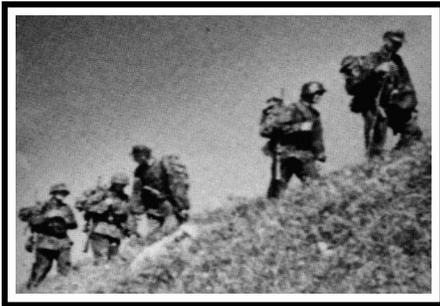


“Ghosts of the Carpathians”



Carpathian Mountains, Rumania — September, 1944

Operation Landfried was drawing to an end and the 502nd SS Jaeger Battalion led by Untersturmführer Walter Girg had been highly successful in destroying key road and rail bridges in the Carpathian Mountains. Operating behind the Soviet axis of advance, the SS Jaegers struck hard and fast before fading back into the dense forests covering the ridges. With supplies dwindling, Girg headed his men to the east and back towards German lines. Following a recent success, Girg's men had captured a Soviet T-34 and important intelligence regarding the planned Soviet movements through Rumania. As they headed for the distant German held ridges, Girg spotted a deep, fast flowing mountain stream crossed by small stone bridges. These bridges would of course need to be destroyed...but another look showed pillboxes occupied by Rumanian infantry. One time allies, were now enemies to be reckoned with. Girg gathered his men, presented the plan for attack and gave the order...“Angriff!”

Board Configuration:



		50
39	36	

VICTORY CONDITIONS: The player with the most CVP/VP's at game end is declared the winner. In addition to the normal CVP awards, the Germans receive 10 VP's for each Bridge destroyed on Boards 36 and 39. The Rumanian player receives 5 points for any undestroyed Bridges on Boards 36 and 39 at game end and also for each Pillbox still in Rumanian control at Game End. The German player also receives exit VP at game end for all German units west of the A6-GG6 Road on Board 39. And lastly, the Soviet player wins immediately if the German 9-2, Walter Girg, is captured or killed.

Rumanian Player sets up first	1	2	3	4	5	6	7	8
German Player moves first								



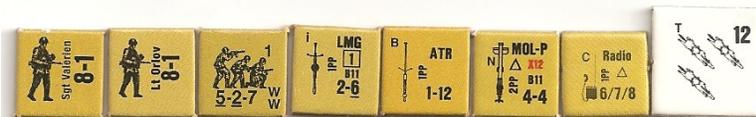
Garrison Elements of 1st Rumanian Army (ELR 3) (SAN: 2) (Setup in Pillboxes on Boards 36 and 39)



4 2 2



Elements of 12th Guards “Don” Cossack Cavalry Division (ELR 5) (Enter per SSR's 7 and 8)



10 3 10



Elements 502nd SS Jaeger Battalion (ELR 5) (SAN 2) (Setup: on Board 50 on Hexes numbered >7)



6 5 3 5

Special Rules/Notes:

- EC are Dry with mild breeze from the West.
- The German 9-2 represents Untersturmführer Walter Girg.
- Beginning on Turn 4, the deepening shadows of dusk will reduce visibility to 8 hexes. Beginning on Turn 6, visibility will be reduced to 6 hexes for the duration of the scenario.
- The Rumanians will not fire on the German controlled T-34 until it fires on a Rumanian unit.
- To destroy the bridges, the German player need only successfully place the Demo Charge and not roll a '12' on the DR. A '12' leaves the bridge intact and removes the DC from play.
- Each Turn, the Rumanian player must establish Radio Contact.
- Beginning on Turn 2 and thereafter, if the Rumanian player has seen or been fired on by German units, and if Radio Contact has been established, the Rumanians may radio for the assistance of the Cossacks. The Rumanian player rolls a die and on 1-4, the Cossacks have been contacted and will enter on the next friendly movement phase from the North edge of Board 50.
- If, after Turn 4, the Cossacks have not been contacted, they will enter automatically on Turn 5 from a random board edge. The German player rolls 1 die, on a 1-2 the Cossacks enter along the North edge of Board 50, on a 3-4 the Cossacks enter from the South edge of Board 36 and on a 5-6 the Cossacks enter from the North edge of Board 39.
- Kindling is NA.
- No quarter is in effect.
- The German controlled T-34 suffers from fuel and ammo shortage. Each time the T-34 stops, the German player must roll successfully to start it. Ammo Shortage rules are in effect.
- The streams on Boards 36 and 50 are deep and fast flowing. Stream hexes may not be entered on both Boards 36 and 50.



Scenario GJ029

Aftermath: As dusk began to fall over the mountains Girg's men moved quickly through the wooded terrain to flank the Rumanian pillboxes, while the captured T-34 moved to engage the Rumanians at point-blank range. In the dim light, the Rumanians believed the T-34 to be advance elements of the Soviet 6th Guards Tank Army. Their mistake realized, the Rumanians frantically radioed for help. Hearing their distress call, elements of the 12th Guards “Don Cossacks” rode to the scene intent on eliminating Girg and his men. In the fight, which followed, Girg's men were successful in overcoming the Rumanians and destroying the key bridges, before successfully escaping the pursuing Cossacks into the dark woods of the Carpathians. For this successful operation, Girg would receive the Oak Leaves to his Knight's Cross.