

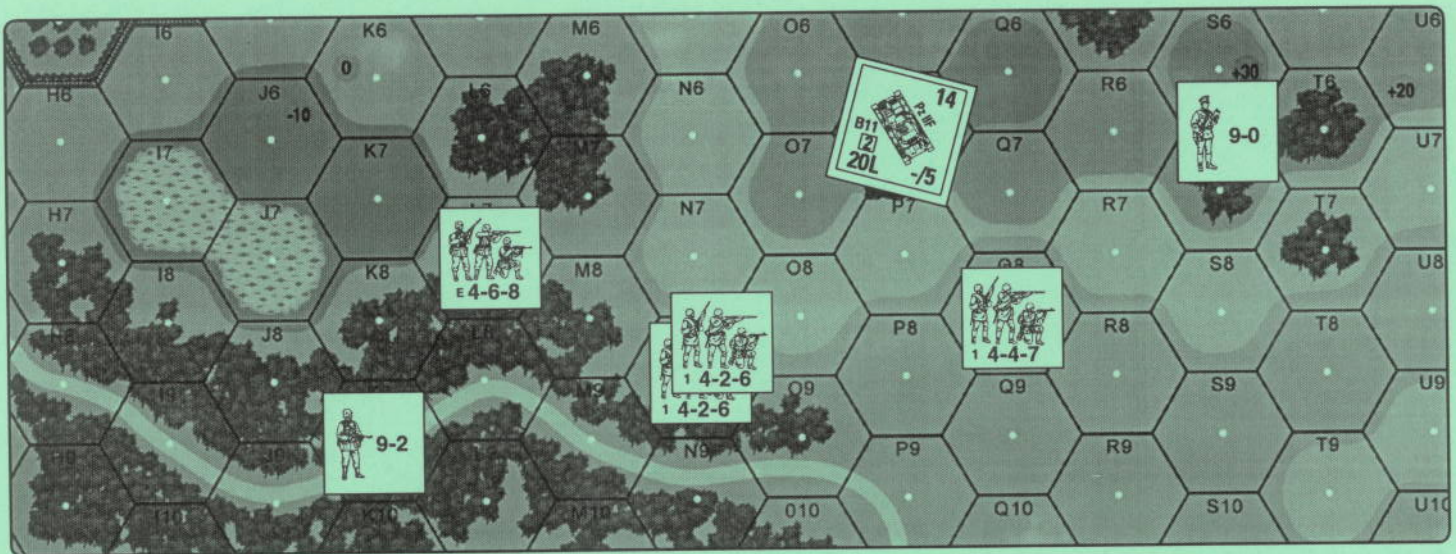


8005



RETRO PAK I

8 SCENARIOS "HILL 621" DRAMA

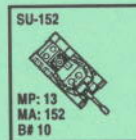


Near TROIS PONTS, BELGIUM, 21 December 1944: First light on December 21st saw most of the 1st SS Panzer Division, other than Kampfgruppe Peiper, massed on the heights between Trois-Ponts and Wanne. After efforts to re-build the Petit-Spa bridge were brought to a halt by intense American artillery fire, elements of SS-*Standartenfuhrer* Hansen's Panzergrenadier Regiment 1 traversed the wreckage during the night and set up a command-post 300 meters away. With Stavelot no longer an objective, the few remaining Panzers were brought back to provide Hansen some supporting armor. Meanwhile, east of the town the Americans were still holding on to a small bridgehead, formed by 'E' Company of the 505th Parachute Regiment. After fleeing civilians revealed that German tanks and panzergrenadiers were assembling to launch an assault 'E' Company's positions, the commander of the Regiment's 2nd Battalion, Lieutenant Colonel Benjamin H. Vandervoort, decided to hold out, and sent F Company across. While the soldiers of 'F' Company situated themselves in the woods to the right of 'E' Company, a single 57mm anti-tank gun was brought across stringers laid on top of the damaged bridge structure. The Germans soon arrived, and intense fighting led to a series of hand-to-hand struggles. While the Panzers could not maneuver on the soggy ground, the anti-tank gun was soon put out of action and an immediate withdrawal was ordered. With the Germans right on their tails, the retreat was a desperate affair. The pursuing panzergrenadiers crossed the Salm by fording and by using a makeshift bridge before the re-organized 2nd Battalion paratroopers were able to throw them back to the east bank...

RETRO PAK scenarios bring the ASLComp gamer back to the era when "Hill 621" was king. Short SSRs, designs that almost completely avoid the use of overlays, fast-playing, straightforward orders of battle. What's more, these 'old chestnut' scenarios take proven CH battle depictions and play them out on the LATEST geomorphic boards. And in a 'Hero Pax' twist, you find a tasty dash of those little 1-4-9s here and there in just the right dose, to make things as exciting...and tense as you can handle it!



