Hogan's Heroes

Stalag 13, 5 May, 1945 Major Hochstetter, hearing that Hitler was dead went mad. Rounding up his fanatic henchmen, Hochstetter declared that he would have his revenge on the prisoners of Stalag 13, especially on Col. Hogan. Discovering the plot through the underground, Col. Hogan pleaded for help from the approaching allies. Not knowing when help would arrive, Col. Hogan began to plan a mass escape through the tunnels. However, fate intervened when Gen. Burkhalter, believing that the Americans would never allow the Russians to kill the brother of an American, drove through the gates searching for a suitable bridegroom for his sister. After being dismissed from roll call, Hogan decided an armed break out was the only way. Arming the men in his barracks, Hogan signalled the other barracks to be ready. . .

## Map Configuration:

North

Stalag 13

BALANCE:

Are you insane? [EXC: Dr. Rob]

Victory Conditions: Hogan's Heroes win if they exit 30 squad equivalents off any map edge. See SSR 7 for alternate VC.
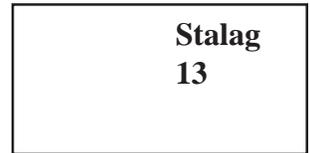
Germans Setup First	1	2	3	4	5	6	END
Prisoner's Move First							

Camp Guards [ELR 2], Setup in guard towers or Col. Klink's building {SAN: 3}:
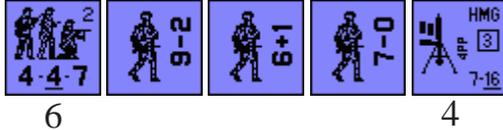
Local Gustapo [ELR 2], enter on West edge on turn 4:
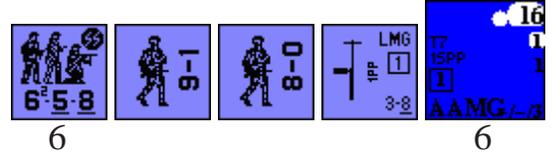
Hogan's Heroes [ELR: 5] setup in hex J4: {SAN: 4}
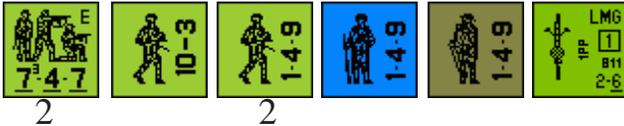
POW's place in wooden buildings within the compound:

38
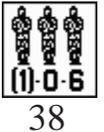
Col. Crittenden's relief force arrive by paradrop on turn 2:

3

Special Rules:

1. EC are wet. Kindling is not allowed.

2. The American 10-3 represents Col. Hogan and is heroic. The two American Heroes represent Kinchloe and Carter. Carter is an assault engineer and will produce a demo charge every allied RPh. Kinchloe is a Commando.

3. The British Hero is Newkirk. Newkirk may breach a wire hexside of a hex he occupies as a prep fire activity by rolling less than 8.

4. The French Hero represents LeBeau. Anytime LeBeau is ADJACENT to Sgt. Schultz (the at start German 7-0), Schultz must pass a NTC or surrender to LeBeau with all German personnel in the hex.

5. The storage tanks represent towers. Each Tower has an inherent stairwell (treated as OG) to a second level location that has a TEM of +2 and a stacking limit of 1 squad equivalent. Each at start German HMG must begin play in one each of the four towers. The German 9-2 represents General Burkhalter. Gen. Burkhalter must setup in Col. Klink's office. The at start German Guards may only fire at unarmed units inside the perimeter if they are ADJACENT or stacked with a Known Armed unit. Sgt. Schultz cannot direct fire.

6. The Wire Fence represents the perimeter; unarmored units may not cross the perimeter except at a breach or the main gate (E5/F5). Before play begins, the Allied player may secretly record a Breach location in this wire. Vehicles must take a +3 Bog check to cross the wire fence.

7. Alternately, this scenario may be played as a three person game. VC are as follows:
  a. Allied wins if he exits 30 or more squad equivalents off any map edge.
  b. The Guards win if the Allied Player does not gain his VC and Col. Klink survives
  c. The Gestapo player wins if Col. Hogan and Col. Klink are killed.

Aftermath: Hogan's Heroes burst from their hut, firing from the hip. The other prisoners, alerted to the break attempt, rushed out of their barracks, some to be mowed down by surprised guards. Most, however, made it to the exit points, cuts in the wire that had been in use for years, supplemented by new holes cut by Newkirk. With covering fire directed by Hogan and demolition charges provided by Carter the escape seemed assured of success. Then disaster struck: Col. Crittenden arrived with British paratroopers as a relief force. Getting his men killed almost immediately, Crittenden was soon leading prisoners _back_ into the compound in an effort to show them how a true prison break should work. Luckily, LeBeau retrieved the situation with his delicious strudel with which he enticed Sgt. Schultz to surrender the remaining guards. With Stalag 13 in his hands, Col. Hogan managed to get all the POW's to safety as Major Hochstetter arrived. An intense firefight erupted, but the gestapo units were ill suited for open warfare and melted away. Hochstetter, in the throes of despair, went berserk and charged Hogan, intent on killing him, but General Burkhalter, in an attempt to appease his captors subdued the crazed Nazi.