

On October 15, 2009 I posted the following instructions on the Gamesquad forum...

Below is listed a complete German Order of Battle for a reinforced PanzerGrenadier Platoon. This is all the Germans get in their OoB. You may pick your own...

Date

Location

Weather

and other parameters (Wehrmacht or SS, etc.) for a scenario design, but this all the Germans get.

The only other restriction is that you may only use maps, Russians, Partisans, etc. and anything else that come in **Beyond Valor 3**. In other words... ANYONE with BV3 will be able to play your scenario design.

German Order of Battle

Qty Veh Veh Note #

1 x SPW 251/10 (65)

3 x SPW 251/1 (63)

1 x SPW 251/sMG (58)

1 x SPW 251/2 (59)

1 x SPW 251/16 (66)

1 x 9-1

1 x 8-0

3 x 4-6-8

1 x 2-4-8 HS

1 x LMG

1 x ATR or PsK (depending on date selected)

One ASL'er has already commented on the lack of playtesting time... he is correct, I did not give much time at all since the total time for researching, designing and testing was a short 16 days (closing date Midnight, Oct 31, 2009). This short time was intentional as I wanted to see what could be developed in a short time. Amazingly, I have an interest in playing all the submissions that I have received at this date.

The first three submissions were all against Partisans; Croat, Greek and Polish. Admittedly, the opponent had to be either Russians or Partisans, but I really thought the Russians would have been the first choice with the German force acting as the 'spear point' of a German advance. The second set of four submissions had the Russians finally showing up in the contest.

I am very pleased that we now have a group of halftrack themed scenarios. Match these scenarios with the article "THE MECHANIZED BLITZ" by Chas Smith which deals with halftracks in ASL and you have the potential for a "barrel o fun". (This article can be found in Heat Of Battle's *Recon By Fire*, Issue 2; October 2004.)

I am also extremely pleased to see the increased use of the original SL mapboards in this contest. It was a real pleasure to seem them in a new mobile warfare light. As BV3 has both the old SL maps and the newer BV1 maps, I was afraid that the latter maps would predominate. Nine usages of SL boards (1, 2, 3, 4, 5) in this group, and four usages of BV1 boards are used (21, 22, 23).

GS1 Roadside Assistance (by Ted Wilcox) is a “Rescue operation” for the Germans... rescue of an isolated unit before the unit is wiped out by Partisans.

GS2 Ich hatt' einen Kameraden (by Mason Murray) is a “Penetration” scenario where the Germans must break through the Partisan lines.

GS3 Nullifying Neris (by Bill “King Billy” Brodie) is a “Fighting Withdrawal” for the Partisans.

GS4 A Sad Victory (by Enrico Catanzaro) is a German urban attack against a dual opponent (Polish Home Army and the Russians). A good three-person scenario using Enrico’s famous self-balancing bidding system.

GS5 Outnumbered and Outgunned (by Mike "Double Deuce" Torrance) pits German halftracks against Russian light tanks supported by infantry. No guaranteed kills here.

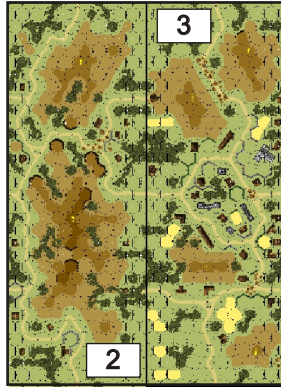
GS6 Strum Warning (by Ian Percy) pits the German panzergrenadiers against a heavy Russian attacking tank/infantry force in urban terrain. Upon first glance it would seem that the German OoB has increased above the initial requirement, but that is misleading. The Wreck in the German OoB is the ‘Victory Condition’ not a real German unit.

GS7 Breakout Too Late (by Don Lazov) has the panzergrenadiers facing an ever increasing number of Russians (across 4 entry turns) with only one objective... prevent a German “Breakout” scenario.

Roadside Assistance

GS1

Battlefield:



GERMANS Win Immediately upon exiting ≥ 4 AFV and 2 MMC off road hexes 3Y1 OR 3Q1. The SPW251/sMG counts as 2 vehicles and 1MMC (with inherent HS loaded) for exit purposes. **PARTISANS** win immediately if they destroy ≥ 4 AFV.

