

# VOGT'S RITTERKREUZ

## Gun Duel 2001 GD1



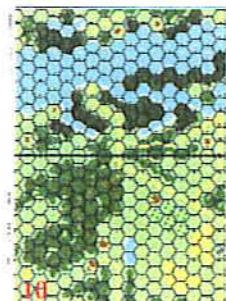
Hatert Holland, 10 May 1940,: As Operation Yellow opened, the recon battalion of the 3. Verfügbungs Truppen (or "V division") was detailed to Kampfgruppe Grave. This battle group was assigned the task of seizing bridges across the Waal river at Nijmegen, Neersbosch, Hatert, Malden and Heuman. Only the bridge at Heuman could be taken intact. At Hatert, every man in the assault detachment was either wounded or killed. A wounded Oberscharführer Franz Vogt led the remnants of his unit, 4 men, on to capture the damaged bridge against tenacious Dutch resistance. With it's first mission completed the recon battalion returned to the control of the "V" division on 11 May. Franz Vogt was awarded the Knight's Cross for his bravery and determination. Vogt was the first of many from the unit that was to become the 2nd SS Panzer Division "Das Reich" to be awarded the Ritterkreuz.

### BOARD CONFIGURATION:

Board 10 only hexrows A-Q are playable.  
Board 7 only hexrows Q-GG are playable.

### BALANCE:

German: Replace the Dutch HMG with a MMG.  
Dutch: Add on Dutch 4-5-7 to OB.



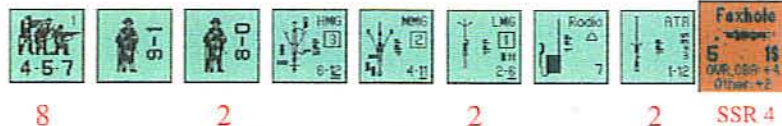
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**Victory Conditions:** The German player wins if at game end he controls all bridge hexes and all land hexes within 3 hexes of the bridge.

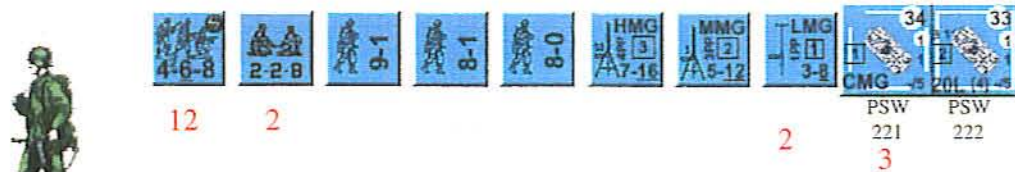
### TURN RECORD CHART

Dutch Sets Up First	1	2	3	4	5	6	7	8	END
German Moves First									

**Dutch Bridge Security Detachment:** [ELR :2] Setup in any board 7 hex and on board 10 in hexes numbered <=6: { SAN: 4}



**German Elements of Kampfgruppe Grave (see SSR2)** [ELR: 5] Enter on turn 1 from the east edge: {SAN: 3}



### SPECIAL RULES:

1. EC are moist with no wind. All marsh hexes are brush. The river is Deep with a moderate current flowing north. No island hexes exist and are considered river hexes for all purposes. A 2 lane Stone Bridge exists in 7AA6-7AA8. To reflect it's damaged status several exceptions to the normal bridge rules apply. Bridge hexes are a 0 level (inherent) +1 hindrance/TEM to all fire and is not considered open ground. Vehicles may not enter a bridge hex and infantry pays 2 MF to enter a bridge hex.

2. The Dutch radio represents 80+ Batt. Mtr. OBA (HE and smoke)

3. 4-6-8s are considered SS for all purposes. The 2-2-8s represent Weermacht MG troops with no SS capabilities. The 2-2-8s are immune to the effects of Covering and need no leader direction for long range fire with the MGs. Any other MMC firing a HMG/MMG suffer a decrease of 1 applied to the MGs B# and ROF. The inherent FP of any squad is halved when firing a HMG/MMG. Any SMC may fire HMG/MMG normally.

