

# TOTAL AXIS PACK I

## Eastern Front Firestorm



CRITICAL HIT



3-4-7

TOTAL AXIS PACK I—EASTERN FRONT FIRESTORM tells the story of one of the dark corners of World War II from the perspective of Hungarian, Romanian, Bulgarian, Finnish and Yugoslav combatants, all caught up in the maw of Operation Barbarossa. This new **ASLComp VARIANT** scenario set is for owners of Beyond Valor™ and Armies of Oblivion™ and is NOT A COMPLETE GAME. It includes 12 BRAND NEW SCENARIOS + FIVE MAPS and a BONUS SET of FREE die-cut leader counters. What's more, TAP#2 is almost done and will provide another set of scenarios for use with the enclosed maps!

# BALKAN SUICIDE

TAP #1

GERMAN Sets Up First	1	2	3	4	5	6	7	8
ALLIES Moves First								

Elements of 4th SS Police Division set up anywhere on map 2, on/west of hexrow QQ, and east of the pond/stream from EE1-EE15-BB19-EE27:

ss 4-6-8 4	2 4-4-7 4	2-2-8 3	9-2 1	8-0 1	FP: 7 Rng: 16 ROF: 3 2	FP: 5 Rng: 12 ROF: 2 2	FP: 3 Rng: 8 ROF: 1 2	FP: 12 Rng: 4 2	7 morale 10	PaK 40 MA: 75L ROF: 2 M#: 8 AT	G10 MP: 13 MA: 75L MG: 3/5	G24 MA: 81* Rng: 2-60 ROF: 3 SA: s8, M#11 MTR	GrW 34 MA: 81* Rng: 2-60 ROF: 3 SA: s8, M#11 MTR	G2
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[ELR: 3] {SAN: 4}	FlaK 18 MA: 88L ROF: 2 M#: 4 AA	G30	Foxhole 1S	Roadblock	Mine 4AT	Mine 12AP
	5					

Enter on turn two along the west edge of map 2:

ss 4-6-8 3	8-1 1	FP: 3 Rng: 8 ROF: 1 2	9-1 1	Pz VIE(L) MP: 12 MA: 88L MG: 3/5/2 ROF: 1 2	G31	SPW 251/1 MP: 16 MA: -/J3 ROF: 1 PP: 15, T#7 3	G63
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Elements of the 1st Proletarian Division set up anywhere on map 5 in hexes  $\geq 14$  and  $\leq 19$ : (ELR: 5)

1 5-2-7 5	P 3-3-7 5	1-2-7 2	9-1 1	9-0 1	FP: 8 Rng: 16 ROF: 3 2	FP: 4 Rng: 10 ROF: 2 B#: 11 2	FP: 2 Rng: 6 ROF: 1 B#: 11 2	FP: 1 Rng: 12 2	MA: 50* ROF: 3 Rng: 3-20 2	82mm BM obr. 37 MA: 82* Rng: 3-78 ROF: 3 SA: s8 2
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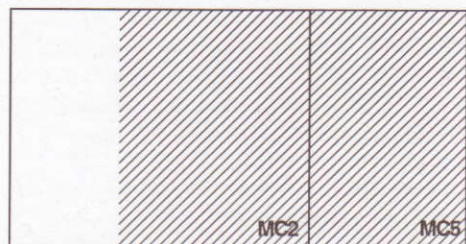
Elements of the 29th Bulgarian Division set up anywhere on map 5 in hexes  $\geq 19$ : (ELR: 3)

1 3-4-7 8	2-2-7 1	9-1 1	8-0 1	FP: 4 Rng: 10 ROF: 2 2	FP: 3 Rng: 8 ROF: 1 2	MA: 50* Rng: 2-13 ROF: 3 2	MA: 75 ROF: 1 M#: 8 ART
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Elements of the 4th Guards Mechanized Corps enter on turn one along the south/east edge of map 5 on/between R16 and/or O27, with all Personnel as Riders: (ELR: 4)

E 6-2-8 6	8-1 1	7-0 1	FP: 2 Rng: 6 ROF: 1 B#: 11 2	FP: 24 Rng: 1 PP: 1 3	FP: 30 Rng: 1 3	9-1 1	IS-2 MA: 122L MG: 1/4R2 B#: 11 2	T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1 3	T-34 M43 MP: 16 MA: 76L ROF: 1 MG: 2/4 3	M3A1 PP: 9 T# 8 *AAMG -/J6* 2	AM34	BA-6 MP: 19 MA: 45L MG: 2/4 ROF: 1 2	R39
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## MAPLAYOUT:



(The MC2 and MC5 maps are used. Link hexrow A of map MC5 to hexrow SS of map MC5 to create the complete play area. All of map MC5, and hexrows T-SS on map MC2 are playable)

**OBJECTIVES:** The Allies win immediately if they have any combination of  $\geq 5$  Good Order Squad Equivalents and/or AFV's (with functioning MA) west of the stream on MC2.

### SPECIAL RULES:

1. EC is Moderate with no wind at start. The river is deep. All bridges are stone.

**VELIKA KIKINDA, SERBIA, 8 October 1944:** Soviet troops having recently "liberated" both Romania and Bulgaria were driving deep into the Balkans at an incredible rate. The Germans desperate and eager to save both army groups E and F from encirclement and annihilation, were fighting many desperate rear guard actions. The Germans formed mobile and powerful, combined arms screening forces with orders to suicidally sacrifice themselves to delay the advancing allied forces. German AT gunners, supported by a few Tiger tanks or by groups of panzer-grenadiers, repeatedly ambushed reckless columns of the 4th Guards Mechanized Corps at point-blank range before in turn being driven off or destroyed. Still the allied columns from the 4th Guards and Bulgarian army, supported by Tito's Yugoslav home army, cleared all territory east of the Tisza river, not many miles from Belgrade.



### VARIATIONS:

The Germans receive air support in the form of one '44 Stuka DB (w./ bombs) on turn 3; the plane remains on map for one turn only.

Add one T-34 M43 to the Russian reinforcements.

2. All Russian 6-2-8 are Assault Engineers (HI.22), and are treated as if their morale is underlined.

3. The Axis player may set up HIP up to 2 Squads (and any SMC/SW that stack with them). Treat 4-6-8 squads as SS (including increased broken side morale).

4. Partisans may form multi-location fire groups with other Partisan MMC and Russians, but neither they nor the Russians may form multi-location fire groups with Bulgarians. 5-2-7 squads and their half-squads retain their printed strength factor and broken morale [EXC: treat their morale as underlined], but otherwise are treated as Partisans. The 9-0 Commissar has no special abilities in rallying Russians/Bulgarians.

5. No Quarter (A20.3) is in effect. H-t-H CC is available for both sides.

6. The BA-6 armored car represents a BA-10. Note that it is radio equipped as per Russian AFV note C. The inherent Passenger's of the M3A1 scout cars are a 3-2-8 HS.

