

## WWII Armor Scenarios

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Scenario No. 1

### **Blitzkreig**

Time: The morning of September 17, 1939

Place: 10km west of Kobryn, Poland

Weather: Clear

Situation: The rapid advance of the German invaders has thrown the Polish Defensive forces off balance. Time is needed to regroup. The Polish 2nd Bn, 83rd Infantry Regiment has been ordered to delay the enemy in front of the village of Peski, on the Brest-Kobryn highway, while the rest of the division regroups at Kobryn. With the river Muchawiec directly to the north and the river Troscianka to the south the defensive forces cannot easily be bypassed. Lead elements of the 2nd Motorized Infantry Division are expected any moment.

Terrain: One terrain board is used for this scenario (2'wide x 4'long). A major road extends the 4' east-west length of the board. The village of Peski is located on the western edge of the terrain board. Large patches of woods lie along the north and south edges of the board. Other terrain is predominantly open fields.

Polish Order of Battle: (Set-up dug-in on eastern half of the board).

- Two Reduced Infantry Companies, each has

  - Co HQ team, truck

  - 2 platoons (3x Rifle squads, a half-squad containing a 46mm mortar) each

  - Note: Each Rifle platoon HQ squad also contains an ATR.

- One MG Platoon (4x MMG teams).

- AT Platoon (3x 37L46 ATGs).

German Order of Battle: (Enter from west edge on turn 2).

- Armored Car Company (PSW 223 HQ, PSW 223 deputy HQ)

  - Two AC platoons (2x PSW 223, 4x PSW 222) each.

- Motorcycle Infantry Company (HQ team, Deputy HQ team, truck)

  - Three platoons (6 Rifle half-squads, 6 motorcycles) each.

  - MMG section (2 MMG teams, truck)

- Before the Polish set-up the German player may select up to two targets for an airstrike by 4 Stuka Dive bombers (total) which occurs on turn 1.

Victory Conditions: The Germans must exit half or more of their force off the east board edge to win.

Battle Report: Historically the Poles delayed the Germans for a day, allowing their forces to regroup but the strategic situation was such that the regrouped Poles had no option but to retreat. This same day the first Soviet units crossed the border into Poland.

Source: Wikipedia – Battle of Kobryn (note: the unit org of the AC Co has been tweaked for ease of play).

## Scenario No. 2

### **Pommereuille Wood**

Time: The morning of May 18, 1940

Place: 4 km east of Le Cateau, France

Weather: Clear

Situation: The German panzers have broken through the French lines and are racing west to encircle the bulk of allied forces in northwest France. During the previous evening a French armored force counterattacked cutting off the lead battalions of the 25<sup>th</sup> Panzer Regiment in Le Cateau from the rest of the 7<sup>th</sup> Panzer Division and has established itself in Pomereuille Wood, along the 7<sup>th</sup> Panzers axis of advance. The lead panzer battalions are in need of supplies to continue their advance. If the French can hold off the supply column, it may give the allied commanders the time they need to redeploy and avoid encirclement.

Terrain: Two terrain boards are used for this scenario (4'wide x 4'deep). An east-west road runs through the center of both boards. The western board contains a very large area of wooded terrain. The eastern board contains open fields dotted by a few patches of small woods.

French order of battle; (set up hidden on the western terrain board, infantry may be dug in)

- Tank Squadron (16x S-35 Somuas)

- Motorized Rifle Squadron, dismounted

  - Co HQ half-squad, 60mm Mortar half-squad

  - 3 Rifle platoons (3x Rifle squads)

  - MG platoon (4x MMG teams)

German Order of Battle: (enter from eastern board edge)

- Light Panzer Company (10x Pz IICs, 10x Pz IIIFs or Pz 38(t)s)

- Support Platoon (4x Pz IVD)

- Motorcycle Infantry Company (HQ team, Deputy HQ team, truck)

  - Three Infantry platoons (6x Rifle half-squads, 6x motorcycles) each.

  - MMG section (2x MMG teams, truck)

- German Supply column (enter from the eastern board edge turn ten)

  - PSW 223 Armored Car escort, 10x supply trucks

Victory Conditions: The Germans must exit half or more of the supply trucks off the west board edge to win otherwise the French win.

Battle Report: Historically the Germans could not push through the French armor. They instead diverted south around the heavily defended woods, bypassing the French.

Source: The Rommel Papers.

Scenario No. 3

### **The Gates of Leningrad**

Time: The morning of September 13, 1941

Place: Malaya Kabosi crossroads, outskirts of Leningrad, USSR

Weather: Morning mist limits sighting to 500m (use rain sighting)

Situation: The German 1st Panzer Division has temporarily halted its advance on Leningrad allowing local Soviet forces to regroup and mount a hasty counterattack to seize a vital crossroads.

Terrain: One terrain board is used for this scenario (2' wide x 4' deep). The terrain is fairly open with a small village at the Malaya Kabosi crossroads located just south of the center of the board where a North-South road and East-West road intersect. Board orientation with long side North-South.

German Order of Battle: (Set-up hidden on the southern 30" of the board)

Dismounted Motor Inf Co. (9x Rifle squads, 2x MMG teams, 2x ATR teams,

Co. HQ team, VW, each platoon HQ also contains a 50mm mortar)

Panzer Platoon 1 (4x Pz IIIG with limited APCR ammo available)

Soviet Order of Battle: (Troop quality poor, enter from the north edge)

Rifle Bn (Bn HQ squad, 3 companies of 6 rifle squads, an MMG team, 2x ATR teams each)

Heavy Tank Co A (5x KV-1A)

Heavy Tank Co B (5x KV-2)

Special Rules:

1. Due to partial surprise the Germans may not move until the turn after the first Soviet is seen.
2. Panzer Platoon 2 (same as Panzer Platoon 1) enters from the south edge 3 turns after the first Soviet is seen.

Victory Conditions: The Soviets must have undisputed control of the crossroads by the end of the game to win otherwise the Germans win.

Battle Report: The German infantry withdrew while the panzers maneuvered to get flanking shots on the Soviet armored beasts. Eventually even they were forced to withdraw. A Soviet victory.

Source: Hitler Moves East 1941-1943 by Paul Carell.

## Scenario No. 4

### **Gazala**

Time: Midday, May 27, 1942

Place: 10 miles southeast of Bir el Harmat, Libya

Weather: Clear

Situation: The Afrika Korps has flanked the Gazala defensive line and is driving north to the sea in hopes of bottling up the entire 8th Army. A unit of the British 4th Armored Brigade, 7th Armored Division has been ordered forward to halt the thrust of the lead elements of the 15th Panzer Division.

Terrain: Three terrain boards (4'wide x 6'deep playing area) are used for this scenario. The terrain is flat open desert with a small hillock in the center of the northern board.

