

## SASL 2.0 – “Tiger Ace - Otto Carius” Campaign Designed by Andrew Kerekes

The following SASL 2.0 Campaign is designed to loosely mimic some the battles that the German tank commander Otto Carius fought in. It covers the period from January 1943 to February 1945. All information was obtained from the book “Tigers in the Mud: The Combat Career of German Panzer Commander Otto Carius” (Stackpole Military History Series).

There are several assumptions made when designing this campaign. From the book, the 502<sup>nd</sup> Heavy Panzer Battalion 2nd company spent a fair bit of time supporting infantry or supported by infantry. Thus this campaign includes both an infantry company as well as 2 tigers for the payer to control. While historically inaccurate for all the battles listed, this is done so the game would be more interesting to play. Also there is little mention of weather conditions as such no weather conditions are listed here. Players are encouraged to either roll for weather or decide on the weather before play. In addition only one of the battles for each month has been listed rather including all the operations that he was involved in. The ones included have also be done to give players a variety of different scenarios.

For those players that do not have the time to complete all scenarios listed players can play 4 out of the 10 scenarios instead. Either roll randomly or choose those scenarios that you would like to play. If the shorter campaign is chosen adjust the medal awards to the following numbers <2, <3, <4, <5, <6, <8, >8

**There are several additional rules outlined below, these rules apply to all the scenarios in the campaign.**

- If at any stage the tank commander representing Otto Carius is killed, the leader chit is removed from play and takes on the wounded status. The leader immediately misses the next campaign battle but is considered to have automatically recovers from his wounds during this time away from the battlefield.
- “Otto Carius” has a command range of 4 hexes not 2 hexes as stated in SASL rule book (mainly due to the radios fitted in German tanks and his superb ability to command his panzer company), in addition he only fails his command roll on a um roll of 12.

### **Eastern Front Only Specific Rules**

- All Russian AFV are always buttoned up (if able to do so) and can never go CE. This is specifically mentioned in the book that the Russian tanks always buttoned up at the first sign of battle and never went CE.

### **Western Front Only Specific Rules**

- By 1945 the Germans on the Western front were less than willing to put up a determined resistance. All units other than the leader chit representing “Otto Carius”, have their command activation number lowered by one.

### **Tiger Tank Repairs Rules**

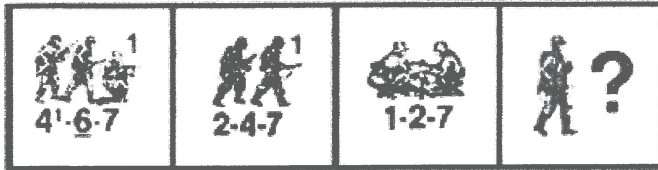
In between campaign missions all tigers that have any malfunctioned weapons, those weapons are automatically repaired. All recalled tanks are recovered, shock or stun counters are also removed. If the tiger tank is bogged, immobilised and/or abandoned come the end of the mission then roll on the chart below.

Tiger is bogged or immobilised & Axis victory:	1-5	recovered and repaired
	6	destroyed
Tiger is bogged or immobilised & Allied victory:	1-3	recovered and repaired
	4-6	destroyed

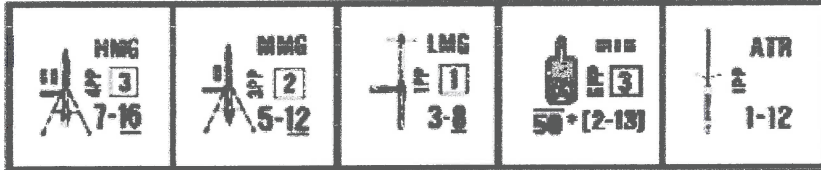
**If the Tiger is abandoned, roll on the table above with a +2 DRM (due to German orders to destroy their tanks rather than let them fall into enemy hands).**

\*If at any point during the campaign the Axis suffer 8 Tigers (including Jagdtigers) destroyed, then the game immediately ends with the 502<sup>nd</sup> Heavy Panzer Battalion considered destroyed.