Scenario Rules:

1. EC are Moderate with no Wind at start. All buildings are single storey
2. 5-2-7s have Assault Fire and MOL capability. Otherwise, they are considered Partisans in every respect. Partisan ATRs are considered NON-Russian type (TK#5). All German units are Waffen SS.
3. The SPW251/sMG begins the game immobilized due to lack of fuel. Its Inherent HS (and removable HMG) (Veh. Note #58) may begin the game deployed as infantry as per given set-up restrictions. This vehicle is considered refueled, if ANY operational SPW251/1 ends its movement phase stopped IN 3Q9. At the start of the next German MPH, the SPW251/sMG may start and operate normally.
4. No Quarter (A20.3) is in effect for both sides.

Exochi, Greece, 14 May 1944. After the Italian capitulation, the Germans inherited a growing security problem in Greece, as determined partisan groups rampaged across the Hellenic peninsula. In late 1943, OKW sent the 4th SS Division (Polizei) to take the situation in hand, and steady the nerves of their Bulgarian allies, who occupied the northern part of the country. On the night of 13 May, a thirty truck convoy was ordered to re-supply the strongpoints along the Salonika - Choriatis road, escorted by a reinforced Panzergrenadier platoon. One of the platoon's AFVs developed a fuel leak and fell out of column outside the village of Exochi. *Untersturmfurher* Kaller continued on his primary mission, leaving behind a small security force to protect the stricken vehicle, as it's crew effected repairs. Alerted by villagers during the night, local ELAS partisans prepared a hasty attack at several points along the road.

GERMANS Set Up First

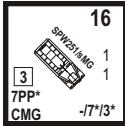
GERMANS Move First



Elements of 4th SS Division Polizei: [ELR 5] Set up/Enter as directed. {SAN 2}



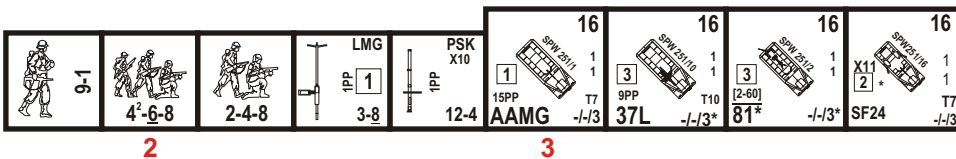
Set up in 3Q9 (see SSR 3).



Set up in Foxholes in/adjacent to 3Q9.



Enter on Turn one on 211 with all infantry as PRC.



Local ELAS Partisans [ELR 5] Set up/Enter as directed. {SAN 4}



Set up ≤ 3 hexes from 217.



Set up ≤ 3 hexes from 2U7.



Enter on Turn One on/between 3Y1 and 3M1.

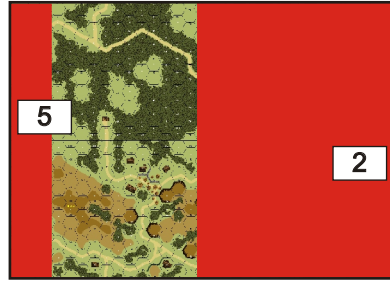


AFTERMATH: With their vehicle repaired, but without fuel, the small German force dug in and waited through the wee hours. The Greeks, bolstered by equipment air-dropped earlier that week by the British SOE, struck just after dawn engaging the hated Germans from all sides with mortars, small arms, and Molotov cocktails. Vicious fire from a heavy machinegun kept the partisans at bay in the woods on both sides of the road. *Untersturmfurher* Kaller's halftracks roared back from Choriatis, scattering a force of partisans attempting to block the road. Under fire, the *panzer truppen* delivered fuel to their comrades, then blasted their way through the village, back to their own lines; leaving behind two burning vehicles and twelve dead grenadiers. The partisans looted dead Germans, collected their own wounded, and melted back into the hills. Three days later, the SS would return to Exochi and exact brutal vengeance on the local population.