British Order of Battle (set up on the northern board):

- Medium Tank Squadron

  - Squadron HQ M3 Grant medium tank, Deputy HQ M3 Grant, third M3 Grant

  - 3 troops each with 3x M3 Grant medium tanks

- Light Tank Squadron

  - Squadron HQ M3 Honey light tank, Deputy HQ Honey, third Honey

  - 4 troops each with 3x M3 Honey light tanks

German Order of Battle: (enter turn 1 from the southern 4 ft board edge):

- Two Light Tank companies, each has

  - Company HQ PzIIIH, Deputy HQ PzIIIH

  - 2 platoons each with 4x PzIIIH

  - platoon 4x PzIIIJ

- Limited APCR is available to all German tanks.

Victory Conditions: Each side gets one point for each enemy tank knocked out or abandoned. In addition the Germans get one point for each tank exited off the northern board edge. The side with the highest total wins. The British win if both point totals are the same.

Battle Report: Historically the German armor punched through the British defensive screen causing the Brits to pull back and regroup. The appearance of the Grant tank at first caused some concern to Rommel but his fears were assuaged when he realized the British were again using their armor in small groups.

Source: The Rommel Papers.

- The Foxes of the Desert by Paul Carell.

Scenario No. 5

### **The Railway Station**

Time: The morning of September 15, 1942

Place: Stalingrad, USSR

Weather: Clear

Situation: The Germans with over half of Stalingrad in their possession are pushing east through Stalingrad towards the Volga river. Spearheading the assault in central Stalingrad is the 71<sup>st</sup> Infantry Division. Recently brought up to stop the Germans is the Soviet 13<sup>th</sup> Guards Rifle Division.

Terrain: Half a terrain board is used for this scenario (2' x 2'). The board is covered with large buildings, ruins and rubble representing downtown Stalingrad. A railway runs approx. north-south through the center of the board with a large railway station with sidings located just east of the center of the board.

Soviet Order of Battle: (set up first on the eastern half of the board including the railway station)

- Two SMG Companies (6x SMG squads, one includes the HQ, 2x MMGs, 2x ATRs) each

- One Rifle Company (6x Rifle squads, one includes the HQ, 2x HMGs, 2x ATRs)

- Reduced AT platoon (2x 45mm ATGs)

- One fanatic T-34/76B (immune from taking morale checks)

Offboard battery of 9x 82mm Mortars may be called in by either company HQ with higher echelon approval (30% yes, one additional turn delay).

German Order of Battle: (set up last on the westernmost 6 inches of board)

- One SMG Company (6x SMG squads, HQ team, 3x MMGs)

- Two Rifle Companies (6x Rifle squads, HQ team, 3x MMGs) each

- One Assault gun battery (5x StuGIIIIF)

- One assault engineer platoon (3x flamethrower teams, 3x SMG half-squads with Demolition charges)

- Offboard battery of 6x 81mm mortars may be called in by any company HQ.

- An airstrike by 4 Stukas on one or two pre-designated targets occurs on turn 1.

Victory Conditions: The side with complete control of the railway station by games end wins. All else is a draw.

Battle Report: Historically the 13<sup>th</sup> Guards Rifle division slowed the German with the 71<sup>st</sup> infantry reaching the Volga on September 27<sup>th</sup>.

Source: The Elite issue number 21.

## Scenario No. 6

### El Alamein

Time: Midday October 24, 1942

Place: 10 miles west of El Alamein, Egypt

Weather: Clear but dust limits sighting to 1,500 meters

Situation: Following Rommel's failed attack at Alam el Halfa in September, he had the Africa Korps dig-in right in front of the British Alamein defensive line. Meanwhile the British were being resupplied at a much faster rate than their axis counterparts. The initiative passed to the British. Now it was Montgomery's turn. Late on 23 October a massive barrage began, concealing the de-mining operation going on by the British. By morning the Axis outpost line had been overrun. The main attack is expected shortly.

Terrain: Three terrain boards (4'wide x 6'deep playing area) are used for this scenario. The terrain is open desert. Some small segments of barbed wire still stand between the eastern and center board.

German Order of Battle: (set up at least half the troops dug-in on the middle board, the main defensive line, the remainder can set up dug-in on the western board):

#### German Infantry Company

- Co HQ team, Deputy HQ team
- 3 platoons (3x Rifle squads each)
- MG platoon (4x MMG teams)
- ATG platoon (3x 50L60 ATGs)
- Heavy AT platoon (2x 88L56)

#### Italian Infantry Company

- Co HQ team
- 3 platoons (3x Rifle squads, HQ squad also has a 45mm mortar, each)
- MG platoon (4x MMG teams)
- ATR section (2x 20mm Solothurn ATRs)
- ATG platoon (3x 47L32 ATGs)
- Mortar platoon (6x 81mm mortar, F.O.)

Reinforcements (enter turn 4 from western 4' edge)

#### Light Panzer Company,

- Company HQ PzIIIH, Deputy HQ PzIIIH
- 2 platoons each with 4x PzIIIJ
- platoon of 4x PzIIIH

Limited APCR is available to all German tanks.

British Order of Battle (enter turn 1 from the eastern 4' edge):

#### 3 Motorized Rifle Companies, dismounted, each has

- Co HQ team, Deputy HQ team
- 3 platoons (3x Rifle squads, HQ squad has both a 50mm light mortar and an ATR)
- MG section (2x MMG teams, 2x Universal Carrier)

#### 1<sup>st</sup> Medium Tank Squadron

- Squadron HQ M3 Grant medium tank, Deputy HQ M3 Grant, third M3 Grant
- 3 troops each with 3x M3 Grant medium tanks

#### 2<sup>nd</sup> Medium Tank Squadron

- Squadron HQ Sherman II (M4A1), Deputy HQ Sherman II, third Sherman II
- 4 troops each with 3x Sherman IIs

Preplanned fire mission (pre-plan this artillery before the game)

- 3 fire missions of 8 gun 25lbbers each to arrive turn one as map fire.
- 3 more fire missions of 8 gun 25lbbers to arrive turn four as map fire

Victory conditions: The British must have undisputed control of the middle board by games end to win.

Battle Report: Rommel's line was broken. He committed his reserve armor just as Montgomery had hoped. This was also defeated in detail. Rommel's ability to wage offensive warfare was severely crippled. This marked the turning point in the battle for North Africa.

Source: The Rommel Papers (This is only a small slice of the actual battle).

Scenario No. 7

### **Sidi bou Zid**

Time: Late morning February 14, 1943

Place: Sidi bou Zid, Tunisia

Weather: Clear but dust limits sighting to 1,500m

Situation: In an attempt to buy time for the Afrika Korps to resupply Rommel has authorized a decisive attack against the newly arrived Americans. The lead elements of Kampfgruppe Reimann, 10th Panzer Division have surprised CCA of the US 1st Armored Division at Sidi bou Zid.

Terrain: Four terrain boards are used for this scenario (4' wide x 8' deep). The road to the village of Sidi bou Zid runs the north-south length through all four boards with the village of Sidi bou Zid, with its numerous whitewashed buildings, located in the center of the southern board. Terrain is predominantly flat scrub brush with a few wadis (gullies) offering hull down positions. There is a cactus patch (similar to an orchard) just southeast of the center of the gaming table.