# WHITE DEATH

TAP #2

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	9
☛ FINN Moves First									

**Elements of the 9th Division enter on turn one or later along any/multiple map edge(s):**

8-3-8 14	10-1	9-0	1-4-9	FP: 6 B#: 11 Rng: 12 ROF: 3 HMG 2	FP: 4 B#: 11 Rng: 10 ROF: 2 MMG 2	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG 4	FP: 30 Rng: 1 DC 4	MA: 20L Rng: 12 ATR 2	MP: 6 PP: 15 T#: 7 Sledge 4
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Reinforcing elements are drawn from the dead/exited pile and enter on turn two or later along any/multiple map edge(s):

8-3-8 ?	10-1 ?	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG ?
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[ELR: 5]  
{SAN: 5}

**Elements of the 44th Rifle Division set up in/adjacent to road hexes in THREE separate groups consisting of at least FOUR AFVs + THREE squads; each group must set up ≥ 6 hexes from another group (weapons and leaders may set up freely in any group):**

4-4-7 6	4-2-6 8	10-0	9-1	7-0	FP: 6 Rng: 12 ROF: 3 HMG 2	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG 2	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	8-1	T-26 M37 R6 4	T-26 M33 R6 6	T-37 R1 2
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Field Kitchen set up with any group (See SR #4):

GAZ-MM R47 MP: 25 PP: 21 T: 8 Immobile
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[ELR: 2]  
{SAN: 3}

**MAPLAYOUT:**



**VARIATIONS:**

- ☛ Add one Hero and DC to the Finn OB.
- ★ Replace MMG with an HMG in the Russian OB.

**OBJECTIVES:** The Finns must eliminate ALL units of ≥ 2 Russian groups without losing ≥ 30 CVP themselves. For victory purposes, any Immobilized Russian AFV, and Personnel unit removed due to Extreme Winter is considered eliminated. Make a side note of the identity of the units in each Russian group.

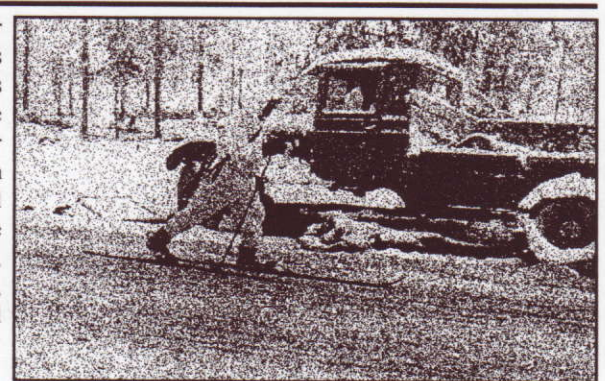
**SPECIAL RULES:**

- EC are snow with a mild breeze from the northeast. The weather is Deep Snow (E3.73) with Extreme Winter (E3.74) in effect. ALL map edges are considered friendly to the Finns; none to the Russians. All APSR are in play.
- Finnish Personnel that exit the map (including Broken units) or are elimi-

nated may enter as Reinforcements freely (return to Good Order) on subsequent turns. Finnish Personnel that are eliminated and/or exit the map also remove any CX, Wound, or Fanatic markers before re-entering. Each 8-3-8 may enter carrying an LMG [maximum 3 LMG] and reinforcements that become available as units exit and/or are eliminated may enter continually, starting on turn two. Finnish Personnel may exit the map without CVP penalty.

- Finnish Personnel have MOL capability (A22.6). All Finnish Personnel have Winter Camouflage (E3.712) and are Ski-capable (E4.1). Per APSR and FAWSR 2.31, the Finns may generate T-H Heroes and DC Heroes [EXC: limit is based on 30% of OB].
- The Immobile Russian truck represents a Russian Field Kitchen. All Russian Personnel within SIX hexes of the Field Kitchen ignore the effects of Extreme Winter (E3.74).

**Along the RAATE ROAD, near SUOMUSSALMI, FINLAND, 27 December 1939:** After Russian resistance in and around Suomussalmi collapsed, the dark outlines of enemy soldiers were seen fleeing across Lake Kiantajärvi (Järvi means 'lake' in Finnish), back towards Juntusranta. This left the Russian 44th Division stalled along the Raate Road between Raate and Suomussalmi, bogged down and pinned in a 'motti' along the roadside. Colonel Hjalmar Siilasvuo acted decisively, dividing up his forces and using them to cut the 44th off from reinforcements. Each section of the Russian column, made up of tanks, guns, men and field kitchens was eliminated by ski troops coming out of the forests in what became known to the Russians as 'belaya smert' or the White Death. In the face of tactics that utilized speed, winter camouflage, and a silent approach often utilizing the Finnish hunting knife, or 'puukko', Russian morale plummeted. The few prisoners that were taken were rounded up, marched back to Hyrynsalmi, and loaded on cattle trucks for the trip to Oulu and captivity.



# DIE A BITTER DEATH!

TAP #3

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

✚ Elements of the 7th and 23d Mountain Battalions, and 1st and 4th Field Artillery Regiments set up on board 46 on or between rows K and X and/or on board 2 on or between rows O and EE:

	E 4-4-7 4	1 3-4-7 3	2-2-7 2	8-1	8-0	7-0	1-4-9	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	? 7 morale	75 Mle 1897 AM57 MA: 75 ROF: 1 M#: 6 ART	Roadblock
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Elements of the 5th Corps Motorized Rear Guard enter as PRC on turn one within two hexes of 2Y1 with 1/2 MP/MF already expended:

	1 4-6-7 3	2-2-8	8-0	FP: 3 Rng: 8 ROF: 1 LMG	IAG-6 R47 MP: 15 PP: 33 T: 4	SPW 251/1 G63 MP: 16 MA: 4-3 ROF: 1 PP: 15, T#7	Marder II G46 MP: 13 MA: 75L ROF: 1	SdKfz 11 G99 MP: 18 PP: 16 T: 6	PaK 40 G10 MA: 75L ROF: 2 M#: 8 AT
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★ Elements of the 19th Tank Corps enter on Game Turn one along the east edge:

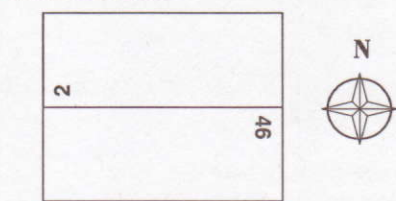
	E 6-2-8 4	1 5-2-7 5	2-2-8	9-2	8-0	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	dm MTR 82mm	ISU-122 R34 MP: 13 MA: 122L B#: 11 MG: 4-4	IAG-6 R47 MP: 15 PP: 33 T: 4	ZIS-5 R47 MP: 21 PP: 29 T: 4
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Enter of Game Turn two on the east map edge with all Personnel as Riders:

	E 4-5-8 3	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	T-34/85 R18 MP: 16 MA: 85L MG: 2/4 ROF: 1	T-34 M43 R16 MP: 16 MA: 76L ROF: 1 MG: 2/4
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- VARIATIONS:**
- ✚ Replace the 82mm MTR for a 50mm MTR in the Russian OB.
  - ★ Add one 8-0 leader to the turn two Russian reinforcements.