Ich hatt' einen Kameraden

GS2

Battlefield:



Only hexrows E-P on board 5 and CC-R on board 2 are playable.

VICTORY CONDITIONS: German wins by exiting ≥ 8 CVP off the North edge, provided the Croats have not earned ≥ 25 CVP.

Scenario Rules:

1. EC are Normal with no wind at start. The Building in 5I9 does not exist. A Woods/Road runs from 5I8 to 5I4, with a clear LOS along the road from 2Y8 to 5I4.
2. Croats may set up HIP in concealment terrain. Croats are considered Partisans and may not form multi-location FG. Croat MF cost is 1.5 MF per woods hex entered, and have MOL capability but may only make 4-MOL attacks in total.
3. German vehicles/PRC must enter using Platoon Movement, may not use non-Platoon movement, expend a stop MP, make any attack, nor cross a non-road hexside until a known enemy unit/fortification has been revealed or an enemy unit has made an attack of any sort. All German Infantry must enter as Passengers. Germans are SS.
4. The Roadblock may be removed by a vehicle expending all its MP to cross the Roadblock hexside and making an immediate Bog Check with a +2 DRM. If the vehicle is not bogged place a trailbreak across the Roadblock hexside and future movement costs to cross that hexside are $\frac{1}{4}$ MP's or 1 MF for Infantry. The Roadblock continues to provide TEM, and block LOS, normally. If the vehicle Bogs it is Bogged in the hex it was leaving to cross the Roadblock.

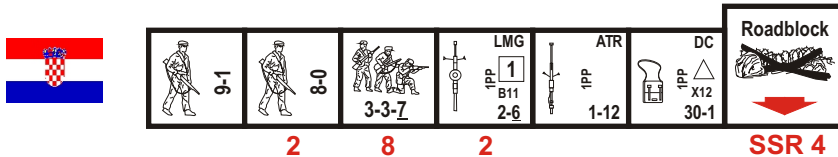


Gilna-Petrinja Road, Croatia, 22 November 1943. Anti-Partisan operations had inflamed the locals in the area surrounding the Formation and Security Zone of the III SS PanzerKorps established in the towns and villages surrounding Sisak and Agram, Croatia. Croatian nationalist attacks were becoming increasingly bold, culminating in a 5,000-man attack on the village of Gilna, garrisoned by the 1./SS-Panzer-Grenader-Regiment 24 "Danmark". This regiment had barely 450 men, mostly ethnic Danes, facing a countryside in uproar. The afternoon and evening of 20 November saw several attacks and probes from the forested mountains surrounding the village. The night was not quiet as the Partisans launched an abortive assault around midnight until the early morning hours. The attacks recommenced in the afternoon of the 21st and lasted until late into the night, letting up only with the coming of dawn. A decision to try to reestablish lines of communication with the nearby village of Petrinja was made and the 1st Platoon mounted up and left on what would become a one-way trip for most.

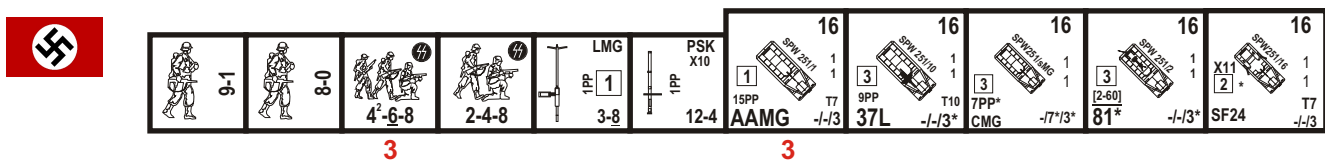
CROAT PARTISANS Set Up First GERMANS Move First



Elements of Croat Partisan Uprising [ELR: 5] Set up on board 2 in hexes numbered > 3 and/or board 5. {SAN: 6}



1st Platoon 1./SS-Panzer-Grenader-Regiment 24 "Danmark" [ELR: 5] Enter on south edge on 2R1 on Turn 1. (see SSR 3):
{SAN: 0}

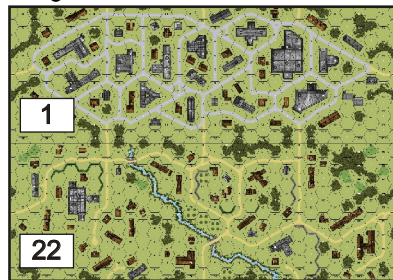


AFTERMATH: The Croatians, anticipating such a move, had set up several ambushes on the only two roads out. The German column ran into one and was almost completely wiped out. Only SS-Untersturmführer Larsen and six men made it back to Gilna... Their mission a failure.