US Order of Battle: (Troop quality poor, Set up on the southern half of the table)

- Two Medium Tank Companies (17x M4A1 Shermans each)

- Light Tank Company (17x M3A1 Stuarts)

- Two Armored infantry Companies, each has:

  - Co. HQ team, Deputy Co. HQ team, 2x jeeps

  - 3 Rifle Platoons (3 Rifle squads, a 60mm mortar half-squad, a MMG team, a Bazooka team, 4x M3 halftracks each)

  - AT platoon (3x 37mm ATG, 3x M2 halftracks)

- 2 platoons, Company A, 701<sup>st</sup> Tank Destroyer Bn (4x M3 75mm GMC each)

- In support are two off-board batteries of the 91<sup>st</sup> Armored Artillery Bn (4x 105mm artillery each) which may be called in by any Company HQ.

German Order of Battle: (Enter from the northern 4' edge)

- Heavy Tiger Co (Co HQ PzVIa, Deputy HQ PzIIIN, 4 platoons each with 2x PzVIa, 2x PzIIIL)

- SP AT platoon (4x Marder II)

- Two Panzer Grenadier Companies

  - Co HQ team, Deputy Co HQ team, 2x VW

  - 3x Rifle platoons (3x Rifle squads, MMG team, 4 trucks)

- In support are one offboard battery of 4x 81mm mortars and one offboard battery of 4x 105mm artillery which may be called in by any Company HQ.

Victory Conditions: The side with complete control of Sidi bou Zid by games end wins. All else is a draw.

Battle Report: Historically the sight of their AT weapons bouncing off the Tigers panicked and routed the American Infantry. The superior guns of the panzers massacred the American armor. A German victory.

Source: Adapted from Kasserine by Charles Whiting.

- Kasserine Pass Staff Ride (Center for Military History).



## Scenario No. 8

### Kharkov

Time: Early morning, March 12, 1943

Place: Kharkov, USSR

Weather: Overcast and mud

Situation: Last month the Soviets attacked and pushed the 1st SS Panzer Corps out of the city of Kharkov. Hitler has ordered the city be retaken. The Germans now surround the city. A kampfguppe of the 1st SS LAH Division is advancing south, objective Dzerzhinsky Square, the heart of Kharkov.

Terrain: Only one terrain board (2'wide x 4'deep playing area) is used for this scenario. It represents the City of Kharkov just north of Dzerzhinsky Square, which is just south of the terrain board. The northern half of the board is predominantly smaller buildings while the southern half is predominantly larger multi-story buildings. At least 3 main north south roads run the length of the board. Unpaved open areas are considered mud. During the first six turns of the battle the spotting distances (not locating distances) are cut in half to represent early dawn.

Soviet Order of Battle (set-up on southern 3/4 of the board, may be dug-in):

- Rifle Bn

  - Bn HQ half-squad, F.O.(offboard 4 tube 122mm battery)

  - 3 Rifle companies, each has 2x SMG squads, 4x Rifle squads, 2x MMG teams and 2x ATR teams.

  - Mortar battery 6 x 82mm mortars with F.O.

  - AT platoon 4 x 45mm ATGs

- Medium Tank Company of 10 x T-34/76C

German Order of Battle: (enter northern 2' edge on turn 1):

- Two SS Rifle Companies (dismounted) each consisting of;

  - Co HQ team, Deputy HQ team, F.O. (offboard 6 tube 105mm battery)

  - Assault platoon with 3x SMG squads (with AT magnetic mines)

  - 2 Rifle platoons, each has 3x elite rifle squads

  - MMG section of 4x MMG teams

- SS Medium Tank Company of 14x PzIVGs

Victory Conditions: If a total of 4 or more German squads and/or tanks makes it off the southern board edge the Germans win. If no German elements make it off the southern board edge the Russians win. Otherwise it is a draw.

Battle Report: Historically it took two more days for the Germans to re-capture Kharkov.

Source: Armor Battles of the Waffen SS 1943-45.

After the Battle Magazine Issue 112.

Scenario No. 9

### **Primasole Bridge**

Time: morning July 14, 1943

Place: 10km south of Catania, Sicily

Weather: Clear

Situation: Last night elements of the British 1st Airlanding Brigade seized Primasole bridge from the Italian garrison defending it. Lead elements of the 1st Fallschirmjäger (FJ) Division recently deployed to Catania have been ordered to retake the bridge.

Terrain: Two terrain boards are used for this game (4' wide by 4' deep). Terrain is primarily open farmland dotted with small patches of woods. A major north south road runs through the center of the boards. The Simento river (4" wide) runs east-west through the center of the southern board with Primasole bridge spanning it.

British Order of Battle: Set up on the southern half of the table.

- Bn HQ team, Deputy Bn HQ team

- 2 x Airborne Companies (Co. HQ team, 6x Para squads, 2x PIAT teams each)

- MMG platoon (3x MMGs)

- Mortar platoon (3x 3" mortars)

- Airlanding AT platoon (3x jeeps, 3x 6lber AT guns)

German Order of Battle: Enter from the northern board edge.

- Bn HQ team, Deputy Bn HQ team

- 2 FJ Engineer Companies (Co. HQ team, 9x FJ Engineer squads each)

- FJ MG Company (Co. HQ team, 12x MMG teams)

- Italian Armored Car Platoon (4x AB41)

- Any FJ Co. or Bn HQ can request fires from one of two offboard 3 tube

- 81mm mortar batteries

Note: Panzerschrecks were removed for ease of play.

Victory Conditions: The side with undisputed control of the bridge by games end wins.

Battle Report: The British held out most of the day until the arrival of the 4th FJ rgt. By night the British were forced to withdraw to the hills south of the bridge.

Source: Sicily, whose victory? by Martin Blumenson (Ballantine Books).

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Scenario No. 10

### **The Tank Battle of Kolomak**

Time: Midday September 12, 1943

Place: Near the village of Kolomak, just west of Kharkov, USSR

Weather: Light rain reduces visibility to 2000m

Situation: It is the midst of the Soviet summer offensive to drive the Germans back to the Dnepr river. A Soviet tank brigade followed by infantry is attacking south near the village of Kolomak in an effort to penetrate the German lines. The German infantry have pulled back and the only thing to stop the huge tank armada is a company of Panther tanks from the 2nd SS "Das Reich" Panzer Division.

Terrain: Three terrain boards were used for this scenario (4'wide x 6'deep). The terrain is open steppe. Light mud reduces max speed to 3/4 cross-country speed.

Soviet Order of Battle: (enter from the north edge)

Three Tank Battalions (21x T-34/76 tanks each), armor only

German Order of Battle: (set-up on the southern board)

One Panther D Company (14x tanks)

Note: The first time a Panther tries to move in the game there is a 10% chance of the engine breaking down, immobilizing the Panther.

Victory Conditions: The Soviets must exit half or more of their tanks off the south board edge to win.

A destroyed or abandoned Panther counts as a Soviet tank exited. Otherwise the Germans win.

Battle Report: Historically the Panthers slaughtered the T-34s with no loss to themselves other than from mechanical breakdowns.