**MAPLAYOUT:**



- SPECIAL RULES:**
- EC are Dry, no wind at start. All buildings are of wood construction; row house hex sides do not exist (treat as contiguous multi-story buildings). Treat all Open Ground as if in desert (F1).
  - Place overly **Hi12** on 46M6/46N6. Place overly **M4** on 2EE2/2EE1.
  - The Russian trucks in the German OB do not have any Captured Use penalties.
  - The Axis Friendly Board Edge is the south edge for exit, recall, and/or rout purposes.
  - Only elite Romanian units may use PF/ATMM (C13.3/13.7), with an additional +1 DRM to their PF/ATMM Check dr. German infantry retain normal PF/ATMM capability.
  - Any Romanian MMC (plus any SMC/SW stacked with them) may begin play IN a foxhole.

**OBJECTIVES:** The Russians win at Game End if < 10 EVP of German units (ONLY) Exits the map from hex 46W1 to 46DD0 (inclusive). If the Axis player does successfully Exit ≥ 10 EVP of German units, then the Russians win only if there are no Good Order Romanian non-crew MMC left on the board at Game End. Empty German trucks do not count as Exited German units, but Broken Personnel/Recalled AFV do (see SR #4).

**CRIMEA, RUSSIA, 15 April 1944:** As the Russian attacks in the Crimea tore at the Axis positions, Romanian units were ordered to cover the retreat to Sevastopol of the German 5th Corps. The 23rd Mountain Battalion, defending near Perival, took several attacks from 0230 to 0800 hours finally being forced back about mid-morning. The 23d joined elements of the 7th Mountain Battalion defending near Sumy to cover the withdrawal of the German 5th Corps Motorized rear guard units moving to Alushta to form a defense. The Russians continued to push the attack throughout the morning and the Romanians were able to cover the 5th Corps' withdrawals. However the German units never stopped to defend Alushta and continued on to Sevastopol where they were evacuated. In the afternoon of the 15th, the Romanian units, feeling abandoned, headed west to try to reach the safety of the port city. Only three soldiers of the units made it, including Captain Oprisor, a highly decorated Company Commander. The Romanians felt their units were needlessly sacrificed to cover the German withdrawal. This event, coupled with the notion that the Romanians were lower on the evacuation lists strained relations with the Germans for the rest of the Crimean campaign.



## ★ RUSSIAN Sets Up and Moves First

1 2 3 4 5 6

**Elements of the 8th SS Division and an *ad hoc* Hungarian Battle Group** set up in building aK2 in 1st and/or 2nd level Locations:

2	3	2
3	2	6

**Elements of 8th SS Division and Hungarian 1st Assault Gun Battalion** set up north of the perimeter bordered by road bH0-bH1-bJ2-bJ4-bH5-aH0:

10	2
3	2

[ELR: 5/3]  
{SAN: 5}

**Elements of Hungarian 10th Assault Gun Battalion and 8th SS Division** enter on turn one along board edge inside the German set up perimeter:

3
2

**Elements of the Soviet 316th Rifle Division** set up south of the perimeter bordered by road aO3-aL4-aK4-aI5-aH4-aH0 ([EXC: on ground floor ONLY of building aK2] and may set up in Foxholes if in eligible terrain):

5
4
2
2

Set up south of perimeter bordered by road bH0-bH1-bJ2-bJ4-bH5-aH4-aI5-aK4-aL4-aO3:

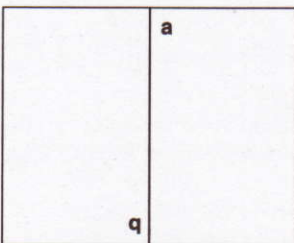
9
7
2
4
2

[ELR: 4]  
{SAN: 5}

**Armor Elements of 23rd Rifle Corps** enter on turn two along the western board edge on/between board hexes A-G:

3
2

### MAPLAYOUT:



**OBJECTIVES:** The Russian Player wins at game end by Controlling building aK2. The Germans Control the building at start.

### SPECIAL RULES:

1. EC are wet, with no wind at start. Building aK2 is a Factory (B23.74), but has a Ground, 1st, and 2nd levels (conditions of B23.741 apply to ALL levels.). Stairwell hexes in ak2 are Fortified (B23.9). Units on 1st and 2nd levels of ak2 may ignore enemy units outside of building for rout path deter-

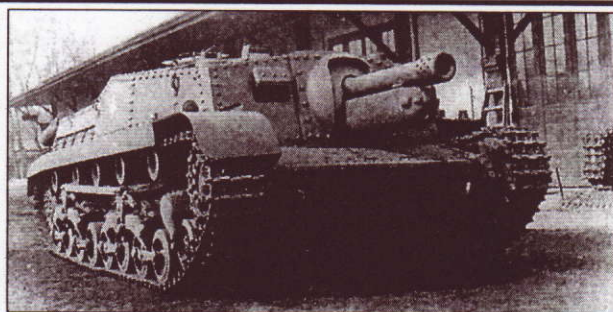
### VARIATIONS:

- ✚ Add eight '?' counters to the Axis OB in the Factory.
- ★ Add a FT to any part of the Russian OB.

mination. Upper level Encirclement of units in building aK2 is NA. All woods and brush hexes are considered to be stone rubble. Due to heavy debris, Road Movement Bonus is N/A.

- The Russian player may not exchange leaders in their OB for Commissars despite the presence of Commissars in their OB. Date restrictions for Commissar use are NA.
- Both sides may utilize Sewer Movement (B8). Axis units have a -1 drm applied to their Sewer Movement/Emergence dr's.(B8.41-42)
- Germans have an ELR of 5, and the Hungarians have an ELR of 3.
- SS and Hungarian units may form Fire Groups and apply Leader Bonuses co-operatively. SS and Hungarians are Elite for Ammo Depletion purposes.
- The Radio in the Russian OB represents one module of 80mm Battalion OBA (HE/Smoke) with Plentiful Ammunition. No Red Card is ever permanently removed from the Russian Player's Draw Pile.

**DAROCZI ROAD, BUDA, HUNGARY, 26 JANUARY 1945:** In the semi-industrial area of Southern Buda, the Soviet 316th Rifle Division pressed home their attacks against the defenders along Daroczi Road. On the 25th, Soviet assault troops had trapped German and Hungarian troops in the upper levels of a uniform factory on Daroczi Road. Troops from the 8th SS Division with support from armor of the Hungarian 1st Assault Battalion, attempted to liberate their trapped comrades. The Soviet assault troops ferociously defended the ground floor of the factory against the attacks, but were unable to clear the factory. The next morning, both the combined German and Hungarian forces, and the Soviet 316th Rifle Division launched their attack/relief efforts. On the morning of the 26th, both side's attacks jumped off and the relief attempts turned into point blank street fighting. Using German halftrack mounted flamethrowers, and again supported by Hungarian assault guns (led by Captain Sandor Hanak), the troops of the 8th SS Division broke into the factory and relieved the trapped units. The soldiers of the Soviet 316th Rifle Division while unable to hold off the German and Hungarian relief attack, despite being bolstered by commissars, artillery fire, and armor, they eventually took the factory later in the day on the 26th.



