

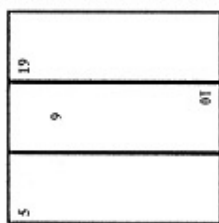
THE MIGHTY MAUS

Kummersdorf Proving Grounds, South-East of Berlin, April 22, 1945. The last offensive on the Eastern front was reaching a final, furious, crescendo as Zhukov's and Konev's Army Groups raced for the ultimate prize of Berlin. Sitting right in front of the path of the 8th Guards and 1st Guards Tank Armies was the Kummersdorf Proving Grounds, where German armor and ordnance had been tested throughout the war. Evidence of what went on there is sketchy, but it is known that at least one of the Super Heavy 'Maus' Tanks had been tested there, and here we are postulating what 'might have been', considering their probable state of readiness and what the German defense could muster.



Historical Result: The Soviet steamroller smashed through the Proving Grounds, sweeping aside the woefully inexperienced Volksturm and the vastly outnumbered SS troopers. The 'Blitzkrieg' had come full circle, and it was now the IS series of Russian heavy AFVs that ruled the day, both with their cutting edge designs and their overwhelming numbers. The Maus, as powerful as it was, could not hold off such an onslaught. It is still not known if one was captured intact, though there is a complete specimen on display in a military museum outside of Moscow. Some say it is a combination of the turret of one and the hull of the other. Others contend that one was sent to defend OKH Headquarters at Zossen. In any event, it was certainly a fearsome presence, the 'Mighty Maus'.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Russian wins immediately by earning 10 Victory Points (VP). He earns VPs as follows: each Multi-Hex Building he controls is worth 1 VP, each MAUS AFV destroyed is worth 2 VP, and each MAUS captured is worth 3 VPs.

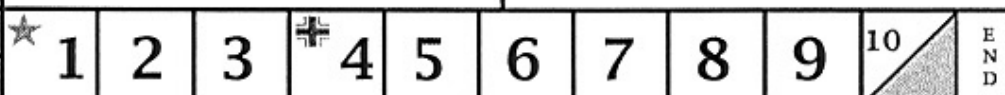
BALANCE:

German: BOTH Maus AFVs are fully mobile.

Russian: Substitute a 9-2 Infantry Leader for an 8-0 and Substitute a 9-2 AL for the 8-1 AL.

⚔ German Sets Up First

★ Russian Moves First



Remnant Elements of the 9th Army, local Volksturm, Proving Grounds Armor, Ordnance, and Staff. [ELR:2], [SAN:4] Set Up On/West of hexrow 19R0-5R10.

| | | | | | | | | | |
|---------|-------|-------|-------------------------|-------------|--------|---------|----------|-----|-----|
| 4-6-7 | 4-4-7 | 4-3-6 | 8-1 | 8-0 | 7-0 | 6+1 | HMG | MMG | LMG |
| 5 | 6 | 10 | | 2 | | | | 2 | 4 |
| 50* Mtr | PSK | ? | JgPz 38(t) (F)Hetzer | JgPz III/IV | JgPz V | JgPz VI | StuPz IV | | |
| 2 | 2 | 12 | | | | | | | |

AA Batteries - Set Up on: Level 2 in any Flak Tower. Ordnance Set-up On/West of Hexrow R on Board 19. Maus AFVs Set-Up in any Factory.

| | | | | | | | |
|-------------------|-------------------|-------|------------------|------------------------|-------|-----------------------|-----------|
| FlaK 18 88L AA | FlaK 43 37L AA | 2-2-8 | 17 cm K18 ART | 12 cm GrW 42 Mtr | 2-2-8 | MAUS AFV SSR #4 | 9-2 AL |
| 2 | 3 | | | | 2 | 2 | |

Elements of 11th SS Panzer Grenadier Division Nordland [ELR:4] Enter on the West Edge on Turn 4.

| | | | | | | | | |
|-------------|-------|-----|-----------|-----|----|-----------|--------|-------|
| 6-5-8 X4 | 3-4-8 | 9-1 | LMG X2 | PSK | DC | 9-1 AL | Pz VIB | Pz VG |
|-------------|-------|-----|-----------|-----|----|-----------|--------|-------|



Elements of the 1st Guards Tank Army and the 8th Guards Army [ELR:4], [SAN:3] Enter East Board Edge on/after Turn 1, some/all/none may enter each turn.

| | | | | | | | |
|---------------|-------|-------|-------|---------------|------------|-----------|---------------|
| 4-5-8 | 6-2-8 | 2-4-8 | 2-2-8 | 10-2 | 9-1 | 8-1 | 8-0 |
| 24 | 6 | 2 | 2 | | | 2 | 3 |
| dm .50 HMG | LMG | DC | FT | dm #2 Mtr. | 10-2 AL | 8-1 AL | 1-4-9 Hero |
| 2 | 8 | 4 | 2 | 2 | | | |

| | | | | | |
|--------|--------|---------|---------|--------|--------------------|
| JS-III | JS-III | ISU 152 | ISU 122 | SU 100 | OT-34(L) SSR #3 |
| 3 | 6 | 2 | 4 | 3 | 2 |

| |
|--------|
| GAZ-MM |
| 6 |

SPECIAL RULES

#1 - EC are moderate with no wind at start. Kindling is NA. Place Burnt Out Wrecks in hexes 19AA4, AA5, AA6, AA7, AA8, and AA9. Place a Shellhole in 19X6. Place **Overlay 6** on Board 10 with 1 on S2/2 on S1. The hill on **Overlay 6** does not exist, the printed terrain exists at level 0. All Grain is Brush.