A Sad Victory

GS4

Battlefield:



VICTORY CONDITIONS:

The Germans win if they achieve ≥ 4 Objectives at Game end. There are five

Objectives : 1. Control Building 1 P3; 2. Control Building 1 P7; 3. Control Building 22 P1; 4. Control hex 22 Q3; 5 Control hex 22 R7. Each building or Victory hex must be in German control at game end to count as "Achieved".

Scenario Rules:

1. EC are moderate with no wind at start. The Stream is dry. Kindling is NA. Crews cannot voluntarily abandon their AFVs. The inherent HS of the SPW 251/sMG is a 248.

2. To determine sides each Player secretly *bids the Turn number* in which the Russian Reinforcements should enter the playing area. The number must be >0 and ≤ 6 . The lower bidder takes the German side. A dr will decide sides in case of a tie. To simulate the lack of communication and coordination between the Polish Home Army and the Russians, just before the off board setup roll a dr to determine the entry edge of the reinforcements: 1 from North; 2 from South; 3,4 from West; 5,6 from East.

3. Home Army can use MOL (A22.6), Stealth Advantage, Sewer Movement (B8.4), Russian SW (and captured-weapons penalties do not apply to such use) but cannot form multi-location FG or deploy.

4. The Wires and the Roadblocks must be set up at ≤ 6 hexes from 22 P1. Treat all Orchards as Shellholes. Place a Stone Rubble counter in: 1 M9; 1 U8; 1 Y8; 22 H4; 22 I4; 22 W8 and a wreck in: 1 Q10 and 22R9. Falling Rubble is NA.

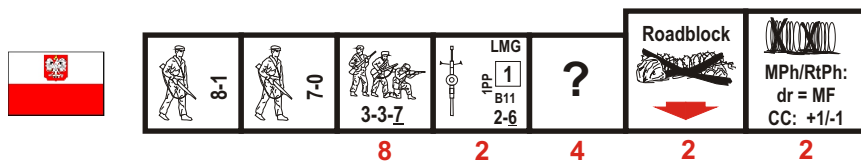


VILNIUS' EASTERN SUBURBS, July 13 1944: At the beginning of the Summer the Commander of the Home Army District in Vilnius, then known as Wilno, General Aleksander Krzyżanowski "Wilk", decided to regroup all the partisan units in the northeastern part of Poland for the assault, both from inside the city and from the outside. Approximately 12,500 Home Army soldiers attacked the German garrison and managed to seize most of the city center. Heavy street fighting in the outskirts lasted a week, until July 14. In Vilnius' eastern suburbs, the Home Army units cooperated with reconnaissance groups of the Soviet 3rd Belorussian Front. The German garrison, under the command of Major-General Rainer Stahel, attempted a local counterattack using the last mechanized units at disposal to break the encirclement before the Soviet arrival and create a safe path for the immediate withdrawal of the few half-distrusted units remaining in Wilno.

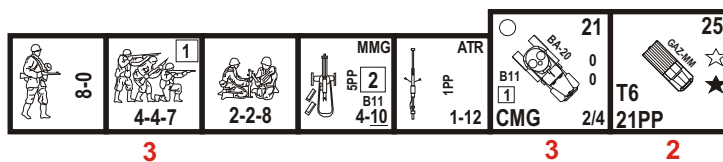
POLISH HOME ARMY Set Up First GERMANS Move First