Designer: Chris Olden

# CROSS-CHECK

☒ HUNGARIAN Sets Up First

★ ☒ ALLIED Moves First

1 2 3 4 5 6 7 8



Elements of the 25th Infantry Division set up on/west of hexrow Q:

E 4-4-7 5	1-3-4-7 6	2-2-7 3	9-1 2	8-0 2	FP: 6 B#: 11 Rng: 12 ROF: 3 HMG	FP: 4 B11 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	MA: 50° B11 Rng: 2-13 ROF: 3 MTR	FP: 12 Rng: 4 PSK	FP: 30 Rng: 1 DC	? 7 morale
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[ELR: 3]  
{SAN: 4}

97/38 (g) MA: 75L ROF: 2 M#: 6	AM54	M35	AM52 MA: 47 ROF: 3 M#: 12	Trench No Gun Shield
AT			AT	
2			3	

2nd Battery, 10th Assault Artillery Battalion enter on turn four along any/all edge(s):

9-2	Zrinyi II H13 MP: 14 MA: 105
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Elements of the 7th Romanian Division and 46th Guards Tank Brigade enter on turn one along the east edge:

1-5-3-7 6	8-1 2	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	T-34/85 R18 MP: 16 MA: 85L MG: 2/4 ROF: 1	T-34 M43 R16 MP: 16 MA: 76L ROF: 1 MG: 2/4	SU-85 R35 MP: 16 MA: 85L ROF: 1
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Romanian reinforcements enter on turn three along the east edge:

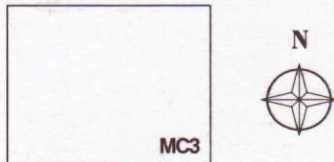
1-3-4-7 10	8-1	8-0	FP: 4 B11 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	Radio Cnct: 7
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[ELR: 3]  
{SAN: 3}

**VARIATIONS:**

- ☒ Add one Zrinyi II to the Hungarian reinforcements.
- ★ ☒ Add an 8-1 armor leader to the Russian OB.

**MAPLAYOUT:**



**OBJECTIVES:** The Russians win at Game End if they Control hex J15, and two of the following buildings: B9, D9, and/or A14. The Hungarians win immediately if they eliminate/immobilize/recall all of the Russian AFV's.

**SPECIAL RULES:**

- EC are moist with a mild breeze from the northeast. All railroads are GLRR. All roads are unpaved. Place wooden rubble in hexes M14, L13, J4. Place stone rubble in hexes G12, G9, and D6.
- The Romanians have 80mm OBA (HE/Smoke) with Plentiful Ammo.
- Any player turn in which the Hungarian 9-2 armor leader's AFV is not eliminated, stunned, shocked or held in Melee, and does not fire its MA in the current Player Turn, any Hungarian AFV receives the armor leader DRM to any To Hit DR provided both the firing AFV and the target Location are in the armor leader's LOS.
- Only elite Romanian units and 5-3-7 squads may use PF/ATMM (C13.3/13.7), with an additional +1 DRM to their PF/ATMM Check dr. All Hungarians have normal PF usage.
- Both sides are considered Elite for Ammunition Depletion (C8.9) purposes.

**TORDA, HUNGARY, 22 September, 1944:** Following the defection of Romania to the allied cause, Hungary was in desperate straits. The Hungarian 2nd Army was to attempt the nearly hopeless task of stopping the Romanian and Russian forces from seizing Transylvania. The Romanian 4th Army, supported by the 5th Guards Tank Corps forced a crossing of the Aranyos, 3 kilometers east of Torda on September 14. Heavy fighting over the next week contained the Allied bridgehead, until a crisis developed on the 22nd of September. The Romanian 7th and 18th infantry divisions, supported by Russian armor fought there way into eastern Torda from the Sos glen during a violent counterattack against the Hungarian 25th infantry and 2nd armored divisions. The 25th reconnaissance battalion was cut off in the glen, and was rescued by the 1st battalion, supported by the 2nd battery of the 10th Assault Artillery. The six Zrinyi-II assault guns, led by Captain Janos Bozsoki, cleared the eastern edge of Torda, scattered the Romanian infantry, and then attacked the Soviet armor. The gun battery successfully went on to knock out eighteen T-34's and enemy assault guns, while losing only three of his own vehicles (all of which were recovered). Captain Bozsoki would be awarded the Gold Medal of Valor for his actions in preventing Torda from being encircled.



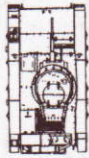
# VIKU BAPTISM

TAP #6

★ RUSSIAN Sets Up First	1	2	3	4	5	6
☛ FINN Moves First						



Elements of the 3rd Jaeger Battalion, reinforced by the 4th Tank Company enter on turn one along any map edge; all AFVs must enter using the same road hex::

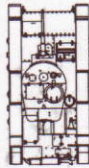


6-4-8 3	9-1	8-0	1-4-9	FP: 6 B#: 11 Rng: 12 ROF: 3 HMG	FP: 2 B#: 11 Rng: 7 ROF: 1 LMG	FAW1 14* 37 1/2 3	FAW1 14* 45 1/2 3
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[ELR: 3]  
{SAN: 2}



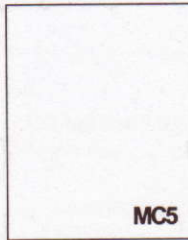
Elements of the 84th Division reinforced by the 112th Tank Battalion, 35th Tank Brigade set up in buidings ≤ 5 hexes from hex F20; [EXC: all AFVs must set up in ROAD hexes (See SR #4)]:



14-4-7 4	1-2-7 10	9-1	8-0	FP: 6 B#: 11 Rng: 12 ROF: 3 HMG	T-26S M37 R6 MP: 11 MA: 45L MG: 44 ROF: 1; B#11	T-26 M33 R6 MP: 12 MA: 45L ROF: 1 B# 11
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[ELR: 2]  
{SAN: 3}

## MAPLAYOUT:



## VARIATIONS:

- ☛ Add one Hero and DC to the Finn OB.
- ★ Replace T-26 M33 with a T-26 M37 in the Russian OB.

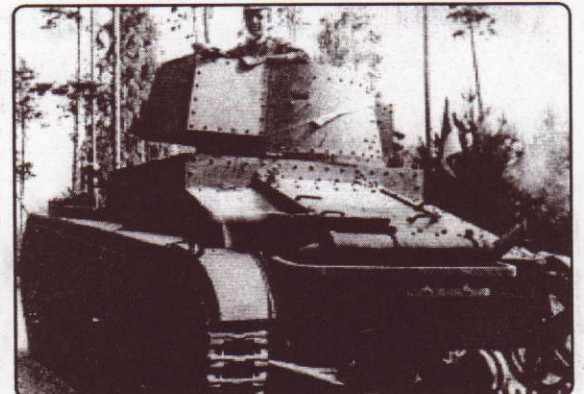
**OBJECTIVES:** The Finns must Control building G19 at game end OR win immediately upon earning ≥ 16 CVP more than the Russians, AND Exiting ≥ 1 AFVs (which has functioning MA) along any map edge ROAD hex (i.e, one that exits the map, not simply adjacent to the map edge). No unit may EXIT prior to turn four.

