

# “Die Untoten...die Untoten...”



## Heilstätten Hohenlychen— April 15th, 1945

In the waning days of WWII, Heinrich Himmler attempted to settle old scores. To that end, his agents had kidnapped Albert Speer and imprisoned him at Himmler’s SS Citadel, Hohenlychen. There Chief SS Physician Karl Gebhardt , had been conducting heinous experiments on slave laborers, Soviet POW’s and other misfortunates. Himmler instructed Gebhardt to continue his experiments with Hr. Speer’s assistance.

Learning of Himmler’s multiple betrayals and of Speer’s kidnapping, Hitler ordered Otto Skorzeny to lead a team of elite commandos to rescue Hitler’s architect. The future of the Reich’s 1000 year dream relied on Speer’s vision.

**VICTORY CONDITIONS:** The Otto Skorzeny player wins by finding Albert Speer, taking him to the airfield and evacuating him on either a Fiesler Storch or JU-52.

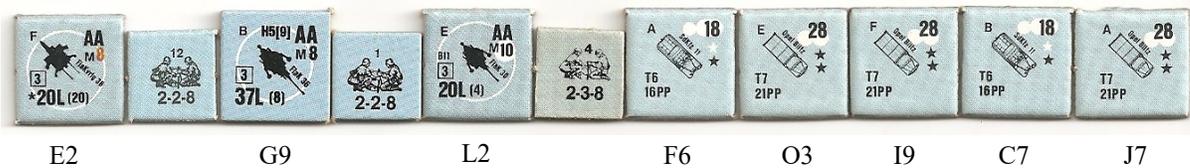


### Board Configuration:

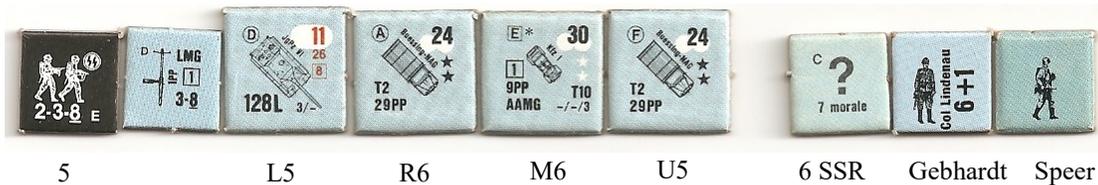
Germans set up First	+									
Germans move First	1	2	3	4	5	6	7	8	9	60
										38



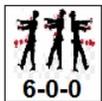
### SS Flak-Schule Battery Hohenlychen (ELR 2): Set Up on Board 38 as indicated below



### SS Garrison Hohenlychen (ELR 3) (SAN5): Set Up in any BD 60 stone building limit 1 half-squad per hex



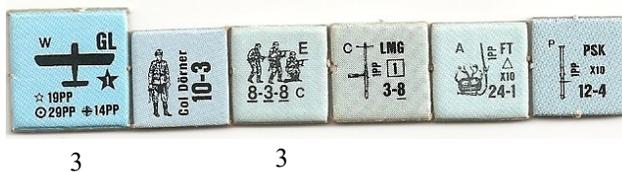
### ZOMBIES of Hohenlychen (set up per SSR on page 2)



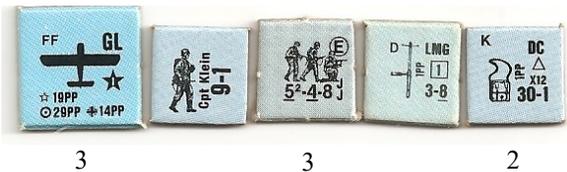
20 Zombie Squads set up per SSR. Additional Zombies per SSR.



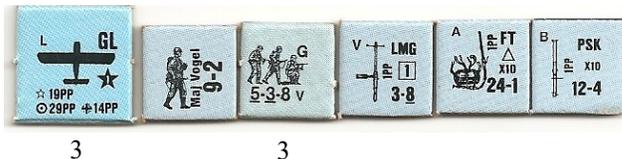
### Glider Gruppe Skorzeny (ELR 5) Enter Turn 1



### Glider Gruppe Wulf (ELR 5) Enter Turn 1



### Glider Gruppe Scherff (ELR 5) Enter Turn 1



Special Rules/Notes: (See page 2)



Scenario GJ013

**Aftermath:** Skorzeny’s commandos landed gliders at Himmler’s personal airfield, seized it, and then proceeded to Hohenlychen to rescue Speer. Skorzeny never spoke of the horrors he encountered and neither did Speer. But one clue remains...as Skorzeny piloted a Fiesler Storch with Speer in the back to safety, he sent one terrifying message to the Fuehrer Bunker...“die Untoten...die Untoten”....

