

# "DAS GOLEM"



## Prague, Czechoslovakia — May 5th, 1945

During Prague Uprising, the commander of Special Operations Gruppe Schoerner, Hauptmann Kurt Schenk's unit, located at Hradcany Castle, received orders to rescue high ranking SS Officers located at the HQ of Gruppenführer SS von Pückler. Von Pückler's HQ was situated in the building of Legal Faculty of Charles University in center of town. Beginning at 1:00 AM Czech resistance fighters successfully seized the Radio Station and began broadcasting for a general uprising against the Germans. Schenk noted that the Bells of the old city cathedral began tolling at midnight and continued until nearly dawn. At roughly 1:30 AM, Schenk and his combat group mounted their flak-wagons and crossed the Charles Bridge into the Old City with the mission to reach Von Pückler's HQ and effect a successful evacuation.



### Board Configuration:

8	51	21	45

**VICTORY CONDITIONS:** The Player with the most VP at game end is declared the winner. CVP are awarded normally. Additionally, the German player receives normal VP for each SS Officer, Squad or Half-Squad, which successfully exits the West edge of Board 8. The Player controlling the Radio Station D5 Building on Board 21 at game end receives an additional 5 VP. Lastly, the German player receives 5 VP if a unit successfully locates Rabbi Loew's gravestone and recalls the Golem per SSR.

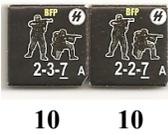
German Player sets up first	+	1	2	3	4	5	6	7	8	9
German Player moves first										



### HQ Coy. 15th Waffen SS Gren. Div. (1st Latvian) (ELR 3) (SAN: 2) (Setup: on Board 45 per German SSR 3)



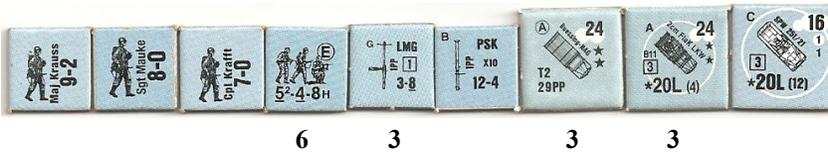
### Scattered Elements of 15th Waffen SS Gren. Div. (1st Latvian) (ELR 3) (Setup: on Board 21 per German SSR 4)



### Element of 1. Flak Group (Setup: on Board 8 in Hex P2)



### Spec. Operations Gruppe Schenk (ELR 5) (Setup: enter Turn 1 on Board 8 through Hex Q10)



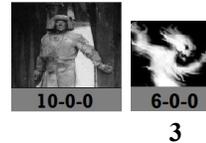
### Czech Resistance Fighters (ELR 4) (SAN: 4) (Setup: on Board 21 in the D5 "Radio Station" Building)



### Czech Resistance Fighters (ELR 4) (Setup: on Board 51 North of Row P and on Board 21 South of Row S)



### Das Golem and Cemetery Wraiths (Setup per SSR)



Special Rules/Notes: (see SSR pages 1-3)



Scenario GJ037

**Aftermath:** Schenk and his men managed to make their way to the old city in spite of roadblocks and ambushes by the Czech Resistance Fighters. But upon entering the old city, all of Schenk's vehicles mysteriously shut down. Schenk left a small force to get the vehicles restarted and made his way to the SS HQ. Schenk's men found the SS men unwilling to leave due to "paranormal" activities, so Schenk made his way back to the stalled vehicles, restarted a few of them and made what he later described as a desperate escape back to Hradcany Castle. He was later reprimanded for failing to rescue the SS garrison. He was captured by the Americans and while under interrogation revealed what really happened that fateful night. His file remains classified "Top Secret" to this day.