#2 - All multi-hex stone buildings are Factories (B23.74) [EXC: Building 10oCC5 remains a level 2 1/2 Multi-Hex Stone Building as per B23.23]. There are Vehicular Entrances (O5.2) in all Factory hexes (leading to any Open Ground/Narrow Street hexside). Factory Interior Walls (O5.3) are present in Factory 10oAA1, 10oAA10, and 10oQ7 are level 2 Flak Towers. Treat as level 2 Buildings with these exceptions: The level 2 Gun Platform has a normal stacking limit of one squad equivalent. The entire tower is a LOS Obstacle of stone construction with +3 TEM, the level 2 Gun Platform has +2 TEM vs indirect fire. The Gun Platform is roofless, and there are no doubled DRM penalties for Guns/SWs changing CA on it. The ground and level 1 locations contain a stairwell that are 'Quasi-Locations' as per O.4C with LOS only to ADJACENT, in-hex locations. The level 2 location is Rally Terrain. The AA guns have a minimum range of 2 hexes to ground level targets. If any Location of a Flak Tower is Rubbled, the the entire Tower will automatically

collapse; immediately check for Falling Rubble (B24.12). There is a +1 TEM for infantry units at ground level outside the stairwell location.

#3 - The Russian Player receives one module of 200mm Rocket OBA, and one module of 120mm OBA (HE and Smoke) with Plentiful Ammo. Both Modules have offboard observers at level 2 on any east edge board hex(es). Turn 1 Battery Access is automatic for both (remove 1 black chit each). The 6-2-8/3-2-8 MMC are Assault Engineers (H1.22), are Fanatic (A10.8) as long as they possess a DC/FT (including while placing a DC), and have Under-sold Morale (A19.13). The Russians are Elite for Ammo Depletion (C8.2). Use T-34/M43s for the OT-34(L) late war flame tanks, they function exactly like a T34/M43 except for SA BF32 (X11), no BMG, and AP8 ammo depletion.

#4 - One Maus of the German player's choice is immobilized; it is otherwise fully functional (record their status on a side record, the Immobilized Counter may be kept offboard until the mobile Maus moves/changes VCA). Use PzJg Tiger counters for the Maus AFVs with the specifications provided on the back of this scenario. All eligible MMCs (plus any SMC/SWs stacked with them) and OB given Dummy Concealment (?) Counters may set up in Foxholes. Bore-sighting is NA except by the two Guns that must set-up on Board 19 (the testing range). The Board 19 Guns may not set-up HJP nor in Woods, but are considered employed.

THE MAUS SPECIFICATIONS

HT BPV:170 WGT:188 RF: 1.6 Size: -3
 MP: 8 (Fully Tracked) GT:ST CS:5 GP:H
 MA: 128L ROF:n/a SA: T75 ROF: 1
 CMG: 5 Am: sN9, S8(75) Notes:100
 ID# Place Malfunctioned/Disabled/No Ammo/AL as appropriate.

| | | | | | | |
|---|----|----|-----|-----|------|----|
| A | MA | SA | CMG | sN9 | s875 | AL |
| B | MA | SA | CMG | sN9 | s875 | AL |

NOTES:

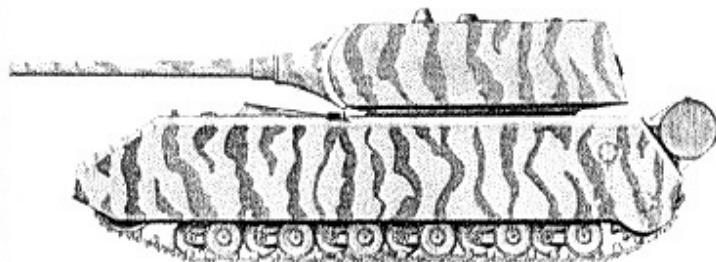
- [1] Target Size is -3, indicated on the counter by a red dot beneath the armor factors. AE:H
40
AF:T
26
- [2] Front Turret AF is 26, Front Hull is 40, Aerial AF is a 6. 26 26
- [3] 'I' ROF applies to the 75mm secondary armament only.
- [4] The 75mm SA is an ordnance weapon mounted coaxially with the MA. As such, it may be fired only at a target that lies within the Maus' TCA. If either gun (i.e. the MA or SA) fires, the other cannot be fired during that same phase (treating the MPH and DTPH as one). Acquisition gained by one of the MAUS' guns may be used by the other gun for fire at the same, but is lost if the latter fires at/or interdicts some other, target location (or hex if firing AREA Target Type). An armor leader can modify the SAs (as well as the MAs) TH DR.
- [5] The CMG and SA may be fired in the same phase, however when the CMG is fired, any existing SA acquisition is retained/lost as if the SA were MA (D1.82).
- [6] The 75 SA(only) may fire smoke with a depletion # of '8', signified by s8.
- [7] No A-P Mine attack, or A-T mine attack final DR ≥ 12 has any effect on a Maus.

