

DEUTSCHE BANZAI

JW SCENARIO 1



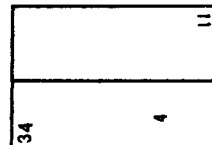
VICTORY CONDITIONS: The German player wins immediately upon capture of 5 artillery pieces.

SOUTH OF HOSCHIED, LUXEMBOURG, December 18, 1944:

As early as the pre-dawn hours of December 17, a Battery of 105mm howitzers of the 107th field artillery battalion just behind the southern reaches of Skyline Drive came under small arms fire from German patrols; and in the early afternoon on the 18th, an entire battalion of *Volksgrenadiers* attacked that battery and a nearby battery of 155mm howitzers of the 108th field artillery battalion.

BOARD CONFIGURATION:

N ➤



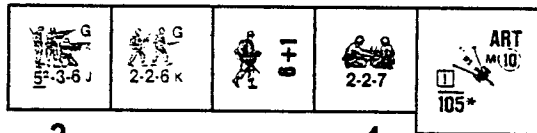
BALANCE:

- ♣ 4-4-7's equipped with winter camouflage.
- ☆ Germans must capture 6 pieces.

TURN RECORD CHART

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

Battery A, 107th Field Artillery Battalion [ELR: 3] set up on Southern hill mass: {SAN: 3}



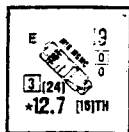
2

4

4

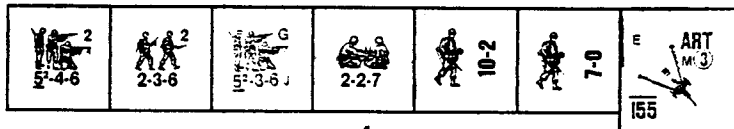


Elements 447th Anti-Aircraft Artillery Battery enter on turn 3 on South Edge



2

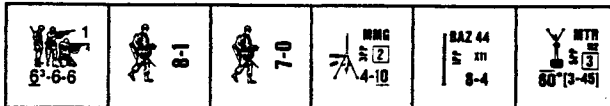
Battery C, 108th Field Artillery Battalion : set up on Northern hill mass



4

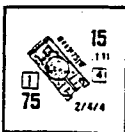
4

Remnants Co. F, 2d Battalion 109th Infantry Regiment set up on Board 11



6

Elements 707th Tank Battalion enter on turn 5 on North edge



3

Elements of Volksgrenadier Regiment 914 [ELR: 3] set on Board 34 {SAN: 4}



26

15

2

3

2

2

4

4

4

2

SPECIAL RULES:

1. EC are Ground Snow with no wind at start.
2. Place overlay 4 in usual position.
3. U.S. guns are not emplaced. Each gun must set up within four hexes of the other guns in its battery (maximum one gun per hex).
4. German units may conduct Human Wave attacks (A25.23).
5. Use M1918M1 guns to represent additional M1's.
6. Permanently disabled guns remain on board and may be captured

AFTERMATH: Whilst the batteries provided mutual fire-support, two halftracks from the 447th Anti-Aircraft Artillery Battalion raced up the Skyline Drive, their quad 50's blazing. From the North, a platoon of tanks sent to try to break through to Hoescheid returned and helped drive the Germans away. The artillery pieces were for the moment safe, but it was obvious that all the artillery in support of the 109th Infantry would have to displace.

GOING ASHORE

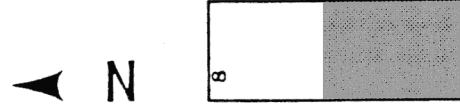


ASL SCENARIO JW3



Near the Bug River, 22 June 1941: The surprise invasion of the USSR had begun. Many of the Northern Soviet lines were easily forced. Matters were much different in the South where the German 6th Army was encountering better organized defenses. Moreover, a river crossing was in order, and the NKVD Border Guards were waiting on the other side.

MAPBOARD CONFIGURATION:



Victory Conditions: The German player receives VP's for units exited through hex III and for Russian units eliminated. >24 - German victory; <19 - Russian victory. Any other result is a draw

BALANCE:

- ★ The game lasts 6 turns.
- ✚ Russian SAN is 4.

★ The Russian Sets up First	1	2	3	4	5	6	7	FIN
✚ The German Moves First								

Elements of the 128th NKVD Regiment (ELR 3). Set up East of the River (SAN 5).