Source: Armor Battles of the Waffen SS by Will Fey.

Scenario No. 11

## Periers Rise

Time: 1600 hours June 6, 1944

Place: North of Caen, France

Weather: Clear

Situation: The Allies have landed in Normandy. The British 185th Brigade Group, part of the British 3rd Infantry Division, is pushing south towards Caen, bypassing areas of resistance. British recon elements have detected an armored column driving north from Caen. The 21st Panzer Division is sending armor to join up with its panzergrenadiers now in the vicinity of the town of Periers just north of Beuville.

Terrain: Three terrain boards are used for this game (4' wide by 6' deep). A north-south road runs through the center of the three boards. In the center of the southern terrain board is the crossroads village of Lebissey surrounded by woods and orchards. The village of Bieville is on the northern end of the middle terrain board and the village of Beuville is on the northern end of the northern terrain board. An anti-tank ditch running east-west covers the eastern 2/3 of the board located midway between Lebissey and Bieville. There is a breach in the AT ditch just east of the road that will allow 3 vehicles per turn through but they must roll to bog (1 in 10). Terrain is primarily large fields (1'x 1') bordered by hedges (not bocage) and occasional patches of woods.

British Order of Battle: (set up second the northern board)

- C Squadron, Staffordshire Yeomanry

  - Squadron HQ (4x Sherman III)

  - 4 Squadrons (Sherman VC, 3x Sherman III each)

- B Troop, 41st Anti-tank Battery (4x M-10)

- AT section, Kings Shropshire Light Infantry (4x carriers, 2x 61ber AT guns)

Reinforcements, enter turn 1 from the north board edge:

- A Squadron, Staffordshire Yeomanry (as C Squadron)

German Order of Battle: (set up first on the southern board, not dug in)

- Heavy Flak battery (2x Sdkfz 11s, 2x Flak 88s)

Reinforcements, enter turn 1 from the southern board edge:

- 2nd Company, 22nd Panzer Rgt

  - Company HQ (2x PzIVH)

  - 3 Platoons (5x PzIVH each)

- 3rd Company, 22nd Panzer Rgt (as 2nd Company)

Victory Conditions: The German gets one victory point for each enemy tank K.O.'d or abandoned and two points for each MkIVH exited off the north board edge. The British receive 1 point for each enemy tank K.O.'d or abandoned. The player with the most victory points wins.

Battle Report: The German armor came under accurate AT fire, lost 10 tanks and retreated. The British only lost one M10 and suffered damage to two of their tanks.

Source: Panzer Commander by Hans Von Luck.

- Staffordshire Yeomanry War Diary, Imperial War Museum.

- Assault Division: A History of the 3rd Division from the Invasion of Normandy to the Surrender of Germany by Norman Scarfe (indicates 4 tanks per Sherman troop, Staffordshire Yeomanry).

Scenario No. 12

### **The Battle for Lingevres**

Time: The afternoon of June 11, 1944

Place: West of Caen, France

Situation: In an effort to get around the city of Caen, a battlegroup composed of an infantry brigade from the British 50th Infantry Division supported by a battalion of tanks from the British 7th Armoured Division is attacking the village of Lingevres. Lingevres is held by a panzergrenadier battalion from the German Panzer Lehr Armored Division. Two companies of MkIVH tanks from the division, held in reserve, have been ordered to counterattack in support of the panzergrenadiers.

Terrain: One terrain board was used for this scenario (2'wide x 4'long). The board was covered with hedges, some bocage, woods and orchards. The village of Lingevres is located in the center.

British Order of Battle: (enter from north edge)

- Two Infantry Companies, ea. has (9x squads + HQ, 3x Piats and 2x MMGs)

  - The HQ squad of each platoon has a 50mm mortar.

- Two 6 lber AT guns with transport.

- One FO (8 tube 25 lber bty).

- One Cromwell tank squadron (13x Cromwells, 2x CS Cromwells and 4x Fireflys)

German Order of Battle: (Panzergrenadiers start on board)

- One MkIV Company (14x tanks) enter from south edge

- One Panzergrenadier Company (9x squads + HQ, 3x Pzskfs, 3x MMGs)

  - The squads have Panzerfausts.

- One Pak 40 AT gun (set-up on board with infantry)

- FO (4 tube 81mm mortar battery)

Victory Conditions: The side with complete control of Lingevres by games end wins. All else is a draw.

Battle Report: Historically the first day of the battle was a German victory with the British failing to take the village. The next day Panzer Lehr's Panthers were brought up to replace the MkIVs and the battle raged on until June 15th when the British finally took Lingevres. As an interesting sidenote on June 13th a strong detachment of the 7th Armoured Division found a gap in the lines and started pouring through only to be stopped by Michael Wittmann and the Tigers of SS Heavy Tank Battalion 101, who were being held in reserve around Villers-Bocage.

Source: Panzers in Normandy Then and Now by Eric Lefevre (number of units halved to be more playable).

Scenario No. 13

### **Tiger Attack**

Time: The morning of June 13, 1944

Place: Southwest of Caen, France

Situation: A Battle Group of the British 7th Armored Division has flanked the Panzer Lehr division through a gap in the front lines and has secured the village of Villers-Bocage in Panzer Lehrs rear. A squadron of tanks and a company of armored infantry are about to seize their last objective, Hill 213, just east of Villers-Bocage. Michael Wittmann, commander of a company of Tiger tanks from SS Heavy Tank Battalion 101 which has recently arrived in the Villers-Bocage area, after reconnoitering the village and finding it held by the enemy orders an immediate attack on the lead British elements. The British, having encountered light German opposition so far are halted in march column enjoying a short break.

Terrain: One terrain board was used for this scenario (2'x4'). A secondary east-west road spanned the board with the village of Villers-Bocage off board to the west and Hill 213 off-board to the east. The majority of the road was bordered in hedges. Large bocage bordered fields and a few patches of woods dotted the board.

British Order of Battle: (set up along the road, with the head of the column 12 inches from the east edge).

One Recce Troop (3x M3 Honey light tanks).

One Cromwell Squadron (13x Cromwells, 2x CS Cromwells, 4x Fireflies)

One Infantry Company (9x squads + HQ, 3x PIATs, 12x M3 half-tracks and 2x White scout cars)

The lead squad in ea platoon has a 50mm mortar.

One AT gun section (4x carriers, 2x 6 lber AT guns).

Note: The British spend turn one surprised and out of their vehicles.

German Order of Battle: (Michael Wittmann's Tiger may set up anywhere on the board after the British set up, all others enter from the east edge).

One depleted Tank Company (4x Tiger Is and a MkIVH) One Tiger is commanded by Michael Wittmann, a super tank ace.

One Ad Hoc Infantry group (4x Panzergrenadier squads).

Victory Conditions: The British shall exit half or more of the tanks and half or more of the infantry off the east edge by games end to win. Each knocked out Panzer counts as a tank exited. Each two knocked out Panzergrenadier squads count as a squad exited. Otherwise the Germans win.