## SPECIAL RULES:

1. EC are snow with no wind at start. The weather is Ground Snow (E3.72). All APSR are in play.

2. The three T26 E45 and T26 E37 AFV models in the Finn OB are found in Finland at War, Vol. 1: Jaktasota. All Finn vehicles are treated as having Red MP, and anytime they use a Start MP on a starting DR of 9-11 results in a Stall as per Russian vehicle note M.
3. Finnish Personnel have MOL capability (A22.6). All Finnish Personnel have Winter Camouflage (E3.712 and are Ski-capable (E4.1). Per APSR and FAWSR 2.31, the Finns may generate T-H Heroes.
4. All Russian AFV's begin play Abandoned (D5.4).
5. After all set up but before play begins, make a DR for each Russian AFV in play. On a dr of 1, the AFV is set up CE; a dr of 2 it is BU; on a dr ≥ 3 it is Abandoned and its crew is placed at the ground level of a building Location per the Russian set up instructions. All Russian AFV TCAs must coincide with their VCAs.

**HONKANIEMI, FINLAND, 26 February 1940:** The Soviets had finally succeeded in breaching the Mannerheim Line when the Finnish tankers of 4th *Panssaari* began arriving at the front. The unit was ordered to immediately counter-attack, along with the *Jakaaris* of 3rd JP. Severe weather conditions had taken a toll on the Finnish Vickers tanks—only six of the fifteen in the unit were available for action. The attack went poorly for the Finns from the outset. A pre-attack artillery barrage landed in the midst of friendly troops, dispersing them. The disaster was not known by the tankers as they began to move forward expecting infantry support. Only a few stragglers moved forward from the 3rd JP bivouac to accompany the tanks. Despite the mishaps, the sight of Finnish armor startled the Soviet tank crews, resting outside their tanks when the Finns arrived. The Soviet tankers rushed to their mounts, fired up the engines and peered through vision slits in the dawn haze, trying to sight their enemies. Finnish tankers had some early success due to surprise, but the numbers were against them from the outset. In the end, only one Vickers returned from the battle. The rest were lost to enemy fire and mechanical breakdowns. On paper, the results appear negligible. Only three Soviet tanks were destroyed, and there were some enemy infantry losses. The outcome was unimportant: the Finnish tank arm had seen its baptism of fire. It would grow to face many crises during the Continuation War (Jatkosota), yet to come.



Designer: Ray Tapio

# A VICIOUS MELEE

Designer: Scott Holst

TAP #7

BULGARIAN Sets Up First

GERMAN Moves First

1 2 3 4 5 6 7

Elements of the 7th SS Mountain Division *Prinz Eugen* enter on turn one or later along the west edge of board 11:



{ELR: 3}  
{SAN: 2}

 ss5-4-8 4	 ss4-4-7 11	 2-3-7 2	 9-2	 9-1	 8-1	 8-0	 dm MMG PP: 2 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 3	 FP: 3 Rng: 8 ROF: 1 (g) LMG 3	 FP: 30 Rng: 1 DC 2	 FP: 24 Rng: 1 PP: 1 FT 1	 FP: 12 Rng: 4 PSK 1
 9-1	 8-1	 Pz 35R 731 (f) G44.1 MP: 8 MA: 37* MG: -2 2	 35-S 739(f) G9.3 MP: 13 MA: 47 MG: -2 3	 B-2 740 (f) F13 MP: 11 MA: 47 SA: B75* MG: 1/2 3								

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Elements of the 12th Bulgarian Infantry Division and 1st Armored Regiment set-up on/east of hexes numbered ≤ 5 on board 11 and/or anywhere on board 49:



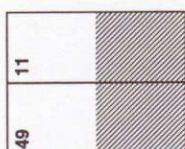
{ELR: 3}  
{SAN: 4}

 1 3-4-7 8	 2-2-7	 8-1	 8-0	 FP: 4 Rng: 10 ROF: 2 B11 MMG 2	 FP: 2 Rng: 7 ROF: 1 B#: 11 LMG 2	 7 morale 8	 PaK 38 (g) AM53 MA: 50L ROF: 3 M#: 10 AT 4	 LT vz 38(t)E AM35 MP: 14 MA: +37L ROF: 1 MG: 4/4 4	 StuG III G AM40 MP: 13 MA: 75L MG: -1/2* ROF: 1
------------------	-----------	---------	---------	---	---	-------------------	---	---	---

Support Elements—secretly choose one group only, which must set up along with the other portion of the Bulgarian OB:

<b>Group 1:</b>	<b>Group 2:</b>	<b>Group 3:</b>
 8-1  FP: 4 Rng: 10 ROF: 2 B11 MMG  FP: 1 Rng: 12 ATR  StuG III G AM40 MP: 13 MA: 75L MG: +4/2* ROF: 1  Pz IVH AM39 MP: 13 MA: 75L MG: 3/5 	 10-2  FP: 24 Rng: 1 PP: 1 FT  FP: 30 Rng: 1 DC  LT vz 38(t)E AM35 MP: 14 MA: +37L ROF: 1 MG: 4/4  StuG III G AM40 MP: 13 MA: 75L MG: -1/2* ROF: 1 	 9-1  7-0  FP: 1 Rng: 12 ATR  1 3-4-7  FP: 6 Rng: 12 ROF: 3 B#: 11 HMG  FP: 4 Rng: 10 ROF: 2 MMG 

## MAPLAYOUT:



(only hexrows R-GG are playable)

**OBJECTIVES:** The Axis wins at Game End if they Control the building on overlay X19, AND any two other multi-hex buildings.

## SPECIAL RULES:

1. EC's are Moderate with no wind at Start. Place overlay X19 on 49W4-X4.
2. Use French B1-bis tanks to represent the B-2 740 German version. The

## VARIATIONS:

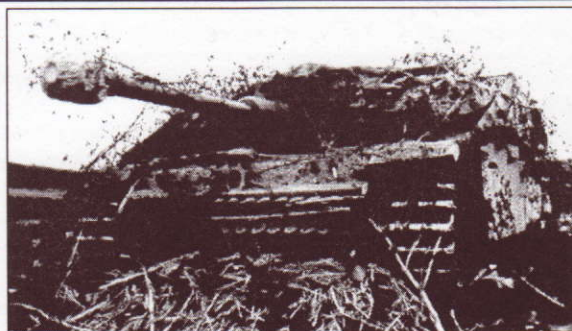
- Add one full game turn.
- Add one Hero to the Bulgarian OB.

following changes apply to The German version: The German versions have Radios, Sd 7, S7(B75), AP9(B75), No IF(B75), Both SA and MA use Black T-H#'s. See French Vehicle note 13, Page H116. See German and Axis Minor vehicle notes for the H39(f) and S35(f) in the 7th SS at start forces.

3. The German 548's are Assault Engineers. Use Hungarian Axis Minor MMG's and LMG(f) in the Hungarian counter mix for the SS. They suffer no Captured Use penalties. Bulgarian 5-3-7 squads are Assault Engineers with an underlined Morale Level.

