**An Ace In The Pack**

**Background**

“We had been used to small setbacks but were no way prepared for this dramatic transition from attack to defence. We were physically exhausted, and now faced a new problem. Our military equipment was not functioning properly, because our vehicles, planes and weapons did not have the proper lubricants to withstand the extreme cold”

Early December 1941, the approach to Moscow, ‘General Winter’ has arrived in force. The German army has failed in its attempt to take Moscow and has been forced to retreat in the face of massive Soviet assaults. The front has been shattered by huge T-34 tank assaults and vast waves of supporting Soviet infantry. Hitler has ordered all units to fight to the last man and not to give an inch of ground in an effort to shore up the front.

**Scenario Notes**

You must prevent the enemy from exiting the table via your base edge at all costs.

The situation is truly desperate. Everywhere the Soviets are breaking through. The remnants of your Schutzen Company have dug in around a small Russian hamlet, and are grimly determined to sell their lives dearly. Your men rate as *Die Hards* and *Stubborn* in defence. Most vehicles have been abandoned after freezing up, or broken down due to lack of spares. Your men are cold and exhausted. They exist on short rations or have taken to butchering the last few horses for meat. Worse still they are suffering from dysentery and the first signs of frostbite. Ammunition is in very short supply. Your Company consists of a HQ Zug; one Rifle Gruppe plus a Panzerknacker Gruppe, Two Rifle Zug; each of two Rifle Gruppen plus an AT rifle, and a Weapons Zug; two tripod mounted MG34s and two 81mm mortars. Attached are the last working infantry gun plus a section of the last two StuG assault guns still running. One of these is commanded by the celebrated Ace Leutnant Kurt Manners, who has 17 enemy tank kills to his name, and numerous anti-tank guns. In addition a formidable 8.8cm FlaK gun is also available to deal with the enemy tanks.

The action takes place with moderate snow on the ground and falling. Spotting will become harder and troops moving through moderate snow, deduct 2” per dice. If two ones are rolled for movement then the vehicle is bogged down.

AFVs should also suffer similarly in the snow, although the T34 was notable for its wide track, and therefore a greater ability to move in poor weather. If two ones are rolled for movement then the vehicle has become bogged down.

Your entire force starts the game as blinds anywhere within 18” of your long table edge, plus you may add three dummy blinds. No blinds are permitted within 9” of each short table edge.

**Terrain**

All buildings are wooden and, unless specified, can be occupied by only one section of men.

Thickets are classed as a *major obstacle* for movement purposes requiring loss of an action dice to cross for infantry, and two for AFVs. Thickets are classed as S*lightly* *Obstructing* visibility.

Deciduous woods are classed as *Broken Ground* for movement purposes. They *Slightly Obstruct* visibility of troops inside them, but *Badly Obstruct* visibility **through** them.

Fir tree woods are classed as *heavy going* for movement. This means that **vehicles cannot enter**. Visibility in such woods is classed as *badly obstructed*.

Frozen areas of water are classed as *Broken Ground.*

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| **Troops/Dice** | **0** | **1** | **2** | **3** | **4** |
| StuG Crews (Morale IV/V) | - | - | - | 5 | - |
| Veteran Schutzen | 1-3 | 4 | 5 | 6,7 | 8 |
| Tank Killers |  | 1 | 2 | 3 | 4 |
| MG34 Crews | - | 1 | - | - | 2-5 |
| AT Rifle /Flamethrower | - | 1 | - | - | 2 |

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| **Infantry Anti-Tank Weapons** | **0-4”** | **5-8”** | **9-12”** | **13”-16”** |
| Tank Killers | 4 | - | - | - |
| ATR | 4 | 4 | 3 | 3 |
| Infantry | 2 | - | - | - |

