

# SCENARIO E1 - HOLY GROUND

VERSION 2.2



Set up first: German

Move first: American

1★	2	+	+	4★	5	6
7	+	8	9★	10	11	12

## VICTORY:

Whichever side controls more of the 24 building HEXES on Board 1 at the end of the game, is the winner. The two hexes of the church (E5 and E6) are counted. At start, all hexes are considered German controlled.

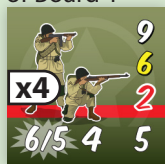
## FORCE EXCHANGES

None

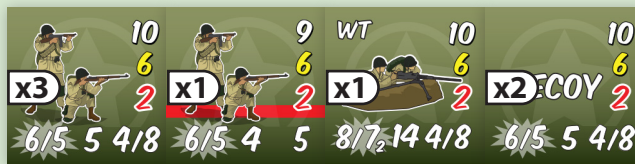
## REQUIRES:

Screaming Eagles

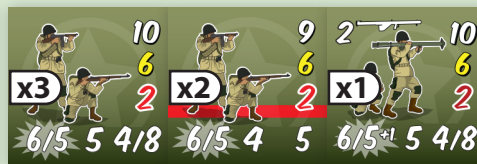
Turn 1: West edge of Board 1



Turn 4: South edge of Board 8



Turn 9: West edge of Board 1 or 8



Operations Range: 3-4

Command Points: 0

Rout Edge: West or South, whichever is closest

Operations Range: 3-4

Command Points: 1

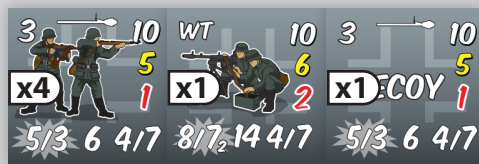
Rout Edge: East



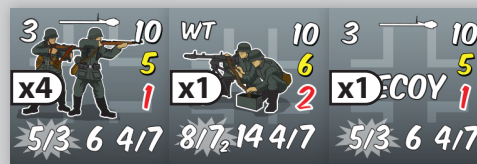
At start: Anywhere on Board 1 in a hex numbered 2 or higher



Turn 3: East edge of Board 1



Turn 8: East edge of Board 1

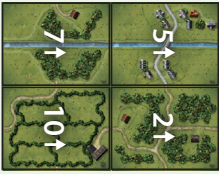


Turns 4-6

Available only on those three turns

PROF: 8  
ACC: 8

# SCENARIO E2 - COLE'S MEDAL OF HONOR



Set up first: German  
Move first: American

## VICTORY:

The American player wins if he controls all three hexes of the stone farmhouse on board 10 and the Victory Point location at game end.

## FORCE EXCHANGES:

None

## REQUIRES:

Screaming Eagles

1	2	3	4	5	6	7
---	---	---	---	---	---	---

**On the approach to Carentan, June 11th, 1944**—Lieutenant Colonel Cole's 3rd battalion drew the assignment of attacking down the main road to Carentan from the north. The road crossed 4 rivers, the last one being the Madeleine River, and became known to the troopers as 'Purple Heart Lane'. Virtually without cover, the Screaming Eagles were stuck at the bridge at first light of June 11th, pinned down by fire from a stone farmhouse and hedgerows behind it.

Cole was exhorting the men and walking in the open as if he was invincible. First he led people across the river. By this time, Item Company was down to 30 men. Naval gun fire from the USS Quincy II had disappointingly little effect on German resistance, so Cole called for a smoke barrage instead. Rallying the men around him, Cole led a charge into the orchard behind the farmhouse. With fixed bayonets, they took the farmhouse and surrounding area and then held off repeated German counterattacks. The way to Carentan was open and it would fall the next day.

For his actions that day, Cole would be awarded the Congressional Medal of Honor, although he would not live long enough to wear it.

normal smoke rules) - On the first two turns of the game the strength of all Fire attacks (not Melee attacks) is reduced by one. On the first three turns of the game, whenever a Fire attack is rolled that would use the moving in the open Fire Modifier, determine the strength of the modifier as follows: roll a d10 (where a roll of '10' is zero) and divide the result by 2 for ranges of 4 hexes or less or 4 for ranges of 5 to 8 hexes, rounding fractions down.

## There are major changes to the maps

**Maps 2, 5 and 7** - The only terrain on these three maps is the river, bridge, and the road from 5A5 to 2I5. Ignore all woods and houses. Hexes North of the river and West of row 7 of map 5 are marshy and unplayable in this scenario.

**Map 10** - Ignore all roads. There are no hedgerows between rows A-D. The hedgerow between row D and E does exist, except that there is no hedgerow between D1 and E1. Within the four rectangles of hedgerows, all hexes are considered orchards. Place a Victory Point marker in hex 10F5.

**Scenario Design:** Jim Krohn and Beresford Dickens

**Swirling Smoke** (note that these rules are not the

At start: on Board 5 North of the river and in hexes 5E5 and 5F5: Elements of 3rd Battalion:



Turn 3: Elements of 1st Battalion:



These enter on the north edge of Map 5.



Operations Range: 2-7  
Command Points: 2  
Rout Edge: North

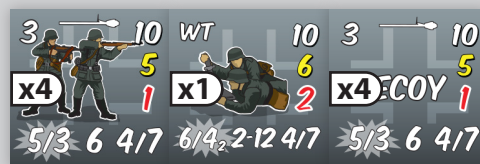
Operations Range: 3-6  
Command Points: 1  
Rout Edge: West



At start: in stone farmhouse:



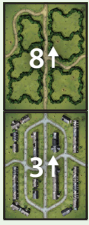
At start: on Board 10 in any hex with a LOS to the road:



Turn 5 Enter the West edge of map 10.



