

**CLASSIFIED**

# Iron Cross Mission Briefings

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# CEMETERY HILL

23 June 1941 – Lygumai, 25km North West of Siauliai, Lithuania

## Hasty Attack

### Situation

Panzergruppe 4 is tasked with the support of Army Group North. Attacking from our assembly area near Tilsit on the Memel, the armoured spearheads of 1. and 6. Panzerdivisions and SS-Totenkopfdivision have driven straight into the Soviet defences covering the Baltic States. Resistance has been light, but has begun to stiffen along the main highway. We therefore, have to explore the secondary highway, which we will hit from the east.

### Mission

You will take your reinforced company kampfguppe and seize the main road through Lygumai, allowing us to interdict the secondary roads and cut off supplies to any of their forces left west of Lygumai, as well as opening the road for our advance.

### Intelligence

Kommander, we believe that the Ivans have established a few strongpoints along the secondary road northwest of the main Bubiai-Siauliai Road. Unfortunately, that would mean they command the high ground and can observe our main advance. With the weight of artillery we have encountered so far we cannot afford that. Our map indicates that Lygumai church should be on a commanding terrain feature.

### The Battle of Cemetery Hill begins...

The Russian player reveals his **Immediate Ambush** platoon. Both sides make recon deployment moves. The German player has the first turn with both sides dug in due to **Prepared Positions**.

### Winning the Battle of Cemetery Hill...

The battle ends when either there are no German teams in the Russian half of the table after **Turn 6** or either of the players starts their turn having taken any of the Objectives that were placed in the enemy Deployment Area.

### Cemetery Hill mission rules:

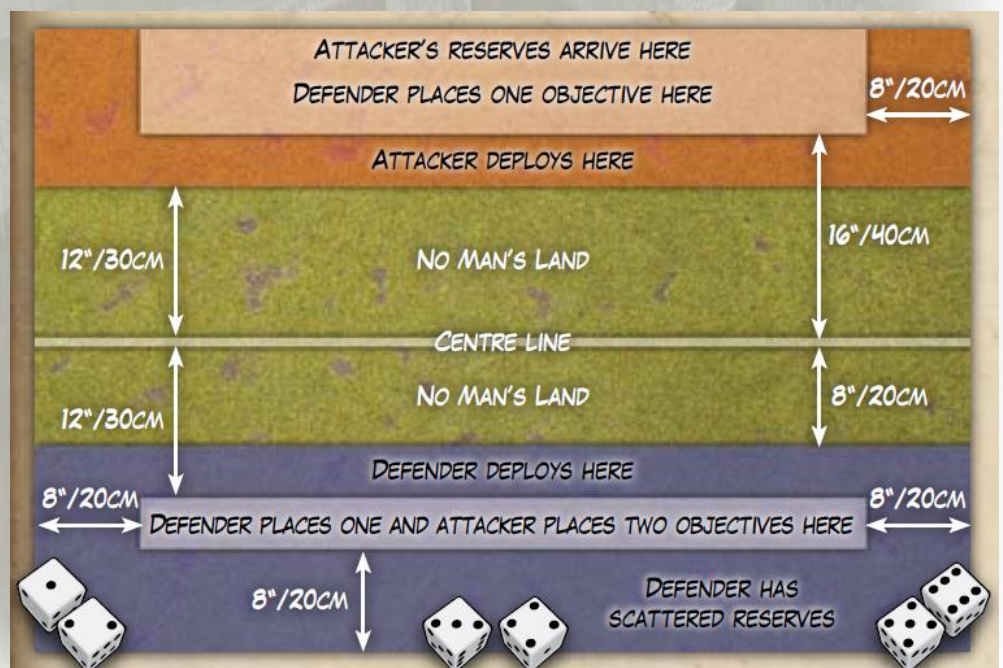
**Prepared Positions** (p.264); **Immediate Ambush** (p.267); **Reserves** (p.268); **Delayed Reserves & Scattered Reserves** (p.269); **War Dogs** (special)

### Cemetery Hill setup:

1. The Russian player chooses a long table edge they will defend
2. The Russian player places 1 Objective in the German Deployment Area
3. The Russian player places 1 Objective and the German player places 2 Objectives in the German Deployment Area
4. Half of the German platoons are held in **Reserves**
5. Half of the Russian platoons are held in **Delayed & Scattered Reserves**. One of these platoons may be held in **Immediate Ambush**. The remaining Russian platoons are then deployed
6. The German player now removes 1 of the Objectives that they placed on the table
7. The remaining German platoons are now deployed
8. All Warrior and Independent Teams are now deployed, starting with the Russian player.