4. No Quarter is in effect and H-to-H CC may be used by both sides.
5. The Bulgarians may Fortify one building Location (Tunnels are NA).

**VLASOTINCE, YUGOSLAVIA; 6 OCTOBER 1944:** Bulgaria declared war on Germany during the late afternoon of 8 September 1944 and placed her armed forces at the disposal of Marshal F.I. Tolbukhin's 3rd Ukrainian Front. The Bulgarian 2nd Army was ordered to take up positions along the Bulgarian-Serbian border, which was accomplished by nightfall on 28 September. As General K. Stanchev's 2nd Bulgarian Army began advancing from its assembly area southwest of Pirov toward the Leskovac-Niš area, the Germans rushed in the 7th SS Mountain Division *Prinz Eugen* and made it responsible for the defense of Niš from Zajecar in the north to Leskovac in the south. On 30 September, forward elements of the Bulgarian 2nd Army, along with Partisan units, defeated a mixed force of Chetniks and Serbian Frontier Guards and seized Vlasotince, 14 kilometers from Leskovac. During the first week of October, *Prinz Eugen* was able to muster enough manpower in Leskovac to launch a counterattack against Vlasotince. Supported by captured French armor, the SS Mountaineers smashed into the village of Vlasotince. The fighting was vicious and confusing, vicious in regards to no quarter was asked, nor was any given, and confusing due to the Bulgarians still wearing and using German uniforms and equipment. Strangely, while the SS was using captured French Armor, the Bulgarians were using German Panzers against their former ally. At the end of the day though, it was the experienced tankers from Panzer Abteilung 12 Company that won the day. By day's end the SS Mountaineers had retaken the village with only moderate losses. In the days to come though, the *Prinz Eugen* Division would be hard pressed as they tried to hold Vlasotince from future Bulgarian attacks.





# GHASTLY SOJOURN

TAP #8

★ RUSSIAN Sets Up First

☒ HUNGARIAN Moves First

1

2

3

4

5

6



Elements of the 2nd Hungarian Armored Division enter as follows:

Enter on turn one on hex 24I10:

E 4-4-7	10-2	FP: 3 Rng: 8 ROF: 1	(g) LMG
3	2		

Enter on turn two along west edge (see SR #3):

E 4-4-7	1 3-4-7	2-2-7	9-1	8-0	FP: 4 Rng: 10 ROF: 2	B11 MMG	FP: 2 Rng: 7 ROF: 1	Bf: 11 LMG	dm MTR 81mm
4	5								

Enter on turn two on hexes 24K2, K3, and/or K4:

1 3-4-7	9-1	8-0	1-4-9	FP: 4 Rng: 10 ROF: 2	B11 MMG	FP: 2 Rng: 7 ROF: 1	Bf: 11 LMG	40M Nimrod H16
6								MP: 15 MA: 40L (8) ROF: 3

Enter on turn three on hex 24K2, K3, or K4:

1 3-4-7
---------

40M Turan I (r) H9
MP: 16 MA: 40L ROF: 2 MG: 4/4
41M Turan II (r) H10
MP: 15 MA: 75" ROF: 1 MG: 4/4

2

[ELR: 3]  
{SAN: 2}



Elements of the 1st Guards Army set up in any graveyard hex:

E 4-5-8	1 4-4-7	9-2	8-0	FP: 6 Rng: 12 ROF: 3	HMG	FP: 2 Rng: 6 ROF: 1	Bf: 11 LMG
3	3						

Enter on turn one along east edge:

1 4-4-7	8-1	7-0	FP: 2 Rng: 6 ROF: 1	Bf: 11 LMG	dm MTR 50 mm
6				2	

Enter on turn one on hex 18I1:

2-2-8	GAZ-MM	R47	P obr. 39	R15
	MP: 25 PP: 21 T: 8		MA: 76L ROF: 2 M# 9	ART

Enter on turn one on hex 12W8:

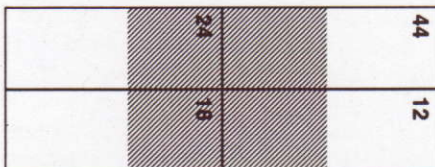
2-2-8	GAZ-MM	R47	P obr. 39	R15
	MP: 25 PP: 21 T: 8		MA: 76L ROF: 2 M# 9	ART

Enter on turn one on hex 12Y1:

ZSU 37	R41	SU 76-M	R30
MP: 16 MA: 37L ROF: 2 IFE: 8		MP: 16 MA: 76L ROF: 1	

[ELR: 4]  
{SAN: 3}

## MAPLAYOUT:



(only hexrows A-K on boards 18 and 24, and W-GG on boards 12 and 44 are playable)



## VARIATIONS:

- ☒ Add one HMG to one of the turn two Hungarian reinforcement groups.
- ★ Replace the Hungarian 10-2 leader with a 9-1.

## SPECIAL RULES:

- EC are moderate with no wind at start.
- Place a stone rubble counter in hex 18D3. This hex is considered for victory purposes. The only other stone locations are 44X1, 12AA7, and 24J2.
- Hungarian armor crews are elite for ammo depletion purposes. The 81mm Mortar may enter assembled or dismantled. If it fails its manhandling number, it may try again on subsequent turns.

**Near CHERNVITSI, UKRAINE, 21 August, 1944:** As a result of Operation Bagration, the Russian Army was driving deep into Poland and approaching the Balkans. Further south, the 4th Ukrainian Front had its own job to achieve in invading the homelands of the lesser Axis powers. At its disposal were some excellent formations, including the 1st Guards Army. Opposing them was the 1st Hungarian Army, freshly reinforced with the latest in Hungarian tank technology. Throughout the middle of August, these two forces ground against each other with the Russians continually gaining ground. Near the Hungarian border, a determined counter-attack was made in a final attempt to stop the Russian invaders. With its best weapons used further north, the Russian 1st Guards employed lightly armored, self-propelled guns, and artillery pieces to blunt the Hungarian counter-attack. The enemy tanks and infantry were still able to clear the field through sheer force of will. The victory was pyrrhic, as half of their available tank force and one quarter of their infantry was lost in terrible fighting. The effectiveness of the Hungarian 2nd armored division was over. Retreat was their only option.



