

# ASSAULT ON ROUND TOP

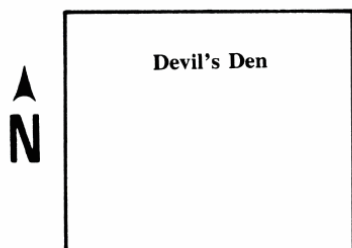


## SCENARIO 3000



### BOARD CONFIGURATION:

Note that Scenario 3000 uses the mapboard from DEVIL'S DEN (see chart for adaptations of terrain features). Compass points are as shown on the mapboard.



### BALANCE:

- ★ Add one 4-4-7 to each Russian infantry group.
- ♣ Reduce Game Length to 18 Turns.

**North of RIGA, 31 September 1944:** It is a little known fact of geography that to the west of Leningrad lies a small area that duplicates the terrain near the Pennsylvania town of Gettysburg in exact detail [thus supporting the Theory of Parallel Topography currently popular among certain wargamers]. Although bypassed in the initial invasion and fighting of 1941, the Soviet offensive of mid-1944 in the region brought the hill to the fore in the plans of the generals of both sides. Given the order to seize the crest, Cpt. Dukovski was permitted to select the officers to whom would go the honor of liberating this bit of Mother Russia. He was also offered armor support, indicating the desire of STAVKA that he seize the symbolically and strategically important *Emaelijkenai Kaerugeli Vejerxaujaka* without delay. Dukovski gave orders that the attack be launched at dawn on 31 September without artillery preparation to achieve maximum surprise.

Meanwhile, at dusk the day before, reinforcements for the weary platoon of Lt. Steinheim—currently encamped on the lower slopes—had been dispatched from the panzer division reserves. Picking their way through the fallen timber in the dark, the reinforcements became split into two uneven forces. Worse, some of the equipment was lost through misadventures of various sorts. But their officers drove them on toward where Steinheim's men had taken positions that dominated the field called "Slaughter Pen" (for the annual wrestling matches held there by the nearby villages).

Steinheim, unaware of all this, was enjoying a morning cup of ersatz coffee and a danish with his troops. Huddled around their campfires (the nights were already growing colder than was comfortable), the odd mixture of veteran survivors and teen-aged conscripts hoped the day would be as peaceful as the previous week had been. Conversation was sparse, light-hearted and low. Steinheim did not feel much like chatting himself; he'd spend the week scouting the woods behind his positions for routes of retreat. He knew that if the Russkies came in force, his small but well-fed band could not hope to halt them. In contravention to standing orders, he'd retreat all the way to Berlin if need be to save this handful of men.

As the sun rose, so did the Russians that had crept near. As the enemy troops ran shouting toward the dubious shelter of a series of rail fences, Steinheim and his men leaped to their guns and poured a furious fire into them. The assault on "Round Top" had begun.

**VICTORY CONDITIONS:** The Russian player must have more unbroken squads (or their Equivalent in HS) on Little Round Top (elevation 640+) hexes than the German player has on that level at the conclusion of play.

#### Terrain Chart

| DD Term        | Fence                 | Wall                            | Crest                            | Rocky         | Rocky Woods | Rough      | Rough Woods                       | Woods                             | Stream        |
|----------------|-----------------------|---------------------------------|----------------------------------|---------------|-------------|------------|-----------------------------------|-----------------------------------|---------------|
| ASL Term       | Fence                 | Stone Wall                      | Hedge                            | Rocky         | Rocky-Woods | Rough      | Woods                             | Woods                             | Stream        |
| LOS Obst/Hind  | Half-Level Hindrance* | treat exactly as ASL Wall (B9.) | treat exactly as ASL Hedge (B9.) | ■Level 1      | ■Level 1    | ■Hindrance | treat exactly as ASL Woods (B13.) | treat exactly as ASL Woods (B13.) | —             |
| TEM/Indirect   | +1/0 <sup>C</sup>     |                                 |                                  | +2/+1         | +2/0        | +1/-1      |                                   |                                   |               |
| MF Entry Cost  |                       |                                 |                                  | MF Entry Cost |             |            |                                   |                                   | MF Entry Cost |
| Infantry       | 1+COT                 |                                 |                                  | 3             | 3           | 2          |                                   |                                   | 1+COT         |
| Cavalry        | 1+COT                 |                                 |                                  | 1/2 C         | 1/2 C       | 2          |                                   |                                   | 1+COT         |
| Horse-drawn    | NA                    |                                 |                                  | NA            | NA          | 4          |                                   |                                   | 3+COT BB      |
| MP Entry Cost  |                       |                                 |                                  | MP Entry Cost |             |            |                                   |                                   | MP Entry Cost |
| Cycle          | NA                    |                                 |                                  | NA            | NA          | 6          |                                   |                                   | 3+COT X       |
| Armored Car    | 3+COT                 |                                 |                                  | NA            | NA          | 2          |                                   |                                   | 3+COT BB      |
| Fully-Tracked  | 1+COT                 |                                 |                                  | NA            | NA          | 2          |                                   |                                   | 1+COT BB      |
| Bren/Halftrack | 2+COT                 |                                 |                                  | NA            | NA          | 3          |                                   |                                   | 2+COT BB      |
| Truck          | 4+COT                 |                                 |                                  | NA            | NA          | 6B         |                                   |                                   | 5+COT BB      |
| Fortifiable    | —                     |                                 |                                  | no            | no          | yes        |                                   |                                   | —             |