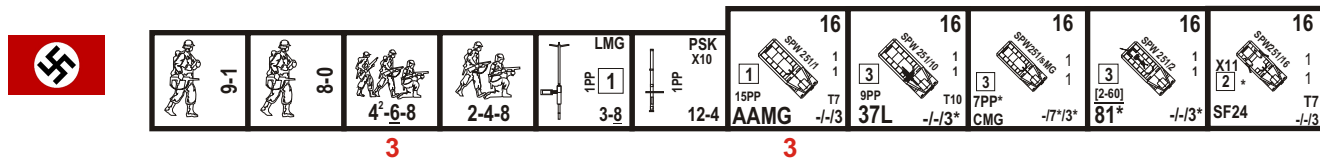
Elements of Armia Krajowa (Polish Home Army); [ELR 5] setup anywhere on boards 1 and 22 (See SSR 3). {SAN 3}



Reconnaissance Elements of the 5th Army of the 3rd Belorussian Front; [ELR 3] Enter from any *one* edge with all personnel as passengers via SSR 2.



Elements of the Garrison of Vilnius; Panzer Grenadier Regiment 399 of the 170th Infantry Division; [ELR 3] Enter on/after Turn 1 along any edge. Some, all, or none can enter each turn and from ≥ 1 edge at time. {SAN 2}

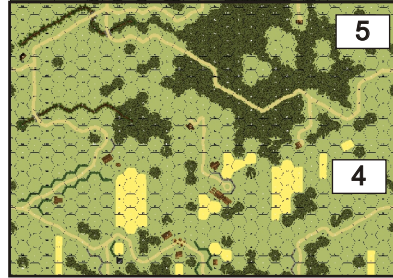


AFTERMATH: The attempt failed and the garrison was forced to stay. But for most of the "victorious" Polish soldiers that was their last action. The advancing Red Army entered the almost secured city on July 15. On July 16, the HQ of the 3rd Belorussian Front invited Polish HQ officers to a meeting and arrested them. In the following days almost 5,000 officers, NCOs and Polish soldiers, were sent to a provisional internment camp in Medininkai, a Vilnius suburb. Some of them were given the option of joining the 1st Polish Army which was integrated into the Soviet armed forces, while the majority were sent to the USSR. There are some controversies in determining the result of the battle. From the Polish point of view, while the German defeat constitutes a Polish tactical victory, the ensuing destruction of the Polish units by the Soviets resulted in a strategic defeat.

Outnumbered and Outgunned

GS5

Battlefield:



VICTORY CONDITIONS: The Russians win if they Control all 3 building hexes at 4O6, 4P6 and 4P8 at game end. The Germans win by avoiding the Russian Victory Conditions.

Scenario Rules:

1. EC are Snow (E3.7), with Ground Snow (E3.72) and no wind at start.
2. Russian units have Winter Camouflage (E3.712).

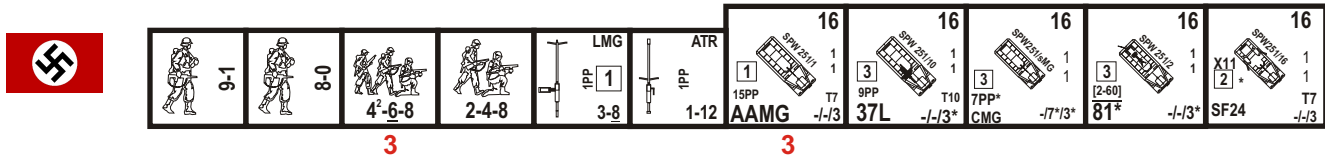
Petshany, Russia. 19 November, 1942. Early on the morning of the November 19, about 3500 Soviet guns and rocket launchers signaled the opening of Operation Uranus. Following an hour long bombardment, the leading Soviet divisions moved forward. At first, although on the receiving end of a very intense artillery bombardment many of the Romanian troops on the forward defenses managed to hold their ground. However, once the bulk of Soviet armor was committed, the Romanian lines quickly collapsed. By late afternoon, the Soviet 1st Tank Corps had broken through near Bolshoy and the lead elements were descending on the 22nd Panzer Division forming up at Petshany in an effort to plug the widening gap. Having less than 30 Panzer 38t tanks in service at the time it would fall upon the Panzer Grenadiers of the 22nd to stop the soviet onslaught.