4. Dutch infantry may begin the game in foxholes if in eligible terrain.



6 October 1944:

General Collins has ordered his 7th Corp to plunge into the densely wooded Hurtgen Forest as part of the SHAEF's operation to clear the west bank of the Rhine river. The 2nd Battalion, 60th Infantry's initial objective was a road intersection several hundred meters into the forest. This intersection is known on the American maps as RJ471. In reality RJ471 was a meeting of two muddy tracks, barely suitable for foot traffic. This intersection was guarded by elements of the German 942nd Infantry Regiment who were in concrete bunkers and armed with machine guns. Their orders were to slow enemy advance while tying up the maximum number of American troops. The Americans had no specialized training or equipment for the task ahead and would have to rely on rifles, machine guns, 3 bazookas and grenades to dislodge the Germans from their well concealed bunkers in the forest. As soon as the American advance began they were met by accurate pre-registered mortar fire.

### BOARD CONFIGURATION:

Board 34



### BALANCE:

American: Replace one American MMG with HMG.

German: Add one 4-6-7 to the German OB.



**VICTORY CONDITIONS:** The US player wins if at game end there are no good order German MMC <=3 hexes of 34P5

### TURN RECORD CHART (6.5 Game Turns)

German Sets Up First	1	2	3	4	5	6	7	END
American Moves First								

**American OB:** Elements of 2nd Battalion 60th Infantry Regiment 9th Infantry Division [ELR:4] Setup on or west of hexrow E: [SAN:2]



5      9      3      3



**German OB:** Elements of 942nd Infantry Regiment 275th Infantry Division [ELR:3] Setup on or east of hexrow G: [SAN:5]



3      4      2      3      3



### SPECIAL RULES:

1. EC are wet with no wind at start.
2. A +1 LV DRM applies to all attacks (EXC: OBA and CC)
3. Before any setup the German player secretly records the hex and turn of arrival for an FFE:1 attack of 80+ HE OBA. LOS is not required. An AR is placed, a random direction dr is made and the AR is moved one hex in that direction. Then the AR is replaced with an FFE:1 which is resolved immediately in the German Prep Fire Phase of the selected turn. After resolution the FFE:1 is removed.
4. The German Pillboxes receive all the benefits of Japanese Pillboxes (EXC: Tunnels)

5. The American Baz 44s may fire WP as if they were Baz 45s.
6. German infantry may setup in foxholes if in suitable terrain.

**AFTERMATH:** As they neared the objective of the road junction the GIs were taken under heavy MG fire from the German bunkers. One bunker was silenced early in the action but the German 942nd Inf. held itself in high account. The area surrounding RJ471 was not considered clear for three more days and Deckers 2nd Batt. had sustained nearly 50% casualties. This attack was regarded as a grim warning to 7th Corp HQ that the fight in the Hurtgen would be much more than a mere mopping up operation.

# Gun Duel 2001 GD3

# A FAST LUNCH



12 December 1944

Lignueville, Belgium- As his commander peers out the window an American GI runs down the road shouting, "There is a whole column of German armor headed down the road!" He has just interrupted the lunch of his commanding officer, Brigadier General Timberlake. In a rush to mobilize their resources the General and his staff leave their lunches. The General relocates his HQ further to the rear while leaving Capt. Seymour Green, supply officer of the 27th Armd. Inf. in charge. Capt. Green orders his supply train of 34 2 1/2 ton trucks to evacuate while he conducts a recon of the area. He soon realizes that there are only small arms, 2 bazookas and a few MG to repel the armored German column. The battalion shop is also repairing a tankdozer which is not fully operational.

### BOARD CONFIGURATION:

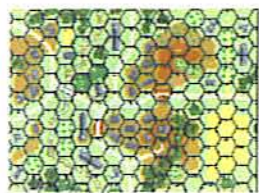
Board 41: Only hexrows R-GG are playable

### BALANCE:

American: Replace the MMG in the US OB with a .50 Cal MG.

German: Remove the 8-0 from the US OB.