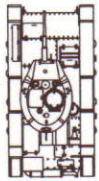
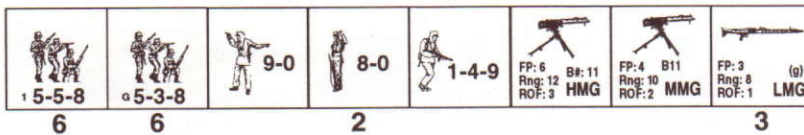
# EDELWEISS IN DECLINE

TAP #9

GERMAN Sets Up First	1	2	3	4	5	6

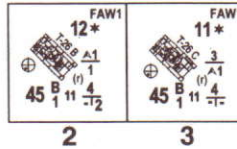


Elements of the 6th Infantry Division set up on/east of hexrow O:

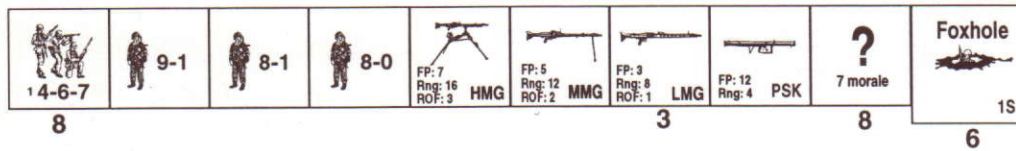


[ELR: 3]  
{SAN: 3}

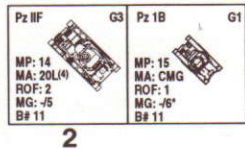
Elements of the *Lagus* Armored Division enter on turn one along the east edge:



Elements of the 7th Mountain Division with local armor reinforcements set up on/west of hexrow J:



[ELR: 3]  
{SAN: 4}



## MAPLAYOUT:



## VARIATIONS:

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

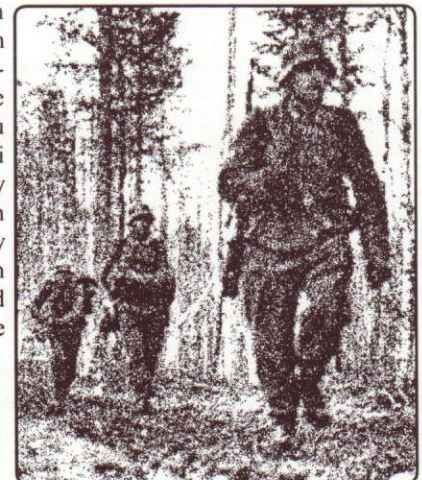
## SPECIAL RULES:

- EC are moist with no wind at start. All APSR are in play. The wooden bridge has a 12 ton weight limit.
- The Germans receive 81mm mortars OBA with Scarce Ammo (HE only). It is directed by an Offboard Observer that is pre-recorded as being in an west edge hex at level 2.

**Outside of ROVANIEMI, FINLAND, 5 October 1944:** The Finnish attack on the Germans at Tornio began on October 1 with the landing advance by the 3rd Division's 11th Infantry Regiment. The Finns quickly moved from the port into the city and gained control, with help from local militia. The Germans quickly launched a counter-attack to retake Tornio and the fighting raged until October 8th. Even with air support the Germans were not able to stop the Finnish advance. As a part of this same operation the Finnish 15th Brigade began an advance from Oulu towards Kemi, the latter being captured on the 8th. Finnish soldiers in Tornio had also been moving towards Kemi after being relieved by the 11th Division. Siilasvuo also had the Finland's Armored Division, commanded by General Lagus, as well as the 6th Infantry Division, move toward and seize the ground around Rovaniemi. Finnish attacks were launched against the German 7th Mountain Division. The once proud Gebirgsjäger, led by *Generalleutnant* August Wilhelm Krakau, were already a beaten force and on the retreat. With German forces in disarray, the 20th Mountain Army was ordered to move to Norway on October 5th. Before the Germans could implement this order the Soviets broke through the line and attacked Petsamo on October 7th, leading to the capture of the vital nickel mines found there. Disaster loomed for the German army in Lapland.

## TOTAL AXIS PACK 1 CREDITS:

Development: David Lamb  
Playtesting and Design: P.J. Norton, Eastside Gamers, Brian Laethem, Bob Davis, Fred Schwarz, Jeremy Sullivan, Michael Laplante, Scott Holst, Chris Olden, Paul Kenny, Ray Tapio, and Glenn Houseman



# BERTALAN'S BRIDGE

TAP #10

⊕ YUGOSLAVIAN Sets Up First	1	2	3	4	5	6
⊕ HUNGARIAN Moves First						



**Elements of the Yugoslavian "Potiska" Division and 1st Army** set up with no more than one MMC per hex, within five hexes of any bridge hex (See SR #5):

1 4-5-7	α 4-3-7	α 2-2-7	8-0	7-0	FP: 4 Rng: 11 ROF: 2 B#11	FP: 2 Rng: 6 ROF: 1 B# 11	7 morale	Pillbox 1+3+5	Trench 2	Wire 2
			3	4	2		8	2	2	2



[ELR: 1]  
{SAN: 3}



**Elements of the 1st Independent Parachute Battalion** enter on turn one along the west edge, on/south of hex A14:

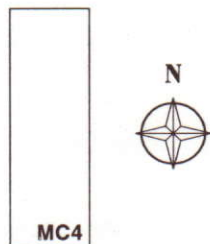
E 4-4-7	9-1	8-1	FP: 2 Rng: 6 ROF: 1 B# 11	FP: 30 Rng: 1
6		2		

Enter on turn three along the east edge, on/south of hex G12:

E 4-4-7	7-0	FP: 2 Rng: 6 ROF: 1 B# 11
---------	-----	------------------------------------

[ELR: 5]  
{SAN: 2}

## MAPLAYOUT:



**OBJECTIVES:** The Hungarians must Control hexes D5, D6, D7, and D8 at Game End.

### SPECIAL RULES:

1. EC are Moderate with no wind at start. Kindling is NA. Treat the river as a canal.

**Near VERBASZ, YUGOSLAVIA, 12 April 1941:** When the Hungarian troops started to invade Croatia on 11 April 1941, they attacked the Batchka region. The newly formed Hungarian 1st Independent Parachute Battalion was placed on alert for possible deployment and kept in reserve by the Hungarian 3rd Army (commanded by Colonel-General Novák). When the Hungarians attacked from the north, the Yugoslav troops retreated from their first defensive line along the border with Hungary, behind the Franz Josef Canal. The Canal divides the Bacska area and the two canal bridges at Szenttanas and Verbasz had to be taken before the Hungarian Mobile Corps (commanded by Major-General Béla Miklós) could occupy the rest of the region. The Hungarian Parachute Battalion was to be dropped behind the canal, approach the bridges from the rear, and seize them. The Hungarian airborne forces made their first operational combat jump over the northern Yugoslavian district of Delidek on April 12, 1941. After the drop, the Hungarian paratroopers marched over 30 kilometers to their objectives at night, and then took the bridges after brief fighting with Yugoslav forces. Unfortunately, Major Bertalan never lived to see the first operational success of his fledgling unit, as his plane crashed and exploded upon takeoff at his airfield.

### VARIATIONS:

- ⊕ Add a Hero to the Hungarian OB.
- ⊕ Replace the 7-0 leader with an 8-1 in the Yugoslav OB.

2. Boresighting is NA. All Yugoslavian FP is treated as Area Fire during the first player turn.
3. Night Rules are in effect for the first two turns only, after which they are NA. The Base NVR is three hexes with a half moon and scattered clouds. The Majority Squad Type for the Defending Yugoslavs is Lax. Their ELR is raised to 2 when Night Rules end.
4. The Hungarians have Assault and Spraying Fire and underlined morale.
5. The Yugoslavian pillboxes must have their CA facing northeast and/or northwest. At least three Squad Equivalents and one leader must begin play set up north of the river.