## Die Untoten...Die Untoten Page 2 Special Rules:

1. Night Rules are in effect with NVR of 3 hexes at start with cloud cover. The Zombie Player is the Defender (E1.2): the Germans are the Scenario Attacker. The Majority Squad Type of both OB's is Normal. **EC are moderate with no wind.**
2. The difference in German Players: One German Player plays the Skorzeny forces and another plays the Hohenlychen and airfield forces.
3. The flak battery at the airfield is jittery due to increased Russian air activity. They will fire at Skorzeny's gliders if they come within the NVR range of the guns. They will only fire once as they will recognize friendly forces following their initial shot.
4. Once Skorzeny moves adjacent to any one of the three AA guns, will then place them under the control of the Skorzeny Player.
5. The German Jagd Tiger was specifically detailed to Hohenlychen by Himmler himself. The Jagd Tiger crew is on the alert in their vehicle having heard some horrendous sounds coming from beneath the streets. They will not fire on German Units, but will also not move unless directed to by Skorzeny himself. Once Skorzeny moves adjacent, the JagdTiger comes under control of the Skorzeny Player. The JagdTiger can carry up to 2 full squads as riders.
6. The 5 half-squads forming the Hohenlychen Garrison will fire on any unit until they have line of sight to Skorzeny. Following that, they come under the control of the Skorzeny player.
7. A successful Interrogation for the German player will result in identifying the location of Albert Speer, otherwise the Germans must investigate each of the possible locations in order to find Speer.
8. The SAN 5 represents the jittery and isolated members of the Hohenlychen garrison who are shooting at anything that moves. The SAN 5 is in effect for both Zombie and German players. So whenever the SAN 5 is rolled, a sniper attack is conducted and affects whatever unit it lands on either Zombie or German controlled.

At  the   airfield  are several aircraft. 1 x JU-52, 2 x ME-109's, and 1 x Fiesler Storch. Each aircraft is available to evacuate Skorzeny and his men. Evacuation occurs immediately one Skorzeny with Albert Speer moves adjacent to an aircraft

1. The aircraft are placed as follows on Board 38.
  - JU-52 in hex M8
  - ME-109's in hexes F5, G4
  - Fiesler Storch in hex E6

<http://www.abandonedberlin.com/2014/04/Heilstaetten-Hohenlychen-abandoned-sanatorium-Hitler-Himmler-Hess-et-al.html>  
This website was the inspiration for this scenario.

## **Die Untoten...Die Untoten Page 3 Special Rules:**

1. The initial 20 Zombie Squads set up HIP. These 20 Zombie Squads begin in the tunnels under the stone buildings on Board 60. The Sewer “circles” denote entry points into the extensive tunnel system under Hohenlychen and the area where Dr. Gebhardt performed his horrific experiments. The Tunnels are well lit and filled with Zombies. The player controlling the Zombies denotes their location on a separate piece of paper.
2. Zombie movement— on Turn 1, the Zombie player may move all of the Zombie squads by rolling 2D6. The colored die gives direction and the white die determines number of movement points. After turn 1, the Zombie squads may move as the Zombie Player chooses.
3. The 6 German Concealment Counters are placed as follows on Board 60. 1 per hex in the following hexes: L6, N5, R7, S5, T6, and AA3. Prior to play, the Zombie players rolls a d6 for Dr. Gebhardt and Albert Speer. The resulting roll determines the start hex for Dr. Gebhardt and Albert Speer. 1=L6, 2=N5, 3=R7, 4=S5, 5=T6, and 6=AA3. They cannot begin in the same hex, so roll again if they both end up in the same location.
4. Movement Rules for Dr. Gebhardt and Albert Speer. Albert Speer cannot move until rescued by one of Skorzeny’s units. Once rescued, he has 6 movement points, but cannot CX. Dr. Gebhardt is controlled by the Zombie player. He cannot be harmed by the Zombies and in his lunacy seeks to unleash even more Zombies. He will move to the cemetery on Board 60. Once there, he will create 1d6 of additional Zombie squads each Zombie Rally Phase until he is killed.
5. Zombie Units have 6 movement per turn. They are not subject to CX.
6. Zombie Units have no range, no ELR and no morale.
7. Zombies move as Berserk units and must attack in Close Combat the nearest German Unit.
8. All CC with Zombie Units is conducted as Hand to Hand.
9. Ambush not applicable for either side.
10. Zombies can only be eliminated by KIA results. (there are no zombie half-squads)
11. German units eliminated in CC by Zombies become Zombies in the next Rally Phase.
12. Zombies may engage vehicles in Close Combat. Essentially, conduct a normal Hand to Hand Close Combat as the Zombies swarm the vehicle.
13. German squads may fire Panzerfausts at Zombie with a - 2 to hit and -2 on the effects.
14. Zombies are subject to all moving in open penalties and also always have an additional -1 for all fire directed at them due to their bunched up swarming movement.
15. German units must pass a Task Check whenever they go into Close Combat with Zombies. Units failing their Task Check are pinned.
16. German units may elect to move CX in back to back movement phases, but must pass a Task Check. Failure to pass the Task Check results in the unit being pinned.
17. Beginning on Turn 2— the Zombie player may check for additional Zombie Units created from deceased villagers in the Rally Phase—Roll 2d6. The colored die of 1-3 indicates creation of Zombie Unit(s) and the white die determines the number of Zombie Units created. These newly created Zombies may be placed randomly on Board 60 at the Zombie players discretion. Only 1 Zombie squad may be placed in a hex and additional Zombie squads must be at least 3 hexes apart.
18. Two or three Zombie squads in hex may block the movement of non-tracked vehicles.