THE MIGHTY MAUS

Scenario Design: Vic Provost

Scenario Development: Vic Provost,
 Kiri Naiman, Ralph McDonald, and Tom Morin.

Playtesters: Vic Provost, Kiri Naiman, Tom Morin, Ralph McDonald, Rob Purdon, Bryan Holtby, Randy Nonay, Tom Gryba, and Scott Jackson.



DESIGNER NOTES:

Let's have some FUN! That was the overriding consideration in the design of this scenario. I've wanted to design an action with the Maus as the centerpiece of the fighting for a long time, and have been fooling around with the general design for several years now. The problem was the utter lack of hard, specific info on just exactly what happened to these massive AFVs in their trial by fire. Even with the publication of the Schiffer Book on the history of the Kammersdorf Proving Grounds in 1997, we still had mostly vague info on the entire battle (there is a great photo in it of one of the Maus AFVs which was blown up by its crew, but it says nothing as to the circumstances as to why they took such drastic action other than to deny the intact 'prize' to the Soviets). So we resigned ourselves to turning the lack of specifics into an opportunity to design the ultimate, late war, Eastern Front, 'kitchen sink' scenario, with appearances of several vehicles that rarely are seen in an ASL scenario. The Schiffer book gave us some great aerial photographs to work with in designing the board configuration. It is a 'rough' approximation, giving a good overall 'feel' for the terrain of the complex, which is all we could ever hope for without actually making a HASL map for the situation. Within the parameters of designing a scenario which is part historical/part hypothetical, there is a lot of leeway to use one's 'artistic license' to include units that might be controversial in their inclusion in a truly 'historical' action. So if we are going to have a Maus, why not two? At least two were tested

there, and up to four were in some stage of development at one time or another. I left one immobilized to show that its drive trains had not been fully installed, also for playbalance purposes, giving the Russian player a better chance at actually killing one of these monsters. Speaking of killing a Maus, not an easy thing, as even the 122L guns, barring a CH, have no chance of penetrating the armor of these behemoths, and the 100L has a slight chance at the rear! The Russian has to look to his OBA, Flamethrowers, DCs, and CC to do the job. The Assault Engineers especially should be the units of choice to grapple with them, having the best chance to take one out, whether with their FTs with a TK of 8, DCs, or CC. Back to 'artistic license' on vehicle inclusion, since we are going to feature the Maus, let's give the Russian some fun and include the JSIII in his OBI Sure, probably complete fantasy, but as I said, FUN was the key in the design process, and their appearance should make any treadhead salivate. Here is a vehicle that actually has a fair chance of surviving a PF hit through its frontal armor! I also gave them the SU-100s both for the rarity of seeing them in any scenario, and to give the Russian player a piece of ordnance that can try deliberate immobilization on the one mobile monster (that's how the 'possibility' of capturing a Maus comes in, if that 9-2 AL fails the ITC, out he comes, and if not re-occupied by a German unit I can just see the scramble by the Russian player to get a crew/half-squad over to it). Another vehicle we wanted to see here was the late-war OT-34, the basic T-34/M43 with a SA BF32.

Bounding Fire Productions are working on the late war ATO-34 Flame tank, we hope to see it published someday by MMP (along with the Maus counters, of course); it would be a perfect fit here. We also dragged out the 170L ART and 120 MTR for the Germans, heavy pieces that no doubt were tested there and see little action in other scenarios. The Flak towers were again an 'artistic license' inclusion, with the front getting ever closer to Germany and the allied air menace a constant threat, I felt they could represent the air defenses in the area. We considered air support for the Soviets, but felt that would take away from the real focus of the scenario: the armor-infantry battle. Speaking of the infantry, it is what you would see at this point in the war: an all elite spearhead of Zhukov's best units, and the flotsam and jetsam that the Germans could scrape together. The SS are again in the role of the 'Führer's Firemen', they were in the area, but whether they actually participated in the defense is anyone's guess. I felt they would give historical flavor, and really give the German hope of hanging onto a building or two. So in conclusion, I hope you have as much 'FUN' with this as we did in putting it together, it literally and figuratively was a 'BLAST'. Your ASL comrade, Vic.

SOURCES:

All of the above MAUS info taken from Bob McNamara's article from the '91 ASL Annual, thanks to Bob/AH.
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