*Environmental Rules:* Nil

*Special Rules:* **War Dogs** means the Russian player has three special war dog tokens. They move as an Independent Infantry team, with AT3 that assaults a vehicles' **Top Armour** rating. They can also be used to assault Infantry or Gun teams that are located in buildings. They cannot assault Infantry or Gun teams that are in the open (dug-in or not). **War Dogs** are placed at the same time as **Ambushes** and must be deployed in **Area Terrain** within the Russian deployment area. Once a **War Dog** assaults a target (successful or not) they are removed from the table. They are considered **Fearless Conscripts** for any skill /motivation test purposes. The **War Dogs** have a 2+ save if they suffer any hits.







# WHITE WAVE

27 December 1941 – Shitinkovo, 10km North of Staritz, Russia

## Hold the Line

### Situation

Kommander, III. Battalion is in bad shape, with barely 200 men remaining. We know it's not much to defend the area around Shitinkovo; the largest village in the Regiment's line, but our present position is the last obstacle between the Russians and Staritz, on the Volga River. This time, there is no possibility of withdrawal, and failure to hold the line would give the Ivans access to the Volga and threaten the rear area of 9. Armee.

### Mission

Three weeks of retreating without transports has taken its toll on your men. Some of them are in bad shape and belong in a field hospital. But as usual in the Heer, morale is good!

So your mission is simple, Kommander. Hold the line and do not let the Ivans pass your positions.

### Intelligence

In the last few days, our patrols have detected the presence of fresh Siberian troops from at least three different regiments.

Your depleted battalion is in reality an over-strength company, but you must hold with what you have until other scattered units can be sent to reinforce.

### The White Wave rolls forward...

Starting with the German player, both sides make recon deployment moves. The Russian player has the first turn with both sides dug in due to **Prepared Positions**.

### Winning the White Wave battle...

The battle ends when either the Russian player has Taken any of the Objectives at the start of their turn six, or the German player starts any of their turns from turn six with no Russian teams in the German's half of the table.

### White Wave special rules:

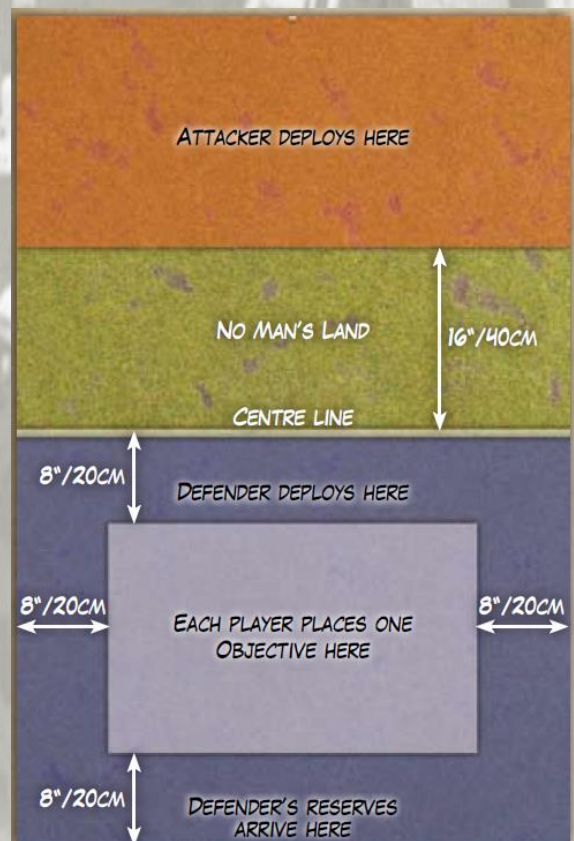
**Winter Weather** (p.80 Nuts!); **Weak Snow Storm** (p.273); **Prepared Positions** (p.264); **Ambush** (p.266); **Delayed Reserves** (p.269); **Exhausted Defenders/Cold Engines** (Special)

### White Wave setup:

1. The German player chooses a short table edge they will defend
2. The both players place 1 Objective in the German Deployment Area at least 20cm from all edges.
3. Half of the German platoons are held in **Delayed Reserves**
4. Two of the remaining German platoons may be held in **Ambush**.
5. The German player deploys any remaining platoons, if any.
6. The Russian player deploys all of their platoons.
7. All Warrior and Independent Teams are now deployed, starting with the German player.