# PESCARA ON THE BUG

TAP #11

★ RUSSIAN Sets Up First

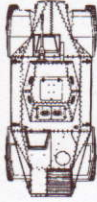
⊕ HUNGARIAN Moves First

1 2 3 4 5 6 7



Elements of the 1st Motorized Brigade enter on turn one along the north edge:

4-4-7 10	9-1 2	8-0 2	FP: 4 B11 Rng: 10 ROF: 2 3	FP: 2 Rng: 7 ROF: 1 B#: 11 3	FP: 38 Rng: 1 DC	38M Teli I H7 MP: 17 MA: 28L ROF: 1 MG: -4/4	38M Csaba H14 MP: 34 MA: 28L ROF: 2 MG: -4	L3/35 (I) AM29 MP: 13 MG: 4 ROF: 1 *MAG B11 2
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[ELR: 3]  
{SAN: 2}



Elements of the 31st Rifle Division set up on/south of hexrow X:

1 4-4-7 5	c 4-2-6 2	2-2-8	9-1	9-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 2 Rng: 6 ROF: 1 B#: 11 2	FP: 1 Rng: 12 ATR	? 7 morale 5	76.2mm PP ebr. 27 R12 MA: 76 ROF: 2 M#6 B#11 INF
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[ELR: 2]  
{SAN: 3}

### VARIATIONS:

- ⊕ Add one HMG to the Hungarian OB.
- ★ Add an ATR to the Russian OB.

### MAPLAYOUT:

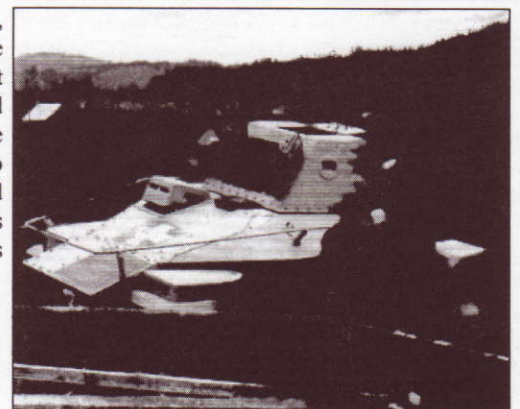


**OBJECTIVES:** The Hungarians win at Game End by Controlling  $\geq 14$  building hexes.

### SPECIAL RULES:

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

**PESCARA, RUSSIA, 21 July, 1941:** As part of the battle-plan to encircle the Soviet forces at Uman, the Hungarian Mobile Corps was assigned to the 1st Panzer-Gruppe and ordered to Olviopol on the Bug River, where it was to hold until met by other elements of the panzer group. Though under great pressure and in need of rest and refit, the elite 1st Motorized Brigade arrived in Rogozna and established a bridgehead on the east side of the river. Upon the arrival of, and relief by the Hussars, the grenadiers proceeded to destroy the Soviet troop concentrations around Pescara during the next two days, and then going on to capture the city. Their sister formation, the 2nd Motorized Brigade entered Szikov and Kopijevka, the next day. Having achieved its first objective, the reunited Mobile Corps proceeded onwards. By August 4th, the 1st Brigade would succeed in seizing Olviopol and playing its part in sealing up the Uman pocket.



# PETRESCU'S CADETS

TAP #12

ROMANIAN Sets Up First	1	2	3	4	5	6	7
	HUNGARIAN Moves First						

Elements of The *Paulis* Detachment set up on/east of hexrow 10K and/or 4K:

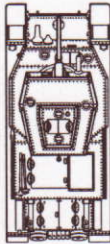


[ELR: 3]  
[SAN: 4]

E 4-4-7 2	1 3-4-7 4	C 3-3-6 4	2-2-7 3	10-2	8-1	7-0	1-4-9	FP: 6 Bf: 11 Rng: 12 HMG ROF: 3	FP: 4 B11 Rng: 10 MMG ROF: 2	FP: 2 ROF: 1 Rng: 5 Bf11 LMG (i)	MA: 60° Rng: 3-42 ROF: 3 MTR (f)
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?	PUV vz 36(i)	S29	M 14/19	AM61	Trench	Wire
7 morale	MA: 47L ROF: 3 Mf 10	Bf11	MA: 100° ROF: 1 M#6 Bf11	ART		
10				2	3	3

Elements of the 6th Reserve Infantry Division set up on/west of hexrow 10I and/or 4I:



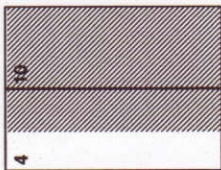
[ELR: 3]  
[SAN: 2]

E 4-4-7 4	1 3-4-7 10	2-4-7 2	9-1	8-0	7-0	FP: 4 B11 Rng: 10 MMG ROF: 2	FP: 3 Rng: 8 ROF: 1 LMG (g)	FP: 2 ROF: 1 Rng: 5 Bf11 LMG (i)	MA: 50° Rng: 3-20 ROF: 3 MTR (r)
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Elements of The Hungarian 1st Armored Division enter on turn one along the west edge:

40M Turan I (r) H9 MP: 16 MA: 40L ROF: 2 MG: 44	41M Turan II (r) H10 MP: 15 MA: 75° ROF: 1 MG: 44	39M Csaba H14 MP: 34 MA: 20L ROF: 2 MG: 44
2	2	2

## MAPLAYOUT:



(only hexes north of river overlay Rv1 are playable)



## VARIATIONS:

- Add one more Casaba armored car to the Hungarian OB.
- Add one more Kanon PUV vz. 36t and crew to the Russian OB.

## SPECIAL RULES:

- EC are moderate with no wind at start. Kindling is N/A.
- No Fortifications may set-up HIP. Both Romanian and Hungarian units have PF Capability. A25.85.
- Place overlays as follows: Rv1 on 4F8/E9 and O5 on 10E5/E4. The 4A5 road hex does exist and connects to the 4B5 road hexside.

**Near PAULIS, ROMANIA, 14 September 1944:** The Reserve Infantry NCOs School of Radna, commanded by Colonel Alexandru Petrescu, was ordered to organize a defense along Paulis - Ghioroc - Cuvin and to block the Hungarians' advance near the Mures river. The "Paulis" Detachment was made of three battalions of cadets, one platoon of 93rd Infantry Regiment, one battery of the 38th Artillery Regiment (without guns), the 1st Battalion from the 96th Infantry Regiment and the 61st Heavy Artillery Battalion. Advancing on the northern bank of the Mures River, on the direction Simbateni - Minis, the Hungarians attempted an enveloping maneuver on the right flank of the Romanian troops. The Hungarian 1st Armored and 6th Reserve Infantry Divisions made contact with the "Paulis" Detachment west of the village of Paulis, on 14 September. The first assault of the Hungarian troops, carried out with two infantry battalions supported by tanks, was repulsed by the 2nd and 6th Companies of cadets, with heavy losses for the Hungarians. Five more attacks were carried out subsequently against the Romanian positions, but by nightfall the Romanian units were holding their positions firmly. The four anti-tank guns of the "Paulis" Detachment scored 18 tanks and 3 armored vehicles destroyed.

