

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 3	FP: 2 Rng: 6 ROF: 1 B# 11 LMG 3	7 morale 3	PTP obr 42 R8 3	MA: 45LL ROF: 3 M# 11 AT 3	Foxhole 3S
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Set up on/east of hexrow M on board 32:

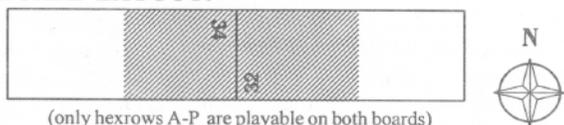
E 4-5-8 4	E 6-2-8 2	1 4-4-7 4	9-2 4	8-0 4	FP: 4 Rng: 10 ROF: 2 B# 11 MMG 2	FP: 2 Rng: 6 ROF: 1 B# 11 LMG 2	FP: 24 Rng: 1 PP: 1 FT 2	FP: 30 Rng: 1 DC 2	9-1 2	T-34 M43 R16 2	T-34/85 R18 2
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{ELR: 3}
{SAN: 4}

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.