# "DAS GOLEM" SSR's

## SSR PAGE 1



ATTIC Counter



Praha

### Special Rules/Notes:

#### • TERRAIN

1. EC are moderate with No Wind. For the duration of the scenario, there is preternaturally no wind. Wind Change Die Rolls will only impact NVR as per normal.
2. Night Rules (E1.) are in effect. The Germans are the scenario attacker and the Czechs are the scenario defender. Due to frequency of street lights, Cloaking Counters are NA. The Majority Squad Type of both sides is Normal. All Czech Units are Stealthy, while all SS Units are Lax. Kurt Schenk's 5-4-8's are also Stealthy.
3. **NVR is 4 at game start.**
4. Streetlights. The roads on Boards 8, 51 and 45 are all lined with Street Lights, which illuminate the road hexes and adjacent hexes. As a result, normal visibility is in play anytime LOS is drawn down a Street. The Street Lights are out on Board 21 and therefore the NVR of 4 applies.
5. Sewer Movement is NA.
6. Rooftops are in play per B23.8. EXCEPTION— Playable Rooftops are only located on multi-hex, two-story buildings.
7. Attics—Attics will be in play for all Stone Buildings (including Row Houses) which have 3 or more building hexes in a continuous Row (Buildings Z5, R8, BB7 on Board 51 all have Attics, however Buildings D5, I4, DD3 would not have playable Attics.)
8. Normal Stacking Rules apply to Attics.
9. Attic Movement Rules: Both sides may utilize Attics. Attics can be entered by paying the cost of 2 MP's. Attics can only be entered in the Movement Phase and may not be entered in the Advance Phase. Normal Rout Rules apply for units in Attics.
10. Attic Concealment/HIP Rules: Units which end their friendly turn in an Attic hex and are not adjacent to an Enemy Unit and qualify for Concealment are instead granted HIP status and may move freely within the Attic without revealing themselves.
11. Attic Fire Rules: Units in attack are attacked normally. Units in Attics may not fire normally. Instead, Units in an Attic, which choose to Fire at enemy units do so as SNIPERS. The Attic Unit chooses a target, confirms LOS, then rolls the Sniper Check. Normal Sniper Rules apply. Whether or not the Sniper Check is successful the firing Attic Unit is marked with the appropriate Prep or Final Fire Counter. Attic Units do receive Subsequent Fire or Final Protective Fire.
12. Place bridge counters on Board 8 in Hexes, Q3-Q8.
13. Place a Burning Vehicle counter in the following Hexes: on Board 21 in Hex D7, on Board 45 in Hexes S10 and T7.
14. The Cemetery: Czech Units avoid the cemetery and therefore cannot enter the cemetery. A Czech unit forced to rout into the cemetery is eliminated for failure to rout. German units may enter the cemetery, but pay an extra MF per hex entered. German units searching for Rabbi Loew's gravesite, must pay an additional MF per hex searched.

#### • CZECH SSR's

1. Czech Units may use MOL (A22.6) and have access to Panzerfausts. Availability is 1 PF per Czech Squad. The Czechs receive a Panzerfaust only on a roll of 1 and the range of the Panzerfausts is limited to one hex.
2. The Germans have normal Panzerfaust availability and usage for 1945.
3. Czech Roadblocks—The Czechs begin the scenario with 4 Roadblocks. The Czech player may elect to create additional Roadblocks. Only a full squad can attempt to create a roadblock. In the Prep Fire, the Unit choosing to create a roadblock rolls 1d6 to determine success. On a 1 or 2, the Roadblock attempt is successful. Whether successful or not the Unit is then marked TI.
4. MOVEMENT on Board 21. Each time a vehicle enters Board 21, roll 1D6. The resulting number is the number of MF available to the Vehicle before it is immobilized. Due to supernatural reasons, all vehicles will become immobilized when entering Board 21. Immobilized vehicles can be restarted. In each Prep Fire Phase, the crew of the vehicle may attempt to restart the vehicle. The crew rolls 1D6. On a 1 the vehicle is successfully restarted. The vehicle may then move but again rolls 1d6 for the number of MF available. If the vehicle ends its movement phase still on Board 21, it is again immobilized. If the vehicle's available MF's allow it to leave Board 21, then it regains all available MF's minus those already used. Crews which fail in their attempt to restart a vehicle are marked TI.
5. Czech Resistance Fighters suffer the penalties for using German Support Weapons.
6. Czech Units are ignored by the Golem and Cemetery Wraiths.

# "DAS GOLEM" SSR's

SSR PAGE 2



Hauptmann Kurt Schenk briefs his men.