SOME OF THE UNITS YOU COMMAND IN EXCITING AND REALISTIC WAYS:



SU-152
MP: 13
MA: 152
B# 10

SU 152—In November 1942 the State Defense Committee ordered the development of a heavy self-propelled gun armed with the 152.4mm ML-20 howitzer. It should be noted that the Red Army had dedicated anti-fortification vehicles in the pre-war period, such as the KV-2 heavy tank armed with the 152.4mm M-10 howitzer.



W
6-5-8

Waffen SS—The Waffen-SS was the combat arm of the Schutzstaffel ("Protective Squadron") or SS. In contrast to the Heer, Germany's regular army, the Waffen-SS was a group of combat units composed of volunteer troops, with its members partially having strong personal commitments to Nazi ideology and also partially selected on a racial basis.



10-3

Lieutenant Colonel Benjamin H. Vandervoort—After being promoted on 2nd June 1944 to Lieutenant Colonel, he commanded the 2nd Battalion, 505th PIR and led it in the American airborne landings in Normandy and in Operation Market Garden. General Matthew B. Ridgway described Vandervoort one time as "...one of the bravest and toughest battle commanders I ever knew"



Pz IIF
MP: 14
MA: 20L(4)
ROF: 2
MG: -5
B# 11

Pzkw IIF—In March of 1941, an improved and modified version of this light tank, the Ausf F, was introduced. 524 tanks were produced from March of 1941 to December of 1942. Ausf F was the last variant of the normal Panzerkampfwagen II series and was the model that saw action on the Eastern Front. It had the same armament as other Panzerkampfwagen II tanks but some were armed with newer KwK 38 L/55 cannon.

The above game pieces are NOT provided in this product and are depicted for descriptive purposes only. You do get to use them in the scenarios included with this game!

THIS IS NOT A COMPLETE GAME! Ownership of German, American, and Russian counters (for 7 scenarios) and Marines and Japanese (for 1 scenario), as well as geomorphic boards 2, 6, 9, 17, 37, 41, 42, 44, 46, 47, 48, 49, and 50 is required.

CONTENTS: 8 SCENARIOS ON 4 CARDS

OFFSET PRINTED ON THE PRINTING PRESSES OF CRITICAL HIT, INC. IN THE GOOD OLD USA!

CROSSING THE ODER BRUCH

RetroPak #1

☩ GERMAN Sets Up First ★ RUSSIAN Moves First	1	2	3	4	5	6	7	8	9
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Elements of Gruppe A, 56th Panzerkorps set up anywhere on boards 9 and 49 and/or on board 2 in hexes numbered ≥ 4 :

E 5-4-8 2	1 4-6-7 8	2 4-4-7 4	9-1 2	8-1 2	8-0 2	1-4-9 2	FP: 7 Rng: 16 ROF: 3 HMG 2	FP: 3 Rng: 8 ROF: 1 LMG 4	Radio Cnct: 8 12	? 7 morale 12	Foxhole 1S 6
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Set up on boards 9 and/or 49:

2-2-8 2	FlaK 18 MA: 88L ROF: 2 MR: 4 2	G30 AA 2	3.7cm FlaK LKW G92 MP: 23 MA: 17L(4) ROF: 3 2	Trench 2
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Reinforcing elements enter on turn one along the south edge:

StuG III MP: 13 MA: 75L MG: J-Z ROF: 1	G34	PzVIB MP: 11 MA: 88L MG: 3/5/2	G32
--	-----	---	-----

[ELR: 3]
{SAN: 2}



Elements of the 8th Guards Tank Army enter on turn one along the north edge:

E 4-5-8 4	E 6-2-8 3	1 4-4-7 12	9-2 2	9-1 2	8-1 2	8-0 2	7-0 2	FP: 8 Rng: 16 ROF: 3 HMG 2	50 Cal FP: 4 Rng: 10 ROF: 2 BR: 11 MMG 2	FP: 2 Rng: 6 ROF: 1 BR: 11 LMG 3	Radio Cnct: 8
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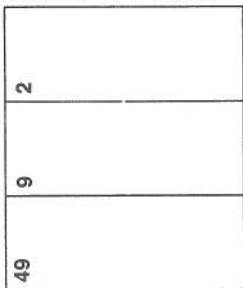
T-34/85 MP: 16 MA: 88L MG: 2/4 ROF: 1 6	R18	IS-2 MP: 13 MA: 122L MG: 1/4R2 BR: 11	R27	GAZ-MM MP: 25 PP: 21 T: 8	R47
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[ELR: 4]
{SAN: 3}

VARIATIONS:

- ☩ Replace the 9-1 leader in the German OB with a 9-2.
- ★ Add a 9-2 armor leader to the Russian OB.

BOARD LAYOUT:



SCENARIO RULES:

- EC are Moderate, with no wind at start.
- All Craggs are treated as Open Ground. All Orchards are treated as Marsh (EXC: Orchards are treated normally on board 49). Treat Grain as Brush.
- The Russian radio represents one module of 122mm OBA with Plentiful Ammunition. The German radio represents one module of 88mm OBA with Scarce Ammunition.
- The Germans may set up two squads/equivalents (including any SMC/SW in the same Location) utilizing HIP.