Battle Report: Historically Wittmann's force destroyed about 25 tanks and half-tracks without losing any tanks of their own. This encounter and others later that day in and around Villers-Bocage pushed the British back, saving Panzer Lehr.

Source: Panzers in Normandy Then and Now by Eric Lefevre.

Scenario No. 14

### **The Second Battle for Lingevres**

Time: The morning of June 14, 1944

Place: West of Caen, France

Weather: Clear

Situation: Continuing the effort to get around the city of Caen, a battlegroup composed of an infantry brigade from the British 43rd Division supported by tanks from the 4th/7th Royal Dragoon Guards is attacking the village of Lingevres. Lingevres is held by a panzergrenadier battalion, now supported by a company of Panther tanks from the German Panzer Lehr Armored Division.

Terrain: One terrain board was used for this scenario (2'wide x 4'long). The board was covered with hedges, some bocage, woods and orchards. The village of Lingevres is located in the center.

British Order of Battle: (Enter from the north edge).

- Two Infantry Companies, ea. has (9x squads + HQ, 3x Piats and 2x MMGs)

- The HQ squad of each platoon has a 50mm mortar.

- One Sherman tank squadron (14x M4/75 Shermans and 4x Fireflies).

- One additional M4 Sherman with a dummy gun and an FO (8 tube 25# btty).

- One flight of 4 rocket armed Typhoons is available for the first 3 turns.

German Order of Battle: (All may start camouflaged but not dug-in on the southern 32 inches of the board).

- One partial Panther Company (9x Pz VA tanks).

- One Panzergrenadier Company (9x squads + HQ, 3x Pzskts, 3x MMGs)

- The squads have Panzerfausts.

- FO (4 tube 81mm mortar battery).

Victory Conditions: The side with complete control of Lingevres by games end wins. All else is a draw.

Battle Report: Historically the Germans successfully defended the village on the 14th but lost the village on the 15th. On July 2nd, the Panzer Lehr Division was transferred to the St. Lo sector to fight the Americans.

Source: Panzers in Normandy Then and Now by Eric Lefevre (number of units halved to be more playable).

Scenario No. 15

### **The Counterattack of Das Reich**

Time: The afternoon of July 9, 1944

Place: North west of St. Lo, France

Weather: Overcast

Situation: The 2nd Battalion, 120th Infantry Regiment, 30th US Infantry Division supported by a company of the 743rd Tank Battalion is advancing south towards the cross-roads village of Hauts-Vents. A Kampfgruppe from the German 2nd SS "Das Reich" armored division, composed of combat engineers and panzergrenadiers supported by MkIV tanks has been ordered to counterattack northward in an attempt to break through the American lines. The Americans must hold for two hours until reinforcements arrive.

Terrain: One terrain board was used for this scenario (2'wide x 4'long). The board was covered with bocage. One unimproved north-south road spanned the board with the village of Quesnel in the center on the eastern side.

American Order of Battle: (set up on northern 16 inches of the board)

Two Infantry Companies ea has (9x squads + HQ, 3x 60mm mortars, 3x MMGs, 3x Bazookas)

One Tank Company (17x M4/75 and one M4/105 Sherman)

Note: The Americans also have three 105mm battery FOs and a 155mm battery FO, but because the artillery battalion HQ was relocating during the battle the chance of obtaining support is halved.

German Order of Battle: (set up on southern 12 inches of the board)

One Engineer Company (9x SMG squads + HQ) with magnetic mines

One Panzergrenadier Company (9x squads + HQ, 3x Pzskfs, 3x MMGs) dismounted

One MkIVJ Company (4 platoons of 4x tanks ea. + 2x HQ tanks)

Note: The Germans have one 105mm battery FO and one 150mm battery FO.

Victory Conditions: The Germans shall exit half or more of the tanks and half or more of the Infantry off the north edge by the end of game turn 30 to win otherwise the Americans win. Each two knocked-out or abandoned Shermans count as one MkIV exited. Each two US rifle squads eliminated count as one German squad exited.

Battle Report: Historically the German attack mauled and routed the Shermans and forced the American infantry back 400 yards with some of the units routing. The strong if belated support of the US artillery though was able to slow the Germans until reinforcements arrived in the form of the 1st Battalion of the 120th Infantry Regiment also supported with tanks from the 743rd Tank Battalion. No breakthrough was achieved.

Source: St. Lo (American Forces in Action Series, US government).

Armor Battles of the Waffen SS by Will Fey.



Scenario No. 16

### **The Battle for Hill 192**

Time: The morning of July 11, 1944

Place: East of St. Lo, France

Weather: Overcast

Situation: The US 2nd Infantry Division is about to start its long awaited offensive on St. Lo. The 38th Infantry Regiment is advancing south supported by two companies from the 741st Tank Battalion. Their objective is to clear Hill 192 of the enemy and reach the east-west road south of the hill that leads to St. Lo. Defending Hill 192 is the 3rd Battalion, 9th Parachute Regiment of the 3rd Parachute Division. This scenario represents the struggle of the 2nd battalion, 38th Infantry Regiment.

Terrain: One terrain board was used for this scenario (2'wide x 4'long). The board was covered with bocage. One unimproved east-west road spanned the board with the village of Cloville in the center. A large squat hill sits in the center of the southern half of the board.

American Order of Battle: (enter from the northern board edge)

Two Infantry Companies ea has (9x squads + HQ, 3x 60mm mortars, 3x MMGs, 3x Bazookas)

One Tank Company (14x M4/75 Shermans) up to three may have dozer blades the remainder have prongs to enable them to make holes in the bocage.

One Engineer Platoon (6x engineer half-squads with explosives) the engineers are trained to closely follow the tanks and fill the holes made by their prongs with explosives to blow holes in the bocage.

Note: The Americans also have a creeping barrage of 105mm guns (4 guns per battery) covering the width of the board. It starts game turn one at the northern limit of the German set-up area and proceeds to creep south one inch a turn until it reaches the south board edge. The barrage is half as effective as a concentration (ie. reduced ROF).

German Order of Battle: (set up hidden on southern 36 inches of the board)

One Fallschirmjager Company (Co.HQ team, Deputy Co. HQ team, 9x Para squads, 6x Pzskts, 3x MMGs)

One Anti-Tank Gun Platoon (3x Pak 38 50mm ATGs)

One Ad Hoc Panzer Platoon (one MkIVH tank and one Nashorn)

Note: The Germans have one on board battery of 3 81mm mortars with an FO and one off-board battery of 3 120mm mortars with an FO. Up to three points on the board may be pre-registered. The Germans are dug-in and have two 1 inch by 1 inch minefields of medium density (either AT or AP) and a road block in their set-up area.

Victory Conditions: The Americans shall exit half or more of the tanks and half or more of the Infantry off the south edge by the end of the game to win otherwise the Germans win. Each two knocked-out or abandoned Panzers count as one Sherman exited. Each two German Para squads eliminated count as one US squad exited.

Battle Report: Historically the Americans advanced cautiously through the bocage forcing the Germans back, clearing Hill 192 and reaching the road to St.Lo.