Key: COT, BB, X, ■, etc.—see ASL Terrain Chart

\*Unless the firing unit can claim Wall Advantage along that hexside.

### TURN RECORD CHART

|                         |    |    |    |    |    |    |    |    |    |    |
|-------------------------|----|----|----|----|----|----|----|----|----|----|
| ★ Russian Sets Up First | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| ★ Russian Moves First   |    |    |    |    |    |    |    |    |    |    |
|                         | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

Players may find it easier to maintain the turn Record on the Track found on the DEVIL'S DEN mapboard.

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## SCENARIO 3000

**Elements of 112794th Rifle Regiment [ELR:3] set up as per Special Rule 3006: {SAN:2}**

**Group A**

7    1    ?

**Group B**

7    1    ?

**Group C**

7    1    ?

**Elements of "Der Scherz" Panzer Division [ELR:3] set up as per Special Rule 3007: {SAN:2}**

**Group I**

4    2    ?

**Group II**

5    2    ?

**Group III**

5    2    ?

### SPECIAL RULES:

**3001.** All rules for *ADVANCED SQUAD LEADER* are in effect. Optional rules are in effect only if all players agree to such.

**3002.** To represent the fictional terrain, players must utilize the mapboard from *DEVIL'S DEN*. Compass directions are as shown on the compass symbol found on that map. Terrain equivalents, in *ASL* terms, are found in the "Terrain Chart" on the facing page.

**3002.1** Place vehicular Trailbreak counters in hexes 0108, 0208, 0309, 0409 and 0410 so that a continuous "trail" extends from offboard to hex 0411. Place vehicular Trailbreak counters in hexes 1204, 1205, 1206, 1207, 1208 and 1209 so that a continuous trail extends from hex 1203 to hex 1210. All Trailbreak rules are in effect except that vehicular movement is only 1/4 MP.

**3003.** Environmental Conditions are Moderate with no wind at scenario start.

**3004.** Prior to placement, the German player must determine the leadership and support weapons for each of the three infantry groups shown in his OB. This is by means of random DR. All dice rolls are made in secret, recorded and revealed to the opposing player upon conclusion of play.

**3004.1** Roll *twice* for each infantry group, and apply the results to the chart below. Add the specified leaders to each group:

**Leader:**

| DR | Type |
|----|------|
| 2  | 10-3 |
| 3  | 10-2 |
| 4  | 9-2  |
| 5  | 9-1  |
| 6  | 8-1  |
| 7  | 8-1  |
| 8  | 8-0  |
| 9  | 8-0  |
| 10 | 7-0  |
| 11 | 7-0  |
| 12 | 6+1  |

**3004.2** Roll *twice* for each infantry group, and apply the results to the chart below. Add the specified support weapons to each group:

**Support Weapon:**

| DR | Type                    |
|----|-------------------------|
| 2  | FT and 8-3-8 sapper     |
| 3  | HMG                     |
| 4  | 81mm MTR and 2-2-8 crew |
| 5  | 50mm MTR                |
| 6  | LMG                     |
| 7  | LMG                     |
| 8  | LMG                     |
| 9  | MMG                     |
| 10 | PSK                     |
| 11 | 50mm MTR                |
| 12 | no weapon               |

**3005.** Prior to placement, the Russian player must determine the leadership and support weapons for each of the three infantry groups shown in his OB. This is by means of random DR. All dice rolls are made in secret, recorded and revealed to the opposing player upon conclusion of play.

**3005.1** Roll *once* for each infantry group, and apply the results to the chart below. Add the specified leader to each group:

**Leader:**

| DR | Type  |
|----|-------|
| 2  | 10-2* |
| 3  | 10-2  |
| 4  | 9-2   |
| 5  | 9-1   |
| 6  | 8-1   |
| 7  | 8-0   |
| 8  | 8-0   |
| 9  | 8-0   |
| 10 | 7-0   |
| 11 | 7-0   |
| 12 | 6+1   |

\* If a "2" is rolled, roll a single die. If this results in a "1" or "2", the Russian player receives a 10-3 leader instead of the 10-2 specified.