 8	 10	 0	 3
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Assault Kampfgruppe (ELR 4). Set up West of the river (SAN 2). All boats are beached and may be loaded to full capacity.

 3	 10	 2	 2	 2	 2	 10
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10

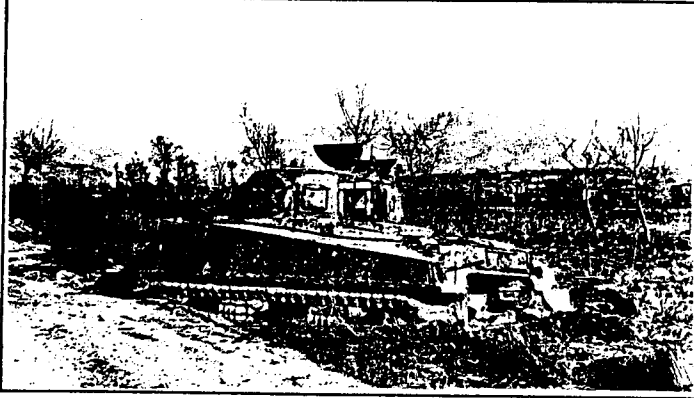
SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. There is a slow current to the south.
3. At the beginning of every RPh, the Russian must make a dr, if the result is < the current turn number, all Russian units suffer ammunition shortage for the duration of the scenario
4. Only hexrows A - P are playable.
5. Soviet units exited off the east edge are *not* considered eliminated for VP purposes.
6. Prior to Russian set up, the German player may predesignate 7 hexes in which he may place dispersed SHOCK during the PPPh of German turn 1.

AFTERMATH: The German assault boats dashed across the Bug, which was a mere hundred meters wide in this area. Most of the boats reached the far shore untouched, due mostly to a thin smoke screen laid down by some distant German guns. Once ashore, however, the NKVD fought relentlessly using rifles, grenades, and CMG's. Finally, with ammo running short, and more German troops across the river farther south, the NKVD detachment withdrew, leaving the crossing in German hands.

MARCH OF THE MASTODONS

JW SCENARIO 2



VICTORY CONDITIONS: To win the U.S. player must control 2 stone locations on board 24 at game end.

TURN RECORD CHART

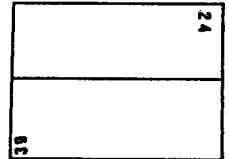
+	GERMAN sets up first	1	2	3	4	5	6	7	8	9	END
*	AMERICAN moves first										

CHAUMONT, 4 MILES SOUTH OF BASTOGNE: 23 December, 1944: In the attempt to relieve Bastogne, Patton had charged the 4th Armoured Division to "Drive like hell". But it wasn't working out that way. While Combat Command A struggled against stiffening opposition, demolished bridges and poor terrain, CCB encountered only token resistance on the 22nd and got to within 7 miles from Bastogne at Burnon. Before daylight on the 23rd, CCB resumed its advance only to find the next village of Chaumont defended by a company of the 5th Parachute Division. In a combined arms assault, CCB's tanks bogged down on the slopes turned soft by the sun, but the armoured infantrymen rooted out the *fallschirmjaegers* alone. That morning at the headquarters of the 26th *volksgranadier* near Bastogne, five Ferdinand tank destroyers had arrived. Part of the 653rd heavy *panzerjaeger* Battalion which had recently come from Italy, they were scheduled for commitment in Alsace; but somehow had been diverted to the Ardennes. The division commander cared not where they came from or how, for they seemed heaven sent to prevent the American drive from cutting into the rear of his division at Bastogne.

BOARD CONFIGURATION:

BALANCE:

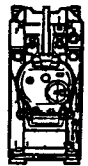
- + German reinforcements enter turn 4
- * Game length reduced to 8 turns



Advance elements, CCB:- elements of 51st Armoured Infantry Battalion and 35th Tank Battalion [ELR 4] set up on level 4 hexes, the road on board 39 (see SSR 2) and/or enter via 39 Q10 {SAN 3}



5 ⁺ -6-7	3-4-7	5 ⁺ -6-6	3-4-6	9-2	9-1	8-1	8-0	7-0	NTR E: III 60* (3-45)	BAZ 44 E: III 8-4
8	3	4							3	4



75 12 18 2/4/4	76L 15 15 2/4/4	75 15 15 2/4/4	10PP* 20 20 *AAMG -/-/4	9PP* 28 28 *AAMG -/-/8*	10PP* 20 20 *AAMG -/-/12*	10PP* 20 20 *AAMG -/-/16*	81* 20 20 (3-75) -/-/4
5	5	12	2	3			