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Only hexrows R-GG are playable

**VICTORY CONDITIONS:**The German wins immediately if they have 33 CVP south of the stream.

### TURN RECORD CHART (4.5 Game Turns)

American Sets Up First	1	2	3	4	5	END
German Moves First						

American 14th Tank Service Co.: [ELR:2] Setup on or south of hexrow AA: [SAN:2]



German Spitze elements of KG Peiper, 1st SS Panzer Division: [ELR:5] Enter from the north edge on or after turn 1. All German infantry must enter as PRC in 251/1s: [SAN:2]



### SPECIAL RULES:

1. EC are moist with no wind. Soft Ground (KGP SSR 5) is in effect. The German 8-3-8s are assault engineers.
2. Boresighting is NA.
3. The stream is Frigid and Flooded.
4. The US M4 Tankdozer may begin the game HIP and loses concealment as a Gun (A12.34) These benefits only apply if the M4 Tankdozer sets up in a building. The M4 Tankdozer begins the game Immobile.
5. The US Hero must start the game as a Rider on the M4 Tankdozer in possession of the AAMG. He shares the HIP status of the tankdozer. The Hero is not subject bail out provisions as a Rider while manning the AAMG.

**AFTERMATH:** As part of Capt. Greens small force, mess sergeant Lincoln Abraham manned the .50 Cal MG on the tankdozer as the German column tops the rise. All of the supply soldiers pitched in to put a heavy wave of small arms fire on the Germans as they approached the bridge over the stream in the village. The tankdozer, concealed in a barn for repairs, knocked out the lead Panther and the next SPW. This effectively halted the German advance. Peiper himself is said to have stalked the tankdozer with a panzerfaust before it was knocked out by a SPW 251/9. In all 22 supply personnel were captured. 8 of these, including Sgt. Lincoln Abraham, were executed. The German advance ground on.

# FIGHT AND DIE FORWARD

## Gun Duel 2001 GD4



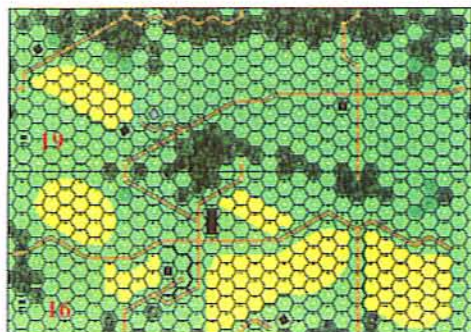
5 July 1943 Iakhontov, Soviet Union

To open the German offensive at Kursk, Von Manstein hurled the twin fists of the 1st and 2nd SS Panzer Grenadier Div. into the southern shoulder of the Russian defenses. The forward elements of these units were tasked with breaching the enemy lines as rapidly as possible. There were approximately 10 km. between the German and Russian front lines. The Russian commander placed platoon sized outposts throughout this gap and reinforced these positions with anti-tank and engineer assets. The men manning these positions knew that there was to be no retreat from their forward positions. Before the Germans could reach their objectives they had to fight their way past these forward Russian outposts.



### BOARD CONFIGURATION:

Board 19  
Board 16



**VICTORY CONDITIONS:** The German wins immediately if he exits 45 EVP off the north edge of the map. The total number of EVP needed is reduced by 1 for each CVP accumulated by the German player

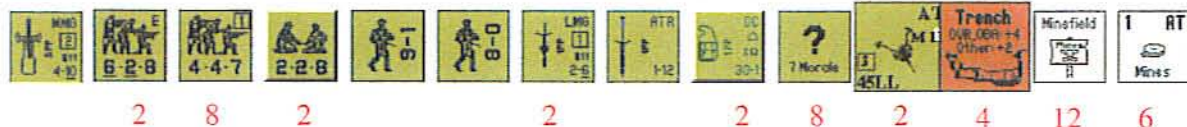
### BALANCE:

German: Reduce number of VP needed to 40.  
Russian: Increase number of AP mines to 24.

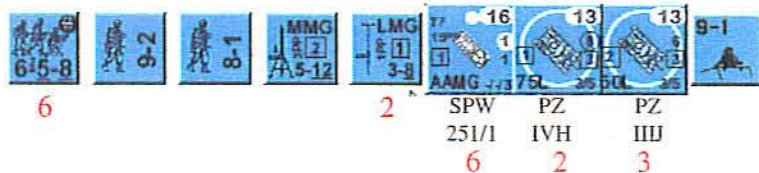
### TURN RECORD CHART

Russian Sets Up First	1	2	3	4	5	6	END
German Moves First							

RUSSIAN Forward Elements 52nd Guards Rifle Division: [ELR:3] Setup on or north of hexrow R: {SAN:4}