GERMANS Set Up First

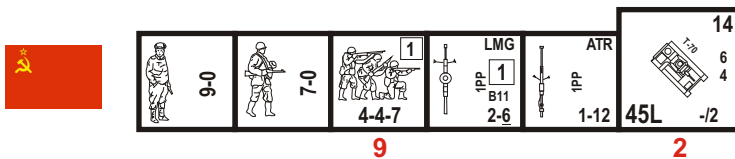
RUSSIANS Move First



GERMAN: Elements 1st Battalion, 129th Panzer Grenadier Regiment, 22nd Panzer Division: [ELR:3] Setup on any whole hex of Board 5. {SAN: 3}



RUSSIAN: Elements 1st Tank Corps: [ELR:3] Setup on any whole hex of Board 4 and out of German LOS. {SAN: 2}



AFTERMATH: Heavy fighting continued throughout the end of the day and into the night as more and more Soviet tanks entered the fight. As dawn arrived the next day, the surviving infantrymen and tanks of the 22nd Panzer Division began a withdrawal to the vicinity of Bol Donschynka. Within four days, the 22nd would no longer exist as a coherent fighting force and by April 1943 the division was disbanded.

STURM WARNING

GS6

Battlefield:



The Elbe Front, Germany April 1945. As the war in Germany closed, the Germans were hard pressed from the West and East. 4. Panzerarmee had been fighting the Russians near Torgau on the Elbe and had continually frustrated them, forever falling back to more defensible positions to the West. Their lines were perilously thin, and even the presence of the gigantic Sturmtygers was not enough to stem the Russian flood. Even at this late date, the Germans would try desperately to stop these beasts from falling into Allied hands.

VICTORY CONDITIONS: The German player wins if there are no Russians within 3 hexes of the Sturmtyger wreck's location (see SSR 3).

Scenario Rules:

1. EC are Moderate, Weather is Clear with no Wind.
2. The canal is Deep
3. The wreck counter represents a disabled Sturmtyger. This must setup concealed at start.
4. Prior to all setup, players alternate placing 2 rubble counters each. Rubble counters may not be placed ≤ 1 hex from a bridge. German Rubble counters may be set up HIP and their presence is only revealed once a Russian unit has LOS to it.

GERMANS Set Up First

RUSSIANS Move First



Elements of 4. Panzerarmee: [ELR 5] Set up on Board 21 between hexrows I and W and/or Board 23 hexrows X and Y. {SAN: 4}

	3						12					
						3					SSR 3	

Elements of 58th Guards Army: [ELR 4] Enter on south edge On/After Turn 1. {SAN 3}

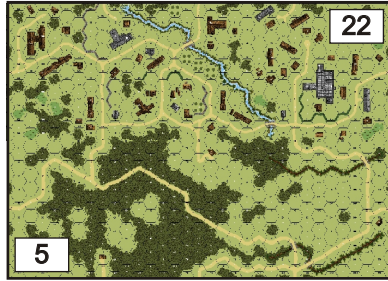
	5					5		2		
							Enter on south edge on/after Turn 1 with half MP remaining.			
							3			

AFTERMATH: Although the Germans applied their usual fight and fall back tactics, orders stood that any Sturmtyger must not fall into allied hands even disabled tanks were to be demolished so that they would not reveal anything to the encroaching allies. The race here was on, with limited resources the Germans tried to defend, buying time for the engineers to fix or, if worst came to worst, fix charges and disable the Sturmtyger, but to no avail as the 58th Guards Army swept forward, overwhelming them, capturing a prize which would still be on view 65 years later in the Kubinka Tank Museum.

Breakout Too Late

GS7

Battlefield:



VICTORY CONDITIONS: The Germans win at game end by Exiting ≥ 12 VP off the west edge between 22GG6 and 5A6. The Russians win by preventing the Germans VC and eliminating twice as many CVP as they lose.