*Environmental Rules:* **Winter Weather** means that all the following weather effects from the **Nuts!** book are in effect: **Snow-Covered Terrain**; **Ice**; and **Frozen Rivers and Ponds**. **Weak Snow Storm** means the Dawn attack rules are Applicable for the first two turns; the storm clears on the start of the attacker's third turn.

*Special Rules:* **Exhausted Defenders/Cold Engines** means that German teams cannot move at the Double.







# THE DARKEST HOUR

21 May 1942 – Protopopovka, 30km west of Izyum  
Breakthrough

## Situation

Hauptmann, as you know, two weeks ago the Soviets began offensive action around Kharkov in an attempted two-pronged attack. Our panzer divisions have blunted the northern pincer. However, the southern pincer came from a large bridgehead on the western side of the Donetz River. While some of our weaker units have shamefully given way in the face of limited Russian pressure, their reluctance to risk their tank formations means we've had time to prepare our counter-stroke.

*Operation Frederikus* is now underway with the over-all goal of reducing the Soviet bridgehead on the western bank of the Donetz. Corps' entire artillery power was unleashed on the Ivans this morning and they are surely reeling from the bombardment. We must break their lines while they are still stunned and confused. VORWÄRTS!

## Mission

Our division has broken through the Soviet lines. Now we can advance along the Donetz River to join up with German forces coming from the north, and trap the entire Soviet 6<sup>th</sup> Army. Your force is at the forefront and must close the trap and make sure that no Soviet unit can escape to the eastern side of the Donetz. Take Protopopovka and its crossings on the Donetz!

## Intelligence

We know that the Soviets have rushed troops in to guard the passages on the Donetz. Also, it has been reported that another tank corps was removed from the Soviet offensive and sent to stem our advance.

## The Protopopovka Breakthrough begins...

Starting with the Russian player, both players make **Reconnaissance Deployment** moves for any Recce teams they have on the table. The German player has the first turn. As both sides are in **Prepared Positions**, all platoons may begin dug in. Additionally, due to **Counter-Offensive Barrage** all Russian teams begin the game either pinned down or bailed out.

## Concluding the Breakthrough at Protopopovka...

The Breakthrough at Protopopovka ends on or after Turn Six when either the German player has taken one of the objectives at the start of their turn or the Russian player starts their turn with no German team within 40cm of either objective.

### The Darkest Hour special rules:

**Prepared Positions** (p.264); **Delayed Reserves** (p. 269); **Mobile Reserves** (p.269); **Heavy Defences** (Special); **Counter-Offensive Barrage** (Special)

### The Darkest Hour setup:

1. The Russian player chooses two diagonally opposite table quarters. One is their deployment area and the other is their reserves area.
2. The German player chooses one of the remaining quarters as their deployment area, excluding the 20cm from both centre lines.
3. The German player places two objectives in the final table quarter, at least 20cm from all edges.
4. The Russian player now deploys his whole force, using the **Mobile Reserves** special rule.
5. The German player must hold at least one platoon, and may hold up to ½ of their platoons in **Delayed Reserves**.
6. All Warrior and Independent Teams are now deployed, starting with the German player.

**Environmental Rules: Heavy Defences:** In addition to any other field defences the Russian player fields in their army list, they gain an additional **Minefield** and two **Barbed Wire** obstacles.

**Special Rules: Counter-Offensive Barrage:** All Russian troops have been subjected to an intense pre-attack bombardment forcing all teams to be either **Pinned Down** or **Bailed Out** at the start of the game.







# FÜHRER DIRECTIVE NO.41

23 November 1942 – Stalingrad “Kessel”, Russia  
Cauldron

## Situation

Kommander, as you are aware at 0200 on November 21 the German 6. Armee was officially encircled. Our forces within the Stalingrad ‘Kessel’ now have to hunker down and wait for the relief that is being organised. Yesterday, there was sporadic fighting in front of your positions centred on Verkhne-Golubaya. It appears that the Ivans are preparing for a major push in your sector within the next twelve hours. Your Regiment’s III. Battalion was disbanded on 19 November in order to bring I. and II. Battalions up to strength. Shortly afterward, we fought a brisk action at Verkhne-Buzinovka. Our men performed well, but the strength of the Russian attack forced us to retire to Verkhne-Golubaya.

## Mission

Our defensive posture is temporary commander. You must hold the area around Verkhne-Golubaya until it is time for our breakout. Do not let the Ivans into our perimeter!

