

URBAN GUERRILLAS



ASL SCENARIO J1

Scenario Design: *Pete Shelling*



VIENNA, AUSTRIA, 9 April 1945: With the Allied armies closing on the crumbling Reich, most Germans, especially those in the Waffen-SS, were occupied with one goal: escape from the Russians and surrender to the Western Allies. This included Sepp Dietrich's Sixth Panzer Army which intended to hold the way open to the very last minute, regardless of the threat of encirclement. In Vienna, with its many canals parallel to the Danube, this was especially problematic. The 2nd SS-Panzer Division, "Das Reich," would form the rear guard as Tolbukhin's Fourth Ukrainian Front closed in on the beautiful city.

BOARD CONFIGURATION:



BALANCE:

♣ Add one 6-5-8 to the German OB.

★ Increase the game length to 7-1/2 turns.

(Only hexrows A-P on Board 22 and R-GG on Board 23 are playable)

VICTORY CONDITIONS: The Russians win at game end if they Control two of the three buildings: 23Y7, 23AA3, or 23CC2.

TURN RECORD CHART

♣ GERMAN Sets Up First [158]	1	2	★ 3	4	5	6	7	END
★ RUSSIAN Moves First [142]								

Elements of Regiment "Der Führer", SS-Panzer Division 2 "Das Reich" [ELR: 5] set up on board 22 in hexes numbered ≥ 7 and/or on board 23 south of the canal: {SAN: 4}

Set up on board 23:

Elements of the 5th Guards Mechanized Brigade [ELR: 3] set up on board 22 in hexes numbered ≤ 6 : {SAN: 6 (see SSR 5)}

Elements of the 30th Guards Heavy Tank Regiment enter on Turn 3 along any one edge (east, west, or south) of the playing area, south of the canal:

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays X15 on 22D10-D9 and X8 on 22M10. Building 23Y7 (St. Stephen's Cathedral) is considered a Factory (B23.74).
- Contrary to Russian Multi-Applicable Vehicle Note J, the T34/85s have unlimited sD capability.
- Crews may not voluntarily Abandon their vehicles.
- All Russian sniper attack dr of "3" or "4" generate Partisan units: the type of Partisan unit is determined by a subsequent dr: with "1-3", a 1-2-7 HS is generated; with "4-5", a hero; and with "6", a 7-0. The Partisan unit is placed in the closest eligible Location as determined by a Random Location DR (A14.2; the sniper counter, however, is not moved from its current hex). Eligible Locations are ground level Locations of building, woods, or sewer hexes that do not

contain enemy units. If ≥ 2 eligible Locations are equidistant, the unit is placed in the Location with the highest TEM; if the Location is still undetermined, the Russians choose from those equidistant Locations. Newly placed units are marked with a TI counter. Partisans may not form FG with Russian units and are Allied Troops (A10.7). Partisan units have PF capability as if

AFTERMATH: Although Das Reich had no desire to sacrifice itself for the rest of the German Sixth Panzer Army, it was not about to surrender to the Russians either. One area of bitter fighting was around the picturesque Prater Park with St. Stephen's Cathedral overlooked by the Florisdorf Bridge. The people of Vienna did not want their beautiful city to suffer the same fate as Warsaw and Budapest. So the local leaders made a deal with the Russians: help would be available if the artillery bombardment was called off. As the Red Army upheld its end of the bargain, partisan activity would remain a constant thorn in Dietrich's side during the last weeks of the war. Nonetheless, many SS troopers were able to break out to the west and surrender to the Americans. In an ironic twist of fate, they would ultimately be turned over to the Russians anyway, most to disappear forever.