Source: St. Lo (American Forces in Action Series, US government).

Scenario No. 17

### **The Counterattack of Panzer Lehr**

Time: The morning of July 11, 1944

Place: North west of St. Lo, France

Situation: A Kampfgruppe of the German Panzer Lehr armored division, attacking northwards, has penetrated the front lines through a gap between the 39th and the 47th Infantry Regiments of the US 9th Infantry Division. The 1st Battalion of the 47th Infantry Regiment, in reserve behind the lines, along with Company C, 899th Tank Destroyer Battalion has been ordered to stop them at the village of la Charlemenerie.

Terrain: Two terrain boards were used for this scenario (4'x4'). Both boards were covered with bocage. One unimproved north-south road spanned the boards with the village of la Charlemenerie and orchards on the northern board. For future games it is suggested that one 2'wide x 4'long terrain board be used to better simulate the actual frontage available.

American Order of Battle: (set up on northern 28 inches of the board unless otherwise indicated)

- One Infantry Company (Co. HQ team, Deputy Co. HQ team, 9x squads, 3x 60mm mortars, 3x MMGs, 3x Bazookas)

- One AT gun platoon of 3x 57mm anti-tank guns.

- Two platoons of M-10 tank destroyers (4x M-10s, 2x M-20s and a Bazooka ea.)

- A second Infantry Company enters from north edge on turn 1D6 (roll a die).

- Note: One artillery FO (4 gun 105mm battery) is attached to each Company HQ.

German Order of Battle: (all enter from south edge)

- One depleted Panther Company (2 platoons of 5x PzVA tanks + 2x HQ PzVA tanks)

- Two Panzergrenadier Companies, ea. has (9x squads + HQ, 3x Pzskfs, 3x MMGs)

- One IG battery of 4x Sdkfz 251/9 (75mm Infantry gun).

- One mortar battery of 4x Sdkfz 251/2 (81mm mortars) with FO.

- Note: The Panzergrenadiers have one FO (4 gun 105mm battery) and may be mounted in half-tracks.

Victory Conditions: The Germans shall exit half or more of the tanks and half or more of the Infantry off the north edge by games end to win otherwise the Americans win.

Battle Report: Historically General Fritz Bayerlein, the commander of Panzer Lehr, attributed the failure of the attack to the exhausted condition of his men and the difficulty of operating Mk V (Panther) tanks in the hedgerows. Bayerlein claimed to have been told that the area was better suited for tank operations than that around Caen where he had previously fought.

Source: St. Lo (American Forces in Action Series, US government).

Scenario No. 18

### **Breakout**

Time: The afternoon of July 28, 1944

Place: Near Coutances, France

Weather: Clear

Situation: A combat team composed of a tank company and an armored infantry company from the US 3rd Armored Division, supported by fighter-bombers, is advancing southwest in an attempt to capture Coutances. Holding the line is a battered company of panzergrenadiers supported by a platoon of Panther tanks from the 2nd SS "Das Reich" armored division.

Terrain: One terrain board was used for this scenario (2'wide x 4'long). The board was covered with bocage. One north-south road spanned the board.

American Order of Battle: (enter from north board edge)

One Armored Infantry Company (Co. HQ team, Deputy Co HQ team, 2x Jeeps, 9x Rifle squads, 3x 60mm mortars, 6x MMGs, 15 M3 halftracks, all squads have Bazookas).

One Tank Company (17x M4/75 and one M4/105 Sherman) some tanks may have a hedgerow cutter.

One flight of 4 P-47 or P-51 fighter bombers with 2 x 500 lb bombs each.

Note: One of the American Shermans contains a forward air controller.

German Order of Battle: (set up hidden on the southern half of the board)

One Panzergrenadier Company, dismounted (Co HQ team, 6x PzGr squads, 2x Pzsks, 2x MMGs), all PzGr squads have Panzerfaust 60s.

One Panther platoon (4x tanks), one tank contains a super tank ace.

Victory Conditions: The Americans shall exit half or more of the tanks and half or more of the Infantry off the south edge by the end of the game to win, otherwise the Germans win. Each knocked-out or abandoned Panther counts as one Sherman exited. Each two German rifle squads eliminated count as one US squad exited.

Battle Report: Historically the Germans suffered tremendous casualties but delayed the American troops from capturing Coutances for a day. Over the next few days Das Reich was to lose the bulk of its armor and many men while it withdrew under the pressure of the American offensive code named "Cobra".

Source: Armor Battles of the Waffen SS by Will Fey.

Scenario No. 19

### **Wittman's Last Battle**

Time: Mid-day August 8, 1944

Place: South of Caen, France

Weather: Clear

Situation: The Allies have taken Caen. The next objective is Falaise, which once taken will trap the German army in Normandy. The First Canadian Army has been tasked with attacking southwards towards Falaise in operation Totalize to begin this afternoon after a massive aerial bombardment. The German 12<sup>th</sup> SS Panzer Division has been ordered to attack north to stop the allied onslaught before it begins. Kampfgruppe Waldmuller of the 12<sup>th</sup> SS Panzer division has been ordered to take the village of St. Aignan de Cramesnil, located east of the Caen-Falaise highway and currently held by tanks of the 1<sup>st</sup> Northamptonshire Yeomanry with the 1<sup>st</sup> Bn Black Watch attached.

Terrain: Three terrain boards are used for this scenario (4' wide x 6' long). N158, the north-south Caen-Falaise highway runs through the center of all three boards. An east-west road cuts across the middle of the northern board with the village of St. Aignan de Cramesnil astride this road near the eastern edge. A patch of woods lies at the northwest corner of the intersection of this road and N158. Another east-west road runs through the center of the southern board with the town of Cintheaux located just west of N158. A couple of hamlets sit astride the N158 on the middle board. Terrain is predominantly open cornfields with a large orchard south of St. Aignan de Cramesnil.

British Order of Battle: (Set up on the northern board).

Two Tank Squadrons (14x Shermans + 4x Fireflys ea.)

Two Infantry Companies (Co HQ team, Deputy Co. HQ team, 9x Rifle squads, 3x PIAT teams, 2x MMG teams, 12x Kangaroo APCs)

AT gun section (2x 6lber ATGs, 4x carriers)

Two FOs (FO to an 8 gun 25lber battery with a White Scout Car, each)

German Order of Battle; (Enter from the southern board edge)

One Tiger platoon (4x Tiger Is) One tiger is commanded by Michael Wittmann a super tank ace.

One SPAT platoon (4x JgPzIV with 75L48)

One Tank Company (17x PzIVHs)

Two PanzerGrenadier Companies (Co. HQ team, Deputy Co. HQ team, 2x VWs, 9x PzGr squads, 3x Pzsk teams, 3x MMG teams, 11x Sdkfz 251/1, 2x Sdkfz 251/2, Sdkfz 251/3, 2x Sdkfz 251/9) each.

All squads have Panzerfaust 60s.

One FO in a Sdkfz 250 to a dedicated battery of 6x 105mm guns.