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| **HQ Platoon**  **BIG MAN 1** | **Schutzen HQ Zug**  Rifle Gruppe (8 men)  Tank Killer Section (4 men)  Flamethrower (2 men)  **Hauptmann BIG MAN 1 (Level III/RTO)** | |
| *Schutzen Gruppen with an additional LMG will roll one more D6 than the number of Actions allocated to firing. The Platoon’s transport has been abandoned. A Panzerknacker Gruppe has been formed of brave men with Teller mines, Magnetic mines and bundles of stick grenades to deal with any tanks that break through. Also two volunteers are manning a flamethrower that has been discovered.* *These operate with the same number of Actions as a rifle section of their troop type. They have a maximum range of 9” and fire with 5D6 on the 0‐9” column of the fire table, ignoring all cover. Any Shock caused by a flamethrower is doubled. Flamethrowers firing on wooden buildings will set the building on fire if they roll two or more 1’s on their firing dice. If more 6’s than 1’s are rolled during firing then the flamethrower is out of fuel and the team is removed from the table. A flamethrower hit on a soft‐skin will automatically destroy the vehicle. The effect of hits on any passengers will be calculated without any allowance for cover. For flamethrowers used against AFVs see Section 8.4.3* | | |
| **Platoon 1**  **BIG MAN 2** | **Schutzen Zug**  Two Rifle Gruppen (8 men)  AT Rifle (2 men)  **Leutnant BIG MAN 2 (Level III/RTO)** | |
| **Platoon 2**  **BIG MAN 3** | **Schutzen Zug**  Two Rifle Gruppen (8 men)  AT Rifle (2 men)  **Unterfeldwebel BIG MAN 3 (Level II/RTO)** | |
| *Schutzen Gruppen with an additional LMG will roll one more D6 than the number of Actions allocated to firing. In addition all Schutzen rate as* ***Die Hards*** *and* ***Stubborn in defence*** *in close combat for this scenario. The Platoons have lost all of their transport.* | | |
| **Platoon 3**  **BIG MAN 4** | **Support Platoon**  Two MG34 MMG (5 crew)  Two 81mm Mortars (5 crew)  **Unteroffizier BIG MAN 4 (Level II)** | |
| *The 81mm Mortars provide a quick on-table response. 3” blast radius, 3D6 Deviation, D6 for Effect. A Mortar Bonus is included to reflect the Germans ability to react quickly with a rain of mortar bombs. The MMGs of the Support Platoon can be attached to Infantry Platoons, along with the Big Man, if desired. A MMG bonus card must be included to reflect the effectiveness of the MG34.* ***Support weapons*** *may move, or fire, but NEVER BOTH. Will only move if activated by a Big Man or under close range small arms fire. Are unable to move when only one crew member left.* | | |
| **Gun 1** | **Gun Section**  leIG 18 75mm Infantry Gun (Gun 5) no tows | |
| *Very effective against enemy infantry and have some limited use against tanks too. AT Bonus card must be included to reflect the crew’s excellent training. Unfortunately the prime mover has had to be abandoned. Although a 7.5cm gun the leIG is a light one and can be prolonged as a light gun.* | | |
| **Gun 2**  **BIG MAN 5** | **Gun Section**  FlaK 36 (Gun 17) no tow  MG34 MMG (5 crew)  **Unterfeldwebel BIG MAN 5 (Level II)** | |
| *Numbers of 8.8cm FlaK guns are being used as AT guns to counter the threat from the Soviet T-34. For close defense an MMG is included. The guns prime mover has frozen up and been abandoned. It is impossible to move therefore.* | | |
| **Armour**  **BIG MAN 6** | **Assault Gun Section**  Two StuG III D (Ave, Armour 6, Gun 8, **No MG**)  **Leutnant BIG MAN 6 (Level III, RTO) ACE (Level 2, Crew Morale V)** | |
| *The Assault Gun Platoon is a useful addition to the support of the Schutzen Company. Although the short 75mm Kanone is not designed as a tank killer it is capable of taking out the T-34, and can provide very useful HE support to the infantry. Beware though the StuG has no MG – watch out for enemy infantry!* A *Vehicle Breakdown card must be included, and a Fuel Shortage card too.* ***ACES*** *are included in the Game Deck as Big Men. They activate on their own card, as normal, but must then decide whether in that turn they wish to fulfil their role as a* ***Big Man****, activating or rallying their subordinates or issuing orders,* ***or as an Ace*** *using their own skills. In any one turn an Ace* ***cannot perform both functions****. If operating as a Big Man the Ace can undertake all of the usual functions with no bonuses of added factors.*  ***TANK OR ANTI‐TANK ACE:*** *A tank or anti‐tank Ace is judged purely by the number of kills he achieves, demanding the vision of an eagle combined with nerves of steel. A tank or anti‐tank Ace of any rating will* ***always have a +1 for spotting****.* ***An Ace’s crew*** *will normally have a* ***morale rating of 5****. When firing the Ace may adjust the pips on the dice rolled for firing by* ***one pip for each level of his rating****. This may occur* ***at any stage*** *in the firing process including the roll to Hit, the roll for penetration or the roll for damage.* | | |
| * ***5.6 Die‐hards*** *– Ignore all the effects of shock and will fight on until all their men are dead or their actions reduced to zero. They may however be pinned or suppressed during a turn if a relevant result is achieved on the fire table.* * ***Vehicle Breakdown*** *- Vehicles may be susceptible to breakdowns due to the rough terrain. Vehicles which have broken down will subsequently double any Shock they suffer.* * ***Ammunition Shortage*** *- When the card is dealt, it remains face up on the table. If the next unit card dealt is from that force then it will be running short of ammunition and from that point onwards may only fire at targets within short range.* * ***Rapid Deployment:*** *The player can choose one of his Blinds to take a bonus move. The player may choose how many Actions, up to the usual four, that the Blind will use to move. Each Blind moving on the Rapid Deployment card may not undertake any Actions other than movement.* * ***Rally Card:*** *The player may remove one point of Shock from a single unit that is not accompanied by a Big Man. Alternatively, if a Big Man is attached to a unit he may remove multiple Shock points up to his Command Initiative level without affecting his normal activation.* * ***Dynamic leader:*** *The player may select one of his Big Men who may personally move with up to three Actions. This is a move only card for ONE leader in any turn. This will not affect his ability to be activated on his own unit card earlier or later in the turn.* * ***Heroic leader:*** *A player may have one of his Big Men undertake a heroic action. The players should look at the normal chances of success and then increase them slightly before rolling the dice. Some examples of a heroic action would be manning an anti‐tank gun single‐handedly; attacking a tank with a bundle of grenades; leading a section in a desperate charge. This card may only be used once in a game after which it is discarded from the Game Deck.* | | |
| **Cards Required** | | |
| **Blinds Move**  **Rapid Deployment**  **HQ Platoon**  **Platoon 1, 2, 3**  **Armour**  **Big Man 1, 2, 3, 4, 5, 6**  **Gun 1, 2**  **Ammunition Shortage** | | **MG Bonus**  **Mortar Bonus**  **AT Gun Bonus**  **Rally**  **Dynamic Commander**  **Heroic Leader**  **Fuel Shortage**  **Vehicle Breakdown** |