Scenario Rules:

1. EC are Moderate with no wind at start.
2. All buildings are of wood construction. All gully hexes on board 5 are treated as a shallow stream.
3. Due to the heavy fighting and shelling in the area place wooden rubble at ground level in hexes 22X7, 22X8, 22W8, 22P8, 22P9, 22O9, 22N9, 22L9, 22K9, 22K10, 22H4, 22H8, 22H9, 22G4, 22G5, 22G6, 22G8, 22F3, 22F4, and 22F5. Place shell holes in the following; 22Q8, 22Q9, 22O8, 22M9, 22J6, 22J8, 22J9, 22I8, 22H6 AND 22H7.
4. All German MMC/SMC must setup mounted as Passengers.
5. All Russians MMC/SMC must enter as Passenger/Rider.
6. For VP purposes each German halftrack with functional armament (SPW 251/sMG, SPW 251/2, SPW 251/10 and SPW 251/16) is considered worth 4 VP (for both exit and CVP).

BALANCE:

- Germans:** Change the VP to ≥ 10 .
Russians: Add a 9-1 leader to the turn 4 reinforcements.

East of Minsk, July 5th 1944. The Soviets launched Operation Bagration on the 22nd of June and within eleven days had captured Minsk on July 3rd. 3rd Belorussian Front had by June 26th crushed the German defenses on a 100 kilometer front and moved forward 30 to 50 kilometers. 5th Guards Tank Army entering the action and moving southwest towards Beresina and Borisov, cutting the Vitebsk-Orsha road as the 2nd Guards Tank Corps swung south and cut the German communications zones between Orsha and Minsk. On the 27th of June a gap opened between the German 3rd Panzer Army and it's neighbor the 4th Army with the Soviet 5th Guards Tank Army thrust into the gap, encircling and destroying the elite German 78th Infantry Division at Orsha with the 2nd Guards Tank Corps. At this junction Stavka revised it plans for the encirclement of Minsk by the north and south to a wider encirclement arc to the west of Minsk, thus placing the 5th Guards Tank Army as a blocking force west of Minsk, thus trapping the German 4th Army with its remnants moving west from Mogilev from 29 June to 4 July to attempt to reach the main line of German resistance. With what was left of the 4th Army including the XXVII Army Corps - having been bypassed in the forests east of Minsk - attempted to breakout on 5 July spearheaded by the 25th Panzer Grenadier Division.

GERMANS Set Up First

RUSSIANS Move First



Elements of the 2nd Guards Tank Corps, 5th Guards Army: [ELR 3] Enter as directed (see SSR 5). {SAN 5}

Enter on Turn 1 on the west edge having expended $\frac{1}{2}$ their MP.

9-1	4-5-8	2-4-8	1PP B11 2-6	33PP	★	-1 OPP	37L ⁽⁸⁾

Enter on Turn 3 west of 22Y10.

9-1	4-5-8	1PP B11 2-6	33PP	★	6 4

Enter on Turn 2 on the west edge.

10-2	4-5-8	2PP B11 4-10	1PP B11 2-6	33PP	★	76L

Enter on Turn 4 on either 5AA6/AA7.

1-4-9	6-2-8	1PP X12 30-1	76L	2/4/4

Elements of 35.Panzer Grenadier Regiment, 25th Panzer Grenadier Division: [ELR 2] Setup within 4 hexes of 22E1 (29 VP total see SSR 4 & 6). {SAN 2}

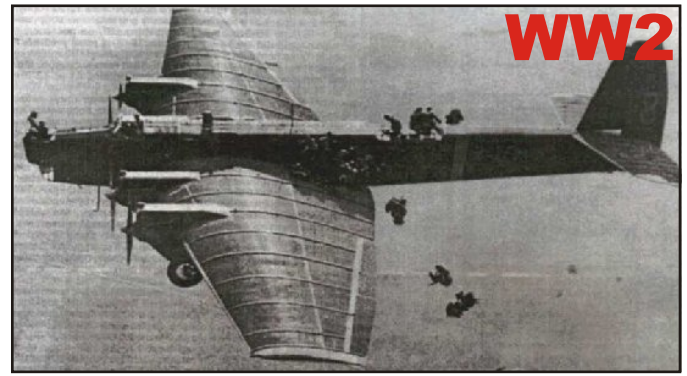
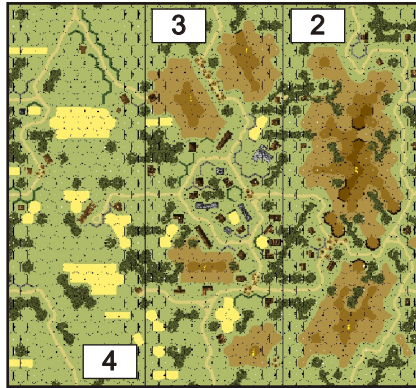
9-1	8-0	4-6-8	2-4-8	1PP 3-8	12-4	15PP AAMG T7	9PP 37L -/1-3*	T10 -/1-3*	7PP* CMG -/7*13*	81* [2-60] -/1-3*

