

NIMM DAS JETZT!

ASL SCENARIO JDS2



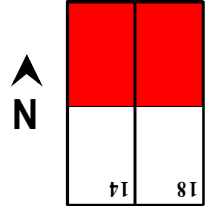
HILL 239, East of LISSJANKA, 16 February 1944: After the failure of the 1st Panzer Division to take Hill 239, the III Panzer Corps made a last ditch effort to relieve the forces in the Cherkassy pocket. The 1st SS Panzer Division "LAH" was ordered to attack Hill 239 and effect the breakout of the two encircled Army Corps. Meanwhile, the Russians had strengthened the forces holding the critical heights overlooking the steppe, and hastily dug in their troops.

BOARD CONFIGURATION:

(Only hexrows Q-GG are playable)

BALANCE:

G3 : G2 + the Germans receive no Air Support.
 G2 : G1 + in the Russian OB, replace the four SU-122 with four SU-85s.
 G1 : Add a 9-2 Armor Leader to the Russian OB.
 R1 : Remove the 152 ART Gun and its crew from the Russian OB.
 R2 : R1+delete all Personnel and SW from the Russian reinforcements.
 R3 : R2 + in the Russian OB, replace the two SU-152s with two SU-85s.



VICTORY CONDITIONS: The Germans win at game end if they Control all Level 2 hill hexes at game end.

TURN RECORD CHART

★ RUSSIAN sets up first	1	2	3	4	5	6	7	8	9	10	END
☒ GERMAN moves first											

★ Elements of a Motorized Infantry Regiment, 5th Guard Tank Corp [ELR: 4] : set up on boards 14/18: {SAN: 3}

4-5-8 12	2-2-8 3	10-2	9-1	8-1	8-0	6-12 3	4-10 2	2-6 3	85L 2	152 6	5 OVR, DBA: +4 Other: +2
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Enter on Turn 2 along the south or east edge of board 18:

6-2-8 4	2-6 2	9-1	30-1	16 122	13 152	9-1 2nd Lt	12 85L 1/4 R2
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Enter on Turn 4 along the north edge of board 18:

☒ Elements of SS-Panzer Grenadier Bataillon 5, SS-Panzer Division 1 "Leibstandarte Adolf Hitler" [ELR : 5] : enter along the west edge of board 14 (see SSR 4): {SAN 2}

6-2-8 12	10-2	9-2	8-1	7-16 2	5-12 2	3-8 4	12-4 3	30-1 3	24-1
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12 150*	12 88L 3/5/2	15 75LL 3/5/2	16 7PP* CMG -7*/3*	16 15PP AAMG -/-/3	9-2 1st Lt	9-1 2nd Lt
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Scenario design : Jeff Shields

SPECIAL RULES:

- Weather is Mud (E3.6; A24.6) [EXC: a vehicle's/platoon's Bog DR is not rolled until it enters the mapboard], with a Mild Breeze from the northwest. No Sunken Roads exist; instead they are treated as normal Level 0 roads.
- Prior to setup, place six wrecks each in 14Y7 and 18Y4. For each wreck, a Random Location DR (C1.31) and subsequent dr are made to determine that wreck's final location and disposition; a "1" on the subsequent dr turns that wreck into a blazing wreck. Alternatively, use the wrecks generated from "Schwerpunkt!"
- The three Russian Guns must set up on hill hexes.
- All or part of the German force may enter on Turns 1 and 2; the remaining offboard force must enter on Turn 3.
- During offboard setup, each halftrack may be covered by a 1/2" "?", with that vehicle's actual Passengers (if any, and including SW) placed out of the opponent's view in a Cloaking Box corresponding to that "?"'s ID. Such a "?" does not itself bestow concealed status on the vehicle or Passenger(s), but does

prevent the opponent from inspecting that vehicle's contents, and is removed (and replaced by the vehicle's actual contents if any) as per the normal rules for "?" loss [EXC: not for being in enemy LOS unless within six hexes of a Good Order enemy unit, nor for movement of the vehicle]. Passengers are also revealed if they pass a Crew Survival DR (D6.9); if eliminated outright, they need not be revealed.

6. The Germans receive Random Air Support (E#.) in the form of 1-3 Stukas with bombs.

AFTERMATH: The reinforced Panzer Grenadier Regiment of the "LAH" Division met a withering fire as it advanced against the hill. Burning tanks bore witness to the ferocity of the engagement as every inch of ground was contested. Yet, neither artillery support, nor Stukas could move the Russians from the hill. Hitler's best could not break through. While the attack failed, it had succeeded in giving the trapped army corps a chance to escape on their own. Later that day the doomed XI and XLII Army Corps were ordered to breakout from their cauldron of death.