1<sup>st</sup> Rifle Company 61<sup>st</sup> Infantry Division

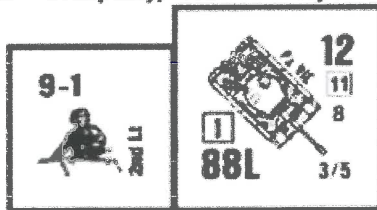


12      2      6      3



4      3      3

2<sup>nd</sup> Company, 502<sup>nd</sup> Heavy Panzer Battalion



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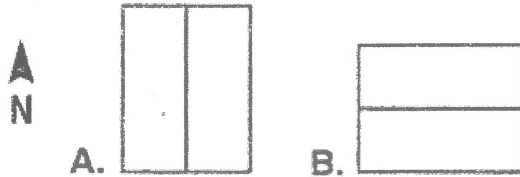
Campaign Missions

Eastern Front

July 22<sup>nd</sup> 1943: Mop Up Operation South West of Ilowaskij

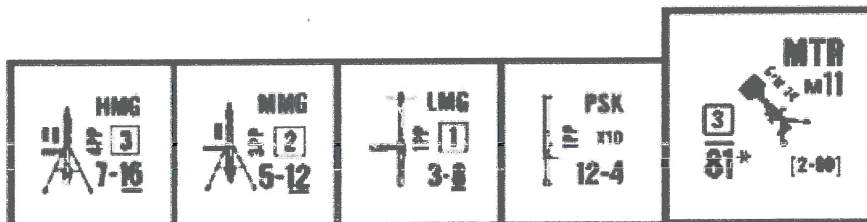
Mission 2 – Pockets

Map board from West to East (option A): Open/Rural; Village



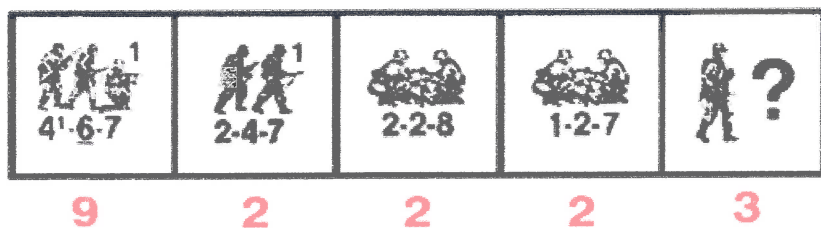
August to October - Rest and Refit

Replace the current infantry support weapons with those listed below:



4      2      2

**Infantry Reinforcement Rule from August 43 (US#62)**



**If players are starting the game post August 1943 then start with the units above instead of those listed at the start, otherwise follow the squad replacement rules below.**

**Squad Replacement**

The Germany rifle company with "Otto" starts with 12 squads but after August 43 the rules state they are reduced to 9x 4-6-7 squads. To reflect this, and losses to the company are replaced up to the number of full squads for the date specified.

Example 1: In December 43 the rifle company has 12x 4-6-7 squads and 2x 2-4-7 squads. After a battle they suffer 1 squad killed outright and another squad reduced to a half squad. The unit now has 10 full squads and 1 half squad. During the reinforcement phase the half squad can be reinforced back to a full squad but the squad killed is not replaced as their current strength is above that for the date specified. Thus infantry's company strength now 11 full squads but they don't receive additional reinforcement as their strength is still over the 9 squads listed for the date specified

Example 2: If in the case above the infantry suffer 2x 4-6-7 losses and 4 were reduced to half squads their strength at the end of battle would be 6x 4-6-7 squads and 4 half squads (4 half squads from battle plus the two to start with). The German player puts aside two of the half squads and the 6x 4-6-7 squads. The remaining 2 half squads are recombined to form 1 full squad. The player now has 7x 4-6-7 squads and 2x 2-4-7 squads and therefore could roll to get 1 full 4-6-7 squad replacement as that would bring their strength up to 8 full squads.

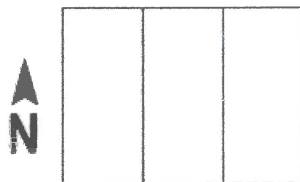
**Crew Replacement**

In addition, after August 43, the number of crew drops from 6x 1-2-8 crew to 2x 1-2-8 and 2x 2-2-8. The player MUST remove 2x 1-2-8, then replace 2x 1-2-8 crew with 2x 2-2-8 crew. If the removal/replacement process leaves the player short of crew, then follow the SASL unit replacement rules.

**November 7<sup>th</sup> 1943: Russian Attack near Lowez**

**Mission 14 – Human Wave**

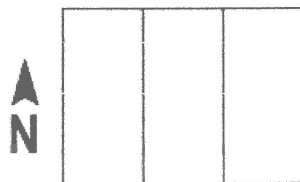
Map board from West to East: Hill; Open/rural; Hill



**December 16<sup>th</sup> 1943: German Counter Attack near Lowez**

**Mission 1 – Cautious Advance**

Map board from West to East: Open/Rural; Hill; Hill



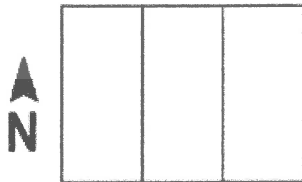
\*Note this is a 3 map board game not 1 as specified in the mission

**\*January 21<sup>st</sup> Defence of Wolosaro**

**Mission 11 – Hold the Bridge**

Map board from West to East: City; River; Village

German forces setup anywhere on the village map board, all other conditions as per scenario. Note this is a 3 map board scenario not 2.