OBJECTIVES: The Russians must Control ≥ 3 multi-hex buildings on board 49 at Game End.

SEELOW, GERMANY, 16 April 1945: West of the Soviet bridgehead at Kustrin lay the sandy, horseshoe-shaped plateau of the Seelow Heights. It ranged in height from one hundred to two hundred feet and overlooked a soggy valley known as the *Oder Bruch*. The Russians would have to cross this valley under the guns of the 56th Panzerkorps commanded by Karl Weidling. A merciless bombardment preceded the Soviet onslaught, firing on previously pinpointed targets in the defense line. Most of the shells fell in open country as General Heinrici had pulled his men back to a second defense line before the expected shelling, a favorite tactic of his that saved many German lives in the latter part of the war on the Eastern Front. As Russian soldiers and supporting tanks moved inexorably forward, heavy fire from the Seelow Heights smashed into the assembled formations. General Georgi Zhukov quickly changed plans and soon called in artillery upon the Seelow Heights. The wily Soviet leader had no intention of being slowed by a few well-placed enemy guns. Zhukov was to have his way: Chuikov's Guards had finally gained a foothold on the Seelow Heights by sheer weight of numbers. Just before midnight on the April 16th, Russian General Popiel recalled, "the first three houses in the northern suburbs of the town of Seelow has been captured...it was a bitter operation."



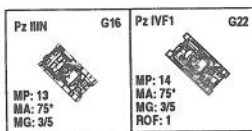
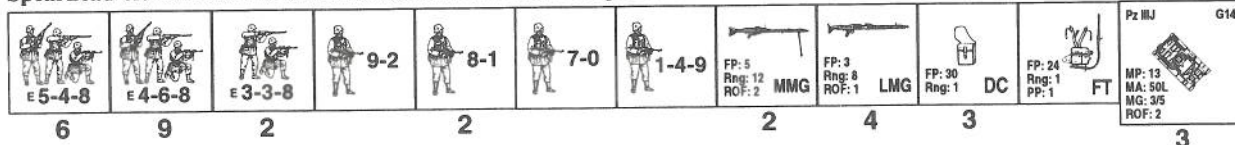
STRACHWITZ'S TIGERS

RetroPak #2

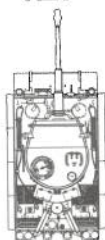
★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								



Spearhead elements of the *Grossdeutschland* Division set up on board 44 on/south of hexrow G:



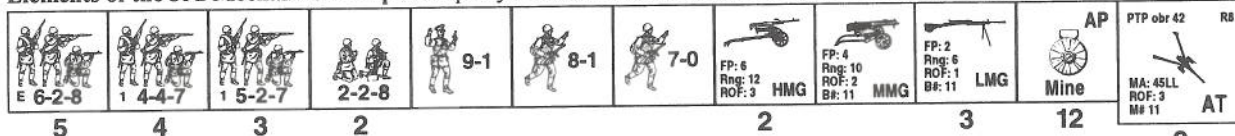
Elements of Count Strachwitz's Tiger Company enter along the north, west and/or south edge on turn 2:



{ELR: 4}
{SAN: 3}

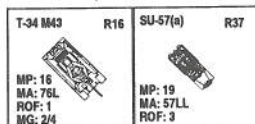


Elements of the 3rd Mechanized Corps set up anywhere on board 48 and/or in Level 1 hexes of board 44:



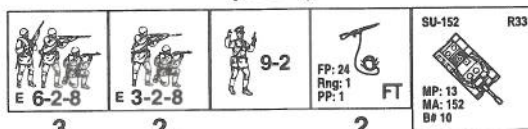
(dr 1-2)

Reinforcements enter along the east edge on/ between hexrows I-Y as per SR #3:



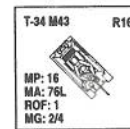
2

(dr 3-5)



2

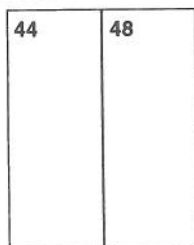
(dr 6)



4

{ELR: 3}
{SAN: 4}

BOARD LAYOUT:



VARIATIONS:

- ✚ Up to two German Pz VIE may enter on turn one.
- ★ Add a 9-1 armor leader to any portion of the Russian reinforcements.

SCENARIO RULES:

- EC are Moderate with no wind.
- Each German leader may place smoke (not WP) once during the game. No dr is required.
- Starting on turn three the Russian player makes a Random Reinforcement dr during the RPh of each turn. Enter the group that matches the die roll, re-rolling for any dr that matches a group that has already entered play (i.e., on turns 3-5, one group enters EACH turn).

OBJECTIVES: The Germans must Control ≥ 9 buildings adjacent to the road running from hexes 48I9-48X1 at Game End.

