

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

WHO OWNS THE NIGHT? - MAY 20, 1947

A NIGHT HUNT: 'SISU' VS. TECHNOLOGY

This is a scenario that works best with a referee and three players: One Finnish, one Nachtjager, and one Feldschirmjager.

The Germans had decided to disrupt the Allies with a parachute drop whose aim was to destroy depots near Viipuri (second largest city in Finland). The plan was that they would create enough havoc, blow some bridges and depots, and hunker down until the main German thrust linked up to them. Alas, for 3 battalions of Feldschirmjager, things did not go to plan and the remnants of the force have formed into a rough battalion and are trying to trek back to their lines. It has been a heroic attempt so far and they're nearing the arranged pick-up area where one of the new mobile Nachtjager forces awaits them. All that lies between

the harried paratroopers and rest is the infamous skull emblazoned helmets of the KevOs.4, whose night time exploits are still famous.

Will the compatriots of Simo Häyhä with their traditional forest-ways of combat or the new-fangled devices that invisibly light up the night for the Germans become the masters of the night?

SCENARIO LENGTH: This scenario lasts for 40 turns before day breaks and the Nachtjager group must withdraw directly toward their starting area and off the board. Any remaining Feldschirmjager are considered casualties and captured or eliminated by the Finns.

Who Owns the Night?



Scale 1" = 100 meters on a 24" x 39" Skirmish Board



Ditch / Tank Trap

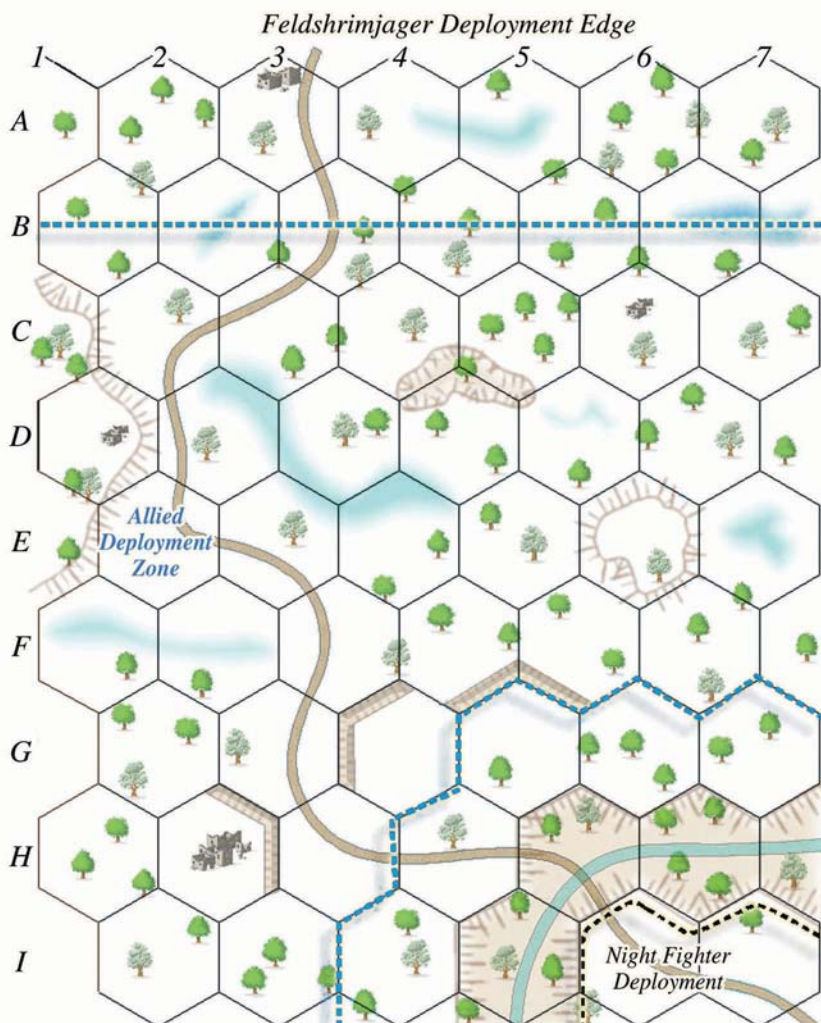


Hill



Depression

Map by Sven Luger



WHO OWNS THE NIGHT?

