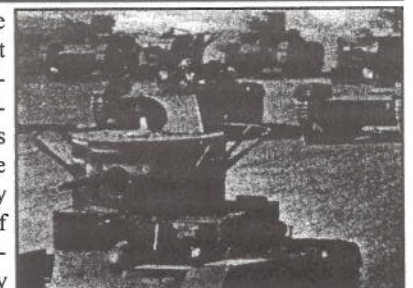
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OBJECTIVES: The Russians win if they Control two of the following three hexes: 22-X7, 46-AA7, and/or 42-I3 at Game End.

SCENARIO RULES:

- EC are Dry, with a Mild Breeze blowing from the west at start. Place Blaze (B25) counters in hex 22X2, and 46U7 (and place Drifting smoke [A24.61] counters downwind for both Blaze hexes). Place Rubble counters in 22-X7, X6, 46-V8, W5, Z5, and 42J3. Place burnt-out wreck counters in the following hexes: 22T2, 22Y1, 46X3, and 42J4.
- Germans may set up one squad (plus any SMC/SW set up in the same Location) utilizing HIP.
- German 8-3-8, and Russian 6-2-8 MMC are Assault Engineers (H1.22).
- Both sides must pre-select their support group prior to set up. If the Germans select Group 3, they receive one module of 70+OBA (HE/Smoke).
- No Quarter (A20.3) is in effect and both sides may use H-to-H CC (J2.31).

OPOCHKA, RUSSIA, 10 July 1941: The last obstacle on the drive on Leningrad was the 'Stalin Line'. The elite *Totenkopf* Division was tasked with maneuvering south of the enemy defensive line to cut off any Soviet formations driven back by the 56th Panzer Corps. In the face of staunch enemy resistance, firmer than anticipated by German commanders, the *Totenkopf* attack stalled in front of dense fortifications. The resulting German casualties were amongst the highest suffered by any unit member of the *Panzerkorps*, and included the loss of the divisional commander, severely wounded during the fighting. Desperate to halt the German offensive, the Soviets threw in heavy armor, including 52-ton 152-mm gun-armed KV-II tanks, as well as all available infantry reserves. During nearly 72 hours of savage fighting the OPOCHKA sector of the Stalin Line was the scene of countless hand-to-hand duels. Men incinerated one another with flame-throwers. Were blown to pieces by grenade blasts and were shot from ambush by snipers. Elements of SS *Totenkopf* and the German 30th Infantry Division finally drove the enemy out of his defenses during the morning of 11 July. The Soviet survivors retreated into the forests and swamps to the east to form a new defensive line. The *Totenkopf* halted, having been bled white. Nearly ten-percent of its total combat strength had been lost and the unit was pulled out of the line and placed in reserve.



MOLDAVIAN MASSACRE

Original Design: Glenn Houseman

HP #15

★ RUSSIAN Sets Up First	1	2	3	4	5
✠ RUMANIAN Moves First					



Elements of the 5th Infantry Division enter on turn one along the south edge:

1 3-4-7	8-1	8-0	7-0	1-4-9	FP: 4 B11 Rng: 10 ROF: 2	FP: 2 Rng: 6 ROF: 1 B#: 11
11					2	4

[ELR: 3]
{SAN: 3}



Elements of the 9th Frontier Army set up anywhere on/north of hexrow Z; each building must contain at least one MMC [EXC: hex 11DD8]:

1 5-2-7	1 4-4-7	c 4-2-6	c 2-2-6	8-0	7-0	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° ROF: 3 Rng: 3-20	1S
	2	3							

[ELR: 3]
{SAN: 4}

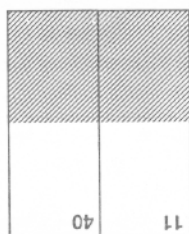
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VARIATIONS:

- ★ The Russians may replace the 8-0 leader for an 8-1.
- ✠ Reduce the Russian ELR to 2.

BOARD LAYOUT:

(Only hexrows U - GG are playable)



OBJECTIVES: The Rumanians win at Game End if they Control all building hexes in play (EXC: 11DD8 is *not* counted for victory purposes).

SCENARIO RULES:

- EC are Dry, with no wind at start. Kindling (B25.11) is NA.
- Place a wood Rubble (B24) counter in hex 11DD8.
- Only hexes EAST of the river are playable.
- The Rumanians may use Hand-To-Hand CC (J2.31). At Game End, Melee (A11.15) continues in each hex until ALL are concluded. After Game End, voluntary Withdrawal (A11.2) from Melee is NA.
- The Russians may *not* exchange an 8-0 leader for a Commissar (A25.22).