DUBROVA, RUSSIA, 7 July 1943: Progress for Operation *Zitadelle* continued to be good for XLVIII Panzerkorps on July 7th, the fourth day of the titanic battle of Kursk. The *Grossdeutschland* attacked with 3rd Panzer Division on its left and the 11th Panzer Division on its right. At dawn on the 7th, the men of *Grossdeutschland* found themselves before the village of Dubrova. Meanwhile, the Russians had appraised the situations accurately. At the situation meeting on the evening of the 6th, Russian Major-General Shalin observed: "We are confronted by an unprecedented concentration of armor...the armored spearheads are led by Tigers, Panthers and massive assault guns. The cannon of our T-34s cannot pierce the frontal armor of the fascists' giants." Despite their material advantages the Germans suffered heavily. The grenadiers of *Grossdeutschland* were able to take Dubrova, but not without cost to the units' Panthers. The misfortunes which had been dogging Lauchert's Panther Brigade continued as they again blundered into a Soviet minefield and suffered heavy losses. It was Captain von Gottberg's 2nd Battalion, Panzer Regiment "Grossdeutschland" that saved the situation on this day. Sweeping the grenadiers of Remer's battalion with them, the attack was got moving again and the mechanized corps of General Krivoshein was torn apart. One last desperate attempt was made by Krivoshein to halt the German attack by an immediate armored counter-thrust with forty T-34s, which burst out of the little town. They had the misfortune of running right into the sights of Count Strachwitz's Tiger company. A fierce dual ensued and the Tigers knocked out ten T-34s. The Russian forces in this sector, the crumbling remains of Krivoshein's brigade, soon withdrew in disorderly fashion to the last strongpoint in the Soviet defenses outside Oboyan. The withdrawal of the enemy spurred the regiments of *Grossdeutschland* on, deeper into the Russian defenses. Towards noon they penetrated into a fortified little town named Syrtsevo. Only a few more successes lay ahead for *Grossdeutschland* before *Zitadelle* had run its course.



VANDERVOORT'S STAND

RetroPak #3

☆ AMERICAN Sets Up First

⚔ GERMAN Moves First

1

2

3

4

5

6

7

8



Elements of SS Panzergrenadier Regiment 1 enter on turn one along the west edge:

ss 6-5-8 10	ss 3-4-8 10	10-2 2	9-1 2	8-0 2	1-4-9 2	FP: 5 Rng: 12 ROF: 2 MMG 3	FP: 3 Rng: 8 ROF: 1 LMG 3	FP: 12 Rng: 4 PSK 2	Pz VG MP: 15 MA: 75LL MG: 3/5/2 ROF: 1 2	GZ7 MP: 14 MA: 75L MG: 3/5 ROF: 1 2	GZ3
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[ELR: 5]
{SAN: 3}



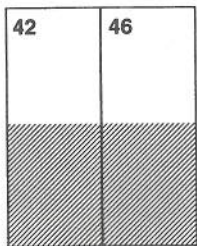
Elements of 'E' and 'F' Companies, 505th Parachute Infantry Regiment, 82nd Airborne Division set up on board 46:

E 7-4-7 9	E 3-3-7 3	2-2-7 3	10-3 2	9-1 2	8-1 2	1-4-9 2	FP: 4 Rng: 10 ROF: 2 MMG 2	FP: 8 Rng: 5 SA: WP6 BAZ 45 4	? 7 morale 6	M1 MA: 57L ROF: 3 M#: 10 AT 3	US7	Foxhole 1S
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[ELR: 5]
{SAN: 4}

BOARD LAYOUT:



(only hexrows R-GG are playable)

VARIATIONS:

- ⚔ Replace the American 10-3 leader with a 9-2.
- ☆ Reduce game length to 6.5 turns.

SCENARIO RULES:

1. EC are Moderate with no wind at start.
2. Grain is treated as Brush. Treat all hexes of the 42AA3 Pond as Marsh.
3. During set up the American player may make a side note of one squad (not equivalent) that sets up marked as Fanatic (A10.8).

Near TROIS PONTS, BELGIUM, 21 December 1944: First light on December 21st saw most of the 1st SS Panzer Division, other than Kampfgruppe Peiper, massed on the heights between Trois-Ponts and Wanne. After efforts to re-build the Petit-Spa bridge were brought to a halt by intense American artillery fire, elements of *SS-Standartenfuhrer* Hansen's Panzergrenadier Regiment 1 traversed the wreckage during the night and set up a command-post 300 meters away. With Stavelot no longer an objective, the few remaining Panzers were brought back to provide Hansen some supporting armor. Meanwhile, east of the town the Americans were still holding on to a small bridgehead, formed by 'E' Company of the 505th Parachute Regiment. After fleeing civilians revealed that German tanks and panzergrenadiers were assembling to launch an assault 'E' Company's positions, the commander of the Regiment's 2nd Battalion, Lieutenant Colonel Benjamin H. Vandervoort, decided to hold out, and sent F Company across. While the soldiers of 'F' Company situated themselves in the woods to the right of 'E' Company, a single 57mm anti-tank gun was brought across stringers laid on top of the damaged bridge structure. The Germans soon arrived, and intense fighting led to a series of hand-to-hand struggles. While the Panzers could not maneuver on the soggy ground, the anti-tank gun was soon put out of action and an immediate withdrawal was ordered. With the Germans right on their tails, the retreat was a desperate affair. The pursuing panzergrenadiers crossed the Salm by fording and by using a makeshift bridge before the re-organized 2nd Battalion paratroopers were able to throw them back to the east bank.