One FO in a Sdkfz 250 to a dedicated battery of 6x 150mm guns.

One FO in a Sdkfz to a dedicated battery of 4x 150mm Nebelwerfers.

A flight of 4 B-17 Heavy Bombers (12x 500 lb bombs) flying southwest at high altitude drops its bombs prematurely on turn one. The German player selects the target point.

Victory Conditions: The side with undisputed control of St. Aignan de Cramesnil wins. All else is a draw.

Battle Report: Historically the British repulsed Kampfgruppe Waldmuller. All the Tigers were knocked out and Michael Wittmann was killed. The German attack delayed the advance of the 1<sup>st</sup> Polish Armored Division through St. Aignan de Cramesnil for a few hours and other than making the Allies a bit more cautious had little effect. Operation Totalize went on as planned and 3 days later bogged down before reaching Falaise.

Source: After the Battle issue 48.

Armor Battles of the Waffen SS 1943-45 by Will Fey.

Scenario No. 20

### **The Counterattack at Lezey**

Time: The morning of September 19, 1944

Place: Lezey, France northeast of Arracourt

Weather: Heavy Fog

Situation: The US 4th Armored Division has punched through the German lines. CCA, 4th AD has exploited the breach and now holds a thin defensive line around the town of Arracourt. To stabilize the front the Germans have re-organized and launched a major counterattack. Half of the newly formed 113th Panzer Brigade have been ordered to take the village of Lezey and then to press on to Arracourt while the other Kampfgruppe advances through the hamlet of Moncourt, south of Lezey, towards Arracourt.

Terrain: One 2' x 4' terrain board is used for this battle. The crossroads village of Lezey lies on the eastern half of the board. Terrain is gently rolling hills with a few small patches of woods.

American Order of Battle: (setup hidden on the western 36" of the terrain board)

Company C, 37th Tank Bn, 4th Armored Division

M4/76 Co. HQ, M4/76 assistant Co. HQ, M4/105

3 platoons each consisting of 2x M4/76 and 3x M4/75

Maintenance section (M3A1 h/t, reserve rifle squad and a bazooka team)

Supply section (2 1/2 ton truck, reserve rifle squad and a bazooka team)

Company HQ may request the fires of a 6 tube 105mm artillery battery.

German Order of Battle: (enter from the eastern edge)

Lead elements, northern Kampfgruppe, 113th Panzer Brigade

1st Kompanie, 2113 Panzer Bn

PzVG Co. HQ, PzVG assistant Co. HQ

3 platoons each consisting of 4x PzVG

1st Kompanie, 2113 Panzer Grenadier Bn (half strength)

PzGr Co. HQ team

2 platoons each consisting of two PzGr squads, a MMG team and a Panzerschreck team

Only platoon HQ squads have Panzerfausts

PzGr Company HQ may request the fires of a 4 tube 81mm mortar battery.

Victory Conditions: The side with complete control of Lezey by game end wins. All else is a draw.

Battle Report: Ambushed at close range, the Germans lost 3 Panthers upon initial contact with the US tankers at Lezey and decided to bypass south of the village where a US tank destroyer platoon accounted for another 7 at the cost of 3 of their 4 M18s. During the next several days the 4th AD pursued and annihilated the German armor in what became known as the Battle of Arracourt.

Source: The Lorraine Campaign (US Army in World War II Series, US government).

Scenario No. 21

### **The Battle for Singling**

Time: The morning of December 6, 1944

Place: Singling, France near the German border

Weather: Overcast

Situation: A combat team composed of Company B of the 37th Tank Battalion and Company B of the 51st Armored Infantry Battalion, both from the US 4th Armored Division, has been ordered to attack and take the village of Singling. Singling, however, is held by a larger force than the Americans expect, the 1st Battalion, 111th Panzergrenadier Regiment supported by tanks from the German 11th Panzer Division.

Terrain: Two terrain boards were used for this scenario (4'wide x 4'long). The southern board contained the village of Singling. The northern board contained the hamlet of Welschoff farm along with a lightly wooded ridge on the far northern side, running east-west. Singling consists of a dozen stone buildings, two of which are fortified to effectively become pillboxes. In addition there is a pillbox on the west end of town. Mud reduces cross-country speed to 3/4 the listed value.

American Order of Battle: (enter from south edge)

One Infantry Company, (Co. HQ team, 6x Rifle squads, 2x Bazookas and a MMG).

Because of the mud the half-tracks were left behind with the infantry riding on the backs of the tanks.

One Tank Company (8x M4/75, 5x M4/76 with HVAP, one M4/105).

Note: One of the M4/75s contain a FO. Two batteries of 105mm artillery, 6 guns each are available to support the attack. A platoon of four Hellcats with HVAP is also available but must stay on the southern board edge.

German Order of Battle: (The panzergrenadiers, one FO, the AT gun and two platoons of armor start on the southern board in and around Singling, others start on the northern board on the ridge above Welschoff farm.)

Two Panzergrenadier Companies, each has (Co. HQ team, 6x Rifle squads and one MMG).

No transport. The infantry morale is reduced due to recent defeats.

Two platoons of Panthers (3x tanks each).

Two platoons of JgPzIVs with 75L48 (3x tanks each).

One Pak 40 AT gun.

Two FOs (3 batteries of 105mm artillery, 4 guns each).

One 4 rocket 280mm wurfgerat with no reloads.

Victory Conditions: The side with complete control of Singling by games end wins. All else is a draw.

Battle Report: Historically the American armor did poorly against the Germans, although the German infantry surrendered quite readily to the American infantry. Fearing a counterattack the Americans pulled out at the end of the day leaving Singling in the hands of the Germans until it was taken December 10th by units of the 12th Armored Division.

Source: Small Unit Actions (American Forces in Action Series, US government).

Scenario No. 22

### **The Race for Bastogne**

Time: The morning of December 18, 1944

Place: East of Bastogne, Belgium

Weather: Overcast, fog exists for the first 10 turns

Situation: The surprise assault of the German Army at the start of the Ardennes offensive has caught the Americans off guard. CCR of the 9th Armored Division has rapidly deployed into combat teams and formed roadblocks to prevent the leading elements of the 2nd Panzer Division from reaching Bastogne. Task Force Rose is defending Antoniushof.

Terrain: Two terrain boards were used for this scenario (2'wide x 8'long). A major road extends the 8' east-west length of the board. The cross-roads village of Antoniushof is located in the center of the board. The terrain consists of patches of woods among gentle hills. Mud reduces cross-country speed to 3/4 the listed value.

American Order of Battle: (Set-up on western 3/4 of the board, the infantry may be in fox-holes).

- One Armor Company (12x M4/75 and 5x M4/76 Shermans).

- One Armored Infantry Company, (Co. HQ team, Deputy Co. HQ team, 9x Rifle squads, 3x 60mm mortars, 6x MMGs, 15x M3 halftracks and 2x jeeps, all squads have Bazookas).

- One AA Platoon of 4x M16 halftracks.

- One Engineer Platoon (3x Engineer squads with explosives and 3x trucks).

