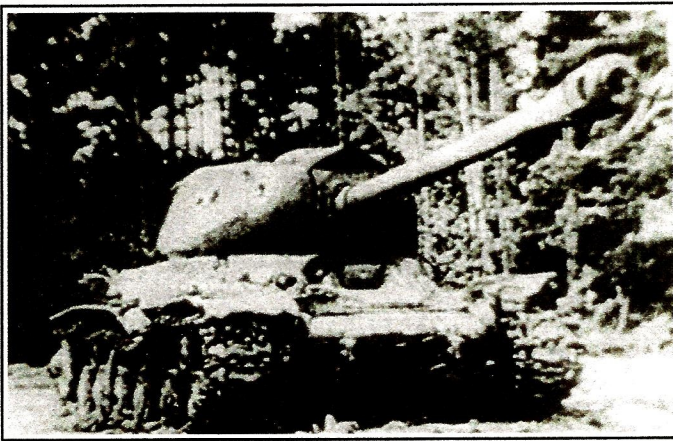


OUT OF LUCK



Scenario Design: Brian Youse

ASL SCENARIO S28



VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 33 VP off hexes u110 and/or uQ10. Infantry may also exit from hexes adjacent to u110 and/or uQ10. Each squad is worth 2VP, each half-squad is worth 1VP, each "-2" SMC is worth 3VP, each "-1" SMC is worth 2VP, each "-0" and "+1" SMC is worth 1VP. Each *PzVG* is worth 8VP, and each *JgPz 38(t)* is worth 7VP.

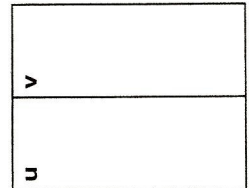
BARUTH, GERMANY, 26 April 1945: The Ninth Army was trapped and encircled between the two Soviet Fronts which were competing to take the ultimate prize—Berlin. Having convinced Hitler that he could link up with the Twelfth Army and drive to the defense of Berlin, the Ninth's commander, General Theodor Busse ordered a break out to the west with the goal of reaching the Western Allies. He directed Kampfgruppe von Luck from the 21st Panzer Division and Kampfgruppe Pipkorn from the 35th SS Police Grenadier Division with armored support from the remains of the 10th SS Panzer Division "Frundsberg" to hold the town of Halbe for the exit point of the encirclement. To reach Halbe, the battlegroups had to take the valley town of Baruth and use its road, since the remainder of the valley was useless for tanks. Anticipating this move, the Russians had placed the 50th Guards Rifle Division and dug in Stalin tanks to hold this vital town.

BOARD CONFIGURATION:

BALANCE:

★ Add one 2-2-8 and one *P Obr. 31* to the Russian OB.

✚ Extend the game length to $7\frac{1}{2}$ Turns.



TURN RECORD CHART

★ RUSSIAN Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									



Elements of 50th Guards Rifle Division [ELR: 4] set up on board v in hexes numbered ≥ 6 and on board u (see SSR 3):

6-2-8	4-5-8	2-2-8	9-1	8-0	4-10	2-6	1-12
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4

7

2

4



13 14 11	1 122L
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3



Elements of 21st Panzer Division, 35th SS Police Grenadier Division, and 10th SS Panzer Division "Frundsberg" [ELR: 2] enter on Turn 1 along the north edge:

4-6-8	4-6-7	4-4-7	9-2	9-1	8-0	5-12	3-8	12-4
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2

10

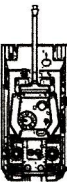
6

2

2

4

2



15 16 6	13 14 3
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4

3

SPECIAL RULES:

1. AFV must make a DR for each non-Hill Open Ground, Brush, or Grain hex entered. On a DR ≥ 11 that vehicle is immobilized in that hex.
2. All Grain/Brush represent wetland hexes and are treated as Grain hexes for Hindrance purposes and cost 1.5MF for infantry to enter and 2MP for vehicles to enter (in addition to SSR 1).
3. The Russian player may elect to dig-in any of his AFV. Doing so means the vehicle may never move from the setup hex or change its VCA. There is a +1 TH DRM for all attacks against a dug-in AFV, and any hull hit is treated as a miss.

4. Due to the pre-dawn darkness, all IFT/TH shots receive a +1 DRM which does not cancel FFMO or Interdiction.

AFTERMATH: Colonel Hans von Luck's battlegroup met fierce resistance from the prepared Russians. He dispatched a column to attempt to bypass north of the town but was frustrated by the drainage ditches and marshy farmlands that hindered movement when vehicles strayed from the road. After many hours of fighting von Luck was forced to withdraw, but the way was blocked. Disobeying his orders, he told his men to disband and move towards the Elbe as best they could. He was captured by the Soviets the next day while attempting to get back to headquarters.