# SCENARIO E3 - THE NEXT DAY



Set up first: American  
Move first: German

+	1	2	3	4	5★	6
7★	8	9	10	11		

**Sainte Mere Eglise 7th June 1944**—On D-Day the 505th PIR of the 82nd Airborne Division made a storied landing on the town of Sainte Mere Eglise in the Contentin peninsula, strategically important by virtue of being the meeting point of six roads. The town was still surrounded by German forces, and the following day the 'All-Americans' faced a counter-attack from the north by the 1058th Grenadier Regiment with assault guns in support. Company B of the 746th Tank Battalion broke through the cordon to reinforce the hard pressed paratroopers and assist in repelling the attack.

**Scenario Design:** Beresford Dickens

## VICTORY:

The Germans win if they control 2 or more building hexes at game end.

## FORCE EXCHANGES:

None

## REQUIRES:

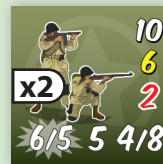
Screaming Eagles

At start:



They start south of hexrow 6 of board 8.

Turn 5:



Enter on the south edge of the mapboard.

Turn 7:



Enter on the south edge of the mapboard.



Operations Range: 2-6  
Command Points: 2  
Rout Edge: South

Operations Range: 3-6  
Command Points: 2  
Rout Edge: North



Turn 1: Enter on the north edge of the mapboard.



Turns 1 to 5:  
PROF: 8  
ACC: 8



# SCENARIO E4 - HERE THEY COME!



Set up first: Russian  
Move first: Russian

1 ★	2 ★	3 †	4 †	5	6 †	7
			8	9	10	11

## VICTORY:

The Russian player must have 5 or more 'Victory Points' at the end to win the game. He gets 3 Points for each strongpoint he occupies at game end (even if contested), and additionally 1 VP for every T34 exited from the north edge of the map (towards the Rollbahn).

## FORCE EXCHANGES:

None

## REQUIRES:

Screaming Eagles & Ghost Panzer

**Narva Bridgehead 17th March 1944**—During the retreat from Leningrad, the Germans hoped to form a new front at Narva. However they found that the Russians had already crossed the Narva River south of the city, creating two adjacent bridgeheads known to the Germans as the East Sack and West Sack in marshy woods. After a prolonged build-up the storm finally erupted against the 61st Infanterie Division as a heavy artillery bombardment signalled a drive north from the East Sack to attempt to cut the 'Rollbahn' leading to Narva. It fell to elements of the second company of the 502nd Heavy Tank Battalion, commanded by Leutnant Otto Carius, to try to restore order. Several further attacks to attempt to cut off Narva would follow.

## SPECIAL RULES:

**Terrain:** All printed buildings are Wooden. There are no hills. All printed roads do not exist, with the following exceptions:

1. A road runs from 14A5 to 9E9.
2. A Dike-Road (actually a railroad embankment) runs from 16E1 to 14E9. This Dike-Road is impassable to Vehicles except in hex 14E5, and the section from 16E1 to 14E4 blocks LOS across it (though not into it). Hex 14E5 is connected to the 14A5-9E9 road, but costs 4 MP for a vehicle to enter plus an extra 4 MP for every Vehicle which has previously entered it this turn.

Place German Victory Point markers in hexes 9D5, 9D1, and 21D2. These represent Strongpoints created from burnt-out stone farmhouses, and are treated as stone buildings whose outline is just within the hexsides.

**Camouflage:** The German StuG IIIs and 20mm Quad may start the game Concealed (in Open Ground). This Concealment (which reduces the Firepower of ANY attack by 1) is only lost if they move or fire or suffer a combat result (Suppression/Unconfirmed Kill), or if a Russian unit in LOS moves to within ten hexes.

**Veteran Tiger crews:** The Germans may use CPs to enable Tigers to use Final Op Fire at non-adjacent targets, including infantry not in the initial firing arc.

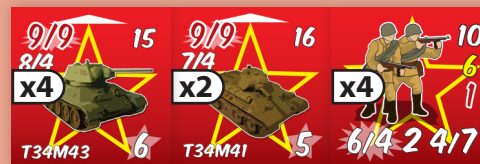
**Russian Major Morale:** On Turn 3 or after, all Russian Morale numbers are reduced by 1 to a minimum of 1 while there is no functional Russian AFV on the map north of the Dike-Road (units with an Unconfirmed Kill marker are non-functional). This means for example that 10-5-1 becomes 9-4-1.

**Scenario Design:** Beresford Dickens

At start in Dike/Road hexes on the south side of the road.



Turn 2 Enter on the south edge of the mapboard.



Turn 1 Enter on the south edge of the mapboard.



Turns 1 and 2 only  
All PROF: 10  
All ACC: 6



Operations Range: 3-5  
Command Points 1  
Rout Edge: South

Operations Range: 2-7  
Command Points: 1 (Turns 1 & 2); 3 from Turn 3 onwards.  
Rout Edge: North



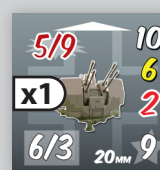
At start in Strongpoint hexes.



At start in Open Ground on whole hexes of board 6.