ALLIES

Base Cohesion Level: $17 + 2 = 19$
Break Point: 68

Finnish KevOS.4 Special Forces

HQ Company: 1x Infantry-type KO [R]

KevOS.4 Infantry: 9x Infantry-type KO [R]

U.S. Army off table support

Divisional Artillery
(3rd Div. U.S. Army): 3x 155 M40 Howitzers
Long-Toms[2]

Defenses

2x Heavy Improved Positions,
5x Medium Improved Positions,
7x Light Improved Positions,
12x Tank trap ditch
(marked on map),
10x Concentrated Mines,
25x Standard Mines,
18x Dispersed Mines,
22x Barbed Wire,
25x Dummy Mines.

ALLIED DEPLOYMENT

a. The Long-Toms are off the board and can be called in as indirect-fire.

b. The Defenses are set up before the game and may be placed anywhere North or West of the stream bed hexes in the Southeast corner of the battlefield.

c. The KevOS.4 may be set up anywhere in the Allied Deployment zone.

ALLIED VICTORY CONDITIONS: The Allies want to score a propaganda victory & prevent the paratroopers from making it back to safety. Capturing or destroying any of the Nachtjager equipment is added candy for the Allies.

Minor Victory - By the end of the game the Allies have destroyed or captured at least 6 Feldschirmjager stands, and destroyed at least 5 stands of the Nachtjager Kampfgruppe.

Major Victory - If, at any time, the number of Eliminated German stands exceeds twenty seven (27), award the Allies a Major Victory.

OR

By the end of the game if the Allies have destroyed or captured at least 8 Feldschirmjager stands, and destroyed at least 10 stands of the Nachtjager Kampfgruppe.

GERMANS

Feldschirmjager Remnants

Base Cohesion Level: 15 Break Point: 21

HQ: 1x Infantry-type A [R]

Fallschirmjager Bn: 12x Infantry-type A [R]
(in 3 companies of 4 or 6
half-companies of 2)

1st Nachtjager Kampfgruppe

Base Cohesion Level: 15 Break Point: 59

KampfGruppe HQ: 1x Infantry HQ/SdKfz.251/1
with Infra-red sighting

Nachtjager Battalion: 8x Panther-G,
7x Infantry-type A/SdKfz.251/1
with Infra-red sighting,
4x SdKfz/7 with
Infra-red spotlights.

GERMAN DEPLOYMENT

a. The Feldschirmjager enter from the Northern edge but more than 4" away from either the east or west edges. Because of Hidden movement they are not required to enter all at once or even on turn 1.

b. Starting on turn 4 the 1st Nachtjager may exit the Night Fighter Deployment zone if the Germans achieve a successful Cohesion roll with a modifier of +4 to the die-roll. They are waiting for some sign that the Feldschirmjagers are nearby. However if they are fired upon they may react normally within the guidelines set below.

GERMAN VICTORY CONDITIONS: Return of the Feldschirmjager and preservation of the expensive & unusual night fighting equipment is essential to the Germans

Minor Victory - At the end of the game if there are at least 6 Feldschirmjager stands that have safely made it across the battlefield to the Night Fighter deployment zone and less than 5 stands of the Nachtjager force have been destroyed, award the Germans a Minor Victory.

Major Victory - If, at any time, the number of Eliminated Allied stands exceeds eighteen (12), Award the Germans a Major Victory.

OR

At the end of the game if there are at least 8 Feldschirmjager stands that have safely made it across the battlefield to the Night Fighter deployment zone and less than 10 stands of the Nachtjager force has been destroyed, award the Germans a Major Victory.

SPECIAL RULES FOR "WHO OWNS THE NIGHT?"