**Special Scenario Rule:** any infantry reinforcement the Germans roll, (excluding engineers), the infantry type is not rolled for but are automatically SS 6-5-8 units representing the III SS Nordland Division defending the bridge head.

**February 16<sup>th</sup> 1944: Defence of the Narwa Bridgehead**

**Mission 10 – Hold the Line**

Map board from West to East: city; river

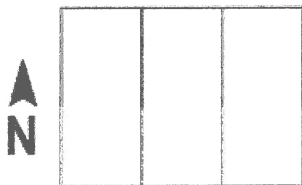


Special rules: River is frozen over

**March 17<sup>th</sup> 1944: Counter Attack at Tirtsu**

**Mission 5 – Take the Highway**

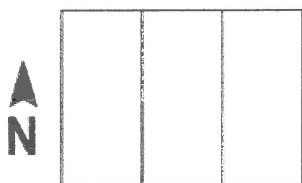
Map board from West to East: Open/Rural; Open/Rural; Woods



**June 26<sup>th</sup> 1944: German Assault on Sujewo Hill**

**Mission 1 – Cautious Advance**

Map board from West to East: Open/Rural; Open/Rural; Hill



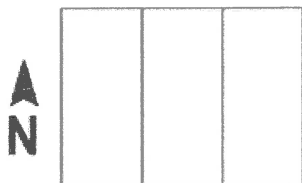
\*Note this is a 3 map board game not 1 as specified in the mission

**July 24<sup>th</sup> 1944: German Attack at Bolnorycze**

**Mission 1 – Recon**

Map board from West to East: Hill; Village; Woods

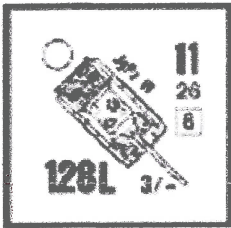
Germans attack from the west



## Western Front

Historically Otto Carius was severely wounded on 24<sup>th</sup> of July and spent the next several months recuperating from back, thigh, arm and neck wounds. He was then transferred to the 512<sup>th</sup> Heavy Panzer Battalion on the Western Front in January 1945.

Replace the 2 Tiger tanks with 2 JgPz VI.

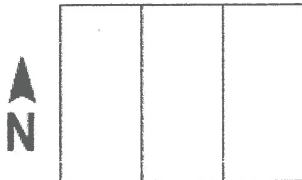


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### January 17<sup>th</sup> 1945 Attack at Weidenau

#### Mission 1 – Cautious Advance

Map board from West to East: Woods; Open/Rural; Village

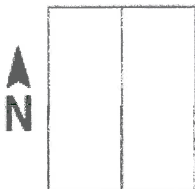


\*Note this is a 3 map board game not 1 as specified in the mission

### February 1945 Ambush on the Ruhr Highway

#### Mission – Ambush\*\*

Map board from West to East: Woods; Open



\*\* Scenario as per patrol however Germans set up anywhere on the wooded board in defensive positions while US forces set on in convoy on the Eastern most board road hexes. Axis tanks that setup in woods do not roll a bog DR. US forces must at least have 4 tanks in the convoy. If not, re-roll until they do.

\*Unable to confirm date

#### Awards

Tanks Destroyed	Medals Earned	Comments from Commanding Officer
< 3	none	As a tank commander you spend more time getting bogged than shooting at the enemy! Should be transferred to the infantry.
< 4	<b>Iron Cross Second Class</b>	Still wet behind the ears, I guess you at least know which part of the tanks to face towards the enemy.
< 6	<b>Iron Cross First Class</b>	No bad, you have proven it's not just luck. The Wehrmacht will make a tank killer of you yet
≤ 10	<b>Panzer Assault Badge in Silver – Level 1</b>	You're a better than average tank commander and show much promise.
≤ 16	<b>Knight's Cross of the Iron Cross</b>	As a hardened veteran you can turn around almost any situation to your favour.
≤ 20	<b>Panzer Assault Badge in Silver – Level 2</b>	Outstanding, with more men like this we will win the war! Truly a Tank Ace!
> 20	<b>German Cross in Gold with Diamonds</b>	Beyond belief, other tank aces talk about you, where ever your deployed victory is certain.