## Intelligence

Given the patrol activity we have experienced, we can expect an attack shortly. Expect the Ivans to throw at least a battalion against you. The sound of tank engines was heard last night so be prepared for an assault by armour in the morning.

## Starting Führer Directive No.41...

The German player places the platoon they held in **Immediate Ambush**. Starting with the German player, both players make **Reconnaissance Deployment** moves for any Recce teams they have on the table. The Russian player has the first turn. As both sides are in **Prepared Positions**, all platoons may begin dug in.

## Concluding Führer Directive No.41...

The Cauldron fight ends on or after Turn Six when either the Russian player has taken one of the objectives at the start of their turn or the German player starts their turn with no Russian team within 40cm of either objective.

## Führer Directive No.41 special rules:

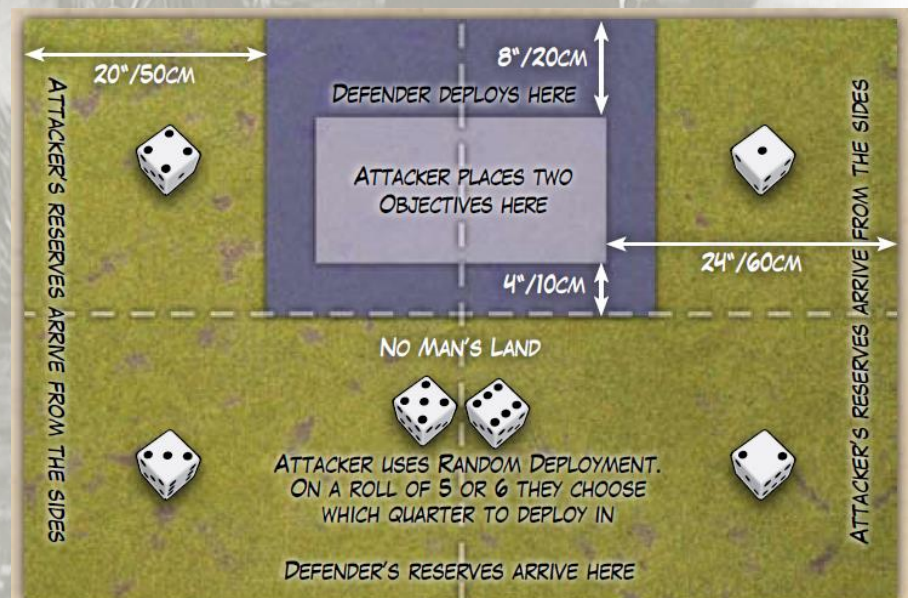
**Prepared Positions** (p.264); **Immediate Ambush** (p.256); **Rubble Rats** (Special); **Keep Your Head Down** (Infantry Aces)

## Führer Directive No.41 setup:

1. The Russian player places two objectives in the German player’s Deployment Area. They must be at least 10cm from the edges of the deployment area and at least 20cm from the Table Edge.
2. The German player chooses one platoon to be held in Immediate Ambush and deployed his remaining platoons.
3. The Russian player now deploys his whole force. He may deploy their platoons in either half, but must have at least one platoon in each half of the table.
4. All Warrior and Independent Teams are now deployed, starting with the German player.
5. **Keep Your Head Down** means that when the German infantry team company commander or infantry team 2iC join a platoon, that platoon moves with the **Cautious Movement** special rule.

*Environmental Rules:* **Rubble Rats** means that the German deployment zone is considered rubble. This means that the area provides bullet-proof cover and concealment.

*Special Rules:* **Keep Your Head Down** means that when the German company commander or 2iC join a platoon, that platoon moves with the **Cautious Movement** special rule.







# JAEGERMEISTER

15 July 1944 – Alushta Valley, Poland  
Free-for-All

## Situation

Kommander, welcome back to Poland! Having 'tactically withdrawn' from Russia we are hastily forming a defensive line based on the Vistula River, hopefully giving our panzer divisions enough time to rebuild. The Ivans are following slowly as it seems they've outrun their logistics. However, Corps HQ has overlooked the defence of the Alushta Valley which offers the Soviets a direct route into the rear of our defensive positions. A small force has already been dispatched, but we have received reports that Russian tanks are probing the valley, so your kampfguppe needs to reinforce our blocking force as quickly as possible.

## Mission

There are two points which offer the Ivans exploitation points at the far end of the valley – you must deny these to the enemy at all costs. If the situation permits, you should try to capture a jumping off point at the opposite end of the valley, should OKW seek to exploit the tactical situation.