At start in Open Ground on a whole hex of board 12



Turn 3 Enter on the west edge of board 12.



Turn 4 Enter on the north edge of the mapboard.



Turn 6 Enter on the north edge of the mapboard.



# SCENARIO E5 - TIGER PAW



★ 1	2	3	4	5
6	7	8	9	

Set up first: Russian  
Move first: Russian

## VICTORY:

The Russian player wins immediately by exiting 1 tank off the west edge provided there are no German AFVs on hill hexes of board 26 when the Russian AFV exits OR by exiting 7 tanks off the west edge. It costs 1 MP to exit from a road hex, 1 1/2MP otherwise.

## FORCE EXCHANGES:

None

## REQUIRES:

Screaming Eagles, Ghost Panzer, & Texas Arrows

*Note: This is a rework of a classic Squad Leader scenario. Acknowledgement to TAHGC and the original scenario designer for historical research & scenario concept. For those familiar with that scenario, you will notice that the 6 T43s have been removed. The T43 was a prototype that never actually went into production. The mix of T34s and T70s is more reflective of a Soviet Tank Battalion of that time period.*

**“South of Leningrad, January 12th, 1943**—Throughout the winter of ‘42-‘43, the Soviets launched repeated attacks to relieve the siege of Leningrad. The hard-pressed Germans rebuffed one attack after another, but in so doing their lines became progressively thinner. Finally the Germans had to develop a trip wire defense of light local forces, backed by a “fire brigade” mobile force, which was quickly dispatched to the inevitable breakthrough sector. Such a fire brigade was 1st Company, schwere Panzer Battalion 502, with ace tanker Cpt Hans Bolter, who was called upon to halt a major Russian armored incursion by a full battalion of the 122nd Tank Brigade.” (Quoted from ASL scenario F)

## SPECIAL RULES

**Terrain:** All buildings are Wooden.

**Snow:** Road movement costs 1 MP/hex, open ground movement costs 1 1/2 MP/hex.

**Veteran Tiger crews:** The Germans may use CPs to enable Tigers to use Final Op Fire at non-adjacent targets.

**German artillery:** Must be spotted for by an infantry unit. May fire smoke.

**Wrecks:** When a tank is destroyed, flip it to its ‘Conceal’ side and leave it in the hex. That hex now costs an extra 1/2 MP for tanks to enter (per wreck).

**Russian set-up:** The Russians must set up opposite the entry hexes 215, 415, and/or 24A5 in the order which they will enter. The German player may inspect the set-up order.

**Scenario Design:** Beresford Dickens



Turn 1 Enter via hexes 215, 415, and/or 24A5. Each tank pays 1 MP plus 1 MP for every tank that previously entered via that hex this turn to enter the mapboard.

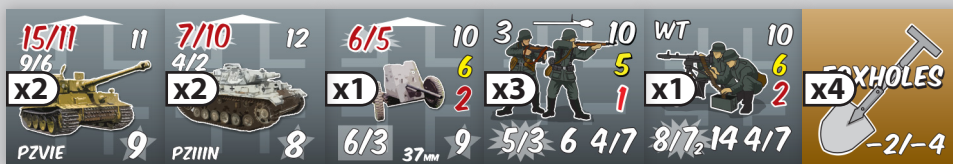


Operations Range: 6  
Command Points: 0  
Rout Edge: Not applicable.

Operations Range: 2-9  
Command Points: 2  
Rout Edge: West



At start: On boards 16, 19, and/or 26:



PROF: 7  
ACC: 8



# SCENARIO E6 - HITLER MEETS CHURCHILL - SETUP

★ 1	★ 2	★ 3+	4+	5	6+	7	8	9	10	11
-----	-----	------	----	---	----	---	---	---	----	----



Set up first: German

Move first: Russian

**Southwest of Prokhorovka, July 12th, 1943** —The main attack on the southern face of the Kursk salient was to be delivered by Hoth's 4th Panzer Army. After a week of fighting, the exhausted troops of Leibstandarte Adolf Hitler around Hill 252.2 prepared to advance on Prokhorovka at the centre of the three divisions of the 2nd SS Panzer Corps. Suddenly a roaring of tank engines signalled the approach of Pavel Rotmistrov's 5th Guards Tank Army, and purple warning flares were fired along the German front to signal a tank attack. Among the Russian tanks were Churchill Mark IIIs and IVs supplied to Russia by Britain.

### SPECIAL RULES:

**Terrain:** There are no buildings, woods, bridges or roads. The canal on boards 5 & 7 represents a 15 foot Russian-built anti-tank ditch. The German player must secretly record a ditch hex which is actually Level 0 Open Ground instead (representing a crossing point constructed by German engineers). The hex identity is revealed to the Russian if a German unit enters the hex OR a Russian unit moves adjacent to it or enters any ditch hex. All ditch hexes have an LOS to the crossing point.

**SS:** A non-SS Mortar WT counter is being used, but it is still treated as an SS unit.

**Surprise Attack:** The SS Guns receive no terrain benefit from Foxholes.

**Scenario Design:** Beresford Dickens

### VICTORY:

The Russian player wins by having 3 Vehicles southwest of the ditch at the end of the game OR if no German units are on hill hexes on boards 19 and 22 at the end of the game. Ignore units currently marked 'Unconfirmed Kill'.