German players: If multiple German players, then there must be no communication between them regarding movement. The Nachtjager force has a +3 modifier die roll to movement cohesion tests until such a time as a the Feldschirmjagers are fired upon or come within 4 inches of them.

Darkness Effects & Visibility: Due to the Darkness all Force Cohesion values are reduced by 6. Visibility is nominally 6 inches. The Feldschirmjager and KevOs.4 due not suffer reduced movement due to their training. However, all other units not on the road are reduced to 2 inches maximum movement without penalty. If they move faster than that they are suppressed must and must make an extra cohesion roll or else get stuck. The are stuck and suppressed until they make a successful cohesion roll during a movement phase.

Terrain: The battleground is entirely Rough Terrain 2 unless otherwise shown. The road is poor, the streambed hexes are rough terrain 3.

Allied Artillery Support: The Artillery is U.S. and the Finns have been trained to spot for it so it will function as Generation III artillery (i.e. in-direct fire arrives 1 turn after the plot turn and doesn't require an FO. The Allies may use the Pre-Registered fire option for up to 3 predefined locations. If the Finnish HQ stand is eliminated then all artillery fire requires 2 turns after plotting to arrive unless the Finnish player successfully rolls a cohesion with a +5 modifier to the die roll. This may only be attempted once per game. The only place not under the guns of the Allies is the Night Fighter deployment area (2 hexes) in the Southeast of the board.

Hidden movement: Before the game begins the Feldschirmjagers and the KevOS.4 players break up their available troops into groups of at least 2 bases each. They then plot their movements for 30 turns on individual copies of the scenario map. At Full speed it takes 3 turns for Feldschirmjager and 2 turns for Finn to cross a hex, but it makes it easier to be spotted. If the unit moves at half speed then they have less chance of being detected as below. Thus to plot the map, mark each group from hex to hex and note the turns the group was in the hex.

For example Turn 1-3: Hex A2, Turn 4-9: Hex B3, etc. Whenever two or more opposing groups (whether revealed or not) are in the same or contiguous hexes then a modified cohesion roll by each group is made per each turn of contact. Use the following chart to determine the modifiers to the die roll.

Situation	Cohesion Die Roll Modifier	
	Same Hex	Contiguous Hex
Opponent fired this tun	Automatic detection	
Opponent moving at normal speed	-2	-1
Opponent moving at half speed	-1	0
Opponent is still	+1	+2
Opponent is crossing through a hex where there is already a detected force this turn	Automatic detection	
Listener has fired this turn	+1	+1

If detection is made by one or both parties then all groups in the hex(es) are placed on the board. If one side remains undetected, his opponents are automatically suppressed(S) as in surprise rules. Upon firing any base is revealed. A unit once revealed, stays on the board but may move, etc subject to all appropriate effects.

The KevOS.4 were incredible troops known to the Russians as "Belaya Smjert", the "White Death". In two weeks during the Winter War they were the major part of capturing or destroying 104 Russian tanks in two weeks in their sector. They were masters of the "Motti" tactics and turned tanks into what were known to both Russians and Finns as "Death boxes". Additionally they slowed down 600,000 Russian troops long enough for the 4th division to successfully withdraw. They are unusual troops, but these numbers reflect their capabilities using their limited weaponry, of Molotov cocktails, Moison-Nagant rifles with open sights, and the Suomi K31 SMG. Now with the advanced weapons "liberated" from Germany, and the Lend-Lease equipment, they are a force to be feared on this ground. Their numbers are based on Tech Level 2 infantry, but recognizing their especial affinity for destroying armor and their speed.

Weapon	Points	TL	Firepower AP / HE	Range AP / HE	Defense	Movement T / W / F	Cargo Capacity	Transport Requirement
KevOs.4 Infantry "KO" Infantry	19	2	7/6	1/5	7**	6F	-	4

As per the Commando type 'S' rules they get a -3 to their die roll in close assault. They are always consider [R] type troops and they get a bonus of +2 to their Cohesion level. For this scenario consider their cohesion at 19.