MATERIALSCHLACHT ENFORCED RetroPak #4

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

Elements of the 17th SS Panzergrenadier Division *Gotz von Berlichingen* set up on board 17 in hexes numbered ≤ 6:

ss 6-5-8	ss 3-4-8	10-2	9-1	8-0	1-4-9	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	SPW 25/1	G63	SPW 25/16	G66	Pz IVH	G24
10				2			4			3			3	

[ELR: 5]
{SAN: 3}

Elements of 1st Battalion, 5th Infantry Division set up on board 46:

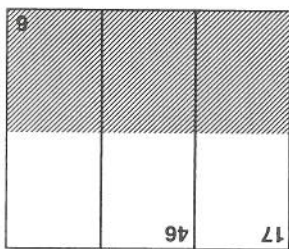
E 6-6-7	E 3-4-7	9-1	8-1	7-0	1-4-9	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2	BAZ 44	?
9	3							3	8

Attached Armor Support set up on board 9:

M8 HMC	A43	M10 GMC	A23	M16 MGMC	A36
MP: 17 MA: 75 MG: -/4 ROF: 2		MP: 15 MA: 76L MG: -/4 ROF: 2		MP: 19 MA: 12.7 ROF: 3 IFE: 24	
2					

[ELR: 4]
{SAN: 3}

BOARD LAYOUT:



(only hexrows R-GG are playable)

OBJECTIVES: The German must Control ≥ 3 multi-hex buildings on board 46 at Game End.

VARIATIONS:

- ☩ American AFVs enter along the west edge on turn one.
- ☆ German Pz IVH enter along the east edge on turn one.

SCENARIO RULES:

1. EC are Moderate with no wind at start.
2. Building AA3 is a Factory (B23.74). Hex AA3 is a Vehicular sized entrance (B23.7) on the Z2/AA3 side of the hex. Rowhouses (B23.7) exist normally, but count as one multi-hex building each for victory purposes (i.e., X6-X7-W7 is *one* multi-hex building).


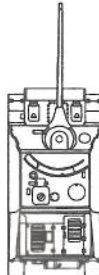
ARNAVILLE, FRANCE, 11 September 1944: In September 1944 Patton's 3rd Army had three of its corps on a front stretched from Sedan in the north to Nancy in the south. The Army was tasked with clearing Lorraine, the ancient invasion route into Germany. Facing Patton across the Moselle, German General von Knobelsdorff had 3½ divisions at his command as of September 1st. These would later be reinforced by the forward elements of another two infantry divisions and a tank brigade. Prior to capturing Metz, the 5th Division soldiers of Major-General Stafford Irwin took part in a series of assaults against the assorted troops defending in and around Metz. As part of the 20th Corps, the unit had been forced to evacuate Dornot as the Americans struggled to reinforce their only remaining bridgehead across the Moselle. At dawn on the 11th, men of the 1st Battalion, 5th Infantry Division, faced a counter-attack by men of the SS Panzergrenadier *Gotz von Berlichingen* reinforced with tanks. For the elite of the Waffen SS, the months since the invasion of Normandy had been frustrating. Whereas on the eastern front an attack by SS units invariably resulted in a local victory, in the west the vast weight of the *Materialschlacht* defeated even the heralded determination of the SS men. The firefight at Arnaville would prove no different. The combination of accurate fire from tank destroyers and artillery by the American defenders was successful in driving the SS attackers back.



GRÜNEWALD GRIND














RetroPak #5

☩ GERMAN Sets Up First ★ RUSSIAN Moves First	1	2	3	4	5	6	7	8
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[ELR: 2]
{SAN: 6}

Elements of the 18th Panzergrenadier Division set up ≥ 6 hexes from the south edge:

 E 5-4-8	 1 4-6-7	 2 4-4-7	 c 4-3-6	 E 3-3-8	 2-2-8	 10-2	 7-0	 6+1	 1-4-9	 FP: 7 Rng: 16 ROF: 3 HMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK
	4	2	8	3	3		2			4	3	

?