### FORCE EXCHANGES:

None

### REQUIRES:

Screaming Eagles,  
Ghost Panzer

# SCENARIO E6 - HITLER MEETS CHURCHILL - UNITS

Turns 1 to 4 (only):

PROF: 8  
ACC: 6



Turn 1 Elements 18th Tank Corps plus 8th Airborne Division. (Tank Riders). They enter via the Northeast edge of the map.

There are not enough T34M43 in the counter mix. Make up the difference with other T34 counters, but use T34M43 stats.



Turn 2 Elements 18th Tank Corps plus 8th Airborne Division. (Tank Riders). They enter via the Northeast edge of the map.



Turn 3 Elements 18th Tank Corps. They enter via the Northeast edge of the map.



Operations Range: 5-9  
Command Points: 1  
Rout Edge: Northeast.

Operations Range: 2-9  
Command Points: 3  
Rout Edge: Southwest



At start: On boards 19 & 22: Elements of 2nd SS Panzergrenadier Regt:



Turn 3: Elements of 1st SS Panzer Regt. They enter via the Southwest edge of the map.



Turn 3:  
PROF: 8  
ACC: 7



Turn 4: Elements of SS Panzerjaegers & Self-Propelled Artillery. They enter via the Southwest edge of the map.



Turn 6: Element VIII Fliegerkorps.



# SCENARIO E7 - SHOOTING ARROWS AT GHOSTS



## VICTORY:

The Americans wins by controlling hexes 18C4, 18E4, 18C6, and 18E6 at game end AND having 8 or more Uneliminated Squads/WTs.

## FORCE EXCHANGES:

The German player may remove one PzIVH and one Decoy in order to add one 50mm Gun to his At Start forces.

## REQUIRES:

Screaming Eagles, Ghost Panzer, Texas Arrows



Set up first: German

Move first: American

☆ 1	☆ 2+	3	4+	☆ 5+	6
7	8	9	10	11	12

**La Coucorde 26th August 1944**—After consolidating the landing areas around Frejus and St Raphael, the 141st regiment sped northwest in the wake of Task Force Butler. Their goal was to cut off the Nineteenth Army, who were retreating up the Rhone Valley. The race was won, and American artillery positioned itself on high ground east of the Valley and raked the retreating convoys. While the 142nd and 143rd rushed over to form a defensive line in front of the hills, Task Force Butler and the 141st tried to block Route N7 on the east bank of the Rhone. On the 25th August the first battalion of the 141st succeeded in cutting the road at La Coucorde, but they were thrown out by a German counterattack that night. Next day Task Force Butler and the third battalion of the 141st emerged from the Condillac Pass to attack La Coucorde again. After initial success they butted into the 11th Panzer Division's Kampfgruppe

Wilde, which was moving up from the south.

Following several more days of see-saw battle around Montelimar, thousands of German prisoners were pocketed at La Coucorde and Livron.

## SPECIAL RULES:

**Terrain:** The only roads are the ones that run from 12A5 to 9A5 and from 18E1 to 2E9.

**Edge of the World:** American units may not voluntarily move within 5 hexes of hex 9A5 until Turn 5.

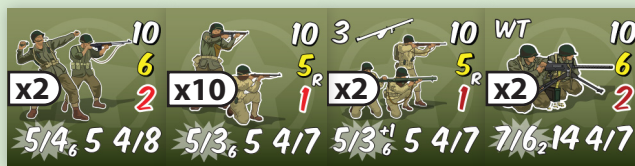
**Mounting:** The American 57mm Gun may Mount in this scenario.

**Scenario Design:** Beresford Dickens



Operations Range: 3-7  
Command Points 1  
Rout Edge: East

At start: Set up on whole hexes of board 2 numbered 5 or greater:



Turn 1:  
Enter hex 2E9:



Turn 2:  
Enter hex 2E9:



Turn 5:  
PROF: 8  
ACC: 8



At start: set up on boards 6, 9, 11, 12, 15 and/or 18:



Turn 4: Enter on or adjacent to hex 9A5:

Turn 2:  
PROF: 6  
ACC: 7



Turn 5: Enter North Edge of boards 6 and /or 12:



Operations Range: 3-7

Command Points: 1

Rout Edge: North or South, whichever is closest.





# SCENARIO E8 - HI-WIRE JINX



Set up first: American  
Move first: German

## VICTORY:

The Germans win by controlling hexes 16G2, 16H5 AND 16H8 at the end of the game.

## FORCE EXCHANGES:

None

## REQUIRES:

Screaming Eagles, Ghost Panzer, Texas Arrows

1 <sup>+</sup>	★ 2 <sup>+</sup>	3 <sup>+</sup>	4	5	6
7	8	9			

**Near Altavilla 14th September 1943**—Hill 424, overlooking the Salerno beachhead, was taken by the 36th but they were then forced to retreat by German counterattacks. The Allied forces made their stand along the La Cosa Creek between the Calore River and Altavilla. In the ensuing action, Company C of the 636th Tank Destroyer Battalion destroyed 7 German tanks and an ammunition carrier that forded the Creek. Most of the damage was inflicted by Sgt Edwin A Yost's M10 'Jinx', which included among its crew the twins Pvts Claude and Clyde Stokes, who had required special dispensation to serve together.

## SPECIAL RULES:

**Terrain:** There are no roads. However the road from 13E1 to 13E9 represents La Cosa Creek. This costs 6 MPs for entry by a Vehicle and ALL MPs for entry by infantry. Guns and Unmounted WTs may not fire from a creek hex.