PRUT RIVER, MOLDAVIA, 3 July 1941: Though the war had begun nearly ten days earlier, part of Army Group South remained idle, until now. Beginning on July 2, the German 11th Army began its first day of operations by penetrating Soviet defenses, capturing Jassy, and reaching the Prut River. The Germans quickly established bridgeheads for the passage of German and Rumanian force tasked to begin rolling up the Russian defenses along the riverbank. Some Rumanian soldiers were returning to their native Moldavia for the first time since the region was annexed by the Soviet Union. The Rumanians attacked one small, ramshackle frontier outpost with particular ferocity. The defenders fell back into the primitive huts, which crumbled quickly when riddled with machine-gun bullets. Twenty determined Russian soldiers held out in an old smokehouse for several hours before finally being overwhelmed in a final bloody Rumanian assault. The fierceness of the 11th Army offensive led the STAVKA to overestimate Axis strength. The Red Army began withdrawing, only to later recognize the weakness of Axis satellite armies—too late to recover the valuable territory surrendered.



THE MUD RATS

Original Design: David Lamb

HP #16

GERMAN Sets Up First	1	2	3	4
RUSSIAN Moves First				

[ELR: 4]
{SAN: 4}

Elements of the 4th Mountain Division set up concealed in any *island* hex (including mudflats) that has a coordinate of ≤ 5 , and/or hex K6 (See SR #4):

E 5-4-8 2	E 4-6-8 2	1 4-6-7 2	8-1 2	1-4-9 2	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 30 Rng: 1 DC	?	7 morale	Trench	Wire
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Set up in *non-island* hexes with a coordinate numbered ≤ 3 :

1 4-6-7 2	2-2-8 2	8-0 2	FP: 5 Rng: 12 ROF: 2 MMG	?	7 morale	GrW 34 G 2 MA: 81' Rng: 2-60 ROF: 3 SA: 58; M11 MTR	Wire	Trench
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[ELR: 3]
{SAN: 3}

Elements of the 165th Rifle Division set up concealed in any hex numbered ≥ 7 :

E 6-2-8 4	1 5-2-7 3	1 4-4-7 4	9-1 2	8-0 2	1-4-9 2	FP: 8 Rng: 16 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 B4: 11 MMG	FP: 2 Rng: 6 ROF: 1 B4: 11 LMG	MA: 50' ROF: 3 Rng: 3-20 MTR	FP: 30 Rng: 1 DC	Small Raft MP: 2 M4 12 PP: 14
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VARIATIONS:

- Add one 5-2-7 squad to the Russian OB.
- Add one 4-6-7 squad to either part of the German OB.

BOARD LAYOUT:



(only hexrows A-N are playable)

SCENARIO RULES:

1. EC are Wet with a Mild Breeze blowing from the southwest at start. The weather Heavy Rain (E3.51) is in effect. A pre-dawn LV hindrance of +1 is in effect during the first two turns. Place overlays as follows: **Wd4** on J5/K5; **Hi5** on E3/D3; and **X9** in J3.
2. The Germans may set up one squad (plus any SMC/SW in the same Location) utilizing HIP.
3. All marsh hexes are mudflats (B16.7). All water obstacle hexes are considered to be lagoon hexes that are Fordable (B21.41).
4. Place one Wire counter and a 1+3+5 Pillbox (CA: I6/J6) in hex J5. At least two trenches must be set up in/adjacent to J5. The German MMG must begin play Possessed (A4.43) and set up IN the Pillbox.
5. Hand-To-Hand CC (J2.31) may be used by both sides.

NOVOROSSISK, KUBAN ESTUARY, 17 June 1943: Following the disastrous retreat in the Caucasus of 'Army Group A', falling back onto its bridgehead on the Kuban peninsula, continuous attacks by the Red Army continued unabated. During February the Russians attempted to outflank the German positions by landing behind their lines in two inlets south of Novorossisk. For the next four months both sides fought on, one seeking to expand and the other to eradicate the bridgehead. As exhaustion set in casualties rose sharply for both combatants. The war-fighting never halted, as local scout and assault-troop operations were conducted daily amongst isolated mountain peaks, hillocks, forests, and lagoons. Combat was particularly fierce in the estuary, where both sides contested important causeways and islands. These represented the only local solid ground. On the morning of 17 June, a night raid was delayed until just before dawn. A sudden downpour and the resulting fog protected the Russian attackers, concealing them as they rose out of the mud and brackish water to begin the assault. They stormed the islands, losing half their numbers in the process, before seizing the islands and the causeway beyond. Their gains would be only temporary. A German counterattack that same day drove them back off the newly won terrain and back into the mud.