## Intelligence

The 50<sup>th</sup> Army opposes you. Recon has shown that they are extremely heavy in tanks and infantry. You must hold with what you have until Corps HQ is able to deploy further reinforcements.

## The Defence of the Alushta Valley begins...

Starting with the German player, both players make **Reconnaissance Deployment** moves for any Recce teams they have on the table. Both commanders roll a die. The player who finished deploying first adds +1 to their roll. The commander with the higher result has the first turn. In the event of a tie, roll again.

## Concluding the Defence of the Alushta Valley...

The battle ends when either commander starts their turn having taken either of the objectives that they placed in the enemy Deployment Area.

### Jagermeister special rules:

**Meeting Engagement** (p.264).

### Jagermeister setup:

1. The German player chooses a long table edge from which they will attack. The Russian player will defend from the opposite table edge.
2. Starting with the German player, both players place two objectives on the opponent's side of the table. The objectives must be at least 40cm from the centre line of the table and may not be placed within 20cm of the side table edges. Both of a player's objectives must be within 120cm of each other.
3. Each player's deployment area is their own half of the table, excluding the area within 30cm of the centre line. Both players, starting with the German player, alternate deploying their platoons.
4. Both players, starting with the German player, now deploy any Warrior teams that are not part of a platoon and all Independent teams.

*Environmental Rules:* None.

*Special Rules:* None.







# GÖTTERDÄMMERUNG

22 April 1945 – Schönhauser Allee, northbound road out of Berlin, Germany

No Retreat

## Situation

The 1<sup>st</sup> Byelorussian Front has entered Berlin. Our forces have engaged the enemy in fierce fighting throughout the city's suburbs. Russian tanks are trying to push north with the apparent aim of severing our last lifeline to the northern elements of Army Group Vistula. This fighting is confused and without coordination. Elements of *SS-Nordland Division*, *Panzer Division 'Kurmark'*, scattered *Volksturm* units and your own troops are all that stands between the red hordes and their capture of our capital. Our forces hold out on the northern highway out of Berlin, trying to keep it open for the Führer's promised counter-attack into the city by Wenck's 12<sup>th</sup> Army.

## Mission

We have to hold onto key locations and slow down their advance. The long straight road leading north through the leafy residential quarters of Prenzlauer Berg is a key artery of supply and reinforcement for the fight in the city centre. Guard it well!

## Intelligence

The Soviets are pushing up Schönhauser Allee with tanks, SP guns, infantry and even damned cavalry! There are no reserves; you must stop them with what you've got.

## The defence of Schönhauser Allee begins...

Starting with the German player, both players make **Reconnaissance Deployment** moves for any Recce teams they have on the table. The Russian player has the first turn. As both sides are in **Prepared Positions**, all platoons may begin dug in.

## Concluding the defence of Schönhauser Allee...

The battle ends when either the Russian commander has taken any of the objectives at the start of their turn or the German player starts any of their turns from turn six with no attacking teams in the defender's half of the table.

## Götterdämmerung special rules:

**Ambush** (p.266); **Reserves** (p.268); **Prepared Positions** (p.264); **Booby Traps** (Special)

## Götterdämmerung setup:

1. The German commander chooses which short table end they will defend. This half of the table is their Deployment Area. The Russian player deploys in the other half of the table.
2. Starting with the German player, both players now place one objective in the German's end of the table. The objectives must be at least 20cm from the centre line of the table, and may not be placed within 20cm of any table edge.
3. The German player nominates at least half of their platoons to be held off the table in **Reserves** at the start of the game. The troops held in **Reserves** will arrive the short table edge in the defenders layers table half.
4. The German player may then nominate one of their remaining platoons to be held in **Ambush**.
5. Finally, the German player deploys their remaining platoons.
6. The Russian player's deployment area is their half of the table, excluding the area within 40cm of the centre line. The Russian player now deploys all of their platoons.
7. Both players now deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the German player.

*Environmental Rules:* Nil.

*Special Rules: Booby traps:* The German player has 2 Tank and 4 Infantry booby traps that can be placed in **No Man's Land** and/or his deployment zone. They are placed at the same time as **Ambushes**. They can't be placed under troops that are dug in or in **Prepared**

**Positions**. The Russian Player must make a Skill test when a **Booby Trap** is revealed. Failure Means the team must Make either an infantry or armour save whichever is applicable. Bullet proof cover from rubble does not provide any additional protection. There is no blast radius, so only one team is affected. AT booby traps have a AT rating of 4 and target **Top Armour**.