**German artillery barrage:** The German artillery is available for three consecutive turns, starting with the first turn on which its Proficiency roll is successful. The artillery may only be called as Op Fire once the German player has failed to meet his minimum Operations Range due to Using all his units.

**German entry:** The German Turn 1 forces MUST enter the map on Turn 1.

**Scenario Design:** Beresford Dickens

At start on Board 16. Elements of 1st Battalion 141st Regiment:



M10's of the 636th TD Battalion



Turn 2:  
PROF: 7  
ACC: 7



Operations Range: 3-7  
Command Points 1  
Rout Edge: South.

Operations Range: 3-7  
Command Points: 1  
Rout Edge: North



Turn 1: Enter North Edge.



Turn 2: Enter North Edge.



Turn 3: Enter North Edge.



3 Turns  
(see above):  
PROF: 8  
ACC: 8



# SCENARIO E9 - BLUE BEACH



Set up first: German  
Move first: American

## VICTORY:

The Americans win if there are no German units (including Decoys) on board 19 Level 2 hexes at the end of the game AND they have 10 or more Uneliminated Squads/WTs.

## FORCE EXCHANGES:

None

## REQUIRES:

Screaming Eagles, Ghost Panzer, Texas Arrows

★ 1	2	★ 3	4	★ 5
6	7	8	9	

**Near St Raphael 15th August 1944**—After pursuing the retreating Germans as far up the Italian peninsula as Piombino, the 36th were withdrawn to prepare for a special mission. They were to lead the amphibious invasion of Southern France codenamed 'Operation Dragoon', under their new commander General John E Dahlquist. The plan called for the 141st to assault Green Beach, near Cape Drammont, with the 2nd and 3rd battalions, while the 1st battalion went ashore at Blue Beach, a small cove that could only take two landing craft at a time. The 143rd would follow behind at Green Beach and drive westwards to assist a later landing by the 142nd at Red Beach near St Raphael.

Despite the heavy air and naval bombardment surprise was achieved at Green Beach and the Germans started to respond too late. Stiffer resistance was encountered at Blue Beach where anti-tank guns opened fire on the landing craft, and the 1st battalion won a Presidential Citation for its alacrity in clearing the rocky heights beyond the beach.

## SPECIAL RULES:

**Rocky Crags:** For hexes on or North of board 9 row E, the Terrain Fire Modifiers Other DRM for Moving in Open Ground is halved (i.e. +1 instead of +2, +2 instead of +4). Each hex costs 1 1/2 movement points to enter (plus the cost for any Crest Lines crossed). There are no roads except in board 9 hexrow E.

**Naval Observers:** The American may spot for his Artillery from any South edge half-hex (at Level 0), in addition to using onboard units.

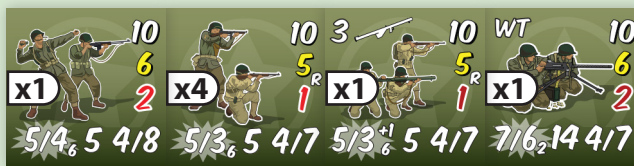
**Amphibious Invasion:** A Yellow Suppression marker is placed on each German unit immediately before the first turn (this does not affect Concealment). The Americans MUST enter the map on their designated turn. They may terminate a Rout at the South map edge UNLESS that Rout started in a South map edge half-hex.

**Scenario Design:** Beresford Dickens

At start:  
PROF: 8  
ACC: 7



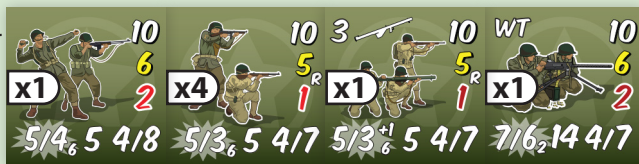
Turn 1: Enter South Edge:  
First Wave:



Turn 3: Enter South Edge:  
Second Wave:



Turn 5: Enter South Edge:  
Third Wave



Operations Range: 3-7  
Command Points 3  
Rout Edge: South

Operations Range: 2-7  
Command Points: 1  
Rout Edge: North



At start: On board 19



# SCENARIO E10 - OKLAHOMA WILDCAT



Set up first: American  
Move first: German

## VICTORY:

The German player wins immediately by exiting five units off the west edge of the map.

## FORCE EXCHANGES:

None

## REQUIRES:

Screaming Eagles, Ghost Panzer, Texas Arrows

1+	2	3	★ 4	5	6	7	8
----	---	---	-----	---	---	---	---

**Near Kurtzenhausen 21st January 1945**—In January the Germans launched a counter-offensive from the Gamsheim-Herrlisheim pocket, aimed at retaking Strasbourg. As they broke through the infantry screen of the 2nd Battalion of the 143rd regiment in woods in front of Kurtzenhausen and into a clearing, they came under accurate fire from the M10 tank destroyers of the 636th TD. Among these was the 'Oklahoma Wildcat', whose crew included the twins Sgts Claude and Clyde Stokes. The woods would later be named Bowden's Woods by the 36th after they were retaken by Lt Col Bowden and men of the 2nd Battalion.

## SPECIAL RULES:

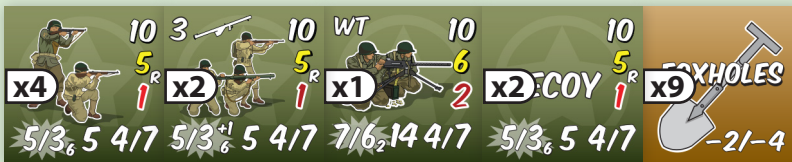
**Terrain:** There are no roads (road hexes are Open Ground).