AFTERMATH: Despite having a tank battalion the 25th Panzer Grenadier Division which led the breakout too late, was destroyed along with the rest of the XXVII Army Corps and the 4th German Army.

Monkey Business

GS8

Battlefield:



Dudari Vilage in the Dnieper Loop, Sept. 24th 1943. As Dusk started to fall Russian planes were spotted in the sky with their internal lights on, some planes even used their search lights to check the ground. One German NCO said; "They're up to some monkey business." His next words were; "They're Jumping!"

VICTORY CONDITIONS: The Russians win by exiting ≥ 17 VP off the eastern map edge. Russian SW are worth 1 EVP each the 82mm is worth 3EVP. For every CVP the Germans suffer, reduce the Russian VP requirement by 1 VP.

Scenario Rules:

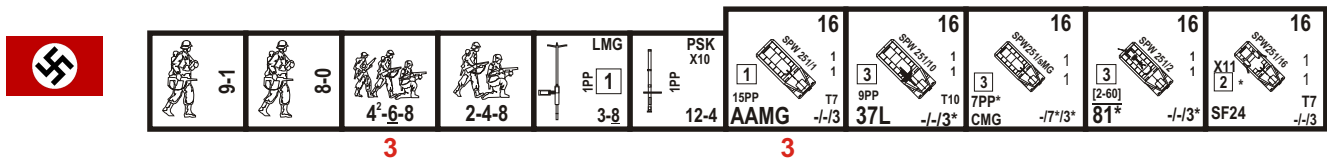
1. EC are moderate with a mild breeze blowing west. A +1 lv hindrance exists for the duration of the scenario.
2. Hills do not exist, treat as other terrain as presented in the hex at level 0. All buildings are ground level.
3. The Russians enter the game by air drop. The drop points must be pre-designated west of hexrow 3 on board 3. If the final drop point is determined randomly only boards 3 and 4 are used to decide the result.
4. The Germans may freely deploy all squads during setup. Panzerfaust are NA.

GERMANS Set Up First

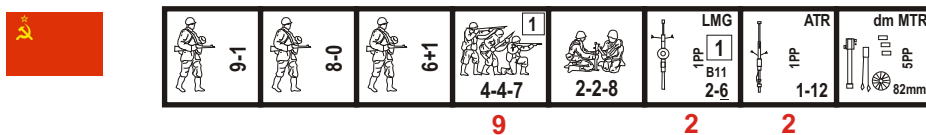
RUSSIANS Move First



Elements of the Armored Troop Carrier Battalion of the 73rd Panzer Grenadier Regiment: [ELR 4] All Germans start as passengers. The Half tracks must start as a *non-motion* convoy on any road hex on board 3 heading in a North direction. *They may leave the convoy freely on turn one.* {SAN 3}



Elements of the 5th Guards Parachute Brigade: [ELR 2] Enter by Paradrop (see SSR3). {SAN 2}



AFTERMATH: The Russian plan to drop forces behind German lines was a complete disaster. They were landing in areas bristling with German weapons. Some of the planes seeing the disaster tried to turn and drop their passengers elsewhere but it didn't matter as the Russian paratroopers were finished. Only the Brigade commander was able to rally a group of men and hold out hoping for partisan help from the woods which never came. Eventually most of that group were either killed or captured. It would be the last major airborne operation the Russians would try in the war.