GERMAN Elements 2nd SS Panzer Regiment: [ELR:5] Enter turn 1 or after on south edge: {SAN:2}



### SPECIAL RULES:

1. EC are Clear and Dry with no wind at start.
2. Grain is considered open ground.
3. Russian OBA consists of 80+ Bn. Mtr. OBA with 1 Pre Registered hex and an offboard observer at level 2 on the north board edge.
4. Russian may use HIP for 3 squad equivalents and any SW/SMC that stack with them.
5. All Buildings are wooden with no upper level.
6. Vehicular Dust is in effect.
7. All Germans must enter as PRC.
8. The Russian 6-2-8s are assault engineers and may be deployed at start only.

# LONG RANGE RECON



### 3 July 1943 Butovo, USSR

The Soviets were well aware of the upcoming German offensive to eliminate the bulge in the lines at Kursk. They did not know exactly where or when the German strike would fall. While assembling the forces to defeat this offensive the Soviets began utilizing their long range reconnaissance detachments to assess the German strengths and to pre-register likely logistic and assembly areas for artillery to disrupt the German plans. These detachments would occasionally raid German positions if the opportunity presented itself. One such situation occurred west of Butovo in the XXXXVIII Panzer Corp rear area. The reconnaissance troops infiltrated to within 200 yards of the German supply base and attacked at first light.

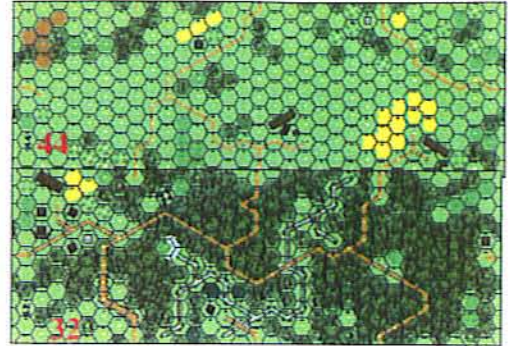
### BOARD CONFIGURATION:

Board 44  
Board 32



### BALANCE:

Russian: German reinforcements enter on turn 3.  
German: Russian CVP cap decreased to 10.



**VICTORY CONDITIONS:**The Russian player wins at game end if he accumulates 40 VP. (See SSR 6)

### TURN RECORD CHART

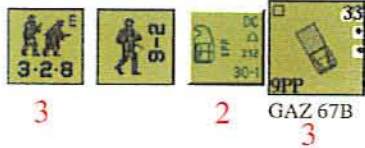
German Sets Up First	1	2	3	4	5	6	END
Russian Moves First							

Russian Elements of long range recon detachment "Rodina" and local partisans: [ELR 5] Setup within 2 hexes of 44N4 and/or 44R3: [SAN 3]



3 2 2 2 6

Enter on or after turn 2 on the north or east board edge.



3 2 3

Setup HIP on board 32



German Elements of XXXXVIII Pz. Corp HQ supply and security units: [ELR 3] Setup within 2 hexes of 44 R7: [SAN 2]



3 5

Enter on turn 2 on the west board edge



5 37



### SPECIAL RULES:

1. EC are clear and dry.
2. Russian/Partisan squad type is stealthy. German squad type is lax.
3. The German trucks must be setup in the following hexes: 2 trucks in 44R8, 2 in 44S9, 1 in 44T8. At start the German trucks are placed under a "No Move" counter. At the start of each German MPh after turn 1 the German player makes a dr for each truck. If the dr is a 1 or 2, the "No Move" counter is removed and the truck may move in that phase with 1/2 of its MP expended. After the turn in which the "No Move" counter is removed the truck may move normally.

4. If the German trucks are eliminated and not a burning wreck they may be attacked again in an attempt to burn. The wreck is treated as if it were an immobile truck.
5. The Russian GAZ 67Bs are considered to be armed with a 4FP AAMG that has to be manned by passengers to fire and may not be removed or scrounged.
6. VP are calculated as CVP plus the Russian player receives VP as follows: 10 for each burning German truck, 5 for each eliminated German truck and 1 for each building hex in the initial German setup area that is either rubble or in a blaze. The Germans win IMMEDIATELY if they accumulate 14 CVP. (Prisoners do NOT count toward the German CVP total).