**Ambush:** The US M10s are kept off-board and may be placed on Boards 12 & 14 in columns A to G at any time of the US player's choosing, at least six hexes from the nearest German unit. Stacking restrictions must be observed. They may be Used whilst off-map (marked 'Op Fire' or 'Used'). Once the US player has failed to meet his minimum Operations Range due to Using all his units, a newly-placed M10 must either Op Fire or be marked as 'Used'.

**SS:** Although the German troops are SS, none of the SS rules are used.

**Scenario Design:** Beresford Dickens

At start: on Boards 2 and 4 in columns F, G or H:



Turn 4:  
PROF: 8  
ACC: 8



At start: on Boards 12 and 14 in columns A, B or C:



Turn x (See scenario rules):



Operations Range: 3-7  
Command Points 2  
Rout Edge: West.

Operations Range: 3-6  
Command Points: 1  
Rout Edge: East



Turn 1:

(10th SS Pz Division 'Frundsberg'). They enter on the east edge of the map.



# SCENARIO E11 - HOUSE TO HOUSE



1	2	3	4	5	6	7
---	---	---	---	---	---	---

**Set up first:** German

**Move first:** Russian

## VICTORY:

The Russian player wins at scenario end by controlling 41 stone building hexes. He initially controls 29 stone building hexes on maps 18 and 20, and so must capture 12 more than he loses.

## FORCE EXCHANGES

None

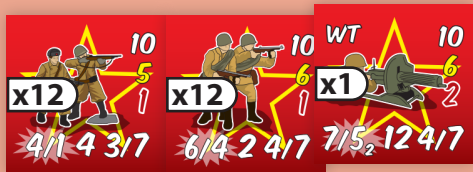
## REQUIRES

Screaming Eagles  
and Ghost Panzer

**Stalingrad, Russia, 6th October, 1942**— After weeks of intense fighting in Stalingrad, the 6th Army had nearly taken the key Dzerhezinsky Tractor Works. But the German first line troops were spent after a week of bitter combat. The Russian commanders chose this moment to hurl their crack 37th Guards at the German ring that surrounded the embattled Russian defenders in the factory.

**Scenario Design:** Brendan Clark

Set-up area: Any building hexes of Map Boards 18 and 20.



At Start:



Operations Range: 4-6

Command Points: 2

Rout Edge: East

Operations Range: 3-5

Command Points: 4

Rout Edge: West



Set-up area: Any building hexes of Map Boards 1 and 3.



At Start:



# SCENARIO E12 - FERDINAND'S FOLLY

**Set up first:** Russian  
**Move first:** German

+	+	+			+
1	2★	3★	4	5	6
7★	8	9	10	11	12*
Possible					

*\*Possible Variable Finish after Turn 12*

**Ponyri, July 7th, 1943**—Operation Zitadelle’s northern pincer ground to a halt in a series of pitched battles around the seemingly insignificant settlement of Ponyri. Having finally penetrated the second defense belt of the Russian defenses at great cost, the 86th Infanterie Division launched an attack towards the railway station with the assistance of the lumbering Ferdinands of 653rd Battalion Heavy Panzerjagers. Hitler had placed great store in these vehicles which suffered from a lack of machine gun armament. As the Germans penetrated the lines of the 307th Rifle Division, Rokossovsky ordered the 129th Independent Tank Battalion, 27th Guards Heavy Tank Regiment, and two battalions of the 1023 Rifle Regiment to counterattack. Five days later the Russian offensive against Orel commenced and the Germans were forced to retreat from the hard-won ground.

## SPECIAL RULES:

There are no roads.

**Mines:** All clear hexes between the north edge of the map and the Russian ‘At start’ setup area are mined. Mines affect BOTH Germans AND Russians.

**Defensive positions:** Russian units (except Antitank Dogs) may not enter minefield hexes until Turn 4, and are eliminated if forced to do so.

**Anti-aircraft Fire:** When a Stuka is initially placed to make its attack, one Unused or Op-Fire-marked Russian 85mm Gun which is within 5 hexes and does not share its hex with an enemy ground unit may be marked Used in order to fire on the Stuka. If the Gun passes its Morale Check, it is turned to face the Stuka (unless the Stuka is in the Gun’s hex), +1 is added to the Stuka’s Proficiency Check and an unmodified Check DR of ‘10’ results in the Stuka being Eliminated without making any attack.

**Anti-tank Dogs:** An Unused or Op-Fire-marked Dog Handler squad that has not moved, passes its Prof Check and is not in a hex with an enemy ground unit may be marked Used (without loss of any Concealment) to release an unexpended dog, which is placed on its Russian side in the handler’s hex and immediately Activated. A dog may be released as Op Fire if the moving unit is an eligible target. Dogs do not count against Operations Range, do not use CPs, have zero effect on Stacking or Concealment, may enter any terrain which can be occupied by a Squad except building hexes not containing the target (note that they can LEAVE a building hex), and expend one movement point per hex entered. Dogs may move through or into enemy-occupied hexes. Eligible targets are the closest non-Concealed enemy tanks or assault guns to the release hex. A dog must take the shortest path to an eligible target, even through an artillery barrage, and attempt to enter the target’s hex. After entry, the Vehicle (only) undergoes a 5 FP artillery attack with all normal modifiers and the dog is removed.