- Two road blocks.

Note: All American troops are considered green.

German Order of Battle: (Enter from east edge).

- One Recon Platoon of 4x MkIVJ tanks.

- MkIVH Panzer Company (10x tanks).

- MkVG Panzer Company (10x tanks).

- One AA Platoon of 3x Wirbelwinds.

- Two PanzerGrenadier Companies (Co. HQ team, Deputy Co. HQ team, 2x VWs, 9x PzGr squads,

  - 3x Pzsk teams, 3x MMG teams, 11x Sdkfz 251/1, 2x Sdkfz 251/2, Sdkfz 251/3, 2x Sdkfz 251/9) each.

  - All squads have Panzerfaust 100s.

- One FO in a Sdkfz 250 to a dedicated battery of 6 105mm guns.

- One FO in a Sdkfz 250 to a dedicated battery of 6 150mm guns.

Victory Conditions: The Germans must first gain undisputed control of Antoniushof and then exit half or more of their tanks and half or more of their infantry off the west edge to win otherwise the Americans win.

Battle Report: Historically the Americans delayed the Germans for the better part of a day and made the Germans cautious, slowing their advance. This gave the Americans the time needed to occupy Bastogne in force.

Source: Ardennes 1944 Campaign Series (Osprey).

The Elite issue number 12.

Scenario No. 23

### **The Road to Berlin**

Time: The late morning of March, 22, 1945

Place: 5 km west of Kuestrin, on the road to Berlin

Weather: Partly cloudy

Situation: Soviet bridgeheads across the Oder River have been established immediately north and south of the fortress city of Kuestrin. German forces have so far been able to maintain a 3km wide corridor to the city, but no longer. The Soviets have launched an offensive to complete the encirclement of the city. Objectives, the German held villages of Gorgast and Alt Tucheband, the northern and southern strongpoints for the corridor, 5 km west of Kuestrin. Elements of the 25<sup>th</sup> PanzerGrenadier Division, defending Alt Tucheband, must hold out against an assault by the Soviet 8<sup>th</sup> Guards Army.

Terrain: Three terrain boards are used for this scenario (4' wide x 6' long). The lightly fortified village of Alt Tucheband is in the middle of the westernmost board with a road running north to the main Berlin-Kuestrin highway which is off-table to the north. The terrain is flat farmland.

German Order of Battle (set up on the westernmost board, all may be dug-in)

- A Panzer Grenadier Company with
  - Co HQ team, Deputy HQ team
  - 3 Rifle Platoons (3x PzGr squads, all with Pzfst 100s)
  - MG platoon (4x MMG teams)
  - AT section (3x Pzskts)
- AT Platoon (3x PaK 40 ATGs)
- Mortar battery (6x 81mm Mortars + FO)
- FO to a 6-gun 105mm battery
- AA battery (3x 20mm AA guns)
- Panther Company 14x Panther Gs

Soviet Order of Battle (enter from the eastern edge)

- A Rifle Battalion with
  - Bn HQ squad
  - 3 rifle companies (3x SMG squads, 6x Rifle squads, 2x MMG teams each)
- Two T-34/85 Battalions (21x T-34/85s each), T-34/85s have APCR
- Pre-plotted artillery barrage: 6 turns of fire by 6 4-gun 122mm batteries as map fire, starting turn one.

Victory Conditions: The Side with complete control of Alt Tucheband by games end wins. All else is a draw. Complete control is defined as no fire capable enemy elements within 12 inches of a building. Max number of turns is 60.

Battle Report: The Soviet armor was slaughtered. The Germans held their positions. Closer to Kuestrin Soviet infantry elements did succeed in encircling the city. An attempt by the Germans to break this inner ring on the 27<sup>th</sup> failed. With no reason to hold the corridor open the Germans fell back to the Seelow heights.

Source: Zhukov at the Oder by Tony Le Tissier (number of infantry units halved to be more playable).



Scenario No. 24

### **The Last Battle**

Time: The morning of April 30, 1945

Place: Downtown Berlin, Germany

Weather: Clear but smoke from fires prevents airstrikes

Situation: Berlin, the capital of the Third Reich is encircled. Cut off from supplies the few remaining German troops attempt to fend off the Soviet assault on the Reichstag building, symbol of Nazi Germany. Lead elements of the 3rd Shock Army have crossed the Moltke Bridge over the River Spree. The last battle is about to begin.

Terrain: Only half a terrain board (2'x 2' playing area) is used for this scenario. The northern board edge represents the area just south of banks of the River Spree. The center of the board contains the Königsplatz, a large open square surrounded by small patches of woods. North of the Königsplatz are a few large buildings including the fortified Gestapo HQ building. Southeast of the Königsplatz is the large fortified Reichstag building. To east or west of the Königsplatz and surrounding the Reichstag is open parkland with large patches of woods. At the northern edge of the Königsplatz is a 1' scale length anti-tank ditch. The Königsplatz and the area south of it is heavily fortified with trenches and dug-in gun positions.

German Order of Battle: (set up anywhere on the southern 3/4 of the board):

- Depleted Infantry Co (Co. HQ team, 6x Rifle squads, MMG team, Pzsk team)

- Depleted crack SS Grenadier Co (Co. HQ team, 6x PzGr squads, 2x MMGs, 2x Pzsk)

- Depleted Volksturm Co (Co. HQ team, 6x Rifle squads, MMG team, Pzsk team)

- All infantry squads have Panzerfaust 100s.

- Depleted AT platoon of 2x PaK40s

- Heavy flak battery of 2x Flak 18/36 88's

- Depleted StuG Platoon (2x StuG IIIG)

- Depleted crack SS Heavy Tank Platoon (2x Tiger II)

- FO to onboard 81mm mortar battery (6 tubes, scarce ammo)

- One marked 100m deep x 300m wide medium density mixed AP/AT minefield

Soviet Order of Battle (enter turn 2 from the northern board edge):

- The Soviet command is split into two sectors 171st Rifle Div on the east and the 150th Rifle div on the west.

- 171st Rifle Div (must stay on eastern 2/3 of the board)

  - 1st Bn, 380th Rifle Rgt (Bn HQ squad and 3 rifle companies each of 6 SMG squads, 3 Rifle squads and two MMG teams) supported by a company of 5 JS-1Is.

- 150th Rifle Div (must stay on western 2/3 of the board) 1st Bn, 756th Rifle Rgt (similar to the 380th above) supported by a battery of 5 JSU-152s.

- Prior to German deployment the Soviet player will select up to three predesignated targets of a Katyusha bombardment to arrive turn one by three batteries of 8 M-13 launchers each.

Victory Conditions: The Soviets must have undisputed control of the Reichstag building at the end of the game to win, otherwise the Germans win.

Battle Report: Historically the Reichstag fell on April 30th. That same day Hitler committed suicide. The next day Berlin started surrender negotiations. Note: the number of troops has been reduced to approximately 1/4 actual and the follow-up and reserve elements dropped to make the game somewhat playable.

Source: Armor Battles of the Waffen SS 1943-45.