**3005.2** Roll *twice* for each infantry group, and apply the results to the chart below. Add the specified support weapons to each group:

**Support Weapon:**

| DR | Type                           |
|----|--------------------------------|
| 2  | HMG 50cal ("8") and 2-2-8 crew |
| 3  | 82mm MTR and 2-2-8 crew        |
| 4  | HMG ("6") and 2-2-8 crew       |
| 5  | no weapon                      |
| 6  | LMG                            |
| 7  | no weapon                      |
| 8  | 50mm MTR and 2-2-8 crew        |
| 9  | MMG                            |
| 10 | 82mm MTR and 2-2-8 crew        |
| 11 | 76* INF Gun and 2-2-8 crew     |
| 12 | FT and 6-2-8 sapper            |

**3005.3** If a Gun is received, it (and its crew) may *not* use HIP.

**3006.** The Russian player begins the scenario with all three infantry groups on the mapboard. The three Russian "jump-off" hexes are 0230, 1636 and 3038. At each of these points one group (Russian player's choice) will be set up, maximum of one MMC counter per hex, in a series of connected hexes that includes the "jump-off hex". No Russian unit may be placed east of the fence-line running 0130-2337-3139-2942. Leaders and support weapons must be stacked with a MMC.

**3007.** The German player begins the scenario with only one infantry group on the mapboard. Roll a die to determine which group will be placed: 1-2, place Group I; 3-4, Group II; 5-6, Group III. The units of the on-board group may be placed in any hex within three hexes of hex 2228. A maximum of one MMC may be placed per hex. Leaders and support weapons must be stacked with a MMC.

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**3007.1** The remaining two German infantry groups enter play on Turn 1. One group (determined by dr) will enter at hex 0108. The other enters at one of three points, again determined by a dr: 1-2, enter at hex 1202; 3-4, at 2502; 5-6, at 3312.

**3008.** No HIP (A12.34) is allowed to either side.

**3009. Reinforcements.** During the course of play, each side will receive randomly determined armor reinforcements. These reinforcements must enter upon a DR *less than* the current game turn. Each player makes his DR at the beginning of his own Player Turn Rally Phase.

**3009.1** The Russian player must make two such Reinforcement DR—first one for a Tank group, and then one for an Assault Gun group. Should one be received, he will continue to roll as per SSR 3009 until the other arrives.

**3009.11** Upon arrival of each armor group, the Russian player makes one dr to determine the point of entry. If a “1-3” is rolled, the vehicles may only enter on any of the hexes numbered 1 on the mapboard (southwest corner); if a “4-6”, the vehicles may only enter on any of the hexes numbered 2.

**3009.12** The composition of the Tank group is determined by a random DR (again kept secret and recorded), with the results applied to the following table:

### Tank Group:

| DR | Type          |
|----|---------------|
| 2  | three IS-2m   |
| 3  | four T-43     |
| 4  | five T-34/85  |
| 5  | four T-34/85  |
| 6  | five T-34 M43 |
| 7  | four T-34 M43 |
| 8  | five T-34 M43 |
| 9  | five KV-1S    |
| 10 | five T-34/85  |
| 11 | three IS-2    |
| 12 | four IS-2     |

**3009.13** The composition of the Assault Gun group is determined by a random DR (kept secret and recorded), with the results applied to the following table:

### Assault Guns:

| DR | Type                      |
|----|---------------------------|
| 2  | one ISU-152 and two SU-85 |
| 3  | two ISU-122               |
| 4  | three SU-85               |
| 5  | two SU-85                 |
| 6  | three SU-76M              |
| 7  | two SU-76M                |
| 8  | three SU-76M              |
| 9  | three SU-76i(g)           |
| 10 | two SU-85                 |
| 11 | two SU-122                |
| 12 | two SU-152                |

**3009.2** The German player must make one Reinforcement DR (as per SSR 3009) until the arrival of his Tank Destroyers.

**3009.21** Upon arrival of the German armor group, it will enter play directly upon hex 0108—as per standard offboard set up and movement (A2.51)—as though it occupied continuous offboard portions of the Trailbreak. The German player may, however, chose to enter his armor reinforcements on hex 1202 by delaying their entry for one turn.

**3009.22** The composition of the Tank Destroyer group is determined by a random DR (kept secret and recorded), with the results applied to the following table:

### Tank Destroyers:

| DR | Type                                  |
|----|---------------------------------------|
| 2  | three JgdPz V                         |
| 3  | three JgdPz IV/70                     |
| 4  | two JgdPz V                           |
| 5  | two JgdPz IV                          |
| 6  | two Hetzer and one Marder II          |
| 7  | two StuG IIIIG and one Marder III(t)M |
| 8  | three StuG IIIIG                      |
| 9  | three Hetzer                          |
| 10 | three StuG IIIIG(L)                   |
| 11 | three JgdPz IV(L)                     |
| 12 | three JgdPz V                         |

**3009.23** Upon determining the actual composition of the armor reinforcements, it is necessary that the presence of any German armor leader must be established. The German player makes a single DR on the “leader” table above (see Rule 3005.1). The armor leader indicated is the type received (although a roll of “8+” indicates that *no* armor leader is present with the reinforce-

ments). Note that a “2” DR results in the presence of a 10-2 armor leader (since no 10-3 exists). This leader is entered with the armor in any of the AFV.