When initially Activated the dog takes a Prof Check. If not removed before the end of its movement, the dog immediately takes another Prof Check and moves again towards its target, continuing this sequence until it is removed.

Dogs may not attack or be attacked, even by artillery or mines (their survival is ‘baked into’ their Prof Check).

Failure of a Prof Check (or absence of an eligible target when the Check is taken) means that the dog is immediately removed from the game (Exception: A result of ‘10’ flips a dog which is on its Russian side to its German side). A dog flipped to its German side is henceforth controlled by the GERMAN player and immediately takes a Prof Check, determines a new target, and moves as if just released (Historical Note: The Russians trained the dogs with their own diesel-engined tanks instead of the petrol-driven German vehicles, resulting sometimes in unfortunate confusion for the dog).

**Dug-in:** Russian assault gun crews went to great pains to dig their Vehicles in. An SU-152 may be set up dug-in (indicated by a Dug-In marker). This marker adds a +2 modifier to the Proficiency Check for Direct Fire attacks against the Vehicle (INSTEAD of the modifier for being at a higher elevation, if applicable), but benefits no other unit, and may not share a hex with a Foxhole. The marker is removed if the SU-152 leaves the hex, changes facing by more than one vertex from its set-up position, or is destroyed.

**Trenches:** When two Foxholes are adjacent, they are considered connected by a Trench. It costs 2 MP for infantry to move uphill via a Trench, 1 MP per hex to move along a Trench otherwise.

**Panzerkeil:** German tanks and assault guns MUST enter on their designated turns.

**Smoke:** The German 120mm Artillery may fire Smoke.

**Variable Finish:** At the end of turn 7 or any later turn, if the Germans have not met their Victory Conditions, the Russian Player may declare the Counterattack. The game will last six more turns, and must now be won by the Russians achieving THEIR Victory Conditions. The Russian Counterattack Force enters on the next turn, and the Russians move first for the rest of the game.

**Optional:** Ferdinand & SU-152: Due to low rate of fire and limited ammo, the Proficiency Final Op Fire modifier for these vehicles is -2. Due to lack of machinegun armament, the Ferdinand may not use Final Op Fire against infantry.

**Scenario Design:** Beresford Dickens

## VICTORY:

German Victory Conditions  
(in place at start of game)  
Control two of the three  
hexes 20E6, 6E6, 19C8  
at the end of a turn.

Russian Victory Conditions  
(if Counterattack occurs)  
Control two of the three  
hexes 20D2, 20E6, 20G4  
at the end of the game.

## FORCE EXCHANGES

Players who find Anti-tank Dogs too 'ruff' may substitute 2 ATR WT's for two of the Dog Handler Squads and all four Dogs.

## REQUIRES

Screaming Eagles  
and Ghost Panzer

# SCENARIO E12 - FERDINAND'S FOLLY

**At start:** On or south of hex row 20A1 to 19I1: Elements 1019th Rifle Regiment and 1454th Self-Propelled Artillery: Foxholes (see Trench rule).

\*DOG HANDLERS

 10 x5 4/1 4 3/7	 10 x5 5/2 5 3/7	 10 x3 4/1 4 3/6	 5/0 2 x4 AT DOG 7 2/10	 WT 10 x2 7/5 2 12 4/7	 WT 10 x1 6/3 2 20 4/7
 12/10 10 x2 5/2 85MM 9	 9/8 10 x2 6/3 76MM 8	 7/6 10 x2 6/3 45MM 8	 15/12 12 x3 7/5 SU 152 6	 10 x6 ECOY 5 4/1 4 3/6	 x23 FHOLES -2/-4

Turn 2:



HE  
Proficiency: 8  
Accuracy: 6

Turn 3: Elements 129th Independent Tank Battalion.  
They enter via the south edge of the map.



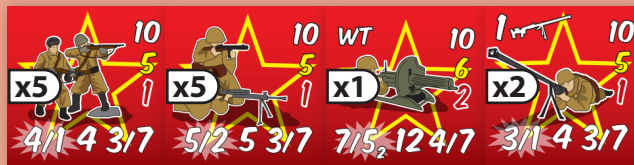
**Russian Counterattack Force:** Elements of 27th Guard Hvy Tank Regt., 129th Independent Tank Battalion, & 1023rd Rifle Regiment



Enter via the south edge of board 22.



Enter via the east edge of board 11.



Enter via the south edge of the map.



HE  
Proficiency: 8  
Accuracy: 6



Operations Range: 3-6  
Command Points: 1 (becomes 2 if/when the Russian Counterattack force enters)  
Rout Edge: South



Operations Range: 3-7  
Command Points: 2  
Rout Edge: North

Turn 1: Elements 653rd Heavy Panzerjagers & support enter via the north edge of the map.



Turn 2: Elements armored support enter via the north edge of the map.



Turn 2:



HE and Smoke  
Proficiency: 8  
Accuracy: 7

Turn 2:



Turn 3: Elements of 86th Infanterie Division & armored support enter via the north edge of the map.



Turn 3-7 only:

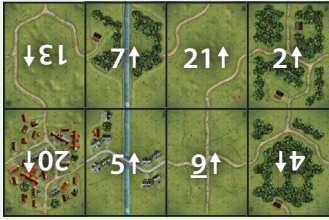


HE  
Proficiency: 8  
Accuracy: 6

Turn 6: Enter via the north edge of the map.