Elements of *fallschirmjaeger* Regiment 14 [ELR 3] set up concealed anywhere North of hexes numbered 2 on board 39 {SAN 4}



5 ⁺ -4-8	8-0	8-0	8-0	HMG E: III 7-18	MMG E: III 5-12	LMG E: III 3-8	PSK E: III 12-4	NTR E: III 50* (2-13)	2-2-8	? 7 marks
9						3	2		2	8



NTR E: III 81* (2-60)	AT E: III 37L (M12)
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Elements of *fallschirmjaeger* Regiment 14, 180th Assault Gun Brigade and 653rd Heavy *Panzerjaeger* Battalion: enter North edge on turn 5.

5 ⁺ -4-8	9-2	9-1	8-0	HMG E: III 3-8	MMG E: III 3-8	LMG E: III 3-8
12				2		5



88LL 8 8 E: III	75L 13 13 -/-/11*	75L 13 13 -/-/12*	75* 14 14 E: III
4	4	3	



SPECIAL RULES:

- EC are Mud with no wind at start. Levels 1 and 2 on board 39 are bog hexes for tanks only with a +4 DRM (in addition to D8.23).
- Path 39R8-U4 is a forest-road. Only other road hexes on board 39 are Q10 and R9 (defined as open ground in Mud).
- For each U.S. Squad (FRU) not set up as PRC an M3/M3A1 is forfeit from the U.S. OB. The crew and any scrounged SW from such halftracks may be set up on board (dm or assembled).
- Inherent MMC in HMG/MMG M3's are 6-6-7's/3-4-7-'s.
- One German squad/equivalent may set up HIP.

AFTERMATH: Kokott promptly sent the Ferdinands Southward along with 10 of his assault guns. They arrived just in time to enable the paratroopers to retake the village, and the German guns extracted a heavy toll of the American tanks mired on the hillside outside the village. That night General McAuliffe sent an obviously concerned message from Bastogne to the 4th armoured; "sorry I did not get to shake hands today. I was disappointed." A short time later somebody on his staff sent another; "There is only one more shopping day before Christmas".

PIGEON SHOOT

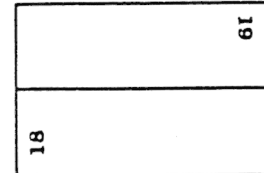


ASL SCENARIO JW4



On The Frontier, June 1941: The advance of 6th Panzer is blocked by a KV! The monster sits astride the main crossroads in the sector. Elements of an Engineer Battalion with attached anti-tank assets is dispatched to remove the obstacle.

MAPBOARD CONFIGURATION:



Victory Conditions: The German Player must destroy the KV to win. Any other result is a Russian victory.

BALANCE:

★ Game lasts 8 Turns.

⚡ Game lasts 10 Turns.

★ Russian Sets up first	1	2	3	4	5	6	7	8	9	FIN
⚡ German Moves first										

Elements 3rd Independent Tank Brigade.

Set up in hex 1811

Local Partisan Unit (ELR 5)(SAN 3)

Set up on board 19

3

Elements 6th Panzer Division (ELR 5)

Enter on indicated turn on the South edge and/or Hex 18A6 (SAN 2)

Turn 1

2

Turn 2

2 2 2

Turn 3

2 2

Turn 4

2 2 2

SPECIAL RULES:

1. BC is Mud (EJ.6) with no wind at start.
2. The following apply to the KV:
 - MA has a ROP of 2
 - MA will only malfunction if using Intensive Fire.
 - The Russian player must pre-designate 3 hexsides as HD.
 - The KV may neither move nor change VCA during play.
3. All roads are paved. All hedges and hills on board 18 East of hexrow 5 do not exist.

AFTERMATH: The engineers commandeered several anti-tank guns and some tank support. They then set about the task of outmaneuvering the well positioned behemoth. Local partisans joined the fracas, and soon a swirling firefight developed around the crossroads. Eventually, the assault engineers used grenade bundles to destroy the KV, but this one vehicle would delay the entire 6th Panzer Division by 18 critical hours.