**3010.** The streams on the mapboard are shallow and easily crossed. AFVs must roll for BOG (B20.46) immediately upon crossing a stream hexside. If the vehicle bogs, it is immobilized in the hex it was attempting to enter. See accompanying Terrain Chart for movement costs.

**3011.** Fires may not be deliberately set.

**3012.** Concealment may be grown (per A12.12) in the following new terrain types, as well as any currently allowed by the ASL rules: Rocky, Rough, and Rocky-Woods.

**AFTERMATH:** Among the first to fall was Cpt. Dukovski, whose body was bypassed by the Soviet soldiers now scrambling for cover. But, within moments of Dukovski's death, Lt. Steinheim also fell—picked off by a sniper as he bent to lift a wounded man. Meanwhile, in the confusion of the developing firefight, the German breakfast was forgotten and assaulted by various denizens of the woods in a well-timed rush led by a maddened squirrel reportedly a “Pennsylvania provocateur”.

With his commander dead, with the screams of frantic wildlife, with enemy troops rushing across open ground to the north and a sporadic fusilade coming from the Russians hiding behind the fences, an experienced NCO seized the initiative and ordered the surviving Germans to begin a fighting withdrawal through the woods. With the enemy fire from their right flank now stopped, the Russians raced for the foot of the slope that led to “Round Top”. Harried by the continuing pressure—Russian soldiers had plunged into the woods behind them—and the trackless woods, the German squads became dispersed and a series of small bitter firefights broke out on the wooded slopes to the south. But one squad managed to slip in among some rocks bordering the open field in the valley to the south.

The first chatter of automatic fire from these Germans broke the impetus of the Russian rush, as men tumbled into the high grass—some dead, and some hugging the ground for their lives. At the same moment, one of the German reinforcing columns appeared on the slope above and proceeded to take up positions at the crest. Even as Russian soldiers coming up through the woods behind the position overwhelmed Steinheim's men among the rocks, the Germans on the crest opened fire. Now indeed the hilltop looked impregnable. One of those inexplicable moments of peace fell upon the battlefield, broken only by the occasional nervous shot.

The impasse lasted only a few minutes, for the arrival of Russian armor again changed the balance. Smashing down fences and rumbling across the rocky ground, the behemoths took up firing positions in the open and proceeded to shell the hilltop with impunity. Meanwhile, the Russians who had pursued the fleeing German platoon arrived at the tree line near the 600-foot level of “Round Top”. Signalling the armor to cease their barrage and advance in support, the Soviets burst from cover to strike the flank of the German position along the crest.

Suddenly, the other contingent of Germans dispatched the night before also charged—into the flank of the charging Russians! A swirling melee developed on the southern end of the hilltop. Machine pistols and knives were the order of the day among the boulders and scree. The Russian armor, with the surviving infantry from the “Valley of Death”, pressed up to the large boulders at the northern end. And straight into the furious fighting on the hilltop drove several German AFVs dispatched when reports of the attack reached divisional HQ.

The progress of events much beyond this point remains unclear even yet. Only a dozen wounded survivors (on both sides) struggled back to friendly lines. It appears that annihilation was nearly total. Among the unconfirmed reports of the stunned soldiers that came back: the last panzer and last Soviet tank firing at each other point blank; a German NCO with a captured Soviet LMG shooting into a struggling knot of German and Russian soldiers; a Russian tank commander standing on his blazing tank, screaming as the flames reached him and firing his pistol at German wounded on the ground around; a Russian private killed trying to drag a bleeding German to shelter; a Russian gun crew abandoning their artillery piece and struggling to reach their commander, dying one by one; stragglers from both sides plunging into the bloodbath as they reached the crest; a maddened squirrel leaping into an empty machinegun nest and carrying away bullets. Whatever the series of events, it seems that both sides were virtually wiped out.

The next day, German reinforcements reached the scene. Awed by the carnage, much of it hidden by a blanket of new-fallen snow, they were ordered into positions to once again defend the hill—if need be, to the last man. Three days later, due to Soviet advances to the north, the hill was abandoned in the general retreat. After the war, modern farming methods in the Soviet Union transformed the hill slope, which now bears no resemblance to its appearance that bloody day. Nothing today remains to show the bitterest fighting of the war (although reports of a ghostly squirrel ambushing lone Soviet policemen in the woods persisted for years afterward).