# SCENARIO E13 - A TRIP TO THE RUSSIAN DENTIST



**Set up first:** Russian

**Move first:** German

## VICTORY:

The German player wins immediately by exiting units worth 6 or more points via hex 215 AND being able to trace a path of contiguous road hexes from 215 to the bridge hex inclusive which is unoccupied by Russian units. 215 is considered to be connected by road to an adjacent off map hex. A tank is worth 3 points, an infantry unit (mounted or not) is worth 1 point.

## REQUIRES

Screaming Eagles and Ghost Panzer

1	2	3	4	5	6	7*	8
---	---	---	---	---	---	----	---

\* Possible game end with Russian force exchange

**Daugava River, July 12th, 1941**—As the 20th Panzer Division drove towards Vitebsk, its 21st Regiment faced the task of forcing a crossing of the River Daugava near the burnt out village of Ulla. It was at this action that future Tiger ace Otto Carius lost some of his teeth when the brittle Czech steel of the Pz 38(t) in which he was acting as Loader shattered under the impact of a Russian AT round.

## SPECIAL RULES:

All buildings are wooden. The bridge represents a pontoon bridge erected by German engineers next to the destroyed road bridge, and provides no cover whilst costing Vehicles 2 MP to enter (1 MP for infantry on foot). The river can only be crossed via the bridge.

**Panzer Grenadier ATR Squad** (See Force Exchanges): Use a Panzer Grenadier Panzerschreck Squad and the same anti-tank characteristics as a Russian ATR. The Squad's FP is reduced by 1 (5/4 on the fresh side) and the SATW number is reduced by 1. It does NOT get a +1 to FP versus WTs.

## FORCE EXCHANGES

The Russians may exchange one 45mm Gun for a Decoy. If they do, the game length becomes 7 turns. Also the Russians may exchange 45mm Guns for BT7s, one for one. The Germans may exchange one Panzer Grenadier Squad for a Panzer Grenadier ATR Squad.

**Scenario Design:** Beresford Dickens

At Start on boards 2 and/or 4:



At least 4 foxholes must go into wood hexes.



Operations Range: 3-5  
Command Points: 1  
Rout Edge: Northeast

Operations Range: 2-6  
Command Points: 2  
Rout Edge: Southwest



Up to four of the infantry units may be in Halftracks if the German player wishes.



At Start: on Board 20:



**Set up first:** German

**Move first:** American

### VICTORY:

The American wins if he controls both Cathedral hexes at game end AND he has 6 or more Un-eliminated Squads.

### FORCE EXCHANGES

The German player may secretly deploy his Panther on-board in the German set-up area, but must give up a Decoy in order to do so. The Panther may NOT set up in a Cathedral hex.

### REQUIRES

Screaming Eagles, Ghost Panzer, and Texas Arrows

## SCENARIO E14 - BENEATH THE CRUMBLING SPIRES

+ ☆ 1	2	3	4	5	6	7	8
----------	---	---	---	---	---	---	---

**Cologne, March 6th, 1945**—As the 3rd Armored Division advanced into the bomb-shattered ruins of Cologne, a famous engagement took place near Cologne Cathedral with a lone Panther from the Feldherrnhalle Division, which was possibly the only German tank still west of the Rhine in this area. The Americans had one of the new Pershing tanks, which at this stage of the war had never suffered total loss at the hands of the Germans.

### SPECIAL RULES:

**Terrain:** All buildings are stone. There are no roads (in game terms, due to rubble). Hexes 25E4 and 25E5 represent the Cathedral and all eight hexes adjacent to the Cathedral plus hex 25E7 are Open Ground (use American Concealed counters to cover buildings and orchards).

**Rubbled Buildings:** Place Foxholes in hexes 1A4, 1B4, 1D5, 1D9, 1F9, 1G5, 1H7, 1H9, 1I4, 3A4, 20H7, 20H8, 20D8, 20D9, 20F0, 20A6, & 25B9. These represent rubbled buildings. A rubbled building has the same characteristics as a normal building, but occupies the entire hex for LOS purposes including hex spines and vertices.

**Faustniki:** At this stage of the war the Germans were reduced to deploying small teams of men armed with Panzerfausts in an attempt to stop Allied tanks. Concealed German Decoys may fire a Panzerfaust using their printed SATW number, but the act of firing eliminates the Decoy. Note: since a First Line Decoy is used, it has an SATW number of 3.

**Map Entry/Exit:** All Vehicles entering from off map have their movement allowance halved on their turn of entry.

**Optional Rule: Fog Of War:** The Americans initially represent all of their tanks with three M4A1 counters. The 'real' identity of an American tank can be revealed at any time (even after a die roll) by the American player but MUST be revealed if it is in LOS of the Panther. Until a tank is revealed, it uses M4A1 characteristics. Place an M4A3(76), an M26, and an American Decoy under the three M4A1 counters. Since there are only 3 M4A1 counters in the game, the Decoy counter represents the real M4A1. Discard the extra counter when the Vehicle is revealed.

**Scenario Design:** Beresford Dickens

Turn 1: Enter via the West Edge of the map. At least one tank must enter North of 20F0 and at least one tank must enter South of 20F0.



Operations Range: 3-6

Command Points: 2

Rout Edge: West



Operations Range: 2-5

Command Points: 1

Rout Edge: East

At start, in hexes on or East of the road that runs from 3A5 to 20A5:



Turn 1: It enters via the East edge on or adjacent to hex 25E1. Note that entry may be deferred to a later turn as per the standard rules.

