

LOSER TAKES ALL



ASL SCENARIO J246

Scenario Design: Richard Weiley



VICTORY CONDITIONS: The Germans win at the end of any Player Turn if there are no Good Order Russian MMC within 4 hexes of 46AA6.

DÉG, HUNGARY, 9 March 1945: Since early March, 6. Panzer-Armee had struggled to overcome the defenses of Marshal Tolbukhin's 3rd Ukrainian Front between Lake Balaton and the Danube. While other units had made little progress towards the initial objective, the Sió Canal, a successful night attack by SS-Panzer-Division 12 "Hitlerjugend" had cleared the strongly held junction of Pinkocz-Pusztá. This in turn left the lynchpin of the current defensive belt—the town of Dég—isolated and vulnerable to assault. Taking advantage of the early morning mist, SS-Hauptsturmführer Hans Siegel launched his armored group towards the town.

BOARD CONFIGURATION:



5	46	
Wd4		44

(Only hexrows A-Q on board 44 and Q-GG on boards 5/46 are playable)

BALANCE:

- ★ Add one 4-4-7 squad and one LMG to the Russian OB group that sets up within 4 hexes of 46AA6.

✚ Exchange the JgdPz IV/70 with a JgdPz V.













TURN RECORD CHART

★ RUSSIAN Sets Up First [115]	✚	1	2	3	4	5	6	END
✚ GERMAN Moves First [164]								





Elements of 233rd Rifle Division and 208th Assault Gun Brigade [ELR: 4] set up as noted: {SAN: 3}

Set up within 4 hexes of 46AA6 with ≤ 1 MMC per building and all AFV in road hexes (see SSRs 3 and 4):

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












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Set up on board 46, with all CA facing north:









 2-2-8	 76L
2	2



Elements of SS-Panzer-Division 12 "Hitlerjugend" [ELR: 3] set up on board 44 in hexes numbered ≥ 8; AFV may set up in Motion: {SAN: 3}

 6-2-8	 5-2-8	 8-1	 7-0	 3-8	 12-4	 9-1	 18-6	 11-14	 13-8	 13-8
2							3	2		

Enter on/after Turn 1 along the west edge on/between 5Q10 and 5Y10:

 6-2-8	 5-2-8	 9-2	 8-0	 3-8	 12-4	 14-2	 16-1
3	6	2	3	2			

SPECIAL RULES:

- EC are Moist, with no wind at start. Weather is Overcast (E3.5) [EXC: Falling Snow [E3.71] rather than Rain can occur]. Place overlay Wd4 on 5AA7-Z6. All roads are dirt. Vehicular Road Rate (B3.41) is NA. All buildings are wooden. Rowhouse black bars do not exist, and those buildings have a ground level only. Soft Ground (D8.21) is in effect.
- 5-4-8s/2-3-8s are SS (A25.11), and as such have their broken side Morale Level increased by one. The Morale Factor of SS MMC is not considered underscoring, and they suffer Unit Replacement (A19.13) normally [EXC: 6-5-8s/3-4-8s are replaced by 5-4-8s/2-3-8s]. German AFV are not Elite (C8.2).
- After setup is complete but prior to start of play, the Russian player uses Random Selection (A.9) to determine which SU-100s will commence play gov-

erned by TI rules as if Infantry (A4.8). If all three AFV are selected, ignore the result and reroll until ≤ two have been selected.

- A-T mines must be set up on boards 5/44 in hexes numbered ≤ 2.

AFTERMATH: Siegel watched his panzers roll towards the town as if on drill. They had almost reached the outskirts before the first tank was hit. Siegel's own vehicle was disabled. The German commander abandoned his vehicle and leapt onto the pillion of a passing motorcycle speeding into town. By the time he arrived, the fighting was all but over, with the Soviet position overwhelmed. After clearing extensive minefields, the Germans regrouped to continue the assault south toward the Sió Canal. However, the sheer depth of the Soviet defenses, the terrain, and the deteriorating weather together proved too difficult for the exhausted German forces to overcome. Meanwhile Tolbukhin, the ultimate victor in this high stakes game, mustered his strength for a massive counteroffensive.