## Special Rules/Notes:

### • GERMAN SSR's

1. The Germans have normal Panzerfaust availability and usage for 1945.
2. **MOVEMENT on Board 21.** Each time a vehicle enters Board 21, roll 1D6. The resulting number is the number of MF available to the Vehicle before it is immobilized. Due to supernatural reasons, all vehicles will become immobilized when entering Board 21. Immobilized vehicles can be restarted. In each Prep Fire Phase, the crew of the vehicle may attempt to restart the vehicle. The crew rolls 1D6. On a 1 the vehicle is successfully restarted. The vehicle may then move but again rolls 1d6 for the number of MF available. If the vehicle ends its movement phase still on Board 21, it is again immobilized. If the vehicle's available MF's allow it to leave Board 21, then it regains all available MF's minus those already used. Crews which fail in their attempt to restart a vehicle are marked TI.
3. **Setup for SS HQ Company**—All SMC and MMC set up within the K2 Building on Board 45. Units may setup HIP if located in an attic Hex as per Terrain SSR 9.
4. **Setup for Scattered Elements of the 15th Waffen SS Grenadiers.** These half-squads represent the survivors of various attacks launched by the SS throughout the evening against the Czech Resistance and the otherworldly creatures emerging from the cemetery. Setup these units as follows: For each 2-3-7 or 2-2-7 roll 1d6—on a 1-2, the unit is placed in a stone building hex on Board 21 on or south of Row Q, on a roll of 3-4, the unit is placed in a stone building hex on Board 45 on or south of Row Q, on a roll of 5-6, the unit is placed in a stone building hex on Board 45 on or north of Row Q. (All units are to be placed one per hex.)
5. Once all the SS half-squads are placed on the board, the German player must roll a Pin Check on each unit. Those units which are Pinned, will remain Pinned for the duration of the game until a unit of Schenk's Paratroopers move adjacent. Once that occurs, the Pin is immediately removed. (This reflects the paralyzing fear experienced by some of the SS after their encounters with the supernatural forces.)
6. **SS versus the Golem and/or Cemetery Wraiths.** The SS incur a -1 penalty during any CC with either the Golem or the Cemetery Wraiths. (This penalty does not affect Schenk's Paratroopers.)

# "DAS GOLEM" SSR's

SSR PAGE 3



Das Golem

## Special Rules/Notes:

### • Das Golem & The Cemetery Wraiths

1. Appearance of the Golem and Cemetery Wraiths: The Czech Player controls the Golem and the Cemetery Wraiths. Prior to play, the Czech Player places the Golem and the Cemetery Wraiths HIP in any of the Board 21 Cemetery Hexes. The following rules apply to the movement of the Golem and the Wraiths.
2. **The Golem**—during each friendly Rally Phase, the Czech player may have the Golem appear in any non-building Hex 10 or less hexes from a Board 23 Cemetery Hex. The Golem cannot appear in a Hex with another MMC or SMC, but can appear adjacent to it. After appearing, the Golem may move up to Hexes, but only in Road, open ground, Woods, or Orchard Hexes. The Golem can only enter a building Hex during Advance Phase and only if it is to go into Close Combat with a German Squad. At the conclusion of the CC, the Golem is placed in and adjacent non-building hex. The Golem may only go into CC with units located on the ground floor of a building.
3. The Golem has no ranged attack, but only a Close Combat value of 10. Ambush is not applicable against the Golem, nor does the Golem ever gain the ambush. The Golem is unaffected by NVR. In Close Combat, the Golem gains a +1 versus SS Units and is normal against all German non-SS units.
4. **Affecting the Golem:** IFT attacks against the Golem must roll a KIA in order to affect the Golem. A KIA result causes the Golem to dissipate and the next turn to reappear in a Cemetery Hex of the Czech Player's choosing. A Panzerfaust, Panzerschreck or Main Armament resulting in a kill versus a non-armored vehicle also will cause the Golem to dissipate and be returned to the Cemetery.
5. The only way to eliminate the Golem is for a German unit to locate Rabbi Loew's gravesite in the cemetery. Prior to play, the Czech player secretly records which cemetery hex contains Rabbi Loew's gravesite. Upon entering that hex, after paying the extra MF required to search, the Czech Player notifies the German Player that he has located Rabbi Loew's gravesite. In the CC Phase, the German player may restore the Rabbi's tombstone and doing so causes the Golem to be recalled and vanish for the remainder of the game.
6. **The Cemetery Wraiths:** these ghostly spirits protect the cemetery. The Czech Player places them HIP in the cemetery at the start of play with one Wraith per hex. The Wraiths can only move into Cemetery Hexes and will not leave the Cemetery. They have the ability to move 2 Hexes per turn, but can only attack in the Close Combat phase after entering a German occupied hex in the Advance Phase.
7. Wraith stacking limits: only one Wraith counter can ever occupy a single Hex.
8. A unit can only be attacked by one Wraith counter in CC.
9. Wraiths only attack in the CC Phase and always have the ambush. They cannot be killed, but Units which survive the Ambush and successfully roll an elimination of the Wraith are able to successfully withdraw from the CC and not be held in Melee. Units which survive the Ambush but do not roll an elimination DR are held in Melee with the Wraith again getting the ambush in each successive CC.
10. **Affecting the Wraiths:** The Wraiths are not affected by any enemy fire or Close Combat attacks. Ordnance attacks similarly have no affect on the Wraiths. The only way to stop the Wraiths is to retreat to a non-cemetery hex.
11. If Rabbi Loew's gravesite is discovered and restored by a German unit, both the Golem and the Wraiths will vanish from play for the remainder of the game. Furthermore, the streetlights will turn back on Board 21. And all vehicles currently stalled on Board 21 will start up and move normally.