7 morale

12

PaK 40 G10

MA: 75L
ROF: 2
Mk: 8

AT

2

PaK 43/41 G13

MA: 89LL
ROF: 2
Mk: 8



AT

Local Reinforcements enter along the north edge on turn four:

JgPz IV/70 G54















MP: 11
MA: 75L
MG: 1/
ROF: 1

2

[ELR: 4]
{SAN: 3}

Elements of the 3rd Guards Tank Army enter on turn one along the south edge of board 49 on/west of hex GG5 and/or the west edge of board 49 on/south of hex Y10:

 E 4-5-8	 E 6-2-8	 1 5-2-7	 10-2	 9-1	 8-1	 8-0	 FP: 8 Rng: 16 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 Bf: 11 MMG	 FP: 2 Rng: 6 ROF: 1 LMG	 MP: 16 MA: 85L MG: 2/4 ROF: 1 T-34/85	 R18	 MP: 13 MA: 122L MG: 1/4R2 Bf: 11 IS-2	 R27
10	2	6							4		2		

SU 100 R36

MP: 15
MP: 100L
Bf: 11

3

ZIS-5 R47

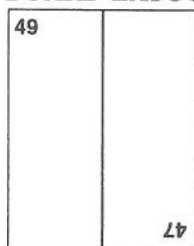
MP: 21
PP: 29
T: 4

2

VARIATIONS:

- ☩ Add a 9-2 Armor Leader to the German OB.
- ★ Remove the infantry EVP requirement from the Objectives.

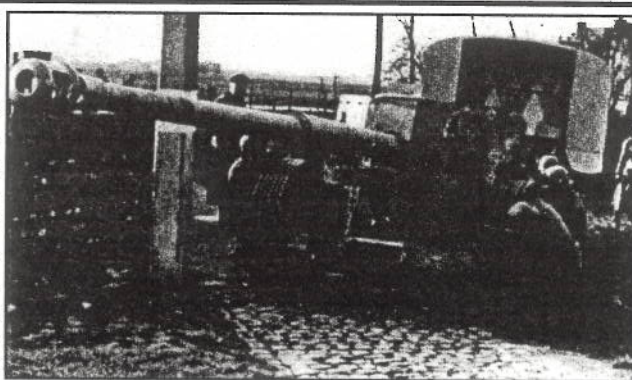
BOARD LAYOUT:



SCENARIO RULES:

1. EC are Wet, with no wind at start.
2. The German may utilize HIP for two squads/equivalents (and any SMC/SW set up in the same Location).
3. The German may mark (or designate if HIP) one squad/equivalent as Fannatic (A10.8) during set up.

CHARLOTTENBURG, BERLIN, 26 April 1945: The front of the 20th Motorized Division on the 26th of April was being compressed on all sides as the Soviet 2nd and 3rd Guards Tank Armies attempted to close the last east-west corridor into the stricken city of Berlin. The German High Command was desperate and determined to postpone the impending catastrophe, if only for a few more days and at the cost of troops up to then fighting the British and Americans. An OKW directive on the night of April 24/25 ordered: 'Throw all available forces against the mortal enemy, Bolshevism. In doing so ignore the considerable territorial gains which the Anglo-American forces may make.' To forestall reinforcement from the west, Marshals Zhukov and Konev decided to wipe out the enemy forces in the forests south-east of the city with two convergent attacks on April 26th, with the 3rd Guards Tank Army pressing in from the south. The terrain the attack was launched in was a mixture of forests, lakes and marshes; the German resistance was strong. On the night before the attack the defenders regrouped, formed an assault force of panzers and infantry and attacked at 0800 hours on the 26th. This force was soon contained, and forced onto the defensive, and wiped out by evening. Marshal Konev soon after sealed the defenders into Berlin with five divisions with tanks and artillery along the most likely escape routes.



TENARU MEAT GRINDERS

RetroPak #6

● JAPANESE Sets Up First

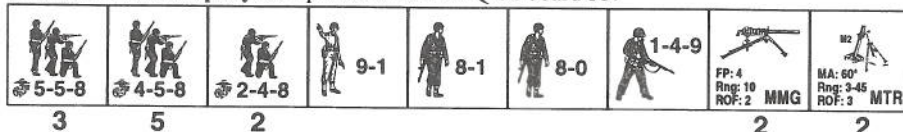
☆ AMERICANS Moves First

1 2 3 4 5 6 7

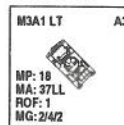


Elements of the 1st Battalion, 1st Marines set up as indicated:

Elements of A Company set up east of hexrow Q on board 35:

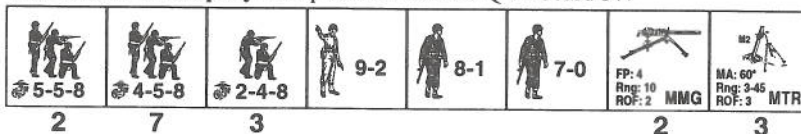


Elements of Company B, 1st Marine Tank Btln. enter on turn four on/between hexes 35GG5-35GG10:



3

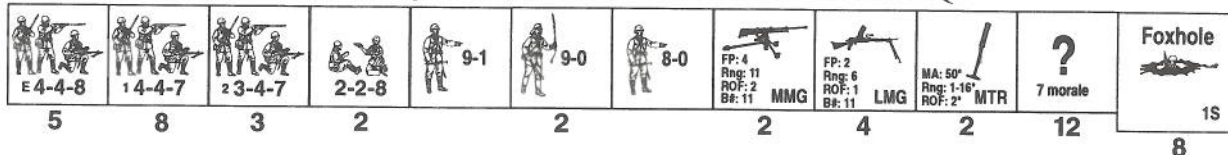
Elements of B Company set up west of hexrow Q on board 37:



[ELR: 5]
{SAN: 2}

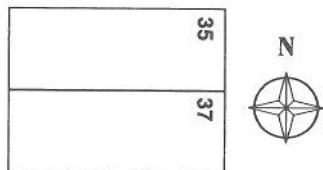


Elements of the Ichiki Detachment set up on board 35 in Palm Tree hexes on/west of hexrow Q:



[ELR: 3]
{SAN: 4}

MAPLAYOUT:



OBJECTIVES: The Americans must earn ≥ 22 CVP AND more than the Japanese at Game End.

Upstream of the TENARU RIVER, GUADALCANAL, 21 August 1942: At day-break following the furious charge across the sandbars of the Tenaru, it was apparent the Japanese had been held. The men of the 1st Battalion were deployed upstream, crossed the Tenaru, and fanned out in an advance on the enemy-held positions. Attempts to break out were stopped, and the Japanese were caught in a vise between the Marines, the river and the sea. The Marines blasted their enemies with mortar and artillery fire followed by a strafing run by the newly arrived fighters. The trapped Japanese soldiers died in droves. Finally, Marine tanks crossed the sand bar and clanked toward the enemy. The few Japanese survivors escaped by crawling off into the underbrush. Most died in their positions. After the battle, Vandegrift wrote: "The rear of the tanks looked like meat grinders." The battle was over leaving eight hundred of the Emperor's finest shock troops dead. Only fifteen wounded were captured. Others died in the jungle. Colonel Ichiki returned to Taivu with the regimental color bearer, tore the colors to pieces and committed hara-kiri.

VARIATIONS:

● Replace the American 9-2 leader with a 6+1.

☆ Add a 9-2 Armor Leader to the American OB.

SPECIAL RULES:

- EC are Moderate with no wind. PTO Terrain (GI) is in effect, including Light Jungle (G2.1).
- Place overlays as follows: O2: 35BB4-CC5; O4: 35AA7-BB7; and O5: 35Z6-Z7.
- The Japanese are subject to Ammunition Shortage (A19.131).
- The Americans receive Air Support (E7.) from one 1942 FB w/bomb.



THE ROAD TO BERLIN

RetroPak #7

GERMAN Sets Up First RUSSIAN Moves First	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Elements of the 56th Panzerkorps set up anywhere on/west of hexrow Z on boards 6 and 50 and hexrow H on board 41:

7	9			2			3	2	16	2	

Enter on turn one along the west edge:

	4					4

Enter on turn two along the west edge:

			2

{ELR: 2}
{SAN: 4}

Elements of the 82nd Guards Infantry Division enter on turn one along the east edge ≤ 8 hexes of hexes 41 AA5/AA6:

8	2	4			2	2	3	2		2		3	

Elements of the 11th Tank Corps enter as indicated:

Enter on turn one along the east edge (see SR# 4):

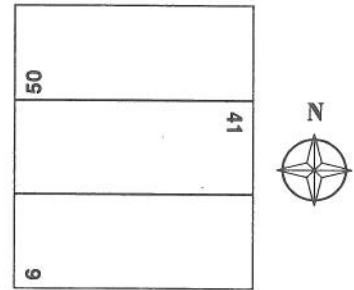
	3		3

Enter on turn two along the east edge (see SR #4):

	3					2

{ELR: 4}
{SAN: 3}

BOARD LAYOUT:



VARIATIONS:

- Replace the 9-1 leader in the German OB with a 9-2.
- Add a 9-2 armor leader to the Russian OB.

SCENARIO RULES:

- EC are Moderate with no wind at start.
- Rowhouses (B23.7) exist normally, but count as one multi-hex building each for victory purposes (i.e., 41X1-X2 is *one* multi-hex building). Note: Hexes 6K1 and K2 constitute ONE multi-hex building. All buildings on board 6 are Wooden (EXC: building 6N3 is Stone). Building 6N3 is a Factory (B23.74). Hex N4 is a Vehicular sized entrance (B23.7) on the N4/O5 side of the hex.
- The Russian may secretly designate any two 6-2-8 squads/equivalents as Assault Engineers and Sappers (H1.22).
- Each Russian reinforcement group must enter on board 6, 41, or 50, on hexes AA5/4AA6 of each. Only ONE Reinforcement group may enter on any one board.

MEUNCHEBERG, GERMANY, 19 April 1945: The Germans threw everything they had into the battle for the Seelow Heights, but during the morning of April 18th, Zhukov's First Byelorussian Front had finally broken through the German defenses. The advance on Berlin proper was begun only to find the 56th Panzerkorps barring the way with forces described in Zhukov's autobiography as "substantial." Stalin, worried that the Soviet offensive would be held up, ordered the commander of the First Ukrainian Front to strike at Berlin from the south. Heavy fighting ensued on the road to Berlin at places like Meuncheberg, before the fanatic Nazi defense of the approaches to Berlin finally gave way on April 20. General Weidling, commander of the Germans' 56th Panzerkorps, later said during an interrogation, "April 20 was the hardest day for my corps and probably for all the German troops. They had suffered tremendous losses in previous fighting; they were worn down and exhausted, and were no longer able to resist the tremendous thrust of the superior Russian forces." At 1:50 P.M. on April 20, the long range artillery of the 79th Rifle Corps of the Third Shock Army, under the command of General Y I. Kuznetsov, was the first to open fire against Berlin, laying the groundwork for the historic assault to come against the German capitol.


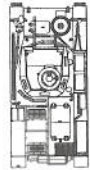















DAUGAVA DRUBBING







RetroPak #8

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								

Elements of the 18th Panzer Division enter on turn one along the west edge:



















 E 4-6-8 9	 E 2-4-8 3	 9-2	 9-1	 8-1	 8-0	 1-4-9	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 6 ROF: 1 LMG	 Pz III(E) MP: 14 MA: 37L MG: 44	 G8 MP: 13 MA: 50 MG: 3/5	 G12 MP: 14 MA: 20L(4) ROF: 2 MG: -5 B# 11	 Pz IF G3
--	--	---	---	---	---	---	---	---	--	---	--	---

 SPW 251/1 MP: 16 MA: -4/3 ROF: 1 PP: 15, T#7	 G16 MP: 28 PP: 21 T# 7	 Opel Blitz G22	 Sidecars MP: 24 PP: 2/3 DRM: -1	 10-2	 9-1
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[ELR: 4]
{SAN: 2}

Elements of the 27th Infantry Division set up on board 48:

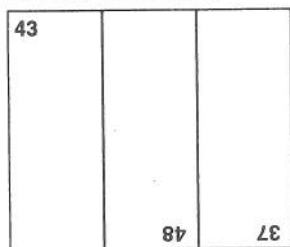
 1 4-4-7 6	 1 5-2-7 3	 1 4-2-6 7	 2-2-8	 9-0	 8-1	 8-0	 7-0	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 B# 11 MMG	 FP: 2 Rng: 6 ROF: 1 B# 11 LMG	 FP: 1 Rng: 12 ATR	 82mm BM obr. 37 MA: 82' Rng: 3-78 ROF: 3 SA: s8
--	--	--	---	---	---	---	---	--	--	---	---	--

Elements of the 33rd Tank Division set up ≤ 6 hexes from the east edge:

 BT-5 M34 MP: 22 MA: 45L MG: -4 ROF: 1, B#11	R8	 BT-7 M37 MP: 23 MA: 45L B# 11 MG: -4	R9	 BT-7A MP: 21 MA: 76' MG: -2 ² /2 B#11	R10	 T-26S M37 MP: 11 MA: 45L MG: -4 ROF: 1, B#11	R6
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[ELR: 2]
{SAN: 4}

BOARD LAYOUT:



VARIATIONS:

- ✚ Replace all Pz III G tanks with Pz III H models.
- ★ Remove BOTH German Armor Leaders from play.

OBJECTIVES: The German must earn ≥ 20 more VP than the Russians. In addition to normal CVP, the German may earn EVP by exiting AFVs (only) off the east edge of board 37.

SCENARIO RULES:

1. EC are Dry, with no wind at start.
2. Russian AFV crews are Inexperienced (D3.45).

Along the Dubysa River near RASIENAI, LITHUANIA, 24 June 1941: At 1330 hours General Reinhardt arrived at the command post of the 1st Panzer Division with news that the 6th Panzer had encountered heavy enemy armored opposition on its way to the Daugava River. At a point just east of Rasienai, on the Dubysa River, heavy fighting was underway, as over 100 Soviet tanks had rolled into battle from the east. This was Kuznetsov's main counter-attack which took the Germans completely by surprise, and was to represent one of the early turning points in the campaign. The 6th Panzer was roughly handled, despite the fact that Kuznetsov's entire 3rd Mechanized Corps had only two of the monstrous KVs available from their tank arsenal. This was to be the clash of the Soviet mediums, in the form of BT and T-26 model tanks of various marks. The strength of the counter-attack was dissipated by faulty Russian tactics. To avoid the threat of air attack, the Front Commander ordered the armor to move in 'small columns'. This did little to protect the tankers from the Luftwaffe, but reduced the Soviet tanks to ineffective, 'penny packets'. Nevertheless, the 2nd Tank Division roughly handled their German enemy. The Soviet war diary reported the destruction of a German motorized regiment, eighty tanks and guns.

